

PROJECT

RAYMIAN REVENGE



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WHAT IS RAYMAN REVENGE

The latest entry in the Rayman 3D platforming series, continuing the plot of Rayman 3 with some familiar faces and power-ups making their return.



> WHAT MAKES RAYMAN APPEALING? >

- Cartoonish aesthetic and comedic writing
- Simplistic input, two main actions:
 - Jump
 - Shoot
- Challenging but easy to understand platforming challenges
- Fun power-ups that keep things fresh
- Puzzles that test the player's understanding of the game dynamics
- A chaotic multiplayer mode
- Nostalgia value!



MAIN FEATURES

- Platforming levels that can be beaten in under 10 minutes each
- Boss fights that test the player's skills and knowledge of gameplay mechanics
- Power-ups that get introduced at a steady pace to add more mechanics over time
- Enemies with different attacks and weaknesses
- Multiplayer VS mode, 4-player mode to be added as a free update later on
- Support for both gamepads and Mouse + Keyboard





TARGET AUDIENCE

KIDS

Ages 3-12
Attracted to the colorful and charming art direction



TEENS

Ages 13-19
Grew up with the modern Rayman 2D Platformers



ADULTS

Ages 25-35
Grew up during the 3D platformer boom



PLANNED PLATFORMS

➤ PC (STEAM, GAMEPASS)

Wide, accessible market.
Low development costs.

➤ NINTENDO SWITCH

Huge overlap with target audience.
Joy-Cons allow for easy multiplayer on the go.

➤ PLAYSTATION, XBOX

Sales of Rayman Legends ports prove interest in more Rayman games on these platforms.





LAUNCH PRICING

NORTH AMERICA

\$ 40

EUROPE

€ 40

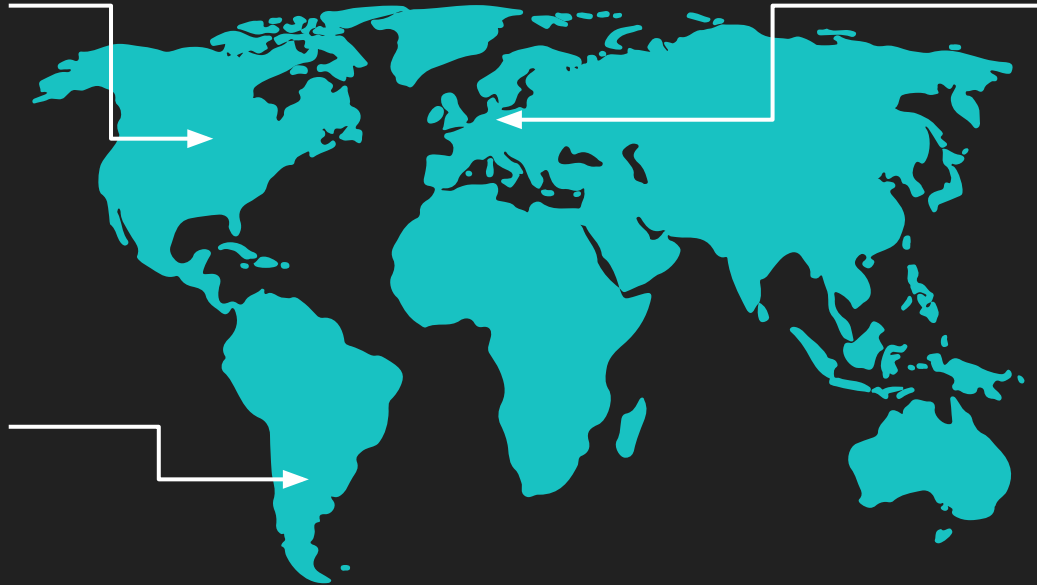
£ 35

LATIN AMERICA

AR\$ 1000

R\$ 100

MX\$ 400





DEMO



¡GRACIAS!
¿PREGUNTAS?