**Game Title:** Cuphead: Don’t Deal with The Devil (developed by StudioMDHR)

**Game systems:** Xbox One, Steam

**Target Age:** Everyone 10+

**Rating:** E10+

**Summary:** In the world of Inkwell Isles, Cuphead and his brother Mugman lives under the roof of Elder Kettle. Going against the elder’s warnings, the brothers decide to head to the Devil’s Casino and play some craps. They were on winning streak, so the Devil appeared before them and offers to raise the stakes. If the brothers win one roll against the Devil, they’ll have the fortunes of the Casino; otherwise, the Devil will take their souls. The brothers roll snake eyes, and lose, so they begged for mercy. The Devil decides to make a deal with them: collect the 17 “soul contracts” from his run-away debtors, and he might keep theirs. Thus, Cuphead and Mugman embark on a quest (with a power to fire blast from their fingers from Elder Kettle) to take the 17 “soul contracts” from the debtors.

**Gameplay Modes:** Cuphead is a run-and-gun game and can be played either single or 2-players. There is an overworld mode, here the player controls the titular character Cuphead, and can choose to play a run-and-gun level or fight a boss. When they pick a run-and-gun level, the game turn into a 2D-sidescroller, here they must clear the obstacles and reach the end. Coins can be collected and be used as currency to purchase a variety of weapons and power-ups. If they choose a boss instead, the game will test their endurance and reactions by making difficult but recognizable patterns and change it up in each phase. Once the player clears the level or defeats the boss, they will be graded (from D- to S) by factoring in health remaining, time cleared, etc.

**Selling Points:**

* Tough, but rewarding gameplay
* Hand-drawn animation and acoustic arrangement gives it that “Old-Timey” feel
* Modernization of the run-and-gun genre

**Competitive Products:**

* Contra
* Metal Slug