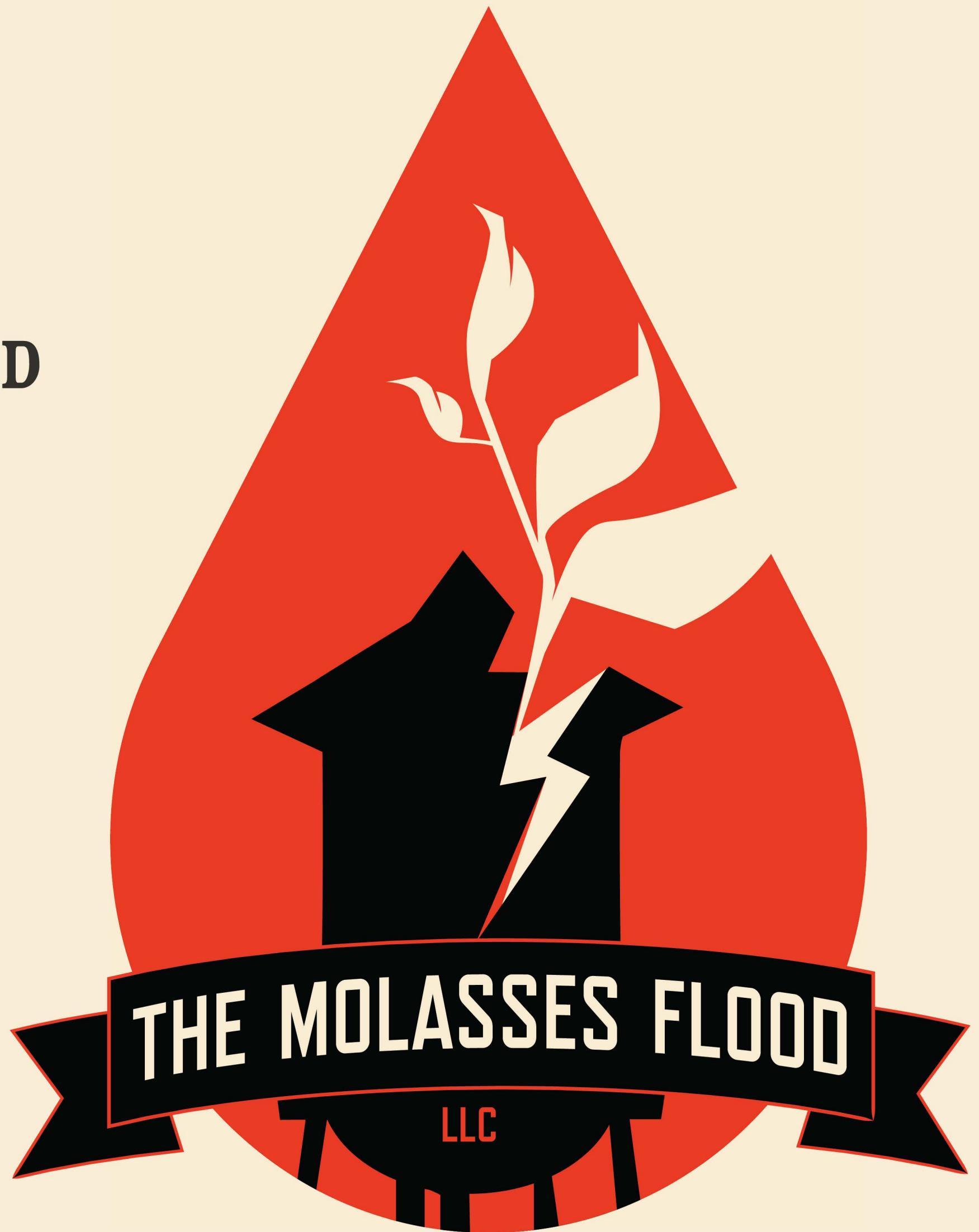


THE FLAME IN THE FLOOD





THE FLAME IN THE FLOOD;

A JOURNEY OF EXPLORATION, STEALTH, AND SURVIVAL ALONG A PROCEDURALLY GENERATED RIVER WORLD POPULATED BY A DEADLY ECOLOGY AND MEMORABLE CHARACTERS.

