

MACQUEEN'S

Curse



MACQUEFFIN'S Curse

A Werewolf Comedy Puzzle Adventure
for PC, Mac, iPhone and iPad.



Winner of the 2011 **Freeplay** Award for Best Game Writing.
Launching April 19, 2012 on Steam and the iOS App Store.



“Swiping the Lupine
Twine Amulet was
supposed to be
an easy heist.

“But when I
accidentally put it
on, I ended up with
incredible strength
and the worst body
hair problem I’ve
ever had.”

From Brawsome, creators of Australian
Game of the Year Jolly Rover.



Help Lucas MacGuffin (magician turned thief turned werewolf) through a compelling new comedy adventure for PC, Mac, iPhone and iPad.

When MacGuffin bungles a museum robbery, he finds himself bound to an ancient amulet, trapped in a city in high-tech lockdown, and suddenly fighting the urge to scratch himself.

As a human, Lucas is agile and cunning. As a gigantic wolf, he'd rather smash anything in his way. Only by transforming between the two forms, cleverly utilising both sets of skills, will he stand any chance of lifting his curse.



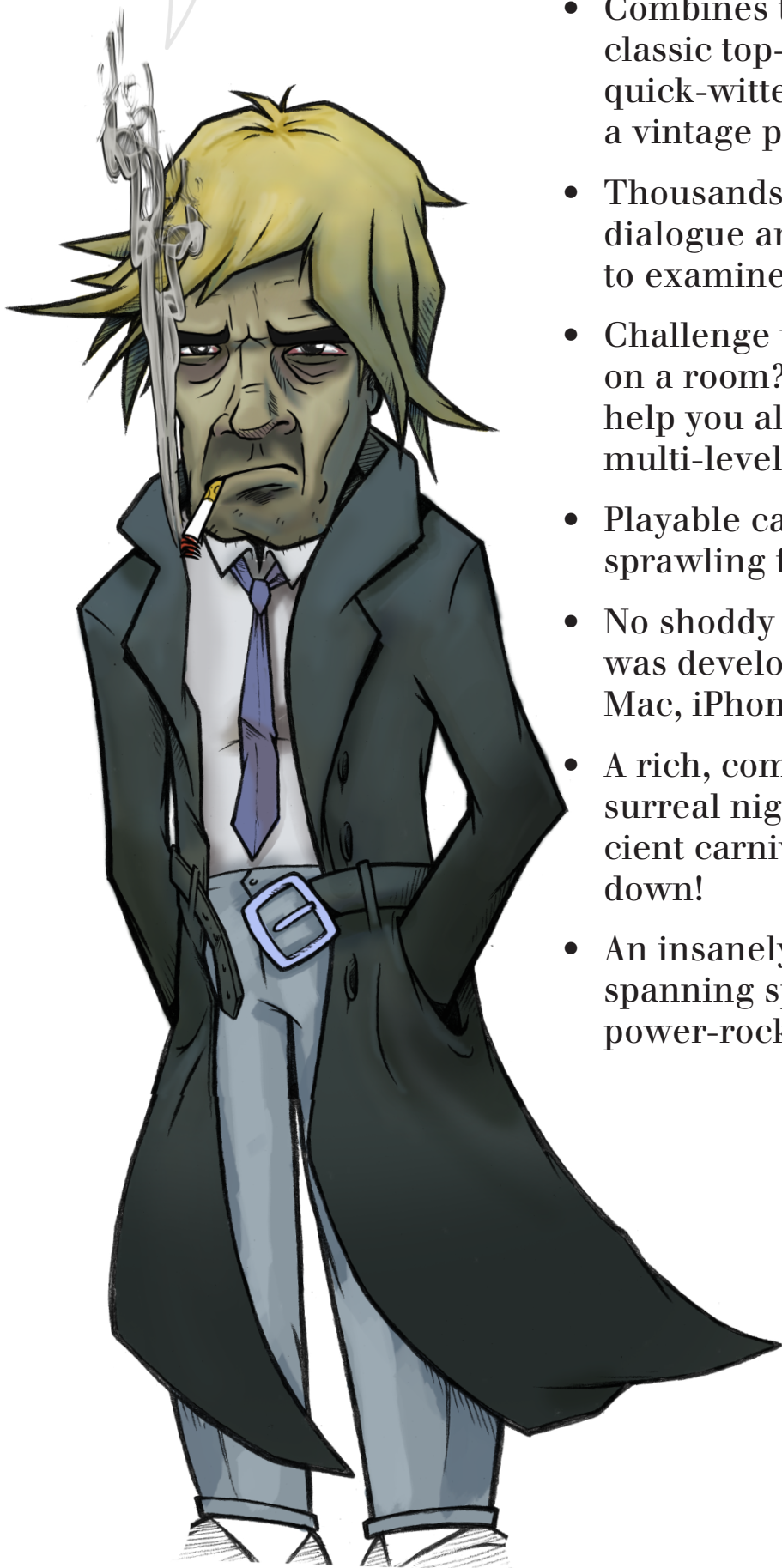
Along the way he'll need to befriend a hilarious cast of characters, convince the city its most beloved citizen is a terrifying criminal mastermind, and hardest of all, teach his daughter it isn't funny to fill the fridge with dog food.

