



## DON'T NOD releases gameplay overview trailer for *Gerda: A Flame in Winter*

*Game launching on September 1, 2022, on Nintendo Switch and Steam*

Paris, August 09<sup>th</sup>, 2022 – DON'T NOD Entertainment and PortaPlay are pleased to reveal a gameplay overview trailer for **Gerda: A Flame in Winter**, their upcoming narrative RPG-lite experience. The game will launch on **September 1, 2022**, on Nintendo Switch and Steam.

Players take on the role of Gerda, a civilian nurse in the small Danish village of Tinglev under German occupation during World War II.

The gameplay overview trailer offers a first look at the RPG-lite elements of the game and how the choices, and their direct and indirect consequences, open different paths to be explored.

Gerda's personality traits are her skills in this game. The decisions she makes will affect the bonds she already has with her community and the relationships she makes or breaks with the resistance and occupation. Players will use her diary to track her progress and the management of her resources and relationships, but also the mental skills she can gain and use ("mental energies").

The RPG-lite mechanics allow players the opportunity to understand that their actions not only have short-term consequences, but also affect the longer-term course of the story.

Will there be consequences if you, as a nurse, help a person who is suffering even though they may later cause suffering to others? Will you find yourself in a pinch later, if you give away precious resources to somebody who needs them now?

Discover the gameplay overview trailer: <https://youtu.be/5zvyenuz6cg>

**Gerda: A Flame in Winter** is a poignant narrative game inspired by real life events during the German occupation of Denmark in World War II. Players will walk the path of Gerda Larsen, an ordinary woman in extraordinary circumstances who is forced to take a stand after her life is suddenly turned upside down.

Choices are made through a mix of exploration and dialog, as well as resource and relationship management. Choose where to go, who to trust, and how to act.

**Gerda: A Flame in Winter** will be released on [Nintendo Switch](#) and [Steam](#) on September 1, 2022, and is already available to wishlist on Steam!

For more information about **Gerda: A Flame in Winter**, follow DON'T NOD on [Facebook](#), [Twitter](#), and [Instagram](#).

To keep up with PortaPlay, visit their [Twitter](#) and [Facebook](#).

#### **About DON'T NOD**

DON'T NOD is an independent French publisher and developer, based in Paris and Montreal, creating original narrative games in the adventure (LIFE IS STRANGE™, TELL ME WHY™, TWIN MIRROR™), RPG (VAMPYR™), and action (REMEMBER ME™) genres. The studio is internationally renowned for unique narrative experiences with engaging stories and characters, and has worked with industry leading publishers Square Enix, Microsoft, Bandai Namco Entertainment, Focus Entertainment, and Capcom. DON'T NOD now aims to create and publish its own IPs developed in-house, starting with Twin Mirror, as well as using its knowledge and experience to collaborate with third-party developers whose editorial visions parallel the company's own.

Step into the studio's immersive and innovative universe at [dont-nod.com](http://dont-nod.com)

DON'T NOD (ISIN code: FR0013331212 - ALDNE) is listed on Euronext Growth Paris

#### **About PortaPlay**

PortaPlay is an indie studio making games for 12 years+ from Copenhagen, by a team of about fifteen people, with past experience from indie titles, serious games and AAA+ titles.

PortaPlay develops games about war and conflicts, told from the perspectives of the women and men enduring them, featuring challenging gameplay and narratives grounded in reality. Experiences that immerse you in the characters and their stories, challenge you with tough decisions and serve it all with a high level of accessibility.