

Phasmophobia Factsheet

Title: Phasmophobia

Developer / Publisher: Kinetic Games

Genre: Cooperative Paranormal Horror / Survival Investigation

Engine: Unity

Website: <https://www.kineticgames.co.uk/phasmodophobia>

Socials:

- X: <https://x.com/playphasmo>
- Bluesky: <https://bsky.app/profile/playphasmo.bsky.social>
- TikTok: <https://www.tiktok.com/@playphasmo>
- Threads: <https://www.threads.com/@playphasmo>
- Instagram: <https://www.instagram.com/playphasmo>
- Reddit: <https://www.reddit.com/r/PhasmophobiaGame/>
- Discord: <https://discord.com/invite/Phasmophobia>

Key Dates

Initial Early Access Launch (PC/Steam): 18 September 2020

Console Early Access Launch (PS5, Xbox Series X/S, PSVR2): 29 October 2024

Nintendo Switch 2 Release Window: 2026

1.0 Release: 2026

Overview / Concept

Phasmophobia is a 4 player online co-op psychological horror. Paranormal activity is on the rise and it's up to you and your team to use all the ghost-hunting equipment at your disposal in order to gather as much evidence as you can. Success depends on identifying the ghost type, completing optional objectives, and surviving the encounter.

The game blends immersive first-person gameplay with strategic cooperation, atmospheric tension, and emergent scares as ghost behavior adapts and reacts to the players' actions.

Following its entry into early access in September 2020, Phasmophobia quickly became a global phenomenon, captivating millions of players.

Gameplay Highlights

Team Play: Solo or up to 4 players coordinate ghost hunts

Evidence Collection: Use equipment like EMF readers, spirit boxes, cameras, and motion sensors

Voice Recognition: Ghosts react to vocal cues and certain tasks

Dynamic Contracts: Players choose difficulty, objectives, and locations before starting

Media & Evidence System: Updated systems encourage documentation and strategy
(Photos/media tab mechanics)

Platforms

- [PC](#) (Windows / Steam with VR support)
- [PlayStation 5](#) + PSVR2
- [Xbox Series X/S](#)
- Nintendo Switch 2 (Planned 2026)

(Cross-play supported across compatible platforms)

Sales

Phasmophobia rapidly became a global phenomenon following its 2020 early access launch, fueled by widespread streamer and content creator engagement. It topped Steam charts in late 2020 and has sold over 25 million copies across platforms to date.

Awards & Recognition

The Game Awards 2020: Best Debut Game - Won

(Additional nominations in community/VR categories)

Development & Roadmap

Phasmophobia continues to evolve through regular updates, seasonal events, and quality-of-life improvements. The 2026 roadmap includes:

- Major evidence and UI improvements
- Player character customisation and model overhauls
- New maps and enhanced haunting mechanics
- Technical and network improvements
- 1.0 full game launch

Notable Features

- Immersive team-based horror
- Unique ghost types with distinct behaviors and evidence patterns
- VR support on PC and PSVR2 for enhanced immersion
- Cross-play enabled, enabling players to join friends across platforms

About the Studio

Founded in 2020, Kinetic Games is an independent development studio based in the UK. This small but mighty team's goal is to create genre-defining games and build engaged communities around them. Kinetic Games' first title, Phasmophobia, has sold over 25 million copies so far in Early Access thanks to an agile development team and a strong focus on player feedback.

In 2026 Kinetic Games launched Kinetic Publishing to champion and support the independent games development space.

Contact / PR

Please contact kineticgames@swiperight.gg for more information, key and press kit enquiries.