

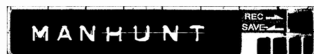
# 1979 Revolution: A Case Study in Bringing Real Stories to Gaming

**Navid Khonsari**

Founder of iNK Stories

# Navid Khonsari

## iNK Stories - NYC

The logo for the video game Alan Wake, featuring the name in a white, blocky, sans-serif font with a slight drop shadow.The logo for the video game Homefront, with the word "HOME" in a multi-colored, textured font and "FRONT" in a red, distressed font.The logo for the video game The Warriors, featuring the title in a stylized, red, hand-painted font.The logo for the Grand Theft Auto video game series, with the words "grand", "theft", and "auto" stacked in a bold, black, sans-serif font.The logo for the video game Max Payne, with the name in a red, bold, sans-serif font, tilted at an angle.The logo for the video game Manhunt, featuring the word "MANHUNT" in a white, sans-serif font on a black rectangular background, with a small "REC SAVE" icon on the right.The logo for the video game Bully, featuring a yellow crest with a skull and the word "BULLY" in a yellow, serif font below it.The logo for the video game Red Dead Redemption, with "RED DEAD" in a white, serif font and "REDEMPTION" in a smaller, white, serif font below it.The logo for the video game Grand Theft Auto: San Andreas, with "grand", "theft", and "auto" stacked in a bold, black, sans-serif font, and "San Andreas" in a stylized, cursive font below.The logo for the video game Pulling John, with the words "PULLING" and "JOHN" stacked in a bold, black, sans-serif font.The logo for the video game Pinemonium, featuring a blue banner with the word "PINEMONIUM" in a white, serif font.The logo for the video game Bedouin, with the word in a stylized, black, serif font.The logo for the video game Grand Theft Auto: Vice City, with "grand", "theft", and "auto" stacked in a bold, black, sans-serif font, and "Vice City" in a stylized, cursive font below.



# WHY?

*IT'S TOO TOUCHY A SUBJECT. ...IT CAN'T BE DONE.*

WHY MAKE A GAME ABOUT REAL EVENTS?

WILL THESE GAMES MAKE PEOPLE MAD? *OTHERS HAVE TRIED UNSUCCESSFULLY.*

GAMES ARE MEANT TO BE FUN & FRIVOLOUS...

WHO CARES! *GAMES ARE FOR FANTASY.*

PUBLISHERS AREN'T GOING TO TOUCH THIS. BAD IDEA!

*IT WON'T BE ACCURATE. IS THIS ANTI-AMERICAN?*

YOU SHOULD JUST MAKE A FILM!

