THE RUDE AWAKENING

The video game about life during the First World War

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GAMES

"Ci sono cose da non fare mai,

né di giorno né di notte,

né per mare né per terra:

per esempio, la guerra."

Gianni Rodari

CONCEPT

The Rude Awakening was created with the purpose of narrating a serious theme such as the First World War from a different perspective, merging a unique and light drawing style inspired by Valiant Heart with real-life stories, in a single player experience of 4-5 hours of gameplay.

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SELLING POINTS

#1 - The First World War from a new perspective
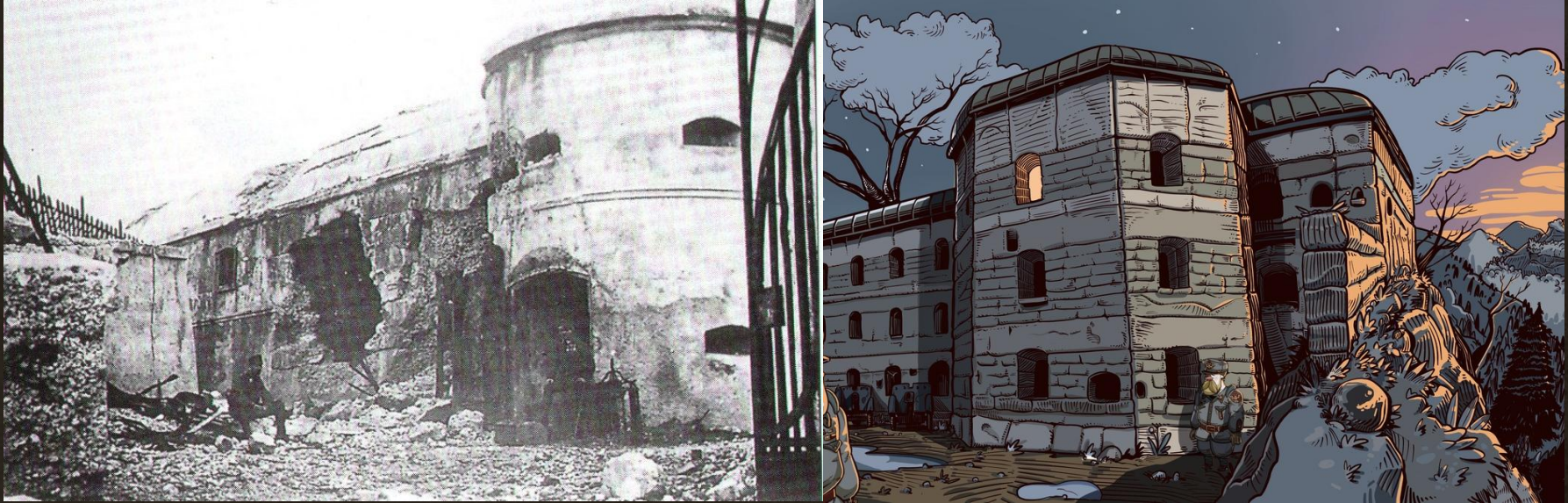
Differently from other wargames, The Rude Awakening retraces the historical events from a completely new perspective: from the claustrophobic situations inside the forts, to the devastated everyday life of small towns near the front, to the collapse of the hospitals caused by the Spanish flu pandemic.

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SELLING POINTS

#2 - A simple and refined art style

The artistic direction of The Rude Awakening requires an extremely refined study of animations and artwork styles, with the purpose of counterbalancing the drama told by the storytelling with an approach apparently simple in the drawings, but defined in depth from the color palettes to the study of each single animation.

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SELLING POINTS

#3 - Unique historical material

The collaboration with 9 European partners gave the creative team the opportunity to draw on historic materials belonging to different museums in 4 different countries, inaccessible elsewhere.

SHEET

GENRE: Puzzle / Adventure

PLATFORMS: Pc – XBox – PS – Switch

GAME MODES: Single Player

TARGET AUDIENCE : 10+

TARGET CUSTOMER: History enthusiasts

TECH: Unity

KEY MARKETS: EU

VALIANT HEART AS A REFERENCE

The choice of Valiant Heart is due to the common dramatic theme narrated through simple but impactful mechanics as well as an art-style that manages to convey all the seriousness needed to deal with topics such as the War.

