

**MURDER MYSTERY MACHINE VIDEO GAME,
DESIGNED BY BLAZING GRIFFIN,
LAUNCHED ON APPLE ARCADE**

**GAMERS TEST THEIR DETECTIVE SKILLS TO BRING
LAW AND JUSTICE INTO PLAY**

- **Players find themselves at the heart of a city-spanning mystery, untangling a web of crimes that spans the city’s dark underbelly all the way to the corridors of political power**
- **Available on Apple Arcade from 19th September 2019**
- **Developed by Blazing Griffin, the company behind the game Murderous Pursuits and the film Anna and the Apocalypse**
- **Watch the gameplay teaser [here](#)**

Glasgow, 19 September, 2019: Murder Mystery Machine, a new and innovative video game produced by Blazing Griffin, a BAFTA-winning Glasgow based digital entertainment company, is launched today on Apple Arcade.

A new kind of detective game, Murder Mystery Machine is a compelling episodic interactive mystery game that crosses unique puzzle-solving and deduction gameplay with a narrative that questions the very nature of justice.

Join Detective Cassandra ‘CC’ Clarke and partner Nathaniel ‘Nate’ Houston, as they travel to late night jazz bars, retro arcades and seedy motels to investigate what looks like a simple murder but soon turns into a complex, interconnected series of crimes that’s anything but an open-and-shut case. As the player you must take on the mindset of a detective as you investigate intricately crafted crime scenes to find evidence, interrogate suspects and create links between it all to deduce the story behind the crime.

Blazing Griffin tells engaging stories across a wide range of media forms, including games, TV and film and post production. Blazing Griffin Games is a developer and publisher whose titles include: Murderous Pursuits, Distant Star: Revenant Fleet and The Ship: Murder Party.

Naysun Alae-Carew, Managing Director, Blazing Griffin, explains - *“We’re huge fans of the detective genre across Film, TV and books and wanted to recreate that core detective experience without compromising story or player agency. For us that core experience is deduction. The challenge in each of our mysteries is not merely finding the evidence, but piecing it all together, connecting the dots and deducing the story of the crime, just as a true detective would.*

“We’re really excited to be a launch title for Apple Arcade and love that Apple has made a space for creative games that spans platforms. We believe players should be able to choose how they want to play our game – a quick mystery during their commute, an evening at home playing on their TV, and everything in between. Coming from Film and TV we know how viewing habits and devices have changed and Murder Mystery Machine has been designed with these changes in mind.”

The Murder Mystery Machine (MMM) story is written by TV writers to present a TV series style approach. Cases are broken down into episodes that combine self-contained and interconnected plotlines, unfolding the mystery in stages whilst inciting the player to move on to the next case. MMM combines quality narrative with player agency, through a compelling mystery story which asks gamers to think like a detective.

Murder Mystery Machine is only available on [Apple Arcade](#). For more detail visit: [Murder Mystery Machine](#) and [Apple Arcade](#)



Notes to editor:

Blazing Griffin a BAFTA-winning Glasgow-based digital entertainment company, specialising in telling stories across a wide range of platforms and mediums with a specific focus on the development and production of video game development, film and TV and post production services. Blazing Griffin's creative award-winning team has worked on:

- the development and publishing of video games such as Murderous Pursuits, The Ship: Murder Party and Distant Star: Revenant Fleet.
- the end-to-end development and production of Saturn Award nominated feature film Anna and The Apocalypse (Orion/MGM);
- Post production on the TV drama series Shetland (ITV Studios/BBC), The Cry (Synchronicity Films/BBC), the newly Netflix-acquired series 'The A List' (Kindle/Lionsgate) and editorial services on 'Outlander' (Starz/Sony TV) as well as strong factual output including episodes of specialist documentaries Dispatches (C4), Imagine (BBC) and Murder Case (BBC).

The Pictures team has recently wrapped up shooting a digital drama pilot for BBC Scotland and is gearing up to shoot two feature films over the next year. Post Production is providing services on the new BBC drama 'Guilt' from their state-of-the-art 4K HDR post production facility in Glasgow's digital media quarter - the first of its kind in Scotland.

Media content

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