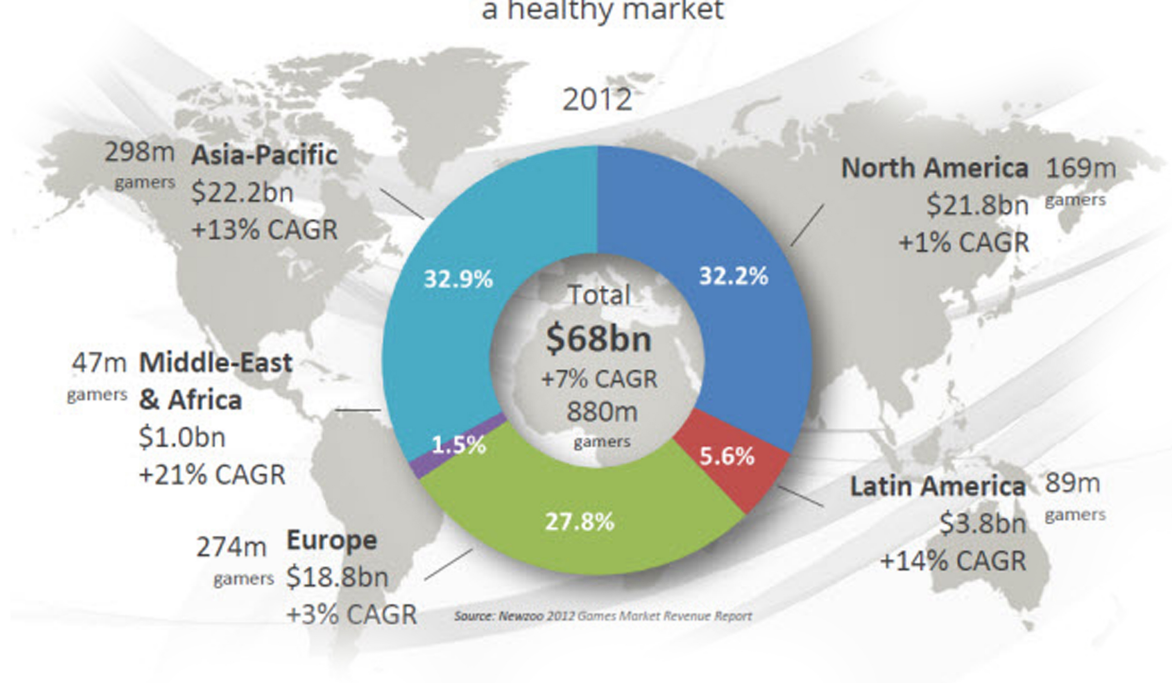


# VIDEO GAMES ARE HUGE!

[a]listsummit

## The Global Picture

a healthy market



# VIDEO GAMES ROCK OUR WORLD!



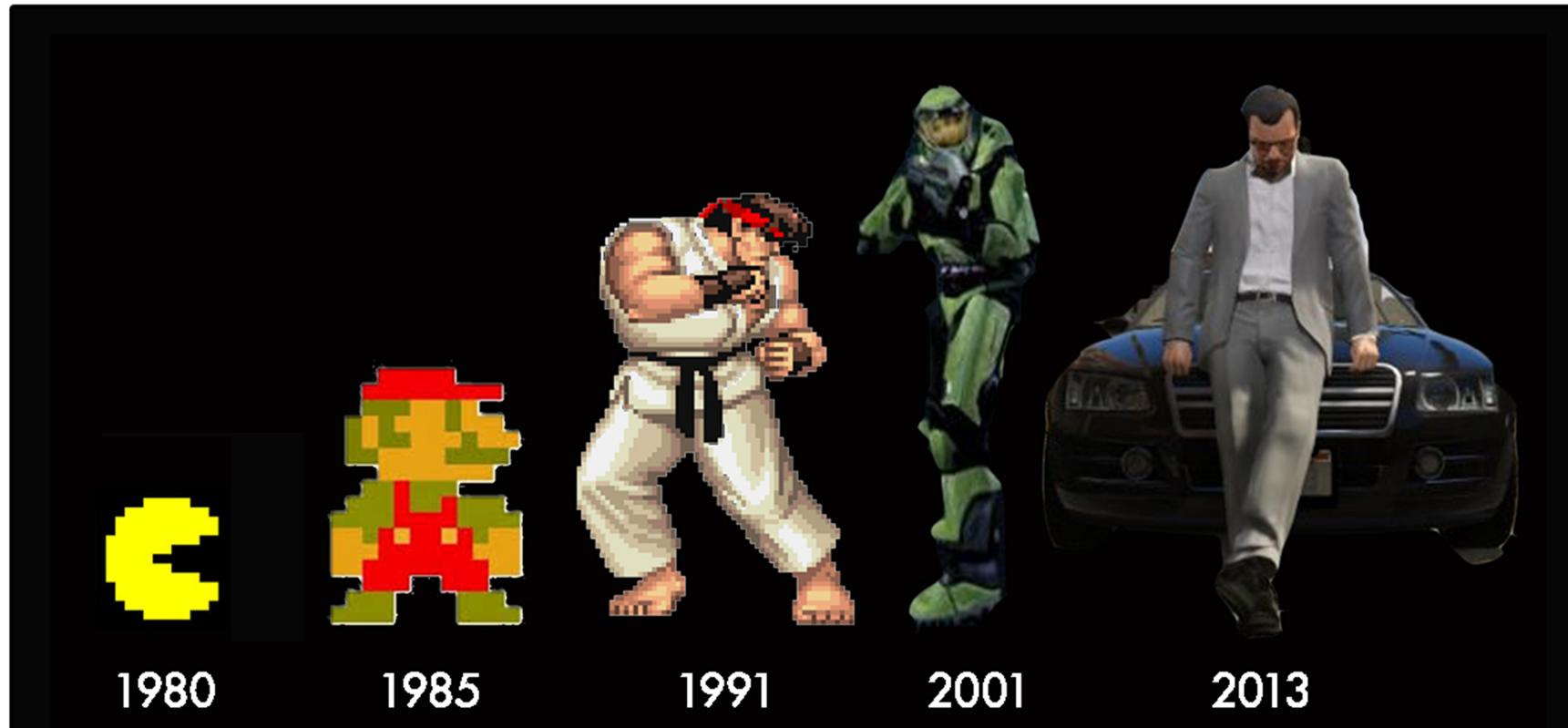




**"TRUTH IS STRANGER THAN FICTION,  
BUT IT IS BECAUSE FICTION IS  
OBLIGED TO STICK TO POSSIBILITIES;  
TRUTH ISN'T."**

MARK TWAIN

# GAMING IS STILL A TODDLER





NEXT EVOLUTION:

## **VERITE GAMES**

VÉ·RI·TÉ NOUN: VÉRITÉ

A GENRE OF FILM, TELEVISION, AND RADIO PROGRAMS EMPHASIZING  
REALISM AND NATURALISM... **AND NOW GAMES**