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EPISODE I
1915-1916 - Forte Belvedere

Description

Game Goal: to reactivate the power station in Forte Belvedere

- The player's goal is to guide the character in **search of spare parts** in order to restore and **reactivate the power station**

- Set in a **dark environment**, during the bombardment, the player will make use of a flashlight with a **limited Field of View**.

EPISODE II
1916-1917 - Jesenice

Description

Game Goal: The player will need to **discover the correct sequence** of interactable objects.

- The **background rhythm harmonizes the game experience**. Music is also used to smoothly transition from one scenario to another.

- The **contrast between the two scenarios** is highlighted by differing background rhythms: the first scenario is characterized by **cheerful bell sounds**, while the second is characterized by a weapon factory's **cold metallic sounds.**

EPISODE III
1917-1918 - Bitola

Description

Game Goal: Care for the wounded and carry the seriously injured back to the hospital

- The player will need to overcome a series of obstacles during their journey

- **The screen automatically moves forward** to remind the player of the urgency of the situation.

- The character carries a heavy wagon, which hinders him further in the journey, reinforcing the **feeling of fatigue and "heaviness" of war**.

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EPISODE IV
1918–1919 - Austria

Description

Game Goal: Register patients and choose which therapy is best for each.

- The episode is set in a refugee hospital in Austria.

- Thanks to timelapses, the player will perceive the passage of time. The difficulty of the game will increase as the **number of patients increases day by day**

- To express the **drama of the situation** at that time, it will not be possible to end the game by curing all patients. Time will not be enough
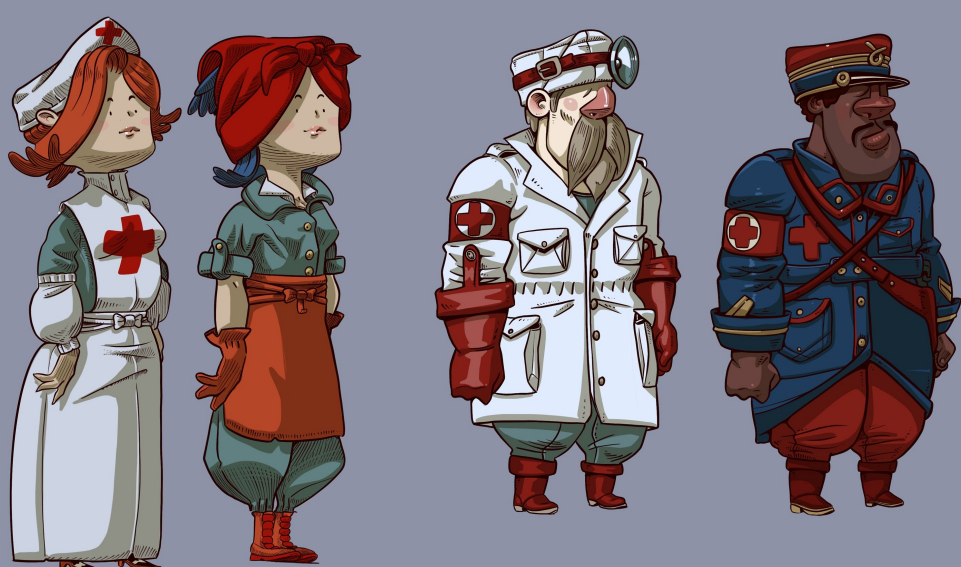
ONE-O-ONE Games is a videogame brand created by **Centounopercento - 101% studios**.
We are the largest Italian owned independent development studio in our country.
Our team has exceeded 40 professionals coming from all over the world and with more than ten years of experience in the
development of every aspect of interactivity, from scripting to design, programming and sound.
We are proud to be pushing the technological frontiers in our country for over 10 years!

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AN EUROPEAN PROJECT

The Rude Awakening **is a co-funded project by the European Union MEDIA Programme,**
a sub-programme of Creative Europe.

In order to realize this ambitious project, a consortium of **9 European partners** has gathered behind it:
- **1 digital company** specialized in video gaming and virtual reality (VR), **101%**
- **3 historical museums/centres** linked to the theme of armed conflicts - **Forte Belvedere in Italy, Gornjesavski Muzej in Slovenia, and the Macedonian Centre for Photography in the Republic of North Macedonia**
- **4 associations and NGOs** that deal with the themes of remembrance and peace education through cultural promotion actions - **ALDA (France), Mémoire pour la vie (France), The World of NGOs (Austria) and Danube Connects (Germany)**
- **1 municipality,** the **Comune di Lavarone**, hosting a historical site.

CONTACTS

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