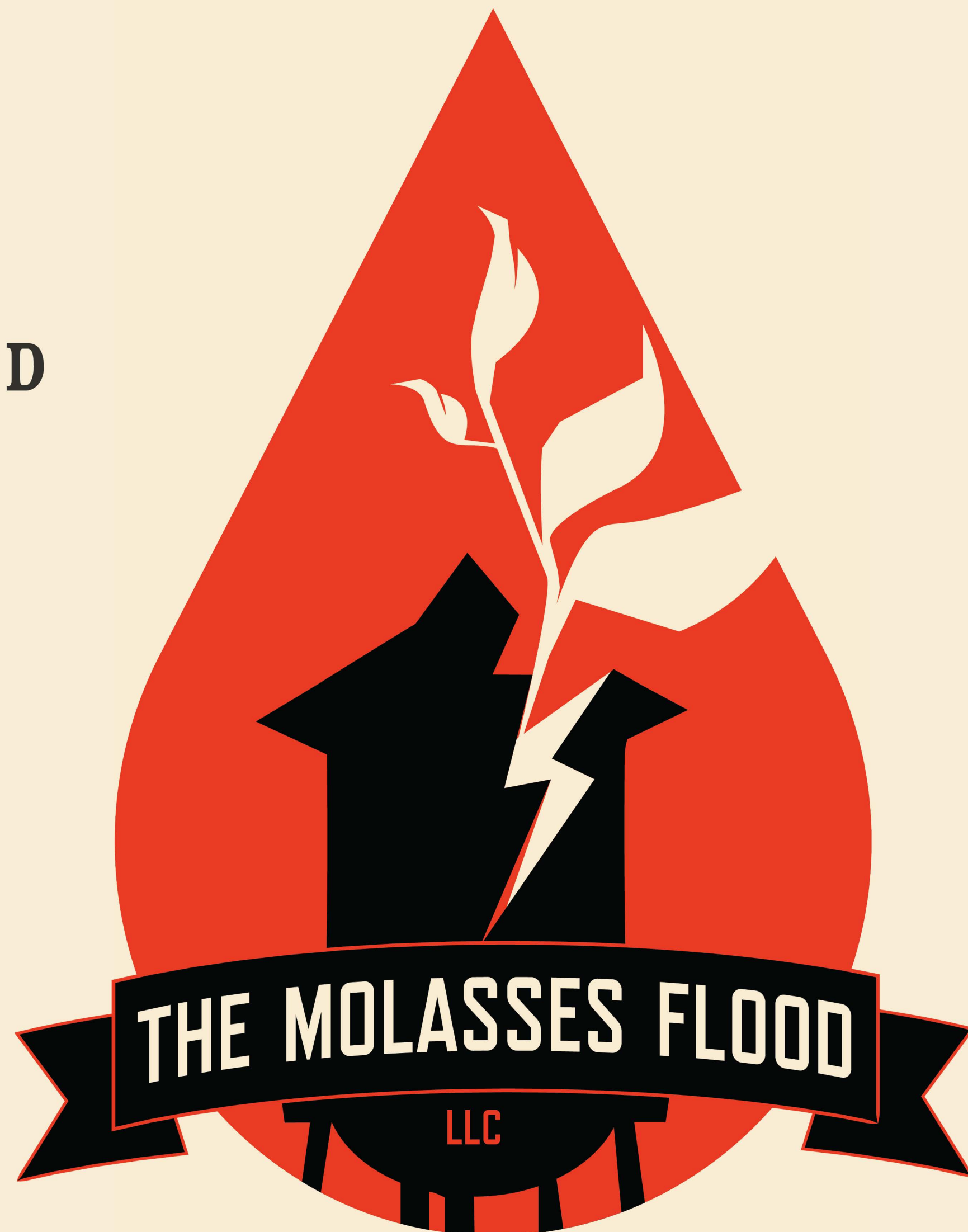


THE FLAME IN THE FLOOD





THE FLAME IN THE FLOOD;

A JOURNEY OF EXPLORATION, STEALTH, AND SURVIVAL ALONG A PROCEDURALLY GENERATED RIVER WORLD POPULATED BY A DEADLY ECOLOGY AND MEMORABLE CHARACTERS.

