MURDER IN TEHRAN'S ALLEYS 1933

SINA KASRA 2011

STRATEGY FIRST

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Strategy First

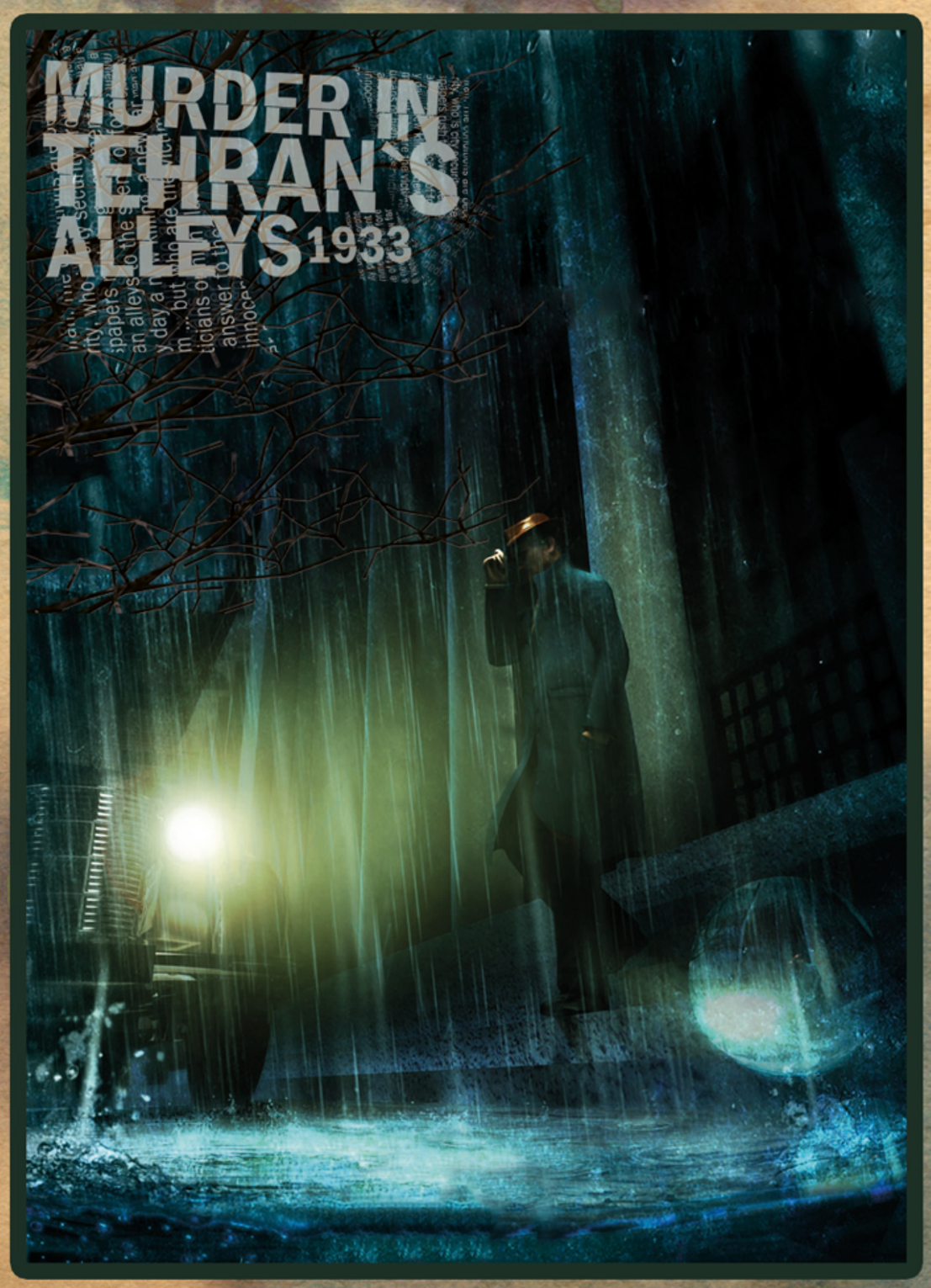
RSK ENTERTAINMENT

Rasana Shokooh-E-Kavir Co. (RSK Entertainment) is one of the few companies in Iran which develops computer games professionally. The company was founded in 2009. Relying on the competence and talent of the Iranian young and a sophisticated staff, the company has marketed eleven games in Iran. The company has earned several national awards and commendations, such as the best game of the year for " Murder In Tehran's Alleys 1933 ", the best art director for " Qajary Cat " and "Alimardan's Mischiefs " and etc. The aforementioned awards show the devotion and resolution with which RSK Entertainment has set off to create a great impact on the gaming industry, which is still in its infancy in Iran. The company has paid a close attention to the content of the games and has tried to put sixth a game which is entirely Iranian – either content-wise or production-wise.

