

MOO LANDER

DEFINITIVE EDITION





PRESENTATION OVERVIEW

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WHAT IS A DEFINITIVE EDITION?

IN ONE SENTENCE

A substantial expansion in the scope of the original game that will add 10+ additional hours of single- and multiplayer content

WITH A FEW MORE WORDS

Expanded single-player campaign – relive the story with unique new cow bosses, enemies, abilities & mechanics. Existing terrains are expanded upon with diverse biomes, more creatures, metroidvania-like levels and exciting side missions into a reimagined world that is more vibrant and detailed than ever.

More MOOltiplayer - exciting new multiplayer modes, many more playable maps (each with different opportunities and challenges), new playable characters with their unique special attacks.

HOW CURRENT GAME WAS RECEIVED

By the critics and players

- Very Positive scores on Steam (4.5/5), Xbox (4.4/5) and PlayStation (4.2/5 with 600+ reviews)
- Metacritics LIKE IT – average score of 75/100
- Won Indie Game Of The Year of 2022 award in the Game Connection / ChinaJoy competition
- Hundreds of unpaid Youtube reviews of the game - with the majority very positive



Hey Poor Player



Digital Chumps



Movies Games and Tech



XboxAddict



Xbox Tavern



Screen Rant



Worth Playing



WellPlayed

"I walked away from Moo Lander rather impressed at the level of quality here"

8/10 – Metacritic - Hey Poor Player

"The story mode is excellent thanks to its amusing plot, badass cows, and eclectic blend of aliens"

8/10 – Metacritic - Movies Games and Tech

"Moo Lander checks every box for a unique, fun indie title. Creativity in spades, with mechanics that are simple to learn but fiendish to master – it's utterly charming, with just the right sting of difficulty when it matters."

