

## **Rizzo Island Press Release Packet**

Rizzo Island releases in early 2020

This game is a 3D platformer that follows the adventure of the lead developer David Croshaw's late uncle, Tom Rizzo. He was a musician who loved making music, and he wanted to honor his uncle in his own special way.

### **Story:**

Tom Rizzo was traveling around in his psychedelelevator, trying to find a new place to chill out, when OH NO! HE FELL OUT! Now he has to make his way across the island to get back to the psychedelelevator so he can get home! Platform your way across 2 levels in the first demo, 5 levels in the second demo and 13 levels in the full game with music composed by the lead developers late uncle. Collect the rune stones to complete each level, and get back to the psychedelelevator!

### **Topic Points:**

- All music was made by the lead developers late uncle, Tom Rizzo, who is the star of this game
- Demo is on itch.io and includes the PC, Windows 98, and the Dreamcast version
- Demo uses the nuQuake engine as a base which is a modified version of the hardware based GLQuake engine code
- The NuQuake engine is the first Quake Engine port to run at 60 FPS in normal Quake, and only slightly lower for Rizzo Island.
- The full game will be released on Steam initially using the Windows port of the NuQuake Engine then an enhanced port with the Unreal engine for better graphics and Steam API integration
- Full PC game will include Dreamcast and Windows 98 CDI images with the release of the Steam version that can be burned using ImgBurn or DiscJuggler
- Future plans include a PS4 release but are uncertain, at this time, due to focus on other ports
- Game will have a limited physical release online and will be available in select retro game shops in the Dallas/Fort Worth Area (other areas might follow if they are interested)
- Demo has a limited soundtrack compared to the full release all composed by the lead developers late uncle, Tom Rizzo
- Both full game and demo will be able to be played in a CD player to listen and to rip music off the disc
- Dreamcast game uses KallistiOS Homebrew Development Toolchain
- Game is inspired by PS2 Platformers like Ratchet and Clank, Jak and Daxter and Rayman 2
- Most levels will have 2 or more branching paths
- The full game and demo will have an innovative QuakeC based cutscene system, which, aside from demo editing, is the most user friendly moddable cutscene system to date.

- Level design the demo levels included in both the new 5 level demo and the old 2 level demo are subject to change
- Quake based source code and QuakeC files will be open source, but final art and sound assets will not be.
- Game will have a variety of enemies with different attack patterns
- 5% of the games sales goes towards my Aunt who was married to my late uncle

Social Media and Future Game Release Links:

Twitter: [www.twitter.com/rizzoislandgame](https://twitter.com/rizzoislandgame)

Patreon: [www.patreon.com/rizzoisland](https://www.patreon.com/rizzoisland)

Itch.io: <https://rizzoislandgame.itch.io/rizzo-demo-1>

Press Email: [press@dreameatergames.com](mailto:press@dreameatergames.com)

Otherwise, contact us at:

[contact@dreameatergames.com](mailto:contact@dreameatergames.com)

Other Notes:

We are completely open to do podcasts and interviews for the game, and even show off exclusive footage and screenshots from the game. Please contact us at one of the emails above to schedule an interview if you are interested.