RSK
Resana Shokooh Kavir

SYNOPSIS

This is a series about brutal murders and innocent children killed by cruel and vicious devils riddled with terrifying violence and a mystery for which no end seems to exist. In such gloomy despair, detective Afshar is the only one who has to try to solve this serial killing case in one of the most loyal adventure games to the classic atmosphere of this genre. Is "Murder in Tehran's Alleys 1933" about dealing with the murder, the murderer, or a story beyond that? Who is the murderer, anyways?



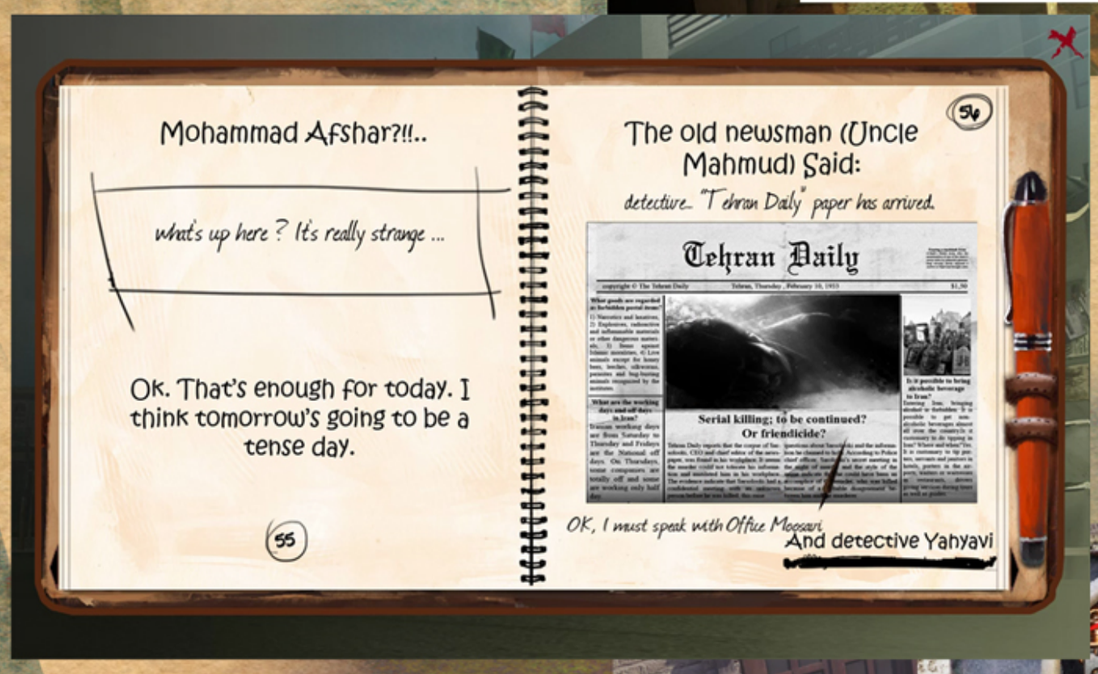
GAME GENRE

Murder in Tehran's Alleys 1933 is a 2.5D Point and Click adventure game.The game play features puzzles in which the player can interact with the environment (pick up objects, combine and use them). Being a detective story, there are 23 characters (with 100 A4 Pages dialogues), various mini games (more than 6) as well as documents and an Detective's Diary (containing over 65 A4 pages) which all help the process of the story.

MITA1 is narrated in Tehran 1933, so the most prominent artistic feature of the game is probably simulating the capital megalopolis and its suburbs including the photo studio in ShotorKhan Neighberhood, Ghezelhesar Prison, police department ,Shah Masouqe and even Lalezar Hotel in south of Tehran. Using the V-Ray rendering engine, all the details have been carefully simulated and improved the graphic quality of the game. A number of cinematic (20 minutes of motion comics) has contributed to the visual narrative of the game, With a total of 12 beautifully-designed Location and more than 80 Backgrounds.

