



I'll be Brave,  
**Tomorrow**

**DEVLOG 4**

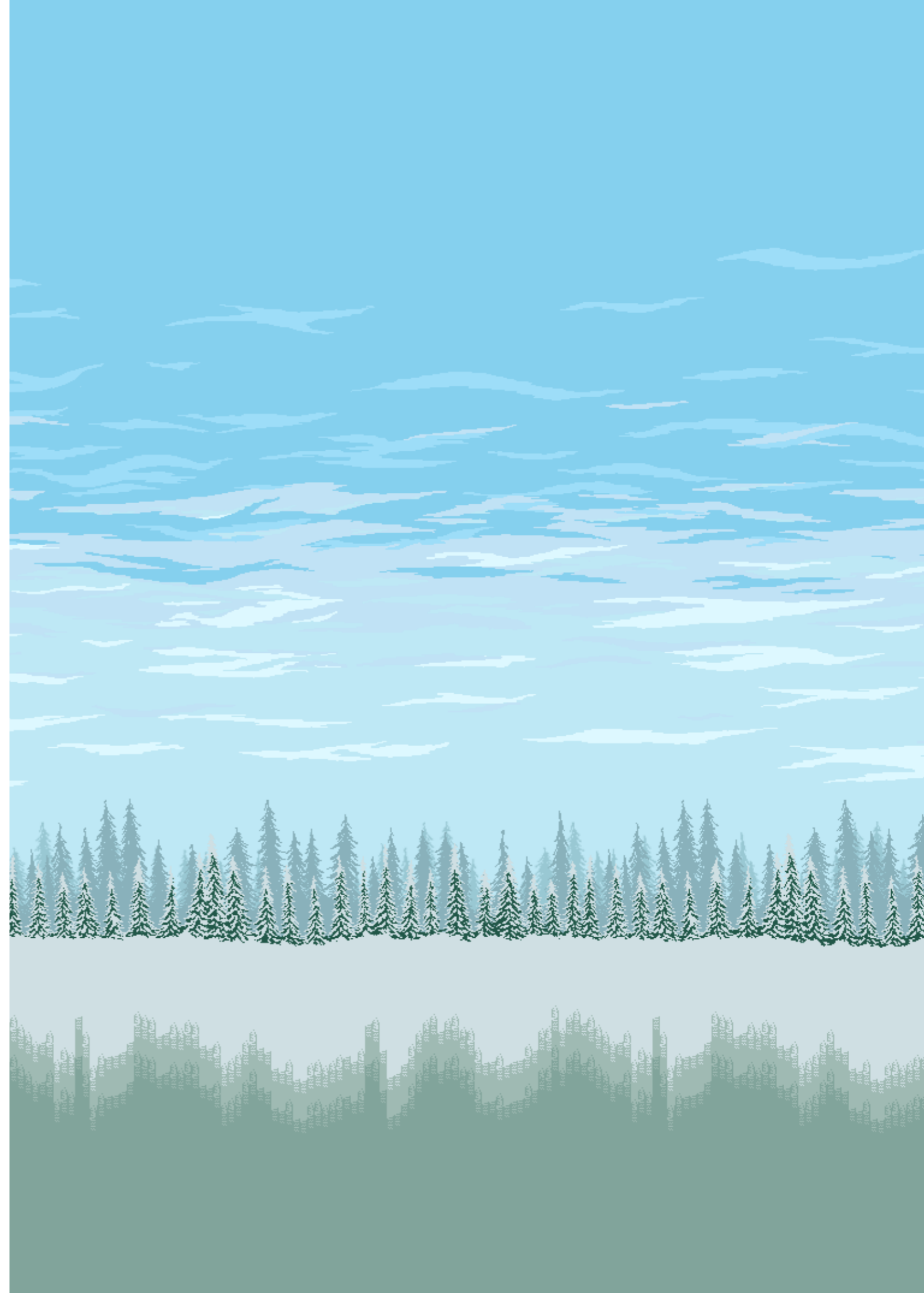
# WELCOME

Hi everyone!

Today is a very exciting day, so I won't ramble on too much. This will be our last Devlog before the release of I'll be Brave, Tomorrow, and so there is a lot to get through! Grab some popcorn, get yourself comfortable, and let's get started...



06.09.24



# RELEASE DAY IS NEARLY UPON US!

The 25th of September. 25/09/2024. That is the release date for I'll be Brave, Tomorrow, locked in and fast approaching.

When we launched our Kickstarter campaign, we initially stated that we were aiming for an August release. While this was slightly optimistic, we really believed it was achievable. However, we want to make sure we release IBBT in the best possible state that we can. If anything from the last few years of rushed video games tells us, it's to only drop it when it's ready. And in striving for that, we have had to slightly delay the release of the game - and for that, I apologise.

However, there was also another reason why the release was pushed back to September - To coincide with Childhood Cancer Awareness Month. We hope by releasing IBBT in September, we can not only raise money to help GOSH, but also raise awareness for children suffering from cancer. We highly recommend that you check out the Children With Cancer UK website if you would like to learn more or find ways to get involved.





