

DEAD MAN'S SWITCH

DIRECTOR'S CUT

Setting

Seattle, 2054. Return to Seattle to find the killer of Sam Watts. The same old story, updated for a new engine, expanded for a new experience.

Gameplay

Isometric gameplay, using updated character models, advanced animations and prop libraries. Redesigned matrix. Astral gameplay.

Hook

Remember the “More Seattle” option on the backer rewards?

What if you could include everything that you originally envisioned, continue making money off of your IP, and not have to lift a finger to do it? What would you have added if you had another month of production time back then? Would you have been able to add the iconic Ork Underground, Green Lucifer and the Ancients, the Tir Prince political struggles, Hatchetman, Dodger, and not just them; but Kham, Ghost Who Walks Inside, Dirk Montgomery, and everyone else who could have made an appearance if you had more time in production to add them.

Dodger, who ‘talks like Dickens’ never has a written line of dialogue; and Green Lucifer was cut almost completely from the game.

Description

Our wishlist includes adapting the storyline to add a plethora of options. Adapting and expanding the characters and conversations for more options and flavor. We want to add more side missions, both those hinted at: Coyote’s Crusade, Paco’s Favor, Sam’s run against MCT, Kubota’s Powerplant run; and those unimagined at the time. When you’re hot, you’re hot and everyone wants you. Can you stop earning wealth and fame long enough to avenge Sam? To save the world? Multiple complex run arcs will allow

replayability, especially when runners have to make a choice between Run A and Run B, without knowing the details of either run first.

Advances

The editor, UI, and inventory management system have come a long way. We use cut scenes, tell the story in snippets, allow us to see some of the story inside the game, the kind of secrets that only the owners of the anthology got to glimpse; and only the authors ever knew for sure.

Details

We can produce a rough draft in three months, with milestones for development to release concurrent to the HK mini campaign or even shortly thereafter. The rough draft will be a proof of concept, a recreation of the original DMS storyline in the HK editor.