This addictive puzzler, inspired by classic Legend of Zelda dungeons, will win over casual and seasoned players alike.

Gamers on the go can enjoy a quick, fun fix, with a seamlessly integrated hints system to keep them moving. And veteran adventure game fans will be hooked by the razor-sharp LucasArts-style dialogue, treasure-trove of secrets and engaging story.

With charming hand-drawn art, quirky quests and insanely catchy music, MacGuffin's Curse is a story brimming with humour, personality and heart.

Features:



- Switch between wolf and human forms to solve 150+ inventive and rewarding puzzle rooms.
- Combines the logical challenges of the classic top-down Zelda games with the quick-witted dialogue and sidequests of a vintage point-and-click adventure.
- Thousands of lines of comedic dialogue and descriptions. You'll want to examine each and every park bench!
- Challenge without frustration! Stuck on a room? P.I. Strump is on the line to help you along (between insults) with a multi-level hint system.
- Playable casually in tiny bursts, or as a sprawling full-length adventure.
- No shoddy ports! MacGuffin's Curse was developed simultaneously for PC, Mac, iPhone and iPad.
- A rich, compelling world - explore the surreal nightlife and history of an ancient carnival city in high-tech lock-down!
- An insanely catchy soundtrack spanning spooky strings, acoustic gypsy power-rock and retro chiptunes.

Plus:

- Unlockable Comics
- Post-Game Challenges
- Easter Eggs
- Commentary
- ...and other bonuses to keep players coming back long after the credits have rolled!



Online Resources

MacGuffin's Curse Website:
<http://www.macguffincurse.com>

Facebook Page:
<http://www.facebook.com/macguffincurse>

Game Trailer
<http://www.youtube.com/watch?v=ITN59fiM7-g>





Quick Facts

- Brawsome does not have an office - the indie team members all work from home.
- MacGuffin's Curse is Brawsome's second game, after Jolly Rover (2010), also available on Steam.
- Brawsome received grants from Film Victoria and Screen Australia to develop MacGuffin's Curse.
- MacGuffin's Curse is developed in Unity, with simultaneous development for PC, Mac and iOS.
- MacGuffin's Curse won Best Game Writing at the Freeplay Independent Games Festival in 2011. Jolly Rover won Best Australian Game in 2010.
- MacGuffin's Curse supports the use of a controller on both PC and Mac.
- MacGuffin's Curse uses a unique puzzle mechanic similar to the classic game "sokoban", coupled with an in depth story and quest system. Come for the puzzles, stay for the story!
- MacGuffin's Curse is also influenced by classic point and click adventure games, as well as modern games like Professor Layton and Puzzle Agent.
- Brawsome is focused on exploring humor in games.



