



FOR PRESS AND INDUSTRY PROFESSIONALS

PRESS KIT

ReyDio Games & Synthopolis

LAST UPDATED
23 SEPTEMBER 2026
ENGLISH VERSION

This kit gathers everything you need to write about ReyDio Games and its first game, Synthopolis. It is free to quote, embargo-free, and requires no prior request. It reads online and downloads as a PDF — 22 A4 pages, laid out, nothing to ask for. A French version is available at reydiogames.com/presse/dossier/.

DOWNLOAD THE PRESS KIT AS A PDF · 22 PAGES, 7 MB

GO TO THE VISUALS

WHERE TO START

YOU WRITE ABOUT VIDEO GAMES

The angles, quotable copy, the fact sheet and the artwork.

YOU PUBLISH OR INVEST

The team, the business model, the ecosystem and the studio's trajectory.

YOU RUN A TRADE SHOW

Our event history and what we bring to a booth.

- 01** At a glance
- 02** The studio
- 03** The founders
- 04** Timeline
- 05** Synthopolis — the world and the game

06 Fact sheet

07 Editorial angles

08 Awards and support

09 Trade shows and demos

10 Artwork and usage terms

11 Contacts

THE ESSENTIALS ON ONE PAGE

01

THE STUDIO

ReyDio Games, an independent French video game studio founded in 2025 in Cannes by Rayane Rahal and Eliott Bouchonnet. Two people.

02

THE GAME

Synthopolis, a competitive multiplayer parkour FPS, free on Steam, in early access since 26 March 2026.

03

THE AWARD

Winner of the Fondation UniCA Prize 2025, Entrepreneurship category. Admitted to the Excellence track of the Pépite programme.

04

WHAT'S NEXT

Next public date: Animazur, 17 and 18 October 2026 at the Cineum in Cannes, where the studio has a stand and is showing Synthopolis. It is back from a week at Gamescom in Cologne, on the France pavilion with rising SUD.

COPY READY TO USE

Three lengths, checked and approved by the studio. Use them as they are, or as a starting point.

THE GAME IN ONE SENTENCE

Synthopolis is a free-to-play competitive parkour FPS in which you grapple your way through a vertical megacity painted in watercolour, to tear a vital energy called the Elyr from your opponents — and hold on to it.

215 CHARACTERS, INCLUDING SPACES

SHORT DESCRIPTION OF THE GAME

In 2084, humanity has exhausted its resources and its last hope lies inside a virtual, brutalist city: the Elyr, a vital energy. Synthopolis is the competitive parkour FPS played there. Two grapples, a swing and a pull, replace the genre's usual arsenal: everything is decided through movement, reading and anticipation. From 1v1 duels to four-player free-for-alls, across five-minute rounds or longer struggles. Free on Steam, with strictly cosmetic monetisation.

464 CHARACTERS, INCLUDING SPACES

STUDIO BOILERPLATE

ReyDio Games is an independent French video game studio founded in 2025 in Cannes by Rayane Rahal and Eliott Bouchonnet. The studio is building several games bound together by a single narrative universe, along one constant line: a game must remain fair, accessible and honest towards the person playing it. Its first title, Synthopolis, is a free-to-play competitive parkour FPS available on Steam.

399 CHARACTERS, INCLUDING SPACES

ONE STUDIO, ONE CONVICTION

ReyDio Games was born in Cannes in 2025. Two founders, a first game already online, and the intent to make more — tied together by a shared narrative universe rather than scattered across whatever opportunity comes along.

THREE NON-NEGOTIABLE PRINCIPLES

- | | |
|--|---|
| <p>I</p> <p>NEVER PAY-TO-WIN</p> <p>The studio never sells victory. Free for Synthopolis, low-priced for what comes next, but always fair: skill alone decides. Monetisation is strictly cosmetic.</p> | <p>II</p> <p>ACCESSIBLE TO EVERYONE</p> <p>Optimised for modest setups, down to integrated graphics. Built for players worldwide, emerging markets included — where hardware is the first barrier to entry.</p> |
| <hr/> | |
| <p>III</p> <p>PLAYERS FIRST</p> <p>No predatory mechanics, no attention traps. No opaque intermediate currency, no countdown designed to pull people back. Games made by enthusiasts, for enthusiasts.</p> | |
-

MODEL AND TRAJECTORY

Synthopolis is distributed free-to-play on Steam. Revenue comes exclusively from cosmetic items: no purchase affects the balance of a match. That choice is also a deliberate constraint on design — a game that cannot sell an advantage has to hold up on its core loop.

