

Born from a unique combination



INVESTIGATIVE JOURNALISTS & NARRATIVE GAME DESIGNERS

Originally created during a gamejam



Inspired by existing stories of whistleblowers



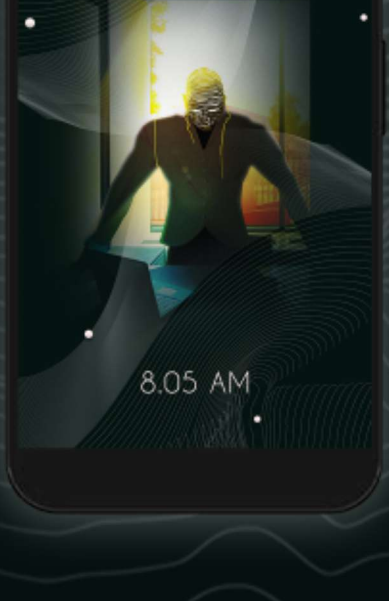
and many others...

In a semi-open narrative game (Her Story-like), you'll play as a normal citizen who will become a whistleblower.



Contacts  
Discussions  
Files  
Notifications  
Research

From the first discoveries, to the revelations to the press, you'll have to deal with the consequences of your actions



The game is structured around a daily schedule

24h

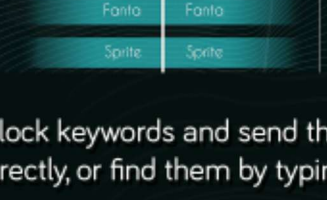
Each action takes time, forcing you to choose wisely

Choose with whom you share information

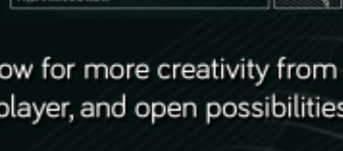


In an hybrid text based gameplay

Keyword system

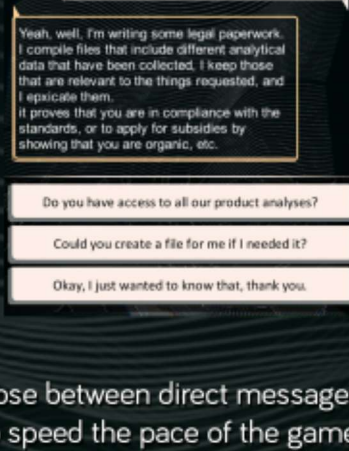


Unlock keywords and send them directly, or find them by typing



Allow for more creativity from the player, and open possibilities

Direct messages



Choose between direct messages, that help speed the pace of the game and create interesting dilemmas.

Analyze documents and files looking for clues and keywords



Multiple outcomes and available strategies depending on your choices

As we want to raise awarness on all the systemic problems in our societies concerning people who just want to speak the truth