

FOR IMMEDIATE RELEASE

Starr Mazer: 16-bit-Inspired Retro-Sexy Point-and-Click Adventure Shoot 'em Up IN SPACE

***Point-and-click adventure and 2D side-scrolling shoot 'em up unite
with comedic storytelling, explosive soundtrack, and vibrant visuals***



Starr Mazer Official Trailer

Seattle, Washington - January 20, 2015 - Imagos Softworks is thrilled to announce that its explosive 2D side-scrolling shoot 'em up and point-and-click adventure hybrid, **Starr Mazer**, is taking to Kickstarter for funding. The retro-inspired soundtrack composed by Alex Mauer and over 20 contributing musicians from the indie game, chiptune, and synthpop scenes along with the vibrant visuals are throwbacks to the classic SHMUPs of the 16-bit era as well as the iconic point-and-click adventures of the 1990s. The exhilarating SHMUP and expansive point-and-click gameplay is procedurally-generated, allowing for a high degree of replayability through the innovative Open-Middled Gameplay (OMG!) system as players attempt to reach **Starr Mazer's** rewarding endings.

[Starr Mazer Kickstarter Campaign](#)

The journey begins 130 years after THE GREAT WAR, which has left the galaxy in shambles. You take control of the instantly-charming Brick M. Stonewood (the "M" stands for "Metal"), a remnant of an older time who comes to be found in sleep-lock by ingot miners, frozen and drifting through space in an escape pod. Help Brick unlock the secrets of his past, solve the mysteries of the cosmos, and carve his way through the galaxy in his trusty assault fighter, the Starr Wolf.

Then there's the girl. There's always the girl.

Development of ***Starr Mazer*** is already underway, with writer, designer, and director Don Thacker--a game developer and award-winning filmmaker--at the helm. His expertise in cinematic storytelling can be seen in the above launch trailer and will add tremendously to Brick's breathtaking adventure.

"***Starr Mazer*** is the game I've always wanted to make," reflects Don Thacker. "More importantly, it's the game I've always wanted to play; a mashup of the best parts of my two favorite genres with a ridiculous amount of story content, mad replayability, an incredible voice cast and a soundtrack roster to boggle the mind. Though we've only just begun building the game in earnest, I have been making this game for a decade. Everything has lead to this. ***Starr Mazer*** is coming."

Alex Mauer, a veteran game composer and musician, is known for pushing the limits of classic sound chips and for being the first artist to put an album on an authentic NES cartridge with *VEGAVOX*. As the in-house composer at Imagos Softworks, he's been busily working on ***Starr Mazer's*** electrifying musical score while managing an unprecedented roster of contributing musicians including Jake "virt" Kaufman (*Shovel Knight*), Manami Matsumae (*Mega Man*), and Danimal Cannon (*Roots*). To see a full list of contributors, visit the ***Starr Mazer*** official website:

[Starr Mazer Official Website](#)

"***Starr Mazer's*** soundtrack draws influence from classic SHMUPs like *Gradius* and *Space Manbow* as well as '80s cartoons including *Silverhawks*, *Transformers*, and *Dinosaucers*," notes composer Alex Mauer. "We've started with a 16-bit sound palette using the TurboGrafx-16 as the base but are lifting the console restrictions to expand it into a full production synthesized soundtrack while retaining the classic feel."

Kickstarter backers will get a copy of the game for just \$15--a 25% discount from retail--while higher tiers will include rewards such as the soundtrack, a Starr Wolf 1/100th scale 3D model, and a physical boxed copy of ***Starr Mazer*** on a USB flash drive in the shape of a traditional TurboGrafx-16/PC Engine HuCard. It is planned for release on PC, Mac, and Linux in April 2016 with other platforms to be added as Kickstarter stretch goals are reached.

While there's been extensive development on ***Starr Mazer***, funds are needed to pay the creative team and bring the epic game design to full fruition. Check out ***Starr Mazer*** this

weekend at PAX South and MAGFest where the team will be on hand and visit the official website for the more details and updates.

Key Features

- Fantastically deep story driven point-and-click adventure IN SPACE!
- Classic style horizontal scrolling shoot 'em up inspired by the best in the genre!
- Open-Middled Gameplay (OMG!) dynamic story module system for MASSIVE replayability!
- Ridiculously beautiful pixel art and animation!
- Fully voiced with fan-favorite voice talent from film and TV!
- Stunning soundtrack by Alex Mauer and special guest artists!
- YOU PILOT A DSP MKII SPECIAL ASSAULT FRAME CALLED THE "STARR WOLF" <-- THE BEST!!!

About Imagos Softworks

Imagos Softworks is an independent game development studio based in Seattle, Washington. Founded in 2013 by legendary chiptune artist Alex Mauer and game developer and filmmaker Don Thacker after his success producing short films for the game industry, the company motto is "Nostalgia in HD with stories to tell and childhoods to recreate."

The studio's ambitious debut title, *Starr Mazer*, combines influences from classic point-and-click adventures from the 1990s and iconic 2D shmups from the 16-bit era, and is taking to Kickstarter for funding.

Learn more: <http://www.imagossoftworks.com>

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