

STILLER



JICE™

It's a FAKE!

8.15.13



HIGH LEVEL CONCEPT

Pitch/Hook: A game that will shame any B-action movie that has ever existed, a game so brutal that it becomes downright ridiculous, you WILL be entertained.

STILLER IN SHORT

Frostbite 2.0

Stiller will use Frostbite 2.0 including ANT and Enlighten™.

Platforms

STILLER is an arcade title which will be released for the price of \$20 on PC, XBLA and PSN. For the PC it will be released on EA's digital distribution platform Origin and Steam.

Genre

STILLER is a first person shooter set in an unrealistic modern warfare scenario. While an arcade game it will have high production values compared to the quality of full-fledged triple-A shooters.

- Compelling single player.
- Multiplayer with full-on environmental destruction.

Background

STILLER is no sequel to an existing franchise. It's a new installment in the FPS genre. Comparable titles include Duke Nukem, Battlefield, ...



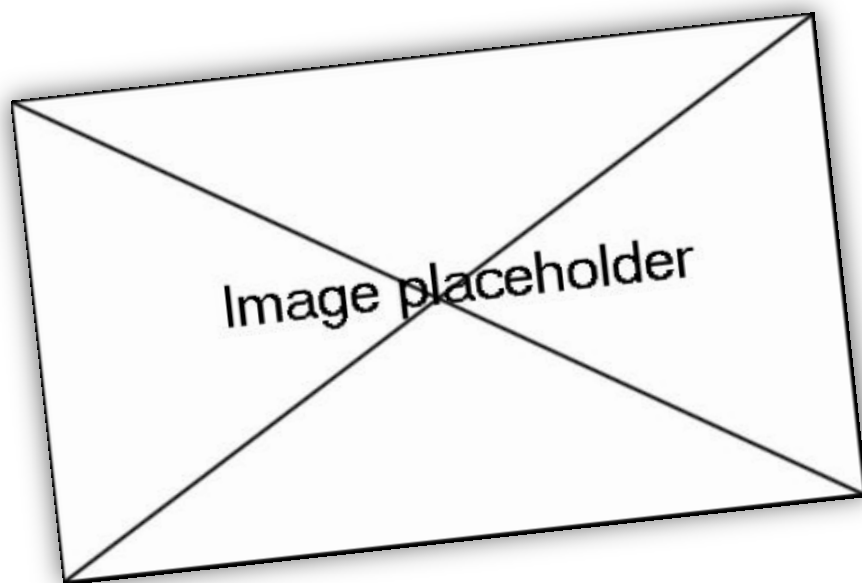
INTRODUCTION

STILLER is both a single and multi-player game, while modern it does not specify a timeframe the events take place in. In the single player campaign the player embodies Sergeant Stiller, a grumpy rogue soldier out for revenge against his former military leader.

The tone starts rather serious, like your typical B-action movie but shifts during the middle of the game and becomes over-the-top, bordering to downright ridiculous. I'd call it an interactive action movie on crack.

The player plays as a lone wolf through the single player missions, his only friends are his two M-16 rifles, nicknamed "Jill" and "Kelly"; Named after his 2 ex-wives. He runs through the missions guns blazin', never thinking twice about his actions. There are no puzzles in the game, only shooting and destruction. At certain points in the game the player goes into a "frenzy" state, empowering the player while he has to tear through a ridiculous amount of numbers and cause complete havoc in the scenario.

The story takes place after he got released from rehab from his chronic alcohol abuse and posttraumatic-stress disorder. Enraged to find out his former colonel went after his wife and now legally owns all of his possessions, he sets out for revenge. Colonel Nolte went one step too far this time around. Stiller goes in a frenzy and promises he will not rest until the colonel and his regime are put in the ground.



WHY BUY THIS GAME?

- The most brutal and destructive game that is and ever will be known to mankind.
- You like shooting stuff? Well, keep shooting baby.
- Easy to understand concept – Mindless action and great entertainment value.
- Light and humoristic ton.
- Makes Duke Nukem look like a sissy girl.