**PRESERVATION OF A LARGER “TRUTH” THROUGH ENGAGEMENT  
WITH REAL WORLD NARRATIVE**

# HOW PREVIOUS “REAL” OR “HISTORICAL” GAMES FELL SHORT

## ACCURACY:

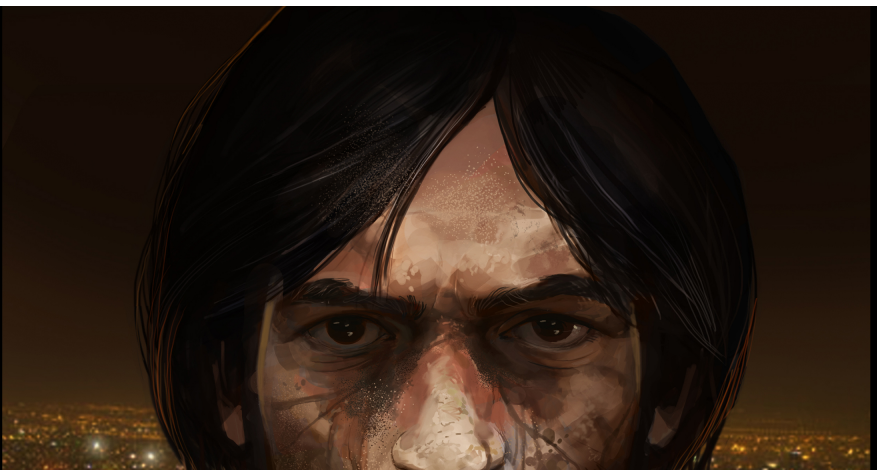
- TIMELINE
- ENVIRONMENT
- COSTUME

## REALISM:

- THEMATICALLY - POLARIZING GOOD & BAD
- CHARACTERS - SUPERHUMAN ABILITIES WITH UNREALISTIC PERSONAS
- TOOLS & WEAPONS THAT ARE UNREALISTIC AND INACCURATE

## GAMEPLAY:

- ITS HARD TO CREATE A REAL WORLD EXPERIENCE WHEN YOU BUILD YOUR GAME AROUND ONE MECHANIC LIKE A SHOOTER OR PLATFORMER.