TRAVEL BY RAFT OR ON FOOT AS YOU EXPLORE THE BACKWATERS OF A FORGOTTEN AND MYSTERIOUS LAND, DESPERATELY SEEKING SHELTER AND WARMTH FROM THE COMING RAINS.

CRAFT TRAPS, CREATE DISTRACTIONS, AND LEVERAGE SYSTEMIC BEHAVIORS TO SNEAK AMONGST THE BIZARRE WILDLIFE IN SEARCH OF SUPPLIES AND SAFETY.

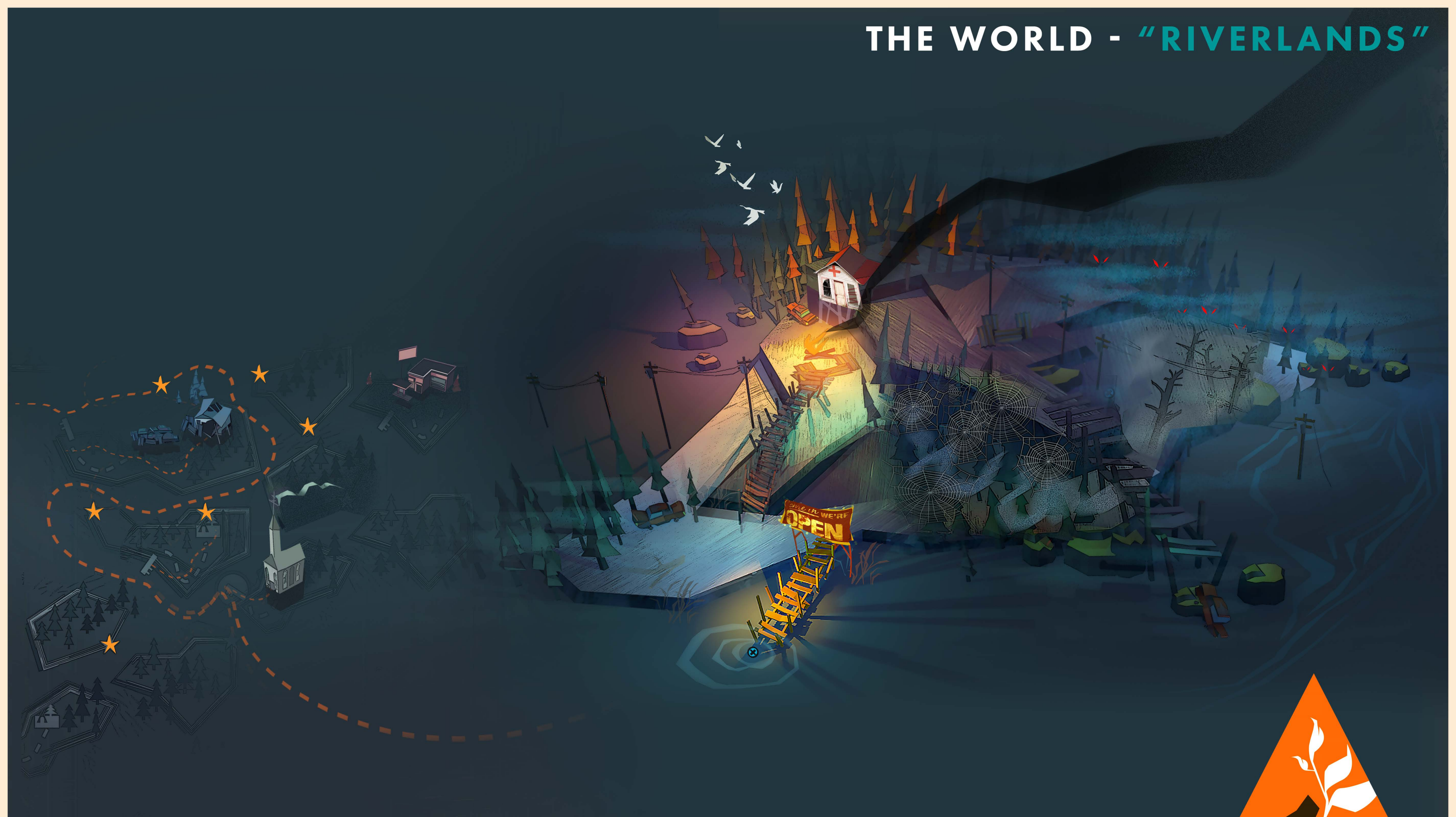
THE GAME STRUCTURE - "GO WITH THE FLOW"



"TOOBIN' MEETS OREGON TRAIL"



THE WORLD - "RIVERLANDS"



RIVERLANDS;
YOU NEVER KNOW WHAT EVENTS WILL TRANSPIRE ON THIS LONG AND LONELY JOURNEY HOME.
CURIOSITY IS LYING IN WAIT FOR EVERY SECRET.



