

# Quotes & Pitch Blocks

*Reusable quotes for press releases, Steam news and social posts.*

## Studio quotes

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- **Andreas Hanuja, Founder & Lead Developer:** "More than 5,000 hours of work have gone into this passion project. We are proud to finally share The Clubies with the world."
- **Marc Ruble, Developer & Switch porting:** "The cross-platform community features in particular — leaderboards and the level editor — were a serious piece of work. To us, those features are exactly what makes this game special, and a lot of friends have already become part of the community because of them."
- **Dennis Gudea, 3D Artist:** "We learned an enormous amount on this project, and we still took the time to build everything to a level we're truly happy with. I hope the result speaks for itself."

## Audience-specific pitches

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- **Family press:** "Cute cubes, simple controls, couch co-op up to 4 — perfect for family game nights."
- **Speedrunner press:** "Physics-based movement and online leaderboards turn every level into a race."
- **Editor / UGC press:** "A level editor with a like/dislike system — the community keeps building the game alongside us."
- **Steam Deck press:** "Fully controller-optimized, fully Steam-Deck compatible."
- **Switch press:** "Up to four-player split-screen co-op — built for the couch, ready for the road."

## Tagline variants

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- Clone. Stack. Party.
- Cute cubes, mean hazards, one dancefloor.
- Build the level. Share it. Dance on it.