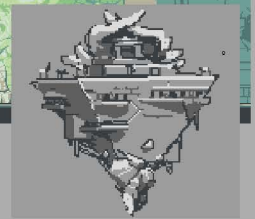
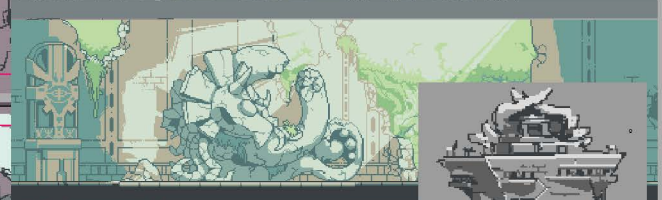
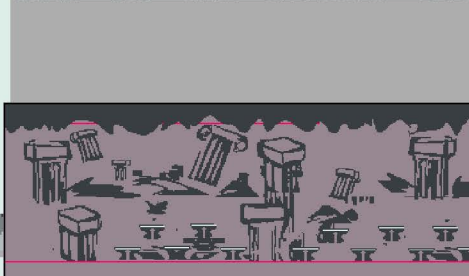
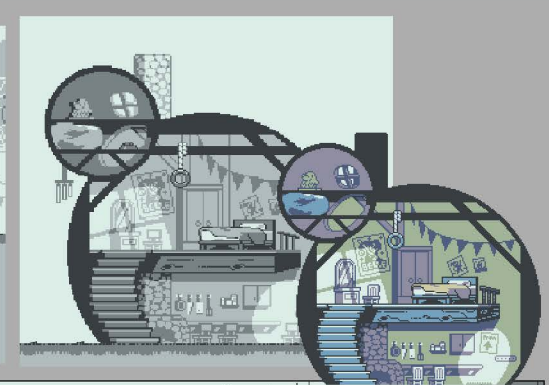
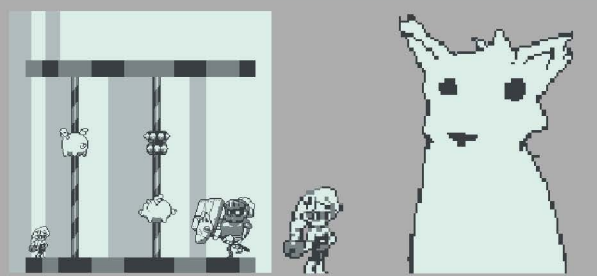
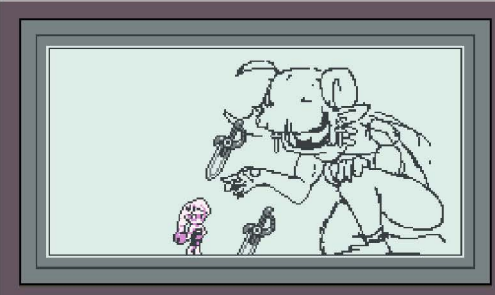


CRACKERS

For Whom The Belle Toils

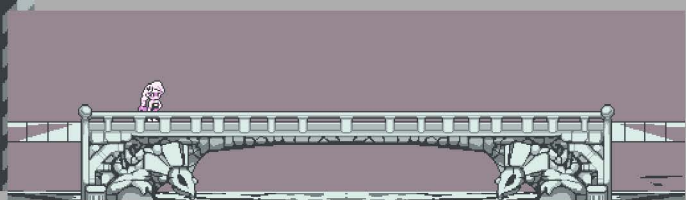
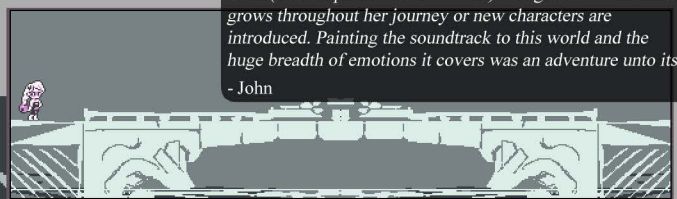
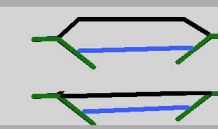
Art Book

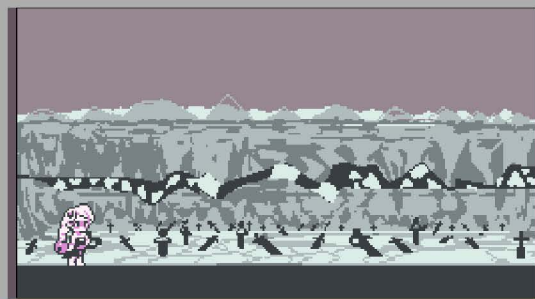




What was your thought process for creating the music for the world?

