



Character | Controls | Camera

CHARACTER :

Be a Death God trainee :

- Learn to build and manage your city
- Increase the Dead City's festivity
- Launch a huge parade !



CONTROLS :

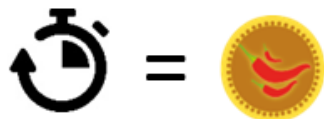
- Click / tap
- Swipe
- Drag & drop

CAMERA :

- 2D isometric view
(as shown in the fake screenshot below)



CORE GAMEPLAY



Pimientos allow you to decrease production times

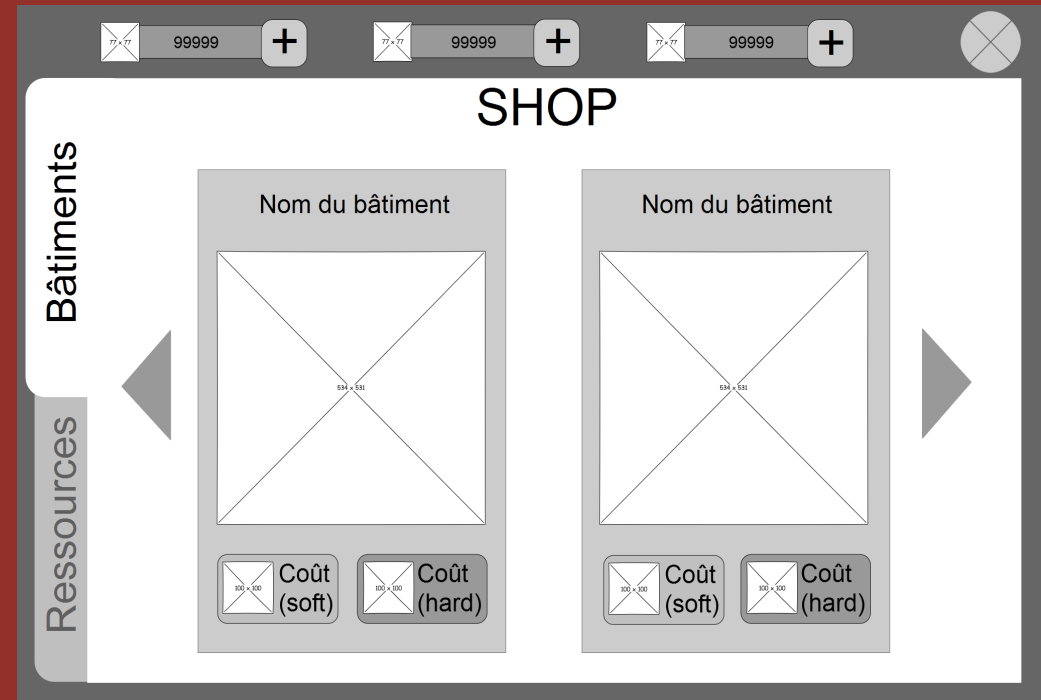
CONSTRUCTION

GAME GRID

- Tiles' size : 152 x 76 pixels
- Map's starting size : 20x20 tiles
- Complete map's size : 100x100 tiles
- Grid management : lanterns' activation (illuminated area = building zone)

BUILDINGS

- **City Hall** : enables to get the piñata; unlocks new buildings/upgrades
- **Main place** : parade's launch
- **Church** : generates offerings
- **Bar, cantina, establishment** : generate pesos
- **Fireworks shop** : generates pesos and enhances the parade's fireworks
- **House** : boosts pesos' production
- **Souvenirs shop** : social building
- **Cosmetic buildings**



BUILDINGS MANAGEMENT

- Acquisition: in the game's shop (*see wireframe above*)
- Placing & moving : tiles by tiles by drag & drop on illuminated areas only
- Removal: it's not possible to sell a building, you must remove it permanently without any gain

MANAGEMENT



PESOS: SOFT

- Generated by buildings
- Obtainable in the piñata or when friends visit you
- Enable the player to buy buildings and to launch the parade



OFFERINGS: SOFT

- Generated by the parade and one building (church)
- Obtainable in the piñata or when friends visit you
- Enable the player to level up his buildings



PIMIENTOS: HARD

- Obtainable in the piñata or by spending real money
- Enable the player to speed up the buildings' construction and upgrade process, and to make the parade last longer

UPGRADING

- Buildings with 2 upgrades: bar, cantina, fireworks shop, church
- The City Hall's level reflects the overall player's level. Its level increases regularly, but visual modifications aren't systematic
- Upgrading the City Hall enables to unlock new buildings and new upgrades



The « fireworks shop » building and its upgrades.

HARVEST RESSOURCES

How to gather them?



HARVEST: PESOS

- Pesos are generated by buildings
- Tap a building to collect the pesos!
- They are immediately added to your reserve



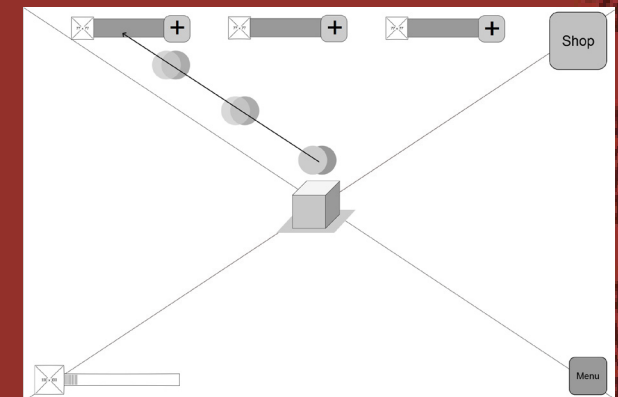
HARVEST: OFFERINGS

- Offerings are produced by the parade
- To gather offerings, the player has to lead its parade on the bonuses popping around in the city
- Some special buildings can generate a few offerings, using the pesos-buildings behaviour



HARVEST: PIMIENTOS

- They're too precious and rare to be harvested!
- To earn pimientos, the player has to buy them with real cash or find some in the piñata



Wireframe: after tapping a building, ressources are added to the reserve

WARNING !

You can't harvest ressources when the building is under construction or leveling up!

SPECIAL FEATURE

THE PARADE OF THE DEADS

Bring it on ! Blow the trumpets and open some bottles of golden tequila !

- Enables to obtain offerings
- Launched with pesos or pimientos from the Main place
- Led across the city by the player by taping/clicking where he wants it to head to
- The objective is to get randomly spread offerings in the city
- Has a limited time but can last longer if the player uses pimientos
- When the fireworks shop is built, fireworks more sophisticated appear during the parade and make the player gain more festivity



Parade's fake screenshot (note that the arrow and the hand aren't in-game; the UI is temporary)



Visual reference