Building Mobile Experiences with…

GAMEBOOK APPS

“Part thrilling story, part challenging game”

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THESE ARE THE DIGITAL ADVENTURES YOU'VE BEEN WAITING FOR
CUBUS GAMES

SILVER AWARD
POCKET GAMER

BRONZE AWARD
POCKET GAMER

SILVER AWARD
POCKET GAMER

“THIS COULD BE THE DIGITAL ADVENTURE YOU’VE BEEN WAITING FOR.”
POCKET GAMER
8/10

“ITS ART IS ABSOLUTELY FANTASTIC, SUPER ATMOSPHERIC, AND VERY WELL PUT TOGETHER.”
DON'T FORGET A TOWEL
9.5/10

“A FINE ENTRY THAT’S SURE TO GRIP FANS OF THE GENRE.”
148 APPS
9.5/10

“NECKLACE OF SKULLS OFFERS EVERYTHING ONE COULD ASK FOR IN A GAMEBOOK.”
APP APES
4/5

“SPOOKY THRILLS ABOUND IN THIS ADVENTURE GAMEBOOK WITH MORE FOCUS ON PUZZLES THAN MOST.”
148 APPS
4/5
No words to describe how awesome 🌟🌟🌟🌟🌟
by MagaGyal – Nov 23, 2014
I’m going to be honest is don’t really play text adventure games because the choice on
would be more than happy to pay for the 2nd chapter. Though I would prefer it to be fre

Great game/book adventure. 🌟🌟🌟🌟🌟
by Locuck_ – Nov 24, 2014
Have played many read your own adventure game book. I’m only thru the space statior
base stats for your strength, dexterity, intelligence, and willpower. As well as specialitie:

Fun to read/Play 🌟🌟🌟🌟🌟
by Darkendrain – Jan 20, 2015
It was somewhat hard to get into but once I got past the intro and somewhat into the fi
blends really well, far better than most other choice driven stories I’ve played. It’s a fun

A Total Blast! 🌟🌟🌟🌟🌟
by ceastic – Sep 4, 2014
This may just be my favorite way to burn through a commute. A choos
mechanics like those of old, I’m reminded of Warlock of Firetop Mount
1 out of 1 customers found this review helpful.
+130,000 downloads

- Sol Invictus
- The Sinister Fairground
- Necklace of Skulls
- Heavy Metal Thunder

C³ CUBUS GAMES
Llegir aventures 'en digital'
Cubus Games obté més de 75.000 baixades del seu 'gamebook' Heavy Metal

Anna Caballeras
Creada a Igualada per un grup de quatre amics de la infantesa, Cubus Games és una start-up que ha recuperat el gènere dels llibres d'aventura, editats als 70 que permetien al lector enllà la destinació del protagonista per traslladar-lo al panorama digital. "Tots havíem estat molt fans d'aquest tipus de llibres que unia cinc díes empreses del Regne Unit editaven en el panorama digital. Vam decidir llançar-ne a la pàgina, donant-li una estètica de videojocs i adaptant-lo a les taules i mobiles", explica Jordi Solà, cofundador de Cubus Games.

En paral·lel, Cubus Games ha llançat recentement una nova línia de negoci enfocada a digitalitzar i ludificar els continguts d'equipaments culturals, a fi de fer-los més atractius per al públic infantil. Ja té clients com el Museu d'Aigües d'Agbar o el Consell Comarcal de l'Anoia.
OK but…

WHAT’S A GAMEBOOK?
READ VS PLAY
TODAY

READ VS PLAY
**READ**
- Good
- Variety
- Pocket

**PLAY**
- Funny
- Interactive
- Custom character
- Decisions
- Immersiveness (OST…)

"**Only reading**"
- No interaction
- Other’s experience

"**Just playing**"
- Bad
- Complex
In the 80’s…

READ

PLAY

Video Games

RPG’s

Board Games

Gaming Cards

A table of Meteors, with various expansions, in full game.
In the 80’s…

Choose Your Own Adventure

Adventure Gamebooks

READ

PLAY

Video Games

RPG’s

Board Games

Gaming Cards
UNIQUE PATHS
all paths go through page 4, and half go through 8 and 15 respectively
In the 80’s…

Choose Your Own Adventure
Adventure Gamebooks

PLAY
- Video Games
- RPG’s
- Board Games
- Gaming Cards

READ
In the 80’s…

READ

READ & PLAY

Choose Your Own Adventure

Adventure Gamebooks

PLAY

Video Games

RPG’s

Board Games

Gaming Cards

Un tablero de HeroQuest, con varias expansiones, en plena partida.
Choose Your Own Adventure

Adventure Gamebooks

READ & PLAY

READ

DIGITAL

PLAY

Video Games

RPG’s

Board Games

Gaming Cards

PHYSICAL
EXPERIENCE A NEW FORM OF INTERACTIVE FICTION
Humanity rose from the cradle of Earth, established colonies on the moon and Mars, and created mining operations in the asteroid belt and on the moons of Jupiter. Unimaginable wealth was harvested; humanity was at its zenith. But we lost our passion for living and felt no joy at having conquered our solar system. We were simply going through the motions.

