



R E I M A G I N E D



KONAMI



BlindSquirrel®



CONTRA | SIGNATURE ELEMENTS

- Fast paced
- Side scroller
- Addictive action
- Intense persistent visual effects
 - Weapons
 - Explosions
- Flat 2D Pixel Art

CONTRA | REIMAGINED

- Signature elements **PLUS**
 - Atmospheric Depth
 - Immersive Lighting and Shadows
 - Evocative, flat, multi-layered art
 - 2D + 3D Assets | Environment



STYLE A | CASUAL | STEAM AAA

- 6-8 Month core development launch content + 1 DLC
- 8-12 Team Size
- \$800K – \$1.2M [Launch + 1 DLC Pack]
- Designed for limited launch scope plus DLC expansion
- STEAM Deployment

STYLE B | AAA [Team Fortress Style]

- 14 Month core development launch content + DLC's
- 30 Team Size
- \$1.7M – \$2.5M
- Robust multi level design
 - DLC expansion ready
- Multiplatform Deployment

STYLE C | AAA [RECORE + OVERWATCH Style]

- 18 Month core development launch content + DLC's
- 50 Team Size
- \$3.5M – \$4.5M
- Robust multi level design
 - DLC expansion ready
- Multiplatform Deployment



STYLE A | CASUAL | STEAM AAA

VISUAL BAR | EXAMPLES

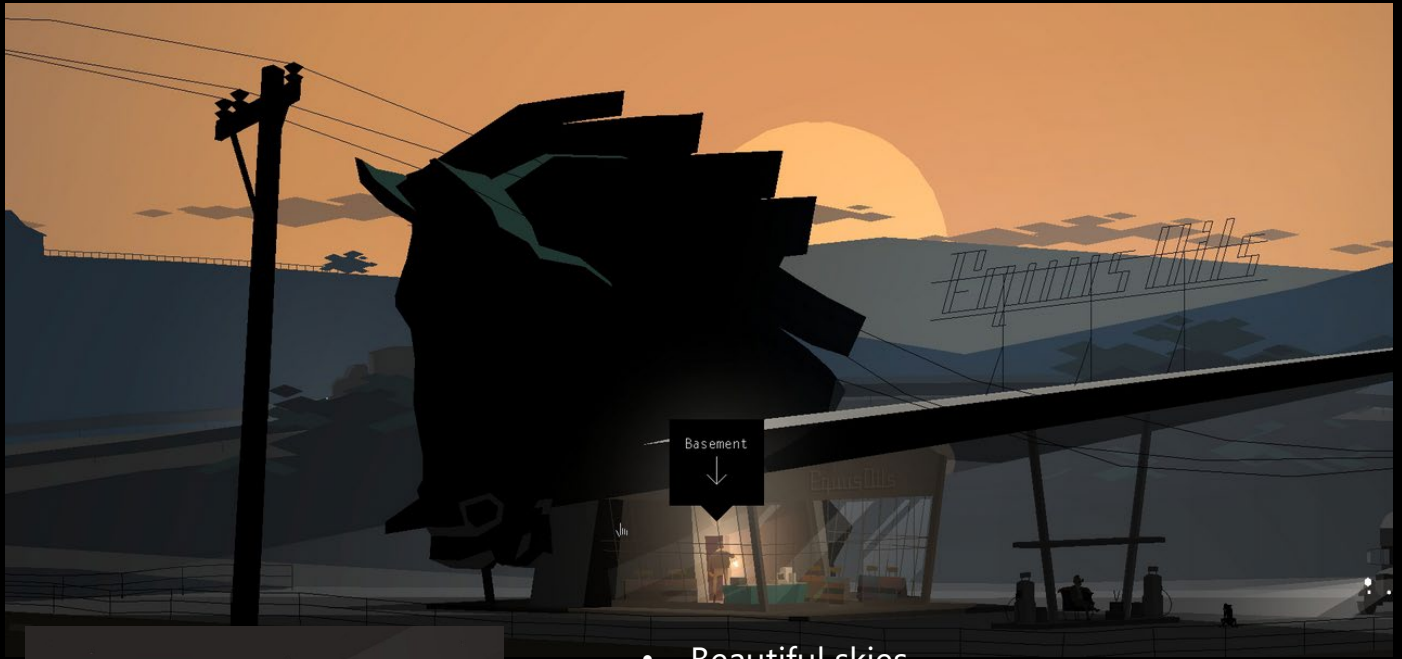
- Atmospheric Depth
- 2.5D Parallax
- Stylized characters
- Focused Lighting – strong light sources + shadows



• Kentucky Route Zero



• Kentucky Route Zero



- Beautiful skies
- Pixar-ish 2d character design
- Powerful stylized VFX



• FIREWATCH



- Beautiful skies
- 2.5D Parallax BG
- Atmospheric Depth



STYLE B | AAA [Team Fortress Style]

VISUAL BAR | EXAMPLES

- Atmospheric Depth
- 2.5D Parallax BG
- 3D Stylized characters
- Focused Lighting – strong light sources + shadows



CONTRA | REIMAGINED

• TEAM FORTRESS | LOADOUT



CONTRA | REIMAGINED

• TEAM FORTRESS | LOADOUT

- 2.5D + 3D BG Plates



STYLE C | A A A [RECORE + OVERWATCH Style]

VISUAL BAR | E X A M P L E S

- Immersive engaging graphic style
- Full 3D Parallax BG
- 3D Stylized characters
- Focused Lighting – strong light sources + shadows
- Photo Emissive light sources



STYLE C | A A A [RECORE + OVERWATCH Style]



- Heroic/Epic Style



- Rich Graphic Design



STYLE C | A A A [RECORE + OVERWATCH Style]



- Leverage IP into Graphic Novels + Consumer Products



- Extreme camera angles emphasizes 3D space.



UI/UX | AAA Multiplatform

- Redesign for updated Console User Interfaces
- New Controller Schemes
- Engaging – awesomely fun to use UI/UX



SUMMARY |

- Reimagine CONTRA into an up-to-date edgy graphic language.
- Capture legacy players – introduce CONTRA to a new generation of fans
- Maintain signature elements – lean into new PLUS elements
- Advanced UI/UX Design for multi-platform deployment.
- Engaging blend of 2D/3D graphics
- Extremely stylized characters to leverage consumer product opportunities and engage players in the universe
- Multiple product SKU's to increase sales channel opportunities



BlindSquirrel®

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