The hardware accessibility requirement follows the same logic: targeting integrated graphics rather than a high-end machine opens the door to regions where computers remain modest, an audience today's competitive FPS largely leaves aside.

The studio has been supported by a broad public, academic and esports network on the French Riviera, all the way to the France pavilion at Gamescom — see Awards and support. A Kickstarter (<https://www.kickstarter.com/projects/reydiogames/synthopolis>) campaign runs alongside development.

03 · THE FOUNDERS

TWO PEOPLE, ONE STUDIO



CO-FOUNDER ·
DEVELOPMENT & STRATEGY

RAYANE RAHAL

Developer of the game and the studio's driving force on the business side: partnerships, competitions, administration and growth strategy.



CO-FOUNDER · ART
DIRECTION &
COMMUNICATION

ELLIOTT BOUCHONNET

Art direction and visual identity of Synthopolis, from the brutalist watercolour aesthetic to game design. Also leads all of the studio's communication.

TO APPROVE BEFORE DISTRIBUTION

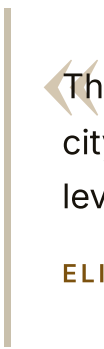
The two quotes below are
DRAFTS

, written from positions the studio has already stated publicly. They are not words actually spoken. Rayane and Elliott must rewrite or approve them word for word — then remove this box.



◀◀ We started by writing down what we refused to do: sell an advantage, demand an expensive machine, invent reasons to come back. What was left after that is Synthopolis.

RAYANE RAHAL, CO-FOUNDER



◀◀ The competitive FPS has settled into grey and military realism. We painted a city in watercolour and outlined it in ink. At full speed you can still read the level — that was the whole difficulty.

ELIOTT BOUCHONNET, CO-FOUNDER

THE TRAJECTORY

From the first trade show to today, the studio's public milestones.

2025 REYDIO GAMES IS FOUNDED

FOUNDING

Rayane Rahal and Elliott Bouchonnet start the studio in Cannes, on the French Riviera.

28-2 FIRST PUBLIC SHOWING

FEB-MAR 2025

Synthopolis is shown at the Festival International des Jeux in Cannes, 38th edition, which draws over 110,000 admissions.

2025 FONDATION UNICA PRIZE, ENTREPRENEURSHIP CATEGORY

AWARD

The studio wins the prize, and is admitted to the Excellence track of the Pépite programme.

27-1 RETURN TO THE FESTIVAL INTERNATIONAL DES JEUX

FEB-MAR 2026

39th edition, at the Palais des Festivals in Cannes.

26 SYNTHOPOLIS RELEASED ON STEAM

MARCH 2026

The game is published in early access, free of charge, on PC Windows.

25-26 PLAY AZUR FESTIVAL, NICE

APRIL 2026

9th edition, at the Palais des Expositions.

14 KICKSTARTER CAMPAIGN FUNDED

MAY 2026 €2,658 raised against a €2,084 goal, from 38 backers — 128% of target.

8-19 FESTIVAL LUDIQUE INTERNATIONAL DE PARTHENAY

JULY 2026 The FLIP's 40th anniversary. Synthopolis playable on site for twelve days.

3 MAJOR UPDATE

AUGUST 2026 New content deployed on Steam.

25-31 GAMESCOM, COLOGNE

AUGUST 2026 The world's biggest video game show. ReyDio Games was there on the **France pavilion with rising SUD**, hall 3.2, booth B 015, Synthopolis playable on site.

17-18

UPCOMING

OCTOBER 2026

ANIMAZUR, CANNES

3rd edition of the festival, at the **Cineum in Cannes**. A hometown show, in the city where the studio was born. ReyDio Games has a stand there and is showing Synthopolis, playable on site.

THE WORLD AND THE GAME

THE PREMISE

In 2084, humanity has exhausted its resources. A last hope is hidden inside a virtual, brutalist city: the Elyr, the vital energy capable of changing everything. You play a champion, alone against one opponent or in a four-player free-for-all.

The Elyr is not an objective to reach but an object to hold. Whoever carries it instantly becomes everyone else's target: the match flips every time it changes hands. That constant reversal is where the game gets its rhythm.



THE CORE LOOP

Movement rests on a choice of two grapples: the **swing**, to chain curves and keep your speed, and the **pull**, to launch yourself from one point to another. Add sliding, jumping, and items for shooting and betrayal. It is quick to pick up; the skill ceiling, on the other hand, is very high.

