



# UNDEAD

## CITADEL

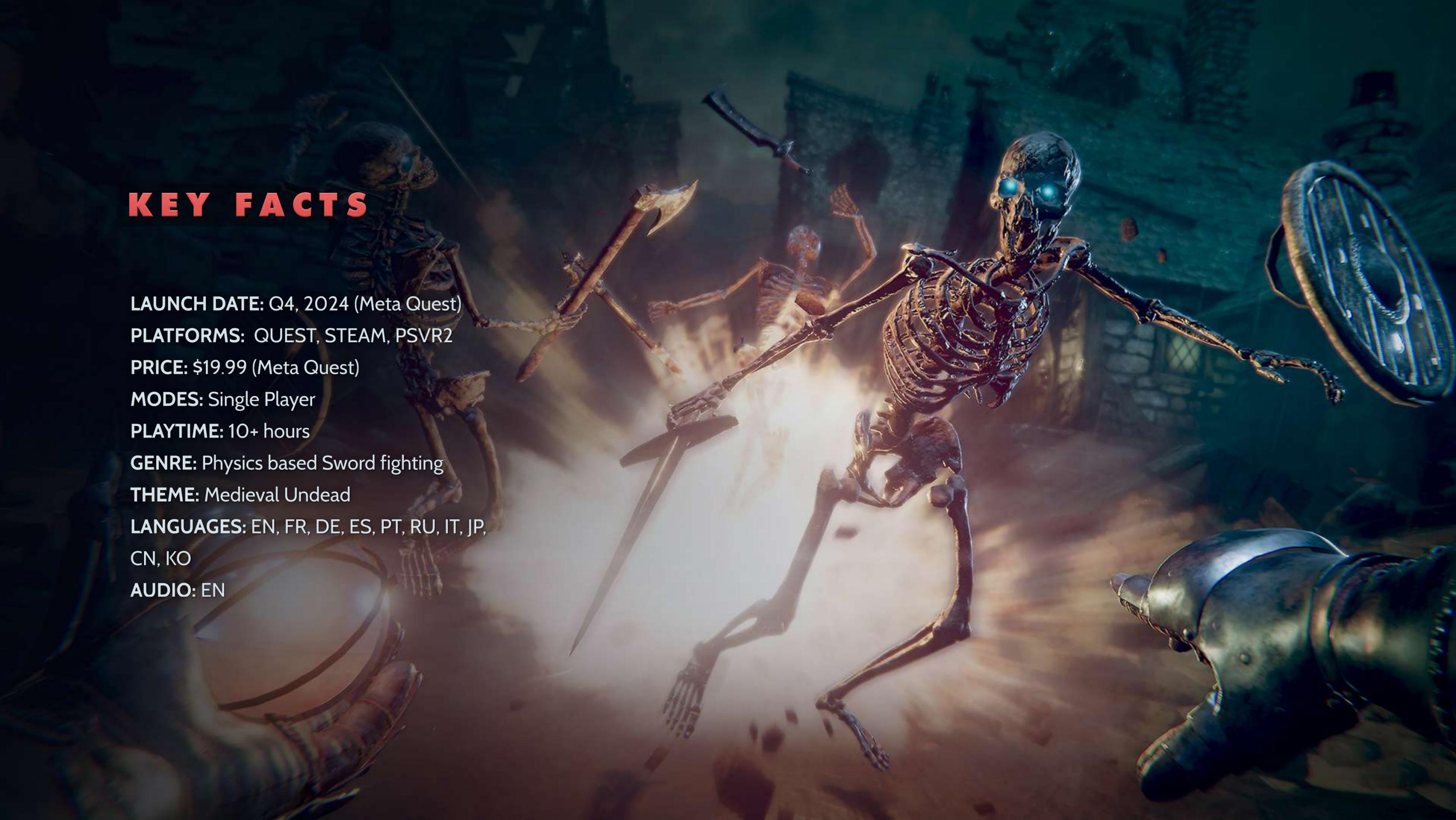


## GAMEPLAY TRAILER · META QUEST



*Undead Citadel* is a VR action-packed title centered around physics-based melee and ranged medieval combat, delivering realistic movements and actions. The Story Mode contains 10 levels filled with combats and puzzles

