

Bulb Boy

Adventure, Horror

One gloomy night, Bulb Boy wakes suddenly from a frightening nightmare to discover that evil has overshadowed the Bulbhouse. His family has disappeared and there are horrid monsters lurking in the shadows. Gather the courage and use his glass head to save everything he loves. Find light in yourself!

Bulb Boy is an intuitive 2D point & click horror adventure about a boy with a glowing head (alright, it's a bulb...) inspired by Machinarium and Goblins. Solve puzzles, defeat wicked monsters and reveal bulby's abilities to unfold a twisted tale. Ohhh... And don't forget to save your Grandpa-raffin and Mothdog from the frightening darkness..

- **DEFEAT THE MONSTERS** -Explore the Bulb house, that is full of frightening creatures.
- **BULB'S TALENTS** - Being a boy that is a bulb comes with many talents.
- **PLAYABLE FLASHBACKS** - Play as other family characters. Relive Bulb Boy's childhood memories to uncover the mystery of the story.
- **BUBBLE SPEECH** - No dialogue, just bubble speech.
- **SECRETS**
- **POOP**

My current needs

Investors for future projects.

Platforms

PC, iOS, Android, Xbox, Playstation, Nintendo

Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

Audience

Casual

Game status

Ready for sale

Movies

<https://www.youtube.com/watch?v=fEOI2DMfZb0>

<https://www.youtube.com/watch?v=B6Ev659VLb8>

Website, social media and other links

<http://bulbboygame.com/>

<http://www.facebook.com/bulbboy>

<https://twitter.com/Bulbware>

<https://www.youtube.com/channel/UCY3IJB5QO1qn6cnq4Q60Gyg>

<https://www.kickstarter.com/projects/1216321816/bulb-boy/>

(Last modified on 2017-05-23)

About the developer

Bulbware

Poland

Two man indie studio proudly located in Krakow, Poland. Creators of Bulb Boy.

Awards: Google Indie Masterpiece, PAX West Intel Best Character Design, PAX East Indie Showcase and many others....

**CONTACT ME AND SEE
MY OTHER GAMES**

Discover a lot of other games, for all platforms and at all stages of production, on www.AdoptMyGame.com !