# 1979 REVOLUTION



## iNK STORIES PAVES THE WAY WITH *1979 REVOLUTION*

1979 IS AN **ACTION ADVENTURE** VIDEO GAME

- ✓ BASED ON REAL EVENTS
- ✓ GRAPHIC NOVEL STYLE STORYTELLING
- ✓ CONSOLE QUALITY PRODUCTION VALUE
- ✓ NATIVE DESIGN FOR TOUCH SCREEN

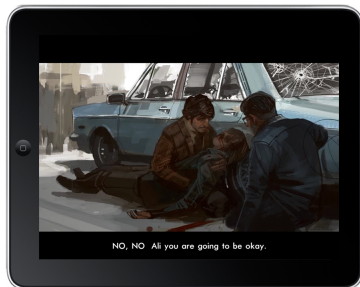
SLATED FOR **3 SEASONS**  
**3 EPISODES** PER SEASON  
**2 HOUR** EXPERIENCE PER EPISODE

TABLET, MOBILE, PC / MAC,  
PLAYSTATION / XBOX DOWNLOADABLE

FRANCHISE INCLUDES:  
✓ EPISODIC GAME  
✓ GRAPHIC NOVELS  
✓ ANIMATED DOCUMENTARY



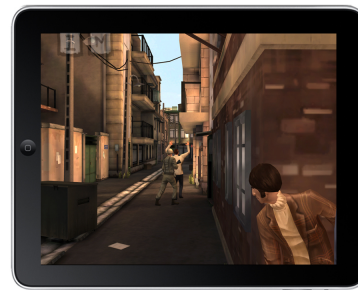
# NARRATIVE DETERMINES THE GAMEPLAY



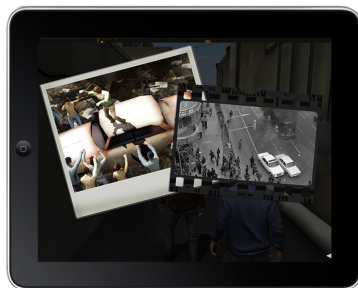
**EMOTIONAL ENGAGEMENT**



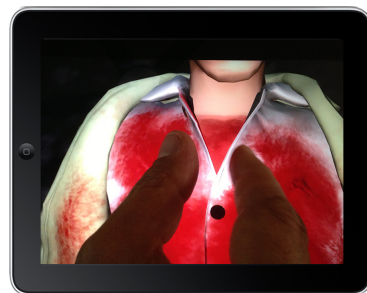
