

Pay For The Win!

A pay to win parody game

EA CEO John Riccitiello statement:

“You are 6 horses in playing Battlefield and you run out of ammo in your clip. And we ask you for a dollar to reload, you really not price sensitive at the time.”

The Theme

The game is a Multiplayer shooter with a Comedic parody on the Gambling industry and game industry trend of microtransactions and trying to make players buy worthless stuff.

The idea for the game is gamblers playing in a gambling tournament to get rich or go broke. The thing is there is no poker or black jack. Instead they are fighting each other with game culture and gambling themed guns to win money and buy cosmetics for their avatars if they win.

The Gameplay

It's a Multiplayer Arena shooter where your goal is to defeat your opponents by shooting guns that fire Gambling/Game themed stuff at them.

Examples of guns:

The Penny Gun

A Tommy gun that shoots Pennies.

Power up: Bigger Magazine.

Jackpot

A Shotgun that looks like it was made from a slot machine.

Power up: Rapid fire with a wide “bullet” spread.

Streamer Fuel Blaster.

A (t-shirt) launcher that fires cans of energy drinks that explode in a tiny area.

Power up: Get out a Soda bottle, throw a mentor in it and load it. Next shot gets a longer range with a bigger extortion. It will explode in the gun if it's there too long.

Main Resource of the Game.

The only resource of the game for everything is Money.

- Money as Health.
- Money for Ammo
- Money for Upgrades.
- Money for Buying cosmetics.
- No, I'm not kidding.

How the Money system will work.

At the start of a game players will be given a set amount of money and they will be given the opportunity to upgrade their starting stats.

Once in game Money will act as their Health and Ammo.

Every time they reload they lose money and every time they take damage they also lose money. Players will also lose money every time they power up their guns.

So how do they get more money? Knockout your opponents and the money they have spent on this match will spawn around the map for anyone to pick up.

Once all the Players are defeated the last player gets all the money.

However, losing isn't a big loss for the players since they get "Daily" rewards for everything they do, including losing.

In the end there is only one winner.

After all, the house always wins.