

A hand is shown from the wrist up, holding a bright, glowing orange flame. The background is a soft, pastel pink with a subtle gradient. The text is centered over the image.

c l o s e  
y o u r

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P R E S S K I T

# What is close your?

Close Your is a first person interactive short story where you live an entire life, from birth to death, and make decisions big and small that shape the outcome of that life. The catch is that each scene only lasts as long as you can keep your eyes open. The game uses your webcam to track your eyes in real life, so every time you blink, you skip forward: could be five seconds or five years. Life literally flashes before your eyes as you try desperately to hold onto each fleeting moment.

Close Your will release on Steam for Mac and PC in February of 2017.

## Story

After signing away your life, Death sends you back to earth for one last visit. You now blink through your entire life, from the most mundane moments to the most vital. You learn to walk, struggle through school, face the monotony of work, meet the person you'll spend the rest of your life with, and even raise a child of your own.

Since blinking is an inevitable physical process, each of these vignettes is imbued with inherent tension. You may close your eyes on your first kiss, and open them at your wedding, or close your eyes on a fight with your mother, only to open them at her funeral.

Close Your's narrative branches by tracking how you behave in each scene, rather than presenting you with obvious moral choices. When sitting at the office do you do your work on the computer, or do you listen to an amusing co-worker's joke? The game clocks these behaviors and the story adapts dynamically to reflect your unique disposition and values, your strengths as well as your flaws.

## Who are we?

GoodbyeWorld Games is a fresh game studio made from old friends with new ideas. We came together to find out what games are really capable of, and what kinds of stories they can tell. We believe in technology that is indistinguishable from magic, and we want to show it to you.

# Press

(click quotes to read full articles)



*“ WE DON’T KNOW THAT WE’LL  
SEE ANYTHING AS CREATIVE AS  
CLOSE YOUR EVER AGAIN.”*



*“ AN IMMERSIVE EXPERIMENT IN HUMAN  
EMPATHY AND A COMMENTARY ON THE  
INEVITABLE MARCH OF TIME.”*



*“ CLOSE YOUR’S UNIVERSAL  
THEMES OF LIFE AND DEATH  
WOULD MOVE SOME PEOPLE TO  
TEARS.”*

**KILL SCREEN**

*“ BLINK TO MOVE INEXORABLY  
TOWARDS THE GRAVE.”*



*“THE MOST POIGNANT SHORT  
STORY GAME EXPERIENCE I’VE  
HAD SINCE PASSAGE.”*

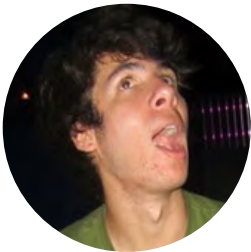


# Team



## Will Hellwarth | DIRECTOR

Will is a game designer, programmer, and fanatic. A nerd since birth, growing up modding until he grew up and decided that games were the medium of his life. Inspired by nature and by things that can never exist, Will aims to bring light to the unknown and the undiscovered for the benefit of everyone, not just those who already play games.



## John Billingsley | LEAD DESIGNER

John Billingsley is an aspiring game designer and LA native, currently attending Case Western Reserve University, finishing his degree in computer science. He is interested in the competitive psychology that arises from player versus player interactions, and how games can be used to express feelings or emotions that are hard to simply put into words. It is John's hope that through playing games, people will be opened up to new viewpoints, patterns of thinking, and understanding.



## Graham Parkes | LEAD WRITER

Graham Parkes is a filmmaker, playwright and independent game designer from Los Angeles. He studied game design through the NYU Game Center, where he co-authored the tabletop game Kulak, which became an IndieCade Finalist in 2013. His short film Where You Are premiered at South by Southwest this year, and will be available online through Short of The Week later this month.



## Oliver Lewin | COMPOSER

Oliver Lewin is a composer from Santa Monica. He studied music at The New School in New York and has scored award-winning short films and games, as well as all of Close Your's previous versions.



## Griffin Libby | ART DIRECTOR

Griffin will be overseeing all aspects of Close Your's aesthetic overhaul. A commercial designer and illustrator based in Santa Monica, Griffin has been doing visual development with Goodbyeworld Games for longer than he can remember.

# Contact

