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## Failure (to Marry) Is Not An Option In W&M's New Release "Austen Translation"

Satirical Strategy Game to Launch May 1, 2018

BROOKLINE, Mass., April 16, 2018—Disaster awaits! As an unmarried young woman of uncertain means, you have but one final social season to find a capacious wallet — I mean, a kind and capable man — to save you and your family from a life of punishing penury!

*Austen Translation* is a satirical strategy game set in the world of Jane Austen—a tongue-in-cheek riff on caustic rivalries, appalling preconceptions of the roles of women and men, and, of course, the unending quest to marry well. But this isn't your English teacher's Jane Austen. Our game takes Jane's genteel brand of satire and sends it over the top, creating an Austen experience which has gone completely off the rails. It's an experience rife with unexpected harp tippings, outrageous rumor-spreading, and mercilessly manipulated rivalries. A Jane for the digital ages, as it were.

Game features include a randomized, modular event structure to create a distinctive storyline for each playthrough as well as variable plot twists and story endings. The game will ship with "houseparty-style" multiplayer mode, allowing hotseat gaming for up to five players. Adding to the fun, players will be able to personalize their Austen heroine with robust, easy-to-apply customizations.

"Austen Translation" will be available for PC and Mac through Steam. Release date will be May 1, 2018. Retail price will be \$6.99. The launch sale price (through May 7, 2018) will be \$4.99.

### *About Worthing & Moncrieff*

Worthing and Moncrieff, LLC is an independent developer of video games founded in 2015.

"Austen Translation" is the second published title from this studio which explores the intersection of traditional literature and interactive storytelling. Their debut title, *A Matter of Murder*, was a 2017 TIGA Games Industry Award Finalist. It was featured in the 2016 Boston Festival of Independent Games as well as being one of only thirty games invited to compete in the 2016 Google Play Indie Games Festival. Learn more at [worthingandmoncrieff.com](http://worthingandmoncrieff.com).

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