

TERRA NOVA

SLIPCYCLE

Set on Earth in the far distant future, this 2-player cooperative platformer explores what first contact between Indigenous and Settler peoples might look like thousands of years from now. Two worlds collide after a mysterious spacecraft crashlands in Earthborn territory. Follow Terra, an Elder Earthborn landkeeper, and Nova, a youthful Starborn inventor as they explore their respective environments and interact with the people of their communities.

Download: <http://terravagame.com/>



SLIPCYLE PRODUCTIONS

***SlipCycle Productions* is the collective work of Indigenous creatives Maize Longboat (Creative Director, Producer) and Ray Caplin (Artist, Animator).**

