



**GAME CONCEPTS:  
2012-2013 CSG**

# MOEBIUS

## CONCEPT ART:

It's challenging to try to think of a concept piece that will get across the heart of the game in one image.

The image at right doesn't even include the main character, which is unusual. But I like the sense that dramatic and world-changing events are going on that we're not even aware of at the time.

This scene is set in Venice and will be the first 'event' that Rector investigates.

Note: This is CONCEPT art and not an example of a final background scene for gameplay.



## ART:

2D graphic novel look

**GAME MECHANIC:** Point-and-click 3rd person adventure.

Two game modes: Casual Adventure and True Adventure. In Casual Adventure there are hints, hot spot reveal and a simple interface. True Adventure will be more of a challenge.

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# MOEBIUS

## CHARACTER CONCEPT (Not Final Art):

The main character for Moebius had to be equally comfortable at a swanky Manhattan party or climbing through ruins in Malaysia.

But to me the most significant feature of Rector is his mind -- he's brilliant at cataloguing facts, making historical connections and memorizing details. That's what makes him so valuable to his 'new employer' -- and to me!

Needless to say, he also had to be dead sexy!



Malachi Rector  
Moebius

## **MALACHI RECTOR:**

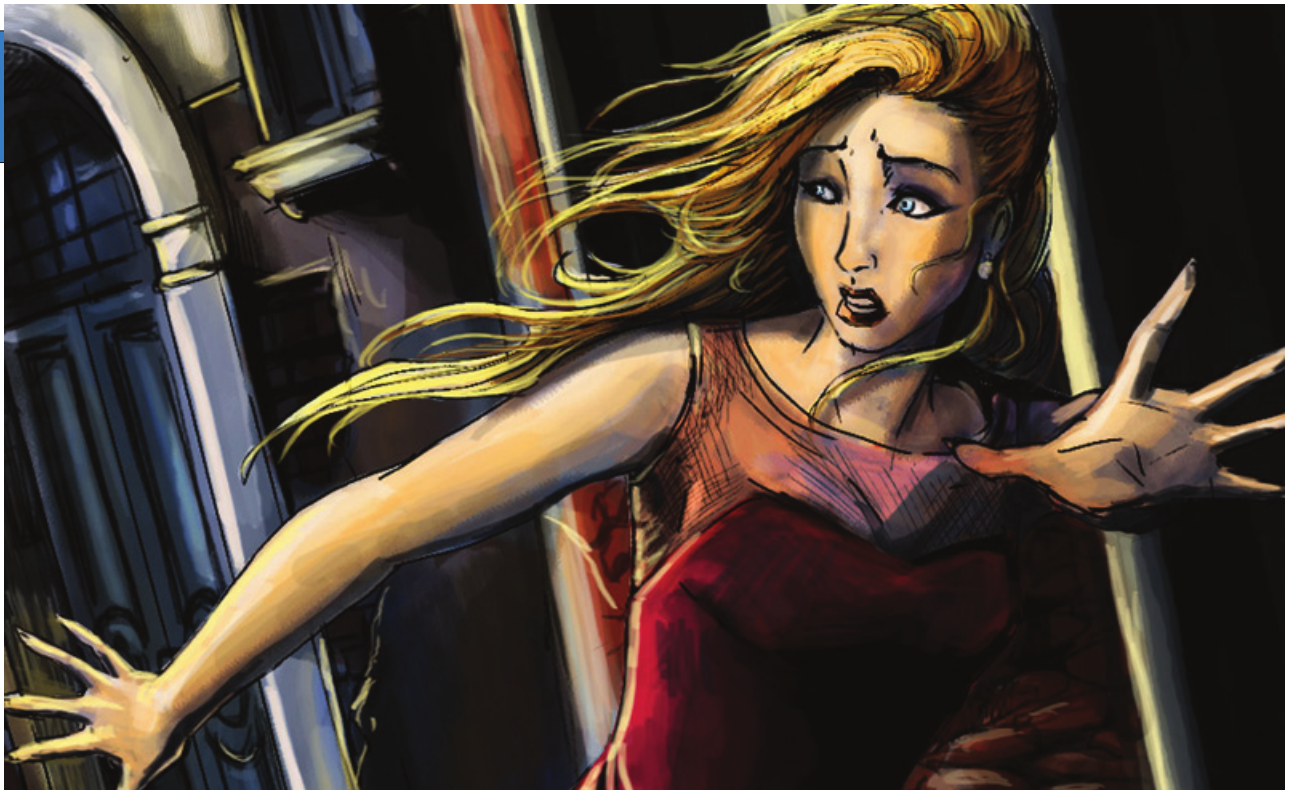
- German father, Spanish mother
  - MA in History
  - Passion for historical objects
  - Started an antiques business in Manhattan, now caters to an exclusive clientele
  - Rector travels the world in search of the most significant and intriguing objects he can find and compiles dossiers on their history. He has a knack for sensing 'the soul' of an object.
- At least, that was what he used to do....

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# MOEBIUS

DETAIL



## THE STORY:

Malachi Rector is an antiques dealer who hunts down artifacts all over the world. After his upscale Manhattan store is destroyed in a fire, he's hired by a Manhattan millionaire, Amble Dexter, to investigate a series of events and document them in his meticulous way.

