



Razer Game Design Document

Market Position

OBJECTIVE

Ninja Theory brings the best of 3rd person action to an evolving MMO experience

The Game

Synopsis

You are one of a million Razers, elite soldiers sent back to Earth to fight a guerrilla war against the Beast. This is a hybrid hack-and-slash / shooter action game focused squarely on squad based cooperative play with the social interface features of an MMO.

Genre

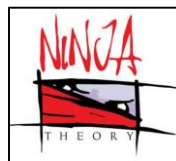
- Intense 4-player squad based missions (max # of squads for a mission TBD)
- Millions of players cooperatively taking on thousands of mission to turn the tide of war over the course of years.
- Strong RPG style upgrade and community system also accessible on touch screen devices.

Platforms

- Next-gen consoles & PC
- Touchscreen support for RPG metagame and in-mission support
- 5+ year Games-As-A-Service digital expansion

Ninja Theory

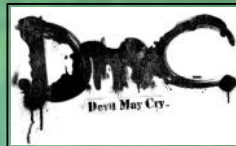
Ninja Theory has a track record in AAA action adventure gaming with a deep focus on melee (DmC) but has been exploring new projects since then. We have new experience on mobile F2P gaming. We are actively prototyping multiplayer melee and have created a CG movie short with next-generation in engine visuals. Razer combines all of these exciting new threads into a cohesive AAA next-generation game experience.



RAZER
BORN TO FIGHT

3rd Person Squad-Based Action MMO

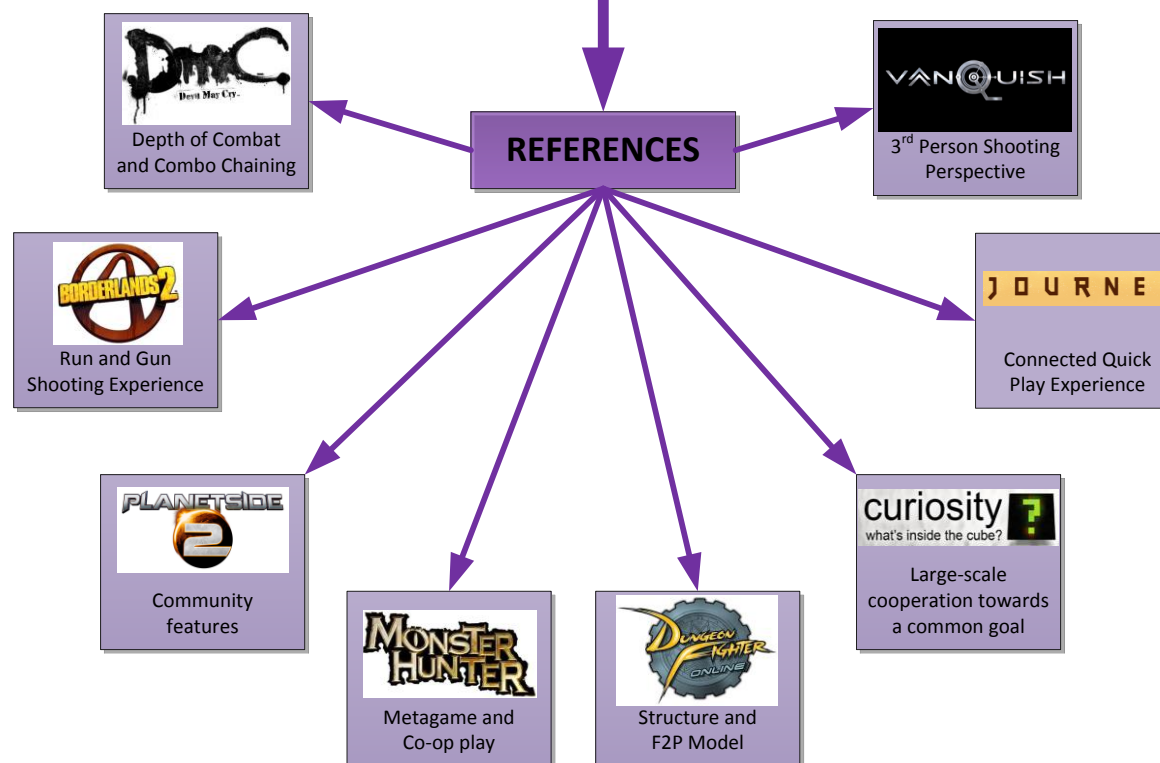
the
Frenetic
Melee Combat
of



the
Action
Gunplay
of



REFERENCES



Target Market

Primary: Action/Sci-fi Blockbuster gamers

- Core gamers who are fans of Action/Sci-fi games.
- Medium male bias, aged 16-40.
- Will buy "must have" titles.
- Need for instant action and gratification.
- Eagerness to delve into worlds and stories.
- Regular online players.

