

Presentation of the Magret & Facedebouc  
point and click Adventure game



Hello !

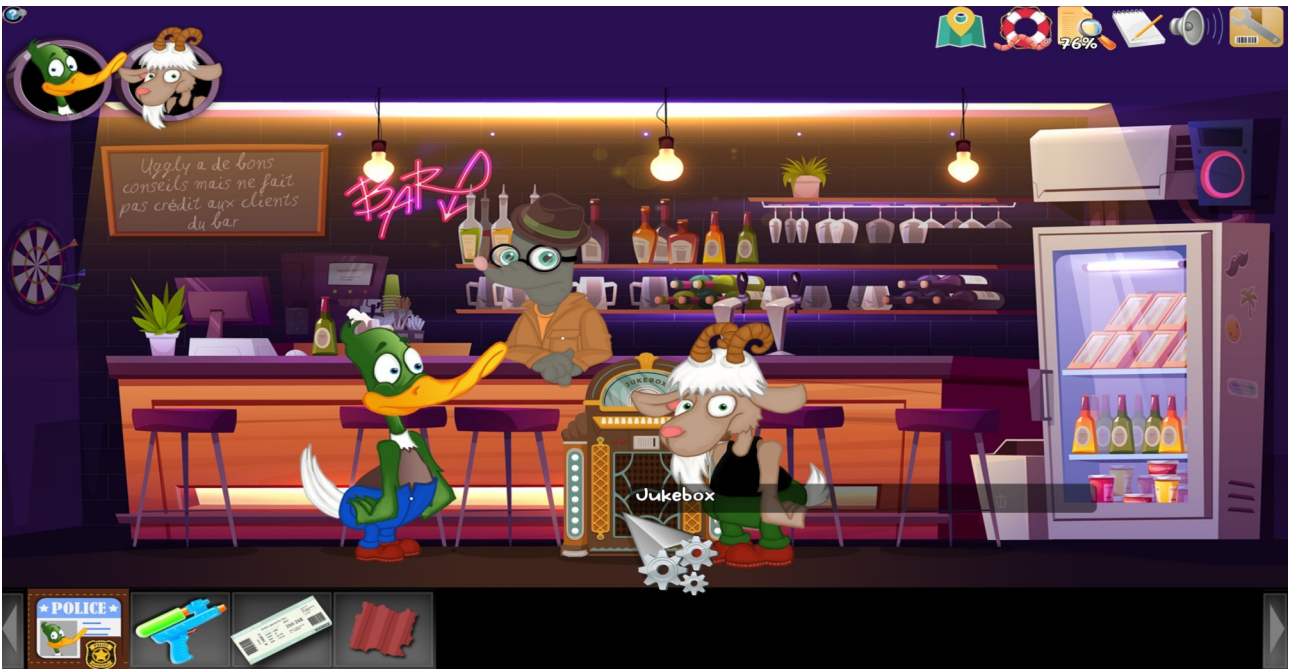
I'm contacting you as an independent developer with a passion for video games, and more specifically point and click games.

My latest project, entitled '**Magret and Facedebouc**', is currently in the pre-release phase on Steam and I'm looking for an editorial partner who shares my vision and values in this creative field.

It's fully playable and its release date is therefore scheduled for **16 July 2024** (in 1 month's time), but I'm leaving the beta open until then to continue optimising the game if necessary.

The game's Steam page: <https://store.steampowered.com/app/2661780/>

THE TRAILER : <https://youtu.be/uw24SLswxSU?si=DR156dStaqFDWKje>



## PITCH

The game invites players to control the unlikely duo of detectives Magret, a refined duck, and FaceDeBouc, a diabolically opposite goat! Players will have to help these 2 detectives solve the mystery of the murder of Mr Couane, a local shopkeeper found turned into sausages, in this cartoonish point-and-click police investigation.

## IMPORTANT !

My game, which combines a captivating storyline with intuitive gameplay, has been designed with the aim of immersing players in an experience that is both fun and immersive.