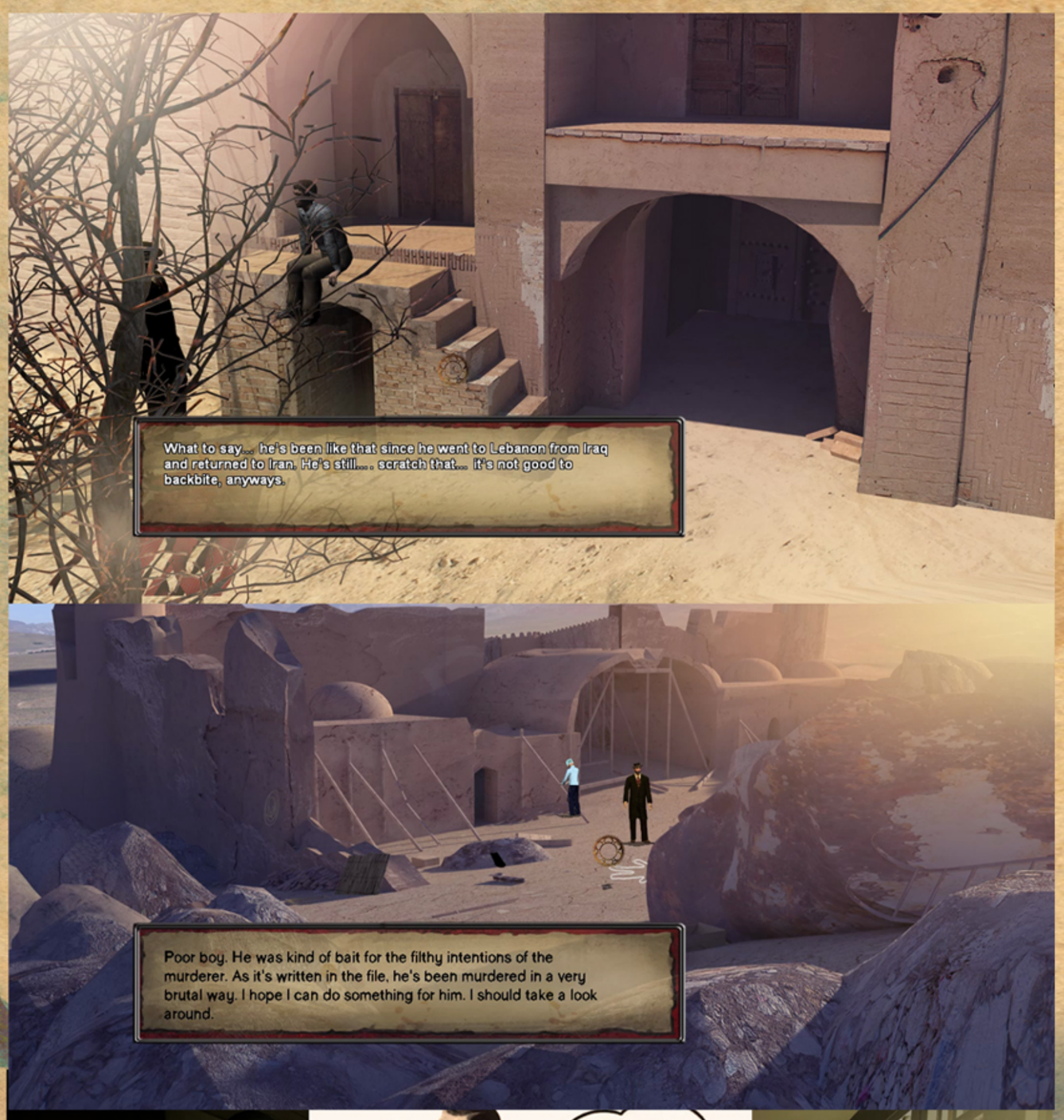
TECHNICAL ISSUES:

Detective Afshar's Diary is a Notebook that not only records all the comments by the main character (over 65 A4 pages) but also provides access to all KEY EVENTS and work as a help system. It Also works as a guideline during the game too. Various minigame such as Lock system . Slider , Identification, and Magic squareare developed by Wintermute engine to have the optimum result. Inspection abilities (choosing a certain dialogue with a unique answer) is another feature of the game.