BACKSTORY SYNOPSIS

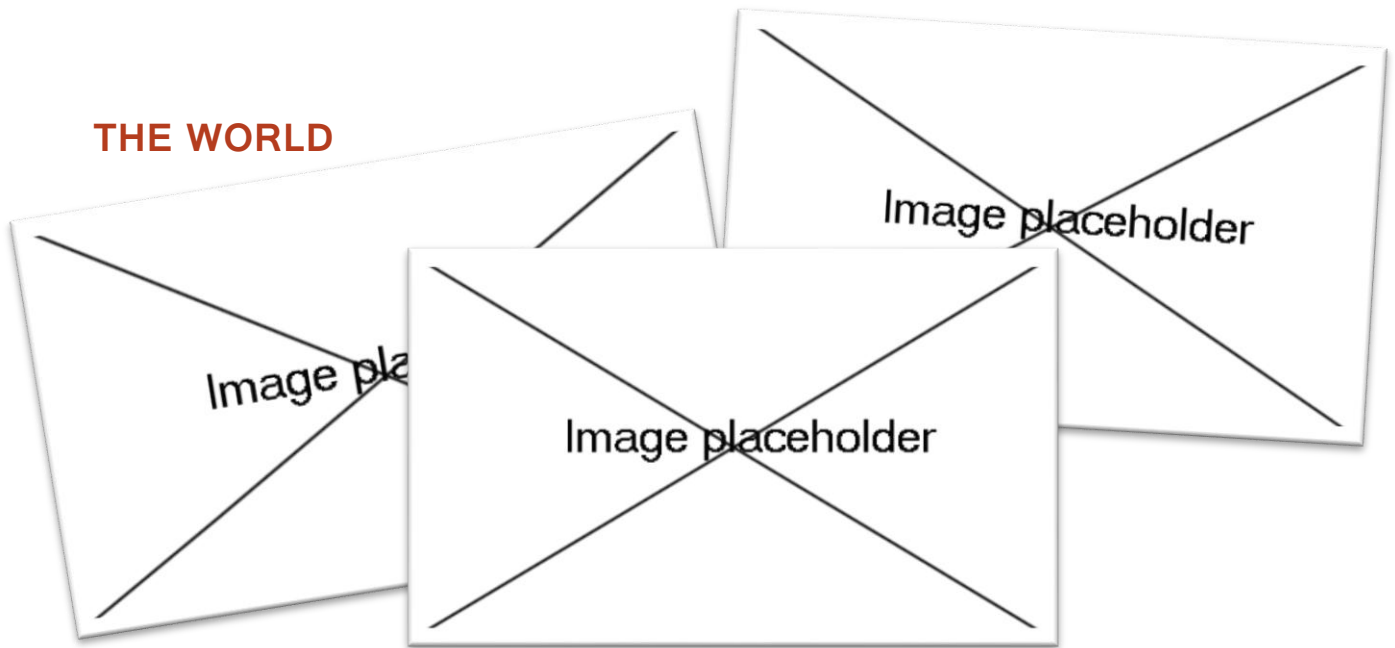
STILLER was part of an elite military unit focused on quick-in and out missions. The unit was called “Obliteration X” and was active during the early -90ies. After a failed mission and being stranded on a remote section of South-East Asia he survived 7 months while seeing his former unit succumb to the forces of nature, one by one.

After recovery he made his money as an (illegal) mercenary, joining the group that rescued him. It was only after 5 years that he moved back to the military. However, he did not receive professional therapy and came back as a ticking time bomb. He looked fine on the outside but was a mental mess on the inside. Soon he started hitting the whisky bottle, it all went downhill from there. After a while he got stripped of all his badges and medals while being betrayed by his former boss, Colonel Nolte. He became bitter and didn't feel like climbing up the military career ladder no more, for all he knew they were all scum. And that's when he snapped...

He was placed in a mental asylum under close supervision. He did ok for some months, but he couldn't find peace and rest. He had to retaliate... And this is when the game starts: By breaking out of the asylum.



THE WORLD

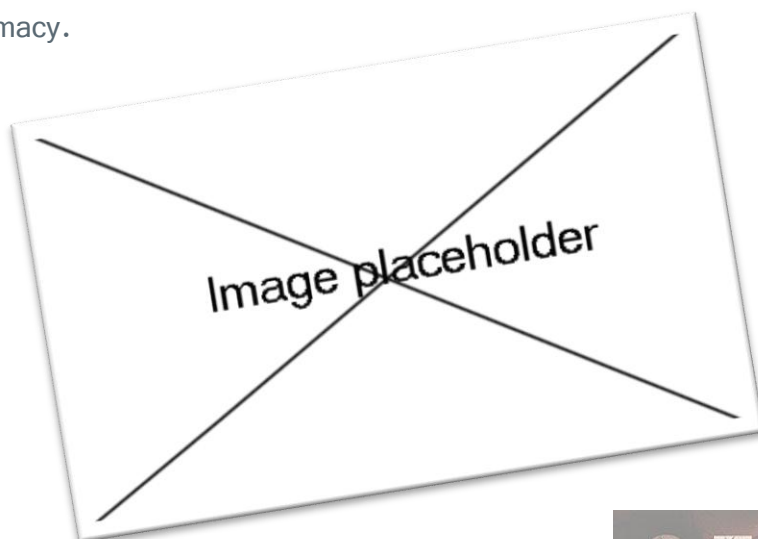


The game is divided into 3 large regions or chapters, each taking roughly 3 hours to complete. The chapters are divided in 3 scenario's that ramp up significantly, ultimately leading to some giant fight or end-boss.