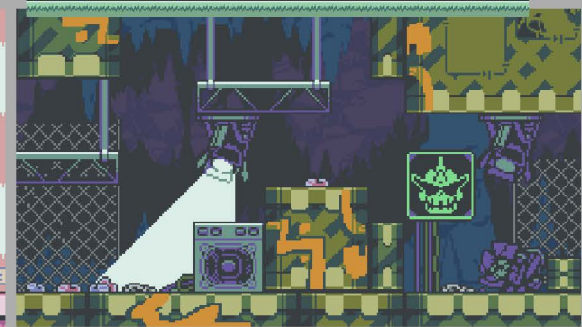
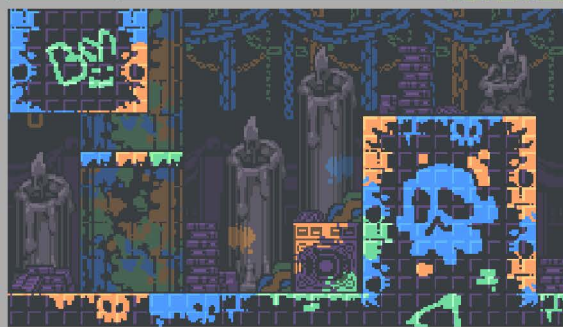
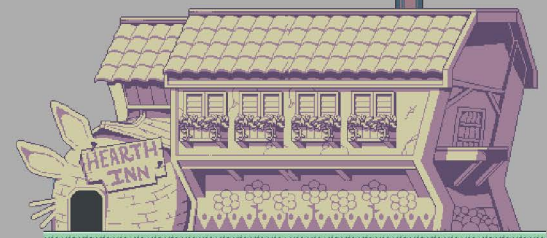
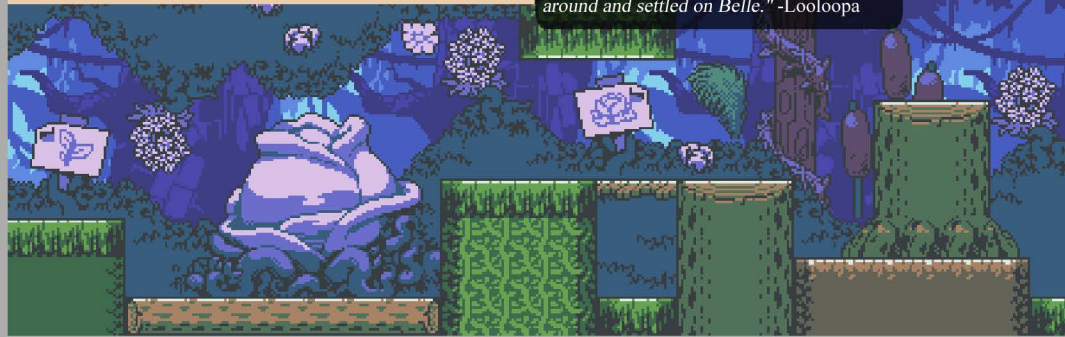
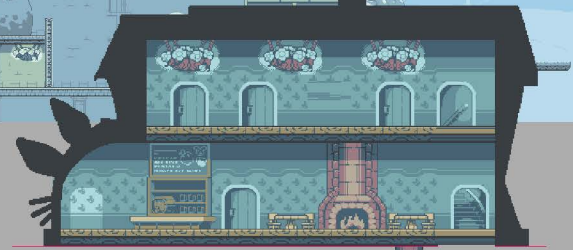
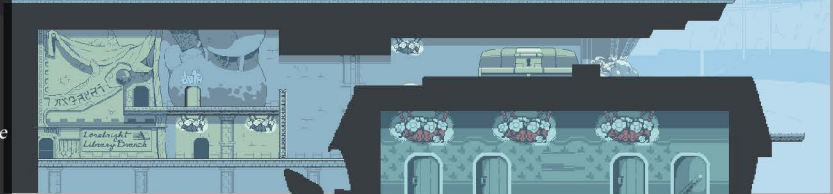
"Orchestrating the world of Curse Crackers was an incredible ride. The game changes pace and emotion as you hurtle through each area - the environment constantly shifting around you. To illustrate this, the team and I decided that the soundtrack for each area needed to change incrementally as well. Each levels' soundtrack has multiple versions of itself. The player's actions and progression change the music along with the level. Even smaller areas (like shops and hidden rooms) change their tone as Belle grows throughout her journey or new characters are introduced. Painting the soundtrack to this world and the huge breadth of emotions it covers was an adventure unto itself."
- John

