



ROCKET REBELS

Put on the Rocket Boots and experience the unprecedented level of freedom in the ultimate fast-paced, competitive parkour action platformer. Developed by ex-animator of **Witcher 3** and ex-programmer of **Mafia 2**.

Gameplay video

<https://www.youtube.com/watch?v=MmsaE3h2DmA>

Demo (PC Win)

https://contra-concept.com/download/RBM_089_RocketRebels_k.zip

Website

www.contra-concept.com

The perfect game loop

- Short, action-packed levels, immediate feedback loop and an instant restart button.
- Highly addictive with a strong strong "**just ONE more ROUND**" syndrome
- Beat a level while travelling to work or dive deep and challenge other players in exciting online multiplayer game modes.

Easy to pick up, hard to master

- Cool moveset and super-easy to use abilities introduce the casual players to the **underlining RACING** / competitive theme of the game.
- Advanced hardcore techniques keep the players engaged for many hours.
- Master the carefully crafted momentum-based movement system, use **CREATIVITY** and think outside of the box to put your name on the top of the leaderboards.

Insane amount of value

- 6-8 hour story driven single player campaign with **high REPLAY value**, offline and online multiplayer.
- Level editor and user created content allowing players to create challenges and bet on their tracks / runs makes this game just an endless amount of fun.

Features

- Unprecedented freedom of movement and gameplay choice
 - Traverse the **EXPLODING blocks**, climb giant moving AI robots, or build up **MOMENTUM** and fly through the air skipping huge chunks of the level.
- Rocket Boots
 - Run, boost, power-slide, wall-run, dash, hover and much more thanks to this unique footwear that turns any person in a **SUPER athlete!**
- Competition
 - Detailed user profile with stats, exciting singleplayer and multiplayer, leaderboards and regular challenges. Never ending "tug of war" between friends and strangers within an awesome online **COMMUNITY**.
- Combat
 - Fight the robots over the precious resources, prioritize and **THINK on YOUR feet**, choose the best tactics and tackle the scenarios in a creative way.
- Tight controls & technical brilliance
 - The character moving through the dynamic environment creates a strong sense of **FLOW** on all skill levels.
 - The game is being developed by the animator of the main character of Witcher 3 and the programmer of Mafia 2, the animations are top notch and the 3rd person camera as well as full controller support is our highest priority.

WHERE ROCKET REBELS IS AT

- Technology is 90% done
- Rocket Rebels is built on an **already ESTABLISHED and highly POLISHED** custom-unity-based codebase of our self-published project *Rocket Boots Mania*
 - Technological demo intended to be used as a base for upcoming projects;
 - 1000+ member Discord community (mostly speedrunners);
 - Prices: GDS Indie Expo Award, PAX South 2018 Hidden gems, PAX East 2019 PAX Rising;
- Content is 20% done
- Graphics are 0% done
- Engine: Unity
- Release: 2020
- Price: \$19.99
- Platforms: Nintendo Switch, Xbox One, PS4, PC (Win)

WHAT ROCKET REBELS NEED

- Funding
 - \$350.000 over 12 months (5-7 developers)
- Marketing
- Dev Kits

ABOUT CONTRA CONCEPT

Ex-animator of Witcher 3 and ex-programmer of Mafia 2 on a mission to create the **ultimate ACTION platformer**. Self-published hardcore parkour racing game (*Rocket Boots Mania*), built a tight community of speedrunners and looking for a strong partner to help them reach their epic goals.

Antonin Tripes

- Animator / producer with 14 years of experience
- Main character animation - Witcher 3
- Animation direction for outsourced cutscenes - Quantum Break
- [Antonin's full portfolio](#)

Petr Sovis

- Programmer / designer with 20+ years of experience
- Physics-based animation systems - Mafia 2, DayZ, El Matador
- [Petr's full portfolio](#)