

IGOR's CASTLE WAR



Game Overview

INTRODUCTION

Igor's Castle War is a turn-based, asynchronous castle creation and destruction strategy game. Players take turns building additions to their castles which provide defense, increase offense, or accrue resources. Players then compete in a game of skill to destroy their opponent's castle and dethrone their king. Victory is achieved by successfully killing the opponent's king in this 3D take on Angry Birds meets Minecraft.

GENRE

Turn-based artillery/strategy, physics, social multiplayer

STORY

Igor has worked hard to fill his coffers and escape from Alcazar. Now, his land is under siege from the kings he defied along the way. He must build his defenses and knock them from their seats of power to find prosperity in his kingdom and keep his people safe.



Gameplay Modes

Story Mode: The player will choose one of their saved castle builds for each level. Some levels will consist of defending the castle from the oncoming horde of enemies, while others will pit the player against a computer controlled castle. Each castle level will introduce new blocks, soldiers, and ammo types. To acquire the use of these, the player must complete the level.

Battle Mode: The player will compete with their friend or match-made opponent to be the first to dethrone their opponent's king. Using castles which the player has built and saved, or a pre-built castle, players will fire a variety of attacks at the other player's castle. Points may be gained for destroying more pieces of the castle (Angry Birds style), and units may be sent to knock down the enemy's door. Players will be able to show off their unique castle skins as well as their building prowess. Players have the option to set the parameters of their match, including turning off various items and setting time or score limits similar to Super Smash Bros.

Game Summary



The first player to destroy the opposing player's king is the victor.

TWO PHASES:

Build Phase

Attack Phase

KEY FEATURES:

- Asynchronous turn-based multiplayer
- Customizable castle layouts unique to you strategy
- Intuitive catapult mechanic
- Upgradable projectiles and walls

Factions

- Brooza 
- Halicon 
- Alturis 
- Fentalm 
- Meniban 
- Telarus 
- Cicada 



Build Phase

Build Castle walls to defend kings (**DEFENSE**)

Build Crossbows to attack the enemy (**OFFENSE**)

Build Soldiers to obtain gold (**CURRENCY**)

Players may save castle configurations

(The most recently used castle configuration will be displayed on the Main Screen of the game.)



Build Units



Wooden Walls



Stone Walls



Soldiers



Catapult



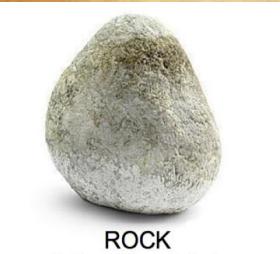
Decorative Items

Attack Phase

Each giant crossbow fires once per Turn
Players control aim, power, and pitch
Random weather has an effect on projectiles



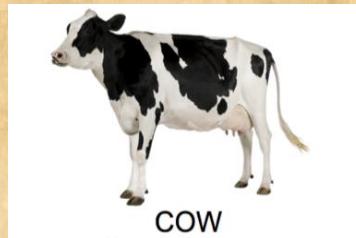
Projectiles



ROCK



Ball of Fire



COW



Powder Keg

Nothing smashes
quite like it

Toast wooden walls
and enemies

Leave them a stinker.
Moooooo.....

Sssssssssssss – BOOM!



Monetization

PLAYERS CAN EARN CURRENCY:

- Purchase
- Winning Matches
- Returning Daily

SINGLE PURCHASE:

- New Block/Ammo Types
- New Castle Skins (Princess Castle, Halloween Castle, Futuristic Castle, etc.)
- Additional 'Saved Castle' Slots
- Pre-built Castles (Lego Set Style)
- Unit Skins (King, Soldiers)
- Additional Castle Building Real Estate

RECURRING CURRENCY SINKS:

- Skipping Appointment Mechanics
- Upgrading Units/Blocks/Buildings
- Additional Turn Time
- King/Castle Revives in Single Player
- Extra Daily Chance Games
- Repairing Saved Castles
- Purchasing Special Ammo