PLAYER ONE - "SCOUT"



"THE WORLD BREAKS EVERYONE AND AFTERWARD MANY ARE STRONG IN THE BROKEN PLACES. BUT THOSE THAT WILL NOT BREAK, IT WILL KILL, AND KILL IN NO SPECIAL HURRY."



PACK ANIMAL - "AESOP'S HOUND"

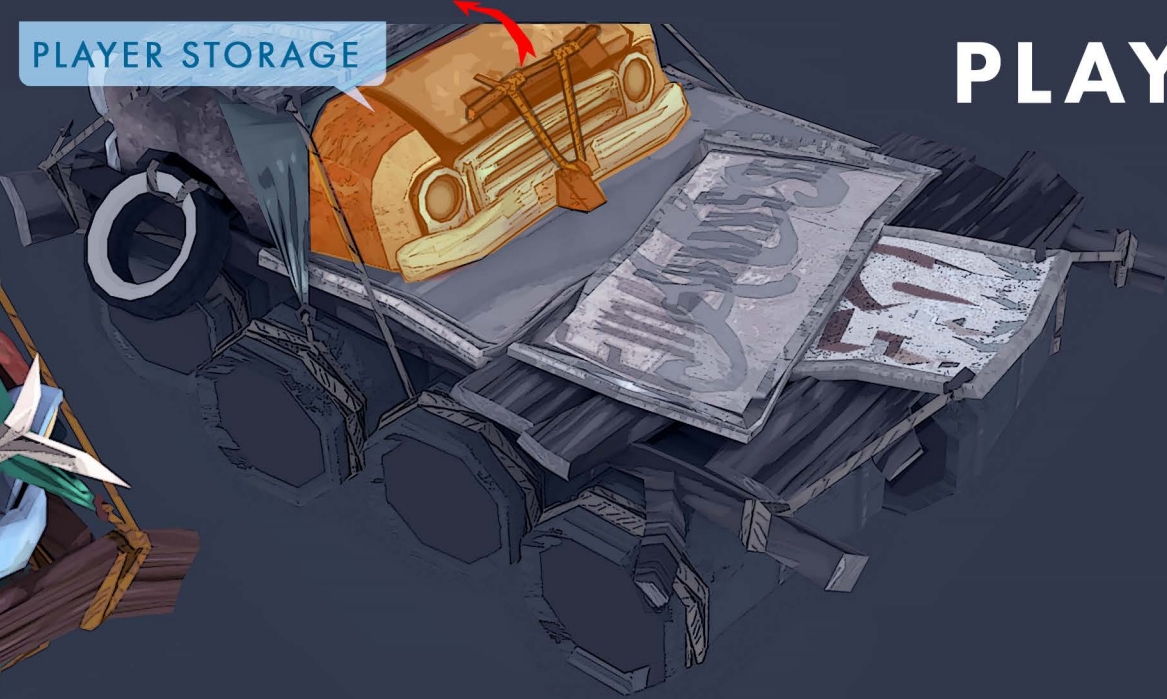


A HOUND, who in the days of his youth and strength had never yielded to any beast of the forest, encountered in his old age a boar in the chase. He seized him boldly by the ear, but could not retain his hold because of the decay of his teeth, so that the boar escaped. His master, quickly coming up, was very much disappointed, and fiercely scolds the dog. The Hound looked up and said: "It was not my fault, master; my spirit was as good as ever, but I could not help mine infirmities. I rather deserve to be praised for what I have been, than to be blamed for what I am."