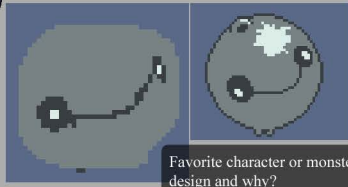
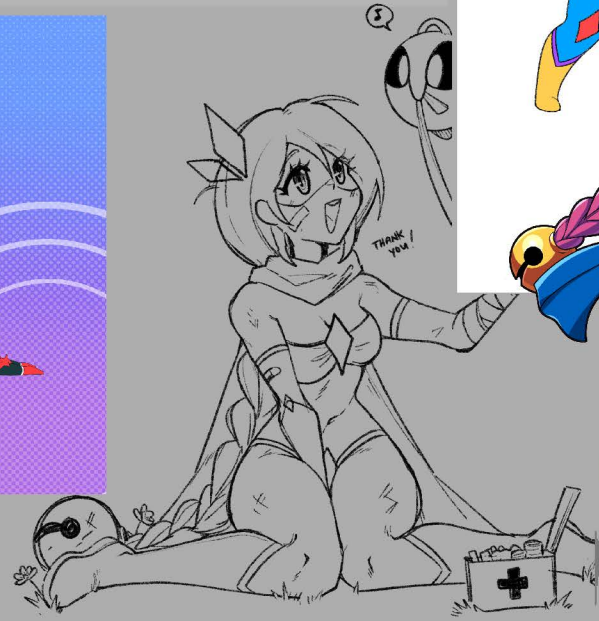
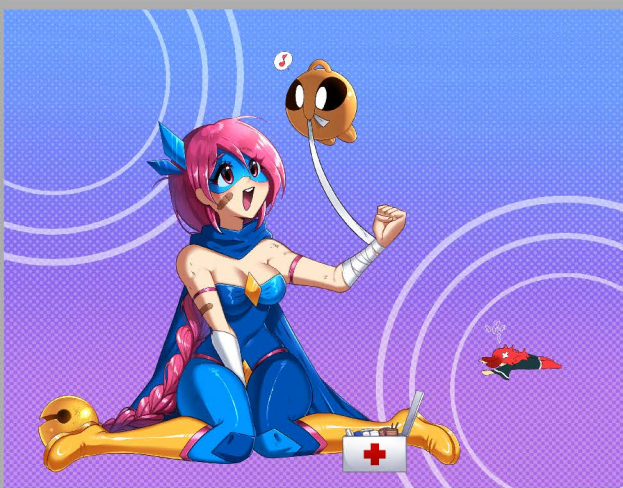
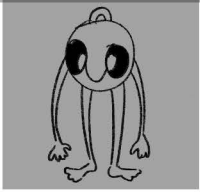




What was your thought process for creating this world and story?

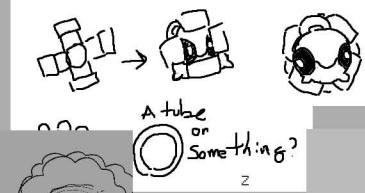
"Actually, a lot of the wider strokes of this world and story were invented before we started on Prodigal, but our initial idea for the game was way too huge for our available time. Once we started back up on Curse Crackers, we decided to focus on the story of a single character and develop a story around and settled on Belle." -Looloopa





Favorite character or monster design and why?

"CHIME!!! I know everybody probably answered that. But Chime is the best. As a utility he's so fun and adds such an immense amount of flexibility to the gameplay. And the design is just brilliant. Hats off, team."
-John



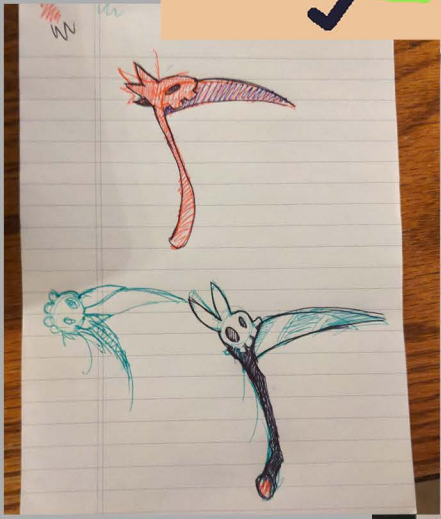
A tube or something?

