

BULLION

THE CURSE OF THE CUT-THROAT CATTLE

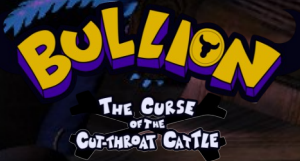


Leda
Entertainment



www.bulliongame.com

Ahoy there, matey!



Bullion – The Curse of the Cut-Throat Cattle is a frantic local multiplayer brawler.

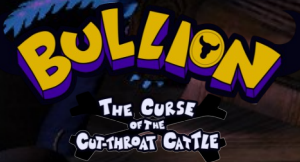
Blending **competitive and co-operative gameplay**, Bullion features a crew of pirate cows and bulls each desperately trying to be the one to survive the curse.

Loaded with humour and immediately engaging, Bullion is **aimed at families and groups of friends** who enjoy playing socially, and recreates the **feeling of friendly rivalry** of classic N64 era games.

Having received consistent praise at gaming expos, we are looking for **assistance with marketing and PR** in order to maximise engagement with our target audience.



Key shipmates



From the salty veterans from the 16-bit era to the up-and-coming creatives hungry for their first title, the crew behind Bullion all believe that games should be as enjoyable to make as they are to play!

The Old Dogs...

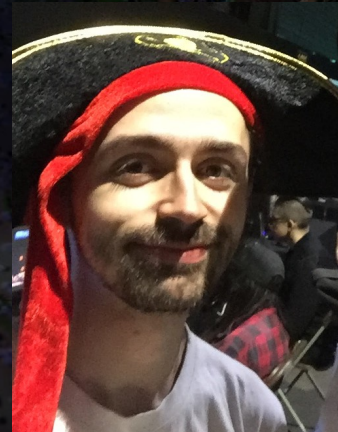
... and the Young Guns



Ben Pritchard
Principal designer &
gameplay coder,
chief post-it note wrangler



Paul Harman
Coder & AI technical lead,
BAHA-wearing cyborg

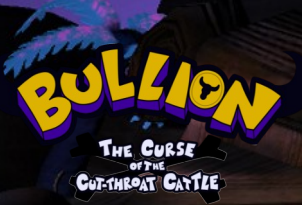


Matthew Istead
Conceptual lead, 3D
artist/ animator, walking
encyclopedia of cartoons



Paul James
Environmental & visual
effects lead, human
lightning rod

Why we be making Bullion

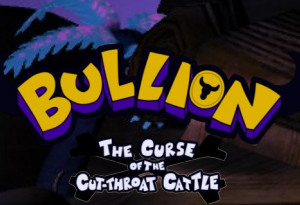


At Leda Entertainment, we believe that games should be about bringing people together, and playing socially can create a shared feel-good factor that online or single-player games cannot replicate – all the more important in the wake of the recent pandemic!

Our objective is to create a game that evokes that feeling of friendly competitiveness and keeps groups of players coming back as they try to outdo each other: Bullion aims to achieve this through its highly recognisable characters, adaptive gameplay that is fast-paced yet easy to get into and “groaner” humour.



What you'll find inside Bullion



Captain Long John Silverside and his unwilling crew have landed on the forbidden Islands of Ser-Lloyn and incurred the wrath of the heathen gods! Cursed so that only the one bringing the greatest offering of treasure may live, will any of them survive?

- **Blended PvP/co-op gameplay:** it's every bovine for themselves – but for anyone to win, one player must be kept alive at all times!
- **Three modes of play:** grab loot against the clock in Avarice mode, face fearsome bosses in Defiance mode, or take on multiple islands in Voyage mode's cup-style game.
- **Adaptive gameplay:** AI players adjust their playing style over multiple games based on human players' play style.
- **New skins, characters and other secrets** to be discovered and unlocked!
- **New and old rivalries (a.k.a. "fun"):** rediscover that "blue shelled" feeling as you and your mates stab each other in the back!



What playing looks like

This video show a round of gameplay in the “Avarice” (timed) game mode, played in the Salty Swamp playing field with two human-controlled player characters (marked “P1” and “P3”) – the other player characters being controlled by AI.



Distinct hazards and enemies give each field a “threat level”: Salty Swamp, has a relatively low threat level. Higher threat-level fields feature live volcanos and floods of lava, or are set under water and players must find air to breathe as well as treasure!

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Play Bullion for yerself!

A playable demo for Bullion is available on Steam or Itch.io, featuring a cut-down selection of playable characters and stages. Conscript a crew of colleagues, grab a controller each (we'd recommend pizza and rum as well!), and set sail for the Islands of Ser-Lloyn yourself!

Download the Bullion PC Demo!

Bullion can also be found on the web (www.bulliongame.com) and social media:



Youtube



Twitter



Facebook



Instagram



Discord

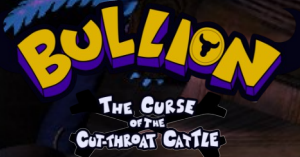


Dev. Blog



*Disclaimer: Leda Entertainment will not be held responsible for any loss of friendships, broken relationships or any other inter-personal disputes arising either directly or indirectly from playing Bullion!

Timeline for Bullion's voyage



Feature coding
complete by mid-
July 2023

Beta build on target
platforms by mid-
August 2023

All content & assets
integrated by end
September 2023

Polish & fine tuning
complete by end
December 2023



Launch:
Q1 2024

What help we be seeking

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Leda Entertainment is entirely self-financed and a part-time studio; the team working on Bullion has grown organically over the course of the project as creative professionals have seen the game's potential and joined up, bringing their skills and expertise to help us make Bullion what it is currently.

In much the same way, we are now looking to **partner with experts in PR and promotion** to generate content, run publicity campaigns and create awareness of Bullion in order to maximise engagement with its target audience upon launch.



Our thanks to ye...

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If you have any questions, or to set up a call, please email info@ledaentertainment.com