The player starts in the Asylum and has to escape the facility at all costs, the main focus of this section is teaching the player how to play the game.

The second chapter takes place in and around the town where the mansion of Colonel Nolte is. The player will have to reach it, kill any person standing in his way and reach the mansion to find out where the secret hideout of the colonel is. The final boss is of course his ex-wife that he left behind in the complex before making a run for it.

The third chapter takes the player to the far reaches of South-East Asia where the colonel went in hiding after hearing from the mayhem of Stiller. The game ends in a fight to the death, fist to fist like a real man, where the both of them battle for ultimate supremacy.



KEY GAMEPLAY MECHANICS

BIG events

Each chapter of the game ends with a “BIG event” which takes place in the final scenario of the chapter. During these sections the player will go in the so called “Frenzy” mode. The focus is on destroying and causing as much damage as is humanly possible while making your way to the end-boss of the chapter. Scores are rated to the player in real time on the screen.

The amigo's

During the missions, even though he operates mostly alone, he stays in touch with his amigos. The amigos are a small band of mercenaries from the South-East that he worked with after his rescue. However, they have illegal operations around the globe and he can meet them whenever, wherever. The player can buy supplies from them, mostly improvised and heavily customized weaponry which will aid him during his killing spree.

Amigo hideout

Between the scenario's the player can let off some steam in the “Amigo hideout” where he will receive secondary missions to upgrade weapons and refill his supplies.

Frenzy mode

The player will go automatically in Frenzy mode sometime during the last scenario of a chapter. How powerful the player becomes depends on how successful the player was during the last couple of scenario's. The player will gain access to combo's, additional health and explosive rounds. The improved accuracy also allows him to cause serious environmental hazards like shooting at the bolts of a cooling tower and causing it to fall over. In short, frenzy mode makes you feel like the kind of bad-ass even Chuck Norris dreams of.

THE ENEMIES

CHAPTER 1

Asylum guards

Enter description and specific gameplay.

Asylum special force

Enter description and specific gameplay.

BOSS: Mad Dr. Grossman

Explain boss scenario and gameplay.



CHAPTER 2

Soldier

Enter description and specific gameplay.

Special Forces

Enter description and specific gameplay.

BOSS: Ex-wife Jill

Explain boss scenario and gameplay.

CHAPTER 3

Personal bodyguards

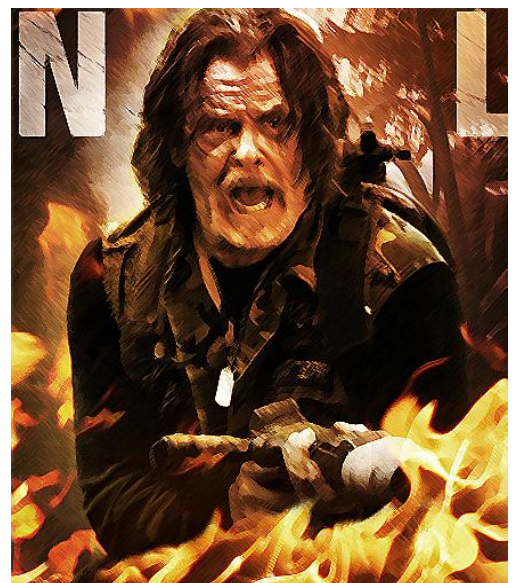
Enter description and specific gameplay.

Genetically enhance soldiers

Enter description and specific gameplay.

BOSS: Colonel Nolte

Explain boss scenario and gameplay.



KEY AREAS OF FOCUS

Frenzy

Ultimate mayhem and destruction with this unique feature.

Never the same experience twice

Players should be able to play the game over and over again. The battles will be fully dynamic because of the destruction and the game also features a unique spawning system that never triggers the same encounter in exactly the same way.

Random set piece events also spice up the gameplay so it does not become generic.

“You wake up and snap, dual wielding your m-16’s you set out to make your former colonel’s life a living hell; ultimate destruction and mayhem no player has ever witnessed”

MULTIPLAYER

STILLER has a multiplayer mode which is compatible with the mainstream shooter culture that is nowadays available; with an additional “Stiller” touch to it.

Last STILLER standing

Explain gamemode

STILLER of the hill

Explain gamemode

Capture the STILLER

Explain gamemode

