



A GAME ABOUT

LANGUAGE

AND HOW IT

DIES

DIALECT

Your story is the language.

Dialect follows a community in isolation through the evolution of their language. We explore how the community's speech changes as they face challenges, establish values and contrast themselves from what they've left behind. We'll embody people within the Isolation and use their emergent language together. In the end, we'll witness the decline of the language as the community loses its identity.

A highly modular world-building game, Dialect can be played in any setting where a group may find itself totally isolated - be it physically or culturally.

SIGN UP TO PLAY AT
THORNYGAMES.COM

KICKSTARTING SEPTEMBER 2016