THE WORLD'S GOING MAID?

BOUT TIME THEY SEE IT OUR WAY.



WELCOME, DREAMER...

On the wild coast of New Zealand, hearts twist and minds break like storms of the great dark ocean.

The bones of the hills stick in your throat. The blood of old families drowns your secrets. You've come to this town because you can't exist anywhere else.

As technology and lies drive the world mad, this is where freedom begins.

...TO PROJECT TEMPEST

We're going to make an imaginary place and fill it with story experiences.

We need brave, strange, creative humans to be part of the journey.

This deck is a conversation starter.

An early sketch of what might be possible.

We'd love your response & suggestions.



A QUIET COMMUNITY



IN A MYSTERIOUS PLACE







TEMPEST BAY

A tight-knit place with deep roots. Old rituals and memories back to the whaling days.

Certain things we don't talk about.

Love. Horror. History. Humans. All of it, right here.

Waiting for you.

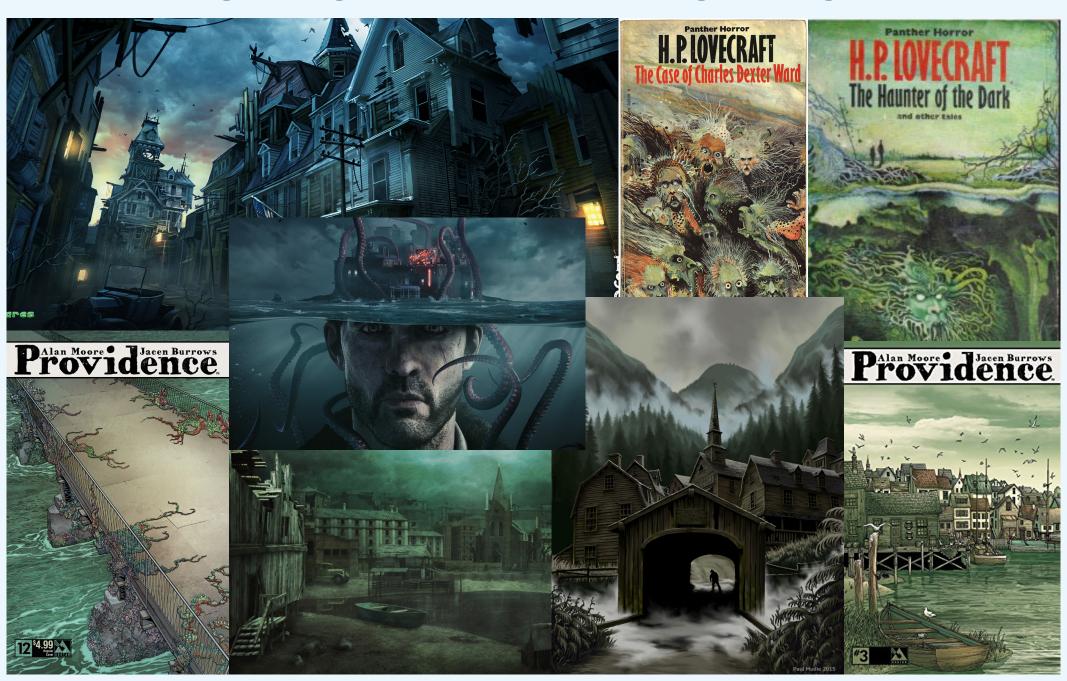
THE BIG IDEA: EMOTIONAL CLIMATE CHANGE

The dreams and feelings and weather and landscapes of the world beginning to boil.

Tempest Bay is ground zero. Centred around Lovecraftian folk-horror across a 160-year history, from whaling days to modern.