TRAVEL BY RAFT OR ON FOOT AS YOU EXPLORE THE BACKWATERS OF A FORGOTTEN AND MYSTERIOUS LAND, DESPERATELY SEEKING SHELTER AND WARMTH FROM THE COMING RAINS.

CRAFT TRAPS, CREATE DISTRACTIONS, AND LEVERAGE SYSTEMIC BEHAVIORS TO SNEAK AMONGST THE BIZARRE WILDLIFE IN SEARCH OF SUPPLIES AND SAFETY.

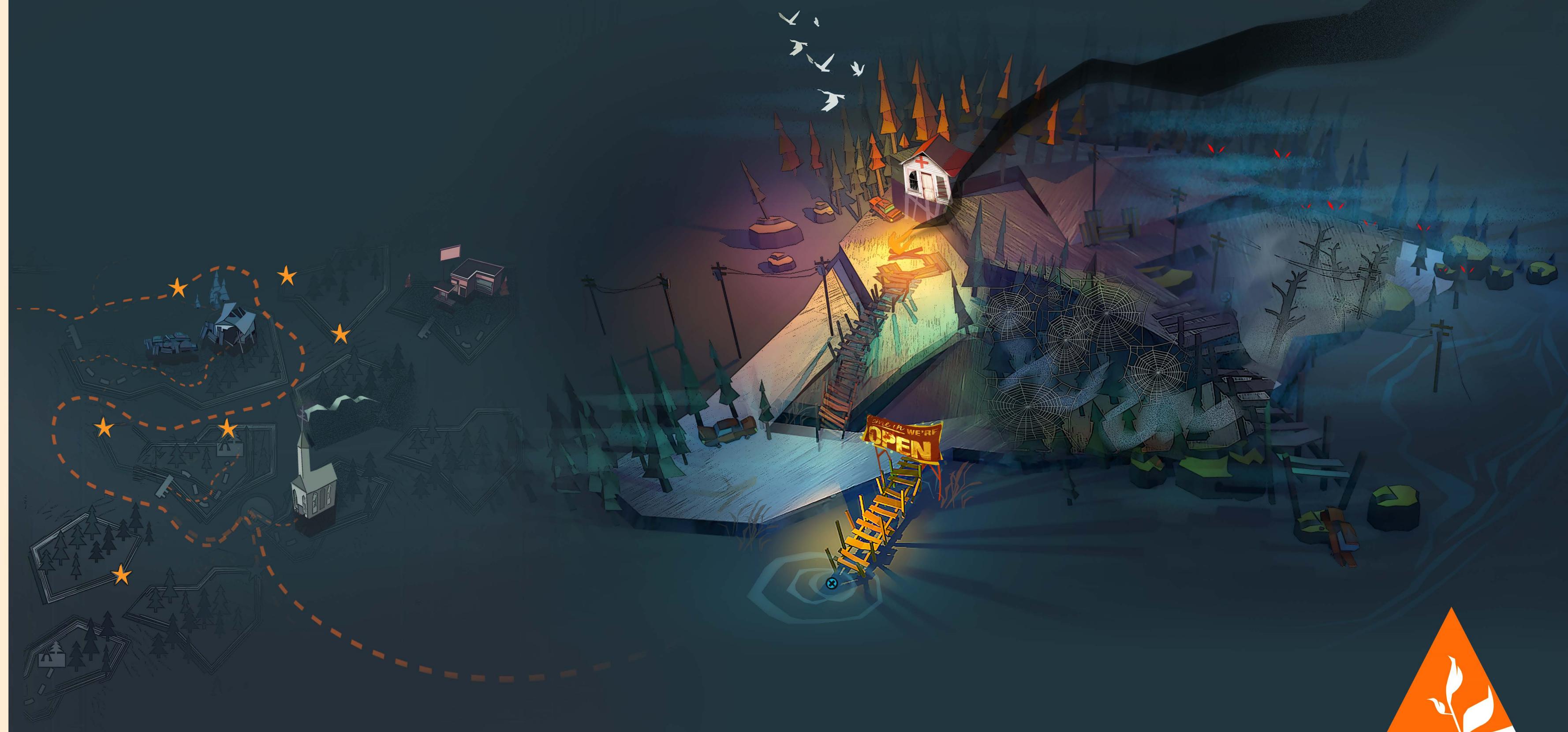
THE GAME STRUCTURE - "GO WITH THE FLOW"