## KEY FACTS



**LAUNCH DATE:** Q4, 2024 (Meta Quest)

**PLATFORMS:** QUEST, STEAM, PSVR2

**PRICE:** \$19.99 (Meta Quest)

**MODES:** Single Player

**PLAYTIME:** 10+ hours

**GENRE:** Physics based Sword fighting

**THEME:** Medieval Undead

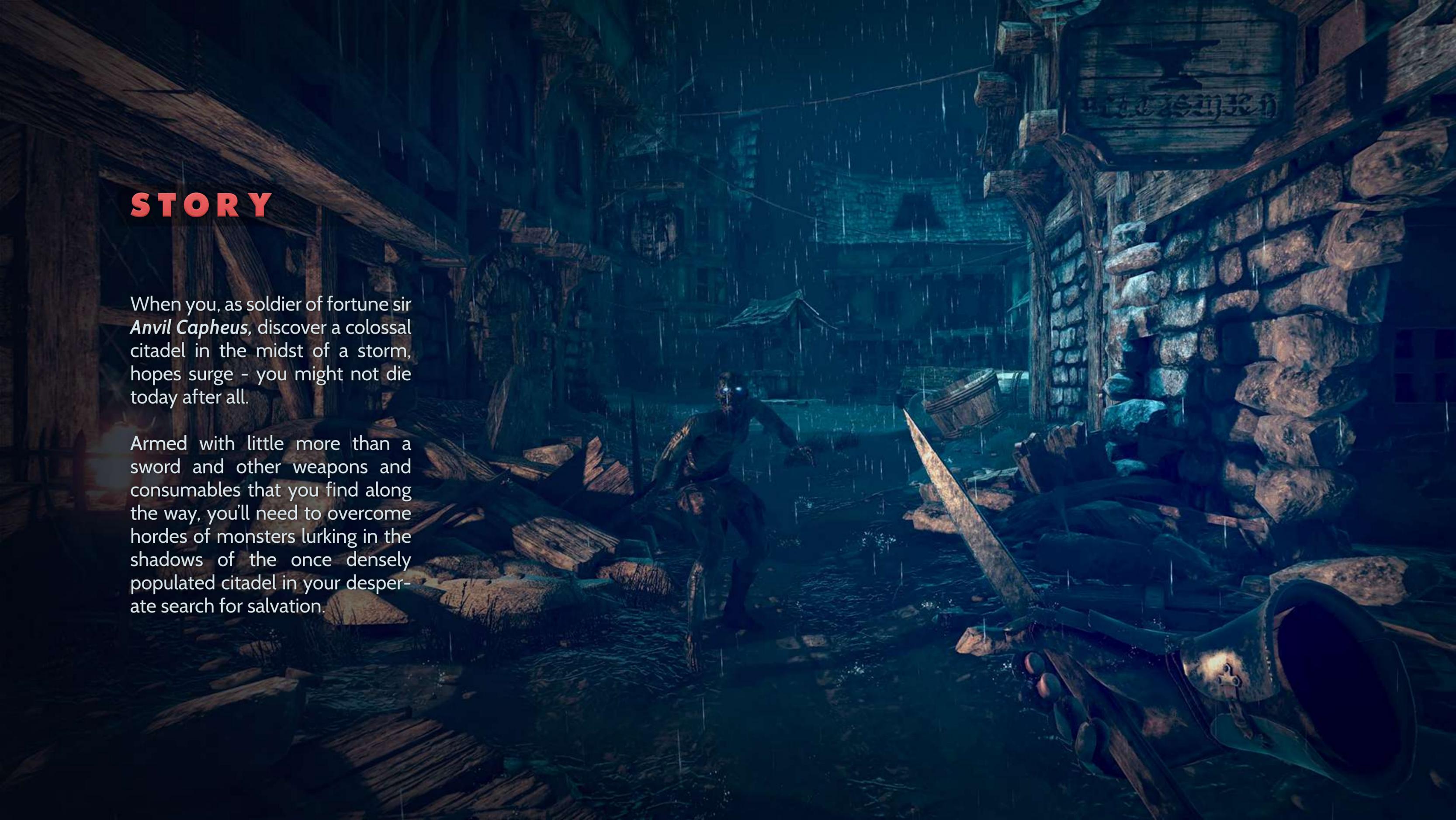
**LANGUAGES:** EN, FR, DE, ES, PT, RU, IT, JP,  
CN, KO

**AUDIO:** EN

## STORY

When you, as soldier of fortune sir *Anvil Capheus*, discover a colossal citadel in the midst of a storm, hopes surge - you might not die today after all.