7/10 – Metacritic - Well Played

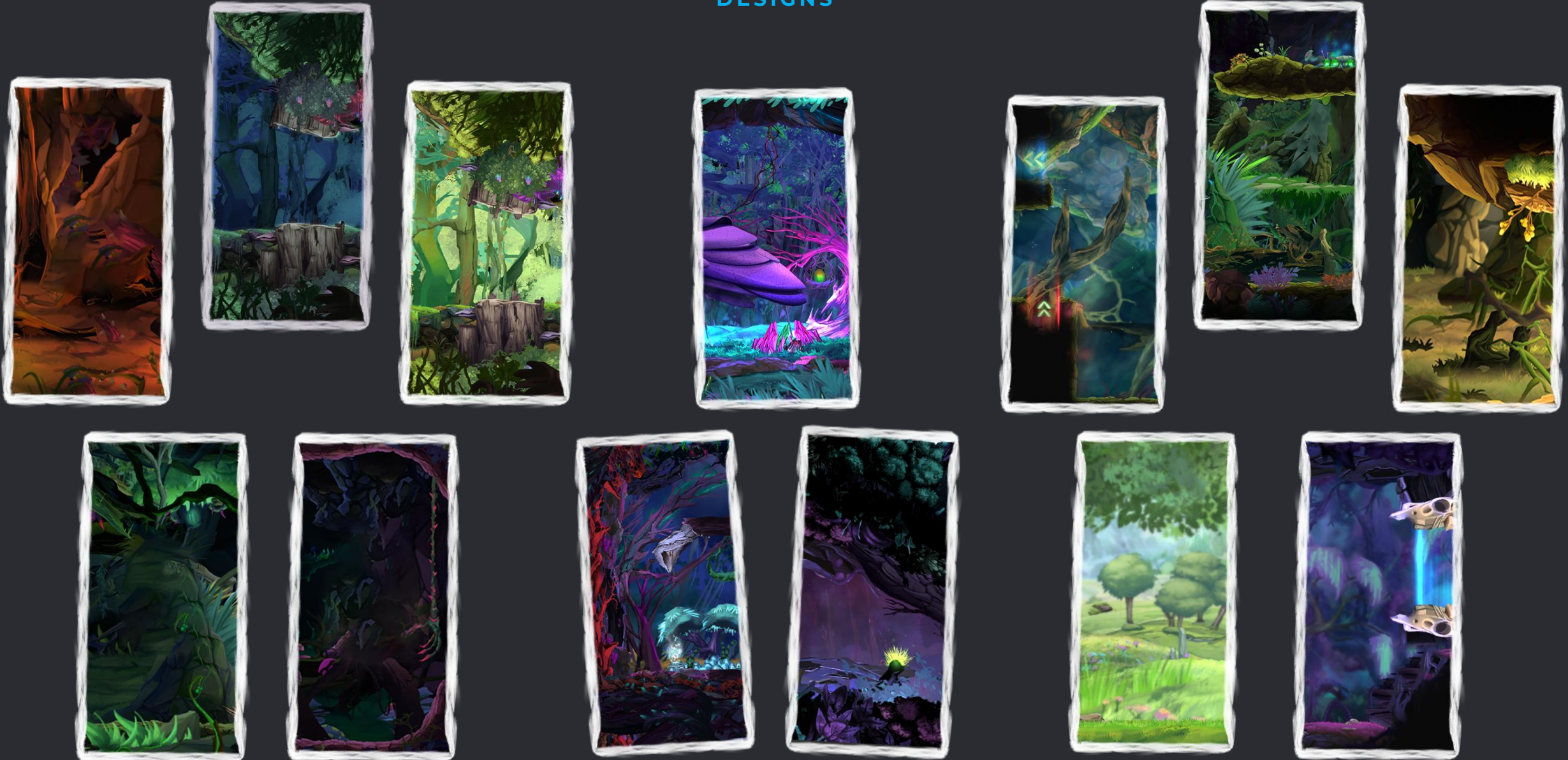
DEFINITIVE EDITION

Scope



EXCITING NEW MULTIPLAYER ARENAS

DESIGNS



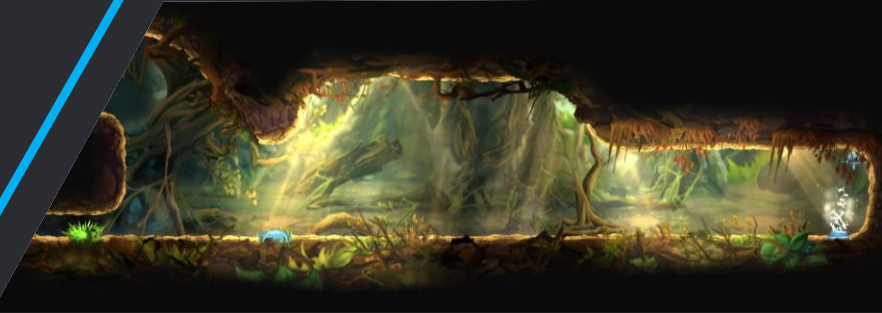
EXCITING NEW MULTIPLAYER ARENAS

FEATURES

Crafted to provide challenge to both newcomers and seasoned players. They vary in art, size, shape, difficulty, obstacles and rewards.

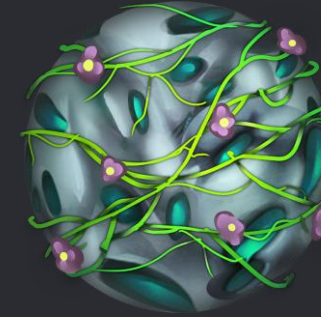