"TOOBIN' MEETS OREGON TRAIL"



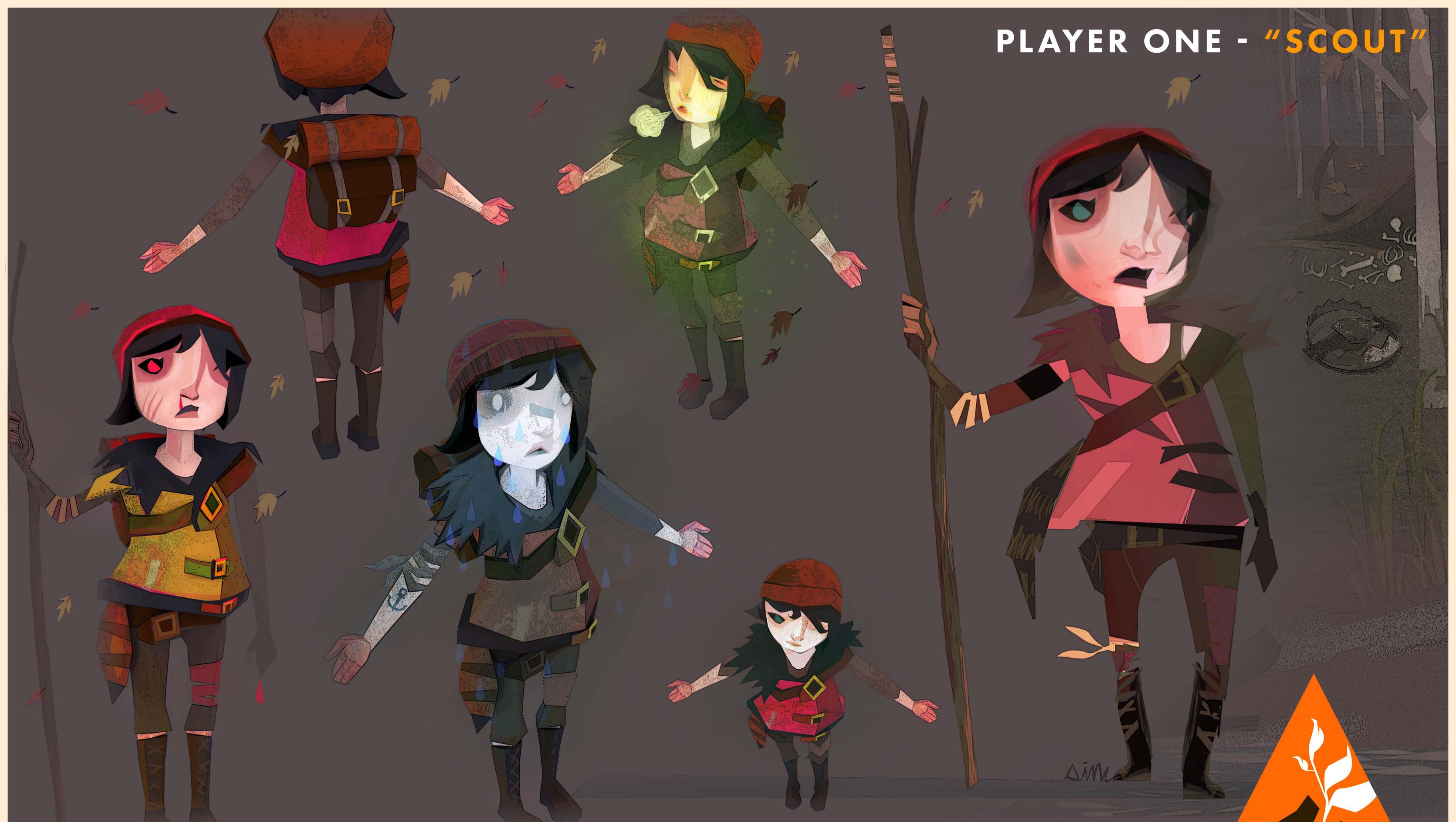
THE WORLD - "RIVERLANDS"



