

Media Information Pack for 'Golem Crusades'

This document gives an introduction to the game 'Golem Crusades' for those parties in the media to whom it may be of interest. For further more detailed information please contact Andrew Bailey at andrew@dropspider.com.au.

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Golem Crusades

<http://www.golemcrusades.com>

Hasrinaxx the Druid yet again takes on the evil forces of Acamantor. He returns to reclaim Belorn in a budget 'Arcade RTS', which combines the non-stop pressure of blasting action, combined with the mental agility required to utilise the land to build and launch an army of Golems.



Genre



Golem Crusades is an accessible arcade real time strategy game. That means it is not a hard core RTS, but designed for novices. But it is not a causal game either, in fact it is hoped that it's too compelling to be played causally.

The RTS element is fairly abstract as you play the game in a third person arcade style, requiring you to issue commands to Golems directly (face to face) as opposed to a 'God' like approach. You also directly combat the foe with a ball of electricity or hand to hand (arcade).

Your mission is to reclaim dwellings from the evil forces of Acamantor using Golems. But first you must use *elemental* Golems you have cast from the ground, to manufacture *combat* Golems. This requires ordering and guiding supplies (the trees and rocks found around) to huts where Golems will make new Golems that you can take into battle.



This is mixed in with a succinct spell system that allows for a few short cuts (teleports, repairing Golems etc.) but only by finding the herbs to fuel them. <http://www.golemcrusades.com/spells.html> This allows for a '*exploration with reward mechanic*' to also exist with in the gaming experience as well.

Style

The game has been designed with a modern short and up beat style, which is an original deviation for the typical fantasy genre. This is evident in the music, which bends more towards a dance theme than an traditional orchestral mix, and the art style which aims for a more manufactured and forthright feel rather than a soft, more illustrated one. This gives Hasrinaxx, the Druid, a more no-nonsense approach of a veteran hero, which is even reflected in the animation, he marches, not runs into battle.

Scale



Golem Crusades is intended as a budget title, and is currently aimed for release on either digital distribution channels or action budget lines. The game concentrates on a core game play mechanic rather than a large story driven experience. This mechanic is presented over ten levels, where the placement of herbs, trees, huts and so forth provide a number of different challenges using only a small different number of types of foe and friends. Both the design and technology have been implemented with an aggressive budget and time-scale in mind.

Music

Golem Crusades will utilise an interactive and dynamic background track, that never sounds the same twice. The music will respond to Golems being created, evil approaching and build up when combat begins. It will respond to the little things as well, such as a loss of a Golem.

Climax Point

The climax point is a full battle involving Golems, Zombies, Ghosts and Skeletons (plus a couple of to be released dudes) and of course the Druid. This is the reward for building up a army and protecting it till it is ready to go. The interactive sound track will come into full mix and an almost automated scene of carnage will ensue.

Reboot, not Retro

Golem Crusades is the official sequel to the hit Druid games from the 1980's. It provides a full today gaming experience, and not a simple port of an 8 bit game. This is not a retro refit, but a full reboot, utilising the amount of animation and movement modern hardware can provide, and a game design to take advantage of that. However, more information on the original games can be found at <http://www.golemcruades.com/druid.html> and <http://www.facebook.com/pages/Druid-and-Golems/257842298899?ref=mf>



Development

Development news can be found at the web site <http://www.golemcruades.com> and also at the drop spider games YouTube channel :- <http://www.youtube.com/user/NervousNed67?feature=mhw5>



On this channel are an on-going set of small clips, using the in-engine capture system, logging milestones in the games development.

Platforms

Currently the game is being developed on PC for Windows but is aiming for a console release as well. In fact the game is being designed with a game controller rather than mouse and keyboard as the preferred input method (although the PC version will naturally support mouse/keyboard input). This means it can move to other platforms easily. The game also does aim to not require the latest and greatest hardware, again to make it more 'accessible' and open to non-hard core players.

Windows Personal Computer XP/Vista/Win 7

- DX9 Shader model 3, 256Mb GPU required.
- Dual Core recommended.
- This configuration fits in to the >90% margin on the Steam Statistics as of February 2010, and can only improve on that.

Portable platforms, such as PSP and iPad, are also being considered, but in a slightly different form factor. A PSP mini game that simply uses the characters in a straight forward 'Golem Challenges' has also been contemplated.

Console versions pending developer status approval.

Drop Spider Games

<http://www.dropspider.com.au/>

First and foremost Drop Spider Games is about original game products.



Mission Statement

To make compelling quality games that are a fulfilling, not a causal, experience, but yet are cheaper and faster to produce than full blown budget games. Thus giving a AAA experience but at a sensible level of risk and budget.

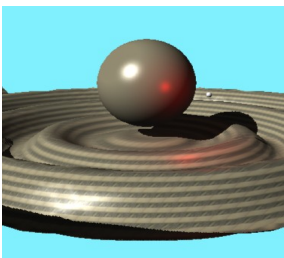
Founded

Drop Spider Games is a registered Australian Business that started trading in November 2009. It is founded and headed by a veteran of video game development of some 27 years, Andrew Bailey.

Intellectual Property

In its short time, Drop Spider Games has already developed two IPs. Obviously Golem Crusades is one of these, but also the engine it is built on, called Venom.

<http://www.dropspider.com.au/venom.html>



Venom is a C++ runtime engine, and a python build pipeline. The main feature of Venom is its deferred rendering technology which gives realistic lighting effects and shadows. Please follow the URL above for more details.

Andrew Bailey



CEO and Lead Programmer

Drop Spider Games was founded by Andrew Bailey in 2009. He has 27 years of experience in the video game industry spanning back to the 8 bit era of the Commodore 64 and ZX Spectrum. He has seen games develop all the way from there, through 16 bit consoles, the PC and to now, current hardware.

Andrew came to Australia in 1990 to work for Beam Software and then in 1994 he co-founded Tantalus Entertainment (now Tantalus Media) and was CTO and director until 2006. He remained CTO until 2009. Andrew has designed and developed engine technology and in-house tools; the Mercury console engine, CRIS GBA engine, and the proprietary Tantalus DS and PSP engines. In 2004 Andrew was honoured with the Australian Game Developer's Award for Outstanding Innovation.