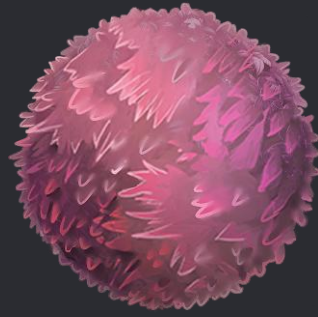
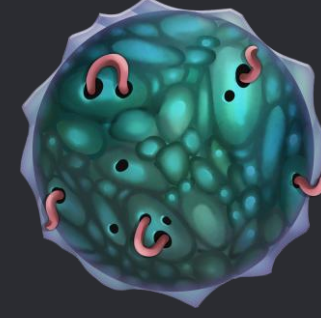
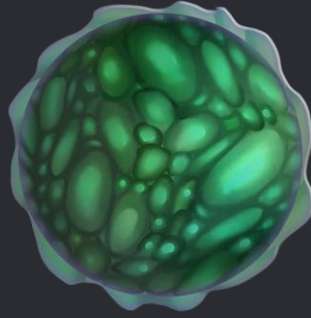
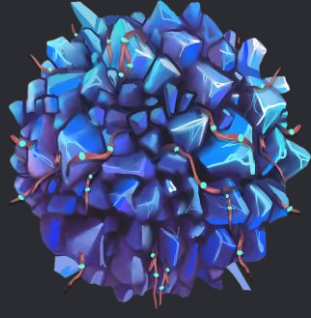
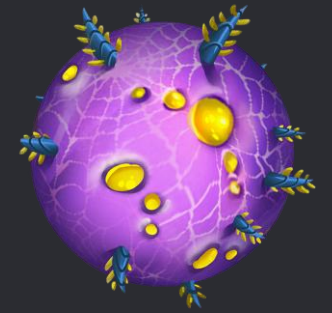
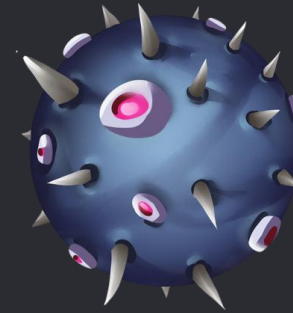
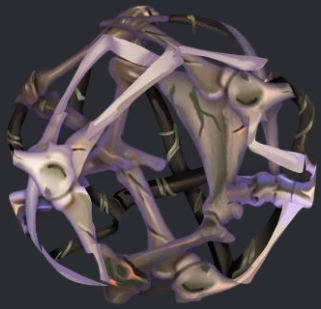
Some have environmental hazards to give extra flavor of excitement. Other have moving, changeable shapes and parts.

