Montreal, Canada - September 29, 2022 - Scavengers Studio is overjoyed to announce the first public hands-on opportunity to play their highly-anticipated third-person atmospheric adventure game, \textit{SEASON: A letter to the future}. During the upcoming Steam Next Fest between October 3rd to 10th, players will explore Estelle’s hometown of Caro and try out the various recording tools used on the journey: a vintage tape recorder, detailed camera, and personal journal. The team has been hard at work polishing every aspect of this melancholic journey, and they are excited for players to have their first experience with the world of Season. Check out the Steam Next Fest trailer for a tease at what you can expect in this demo:

\textbf{Watch the Steam Next Fest Trailer on YouTube}

\textit{SEASON: A letter to the future} is expected to launch on \textit{Steam, Epic Games Store}, PlayStation 5, and PlayStation 4 early next year. Earlier this year, Scavengers Studio made the important decision to take the extra time needed in order to offer players a meaningful experience in Season without affecting the team’s well-being. Expect to see an official launch date announcement later this year.

“The idea of having people walking around and experiencing the world of SEASON: A letter to the future is exciting and, to be honest, kind of terrifying. We’ve worked hard to make it something unique. Its creation was a long journey and a learning experience for all of us, and I think it took us all by surprise when it started coming together. I hope it will be an even better surprise for those who play it.” - \textit{Geneviève Bachand, Lead Artist}
High in the mountains, there is a village safe from the turmoil of changing seasons. No one has left in a generation; no one until Estelle. In her world, a season is a period of history, an era. This season is about to end. Riding off into the unknown, she leaves her cozy home to try to capture this moment for the future. Estelle navigates through a strange yet familiar world, witnessing life on the brink of an impending but mysterious change.

The gameplay of *Season: A letter to the future* focuses on exploring, recording, meeting others, and unraveling the strange world around you. At any point, you can hop off your bike and equip a recording tool from your bag. Each captures a different element; sounds and music, art and architecture, voices of old people, vanishing religious practices, the traces of seasons long past. Your tools help you examine the world more closely until you’re able to grasp the culture, history, and ecology underneath everything.
Features:

A bicycle road trip: Wind your way through stunning landscapes on your bicycle.

Explore a mysterious world: Meet a diverse cast of characters along your way, who will change the course of your story.

Document, photograph, and record: Collect memories, make recordings, and discover the secrets of the world of Season before it ends.
Wishlist **Season: A letter to the future** on Steam, Epic Game Store, and the PlayStation Store now! To keep up to date with the latest news and updates, visit the official [website](#), join Discord, and follow on Twitter and Facebook.

**About Scavengers Studio**

Founded in 2015 in Montreal, Scavengers Studio is an independent video game studio bringing together a diverse team of passionate creators. In 2016, the studio's first video game, *Darwin Project*, launched in early access. In 2019 *SEASON: A letter to the future* was announced as the studio's second major project. The multidisciplinary team pushes the limits in everything they design, develop and produce. They continue to provide special experiences for their players through unique universes and compelling stories.