Raik
a Scots fantasia about anxiety and escape

The world's first full computer game in the Scots language
Created by an award-winning Scottish poet and performer

Available now from aitch-giles.itch.io/raik
Pay-What-You-Want

www.harrygiles.org / @harrygiles / aitch@harrygiles.org

The Game

Raik is an interactive fiction about anxiety and escape. Written in Scots and English, it follows two narratives: in English, a Celtic fantasy cave crawl; in Scots, an anxious person's struggle to get through the day. The stories switch and merge, exploring ideas of language, identity, belonging, and the desire to be something else.

Platform: Twine, playable in any modern browser
Length: 20-90 minutes
Price: Pay-what-you-can on a unique sliding scale trust system
Launch Date: 9/12/15

The Artist

Harry Giles is a writer and performer who lives in Edinburgh, Scotland. He makes art that crosses between theatre, poetry and games, having fun between genres and looking at how big political ideas feel in everyday life.

As a poet, Harry has toured North America; given feature performances at venues from the Bowery Poetry Club to the Soho Theatre; hosted events at festivals from StAnza to Edinburgh's Hogmanay; and published a collection, *Tonguit*, with Freight Books He won the IdeasTap National Poetry Competition in 2012, and in 2014 was on the shortlist of 6 for the UK's biggest poetry prize, the Edwin Morgan Poetry Award.

As a performer, Harry has been featured in the SPILL National Platform, and programmed by festivals and venues including the Ovalhouse, Forest Fringe and Sprint. His performance lecture *This is not a riot* toured to Italy in 2012, and his one-to-one show *What We Owe* was listed in the Guardian's "Best of the Edinburgh Fringe" round-up in the "But is it art section".

Harry makes games for computers, tabletops and theatres. His collaborative 2007 game *The Chinese Room* was placed 5th in the annual Interactive Fiction Competition. His 2013 theatre game *Class Act* has toured the UK performance circuit, and a tabletop roleplaying game about vulnerable workers, *Precariat!*, is currently in development.

What is Scots?

Scots, alongside English and Gaelic, is one of the three national languages of Scotland. Scots has been spoken in Scotland for several centuries and is found today throughout the Lowlands and Northern Isles. The name Scots is the national name for Scottish dialects sometimes also known as 'Doric', 'Lallans' and 'Scotch', or by more local names such as 'Buchan', 'Dundonian', 'Glesca' or 'Shetland'. Taken altogether, Scottish dialects are known collectively as the Scots language. Scots is one of three native languages spoken in Scotland today, the other two being English and Scottish Gaelic.

Famous Scots works include Irvine Welsh's *Trainspotting*, Hugh MacDiarmid's *A Drunk Man Looks at a Thistle* and Jenny Fagan's *Panopticon*.

Raik is, as far as we know, the first full computer game in Scots!

www.scotslanguage.com