

METROPLEX ZERO

Pitch Deck



Enigma Dragons

9/18/2021 Revision



METROPLEX ZERO

A single-player **Party-Centric Roguelike**
Card Battler set in a **Dystopian Cyberpunk**
world.

1	1		1	1	1
Thrust V	Void Touch	Energize V	Strip Defens	Impale V	Grenade
Combo	Affliction	Lockdown	Penetration	Combo	Ordnance
Deal 11	Deal 5 for 3	Gain 3	Gives +2 Armor Resistance	Deal 6	Deal 8

End Turn >

play cards

What is Metroplex Zero?

Players of Metroplex Zero will:

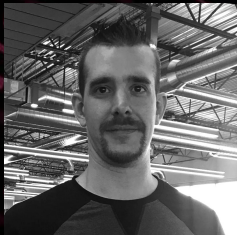
- **Assemble** their own squad from a pool of heroes
- **Fight** challenging enemies to gain new card skills and gear
- **Customize** their hero decks with a variety of cards
- **Equip** powerful game-changing augments to their heroes
- **Level Up** their heroes with interesting strategic bonuses
- **Collect** and experience 330+ unique cards and gear
- **Die** and find ways to evolve their strategies as they try again



What makes Metroplex Zero unique?

- Metroplex Zero is a card battler focused on your **squad composition** and deeply emphasizes **teamwork and team combos/synergies**. Most similar games are centered around a single hero, or minion-centric combat instead.
- Metroplex Zero is set in a rich **Objectivist Dystopian World** with **science fiction powers, body modifications, moral quandaries, and cutting-edge technologies**. Nearly all other card battlers are set in a Fantasy or Dark Fantasy setting.
- Metroplex Zero has significantly **greater strategic depth** than other Card Battlers, and is developed by veteran competitive card players, with high competitive tournament and ladder rankings, in both physical card games and digital card games.
- Metroplex Zero enables greater player freedom, allowing players to **customize their decks at will**, instead of having cards forced into their deck as they progress. This gives players deeper strategic freedom, and makes them masters of their own fate, instead of gamblers hoping to mitigate the gods of RNG.

Who is making Metroplex Zero?



Silas Reinagel - Co-Founder

Lead Designer / Programmer

Noah Reinagel - Co-Founder

Designer / Programmer



Jean-Alexander Nevskiy

Sound Designer

(CD Projekt Red)



Enigma Dragons

Notable Achievements:

2017 - **Top 1% Humor** - LDJam

2018 - **1st Place Gameplay** - MG Jam

2020 - **1st Place Audio** - GGJ Phoenix

2021 - **Top 6% Overall** - LDJam

Team Has Successfully
Delivered **18 Games**

Our 2020 Cyberpunk Puzzle Game
BitVault has **highly favorable player
reviews and ratings**

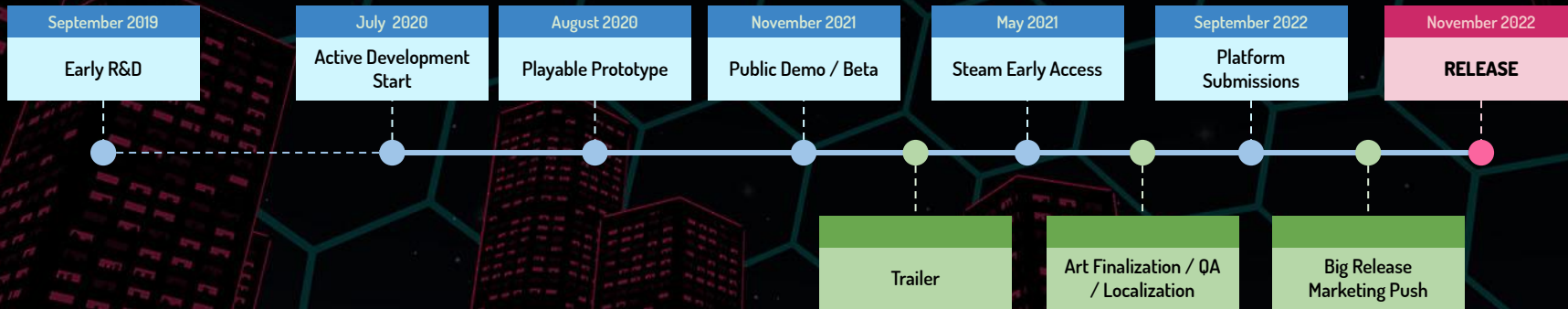


Our Creative
Partners





Project Timeline



Why We Need a Publisher

Marketing Expertise

Advertising

Funding

Localization

Experience & Advice



Budget

Total Projected Cost: \$95000

Investment Required: \$65000

Art: \$27000

Marketing/Advertising: \$20000

Development: \$10000

Localization: \$5000

QA: \$3000

Budget Allocation

QA

4.6%

Localization

7.7%

Development

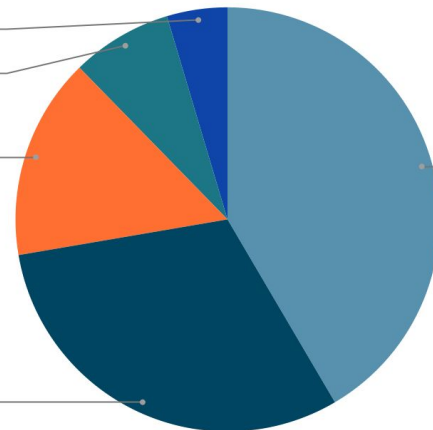
15.4%

Marketing / Advertising

30.8%

Art

41.5%





Key Information

Genre: Strategy, Indie

Release Date: November 2022

Developer: Enigma Dragons

No. of Players: 1

Audience: Card Players AND Deep Strategy Fans

Platforms: PC, Mac

[Ask Us for Steam Keys to Current Game Build](#)

Market Analysis

Single-Player | Indie | Strategy | Card Battler



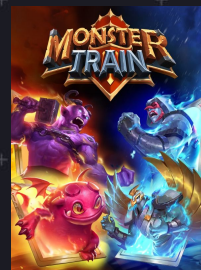
Deep Sky Derelicts (2018)
Sales: 74K
Revenue: ~520K

Slay The Spire (2019)
Sales: 3.1 Million
Revenue: ~\$40 Million



SteamWorld Quest (2019)
Sales: 194K
Revenue: ~450K

Monster Train (2020)
Sales: 369K
Revenue: ~\$5.9 Million



Across The Obelisk (2021)
Sales: 21K
Revenue: ~240K

Market Cap: ~\$55 Million

Estimated Revenue Tiers

- Flop: \$50K
- Success: \$300K
- Hit: \$2+ Million

Summary



The single-player Card Battler market on PC is a *strong niche* with millions of players who are looking for the *next big thing*.

Enigma Dragons is the perfect team to deliver a card game with strategic depth, due to their years of competitive card gaming experience and game development expertise.

Metroplex Zero will provide the *genre innovation* that the players are *craving*.



Enigma Dragons

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@EnigmaDragonsGS



What is Metroplex Zero?

- Metroplex Zero is a **Party-Centric Card Battle RPG** set in a **Dystopian Cyberpunk** world.
- Metroplex Zero is created by **Enigma Dragons**, designers of BitVault, Delivery Time, Deep Cover, The Interview and other games. We've been delivering games since **2017**
- To make **Metroplex Zero**, we need **\$60K** to bring **Metroplex Zero** to its full potential
- We currently have XXX wishlists on our Steam page, and XXX likes on social media