Both vertical and horizontal arenas to diversify the way each match is played and lots of exploration possibilities during the multiplayer sessions.



Greatly Expanded Football

Ball Designs



Greatly Expanded Football

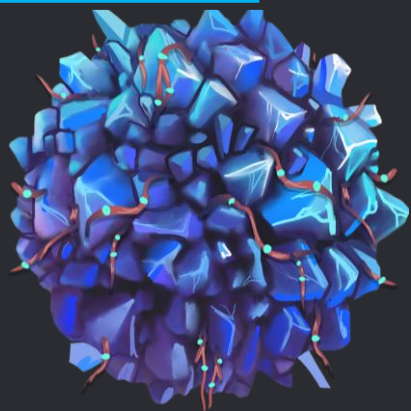
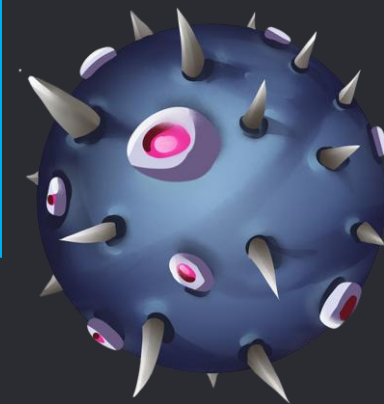
FEATURES

Expanded our original sport of Moo Ball with more football balls that come in all-sorts of forms – from lightweight to heavy, repulsive, anti-gravity and many more.

Every ball is unique – by mastering each of them, our players can achieve a high level of replayability and different gameplay possibilities. We have constructed 11 new Moo balls to offer diverse experience for every single match played.



Moo Ball Tournament Event



More Deadly Boss Cows

DESIGNS



More Playable Ships



NEW BOSS RUSH MODE

Featuring a new 3 hours long Co-op campaign for up to 2 players, fighting all of our deadly AI boss cows from the single-player in their original arenas, culminating with an Uber Boss Cow fight

>15

COW BOSSES

Each one deadlier than ever with all of its unique attacks and environmental abilities

2

PLAYER CO-OP

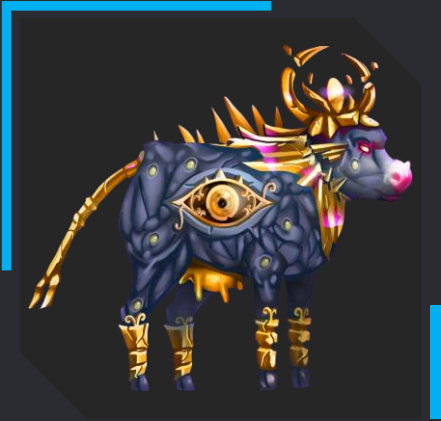
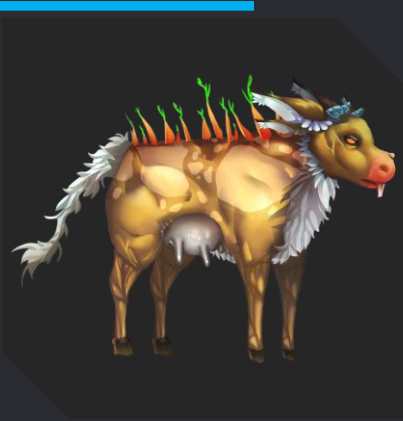
For the first time players will be able to play with their friends in all of the original cinematically crafted cow-battles



NEW AND IMPROVED COW BOSSES

Fully recalibrated and remastered current Cow Bosses arenas for fast-paced, satisfying battles.

