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TRIBECA FESTIVAL

TRIBECA FESTIVAL REVEALS 2022 OFFICIAL GAMES SELECTIONS

INCLUDES WORLD PREMIERES AND NEVER-BEFORE-PLAYED DIGITAL DEMOS FOR FANS ACROSS THE WORLD, AND IN-PERSON DEMOS ACROSS NEW YORK CITY

GAMES PROGRAMMING WILL FEATURE A SPECIAL LIVE PLAYTHROUGH OF RENOWNED VIDEO GAME WRITER AND DESIGNER SAM BARLOW'S INTERACTIVE THRILLER "IMMORTALITY"



NEW YORK, NY – (April 26, 2022) – The 2022 Tribeca Festival™ today unveiled its official Games selections, which celebrate the convergence of games, entertainment, and culture. This year’s lineup features nine titles that demonstrate phenomenal storytelling, art, and innovation through interactive experiences. Each selection will vie for the Tribeca Games Award, which honors an unreleased game for its excellence in art and storytelling through design, artistic mastery, and highly immersive worlds.

The games program features the world premieres of *Immortality*, an interactive trilogy in which players can explore the legend of Marissa Marcel, a film star who disappeared, through her work; *OXENFREE II: Lost Signals*, the mind-bending follow up to the critically acclaimed narrative adventure *OXENFREE*, from Night School Studio; and *Cuphead - The Delicious Last Course*, another helping of classic *Cuphead* action with new weapons, magical charms, and more.

“This year’s selections represent the incredible range of how games prove to be a powerful form of storytelling,” said **Vice President of Tribeca Games and Immersive Casey Baltes**. “We’re continuing to expand how audiences and players interact with games, not only as entertainment but as one of the most impactful cultural mediums.”

In 2021, Tribeca Festival featured its first ever Official Selections for Games, including Ember Lab’s visually stunning *Kena: Bridge of Spirits*; Luis Antonio’s interactive thriller *Twelve Minutes*, starring James McAvoy, Daisy Ridley, and Willem Dafoe; and the inaugural Tribeca Games Award winner, *NORCO*, which was praised by critics upon its release in March 2022 for its brilliant, narrative-rich experience.

From June 11-19, the Tribeca Festival once again offers digital experiences for global audiences powered by Parsec. Those able to join the Festival in person this year will be the first to experience a playable Games Gallery featuring demos, art, and artifacts for this year’s selections, hosted at Tribeca Festival’s hub, Spring Studios (50 Varick Street).

Additionally, the Tribeca Games Spotlight, an online showcase of this year’s official selections, features never-before-seen footage and interviews from the creators of the official sections as part of the Summer Game Fest — a free, all-digital global celebration of video games streaming online. Games fans across the globe can tune in on June 10 at 3pm EDT via Tribeca’s [website](#), major streaming platforms, and summergamefest.com.

The 2022 Tribeca Festival Games Official Selections are as follows:

American Arcadia, (Spain, Greece, Brazil) - World Premiere. Welcome to Arcadia! A 70s retro-futuristic metropolis where all of its citizens enjoy a life of luxury and comfort... unaware that they’re being broadcast live 24/7! Arcadia is not an ordinary city, but the most-watched reality show on the planet—where a drop in popularity ratings comes at the highest cost: death. Uncover the truth and escape with your life from a televised utopia in Out of the Blue’s brand new puzzle platformer game.

Developer: Out of the Blue Studios

Publisher: Raw Fury

As Dusk Falls, (United Kingdom) - World Premiere. *As Dusk Falls* is an original interactive drama from INTERIOR/NIGHT that explores the entangled lives of two families across thirty years in small-town Arizona. Starting with a robbery-gone-wrong, the choices you make will have a powerful impact on the characters’ lives in this story of betrayal, sacrifice, and resilience.

Developer: INTERIOR/NIGHT

Publisher: Xbox Game Studios

The Cub, (Serbia, United States, Poland) - World Premiere. Welcome to Earth after The Great Climate Catastrophe, where only the ultra-rich managed to evacuate to Mars. Decades have passed and those on Mars venture back to Earth to collect specimens like a safari hunt. As the Cub, a mutant orphan immune to the toxins that killed off most of humanity, players will be relentlessly hunted by a science expedition and must run to safety amongst the ruins of Earth. Featuring an original soundtrack program, Radio Nostalgia from Mars.

Developer: Demagog Studio

Publisher: Untold Tales

Cuphead - The Delicious Last Course, (Canada, United States) - World Premiere. Another helping of classic *Cuphead* action awaits you in *Cuphead - The Delicious Last Course*. Brothers Cuphead and Mugman are joined by the clever, adventurous Ms. Chalice for a rollicking adventure on a previously undiscovered Inkwell Isle. With the aid of new weapons, magical charms, and Ms. Chalice's unique abilities, assist the jolly Chef Saltbaker and take on a new cast of fearsome, larger-than-life bosses in *Cuphead's* final challenging quest.

Developer and Publisher: Studio MDHR

Immortality, (United States) - World Premiere. Marissa Marcel was a film star. She made three movies. But none of the movies were ever released. And then Marissa Marcel disappeared. After discovering rare footage from her three lost movies — *Ambrosio* (1968), *Minsky* (1970) and *Two of Everything* (1999) — award-winning Game Director Sam Barlow (*Her Story*, *Telling Lies*) has assembled an interactive trilogy in which players can explore the legend of Marissa Marcel through her work.