Two rulesets compete. In **Final Pulse**, a fixed five-minute round, whoever holds the Elyr when time runs out wins. In **Core Charge**, you must hold it for three minutes in total, cumulative — the round stretches the more players are fighting over it. As soon as there are more than two players, both modes turn into a free-for-all: up to four champions hunting freely.

01 FINAL PULSE

2 to 4 players, 1v1 duel or free-for-all — Whoever holds the Elyr at the end of the five minutes wins the round.

02 CORE CHARGE

2 to 4 players, 1v1 duel or free-for-all — Hold the Elyr for three cumulative minutes; the round lengthens as more players join.

03 TRAINING

Solo — Learn the controls, refine your lines, attempt speedruns.

04 TUTORIAL

Beginner — The fundamentals of movement and grappling, step by step.

ART DIRECTION

Every environment in Synthopolis is painted: watercolour washes laid over brutalist architecture, outlined in ink. The city sits halfway between a comic book page and raw concrete.

That choice answers a readability constraint specific to the genre. In a game where you cross the level on a grapple at full speed, the ink outline separates volumes more sharply than

photorealistic rendering would — and it costs less to draw, which serves the hardware accessibility goal directly.

THE HARD INFORMATION

THE GAME

TITLE Synthopolis
DEVELOPER ReyDio Games
PUBLISHER ReyDio Games (self-published)
GENRE Competitive parkour FPS · Action · Indie
PLATFORM PC — Windows, via Steam
RELEASE 26 March 2026, in early access
PRICE Free (free-to-play)
MONETISATION Cosmetic only. No purchase grants an in-game advantage.
PLAYERS 2 to 4 online (1v1 duel or free-for-all) · solo training and tutorial modes
ROUND LENGTH 5 minutes in Final Pulse · variable in Core Charge

LANGUAGES

Thirteen interface languages: English, French, German, Spanish (Spain and Latin America), Italian, Portuguese (Portugal and Brazil), Russian, Arabic, Simplified Chinese, Korean and Japanese.

FUNDING

Kickstarter campaign funded on 14 May 2026: **€2,658** raised against a €2,084 goal, from 38 backers.

STEAM PAGE

store.steampowered.com/app/3694040/Synthopolis

OFFICIAL SITE

reydiogames.com/en/synthopolis

TRADEMARK

Synthopolis™ is a trademark of ReyDio Games.

MINIMUM REQUIREMENTS

Deliberately low: the game targets integrated graphics, not a high-end machine.

OS

Windows 10 (64-bit)

PROCESSOR

Intel Core i5, 4th generation

MEMORY

8 GB RAM

GRAPHICS

Integrated Intel HD 4600

DIRECTX

Version 11

STORAGE

2 GB available space

THE STUDIO**COMPANY**

ReyDio Games

FOUNDED

2025

BASED IN

Cannes, Provence-Alpes-Côte d'Azur, France

FOUNDERS

Rayane Rahal · Eliott Bouchonnet

TEAM SIZE

2 people

AWARD

Fondation UniCA Prize 2025, Entrepreneurship category

CONTACT

contact@reydiogames.com

WEBSITE

reydiogames.com/en

FOUR WAYS INTO THE STORY

What is genuinely arguable about the game: the choices there is something to say about, to challenge, or to verify with a controller in hand.

01 A COMPETITIVE FPS THAT REFUSES GREY

Watercolour and ink outlines in a genre dominated by military realism. The bet is not only aesthetic: the point is to stay readable at full speed, which is precisely where this kind of rendering is hardest to hold together.

02 TARGETING THE INTEL HD 4600 IN 2026

Aiming at integrated graphics from over a decade ago is a rare choice, and a political one as much as a technical one: it opens competitive play to regions where computers remain modest, against the grain of ever-rising requirements.

03 TWO PEOPLE, ONE ONLINE MULTIPLAYER GAME

Competitive multiplayer is among the most expensive formats to build and to keep running. Doing it as a duo, self-published, out of Cannes, raises a question of scale worth telling — including in how fragile it is.

04 FREE-TO-PLAY TAKEN AT ITS WORD

"Never pay-to-win" is a common promise and rarely a verifiable one. Here it is framed as a design constraint: the game cannot sell an advantage, so it has to hold up on its loop. That is a testable claim.

For a review, an interview or a demo, both founders answer personally at contact@reydiogames.com. The game is free and immediately playable: no key is needed to try it.