The first event is the death of a young woman in Venice. She was found hanging from a bridge. As Rector investigates her life, compiling facts for his dossier, he learns that she was a beautiful and talented patrician girl without an enemy in the world. Who, then, would want to kill her in such a public way?

But Rector soon realizes that the young woman, and the interrupted path of her life, had great hidden significance, as do the other events he

investigates. It appears that Amber Dexter and his associates are playing with the fabric of life in a way Rector never imagined was possible. Even he, Rector himself, is part of a larger pattern. He must figure out who is doing what, and whether their intentions are for good or ill, before he can decide if he will play his pre-scripted role -- or try to change the outcome.

Ongoing series ala *Fringe*. This is a metaphysical sci-fi thriller in the vein of *Dante's Equation* and *Gabriel Knight*.



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# Anglophile Adventure

(Working Title)

## GAME SCENE:

Little Nidd Farm, home of the main character, Evangeline.

For this game, it was incredibly important to get the historical setting just right. It had to feel like Cotswolds, England circa early 1800's.

You can see we came a long way from the artist's first sketch (lower right)



## ART:

High resolution, high detail 2D in a realistic cartoony style.

## GAME MECHANIC:

Point-and-click 3rd person adventure with classic adventure puzzles appro to the historical period.

Two game modes: Casual Adventure and True Adventure. In Casual Adventure there are hints, hot spot reveal and a simple interface. True Adventure will be more of a challenge.



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# Anglophile Adventure

## EVANGELINE:

Feisty, independent and incredibly naïve, Evangeline's historical accuracy was just as important as the scene. There was much discussion of things like undergarments.

Early artist concepts shown at right.



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# Anglophile Adventure

DETAIL



## THE STORY:

Evangeline learns that her beloved Little Nidd Farm is in desperate financial straits following her father's death. She finds a threatening letter from the local Viscountess among her father's papers and decides to apply for a governess position at the great estate. She's determined to get to the heart of the ominous-sounding secret mentioned in the letter.

There's one big problem -- the Viscountess' son, Lord Devenham, is a notorious rake who would surely eat a girl like Evangeline alive. So Evangeline disguises herself as a dowdy frump in order to keep him at bay while she does her clandestine investigating.

The great estate of Chunkwith is filled with intriguing characters. From the maudlin, death-obsessed housekeeper, to the buttoned-up

Viscountess' elder daughter, to the bratty grandchildren Evangeline has to teach, to the Viscountess herself, the great, predatory ruler of the roost who micro-manages everyone's life with the worst possible outcomes.

It's up to Evangeline to set the household to rights, dodge the Viscountess' bullets and find out what ghosts in the family's closet had something to do with her father. Meanwhile, the Viscountess' son finds something he's never had before -- a friendship with a governess too wretchedly homely to be worth seducing.

Sex, scandal, ghosts and lies abound in this historical mystery/romance set in the Cotswolds in Regency England.

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# GRAY MATTER II

*The ties that bind*

## CONCEPT ART:

This image, chosen as the concept piece, to me defines the heart of this story. How could you harm your own child, even if you knew it had a terrible and lethal power?

The parents in question could not. And that child, hated and feared on her own home island, went on to destroy the life of Dr. David Styles.

This story is a direct sequel to Gray Matter I: "Such Stuff As Dreams Are Made Of".



## **ART:**

2D or pre-rendered 3D backgrounds with rich detail and a painted look

**GAME MECHANIC:** Point-and-click 3rd person adventure.

Two game modes: Casual Adventure and True Adventure. In Casual Adventure there are hints, hot spot reveal and a simple interface. True Adventure will be more of a challenge.

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# GRAY MATTER II

*The ties that bind*

**CHARACTER CON-  
CEPT (Not Final Art):**

Dr. David Styles was a famous Oxford neurobiologist until a car accident killed his wife and led Styles down a slippery slope of despair. He became a hermit - a mad scientist tinkering in his basement.

Samantha Everett (Sam) is an American street magician who came into David's life as his assistant and has pulled him back from the brink.

Sam's practical nature grounds the pair as they investigate Sytles' obsession with powers of the mind.



Early concept work



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# GRAY MATTER II

*The ties that bind*



## THE STORY:

In "The Ties That Bind", Sam and David visit the island home of a dead student, Angela Mulholland, who had the power to unleash a fiery force when her emotions were charged. David needs answers. Was Angela's gift genetic? Or a devastating fluke? Has anyone else in her family had any abnormal abilities?

The xenophobic residents of Angela's island home do harbor secrets. But they're not going to give them up to Dr. Styles. David has to deal with his fear of being out in public and the islander's hostility isn't helping much. At first he retreats to his room to study the island's records of birth and deaths. Sam scours the island alone trying to pry the truth loose with every trick she can muster.

She learns that the island has had several "witches" in the past -- one famous one that made the headlines on the mainland. And then there are the odd graves in the graveyard -- the ones with headstones facing backwards.

The matriarch of the island, Amanda Conway, has a strong hold on the other residents, decreeing who may marry and who not and keeping her own elaborate records. She refuses Sam and David any and all information. But when the fires begin again even she cannot stop people from volunteering to help Dr. Styles. If his MRIs can tell them which of them to blame, they're all for it.

Has Angela's spirit returned for revenge? Does one of the other islanders have the gift? There are more questions than answers in *The Ties That Bind*.

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