Introducing New Cow Bosses to our deadly arsenal of cows – **different, unique and more deadly than ever.** Each one inhabiting a never-before-seen part of the world of Moo Lander.



MORE MULTIPLAYER COW BOSSES

Introducing ALL of the single-player cow bosses to the multiplayer modes - each of the cows has an AI that brings its own unique abilities and patterns, making fights different and challenging.

Variations of some of their unique abilities are created for the PvP battles, so players can have fun mastering an array of strategies to play with each different cow.



DEADLY NEW SKILL

THE ELECTRIC WHIP

The most advanced new non-lethal weapon for taming cows in The Lander's impressive arsenal. With it, players will be able to regain the edge in battles with the ever-mightier cows!

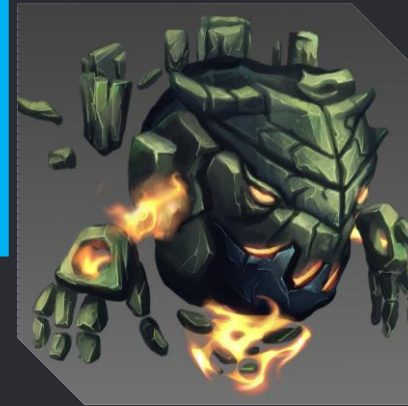
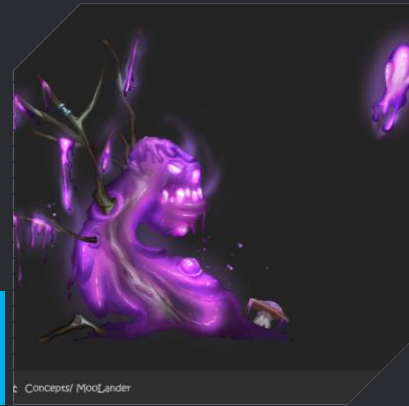
With months spent into fine tuning it, each whip feels very powerful and extremely satisfying!



NEW ENEMIES

PLAGUE SPITTER

Part plant and part animal, it spits toxic slimes that attach to anything and drip highly acidic saliva.

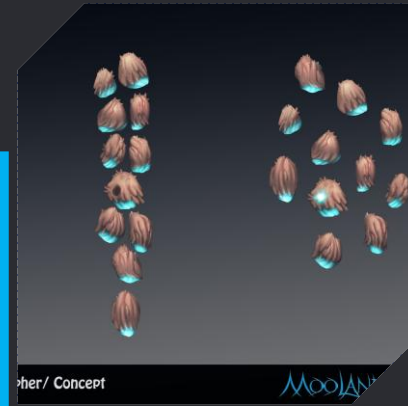


STONE MASON

An ancient and frightening foe that yields the power of telekinesis to move rocks. Extremely dangerous when he builds up and flings its rocks in coordinated attacks.

STICKY LEECH

Hiding and attacking from the top and feeding of the energy of its victims, exploding at the end – it is a dangerous and sneaky foe.



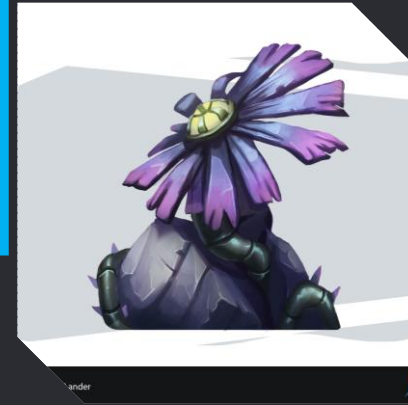
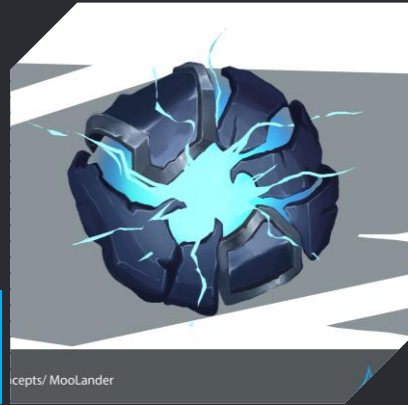
MORPHER

Possessing a hive mind, all of the parts of this creature are protecting the central one where the brain is. It can assemble into different forms to better attack and defend himself.

