Fairy Tale Jigsaw Puzzle Game Available for PC from Steam and itch.io	
Developer	Stone Baked Games
Website URL	https://www.stonebakedgames.com/
Steam page	
https://store.steampowered.com/app/1380630/The_Adventures_of_Wolf_and_Hood__A_Jigsaw_Tale/	
Itch.io page	
https://stone-baked-games.itch.io/the-adventures-of-wolf-and-hood-a-jigsaw-tale	
Steam price	4.99 USD
	3.99 GBP
	3.99 EUR
itch.io price	5.00 USD (comes with a Steam key)
Platform release Dec 12th 2020 STEAM itch.io	Twitter: https://twitter.com/StoneBakedGames YouTube: https://www.youtube.com/user/stonebakedgames Instagram: https://www.instagram.com/stonebakedgames/

NEWS INFO

The first commercial game release by Stone Baked Games is available now for PC. The Adventures of Wolf and Hood adds unique twist to the traditional jigsaw puzzle game formula by including a fairy tale story. Rather than the series of disconnected stock images common to the genre, Wolf and Hood is more like an interactive picture book, with the pages becoming revealed as the jigsaws are solved. Development has been handled by Stone Baked Games, a one-person indie game studio headed by Tim Waskett with artwork outsourced to Christine Garner, a professional illustrator, and writing by Elena Johnston.

GAME DESCRIPTION

The Adventures of Wolf and Hood is a fairy tale story told through 20 beautiful hand illustrated jigsaw puzzles. Completing each jigsaw gradually reveals a picture book style story following familiar fairy tale characters in a brand-new adventure. Once a puzzle is complete the joins between the pieces melt away to allow the player to zoom in and admire all the details in the scene. Subtle animated elements bring each scene to life, and the whole story can be viewed in Gallery mode as the scenes are unlocked. A range of jigsaw sizes lets the player fine tune the game playing experience to make it as chill or challenging as they like.

HISTORY OF GAME

Tim has been making hobby games for a decade both solo and collaborating with others in the HomeTeam GameDev club, releasing a number of free games through itch.io. Tim and his wife enjoy completing physical jigsaw puzzles so for his first commercial project he thought a jigsaw puzzle game would be ideal. Although many jigsaw puzzles games already exist Tim felt he could add something unique to the genre by adding new elements not usually present, such as a captivating story and subtly animated scenes. The brand-new fairy tale was devised by Tim and his wife before passing over writing duties to Elena Johnston, the girlfriend of Tim's brother-in-law. Because jigsaws rely so much on their artwork professional illustrator Christine Garner was commissioned to turn the story into high quality individual scenes. Additional animated elements were then added on top by Tim to give the jigsaws an extra level of interest.

TEAM & CREDITS

Tim Waskett – Design and programming (sole member and Director of Stone Baked Games)
Christine Garner – Art (external collaborator)
Elena Jonston – Writing (external collaborator)
Alan Zaring – Music for scene 5 (external collaborator, other music licenced from filmmusic.io)
Tim Whitehead – Puzzle completion sound effect (external collaborator)