

The Ice-Bound Concordance: Basic Information

Project Info

- *The Ice-Bound Concordance* is the first game from Down to the Wire
- 2014 IndieCade Awardee, “Best Story/World Design”; IGF and SxSW finalists
- Incorporates groundbreaking university research into interactive story
- *The Ice-Bound Compendium* is the companion print book (80pp full color)
- Book and game available January 21 2016
- Game is free download: first two levels playable without the book
- Book pages required to unlock the full game
- Augmented reality tech recognizes book pages, alters story in game
- A novel's worth of story text in the game
- Requires iPad 2+ or PC with webcam
- www.ice-bound.com

Features

- Story by professional writers
- A polar research station sinking into the ice
- A dark future where human-level AIs have no human rights
- A nested-doll story of exploration
- Dynamic conversation with an intriguing, changeable character
- Gameplay driven by cutting-edge interactive story research
- Thousands of sculptable permutations of each story.
- Eight stories for 6-12 hours of gameplay

Design Team

- Two-person team: Aaron A. Reed and Jacob Garbe
- Based in Santa Cruz, California
- Both team members are:
 - published fiction writers
 - computer science PhD researchers
 - former graphic designers
- Aaron (aaronareed.net) is a multiple-nominated indie game designer:
 - *18 Cadence* (IGF Nuovo Honorable Mention, 2013)
 - *Prom Week* (lead writer; IndieCade 2012, IGF Technical Excellence nominee, 2012)
 - *Blue Lacuna* (IndieCade 2010)
 - *Whom the Telling Changed* (Slamdance 2005)
- Jacob (jacobgarbe.com) has been honored for fiction and new media artwork:
 - 2010 International Aeon Award for short fiction (*Pinocchio*)
 - Featured Artist, “Pathfinders: 25 years of Experimental Literary Art” (*From Closed Rooms, Soft Whispers*, 2013 Modern Language Association)
 - Co-editor, Electronic Literature Collection Volume Three (forthcoming)
- Currently both working with the Expressive Intelligence Studio at UC Santa Cruz, a research lab co-led by Michael Mateas (*Façade*, 2006 Slamdance Grand Jury winner)
- Aaron has worked developing dynamic narrative systems for two unannounced Microsoft titles
- Jacob has worked with Storybricks exploring dynamic text generation for Everquest Next

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