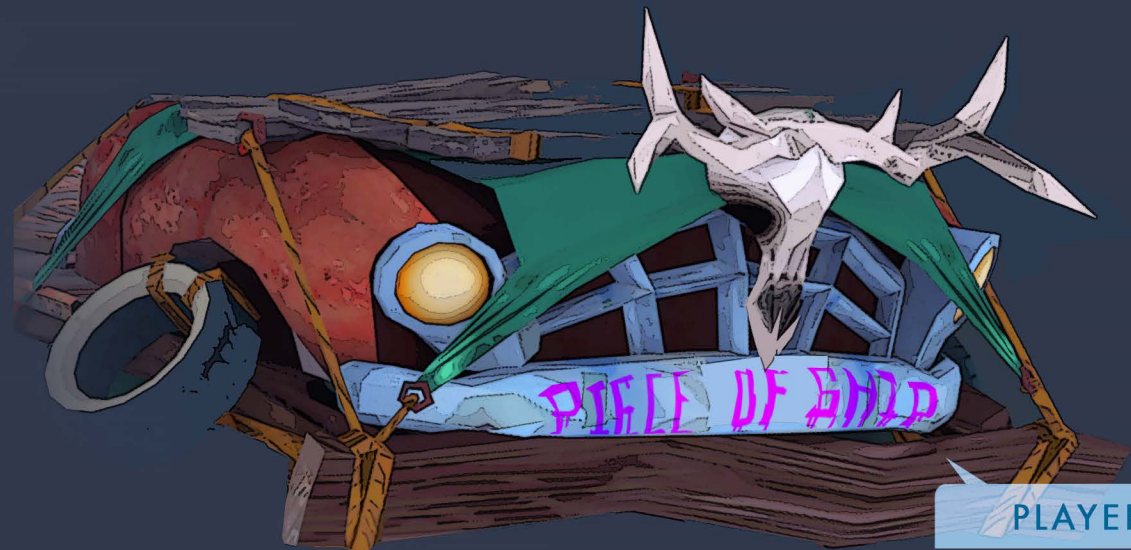


PLAYER RAFT - "PIECE OF SHIP"

PLAYER STORAGE



PLAYER DECAL



PLAYER SKINS



PLAYER ORNAMENT



"WE MAY HAVE ALL COME ON DIFFERENT SHIPS, BUT WE'RE IN THE SAME BOAT NOW"

PLAYER RAFT; A more or less rigid floating platform made of buoyant materials: a collection of logs, planks, casks, etc., fastened together for floating on water. The fate of the Raft cannot be mastered; it can only be collaborated with and, to some extent, directed.



VISITOR!

VISITOR

CAW

COMMIT
NO
NUISANCE

DO
NOT
IDLE

CITRUS

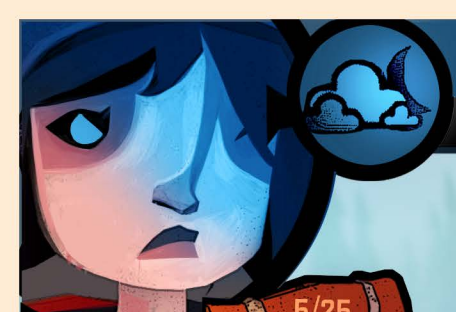
XXX
"MATEO"

