

Come and visit
TRUBERBROOK
for a perfect summer vacation!

HEADUP

btf

medienboard
BerlinBrandenburg

TRÜBER-WHAT?

»Trüberbrook« is a thrilling mystery adventure game set in rural Germany in the late 1960s. The player takes the role of young american physicist Tannhauser, who happens to end up in the eponymous village of Trüberbrook, an ageing but beautiful health resort somewhere in the densely forested countryside of West Germany. Tannhauser, while working on his PhD thesis, comes to Trüberbrook seeking to crack a tiresome mental block – and stays to save the world.

Something in this town seems strangely spaced out, and the superficial german homeland setting gradually evolves into a puzzling sci-fi mystery.

Mood and atmosphere of the game are inspired by TV series like »Twin Peaks« and »The X-Files«. The game mixes a German »Heimat« setting with a gripping sci-storyline, covering universal themes like love, friendship, loyalty, rootlessness, self-discovery and dinosaurs.



HAND-CRAFTED SCENERY

One of the most distinctive features of the game is its unique visual style: The whole scenery and all backdrops are built as real miniature scale models, captured via photogrammetry, digitally polished and then blended with animated characters, visual effects and set extensions.

Gameplaywise, »Trüberbrook« is a somewhat classic point-and-click adventure game with a modern approach.



GAMEPLAY

»Trüberbrook« is a story-driven adventure game with a strong focus on characters and the narrative, but includes a lot of puzzles that need to be solved to progress the story. The puzzles are designed to integrate into the narrative.

You navigate Tannhauser through the different sceneries from a third person perspective, usually in long distance shots to intensify the impression of peeking into a little diorama.

For the console versions, we came up with a very intuitive controller input, allowing you to move the line of sight and walking directions independently. For the PC versions, you can choose between classic point-and-click mouse controls and the controller navigation.



VOICE ACTORS

Trüberbrook is full of quirky villagers, tourists and strangers—like the over enthusiastic student of paleoanthropology Gretchen Lemke or the reclusive inventor and talented card player Lazarus Taft. And there's the gruffy but warm-hearted innkeeper Trude, or the old baron Otto-Titan of Trüberbrook-Sülz. To name a few.

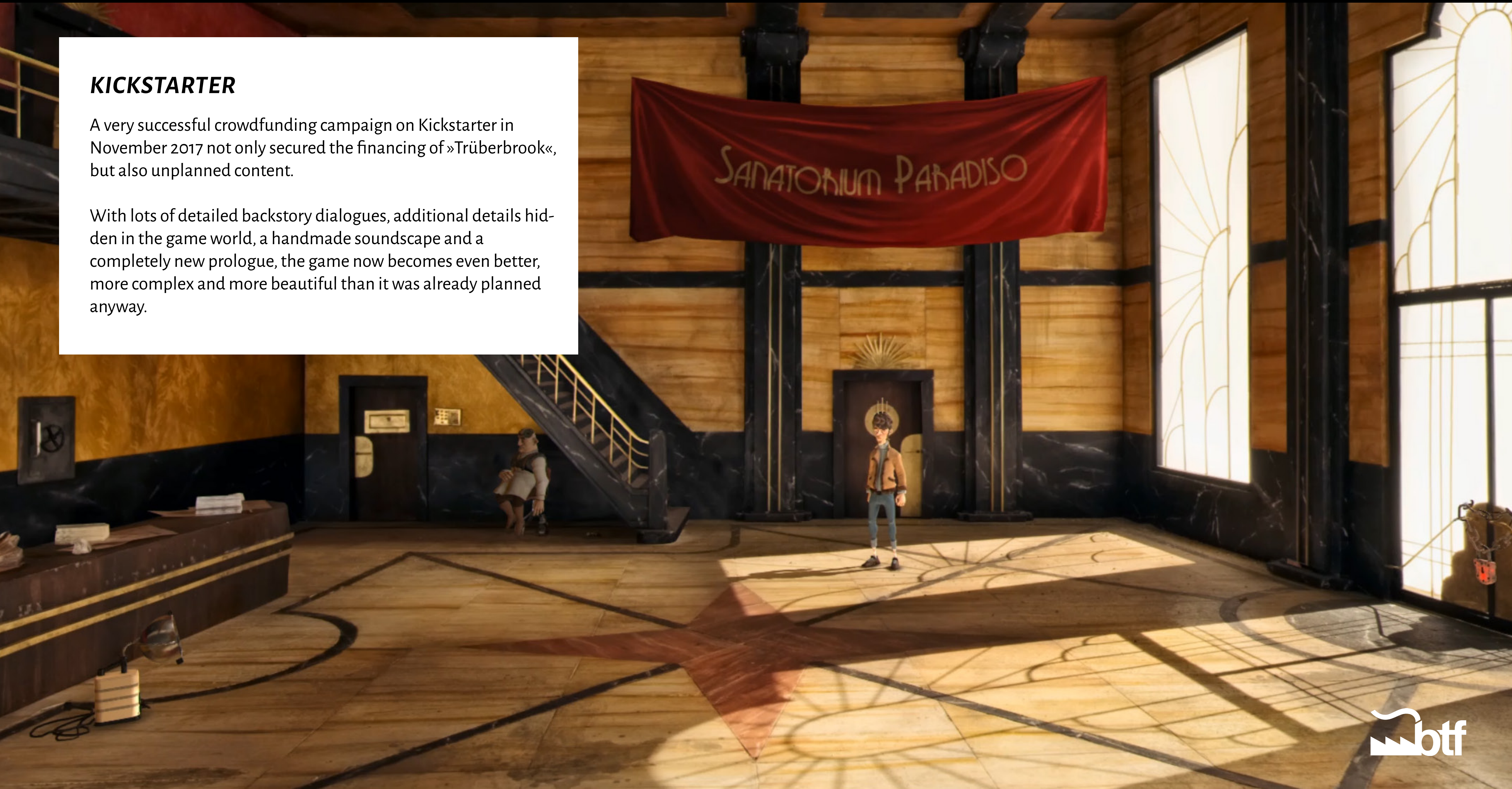
In addition to other great speakers, Justin Beard, Nora Tschirner, Dirk von Lowtzow, Jan Böhmermann and Katjana Gerz will play characters from Trüberbrook.



KICKSTARTER

A very successful crowdfunding campaign on Kickstarter in November 2017 not only secured the financing of »Trüberbrook«, but also unplanned content.

With lots of detailed backstory dialogues, additional details hidden in the game world, a handmade soundscape and a completely new prologue, the game now becomes even better, more complex and more beautiful than it was already planned anyway.



TRÜBERBROOK

FACTS

Developer: btf GmbH

Publisher: Headup Games

Co-Funding: Medienboard Berlin-Brandenburg

Release Date: Q1 2019

Platforms: Windows, Mac, Linux (all DRM free & via Steam), Playstation, Xbox, Switch

Considered Platforms: iOS, Android

Languages: English, German (both including full voice over and subtitles)

Estimated Length: 7–10 hours

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