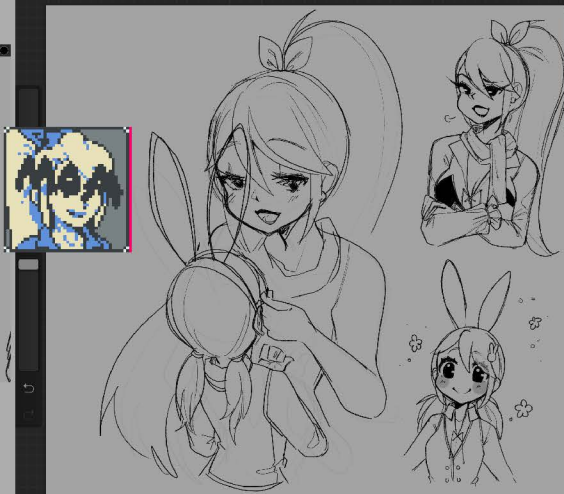
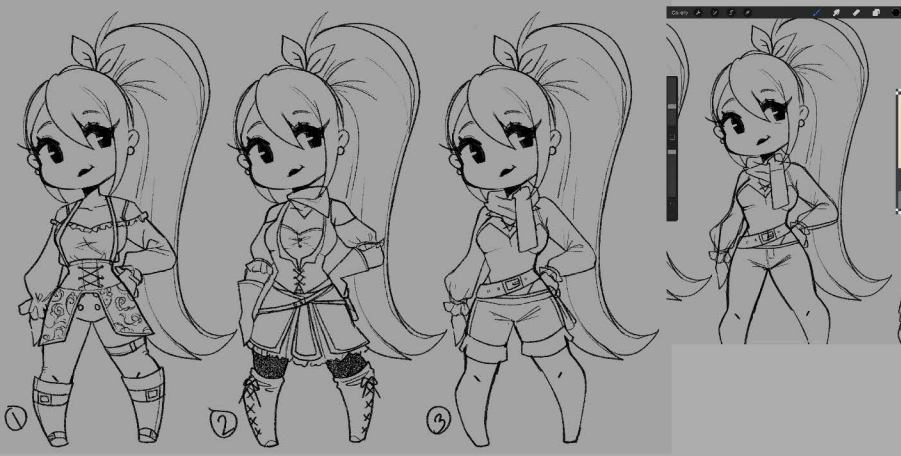
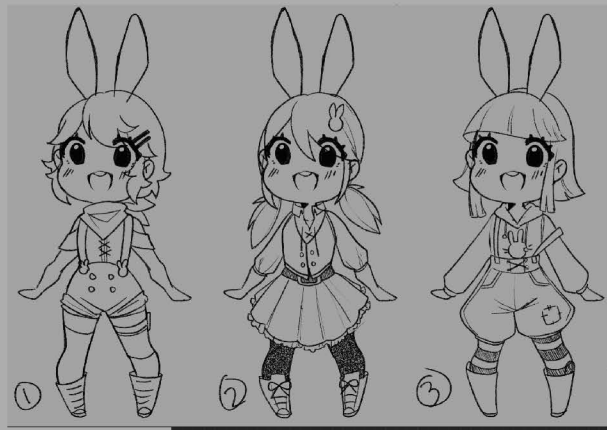
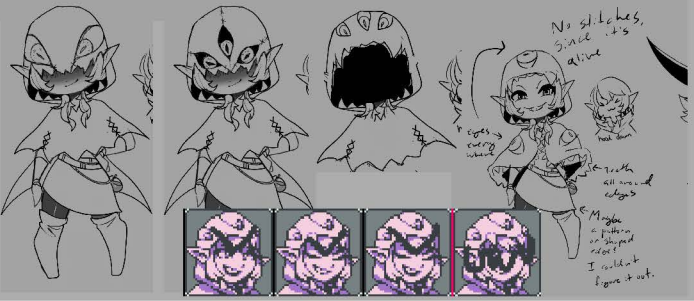


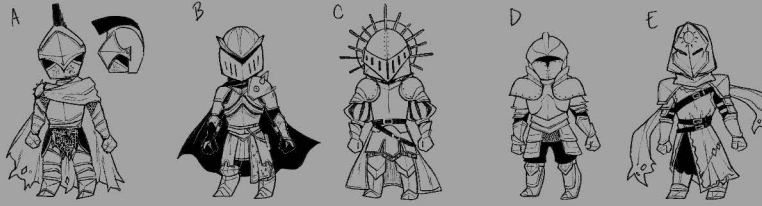
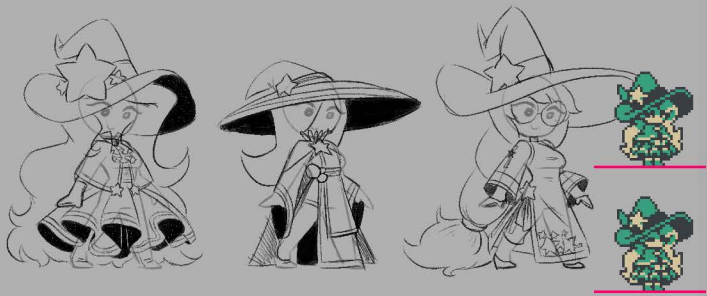