PROB-NOBIA
FABRICA
PROB-NOBIA

IRPEN
BLACK PEPPER
CASTOR OIL
SWEET OIL



MOMENT TO MOMENT; MEMORABLE LOCAL COLOR




SCOUT

8TH NIGHT, SHORTER SUNTIME, 34 RAINS GONE-BY

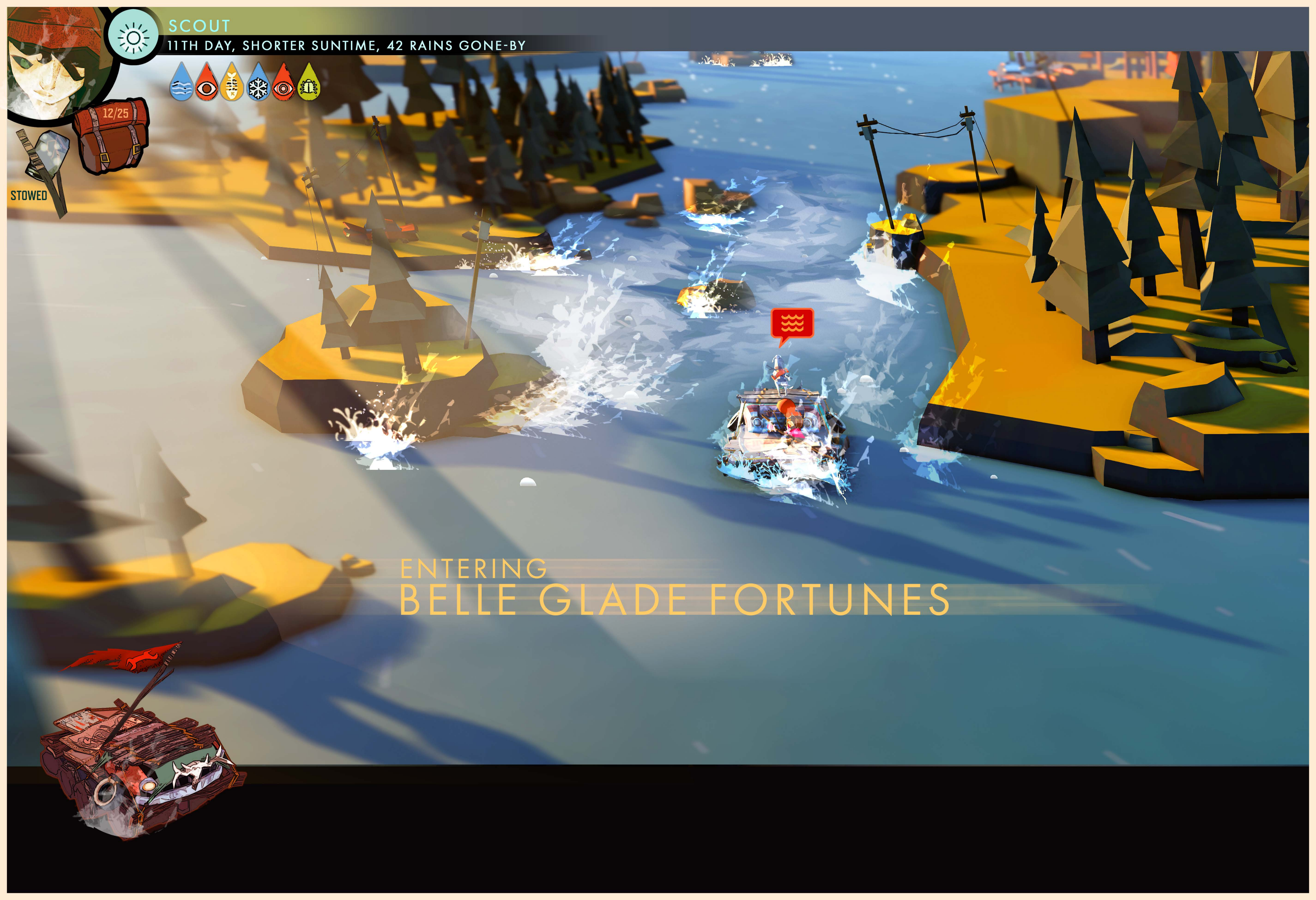
5/25

4/08



ENTERING THISTLEDEW MARSH WAY





SCOUT

11TH DAY, SHORTER SUNTIME, 42 RAINS GONE-BY

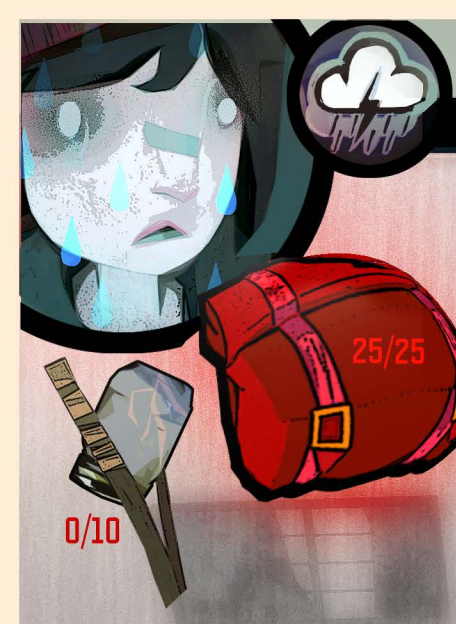


STOWED



ENTERING
BELLE GLADE FORTUNES





SCOUT
14TH DAY, LAST LEG, 50 RAINS GONE-BY



25/25
0/10

ENTERING HARD WATER HAMMOCK



EXPLORE - "INTO THE WILD"



