



A heartfelt, interactive story,
told in a curious way.

Wayward Strand is a touching,
empathetic narrative game
woven together from many
distinct threads, all of which
play out simultaneously
aboard an airborne hospital in
1970s Australia.

You play as Casey, an inquisitive teenage girl visiting the hospital for the first time.

You spend **three days** with the staff and elderly patients, getting to know them and **exploring their stories**.



The hospital's residents are an eclectic cast of characters – some charming, some eccentric, some rude – each with their own desires, goals and imaginations.

They do as they wish, **completely independent of the player character.**



As Casey spends time with one character, the others **continue their day**.

Within the game, **time passes for everyone** - NPCs continue their stories without waiting for Casey to interact with them.

Choose whose story to experience by following characters, having conversations, and exploring the hospital.



Gameplay



Wayward Strand is a **relaxing** game about exploring a world, meeting interesting people, and getting to know them.

As you spend time with a character on board the ship, you discover their life and inner world, and you become a part of their story as it happens.

As the journalist for her school newspaper, Casey keeps track of information in her **notebook** - you can use this to delve deeper into characters' stories, and to make new discoveries.

When Casey sees a character, she can choose **follow** them, to see where they go.

She can **eavesdrop** on characters' conversations, or come into the room and be a part of the discussion.





Casey can start a conversation herself, or **interrupt** an ongoing conversation she is observing.

Through dialogue options, Casey can **change the course** of conversation and affect the lives of people on board.

Every character is **fully voiced**, allowing the player to follow the sounds of voices throughout the ship to find new scenes and new characters.

A Living Narrative

As Casey explores the hospital and the lives of the people that live there, she discovers that **not everything on the ship is as it seems...**

In Wayward Strand's **unique narrative structure**, you are able to roam freely between well over a dozen characters, and countless stories contained within the ship.



Simultaneous Stories

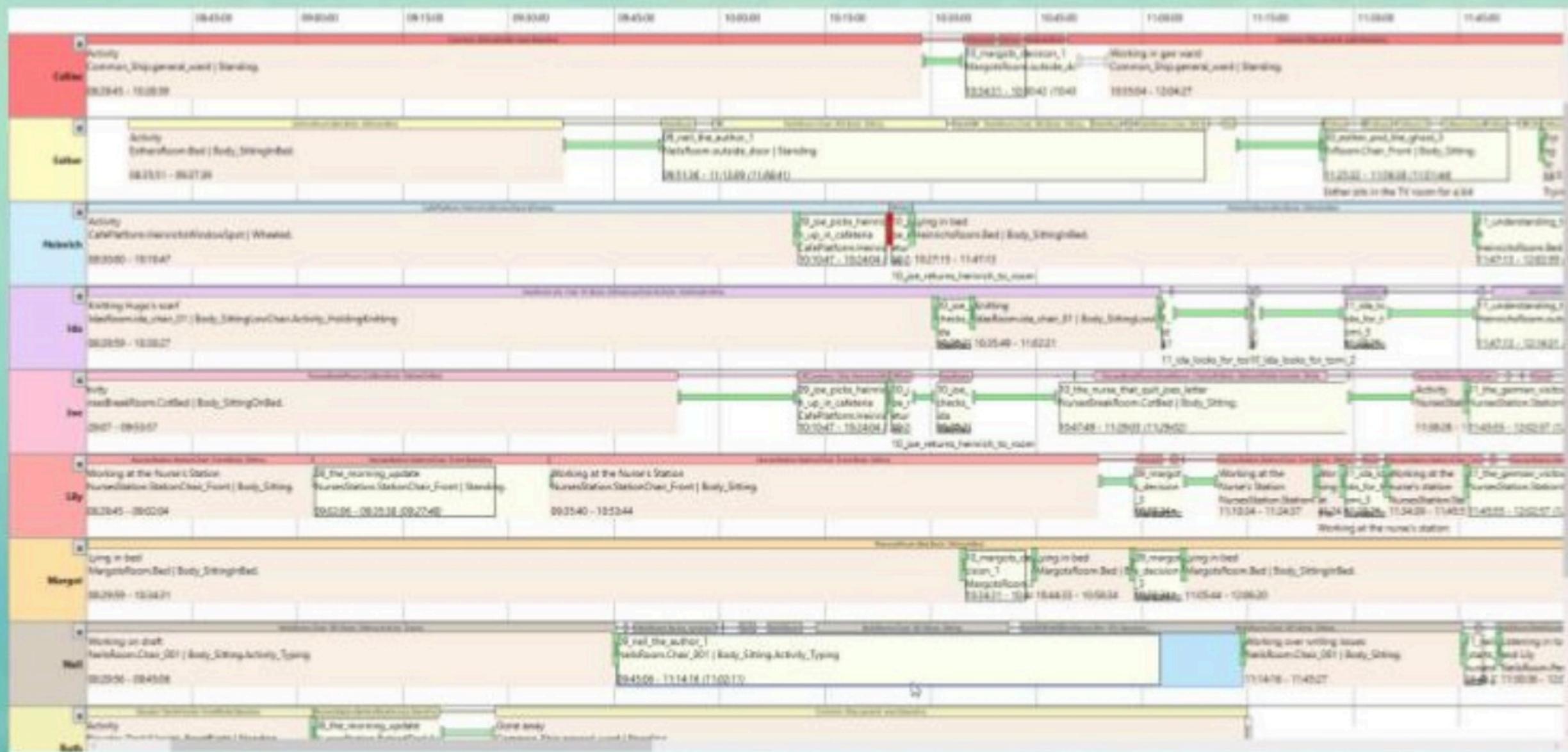
We have developed a unique toolset which allows each of our characters to have their own unique story, which plays out over the course of three days. This time-based story structure, where many scenes play at once across different locations on the ship, makes Wayward Strand feel like a living, breathing world - and **like no other game.**

Rows =
Characters

Columns =
Time of day

Boxes =
Scenes

While a single playthrough takes 2-3 hours, it takes a dozen or more playthroughs to see everything that goes on aboard the ship.





No fail case.

Every playthrough gives you and Casey the opportunity to meet the people you previously didn't - *what you missed the first time, you might see the second.*

Explore with Casey and revisit the hospital to uncover stories from every thread.

Spending **more time** with a particular character will encourage them to open up - by the third day, having spent time with a character will unlock **deeper conversations**, and they will invite you into personal moments in their lives.

Anyone can play.

Wayward Strand is a game for any age group - adults, children, grandparents alike.

As the game isn't about control dexterity, it explores methods of input that don't rely on typical "gamer" experience. Skill is not the focus - it is on **learning, empathy, and exploration.**

People who enjoy stories, fiction, or cartoons with strong character development will love Wayward Strand.



The Developers

Ghost Pattern is a diverse and experienced team of makers who have come together to create Wayward Strand.

We work in a collaborative style that encourages each team member's input and expression.

Wayward Strand is our first project working together as Ghost Pattern, but our previous works span everything from popular video games including *Armello*, *Cosmic Express* and *The Sims FreePlay*, to experimental theatre and interactive film.



ghost pattern

Wayward Strand



**Thank
You!**

waywardstrand.com