



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

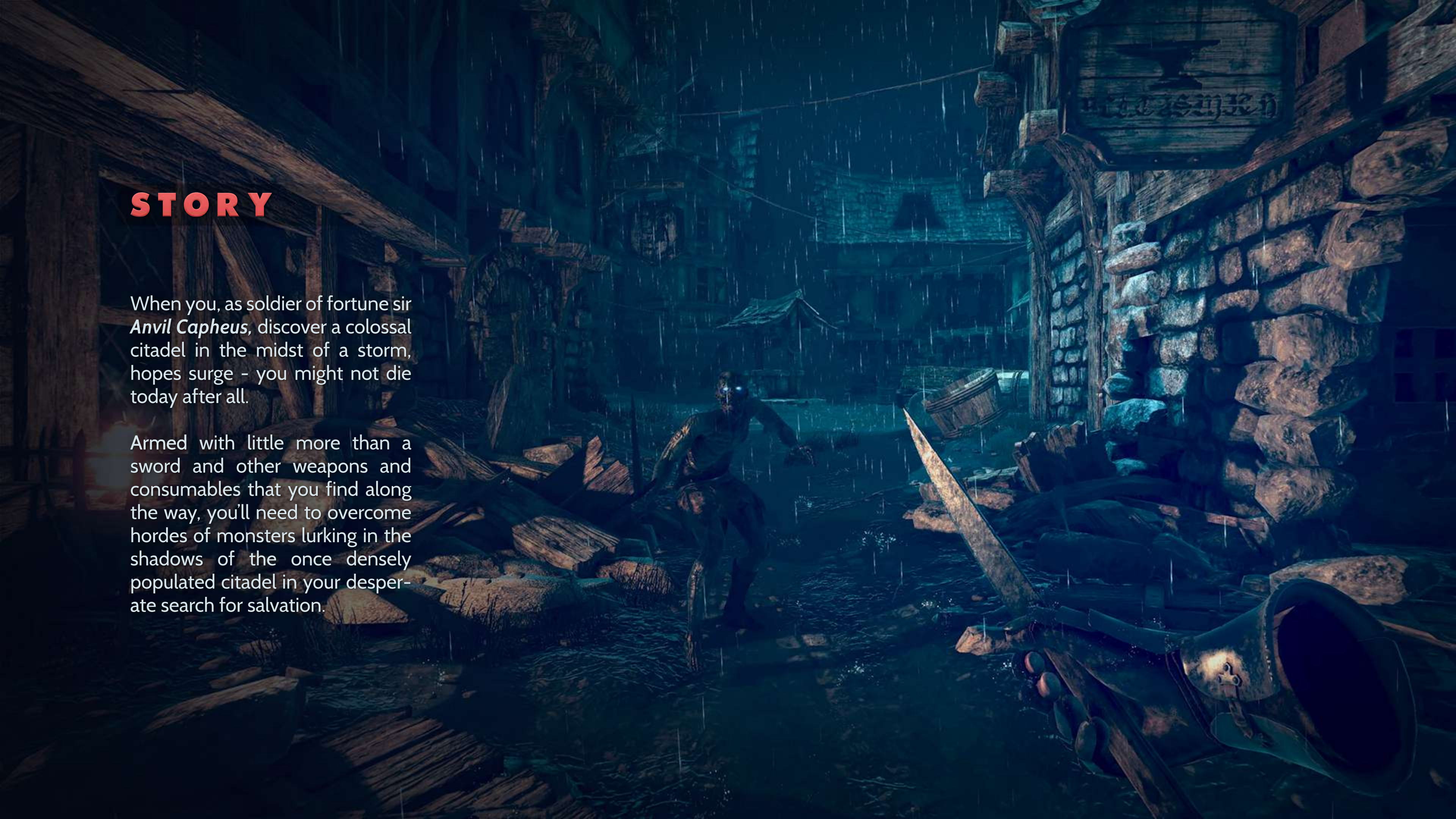
LANGUAGES: EN, FR, DE, ES, PT, RU, IT, JP,
CN, KO

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

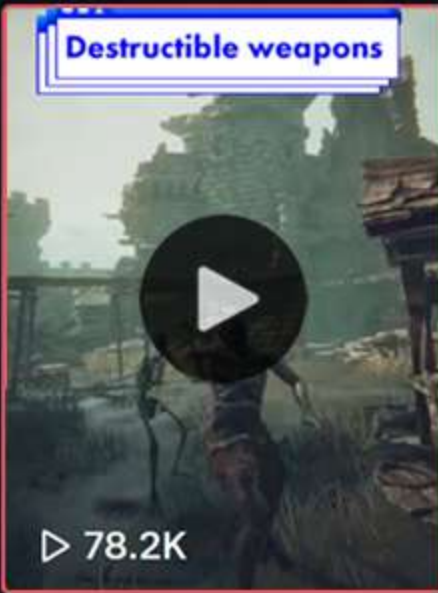
Q4 2024

MARKETING HIGHLIGHTS TO DATE


UNDEAD CITADEL'S SOCIAL NETWORKS VIDEOS:




147K Views




78K Views



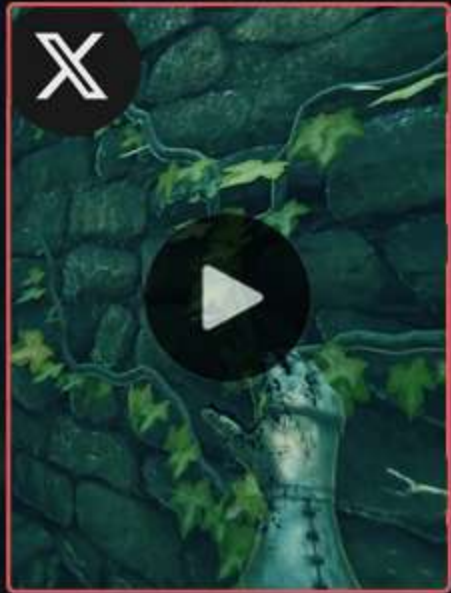
50K Views



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 succesful app, **Final Kick** (www.finalkick.me), reaching +35 million downloads worldwide.

CONTACT: info@darkcurry.com

TEAM



David Garcia
Game Designer



Daniel Solís
Development Director



Extrys Casasola
Programmer



Pau Illán
Creative Director
Lead Artist



Oscar Copado
Senior Backend
Developer



Javier Benítez
3D Generalist



Şule Billur
Concept Artist