"WE NEED THE TONIC OF WILDNESS...AT THE SAME TIME THAT WE ARE EARNEST TO EXPLORE AND LEARN ALL THINGS, WE REQUIRE THAT ALL THINGS BE MYSTERIOUS AND UNEXPLORABLE, THAT LAND AND SEA BE INDEFINITELY WILD, UNSURVEYED AND UNFATHOMED BY US BECAUSE UNFATHOMABLE. WE CAN NEVER HAVE ENOUGH OF NATURE."



PLAYER DEMISE - "MANGY BACKWATER WOLF"



ALL WE ARE IS WHAT WE LEAVE BEHIND





Esquire

Hear Chuck Ragan's Rootsy New Album
'Till Midnight'

Rolling Stone



Chuck Ragan

Lisa Johnson

By NICK MURRAY
MARCH 19, 2014 11:50 AM ET

THE REVIVAL TOUR
LIVE @ SXSW

SATURDAY, MARCH 16, 2013
THE ROAD MOST TRAVELED PANEL
2:00 - 3:00 PM
AUSTIN CONVENTION CENTER / ROOM 16AB
CHUCK RAGAN, FRANK TURNER, AUSTIN LUCAS,
MATT PRYOR (THE GET UP KIDS), AND
CHRIS SHIFLETT (THE DEAD PEASANTS/FOO FIGHTERS)

THE ROAD MOST TRAVELED BOOK SIGNING
3:15 - 3:35 PM
AUSTIN CONVENTION CENTER / BALLROOM D FOYER

SATURDAY, MARCH 16, 2013 @ 8:00PM - 2:00AM
CEDAR STREET COURTYARD
THE REVIVAL TOUR SHOWCASE

8:00PM - 8:15 KICK OFF / 8:15 - 8:35 THE DROWNING MEN
8:35 - 9:05 AUSTIN LUCAS / 9:05 - 9:30 POSSESSED BY PAUL JAMES
9:30 - 10:00 VALERIE JUNE / 10:00 - 10:30 ROCKY VOTOLATO
10:30 - 11:00 JENNY OWEN YOUNGS / 11:00 - 11:20 GLOSSARY
11:20 - 11:50 CHUCK RAGAN / 11:50 - 12:20 MATT PRYOR
12:20 - 12:50 TWIN FALLS (FEATURING CHRIS CARRABBA)
12:50 - 1:20 FRANK TURNER / 1:20 - 1:40AM FINALE

THEREVIVALTOUR.COM
THEREVIVALTOUR.TIX.COM
SXSW.COM



CHUCK RAGAN & THE MOLASSES FLOOD

PRESENTS

THE FLAME IN THE FLOOD
SOUNDTRACK

Bryn Bennett; Mathrock/Tech/Founder

Bryn is a programmer, who was previously Tech Director on Freedom Force 2, Lead Programmer on Titan Quest, and Programmer on numerous iterations of Rock Band.

Chad LaClair; Art/Design/Founder

Chad is an artist and designer, previously credited as Senior Level Builder on Bioshock Infinite and Designer on Medal of Honor: Airborne.

Damian Isla; Mastermind/Tech/Founder

Damian is a programmer whose prior credits include Project Lead on Third Eye Crime, Lead AI Programmer on Halo 2, 3, and O.D.S.T., and AI Programmer on Bioshock Infinite.

Forrest Dowling; Ceo/Design/Founder

Forrest is a director and designer whose previous work includes Design Lead on Bioshock Infinite and designer on Homefront.

Gwen Frey; Risky Business/Art/Founder

Gwen is an animator, technical artist, and producer. Her previous titles were Senior Technical Animator on Bioshock Infinite and Marvel Heroes.

Scott Sinclair; Director/Art/Founder

Sinc is a director and artist. His previous experience includes Art Director for Bioshock1, Bioshock Infinite, a primary artist for Guitar Hero1, Eyetoy Anti-Grav, Rockband2, as well as Art Lead on Freedom Force vs the Third Reich.

