



# UNIMATRIX<sup>®</sup> PRODUCTIONS

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## LIFESTREAM DEMO NOW AVAILABLE AND STEAM GREENLIGHT™ LAUNCH

**AURORA, Illinois (March 08, 2016)** - A demo to the upcoming text adventure game *Lifestream* is now available for the PC. It allows players to play through the game's entire prologue and is available for download at [www.storycentricworlds.com/lifestream.html](http://www.storycentricworlds.com/lifestream.html).

In addition, *Lifestream* has launched on Steam Greenlight™. The game's developer, Unimatrix Productions, is asking for the community's help in voting for the game, which can be done at [steamcommunity.com/sharedfiles/filedetails/?id=639982476](http://steamcommunity.com/sharedfiles/filedetails/?id=639982476).

*Lifestream* is a haunting text adventure in which players take on the role of both Randolph and his son, John, in their search for an enigmatic realm known only as “the Lifestream.” The game 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 result is an engine that looks and feels contemporary while remaining true to the essence of interactive fiction.

### Full Game Features:

- Explore multiple detailed locations, including a quaint Victorian home and small village church
- Enjoy over 150 pieces of original artwork
- Solve a multitude of challenging puzzles
- Interact with a variety of interesting characters
- Play as two separate protagonists across two time periods
- Unlock 30 achievements to view a special post-game bonus scene
- Experience an emotional, hour-long soundtrack
- Play 8+ hours of content with over 65,000 words--the text equivalent of a full-length novel!

*Lifestream* is the first in a series of games from Unimatrix Productions that utilize a new game engine, Storycentric Worlds, which promises to revolutionize the genre of interactive fiction. *Lifestream* comes out in April 2016 and will be released for the PC, iOS, and Android.

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### ***About Storycentric Worlds***

Storycentric Worlds is a website dedicated to the creation and distribution of quality story-centric text adventure games, commonly referred to as “interactive fiction.” Owned and operated by independent studio Unimatrix Productions<sup>®</sup>, it is our goal to revolutionize this largely-overlooked genre in the modern game industry.

In development since 2008, the Storycentric Worlds game 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 result is an engine that looks and feels contemporary while remaining true to the essence of interactive fiction. It is efficient, lightweight, and compatible with a variety of platforms, including PC, iOS, and Android.

We create games ourselves and also provide access to the Storycentric Worlds engine to third-parties interested in developing their own titles.

For more information, please visit [www.storycentricworlds.com](http://www.storycentricworlds.com).

### ***About Unimatrix Productions***

Unimatrix Productions is an independent game studio that specializes in adventure, text, and mobile games. Our focus is to produce quality, story-centric titles that feature rich, three-dimensional characters and complex, original plotlines. We strive to create a meaningful journey for players to undertake in each of our games, conjuring an atmosphere similar to that of a movie or novel but with the added dimension of interaction.

We do this because it is our sincere belief that it is the personal connection players form with a game that makes it a success. It is with this philosophy in mind that we approach game development, and we believe that our work stands out as a result.

For more information, please visit [www.unimatrixproductions.com](http://www.unimatrixproductions.com).

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