Secondary: Hardcore Online players

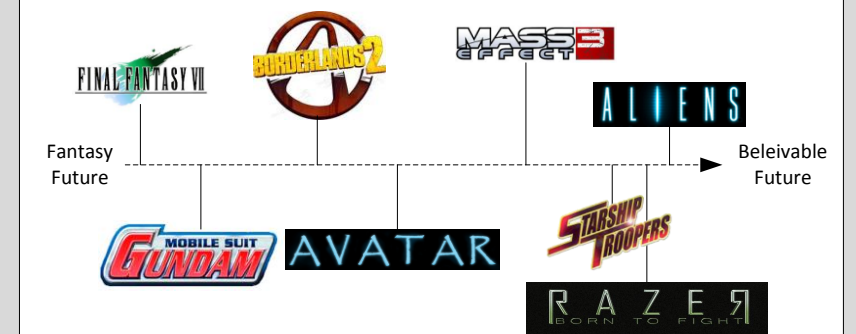
- Hardcore gamers who are fans of deep mechanics and limitless customization.
- Heavy male bias, aged 16-40.
- Will buy games that promise deep exploration and the chance of earning elite online status.

Positioning

META GAME POSITIONING



ART STYLE POSITIONING



LONGEVITY POSITIONING



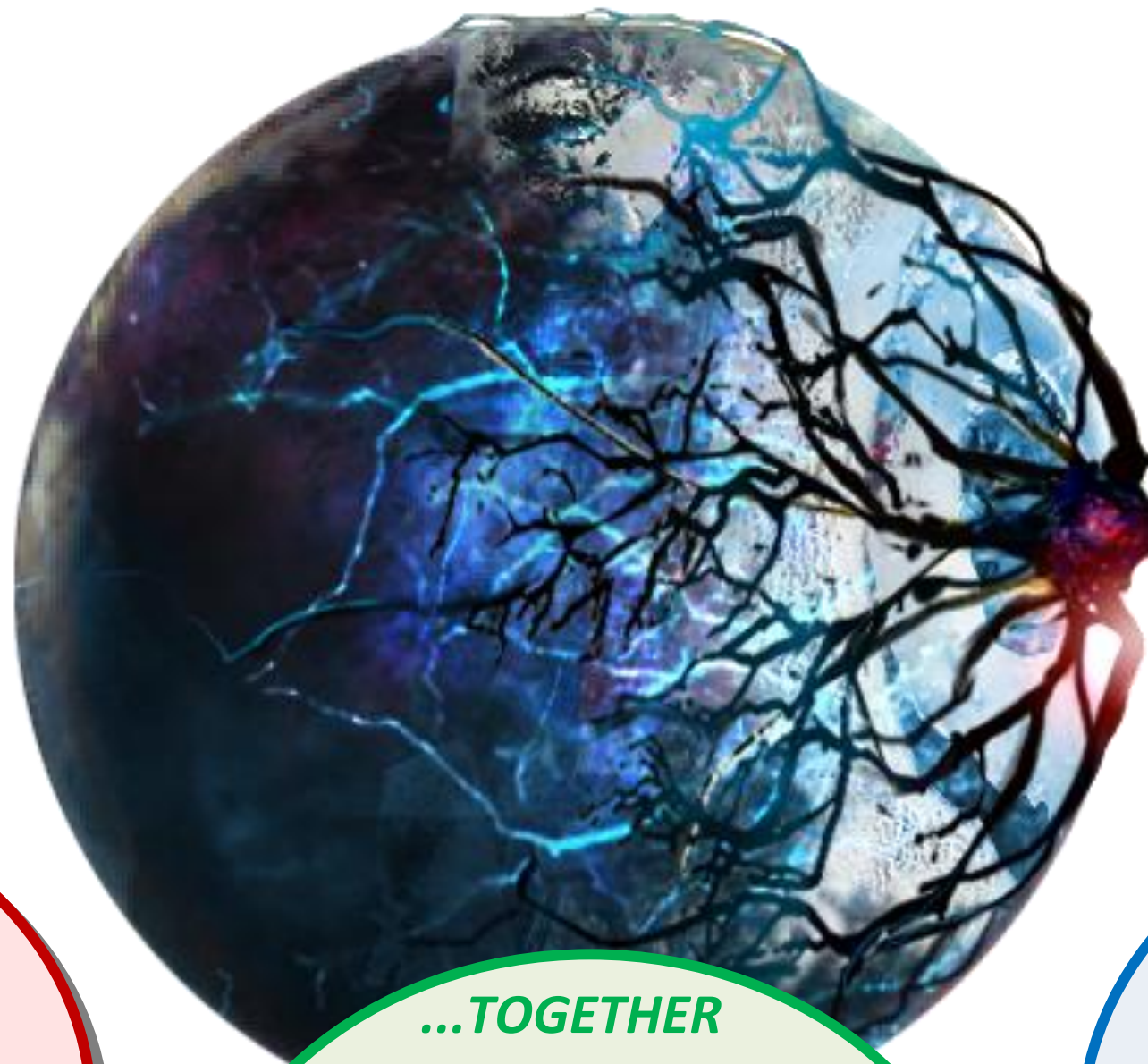
Game Vision

HOW DO YOU KILL A BEAST THE SIZE OF A PLANET?

How do you kill a creature big enough to have swallowed our world, adapting to everything humanity has ever thrown at it?

It will take **millions of players** using every ounce of skill on the battlefield, coordinating strikes where it hurts, sharing resources, intelligence and strategy.

This is 3rd person action on a Massively Multiplayer Online scale. Killing the beast is **the world's biggest boss fight**.



Backstory

In 1936, Earth's first radio broadcast was transmitted into space. It was heard 12 light years away in star system Tau Ceti. In 2028, Earth is attacked by a highly adaptable organic alien being, "the Beast". It grows exponentially, absorbing Earth's fauna and resources and spawns an army of alien creatures adapted to our climate and weapons. We fight back but it's too little, too late. "The Beast" will envelop the planet in a matter of years.

The United Freedom Project is launched. A fleet of spacecraft is launched into space holding thousands of our best and brightest brains. On board is all of our knowledge, genetic data, and millions of human eggs donated from every nation around the world. The goal is to find a way to fight the Beast and take back our planet.

