Two Falls: Entwicklung mit indigenen Kreativen, Pressemitteilung vom 10. August 2022

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UNRELIABLE NARRATORS IS PROUD TO PRESENT THE FIRST IMAGES OF ITS INTERACTIVEDRAMA TWO FALLS, TO BE RELEASED IN 2023! PRESS RELEASE FOR IMMEDIATE RELEASE UNRELIABLE NARRATORS IS PROUD TO PRESENT THE FIRST IMAGES (https://youtu.be/5bhiPVKL4tQ) OF ITS INTERACTIVE DRAMA TWO FALLS, TO BE RELEASED IN 2023! Developed in partnership with Indigenous creators, Two Falls (Nishu Takuatshina) is an interactive drama that presents contrasting perspectives on the first encounters between French settlers and Indigenous communities in 17th century Canada. Explore the Canadian forest through the eyes of Jeanne, a young French woman, and Maïkan, an Innu hunter, who are trying to survive in a world at the crossroads. https://www.youtube.com/watch?v=5bhiPVKL4tQ PRESSKIT AVAILABLE HERE (https://drive.google.com/drive/folders/1Uc5TfH0n5MrGHLeft-wFuwCm52xESokC) Two Falls (Nishu Takuatshina) is a narrative exploration game in which you will experience the crossover adventures of Jeanne, a young shipwrecked Frenchwoman who finds herself stranded far from the French colonies, and Maïkan, an Innu hunter who tries to cope with the rapid changes that threatens the land of his ancestors. Using the latest Unreal Engine 5 technology, players will explore the wild Canadian territory through two radically different points of view. These two perspectives are supported by the two distinct artistic directions that accompany the player depending on which character he embodies. This game is made by a team that includes many Indigenous creators while the content is validated by a Council of Innu and Wendat Elders. Release date : Fall 2023 Platforms : PC and consoles Key features: · Beautiful environments with lush vegetation and varied atmospheres, using all the power of Unreal Engine 5. · An interactive drama featuring compelling characters in a rich and moving storyline. · Your choices will influence the protagonists and their perception of the characters they encounter, the events they face, and the environments they explore. · Two characters, two points of view; two distinct artistic directions that will evolve at the same time as the protagonists. · An original soundtrack composed by native musicians and singers. · Close collaboration with several Indigenous partners including Awastoki (3D artists), Isabelle Picard (writer), Tara Miller (artistic director) and Eadsé (composer).