**EXPLORATION**



**STEALTH**



**TAKE PHOTOS**



**INTUITVE TOUCH MINI GAMES**



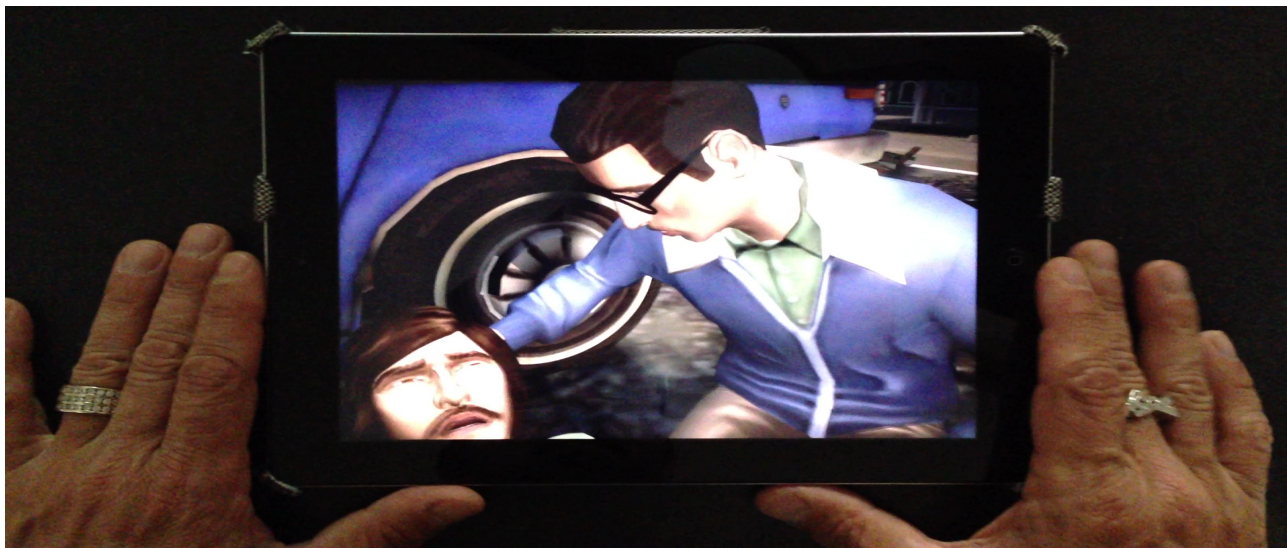
**CRITICAL DECISION MAKING**

# ACCURACY



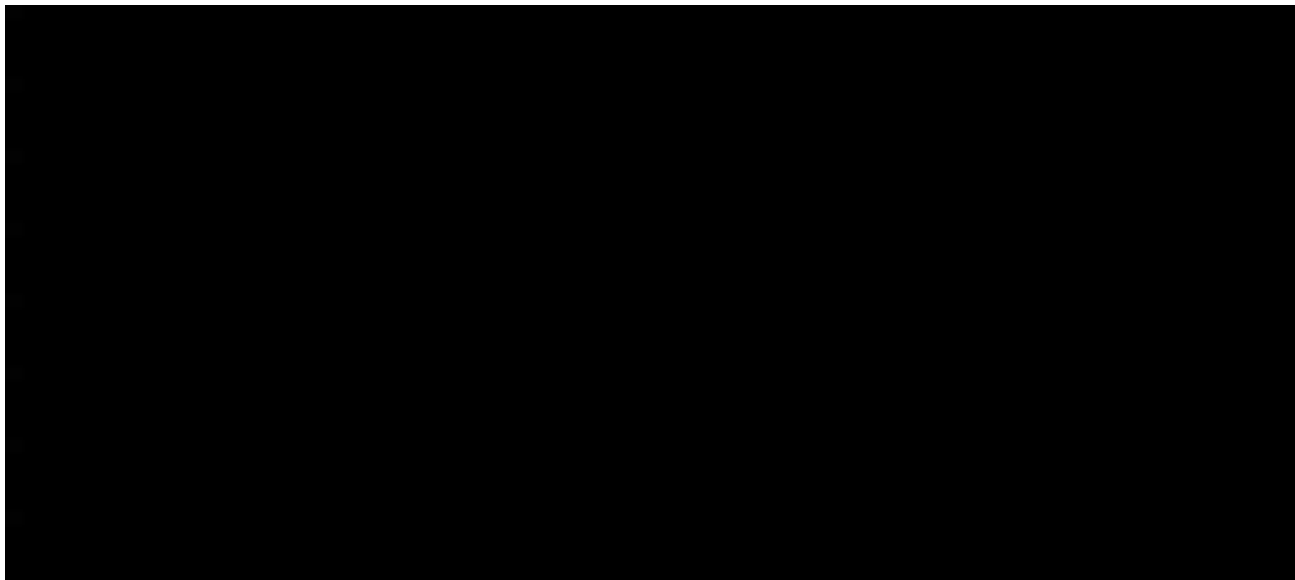


# GAMEPLAY





# REALISM



# PROCESS

IDEA – You have to be passionate about it!

RESEARCH – Books, Films, Biographies, Interviews.

STORY DEVELOPMENT – Historical Accuracies you must stay true – combine Narrative and Gameplay.

GAMEPLAY –\*If you don't get this right no one will care about your story!\*

“I AM NOT AN ACCOUNTANT OF TRUTH,  
SIMPLY AFTER A **DEEPER STRATUM OF TRUTH.**”

WERNER HERZOG

# TIME

## THE IDEAS ISSUE

Tell (Real) Stories  
With Video Games