INSPIRATIONS

LOVECRAFTIAN HORROR



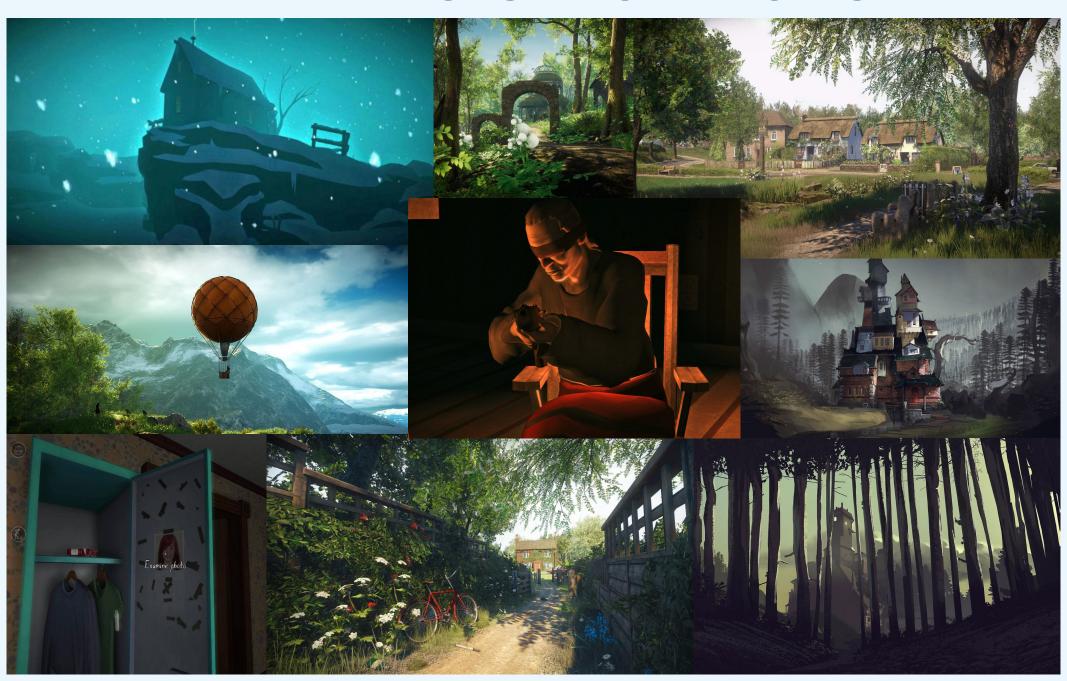
THE WICKER MAN + MIDSOMMAR



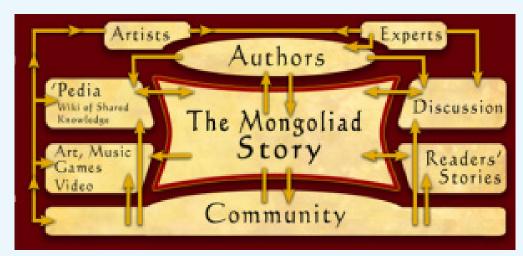
WEIRD NEW ZEALAND



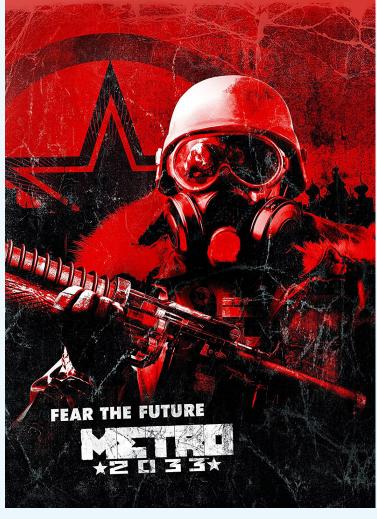
WALKING SIMULATORS



COLLABORATIVE STORYMAKING







WHAT'S POSSIBLE

Novellas and stories
Interactive fiction
Concept art
Audio soundscapes
A digital environment / walking simulator
Spoken word recordings
Supporting podcasts

???

YOUR TEMPEST BAY GUIDES



Colin Rowsell

Film, TV, Games, Agencies, Earthquakes, Xero, a Chocolate Factory



Kearin Armstrong

Food, Design, Kindness, Spreadsheets, Getting Sh*t Done

BE PART OF THE STORY

That's our starting point.

What connects with you? What doesn't?

Say hello and help us know!

contact: colin@manonfire.org www.project-tempest.net