NEW INTERACTABLES

ELECTRIC BALL

It can hold a certain amount of electric charge.



ENERGY SUCKER PLANT

Feeds off electricity and once charged, it can shoot powerful attacks at the player.

ELECTRIC BALL SOCKET

The electric ball can be recharged in places like this one.

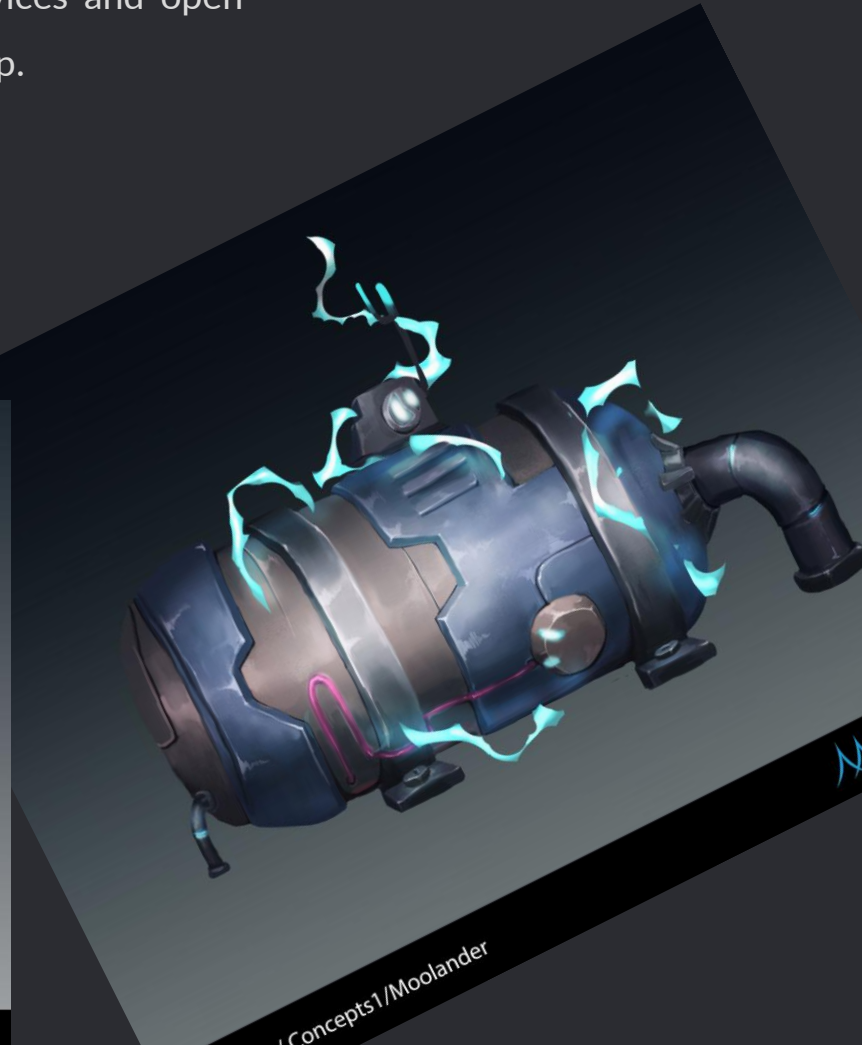
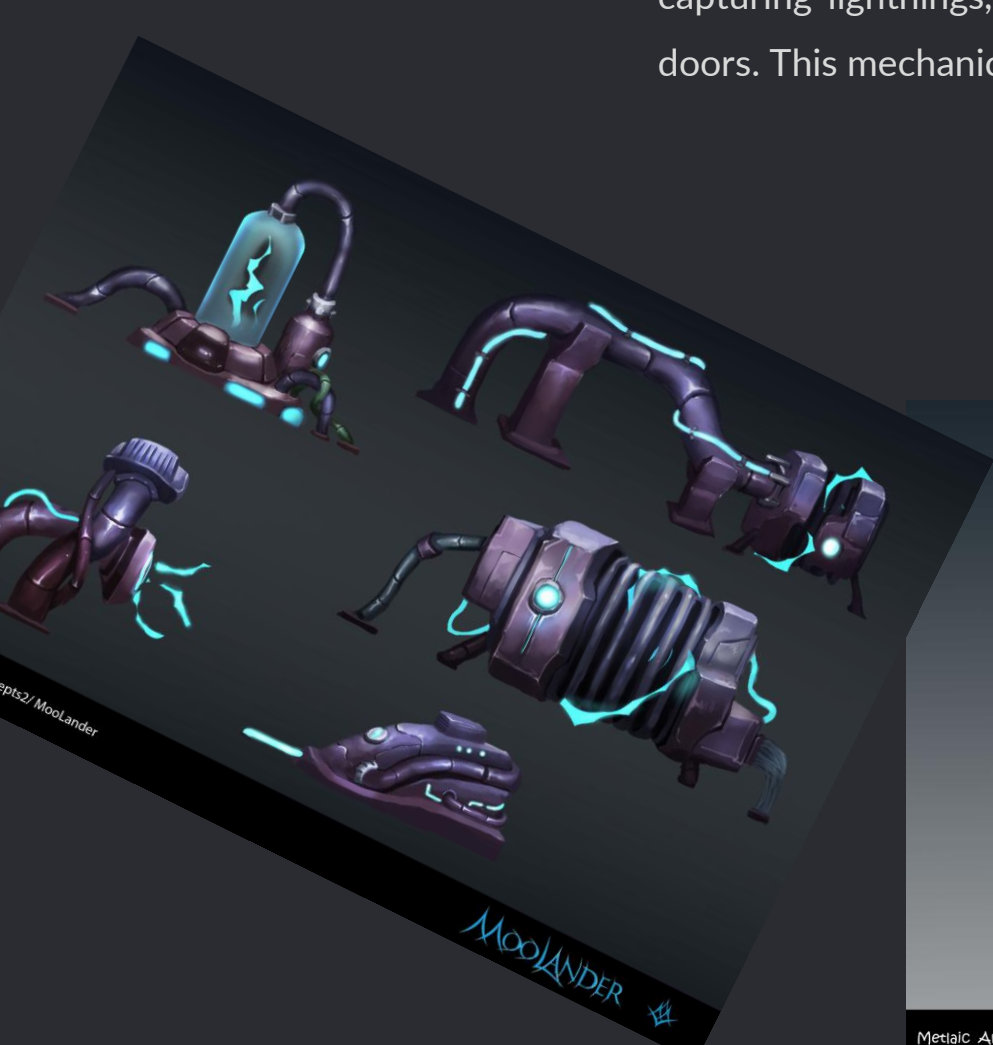