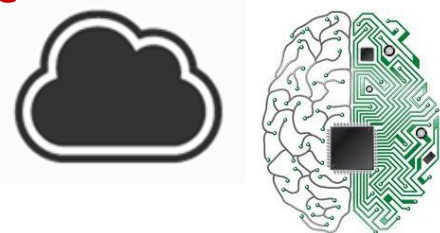
After 60 years of study, R&D and planning, The United Freedom Project becomes the United Freedom Force (UFF). An army of soldiers are seeded in artificial wombs and trained to embark on hi-tech guerrilla warfare, the Razers. You are a Razer, born to fight, to take back your home by killing the mighty Beast.

KILLING THE BEAST...

The Beast is biological in nature, having nerves, organs, brains, glands and cells that span the planet representing **millions of missions**.

It is a **persistent** living AI organism that **lives in the cloud** constantly growing, mutating and **adapting to the Razer's strategies**.

**A Persistent
Beast in the
Cloud**



...TOGETHER AS ONE...

Up to 200 Razers can form **Companies** to tackle coordinated **multi-mission strikes** against the Beast's organisms.

Victories, outstanding achievements, rich statistics, war stories and video streams are **shared with the Razer community** through the cloud and its social features.

Keep track of the war, and your progress through it offline on **touchscreen devices**

**Community,
Cooperation
& Tactics**



...INCH BY INCH!

Guerrilla warfare employing a distributed army of self-sufficient **four-man squads** is the strategy employed by the UFF.

Short in-and-out strike missions with a constantly changing mix of hi-tech **melee and ranged weapons** will keep the Razers ahead of the Beast's adaptability.

While the beast is persistent on the cloud, the gameplay maps are **client-based mile-square terrains**.

**Squad-based
3rd Person Action**