## CONSOLE PLAYERS - WE HAVE HEARD YOU

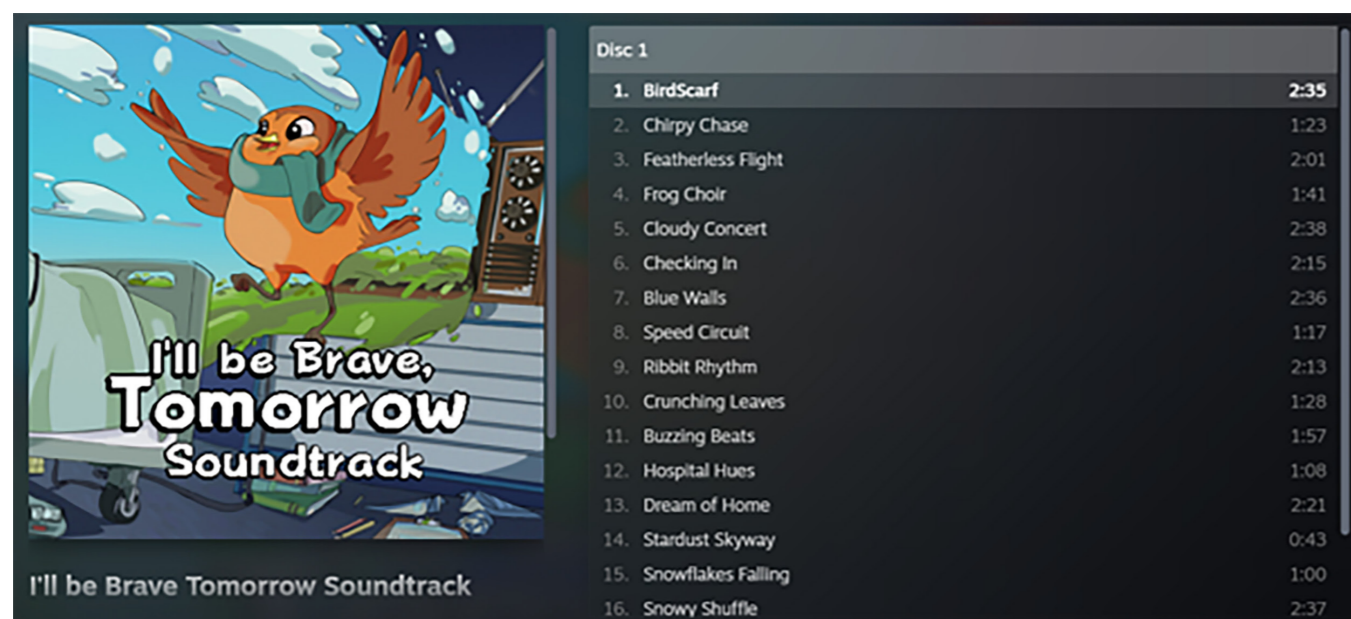
From all the events we have gone to, we have heard over and over again how badly console players would love to play I'll be Brave, Tomorrow. As a console gamer myself, I completely understood what had to be done. So, we are extremely happy to announce that I'll be Brave, Tomorrow will be coming to Xbox, PlayStation and Switch!

The process of porting a game from PC to Consoles is certainly not an easy one. While I would love to give you a date for when these ports can be expected, I want to make sure we have enough time to bring the best possible version

of IBBT to consoles. To that end, we are hoping to release the console ports in 2024, though it is possible this will be pushed back into early 2025. As always, we will make sure to keep you all updated regarding this, and hope all console players are very excited to play IBBT soon-ish!

# SOUNDTRACK AND ARTBOOK? YES PLEASE

If you were a Kickstarter backer, you are probably aware that we intended to reward certain backers with a digital Soundtrack and Artbook for IBBT. The creation of these has been going smoothly, and so we are happy to announce that players who were unable to support the Kickstarter will now be able to purchase the digital Soundtrack and digital artbook directly from Steam!



# I'LL BE BEAR, TOMORROW?!



Super Mario Galaxy is my favourite video game of all time. I know that's weird to be reading within a Devlog for another game, but bear with me! In Mario Galaxy, you can find a secret room within the hub world where the illustrious character of Rosalina tells the player a heartfelt tale in the form of a children's storybook. And if you didn't know this already, IBBT loves a good reference!

A completely original storybook, illustrated by the wonderful Seren Collier and written by Archie Crampton and Thomas Hunt, it features a timid bear cub who is too scared to hibernate! Take a look at the characters you will meet below!

# FALLING LEAVES...YOU KNOW WHAT TIME OF YEAR IT IS!



Time seems to be flying when you know you have a video game to release! As we are nearly into Autumn, I thought it would be nice to show you some of the Autumn levels of IBBT!

Featuring new enemies, new music, and even a new boss fight, Autumn is definitely a season to remember! Just be careful, Winter is on its way...

# FINAL THOUGHTS

It really has been an experience of a lifetime making I'll be Brave, Tomorrow. Working with Great Ormond Street, attending events all over the UK, and making a game with some of my best friends has been such a blast. But we aren't done yet. InkForge Studios will continue after IBBT, with sights set bigger and better. And we hope you will join us for the journey!

*A quick message for all Kickstarter Backers - Even through our best efforts, it is looking unlikely that we will be able to get you the physical rewards on time for release. I am really sorry about this. The physical artbook, Soundtrack, posters and magnets are all ready to be shipped, however we have hit a supply issue with the pins. We are*

*expecting all shipments to be sent in the coming weeks. Again, we greatly apologise for this delay - All digital rewards will be supplied on release day.*

**Remember, September 25th...See you there!**

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Thomas Hunt, InkForge Studios Creative Director