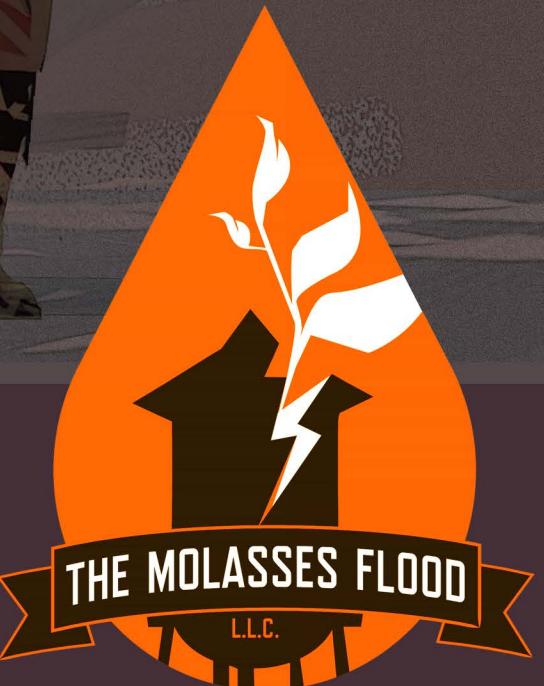
RIVERLANDS;
YOU NEVER KNOW WHAT EVENTS WILL TRANSPIRE ON THIS LONG AND LONELY JOURNEY HOME.
CURIOSITY IS LYING IN WAIT FOR EVERY SECRET.



PLAYER ONE - "SCOUT"



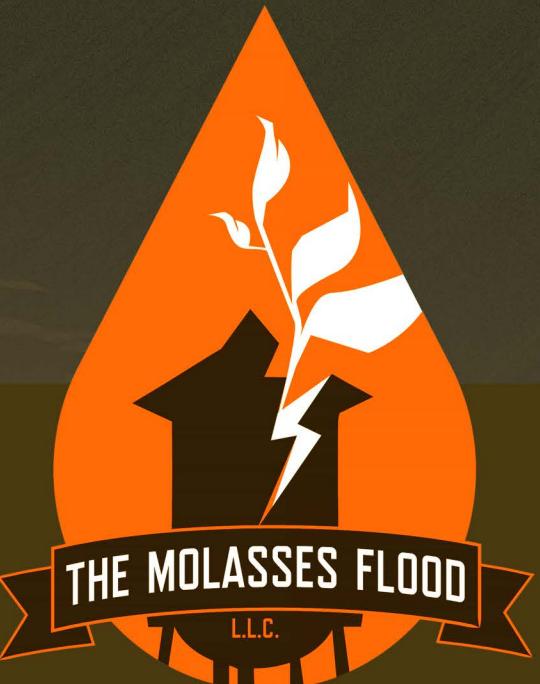
"THE WORLD BREAKS EVERYONE AND AFTERWARD MANY ARE STRONG IN THE BROKEN PLACES. BUT THOSE THAT WILL NOT BREAK, IT WILL KILL, AND KILL IN NO SPECIAL HURRY."



