TEMPUS RAIL

Trapped in the temporal loop, fight your way to the front of the train and destroy the engine before the day resets. Tempus Rail is a story rich, first person, roguelike deck builder set in the Wild West.

Play to win or take your time to uncover the mystery behind the train and its passengers.

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Deck Building Roguelike

Deck Building

- Collect cards on your journey to empower your deck
- Use these cards in turn based combat to defeat enemies
- Use "shards" to imbue cards with new abilities

Roguelike

- Player deck progression resets upon death
- The meta story persists between each loop for narrative and player progression

Secondary Systems

Upgrade system

- Upgrade cards using a unique system to imbue them with elemental abilities
- Upgrades can be applied to any type of card, play offensive or defensive

Inspection System

- For players looking for a more narrative and explorative experience they can "Inspect" items placed along the train to unlock new dialogue trees and events.

Inventory system

- Collect and store items on your journey to aid in combat

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Comparative Market

"It has the combat system from Slay the Spire with the story progression and world-building of Hades"

- Tempus Rail is a Strategic Deck Builder with narrative elements.
- At its core it plays as a simple turn based deck builder.
- Players may choose to engage with characters and events in the world to expand their narrative understanding of the game.
- Narrative elements expand the market to those wishing a more story driven experience.

Released: 2019
**Units Sold:** > 2 Million
Revenue: > $50 Million

Released: 2020
Units Sold: > 5 Million
Revenue: > $125 Million

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Production Milestones

- **Steam NextFest** - FEB 2023: Entering the current demo into NextFest for first reactions and review. Game in this state contains the full gameplay loop with limited progression up train.

- **Final Alpha** - MAY 2023: Completion of the first tier of carriages signalling the final free demo. This includes boss battle and post boss changes to the world.

- **Early Access** - SEP 2023: Early access release on Steam for the first two carriage tiers ready for first commercial reactions

- **Full Release** - MAR 2024: V1.0 build released to the public with all gameplay and narrative elements in place

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The Development Team
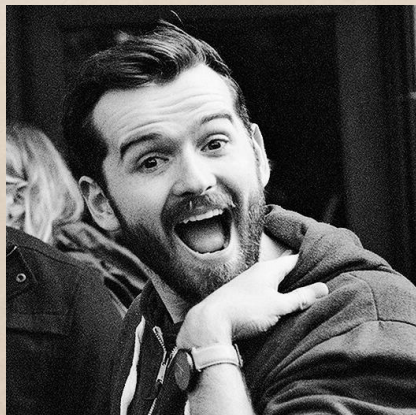
Key Member - Joseph Roberts

- 6 years in Visual Effects

- Experience in Artist and Management positions

- Worked on *The Vault* released in 2018

Joseph is a driven individual with many years working in the creative industry. Given his past experience as a Lead Artist, Joseph is well accustomed to working on multi-year projects in both a creative and management role.

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Contact

🌐 PixelDripGames.com.au

🐦 @PixelDripGames

▶ @PixelDripGames

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