1 2 3 4 5 6

Favorite character or monster design and why?
"Definitely Bonnie. I just like her punky rebel attitude and she's like a mage that looks like she could hold her own in a fight."
-Mhinbron







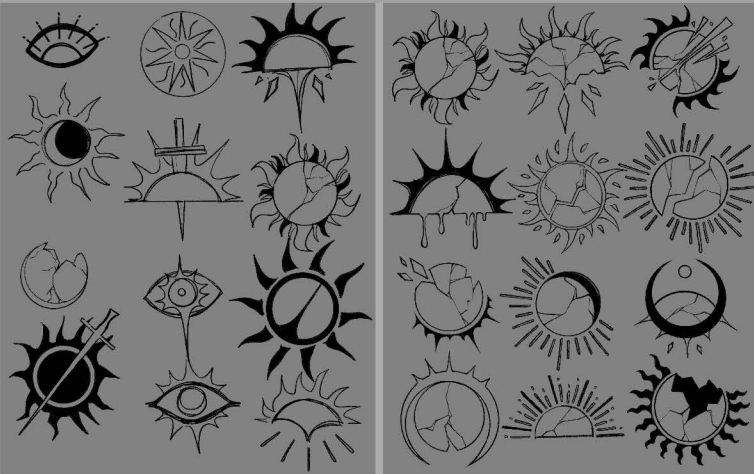
Favorite character or monster design and why?

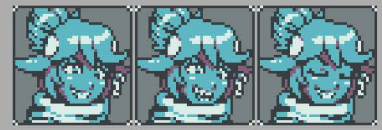
"My favorite design has got to be Claire. Even though she was originally Scoot's design. I have grown attached to her, as a fellow baker myself. She is super cute, and I love berets and freckles in general. I also got to choose the colors for her and I have gotten the opportunity to draw her a fair few times and it is always with food. So that is a huge plus as well!"
 -CrystalSugarStars



Favorite character or monster design and why?

"My favorite character is the Prizemaster! She doesn't really do anything, but I just think she's cool. If I had to choose a more active character, I think I would pick the cyclops Tedra"
 -Looloopaa

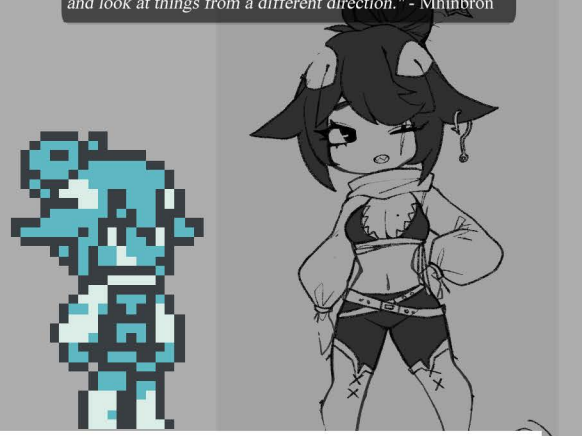


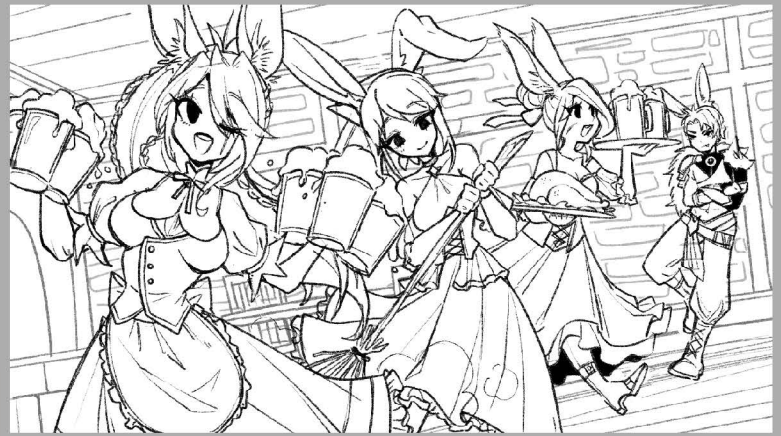
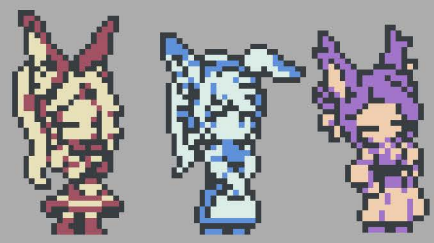


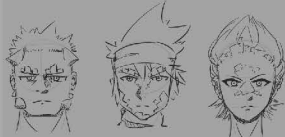
Why did you decide on creating a platformer at this time?