Then, three years ago, an alien race arrived in black ships and savagely tore through our defenses. Their technology was more advanced than ours and their culture was wholly focused on brutal conquest. We didn't stand a chance. Within days, every major city on Earth was reduced to cover, you run across the no-man's-land, then catch yourself from falling as you enter the elevator.

You take a look at the control panel. Strangely enough, you see only two buttons. One takes the elevator down while the other takes the elevator up. The others either have no clue which would provide the best route to the ship's shield generator, or they are too busy trying to cover Heimdall while he prepares to throw a grenade and leap into the elevator.
S'y'arsh me, oid sa them Noibles af left toin.

Run away? Where to?

Bid 2 fours
You sense an opening, and determine to take advantage of it. You swing your sword, in towards his chest, aiming to knock the wind out of his lungs. But the blow you land is only minor, because Vangorn has turned quickly aside.

‘You can do better than that,’ Vangorn goads you.

Vangorn roars with anger, sweeping clutter off a table-top as he swings his sword. Relentlessly, you cut and thrust, keeping him pinned. You slash violently across his chest. But the impact clangs against his turned sword. He grins. He is left breathless but otherwise unharmed.

‘A good fighter, but overall, you waste more energy than you should,’

‘Whoever trained you would be most displeased.’
But tell me, Monsieur — what is the purpose of our journey?

I have made a hefty wager, and I do not intend to lose!
I was taking a small, digestive walk after a substantial breakfast when I saw a young lady in a bright pink sari and yellow-lensed goggles pitch herself over the outer railings!

I screamed...

I leapt across the deck...

I should think this departure could be altered...
Orient Express

You seem quite a handy man to have around, Passepartout.
**CATCHING THE SNOW WITCH**

You see ornate trunks.

- **You**:
  - STAM: 16
  - SKILL: 12
- **Sentinel**:
  - STAM: 5
  - SKILL: 9

**Attack Power**

- You: Skill + Roll = 12 + 11 = 23
- Sentinel: Skill + Roll = 5 + 8 = 13

**CINNABAR**

- You: Skill + Roll = 9 - 7 - 1 = 15
- Cinnabar: Skill + Roll = 12 + 7 = 19

Bloodbones: captura de pantalla
RADD SQUARE...

Radd Square is one of Titan City's most pleasant areas.

AH, THE COOL SPRINKLING OF THE FOUNTAIN CERTAINLY IS REFRESHING. WHAT COULD BE WRONG?

The blossoming cherry trees make it a picturesque place for the locals to eat their lunch and chat.

WHAT'S THIS?

You jump over the counter and quickly change costume.

When you step forward as Superlative Spear, the Fire Warriors stop in their tracks.

STOP THIS NONSENSE RIGHT NOW AND GIVE YOURSELVES UP!

GETTING A LITTLE HOT FOR YOU IN HERE, SUPERLATIVE SPEAR? HA HA HA HA!
You are in good health.  
(STAM: 16)

First RADIATION DOG is unhurt.  
(STAM: 5)

You throw an unyielding judo chop of freedom at First RADIATION DOG's left eye socket!

THWAAACK!

Bounding at First RADIATION DOG, your unyielding judo chop of freedom hits them right in the left eye socket!

SUPERIOR PROFESSOR, EH? SO YOU THINK YOU CAN FOIL MY PLANS! WELL, HOLD YOUR GROUND.

He waves around the sinister-looking vial at you, menacingly.

You're quite sure that whatever's inside, it's not good.

SEE THIS VIAL? ONE STEP CLOSER AND I'LL POUR IT INTO THIS INTAKE!

YOU CAN'T!
READ

Good Variety Pocket

“Only reading” No interaction Other’s experience

PLAY

Funny Interactive Decisions My experience Custom character Immersiveness (OST…)

“Just playing” Bad Complex

VS
GAMEBOOK APPS

READ

Good
Variety
Pocket

PLAY

Funny
Interactive
Decisions
My experience
Custom character
Immersiveness (OST…)

READ & PLAY

“Only reading”
No interaction
Other’s experience

“Just playing”
Bad
Complex

“Just playing”
Bad
Complex
So the final formula is…
WHAT’S NEXT?

- Cultural Heritage
- Museums
- Entertainment
- Education
- Serious Games
- Health
Building Mobile Experiences with…

GAMEBOOK APPS

“Part thrilling story, part challenging (video)game”

THANK YOU!

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