



Worthing & Moncrieff

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## **“A Matter of Murder” to Debut at Boston FIG** **digital game pays homage to golden age of detective stories**

**September 02, 2015** – Cambridge, MA – Worthing and Moncrieff LLC is pleased to announce that its premiere digital game title, “A Matter of Murder,” will be unveiled at the Fourth Annual Boston Festival of Indie Games, Saturday, September 12 at MIT’s Johnson Athletic Center in Cambridge, Massachusetts.

Zounds! One of the guests at an English house party has fallen victim to cold-blooded murder. Your weekend in the country is ruined! What choice have you but to ask your fellow guests probing questions, search the house, draw astonishingly insightful conclusions and solve the crime? “A Matter of Murder” is a point-and-click puzzle game with rogue-like elements for Windows, Mac and tablets. The details of each murder are procedurally generated, so “A Matter of Murder” is different every time you play with progressively more challenging logic puzzles. The game can also randomly combine logic puzzles to provide seemingly endless surprises and high replayability.

The game was conceived as a love-letter to the golden age of the detective story — think Dame Agatha Christie or Sir Arthur Conan Doyle — an art form described by John Dickson Carr as “the grandest game in the world.” Authors provided clues to the reader and the detective simultaneously, and the object of the “game” was for the reader to puzzle out the identity of the murderer before the detective revealed the answer.

“We wanted to bring an interactive narrative experience to dyed-in-the-wool fans of the genre, as well as a whole new generation who’ve never had the chance to utter those magical words ‘I’ve gathered you all here this evening...’” insinuated W&M co-founder, Eric Hamel. Throw in stylish Edward Gorey-inspired hand-drawn art and a haunting original musical score rooted in the Victorian parlor song tradition and you have “A Matter of Murder,” a game we like to call “dead fun.”

Worthing and Moncrieff, LLC is an independent developer of video game stories founded in 2015. Visit us online at [www.worthingandmoncrieff.com](http://www.worthingandmoncrieff.com).

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**Press info:** Press kit available at [www.worthingandmoncrieff.com/press](http://www.worthingandmoncrieff.com/press)

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