The Curse of a Gamer

Slender man's shadow is an epic horror game series. It is based on the indie game "Slender". Created by Marc Steene, who is only 18 years old! He took some time out to chat with **Bahrain Confidential**'s Bayan Rashad about his game and the secrets behind his incredible development of such a game.

What was the first game you have ever developed?

Marc: My first game involved navigating a maze while avoiding a Minotaur-like creature that hunts you down. It was extremely basic and had very poor graphics, so was only played by my close family.

How old were you when you started developing games?

Marc: I have always had an interest in how video games were developed. At the age of 11, I started researching on how I could create them myself. This led me to a simple point-and-click 3D game engine called "The 3D Gamemaker".

How long have you been interested in gaming?

Marc: I've been playing games since the age of 3, starting out with the Nintendo 64 with classics. After that came the PlayStation, PS2, Xbox, and now I currently own a PS3 and Xbox 360, as well as an Alienware m17x R3 laptop for gaming and game design.

What is the story behind your game?

Marc: My latest game, The Curse of Blackwater, tells the story of David Jason, a paranormal investigator who is writing a book about his experiences while visiting supposedly haunted locations. His final location, Blackwater Maternity Hospital, is where the events of the game take place. However, he is oblivious to the horrors awaiting him there.

Who helped you in developing the game?

Marc: I do all the programming (in C#), story writing, sound design, and self-fund any external assets used in the game. I also have a level designer, Wray Burgess, who is 17 and based in Florida. We communicate via Skype.

Tell us more about your game.

Marc: It is a survival horror game, where the player is left defenceless and alone without weapons - think Amnesia crossed with Slender. It has multiple levels set in different locations, with a variety of beings who attempt to stop you from completing your mission. We've been told it's scary!

How did you come up with the name for your game?

Marc: I opened up Google Maps and took a quick look around the UK for interesting place names, and eventually decided on Blackwater. From there, the Curse of Blackwater seemed like an obvious choice.

How many hits have you had for the game?

Marc: For our original free set of games, we achieved over 5 million downloads, and have over 4 million hits on our website (http://www.slendermansshadow.com). The Curse of Blackwater is slowly gaining momentum as more people find out about the game,

Where can you purchase/download the game?

Marc: The game is available for purchase at http://www.curseofblackwater.com for USD6.99 (approx. BD2.6), on the PC, Mac, and Linux platforms.

Are there any cheats/hints in the game?

Marc: No cheats, however if you play stealthily and be quiet, you'll be safe (hopefully)! ■

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