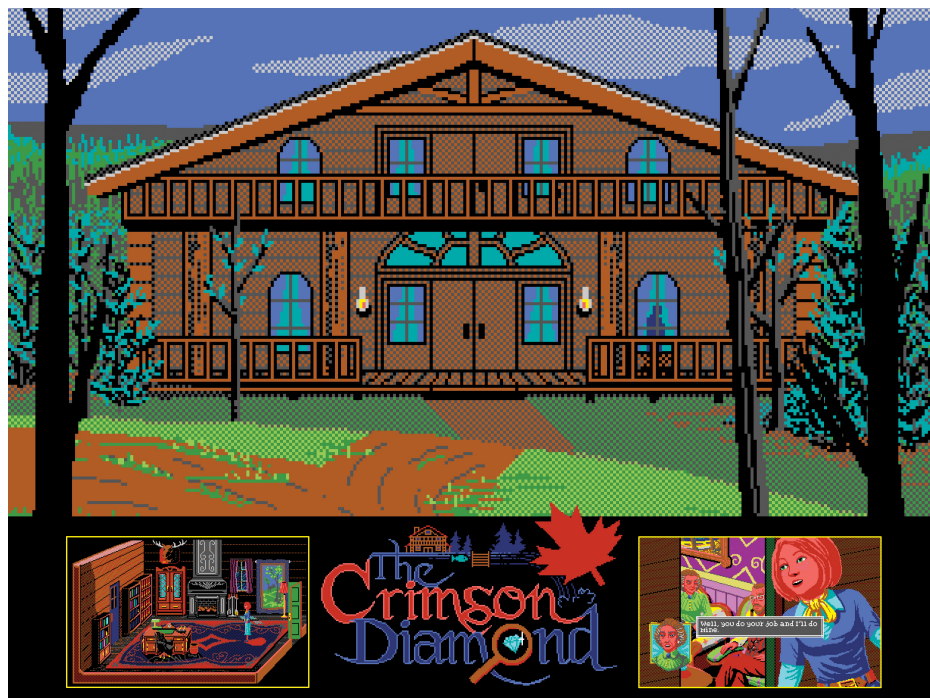


FOR IMMEDIATE RELEASE

CANADIAN INDIE GAME DEVELOPER JULIA MINAMATA FEATURED AT TORONTO'S EGLX: OCTOBER 18-20, 2019

"It's been nearly nearly 30 years since Sierra introduced Laura Bow to the world, and the intrepid heroine returned in just one sequel a few years later. Proving, however, that the spirit of Laura Bow lives on even today, indie Canadian developer Julia Minamata has unveiled a new retro-styled graphical adventure in the same classic mold, called The Crimson Diamond." ADVENTURE GAMER



(Toronto, ON Oct 14, 2019) **The Crimson Diamond** is a text parser mystery adventure game where you play as amateur geologist and reluctant detective Nancy Maple. Follow Nancy as she travels north to the fictional ghost town of Crimson, Ontario to investigate the discovery of a massive diamond in the area. Eavesdrop on conversations to learn more about the eccentric cast of characters who find themselves gathered at Crimson Lodge. Explore the lodge and its environments to evaluate the diamond claim, and maybe solve a mystery or two along the way! **The Crimson Diamond** is a cozy mystery that encourages reading and engaging in the story over devious arcade challenges.

"(The Crimson Diamond) finds a neat balance between the flexibility of parser games, and the more approachable nature of the more modern point and clicks. If you enjoy old-style adventures, be sure to download The Crimson Diamond and see for yourself." PC GAMER



DOWNLOAD THE DEMO ON STEAM

https://store.steampowered.com/app/1098770/The_Crimson_Diamond/



ABOUT JULIA MINAMATA

Born and raised in Scarborough, Ontario, Julia graduated from Wexford Collegiate Institute's Special Series Arts program and went on to graduate from Sheridan College's Interpretive Illustration program ultimately attaining a Bachelor of Applied Arts, majoring in Illustration. She worked as a freelance illustrator for more than ten years for notable clients including The New Yorker, The Village Voice, Business Week, Macleans, and National Post.

The Crimson Diamond started with a desire to recreate the pixel art style and 16-colour (EGA) palette of her favourite games from childhood. Creating the art led to a desire to animate the characters, while the story was inspired by her interests in mineralogy, geology, Canadian history and mystery stories. Completely self-taught in game development and building on limited high school computer

programming knowledge, Minamata worked on **The Crimson Diamond** sporadically over the years, deciding in late 2018 to focus full time on the project.

"The first thing one notices is that, for a 4-bit color game, this thing is pretty! A lot of the backgrounds feel like they could have come straight out of an EGA game." MEDIUM.COM

The demo version of **The Crimson Diamond** released at WordPlay in November 2018, which quickly led to her placing as a finalist at the Ubisoft Toronto Indie Series Finalist in March 2019. After appearing at EGLX in Toronto, Julia has been invited to present **The Crimson Diamond** at AdventureX 2019 in London, UK, a juried showcase of 25 narrative-driven games held at the British Library.

MEDIA

INDIE GAMES PLUS <https://indiegamesplus.com/2019/07/text-parser-mystery-the-crimson-diamond-hides-its-secrets-among-a-varied-cast>

PC GAMER <https://www.pcgamer.com/the-crimson-diamond-is-an-old-fashioned-mystery-in-the-style-of-sierras-laura-bow/>

MEDIUM.COM <https://medium.com/@thedeivore/the-crimson-diamond-bringing-the-80s-to-life-5a30bfdf95a>

PUSHING UP ROSES <https://youtu.be/GVL5eUWCwHs>

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