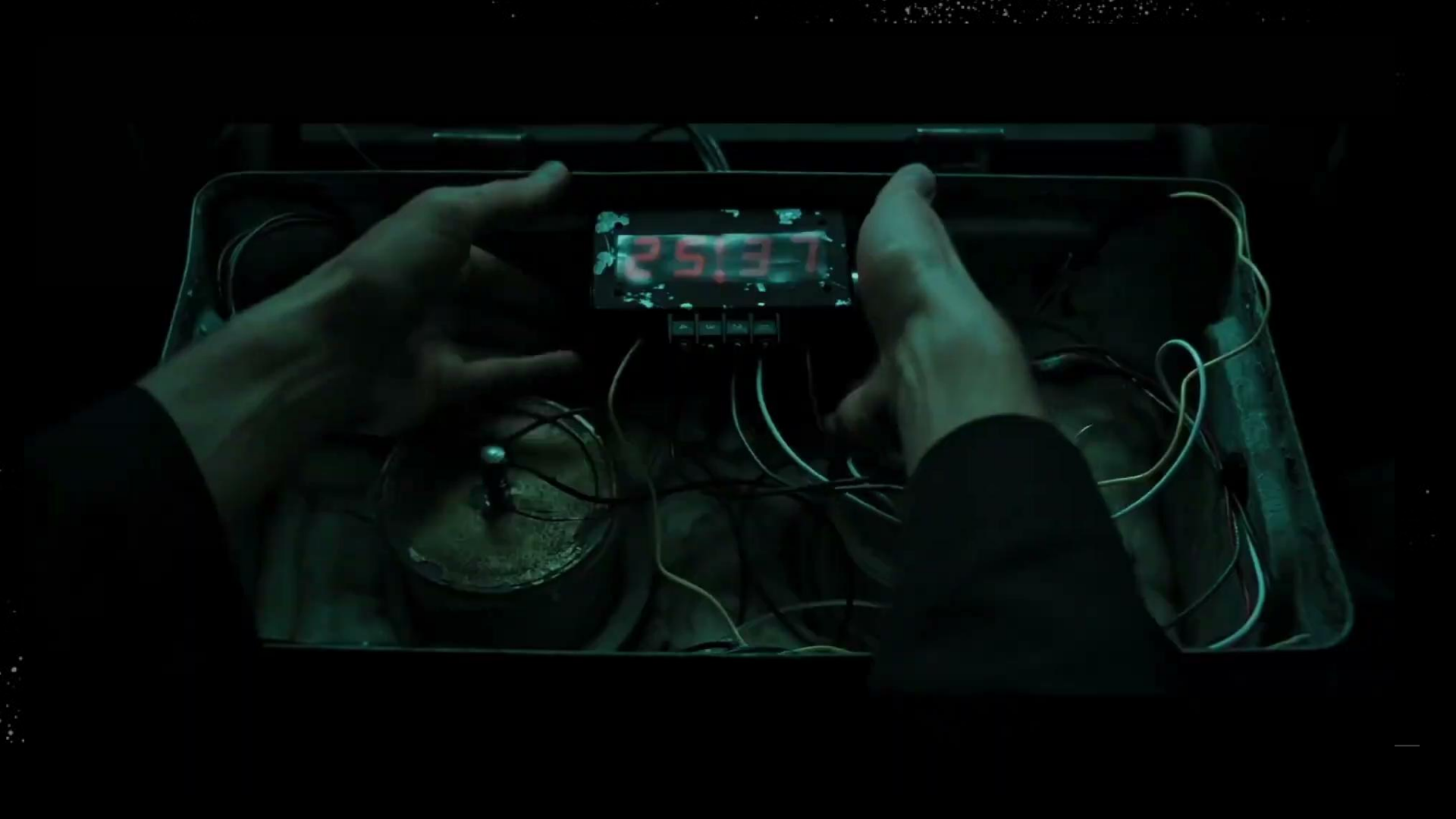




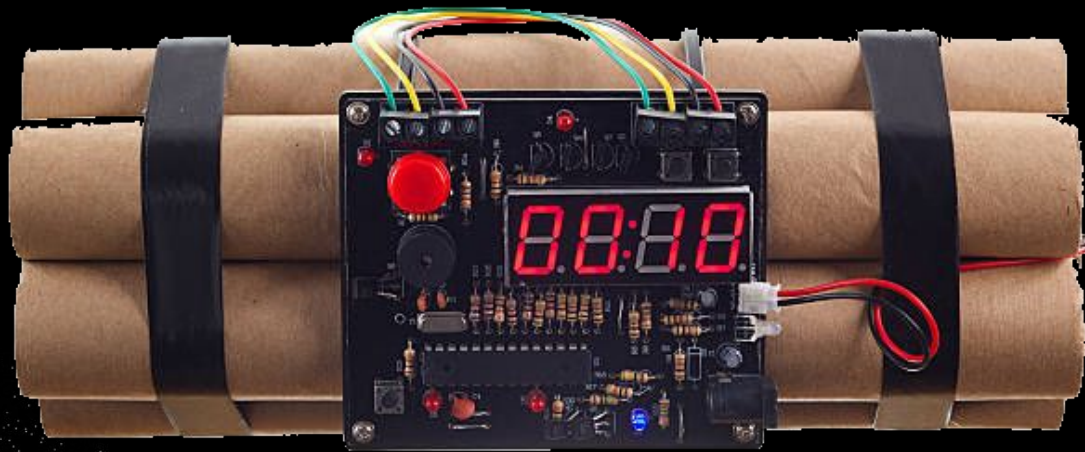
Pitch by

Chris Carr



Introduction

- Puzzle Solving with Roguelike elements
- Immersive Narrative
- Iconic Movie References
- Punishing Gameplay Loop
- Point and Click - Style Gameplay



Thank you