



Factsheet Company

Developer

Golden Orb UG (haftungsbeschränkt)

Based in Witten, Germany

Founding Date

May 2018

Website

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Press/Business Contact

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Social Media

<https://www.facebook.com/goldenorbgames/>

<https://twitter.com/GoldenOrbGames>

<https://www.instagram.com/goldenorbgames/>

<https://www.youtube.com/channel/UCA1GRO3hxZFMELVDoOiO75g/>

Golden Orb Makes 21st Century Fairytales

Golden Orb is a creative indie studio in the heart of the German Ruhr area, founded by Katharina Kühn and Sonja Hawranke in spring 2018. The team develops story-driven games that offer a fresh perspective on old tales by wrapping current, ethical topics into fairytale plots for fun yet thought-provoking gaming experiences.

Prior to founding their own studio, the two founders worked together for many years at the Cologne based games studio Bright Future. In their interpretations of traditional stories they use a present-day outlook to alter the outdated views of the original tales. In their way of storytelling, the two developers like to consciously challenge common clichés and stereotypes.

With their adventure “Siebenstreich”, they go even further in terms of modernizing fairytales. In Golden Orb’s version of the traditional storyline, topics such as sustainability and diversity as well as lots of pop culture references make their way into a fairytale world.

Factsheet Projects

Title

»Siebenstreich«

Release

Spring 2020

Platforms

Nintendo Switch, PC

Languages

English (voice over, captions)

German (captions)

French (captions)

Italian (captions)

Spanish (caption)

Social Media

<https://www.facebook.com/siebenstreichgame/>

<https://www.instagram.com/siebenstreichgame/>

Characteristics

- Hand-drawn, hilariously funny 2D Adventure
- Fairytale world filled with pop culture references
- Mirrors modern topics and challenges to a fantasy setting
- 19 delightful characters
- Unique narrative: A glum narrator, his idealistic gofer and tons of storytelling cubes



Siebenstreich: A Tailor Saves the World

Siebenstreich is a hand-drawn 2D adventure about an unusual hero and sustainability in times of magic. Accompanied by his faithful companion Trudie, a vegan carnivorous plant, a quirky tailor sets out to save his world from decay. On his unusual road trip he encounters, among other things, a megalomaniac chicken, an idealistic unicorn, the agriculturally overzealous giants Bob and Ross and heaps of environmental trouble.

The game is scheduled for release in spring 2020 for the Nintendo Switch and PC platforms.

Title

»Cinderella - An Interactive Fairytale«

Release

Android & iOS: August 16th, 2018 (EU), August 23rd, 2018 (USA, CAN, AUS, NZ)

Nintendo Switch: January 18th, 2019

Platforms

Android, iOS & Nintendo Switch

Languages

English

German

Store Links

<https://www.nintendo.com/games/detail/cinderella-an-interactive-fairytale-switch/>

<https://play.google.com/store/apps/details?id=de.golden.orb.aschenputtel>

<https://itunes.apple.com/de/app/golden-orb-aschenputtel/id1404600607?mt=8>

Characteristics

- Interactive story containing some puzzles
- Reinterpretation of traditional story line based on Perrault's Cinderella
- Hand-drawn illustrations and animations
- Custom composed music
- Comprehensive English and German voice-over by professional voice actors Lisa Pitt, Sky du Mont and Geoffrey Steinherz
- Child-optimized usability
- Child-friendly: No ads, no in-app purchase options, no data collection
- Fully functional while offline
- Recommended for girls and boys from 4 to 8
- 10 narrated scenes with explorable interactive content
- 8 interactive scenes in which the player assists in advancing the story
- Mini games integrated into the storyline



Cinderella - An Interactive Fairytale

This interactive picture book game for children tells the popular Cinderella fairytale a bit differently. The main character is more self-reliant than in the versions told by Grimm or Perrault. Also, she does not visit the royal ball with the purpose of getting married to the prince, but rather to experience an entertaining diversion from her strenuous everyday life, which is usually riddled with household chores. Because of her appreciative and caring nature, she receives some help along her way to a happier future: As the story progresses, she encounters all kinds of helpful side characters. Among them is the castle's watchdog, who curiously has not been mentioned in any version of the story so far but without whom the night at the royal ball undoubtedly would have turned out quite differently.

The tale is recreated in ten narrated and eight interactive scenes as well as some mini games, which are integrated into the story line. The player assists in telling this reinterpretation of a well-known narration and becomes part of its enchanted world. In addition to the game elements necessary for participating in the story, each scene contains further interactive elements which the player may explore.

Pace, color scheme and effects are designed with the purpose of creating a relaxed atmosphere. The users can enjoy this interactive story at their own speed. The game does not dictate when or in which intervals it is to be played, time management is entirely in the control of the young users and their parents. The chapters of the story can be selected individually from the menu. This way, the user can control which part of the story he/she would like to play (again) or continue the story round about where they left off in their last session.

Hand-drawn illustrations and animations, custom composed music, professional voice acting as well as the interactive scenery create a magical game world waiting to be explored. Narrator and characters come to life with vivid voices given to them by Sky du Mont, Lisa Pitt and Geoffrey Steinherz. The game contains the English as well as the German voice over, the language can be switched in the main menu without additional downloads. Apart from the installation process, this game does not require an internet connection to function, so this interactive picture book can also be enjoyed while the device is offline.

Ideas and feedback of children from a diverse age range have been considered during the development of this game. Among the young early access players this interactive fairytale was enjoyed by boys and girls alike and has fascinated children from a pre-school up to elementary school age. The usability of the game is easy to understand and tailored to the interaction abilities of children. In order to make this interactive fairytale fully child-friendly it contains neither ads nor in-game purchase options.

"Cinderella - An Interactive Fairytale" is the first interactive picture book made by Golden Orb was released in August 2018 for iOS & Android and on January 18th, 2019 for the Nintendo Switch.