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UNIMATRIX PRODUCTIONS® ANNOUNCES NEW ENGINE AND NEXT GAME

AURORA, Illinois (January 18, 2016) - Independent studio Unimatrix Productions® (www.unimatrixproductions.com) is pleased to announce the upcoming release of **Storycentric Worlds**, a free-to-use game engine designed to revolutionize interactive fiction. According to owner and developer Christopher Brendel, the engine "represents the pinnacle of interactive fiction, combining classic room-based explorative text game mechanics with a stylish graphical interface and plenty of modern bells and whistles like pictures and sound." The engine, which is currently in closed beta, officially launches in April and is compatible with a variety of platforms, including PC, iOS, and Android. Developers interested in gaining early access to the engine should contact Unimatrix Productions.

Also launching in April is the first of a series of Storycentric Worlds games from Unimatrix Productions: a remake of their critically-acclaimed 2004 adventure, Lifestream. In fact, throughout the year, Unimatrix Productions will convert all of its existing games in this new format, including Shady Brook, The Filmmaker, and the previously-unreleased Stonewall Penitentiary. Following this, new games will be released on a regular basis.

For more information, please visit www.storycentricworlds.com.

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