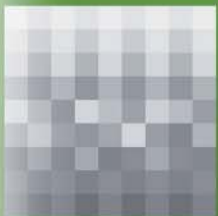


# cupk&ns




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**W**E ARE IN THIS BECAUSE WE ARE DRIVEN TO MAKE A GAME WITH A RICH BACKSTORY. WE WANT CUPKINS TO KEEP YOU ON LONG AFTER YOU'VE ALREADY TURNED IN FOR THE NIGHT. A GAME THAT DOES MORE THAN SIMPLY TAKE YOUR MIND OFF OF THINGS; IT KEEPS YOU SOCIALIZING AND COMPETING WITH FRIENDS, TOO.

**J**OYDROP IS AN INDEPENDANT GAME DEVELOPMENT STUDIO, FOUNDED IN 2012 IN LONDON, ONTARIO, CANADA. IT IS COMPRISED OF AN ELITE GROUP OF VETERAN GAME DEVELOPERS AND SUPPORTED BY A YOUNG AND PASSIONATE TEAM OF LOCAL SOFTWARE MEDIA NERDS. WE ARE PASSIONATE ABOUT STORYTELLING, UNIQUE HEROES, AND ENTERTAINING SOLUTIONS, WHICH WE WISH TO BRING INTO THE LIMELIGHT THROUGH CUPKINS.

**Joydrop**

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# What is Cupkins?

**C**UPKINS ARE RUSSIAN NESTING DOLLS THAT SUDDENLY COME TO LIFE AFTER A METEORITE STREAKS THE SKY, SPRINKLING MAGIC DUST ALL OVER THE AREA.

**P**LAYERS PROGRESS THROUGH THIS CASUAL PUZZLE GAME WITH A FRESH AND NOVEL TWIST ON THE CLASSIC MATCH-3 MECHANIC. THEY'RE FACED WITH STACKING CHALLENGES BASED ON THE TYPE AND SIZE OF THE DOLLS.

**S**TIMULATING AND COMPLEX, CUPKINS' APPROACHABLE FOLKTALE WORLD MAKES IT ACCESSIBLE TO A WIDE AUDIENCE.

**[HTTP://CUPKINSGAME.COM/](http://cupkinsgame.com/)**



# Meet the Cupkins!

THE BAHBAH BOOMSKI'S TOY COMPANY WANTED TO BRING CUTE RUSSIAN DOLL CHARACTERS TO THE WORLD - COMBINING "CUPS" (THAT CAN BE STACKED TOGETHER) WITH CUTE AND JOYFUL RELATABLE CHARACTERS ("KIN"), AND ARE PLAYFUL AND FUN FOR ALL AGES!

NADYA IS THE FIRST DOLL YOU MEET. HER NAME, GIVEN TO HER BY YAKOV, & MEANS HOPE IN RUSSIAN. NADYA IS A PEASANT GIRL BUT HER REBELLIOUS NATURE MAKES HER A TRUE LEADER FOR HER COMMUNITY. SHE EXPLORES THE GAME WORLD WITH YOU, ALL WHILE OUTWITTING FOREST CREATURES AND KEEPING THE MATRYOSHKA SAFE FROM BEING CAPTURED AND SOLD BY BAHBAH YAGA.

PASHA IS THE PEASANT BOY WHO NADYA MEETS IN THE FOREST. PASHA IS A TOTALLY NEW KIND OF CUPKIN AND THE TWO OF THEM WORK TO FIND AND BRING TOGETHER THE REST OF THE CUPKINS!





**Y**AKOV IS THE FAITHFUL HUMAN FRIEND OF THE MATRYOSHKA DOLLS. GOOD-NATURED AND BOYISHLY HANDSOME, YAKOV IS FULL OF CHILDLIKE CURIOSITY. GOOD TO HAVE AROUND IN STICKY SITUATIONS, YAKOV TEACHES NADYA TO NAVIGATE THE ADVENTURES OF BEING ALIVE. HE IS THE CHARACTER THAT THE PLAYERS COULD ACTUALLY HAVE A CRUSH ON!



**P**ISTOV IS YAKOV'S ARROGANT BROTHER. PISTOV IS SLIMY AND COCKY. YOU CAN ALWAYS COUNT ON HIM TO TAKE CREDIT FOR YOUR WORK AND TO MAKE A PROFIT IN ANY SITUATION!



**M**AKSIM LOVES TO WRESTLE, AND HIS MUSCLE STRENGTH COMES IN USEFUL IN THE TOUGHEST SITUATIONS!

**B**AHBAH YAGA IS THE CRONE-LIKE AND MONEY-DRIVEN CEO OF THE BAH-BAH BOOMSKI'S TOY CO., SHE HAS SLEEK BLACK HAIR AND WEARS THE LATEST FROM PRADA. SHE CAN USUALLY BE FOUND IN A NASTY MOOD, SINCE NO AMOUNT OF CASH CAN BUY HER A LESS CROOKED NOSE!



## Game Flow

**C**UPKINS HAS ROOM FOR SOME STRATEGIC PLANNING, LIKE IN CHESS, BUT HAS VERY SIMPLE RULES - STACK THE SMALLEST DOLL INTO THE EMPTY DOLL WITH THE NEXT NUMBER.

