

Death and how we live with it explored in Silverstring's fantasy novella and new anthology

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How do you go on living when the ones you love have died? That's the question that *Azrael's Stop* has one simple answer to: stories. This novella and multi-media project from Silverstring Media explores how our stories give our lives -- and our deaths -- meaning to others, and how friends can help us through the darkest times. The final part of the project, the anthology *Tales of the Stop*, releases on September 24th.

Originally an experimental Twitter fiction project from writer/producer Lucas J.W. Johnson, *Azrael's Stop* was published as a YA fantasy ebook in 2013, along with a full original soundtrack -- which includes three songs referenced in the story. Silverstring Media then put out a call for submissions of short stories for its follow-up anthology, which includes original stories from 10 authors that help fill out and complete the saga begun in *Azrael's Stop*.

"We have always used stories to help us understand our world and our own lives," says Lucas J.W. Johnson, who wrote and produced *Azrael's Stop* and edited *Tales of the Stop*. "Stories teach us empathy, and show us experiences outside our own. In *Azrael's Stop*, I explored how stories could help us, but I wanted to take that theme further: by inviting other writers to tell stories in my world, with my characters, I wanted to open our readers up to even more."

The anthology includes not only traditional short stories, but a one-act play and an interactive fiction game. "Azrael's Stop was originally built on the idea of experimentation, of mixing media forms to help tell the story," Johnson says. "In the original novella, this survives mostly in the music that accompanies it, though I originally envisioned interactive games, comics, and more. So I wanted to invite writers of more than just short stories to contribute to *Tales*, to continue to embrace that idea, that different types of media can tell different types of stories."

Accompanying the September 24th release of *Tales of the Stop* is the publication of a second edition of *Azrael's Stop* with a new foreword by Johnson. Both books will be available for the Kindle on Amazon, as well as in .pdf, .epub, and .mobi form at silverstringmedia.com/store, where the digital album is also sold.

You can get more information, view the trailer for the story, and buy it at <http://azraelsstop.com>

About Lucas J.W. Johnson:

Lucas J.W. Johnson is a writer, game designer, producer, and entrepreneur. He founded the new media company Silverstring Media in 2011, where he's written for award-winning games

like *Extrasolar* and *Crypt of the Necrodancer*, and produced original projects like *Glitchhikers*, which was a finalist for Best Indie Game of 2014 at the Canadian Videogame Awards. He's had several short stories published in anthologies and magazines, including "Subtle Poison" in *Speaking Out!*, and *Remaker, Remaker* and *A Clockwork Heart*, both for Fireside Magazine. He first created *Azrael's Stop* in 2011, and much of his work can be found at silverstringmedia.com. He lives with his boyfriend in Vancouver, BC.

About Silverstring Media:

Silverstring Media is a new media design and production company in Vancouver, BC, focusing on innovative storytelling, inclusive games, and experimentation. It released the critically-acclaimed and Canadian Videogame Award-finalist *Glitchhikers* in 2014, wrote the narrative elements of IGF- and IndieCade-nominated *Extrasolar*, and continually develops its own experimental projects.

For more press information:

Azrael's Stop: <http://press.silverstringmedia.com/sheet.php?p=Azrael%27s%20Stop>

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