

Game Summary: Voice Acting

'Matchmaker: Dungeon Heart' (MMDH) is a narrative driven dating simulator game (similar to Monster Prom) that includes a match-3 gameplay mechanic (think games like Candy Crush or Bejeweled), in which the player befriends, dates, and trains with fantasy monsters, in order to repel the fanatic 'Forces of Light'.

These fantasy monsters are currently the characters that will be auditioned out for voice acting roles, as a voice actor your role is to give proper expression to introductory 'daily conversation' and 'date' lines, provide emotive generic sounds such as 'upset', 'happy', 'confident', provide vocal yells and battle lines for during the match-3 section of the game which acts as our 'combat' mechanic, and provide some additional promotional lines.

While many games in this genre are overtly misogynistic MMDH is focused on subverting these harmful tropes and aims to carve out a space for LGBTIQ+ identities, body-diverse individuals, and people of colour, without encouraging the stereotypes usually associated with these identities.

Disclaimer: 'Matchmaker: Dungeon Heart' is a sex-positive dating simulator game, you may be asked to voice sexually provocative lines, deliver innuendo, and flirtatious voice acting. However, no explicit sexual content will be included in the game, either vocally or in the visual portrayal of characters.

Please feel free to reach out to me at (Dylan@Dylanimeneo.com) with any questions about the game that are not covered either here or in the voice acting casting calls documents.

Our WIP website (www.ghostmoth.com.au) can also offer some basic background story as well as art from the game.