**S**TACK, STACK, AND STACK UNTIL THE DOLL WITH THE HIGHEST NUMBER IS FILLED. EACH LEVEL IS NEW, WITH DIFFERENT DESIGNS, GOALS AND DOLLS. THE CUPKINS CAN MOVE IN ANY DIRECTION, EVEN BACKWARDS, TO MEET THESE CHALLENGES. WHEN THE BIGGEST DOLL IS FILLED WITH ALL OF HER SISTERS, SHE WILL HAPPILY JUMP OFF THE BOARD.

**T**RACK YOUR PROGRESS THROUGH THE STORY BY FOLLOWING A PATH AROUND THE CRASH SITE, THE NEWLY ESTABLISHED DOLLS' TOWN AND THE WRECKAGE FROM DOLL CRATES.



# Specials

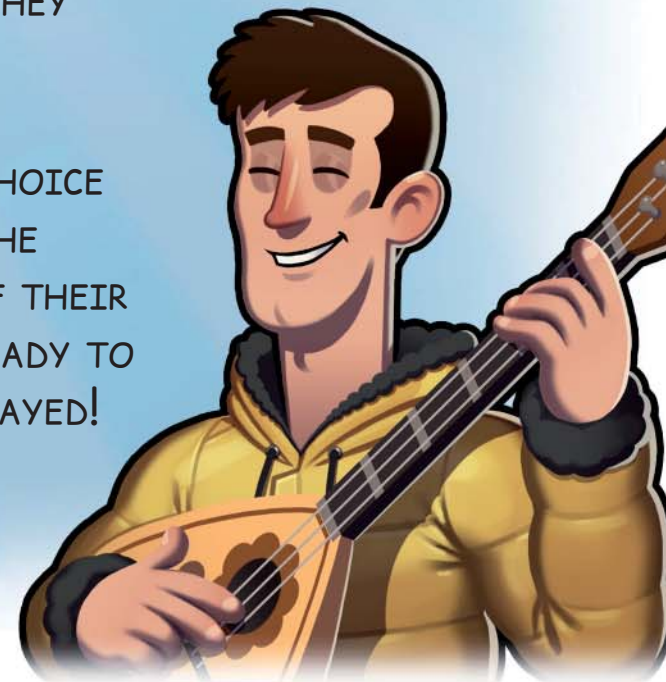
**A**MBER STONES ~ CAN BE FOUND ALL OVER THE FOREST!

**A**MBER DOLLS ~ ARE FROM PRECIOUS AMBER, ANY DOLL WOULD BE HAPPY TO STACK INSIDE!

**D**ANCEMASTER DOLL ~ MAKES ALL THE OTHER DOLLS DANCE! WATCH FOR IT AS IT COMES WITH A BIG ARROW ON ITS BELLY.

**S**TARDUST DOLL ~ IS EVEN MORE SPECIAL. THEY ARE BORN FROM THE METEOR DEBRIS AND COSMIC STARDUST. THEY FILL MANY ROLES AND OFTEN SAVE THE DAY.

**B**ALALAIKA ~ YAKOV'S INSTRUMENT OF CHOICE AND AN EXCELLENT WAY TO CHEER UP THE MATRYOSHKAS! THE CUPKINS LOVE MUSIC OF THEIR HOMETLAND THE MOST. THEY ARE ALWAYS READY TO STACK AND DANCE WHEN A NEW SONG IS PLAYED!





# Dolls' Town

**C**UPKINS OFFERS A UNIQUE EXPERIENCE, COMBINING PURPOSEFUL DECISIONS WITH AN ENRICHING COMMUNITY-BUILDING ASPECT.

**P**ROGRESSING THROUGH THE GAME OFFERS PLAYERS A CHANCE TO COMPETE AGAINST FRIENDS FOR HIGH SCORES AND IN-GAME REWARDS LIKE NEW ITEMS AND BUILDINGS FOR THE DOLLS' TOWN.

**G**AME REWARDS LIKE NEW ITEMS AND BUILDINGS FOR THE DOLLS' TOWN.

**A**LL OF THE TOWN ITEMS USED TO BE TOYS, BUT JUST LIKE NADYA, CAME TO LIFE WITH THE HELP OF THE MAGIC METEORITE DUST. REACHING HIGHER LEVELS WILL UNLOCK NEW DECORATIONS AND ITEMS FOR YOUR TOWN.



# The Team

**C**UPKINS IS MADE UP OF 9 PASSIONATE PROFESSIONALS. THE CONTENT TEAM BIOS ARE DESCRIBED BELOW.

**M**ARK MIKULEC  
EXECUTIVE PRODUCER & TECHNICAL DIRECTOR  
PROGRAMMER & ENTREPRENEUR, MARK HAS BEEN DEVELOPING GAMES SINCE THE MID 90'S. HE IS CURRENTLY FOCUSING ON THE OPERATIONS AND DISTRIBUTION OF CUPKINS.

**T**ED LUDZIK  
NARRATIVE DESIGNER  
ABANDONED AT BIRTH, TED WAS ADOPTED AND RAISED BY A FERAL PACK OF FANTASTIC FOUR COMIC BOOKS AND CLASSIC ARTHUR C. CLARKE NOVELS. HE TRAINED IN THE DEADLY ART OF COMPUTER PROGRAMMING, AND IN THE FAR MORE LUCRATIVE FIELD OF THEATER ACTING.

**E**RIN SIEGEL  
ARTIST  
TORONTO-BASED ARTIST, ERIN IS EXTENSIVELY EDUCATED IN FINE ARTS AND VISUAL DEVELOPMENT. SHE IS RESPONSIBLE FOR PROP AND CONCEPT ART, ASSET PAINTING, STORYBOARDING AND PROMOTIONAL MATERIAL.