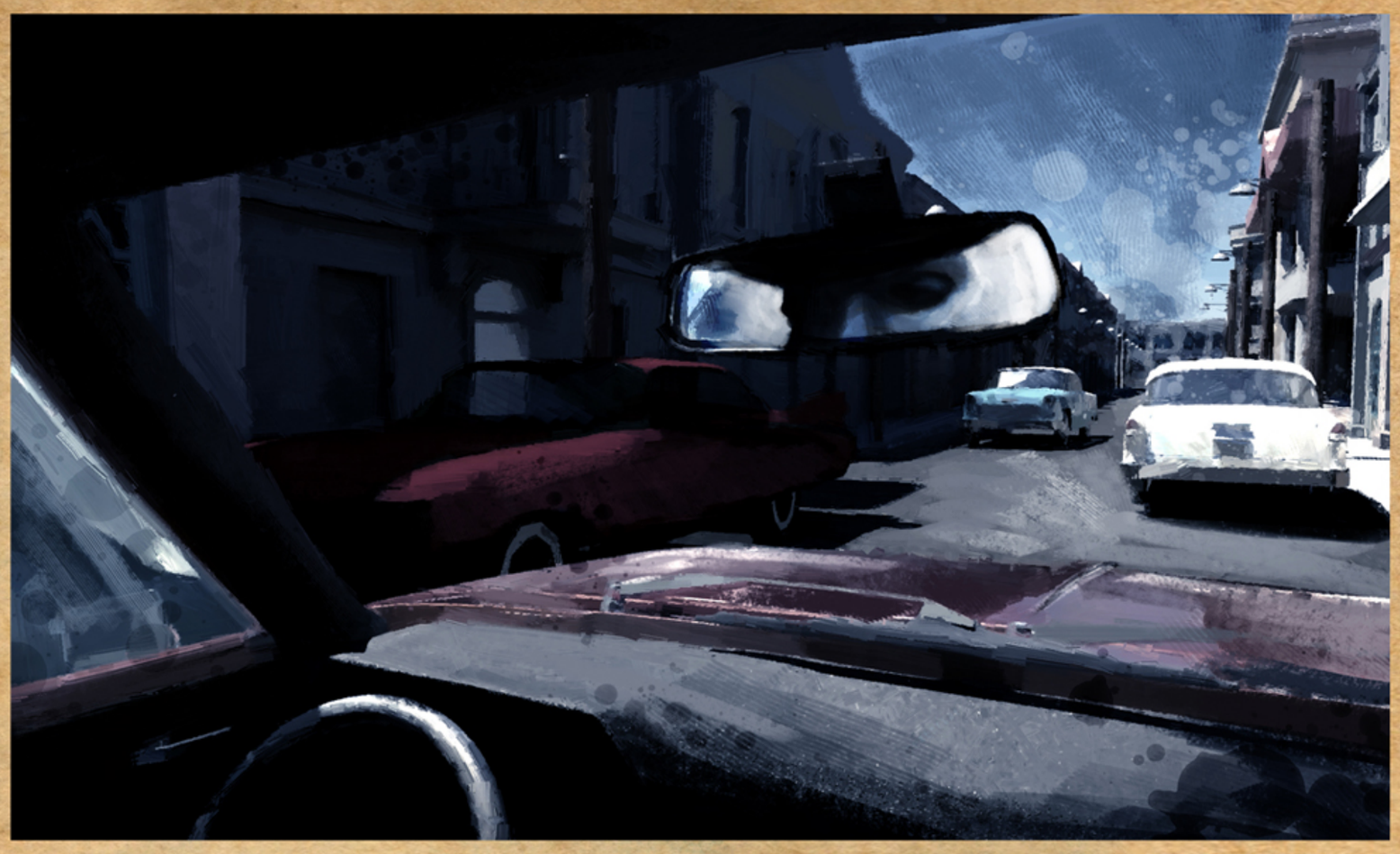
GAMEPLAY

MITA1 is more than a simple classic adventure game; it is a tribute to the world popular adventure/detective games. More than 4 hours of gameplay, 23 characters with over 100 A4 Pages dialogues, tens of graphic documents and files, over 6 minigames and more than 20 puzzles interacting with the environment. An intriguing, engaging story in a noir atmosphere similar to that of serial killings.