ELECTRIC DOORS

They need to be powered by a charge in order to be opened or closed.

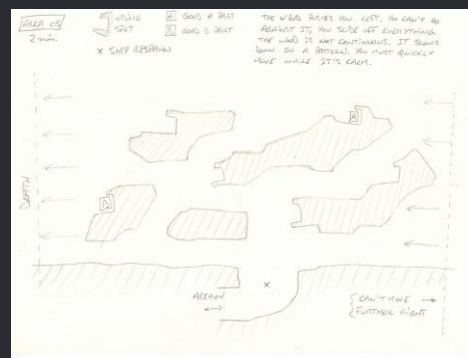
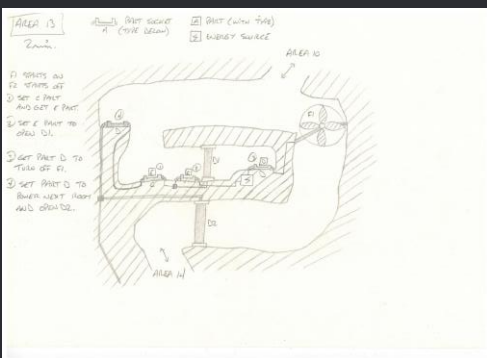
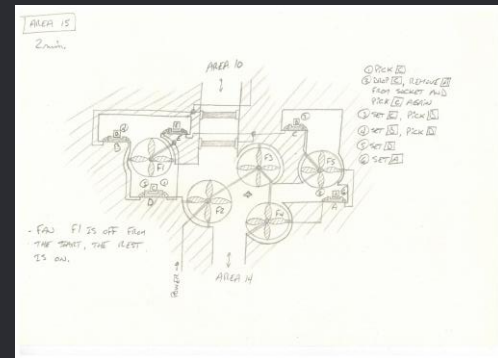
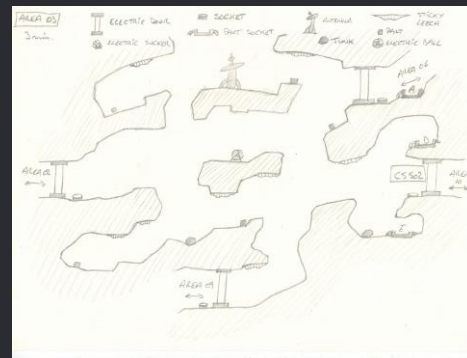
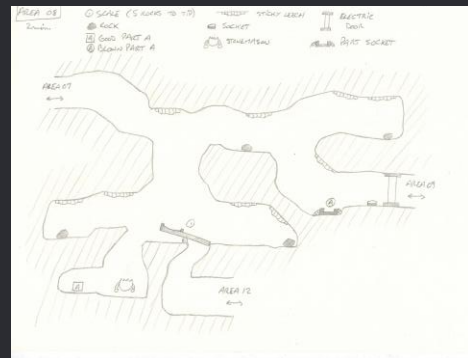
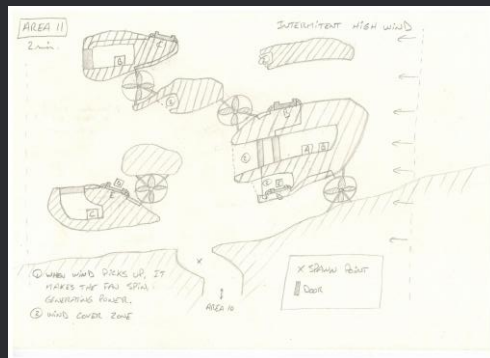
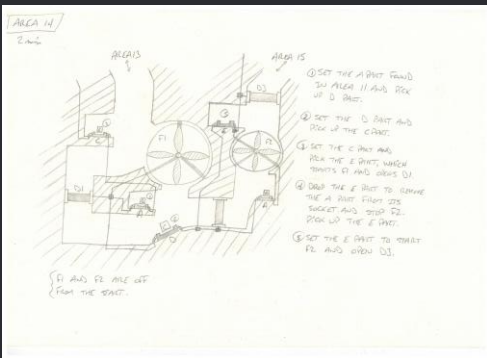
NEW MECHANIC – ELECTRICITY

Moving electric balls and charging them with connected ancient circuits, capturing lightnings, at battery spots and more to power devices and open doors. This mechanic is used heavily in the new areas of the map.



PREVIEWS OF SOME OF OUR METROIDVANIA LIKE LEVEL DESIGN

The new areas of the world will have the players going back and forward, using all of the abilities at their disposal in order to reach and finally defeat the new Cow Bosses.



OUR PROPOSAL

- Wrapping up development on the **Definitive Edition of Moo Lander** - we **need 6 months** and **135,000 USD** to finish it
- **Releasing for new platforms:** Nintendo Switch, Xbox Series S/X, PlayStation 5
- **Releasing on all current platforms:** PC, Xbox One, PlayStation 4
- We can port to **Nintendo Switch 2** if the publisher can get us a dev kit
- Partnering with you for the **publishing** of the game



FUNDING ALLOCATION

- **45,000 USD (15,000 USD / platform)** for **Unity 6 porting and optimizing** for Nintendo Switch, Playstation 5, Xbox Series
- **15,000 USD** for **Level-design and World building** (Biomes, Enemies, Mechanics, Cow Bosses, Multiplayer modes)
- **5,000 USD** for graphical pipeline optimizations and shader improvements
- **5,000 USD** for improving details on assets and animations
- **10,000 USD** for additional programming services required
- **10,000 USD** for quality assurance and testing
- **40,000 USD** for marketing (influencers, presskit releases, reviews, discord channel management, etc...)



MORE INFORMATION

LINKS



- Website: <https://moolander.com/>
- Press Kit: <https://moolander.com/press>
- Store Links: <https://moolander.com/play>

THANK YOU FOR YOUR TIME

Let's schedule a meeting to discuss our possible partnership

<https://thesixthhammer.com/meet>

contact@thesixthhammer.com