Developer and Publisher: Half Mermaid

OXENFREE II: Lost Signals, (United States) - World Premiere. *OXENFREE II: Lost Signals* is the mind-bending follow-up to the critically-acclaimed narrative adventure game *OXENFREE* from Night School Studio. In the small coastal town of Camena, unnaturally occurring electromagnetic waves are causing interference with electrical and radio equipment. Reluctantly, Riley Poverly returns to her hometown to investigate the mystery. What she finds is more than she bargained for.

Developer: Night School Studio

Publisher: Netflix

A Plague Tale: Requiem, (France) - World Premiere. This direct sequel to *A Plague Tale: Innocence* follows Amicia and her brother Hugo on a heartrending journey into a breathtaking, brutal medieval world twisted by supernatural forces as they discover the cost of saving loved ones in a desperate struggle for survival. Strike from the shadows or unleash hell, and overcome foes and challenges with a variety of weapons, tools, and unearthly powers. *A Plague Tale: Requiem* will be released in 2022 on consoles and PC.

Developer: Asobo Studio

Publisher: Focus Entertainment

Thirsty Suitors, (United States) - World Premiere. Jala is a young woman returning home for her sister's wedding and confronting her past. With wildly varied gameplay, Jala will fight skate punks, random suitors, and ultimately, her exes, in the ultimate battle to heal old hurts and ignite new truths, bringing Jala closer to understanding what she wants from her future. Can she learn to love herself and heal the wounds of her past?

Developer: Outerloop Games

Publisher: Annapurna Interactive

Venba, (Canada) - World Premiere. *Venba* is a narrative cooking game centered around an Indian mom who immigrates to Canada with her family in the 1980s. Players will cook various dishes, restore lost recipes, engage in branching conversations, and explore a story about family, love, loss, and more.

Developer: Visai Games

In addition to Festival Laurels, the winner of the Tribeca Games Award will receive artwork by a comic illustrator and cover artist from AWA (Artists, Writers & Artisans).

As previously announced, the Tribeca Festival kicks off on June 8 with the world premiere of *Halftime*, a Netflix documentary by director and Tribeca alum Amanda Micheli that follows global superstar **Jennifer Lopez**, as she reflects on her milestones and evolution as an artist. Tribeca 2022 closes on June 18 with the world premiere of *Loudmouth*, a documentary written and directed by Josh Alexander that puts a disruptive spotlight on **Reverend Al Sharpton**, who has been at the center of the national conversation around race since the late 1980s.

Other Festival highlights include the mid-season premiere of the final season of AMC's *Better Call Saul* with **Bob Odenkirk, Rhea Seehorn, Giancarlo Esposito, and Jonathan Banks**; the world premiere of *Untrapped: The Story of Lil Baby*, a feature documentary from director Karam Gill about **Lil Baby's** transformational journey from local Atlanta hustler to one of hip-hop's biggest stars and pop culture's most important voices for change, followed by a special performance; and live world premiere and conversation with the cast and creators of USG Audio's *The End Up*, a podcast series about a tilted near-future where terminal cancer patients who wish to end their suffering must attend a weeklong boot camp starring **Himesh Patel, Marianne Jean-Baptiste, Merritt Wever, and John Reynolds**.

For the latest updates on programming for the 2022 Tribeca Festival, follow @Tribeca on [Twitter](#), [Instagram](#), [Facebook](#), [YouTube](#), and [LinkedIn](#) or visit tribecafilm.com/festival and sign up for the official Tribeca [newsletter](#).

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Passes and Tickets for the 2022 Tribeca Festival

Festival passes are on sale now. Game demo sessions, both virtual and in-person, may be reserved starting May 2, 2022. Sign up to be notified at: <https://www.tribecafilm.com/games>

Press Credentials

Media interested in covering the festival may submit a [press credential application](#) on Tribeca's press site. The deadline to apply is **Friday, May 6, 2022**.

About the Tribeca Festival

The Tribeca Festival brings artists and diverse audiences together to celebrate storytelling in all its forms, including film, TV, VR, games, music, and online work. With strong roots in independent film, Tribeca is a platform for creative expression and immersive entertainment. Tribeca champions emerging and established voices; discovers award-winning filmmakers and creators; curates innovative experiences; and introduces new technology and ideas through premieres, exhibitions, talks, and live performances.

The Festival was founded by Robert De Niro, Jane Rosenthal, and Craig Hatkoff in 2001 to spur the economic and cultural revitalization of lower Manhattan following the attacks on the World Trade Center. Tribeca will celebrate its 21st year from June 8–19, 2022.

In 2019, James Murdoch's Lupa Systems, a private investment company with locations in New York and Mumbai, bought a majority stake in Tribeca Enterprises, bringing together Rosenthal, De Niro, and Murdoch to grow the enterprise.

About the 2022 Tribeca Festival Partners

The 2022 Tribeca Festival is supported by our partners: AT&T, Audible, Bayer's One a Day, Bloomberg Philanthropies, CHANEL, City National Bank, Diageo, DoorDash, Indeed, Meta, NYC Mayor's Office of Media and Entertainment, and Spring Studios New York.

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