MURDER IN TEHRAN'S ALLEYS 1933

CONCEPT ART



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3D CONCEPT

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3D CONCEPT

CHARACTERS:

Players slip into the role of police detective Afshar and make their ways through the old town of the Iranian capital in 1933. They soon discover scaring similarities between each murder case: All victims have been brutally tortured, before being cut into pieces. To top it all, the victims are innocent children.Tehran's media doesn't help the case, by flooding the newsstands and alleys with purely hysteric stories. Just one journalist, a man called Sarsolooki, actually seems to know more. He soon becomes an important informant for Detective Afshar and the wholepolice...

Murder in Tehran's Alleys features an atmospheric, exotic crime story, classic point & click adventure gameplay and a detailed insight into an unusual videogame location.

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CINEMATIC

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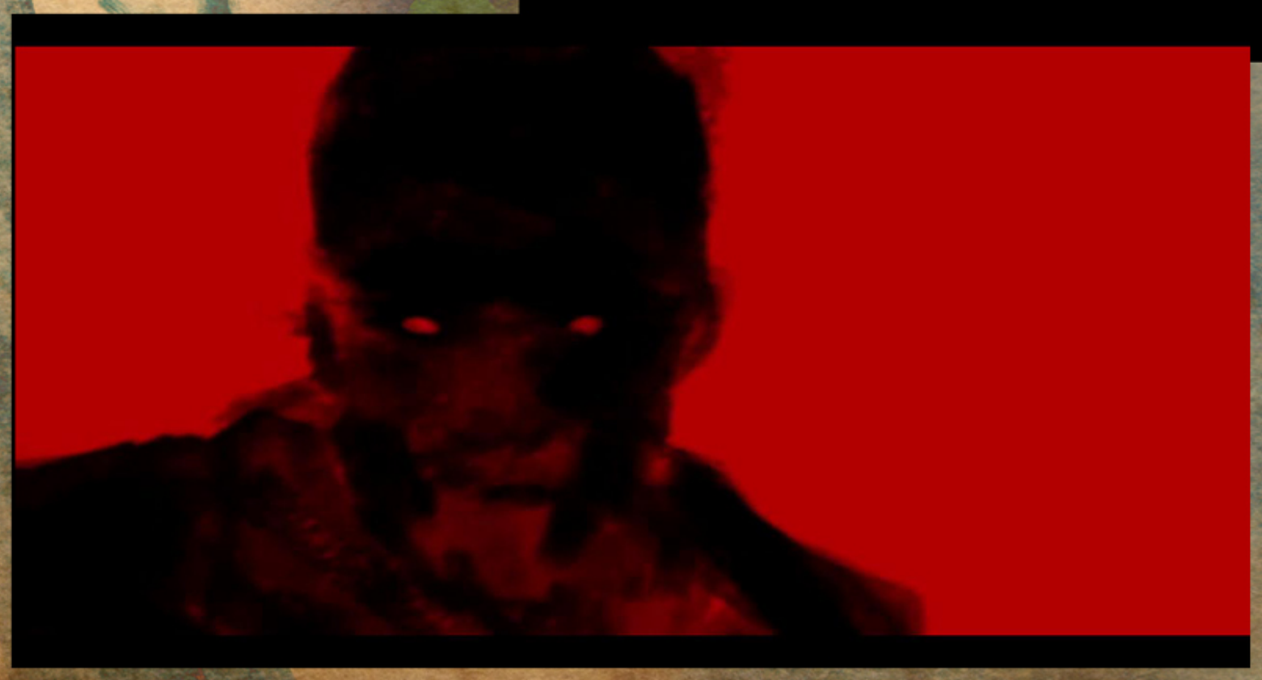


MITA1933

A series of bitter and horrifying murders has tainted the ambience of Tehran. The situation is extremely alarming and there is nothing the police or the city security guards can do! The press slams the government and sarcastically talks about the alleys of Tehran turning into scenes from Western movies. Each day a new murder is committed, a new family mourns for its loved ones and more people are gripped by fear; fear of being the next victim...

But who are the victims of such heinous murders, anyways? The rich? The politicians? Or the upper class? "None", is the answer. The victims are innocent children from southern neighborhoods; what wrong they have done to be drawn into this diabolical game is not known! There is no clue as to the murderer's whereabouts.