PACK ANIMAL - "AESOP'S HOUND"



A **HOUND**, who in the days of his youth and strength had never yielded to any beast of the forest, encountered in his old age a boar in the chase. He seized him boldly by the ear, but could not retain his hold because of the decay of his teeth, so that the boar escaped. His master, quickly coming up, was very much disappointed, and fiercely scolds the dog. The Hound looked up and said: "It was not my fault, master; my spirit was as good as ever, but I could not help mine infirmities. I rather deserve to be praised for what I have been, than to be blamed for what I am."



PLAYER STORAGE

PLAYER RAFT - "PIECE OF SHIP"

PLAYER SKINS

PLAYER ORNAMENT

PLAYER DECAL



"WE MAY HAVE ALL COME ON DIFFERENT SHIPS, BUT WE'RE IN THE SAME BOAT NOW"

PLAYER RAFT; A more or less rigid floating platform made of buoyant materials: a collection of logs, planks, casks, etc., fastened together for floating on water. The fate of the Raft cannot be mastered; it can only be collaborated with and, to some extent, directed.



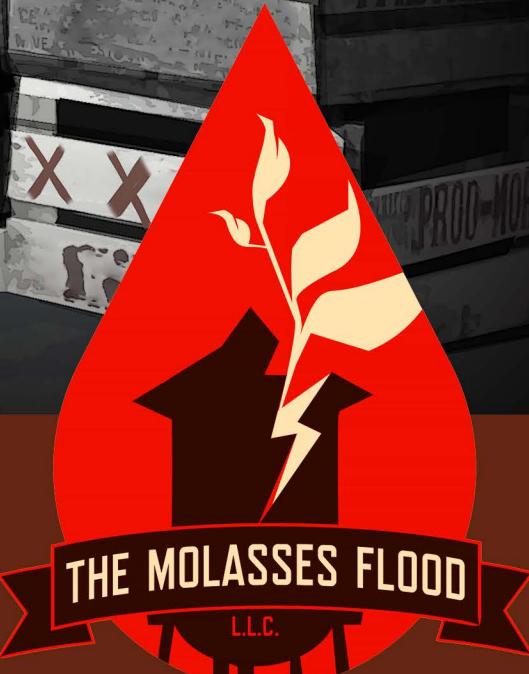
THE JOURNEY - "WELCOME"

VISITOR!

CAW



MOMENT TO MOMENT; MEMORABLE LOCAL COLOR





SCOUT

8TH NIGHT, SHORTER SUNTIME, 34 RAINS GONE-BY



4/08

ENTERING
THISTLEDEW MARSH WAY





SCOUT

11TH DAY, SHORTER SUNTIME, 42 RAINS GONE-BY



12/25

STOWED



ENTERING
BELLE GLADE FORTUNES





SCOUT

14TH DAY, LAST LEG, 50 RAINS GONE-BY



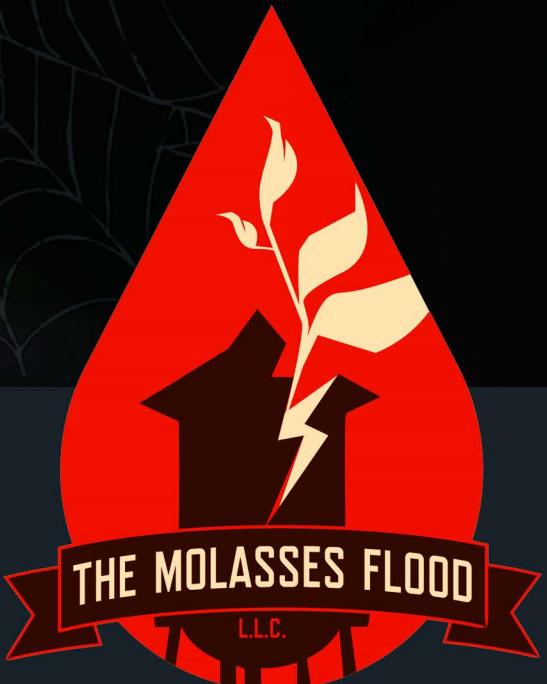
ENTERING HARD WATER HAMMOCK



EXPLORE - "INTO THE WILD"



"WE NEED THE TONIC OF WILDNESS...AT THE SAME TIME THAT WE ARE EARNEST TO EXPLORE AND LEARN ALL THINGS, WE REQUIRE THAT ALL THINGS BE MYSTERIOUS AND UNEXPLORABLE, THAT LAND AND SEA BE INDEFINITELY WILD, UNSURVEYED AND UNFATHOMED BY US BECAUSE UNFATHOMABLE. WE CAN NEVER HAVE ENOUGH OF NATURE."