"Honestly, when this project started, I was sick of Prodigal and just wanted to do something different. Haha!"
 -Loolooa

"We thought it would be fun to mix things up and try something different. Doing this gave me many opportunities to learn and improve since I had to approach and look at things from a different direction." - Mhinbron

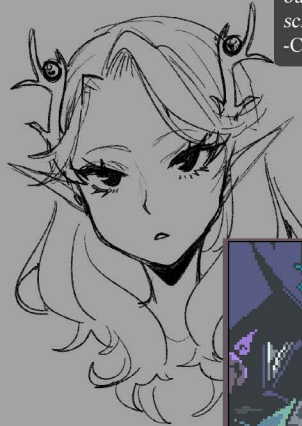


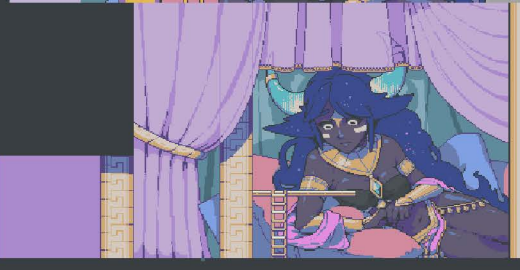
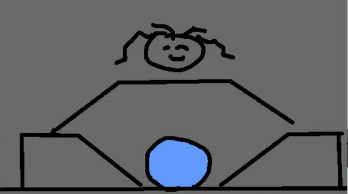




Thought process for making characters or designs?

"My process for making characters or designs of the game is to reflect the personality/vibe/or emotion of the person/thing overall. It's really important for me to show that a character is laid back, or is fierce, maybe they like to read or eat. I want to incorporate the personality or aura in the designs I create to accurately show that. Another note is that I want the design to be something I like to look at, "eye candy" so there is not one design that I feel meh on, each design is carefully drawn out and if I don't like it then I usually will scrap it, or redraw until I do like it."
 -CrystalSugarStars





What was the biggest challenge you faced for this game?

"The biggest challenge for me was definitely in figuring out how to design 2D platformer levels. It's something I'd never really done in any serious way. For some reason top down areas and puzzles felt much easier to design while this was a genuine struggle to wrap my head around.
 Short answer: Looloopaa" -Mhinbron

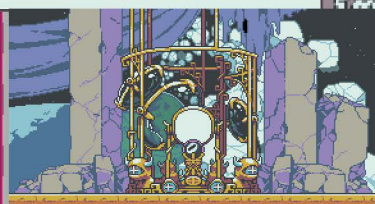
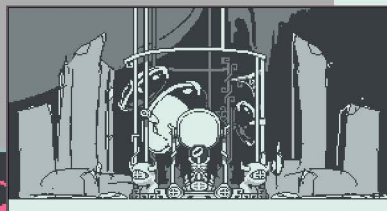
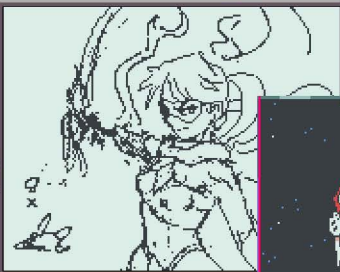
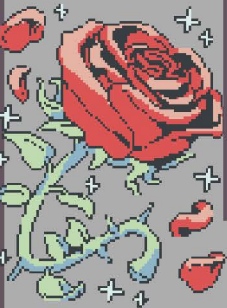
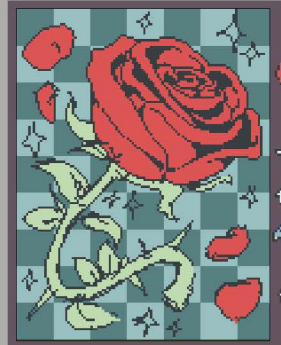
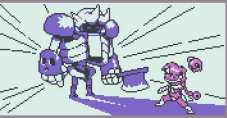
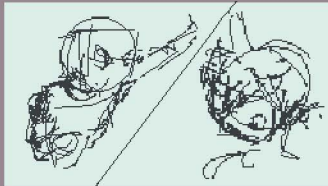
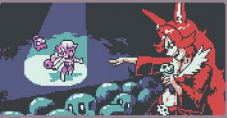
"The biggest challenge has definitely been in designing the environments. It's been tough to make each area feel visually interesting compared to each other, and I had to go back through several times to add or rework various elements." - Looloopaa