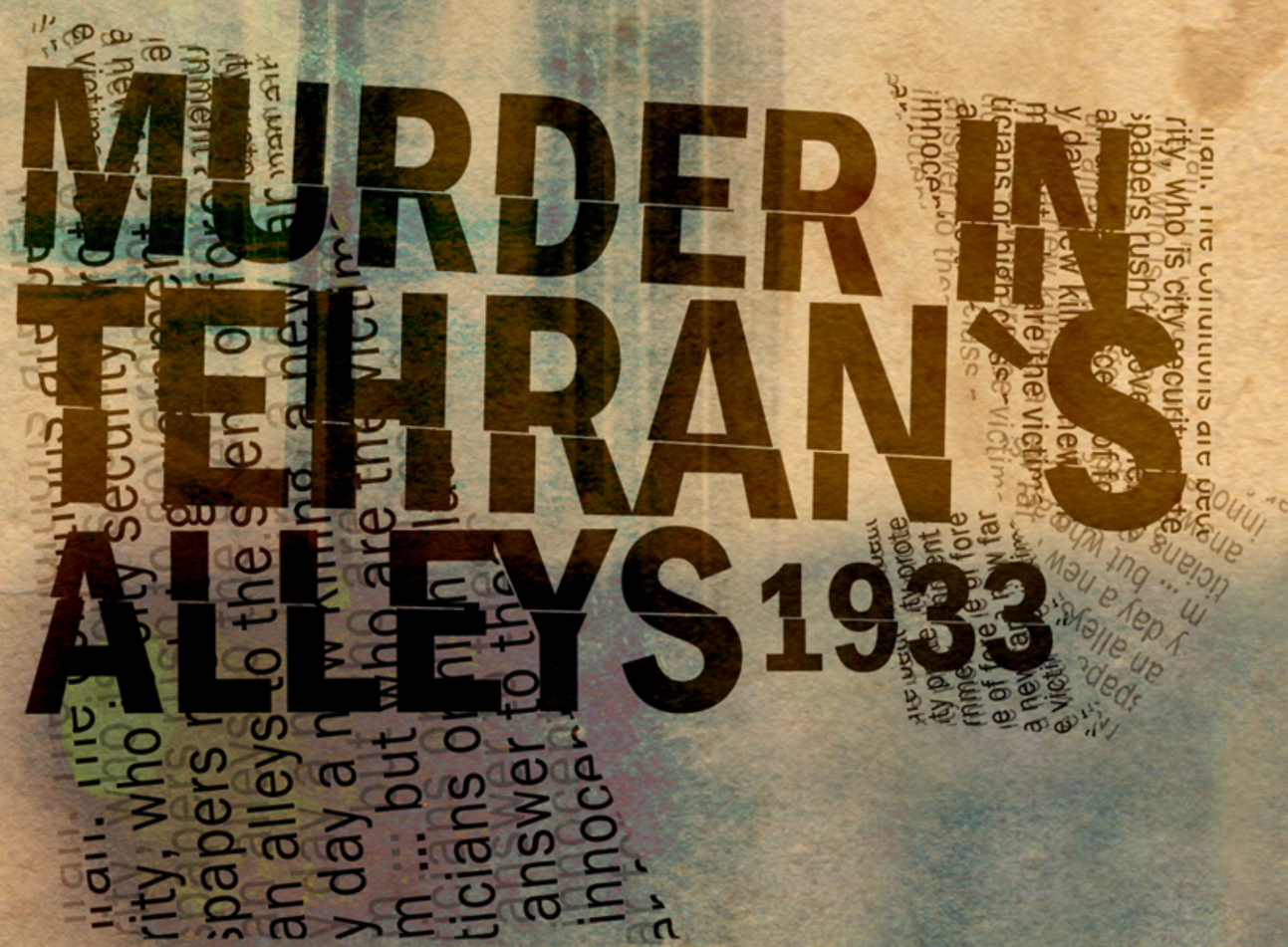
The high degree of violence in these murders is what attracts the attention. Most victims are tortured before death and are then brutally sliced into pieces! Such unbridled violence increases social tensions even more. While the general situation in Tehran becomes more and more chaotic as days go by, Colonel Nasiri, the chief of police, assigns the case to one of his elite officers, detective Afshar, in hope of saving the people and city of Tehran by virtue of the intellect of this compassionate and patriotic officer.

