

# GAME PROMOTER

## 'Lifestream' Coming To PC & Mobile In April Offers Chilling Adventure Game Poised To Revolutionize Interactive Fiction

Classic Adventure Gaming Reinvented With Style!

Aurora, Illinois, March 31<sup>st</sup> 2016: **Lifestream**, the first in a new series of titles by indie game developer [Unimatrix Productions](http://UnimatrixProductions.com) aims to revolutionize the genre of game interactive fiction by combining rich story-centric content with classic multiple-choice adventure exploration. Offering a rich original plot with complex twists and surprises, **Lifestream** is a single-player game in which players take on the roles of Catholic priest Randolph and his illegitimate son, John, in their search for an enigmatic realm known as the "*Lifestream*". Scheduled for April release on PC, iOS® and Android™, the launch is a complete remake of the original, critically acclaimed classic from 2004, which AdventureGamers.com praised as "*a surprisingly moody piece about esoteric organizations and human nature.*" It represents the pinnacle of interactive fiction, combining classic room-based explorative game mechanics with stylish graphics and exciting content.

Gameplay Trailer: <https://www.youtube.com/watch?v=gONj8727y9k>

Playable Demo: [www.unimatrixproductions.com/LifestreamDemo.zip](http://www.unimatrixproductions.com/LifestreamDemo.zip)

**Lifestream** plays like an interactive novel. You make a series of choices that determine what happens next in the story. However, unlike traditional gamebooks and visual novels, the game includes advanced adventure-based mechanics, such as a compass for navigation, a full-fledged inventory system, character interaction with branching dialog, and a variety of complex puzzles to solve. Spanning an impressive 8+ hours of gameplay and over 65,000 words (the length of an entire novel), you will play as two separate protagonists across two time periods. An astonishing 150 original pieces of artwork is included, in addition to 30 unlockable achievements, offering access to a special post-

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game bonus scene. An hour-long original soundtrack accompanies the atmospheric experience.

**Lifestream** on STEAM™:

<http://steamcommunity.com/sharedfiles/filedetails/?id=639982476>

**Lifestream** was created and produced using the '[Storycentric Worlds](#)' game engine, which allows developers with no prior programming experience to quickly and easily create and produce their own games. The '[Storycentric Worlds](#)' engine will be free to use for interested developers and features a custom scripting language, along with a host of cool features.

Journalists interested in further information, additional assets or a STEAM™ key for review are welcome to contact [GAME PROMOTER™](#). Members of the press are encouraged to visit the following Hotlinks for news and updates.

Hotlinks:

Developer Website	<a href="http://www.unimatrixproductions.com">www.unimatrixproductions.com</a>
Game Website	<a href="http://www.storycentricworlds.com/lifestream.html">www.storycentricworlds.com/lifestream.html</a>
Press Kit	<a href="http://www.storycentricworlds.com/press.html">www.storycentricworlds.com/press.html</a>
Facebook	<a href="http://www.facebook.com/unimatrixproductions">www.facebook.com/unimatrixproductions</a>
Twitter	<a href="http://www.twitter.com/unimatrixgames">www.twitter.com/unimatrixgames</a>
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