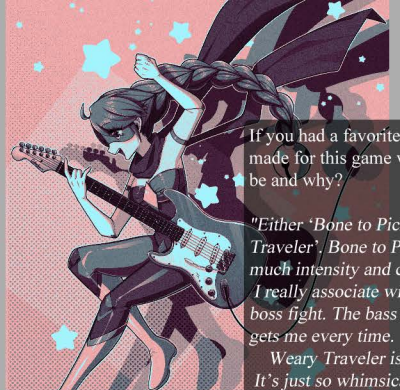
"The wide breadth of emotions was a big hurdle for me. I normally like to establish a game's overall sonic direction and emotional focus - but Curse Crackers is such outlandish and varied tale that I had to stretch each range of emotions to match. Making all those feelings sound cohesive was a blast, but tricky." - John

"The biggest challenge I faced for this game, was personally creating the gods and some bigger key characters. I joined Prodigal pretty late into the game, after it was launched so I didn't do too much conceiving for that game. But this time around, I was creating concepts or the Scales, and just overall very powerful characters that are essential to the lore of Curse Crackers so I really did not want to fail."
 - CrystalSugarStars





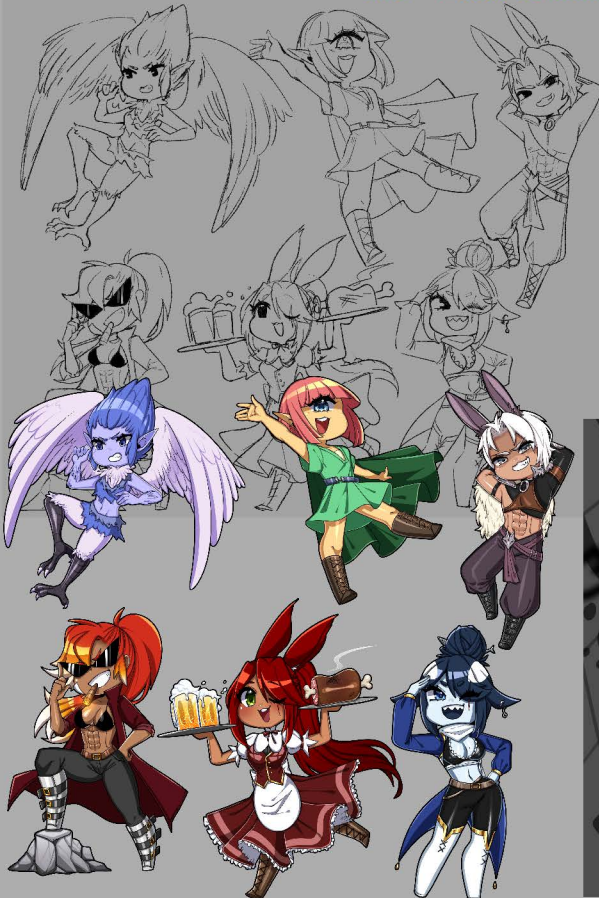


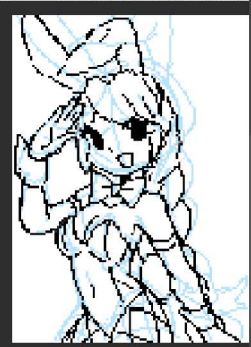
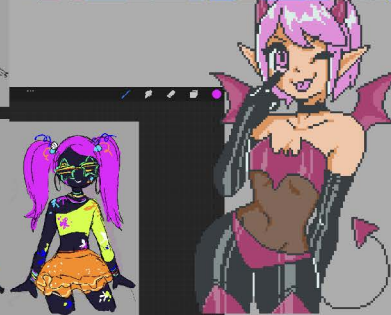
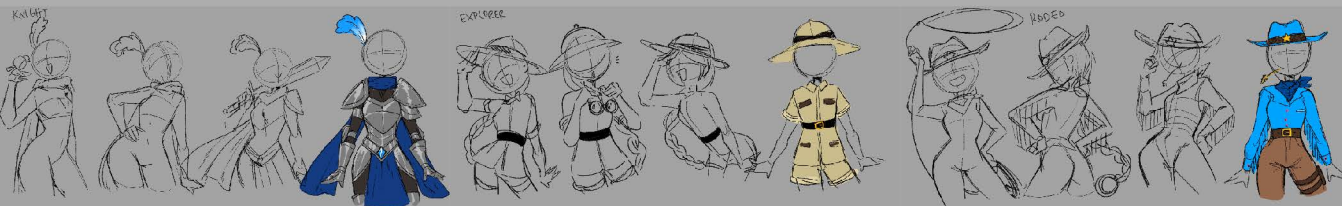