Armed with little more than a sword and other weapons and consumables that you find along the way, you'll need to overcome hordes of monsters lurking in the shadows of the once densely populated citadel in your desperate search for salvation.



# LAUNCH CONTENTS

## GAME MODES

**STORY MODE:** 10 levels to explore and discover what's happening in the cursed Citadel

**HORDE MODE:** 3 different Arenas to face the Undead until death

**ARMORY:** A Sandbox scene to test the unlocked weapons with the enemies you spawn

## WEAPONS & CONSUMABLES

17 Swords	9 Axes	11 Maces
9 2H axes	6 2H maces	5 Long swords
3 Bows	2 Arrows	4 Magic potions
6 Daggers	8 Shields	1 Grenade



# WORLD INTERACTIVITY

Every object in the environment has different physical properties:



Materials can be pierced with varying degrees of difficulty (such as wood, mud, flesh, etc.)



Certain grabbable objects can be used for climbing

Flammable objects such as torches, candles, fire arrows, and barriers



Cutable elements such as enemy limbs and ropes



# WEAPON DAMAGE MECHANICS

Weapons are versatile, designed with different parts that perform unique functions:



**Stick/Blade:** Can protect if used perpendicular to the hit



**Tip/Spike:** Can stab



**Blade:** Can cut and thrust some materials



**Head:** Can smash

# ROADMAP

## Milestone 1

·All features ready

Q1 2024

## Milestone 2

·Performance tuning  
·Bug fixing  
·QA

Q2 2024

## Milestone 3

·Launch  
·Post launch support

Q3 2024

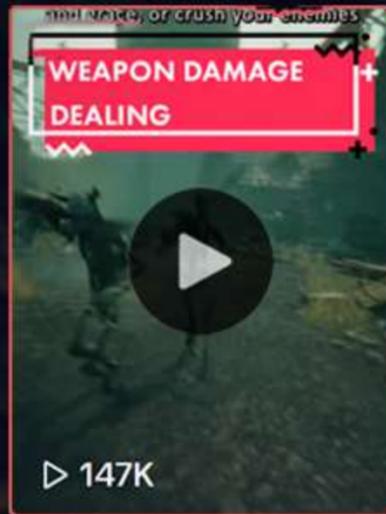
## Milestone 4

·Start working on  
post-launch features

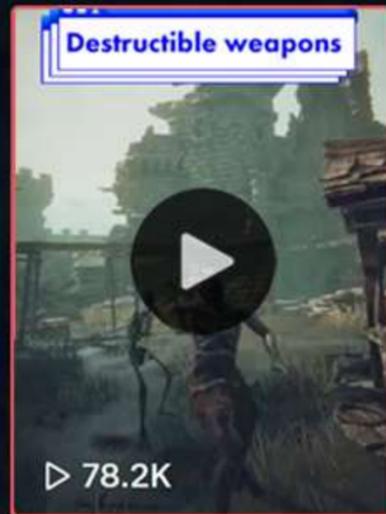
Q4 2024

# MARKETING HIGHLIGHTS TO DATE

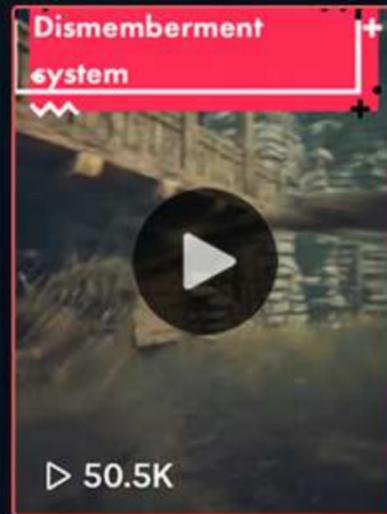
## UNDEAD CITADEL'S SOCIAL NETWORKS VIDEOS:



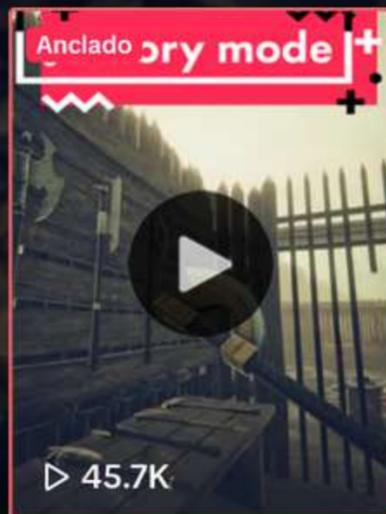
147K Views



78K Views



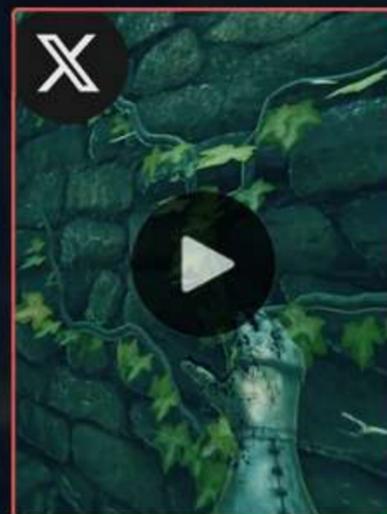
50K Views



45K Views



15K Views

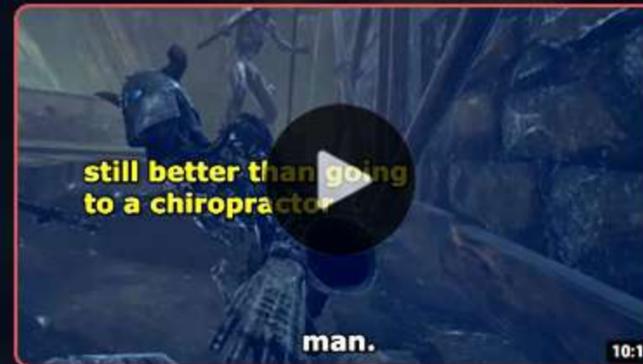


12K Views

## INFLUENCERS

- Youtubers that reviewed positively on Steam launch sums 3.5M+ subscribers
- Not paid campaign

### Nano



1,24M Subs

170K Views

### MERPTV



1,04M Subs

31.1K Views

### A Wolf in VR



486K Subs

84K Views

### Beardo Benjo



140K Subs

19K Views

# COMMUNITY INSIGHTS

## QUOTES FROM PLAYER REVIEWS ON STEAM

“Possibly one of the VR games with the best physics system I've tried.”

*Ervo*

“This is one of the few swordplay games that actually has a story line! And a good one at that.”

*Blaze*

“One of the best experiences in VR, very fun and challenging.”

*Sniper Aunna*

“I wish more games had the physics that this one has.”

*Lenik*

“Highly recommend! One of my favorite games I've played of the past year.”

*CannaQuirk*

“The physics are the best thing about the game, they feel very good.”

*Rioni*

“Brutal to inhibit you from your problems and pay for it with the poor zombies, 10/10.”

*laakira04*

“Finally a game in which you can interact with your entire environment.”

*danielcastillo.up*

“Undead Citadel is like if Legendary Tales and Half-Life: Alyx had a baby.”

*Kawaii\_ET*

“A must have because it's great fun and a good workout :) I really RECOMMEND it.”

*polimisiek*

“Great optimisation despite complex geometry. State of the art.”

*wrongadress*

“The game is very fun, the combat is super satisfying!”

*sandara*

“Hooray! we have a medieval melee and ranged combat game with a story campaign.”

*Tino*



## DARK CURRY STUDIOS

Based in Barcelona, **Dark Curry** was founded in 2014 by two veterans with broad professional experience in the industry, consisting today of a core team of 5 experienced professionals.

In the recent years **Dark Curry** has been involved in the development of several mobile games and VR experiences, with our most successful app, **Final Kick** ([www.finalkick.me](http://www.finalkick.me)), reaching +35 million downloads worldwide.

CONTACT: [info@darkcurry.com](mailto:info@darkcurry.com)

## TEAM



**Daniel Solís**  
Development Director



**Pau Illán**  
Creative Director  
Lead Artist



**David Garcia**  
Game Designer



**Extrys Casasola**  
Programmer



**Şule Billur**  
Concept Artist



**Oscar Copado**  
Senior Backend  
Developer



**Javier Benítez**  
3D Generalist

