

LUCY DREAMING



PRESS RELEASE

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TALL STORY GAMES' *LUCY DREAMING* LAUNCHES ON STEAM

A 'Love letter' to classic 90s adventures set somewhere between dreams and reality.

Husband and wife indie developers, Tall Story Games, have announced their first fully-fledged adventure game, *Lucy Dreaming*, is now available as a demo on [Steam](#) and [Itch.io](#) with a [Kickstarter](#) launching in May.

Lucy Dreaming is a comedic, quirky point & click adventure which sees players taking control of the destiny of Lucy, a young girl suffering from recurring nightmares. In the game Lucy unlocks the secrets to controlling her dreams and journeys through a myriad of weird & wonderful locations in both the dream world and reality. On the way she encounters a cast of extraordinary characters and creatures as she unearths the disturbing truth behind her nightmares.

The game is laden with irreverent and sardonic British humour inspired by *Blackadder* and *Monty Python*. This is brought to life with beautifully rendered pixel-art and a wildly entertaining voice cast led by studio founder Emma Hardwidge. A love letter to classic LucasArts point & click adventures, the game is unashamedly traditional but with all the modern bells and whistles of other games in the genre.

"Lucy Dreaming is actually a dream come true for a fan of classic adventure games," said developer Tom Hardwidge. *"I grew up on point & click games like 'Monkey Island', 'Full Throttle' and 'Day of the Tentacle' so to create a similar game now which people genuinely enjoy playing is an absolute delight! It's something that my ten-year-old self would never have dreamed was possible."*

Tom and Emma took a break from their day-to-day advertising business to set up Tall Story Games in 2020. Since then they have produced three short adventure games and will launch a Kickstarter campaign to fund the creation of *Lucy Dreaming* in May 2021.

Emma Hardwidge said *"The game is bit like Inception, but with more warm milk, badgers, and experimental groin surgery. It's a unique pitch but the feedback we're getting online is great, players are really engaging with the theme and with our hero, Lucy,"* she continued.

More details, images and video can be found in the press kit here: lucy-dreaming.com/press

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A 30-60 minute demo of Lucy Dreaming has already been produced, and the team are looking to raise sufficient funding on Kickstarter in May 2021 to develop the full 8-10 hour game.

Website:	lucy-dreaming.com
Social media:	Twitter Facebook Instagram YouTube
Steam:	Lucy Dreaming on Steam
Kickstarter pre-launch:	Kickstarter
Demo download:	Download from Steam Download from Itch.io
Press kit:	lucy-dreaming.com/press

About Tall Story Games

Lucy Dreaming is the first full-length title to be produced by the newly-founded indie game studio Tall Story Games. The founders, Tom and Emma Hardwidge, are a husband and wife team based in Shropshire, England specialising in narrative-driven games. They have a strong focus on creating games with engaging stories, well-developed characters and above all a good sense of humour.



TALL STORY GAMES

Tall Story Games has already created a series of shorter titles which have been very well received within the adventure game community. Last year the team produced “*Hair of the Dog*” which followed a member of the Victorian gentry as he investigates the mysterious disappearance of his uncle, and “*Lockdown*”, an HTML-based point & click game where a virologist balances her work, parenting and home schooling while confined to her home.

In 2019, they also produced “*Where’s my Cloak?*” for the Roman Baths, Bath. This was the team’s first adventure game project and was the catalyst that brought them to where they are now.

Website:	tallstorygames.com
Social media:	Twitter Facebook Instagram YouTube

Previous games.

- **Hair of the Dog:** tallstorygames.com/portfolio/hair-of-the-dog
- **Lockdown:** tallstorygames.com/portfolio/lockdown/
- **Where’s my Cloak?:** tallstorygames.com/portfolio/wheres-my-cloak/