I'm not looking for funding, as the game is finished, but rather a strategic partnership that could be mutually beneficial.

The idea would be to work together to promote and raise the profile of 'Magret and Facedebouc', so that together we can reach a wider and more diverse audience.

It was your initiative as a publisher, dedicated to promoting independent games, that particularly appealed to me.

I'm convinced that our collaboration could enrich your catalogue while offering my game an ideal distribution platform.

It was developed using the AGS (Adventure Games studio) engine, which specialises in point and click games and which I've been working on since 2012.

The game can be played (for the moment only) on a Windows PC with a mouse, but also with any Xbox or Playstation controller (you can try it out for yourself in the beta).



This would, I imagine, make it possible to port the game to consoles, but I have to admit that I don't have the technical knowledge or connections for this kind of port to consoles - things that you're certainly more comfortable mastering, and which I'll leave to you if you want to port the game to these platforms...

So I'm open to discussion and would be happy to give you more information about my game if you need it.

I invite you to download and consult the Magret & Facedebouc game kitpress at the following address:

[https://adipson-studio.com/wp-content/uploads/2024/05/PRESSKIT\\_MagretandFacedebouc.zip](https://adipson-studio.com/wp-content/uploads/2024/05/PRESSKIT_MagretandFacedebouc.zip)

You can also find all the information about the game itself at: <https://adipson-studio.com/index.php/category/magret-facedebouc/>



The game was developed with a budget of 0 euros over a period of 10 months. A Kickstarter campaign specially set up to translate the game from French into English was successfully completed, enabling the game to be put through its paces by a true linguistic pro who did a very good job.

[https://www.kickstarter.com/projects/adipson/traduction-en-anglais-de-magret-and-facdebouc?ref=project\\_link](https://www.kickstarter.com/projects/adipson/traduction-en-anglais-de-magret-and-facdebouc?ref=project_link)

As I didn't have the budget for the French voices either, it's worth pointing out that they were done by youtubers and fans of my games on a voluntary basis, bringing a sort of humanist touch to the project and the goodwill of the players.

Of course, the voices can be removed via an in-game option just before starting a game, allowing all foreign players to play without them or foreign youtubers to do their own voices during their Lives.

The other 5 languages (German, Italian, Spanish, Portuguese and Brazilian Portuguese) were translated by the online translator DeepL.

I have a German tester who has played the full game 3 or 4 times to track down bugs in this beta and has never had any complaints about the translation.





I hope we can explore the possibilities of a fruitful partnership and look forward to hearing from you.

Naturally, I'm sending you 2 Steam keys (if you need to ask me for more) for the beta, which is currently underway, but is fully functional for the game, which takes an average of **6 hours to complete and will cost €15.**

(A reasonable price for a game lasting more than 5 hours, but if you'd like to suggest a different price as a partner, that's up to you...).

**Important:** Two new Magret & Facedebouc spin-offs are already planned for the next 2 years. 2 games in this saga where we will control each inspector in each spin off to tell their own story through a new investigation, which will explain their situation before they meet in this current game Magret & Facedebouc 'The Buddy Buddy Case'.



We look forward to hearing from you.

### **Adipson Studio**

(but alone with his cat),

developer of 'Magret et Facedebouc' as well as 'Grandma Badass' in November 2022, a game that...even though it's been out for 2 years...is also not closed to joining the catalogue of a publisher like you.

<https://store.steampowered.com/app/1606640/>

PS: Very active on X: <https://x.com/AdipsonStudio> for PMs and dialogue if needed.

Please note: this proposal is also being sent at the same time to around twenty other publishers who are likely to seize this opportunity. We therefore advise you not to delay in sending a reply, to avoid having this potential partnership snatched from under your nose!

**"The buddy-buddy case"**



# MAGRET & FaceDeBouc



**SAISON 01  
EPISODE 1**

**A ADIPSON  
STUDIO**