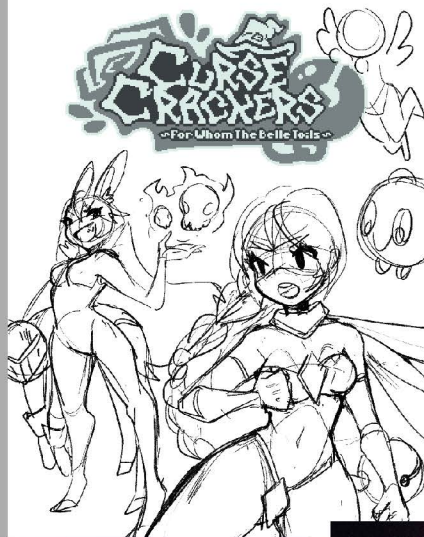
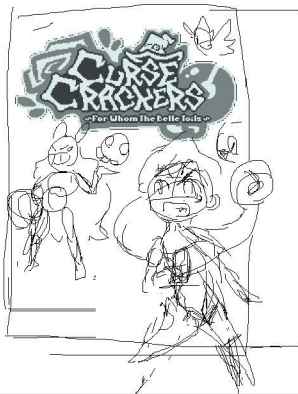
If you had a favorite track that you made for this game what would it be and why?

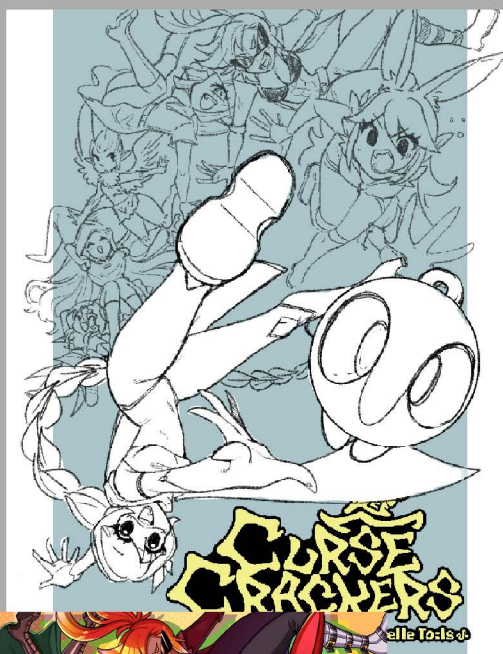
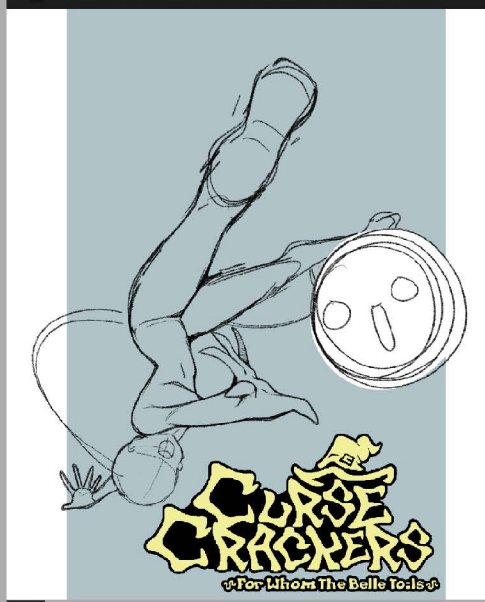
"Either 'Bone to Pick' or 'Weary Traveler', Bone to Pick captures so much intensity and chaos, two emotions I really associate with Bonnie and her boss fight. The bass solo especially just gets me every time.

Weary Traveler is the total opposite. It's just so whimsical and quaint; made for such a simple part of the game. I love it. Feels like falling asleep next to an idling brook under a spring sun."
-John









What is your process of creating box art?

"My process is to look at a lot of inspirations of other box art from games to get a general sense of what other illustrators prioritize for their cover art. I will then go back and forth with the team, sketching, redrawing, repositioning until we all decide on something that we like and fits the vibe of the game! The concept/sketch stage is the most important step and the longest, everything after is fairly simple and easy, as it's just me drawing in the characters and finalizing everything." - CrystalSugarStars

Thank you from the bottom of our hearts! Without your support towards us and our creations we wouldn't be able to do this. We've certainly got our quirks - which I'm sure you know if you've ever talked to us - but we love what we do. It's our greatest hope that you will always find our stories entertaining, enjoyable, and maybe even inspiring. Until our next adventure together,

See you soon!

- The Colorgrave Team