RECOGNISED BY ITS ECOSYSTEM



FONDATION UNICA PRIZE 2025

Winners in the Entrepreneurship category, and admitted to the Excellence track of the Pépite programme.

The studio is backed by a broad public, academic and esports network on the French Riviera, all the way to the France pavilion at Gamescom. That support covers development, playtesting, communication and presence at major trade shows.

THEY SUPPORT AND MENTOR THE STUDIO



THE GAME SHOWS UP IN PERSON

Synthopolis has been played by the public at every one of these events. The studio travels with the game and puts it in people's hands on site.

NEXT UP

Animazur 2026, Cannes, 17 and 18 October 2026 — 3rd edition, at the Cineum. ReyDio Games booth, game shown and playable on site.

DEMO FORMAT

A full match playable in a few minutes, a built-in tutorial for newcomers, and duels between visitors.

TECHNICAL NEEDS

A Windows PC with no particular hardware requirement (see the minimum specs in section 06) and a network connection for multiplayer.

LANGUAGES ON SITE

English, French

BOOKING A MEETING

contact@reydiogames.com

EVENT HISTORY

17–18 ANIMAZUR — CANNES

OCTOBER 2026 3rd edition, at the Cineum in Cannes. ReyDio Games stand, game playable on site. Upcoming.

25–31 GAMESCOM — COLOGNE

AUGUST 2026 The world's biggest video game show. France pavilion with rising SUD, hall 3.2, booth B 015.

8-19 FESTIVAL LUDIQUE INTERNATIONAL DE PARTHENAY

JULY 2026 The FLIP's 40th anniversary, one of the largest open-air games festivals in the world. Twelve days on site.

25-26 PLAY AZUR FESTIVAL — NICE

APRIL 2026 9th edition, at the Palais des Expositions.

27-1 FESTIVAL INTERNATIONAL DES JEUX — CANNES

FEB-MAR 2026 39th edition, at the Palais des Festivals.

28-2 FESTIVAL INTERNATIONAL DES JEUX — CANNES

FEB-MAR 2025 38th edition, over 110,000 admissions. First public showing of Synthopolis.

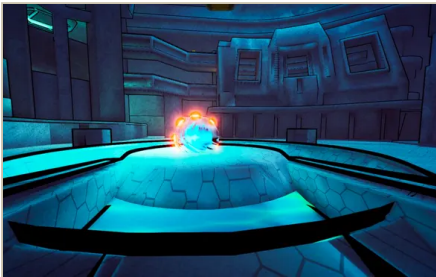
IMAGES AND TRAILER

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Key art — the city

WEBP · 1320 × 880



The arena and the Elyr orb

WEBP · 1200 × 550



The Elyr pedestal

WEBP · 949 × 490



The heights

WEBP · 1200 × 525



The scientist

WEBP · 958 × 441



Portal effect

WEBP · 768 × 357



The founders, UniCA Prize 2025

WEBP · 1100 × 550



Portrait — Rayane Rahal

WEBP · 560 × 683



Portrait — Eliott Bouchonnet

WEBP · 560 × 682



Logo — ReyDio Games

WEBP · 480 × 542

SYNTHOPOLIS

Wordmark — Synthopolis

WEBP · 1100 × 241



Official trailer

MP4 · 1280 × 720

USAGE TERMS

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Need a format, a resolution or a capture that isn't here — a PNG file, a vertical image, raw gameplay footage? Write to contact@reydiogames.com; we answer quickly.

11 · CONTACTS

TALK TO THE FOUNDERS DIRECTLY

There is no PR agency at ReyDio Games: Rayane and Eliott answer themselves, in English as well as French.

EMAIL

contact@reydiogames.com

WEBSITE

reydiogames.com/en

PRESS AREA

reydiogames.com/en/press

STEAM

store.steampowered.com/app/3694040/Synthopolis

KICKSTARTER

kickstarter.com/projects/reydiogames/synthopolis

DISCORD

discord.gg/GqkMJhKUCP

YOUTUBE

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INSTAGRAM

[@reydiogames_fr](https://www.instagram.com/@reydiogames_fr)

TIKTOK

[@reydio_games](https://www.tiktok.com/@reydio_games)

ADDRESS

Cannes, Provence-Alpes-Côte d'Azur, France

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reydiogames.com/presse/dossier/.



Independent French video game studio,
based in Cannes on the French Riviera.
Games that are fair, accessible and
honest.