

Don't Make Love

Other, Adventure

How to solve a situation without a solution? *Don't Make Love* is a PC game about a conversation of a praying mantis couple.

Constantly torn between their mutual love and the instinct to have sex with its terrible consequences - the possible death of the male mantis -, they are now on the verge of making a decision. The player will be able to assume the role of either of the two lovers with the goal to keep their relationship in balance. Breaking up, staying together or having sex are all possible outcomes.

My current needs

- Access to main digital retail platforms (Steam, GOG, Humble)
- Localization (only American English)
- PR and Marketing

If you're an investor all of this amounts approximately to 12 000€

Platforms

PC

Regions

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

Audience

Casual

Game status

Alpha/Beta

Movies

<https://www.youtube.com/watch?v=ZKuIMPu42C4>

Website, social media and other links

<http://www.maggese-games.com/game/don-t-make-love#game-title>

<https://www.facebook.com/maggese-games/?fref=ts>

https://twitter.com/maggese_

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About the developer

Maggese

Germany

Maggese is the Italian word for fallow, and it's a field cultivated by developers that love to create narrative meaningful experiences. We are not a company, but people.

Maggese is driven by the will to demonstrate that games can be much more than simple fun. We don't want to make fun games. We want to make games that give you something (an emotion, a sensation or a message), games that can provide high-quality entertainment.

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