But, is the murderer a mere crazy sadist? All evidence points to such a conclusion. However, a journalist, named Sarsalouki, has another interpretation in mind! He believes that some forces are working hand in glove with the murderer, meaning that, not only they are not unhappy about these events but are flaring up social rage and feeding off of the fear pervading the society!

But who is the murderer, anyways?

VERY IMPORTANT ISSUE

This version of the game has been fully reviewed for redistribution on STEAM in terms of the translation of dialogues, scripts, and other localization segments in English and is different from the previous version



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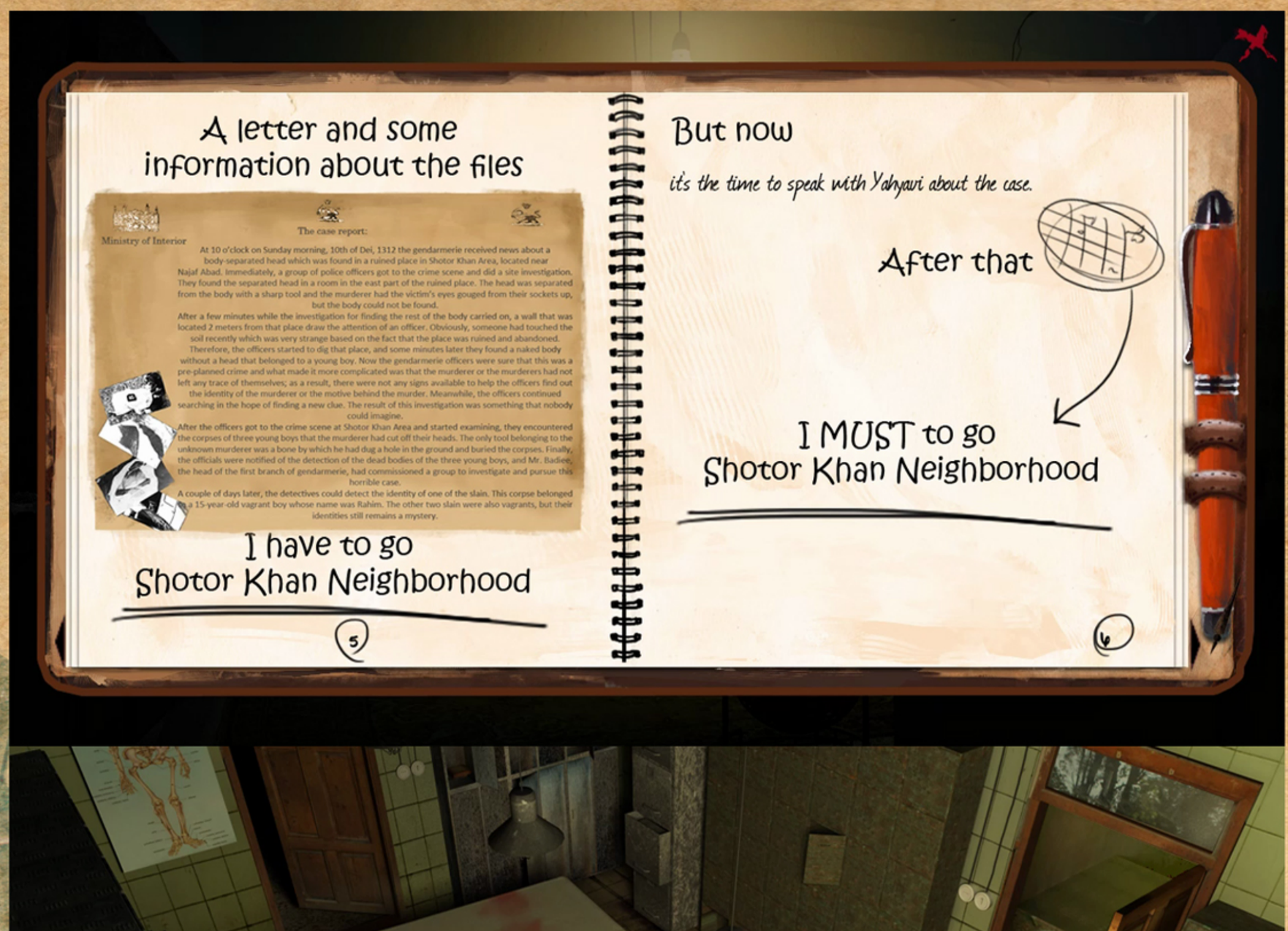
SCREENSHOTS



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