Fact Sheet – 'Moreau'

Developer: Pinebox Games
(based in Melbourne, Australia)

Release Date: Q4, 2018

Platforms: PC, Mac, Linux, possibly Android

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Project Description

'Moreau' is a 2D side-scrolling beat-em-up along the lines of Double Dragon and Streets of Rage, based on the classic H.G. Wells novel 'The Island of Doctor Moreau'.

The game features a "flat" vector art style and an original soundtrack composed for 'Moreau' by the 2018 Australian Institute of Music Game Ensemble.

Released from their bonds in a secret laboratory, the protagonist must fight their way to escape, and to the truth behind the island's bizarre animal-human hybrid inhabitants.

By selectively utilising different combinations of red and blue "serum vial" pickups, the player can transform themselves into one of four powerful "beast" forms (two per playable character), in a modern take on a mechanic first introduced to the beat-em-up genre in titles such as 'Altered Beast' and 'Metamorphic Force'.

Each player form features an AOE special attack as well as their standard attack, with a 3-step combo punch in human form.

12 unique enemy and NPC types can be encountered as the player traverses the island's five stages, each with their own behaviours and attacks.

Being based on a classic work of science fiction, 'Moreau' places a strong emphasis on narrative as well as action. The secrets of the island and the motivations of the characters are revealed as the player progresses. An optional "side-mission" and multiple endings further enrich the narrative experience, with the "true ending" only accessible by completing the game in 'Hard Mode', which is unlocked by clearing it in 'Normal Mode'.

The Developer

Pinebox Games is an independent game studio established in 2017 by Kenn Stollery-Jones, previously an animator and graphic artist for indie hip-hop groups in Australia, the United States and Japan. Kenn previously released the highly ambitious, somewhat flawed, sometimes controversial 'Silent Hill' fangame 'Quiet Falls' in 2007, and the Android game 'Mogu Man' in 2018.

For this project, game designer Bekki Broughton and character designer Janina Joves join Pinebox Games to add their talents to 'Moreau'.

Features at a Glance

- Single player
- Gamepad compatible
- 2 playable characters
- 4 "beast form" transformations (2 per character)
- Unique standard & special attack per form
- 5 stages
- 1 optional side-mission
- 8 enemies
- 2-3 bosses
- 3 NPCs
- 3 endings
- Unlockable Hard Mode
- Vector art style
- Narrative
- Original soundtrack

Videos

- Available here.

Screenshots

- Wider selection available here.

Sprites

- Available here in full resolution.

Monetization Permission

Pinebox Games allows for the contents of 'Moreau' to be published through video broadcasting services for any commercial or non-commercial purposes. Monetization of videos created containing assets from 'Moreau' is legally & explicitly allowed by Pinebox Games.

Credits

- Kenn Stollery-Jones: Programmer, Game Designer, Writer, Artist
- Bekki Broughton: Lead Game Designer, Writer
- Janina Joves: Character Designer
- Australian Institute of Music Game Ensembles 2018: Soundtrack