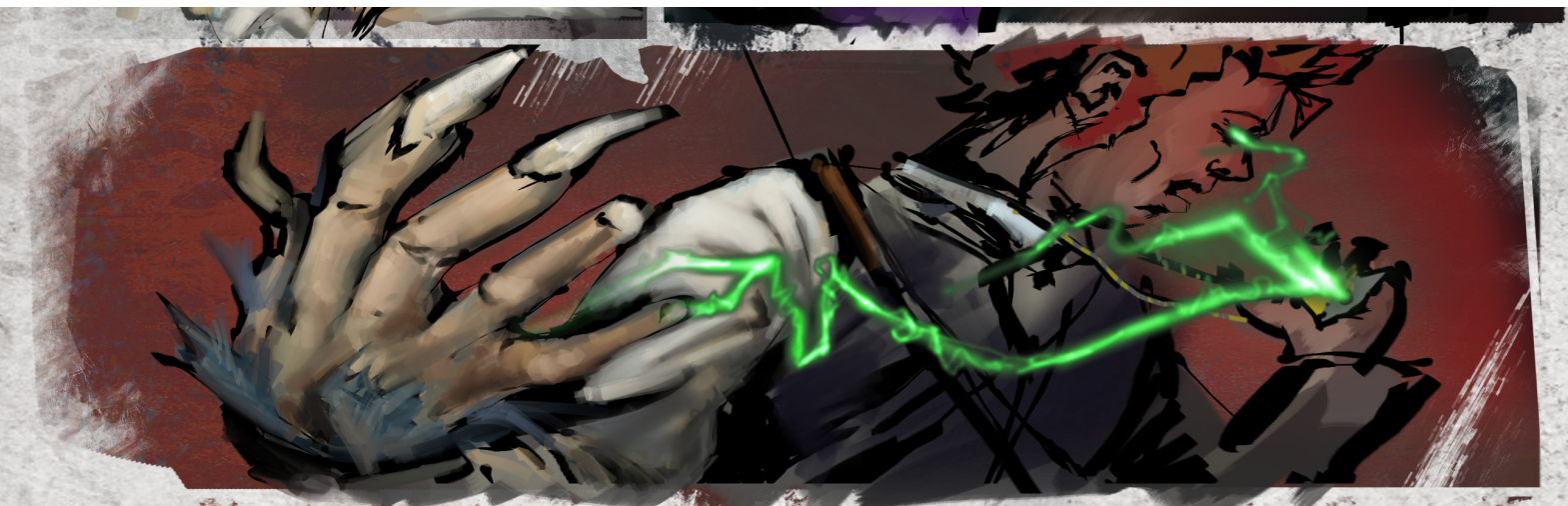


Praise for “Jolly Rover”

“Jolly Rover is a charming and highly amusing romp that’s pretty much a must for any selfrespecting adventure gaming fan.” (PALGN)

“With the witty banter, humorous storyline, and excellent cast of characters, Jolly Rover manages to create an identity of its own.” (GamerZone)

“Jolly Rover proudly stands on the shoulders of a giant, and unlike other adventure games that imitate LucasArts’ greats, it keeps its balance.”
(PC Zone UK)





Founded: 2008

By: Andrew Goulding

Location: Mitcham, Victoria, Australia

Full-Time Staff: 1

Brawsome is an independent game developer based in Melbourne, Australia. Founded by Andrew Goulding in 2008, they quickly developed a strong reputation for their humorous and accessible non-action games, bringing the spirit of classic point-and-click adventures to a modern audience.

In 2010 they found international acclaim with *Jolly Rover* - declared "Best Australian Game" at the Freeplay Awards - earning strong reviews and international retail distribution across five languages.

They are now hard at work bringing their passion and personality to the puzzle genre with *MacGuffin's Curse*.

www.brawsome.com.au



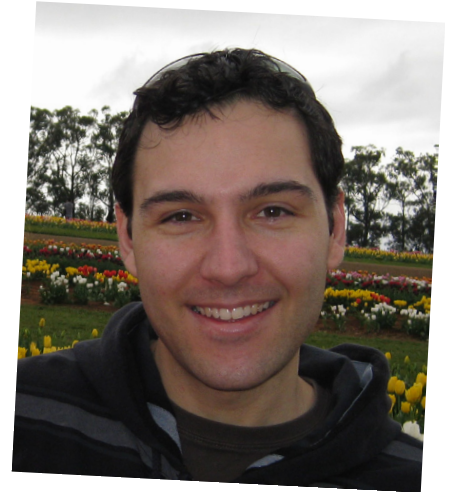
Andrew Goulding

After completing a Bachelors Degree in Applied Science (Computer Science) and Diploma of Business (Management), Andrew has been working professionally in the games industry since 2002; spending time at 4 games companies in the roles of QA, programming and production in Australia and UK before starting Brawsome in 2008.

Andrew has a near unrivalled passion and drive for game development, which lead him to successfully pitch for funding for his first original title *Jolly Rover*, which went on to win Best Australian Game at the Freeplay independent games festival.

For *Jolly Rover* Andrew wore many hats to get the job done, including those of designer, writer, producer, programmer, voice producer and marketer.

Andrew's primary passion is to develop the kinds of games he wants to play, and explore comedy in games, and is willing to do whatever it takes to realise this dream.



Ben Kosmina

(Designer, MacGuffin's Curse)



Ben has been working professionally in the Australian games industry since 2002, working in the roles of QA and design at two games companies. Ben's experience has primarily been in the area of game design, starting in level design and moving onto design for new game concepts, with an original published iPhone game (*Neonscape*) under his belt.

He joined Brawsome as a contractor in 2009 where he demonstrated his considerable skill and passion for developing characters, writing dialog and coming up with unique and interesting puzzles. Ben is a tireless game developer and player, and a walking Wikipedia of game knowledge. Prior to his career in the games industry, Ben worked as a game journalist. He regularly attends international game conferences, through which has developed an impressive network of industry luminaries.

Ben is extremely pro-active about finding interesting games and exploring unique ideas.



April 19, 2012

MacGuffinsCurse.com

twitter.com/brawsome