DEVELOP   CONTROL   SAVE

Genre: Action-Strategy
Revenue Model: Free-to-play
Target Demographics: Wide appeal – 8-20yrs, male & female

*Control the Fire Squad of the Future and Save Lives!*

You are…the new Fire Chief in District 9, Valencia (also known as 'Fire City'). In charge of a new fire Silo, direct & control specialty fire bots to minimize property damage and save lives! Build and develop a crack squad of firefighting bots and tackle these fires head-on! Battle blazes in small houses to factories & warehouses to gigantic skyscraper infernos. Triage the fires, assigning squads of specialty bots to floors where you can let them act autonomously or take direct control to clear debris, control & extinguish fires and more. Save as many people as possible!

Features:
- Exciting, accessible mission-based gameplay keeps players coming back
- Two key views of the action let players assign & control their bot squads efficiently & easily:
    - Spin the Building schematic around 360° to determine what bots should go where & when! Zoom in/out & keep an eye out for clues on the exterior for the status of the fire
    - Control your bots in Floor view – tap to navigate, double-tap to interact. Perform gestures to improve action efficiency further!
    - Manage bot squads on multiple floors simultaneously in later missions
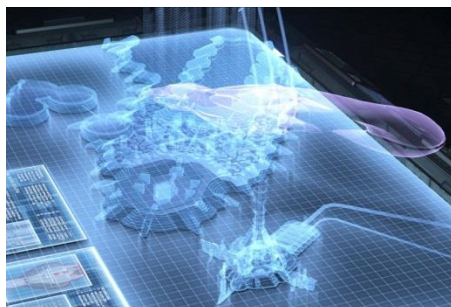
- Choose from a wide variety of specialized bots, including:
  - Foam Bots – great for mobile fire extinguishing & victim extraction but limited foam capacity
  - Hose Bots – plug a hose into one of these & no fire will last long!
  - Medic Bots – stabilize and extract victims from danger areas immediately
  - Scout Bots – find victims, determine structural stability, optimize routes & squad selection
- Train your bots to learn improve performance statistics and unlock new abilities
  - Customize and personalize your bots, your squad colours and the fire station
- Discover how bot pairings can perform more complex tasks quicker and safer!
- Develop and manage trucks, water bombers and more to handle the external fires
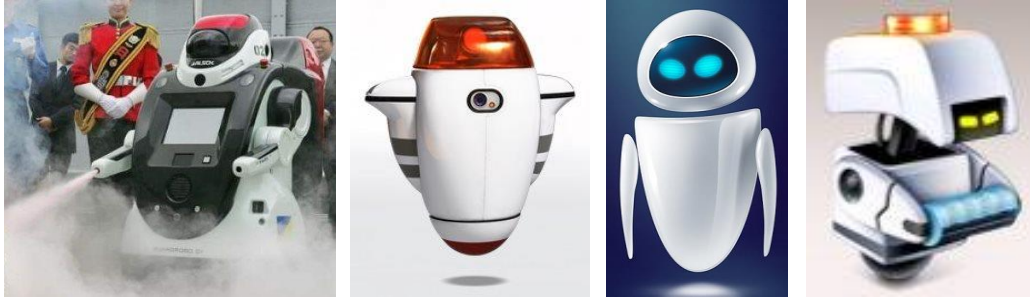
- Fires are starting-scripted but grow and evolve procedurally based on the building materials & conditions, creating a unique experience where every fire has strong replayability
- Procedurally-assembled structures provide a wide possibility of fire events to deal with!
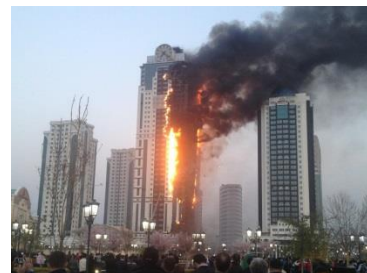
- Engage in an exciting, ever-expanding Campaign that supports both single- & multiplayer play
- Play **co-operatively** with friends in real-time and asynchronously!
  - Send out requests for aid to friends who can choose to share their bots & gain XP (with the risk of bot damage if you play poorly!)
  - Play together and split floors between players to defeat infernos faster
- Future expansions could include new locations (airports, oil rigs, luxury cruises), bots, support vehicles, disasters and more!
- **Fire City** is designed to be a rewarding, engaging Free-to-Play title using strong monetization strategies focused on an upgrade-based economy, desirable consumables and social connections
  - Power Cells act as the 'energy' mechanic for the bot squads
  - Funding is the soft currency; Performance Medals, the premium currency
  - Purchase new, specialized bots to create a more effective team
  - Buy consumable Boosts to improve effectiveness and bot safety during a fire!
  - Train & upgrade bots to improve stats and unlock new abilities
- **Fire City** is a potential game series that could appeal to adults as well as younger audiences depending on publishers and partners like Lego, Playmobil, Mega Bloks, Fisher Price and more.