PLAYER DEMISE - "MANGY BACKWATER WOLF"



ALL WE ARE IS WHAT WE LEAVE BEHIND





Hear Chuck Ragan's Rootsy New Album 'Till Midnight'

Rolling Stone

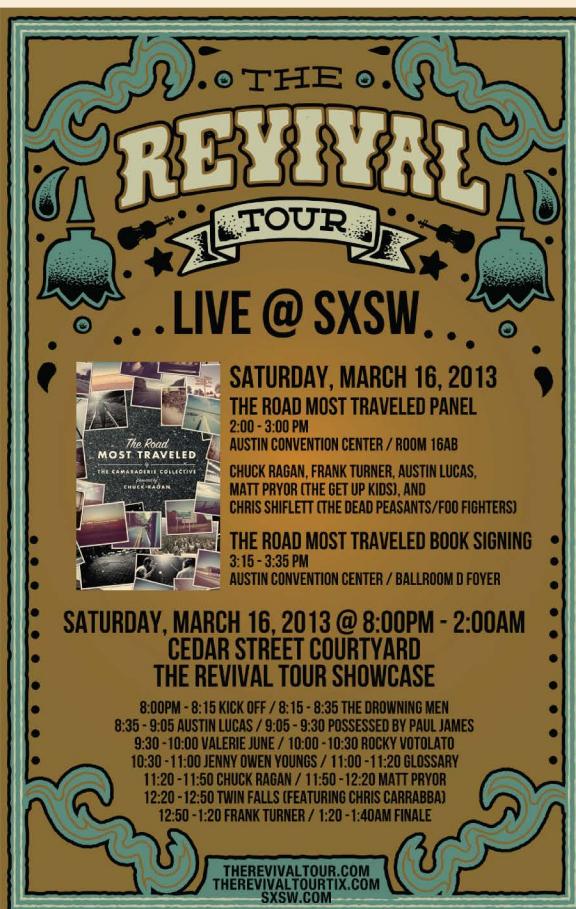


Chuck Ragan

 Lisa Johnson

By NICK MURRAY

MARCH 19, 2014 11:50 AM ET



Bryn Bennett; Mathrock/Tech/Founder

Bryn is a programmer, who was previously Tech Director on Freedom Force 2, Lead Programmer on Titan Quest, and Programmer on numerous iterations of Rock Band.

Chad LaClair; Art/Design/Founder

Chad is an artist and designer, previously credited as Senior Level Builder on Bioshock Infinite and Designer on Medal of Honor: Airborne.

Damian Isla; Mastermind/Tech/Founder

Damian is a programmer whose prior credits include Project Lead on Third Eye Crime, Lead AI Programmer on Halo 2, 3, and O.D.S.T., and AI Programmer on Bioshock Infinite.

Forrest Dowling; Ceo/Design/Founder

Forrest is a director and designer whose previous work includes Design Lead on Bioshock Infinite and designer on Homefront.

Gwen Frey; Risky Business/Art/Founder

Gwen is an animator, technical artist, and producer. Her previous titles were Senior Technical Animator on Bioshock Infinite and Marvel Heroes.

Scott Sinclair; Director/Art/Founder

Sinc is a director and artist. His previous experience includes Art Director for Bioshock1, Bioshock Infinite, a primary artist for Guitar Hero1, Eyetoy Anti-Grav, Rockband2, as well as Art Lead on Freedom Force vs the Third Reich.

