# RUSE DE GUERRE
## THE MARCH TO WATERLOO

A turn-based skirmish Strategy game
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*Napoleon Crossing the Alps* by Jacques-Louis David, 1800

# THE CONCEPT

Choose from 3 nations/factions and build a guerrilla skirmishing Unit which fights for that army. Turn-based strategic thinking is the order of the day with sniping, ambushes, booby traps and Ruse de Guerre all options to tip the balance in your own favour against uneven odds. Succeed on missions, gain notoriety as a commander and rise in the ranks with the aim of securing a command position at the game's finale at the Battle of Waterloo (18th June 1815).

# FEATURES

- Choice of short, medium or long campaign in single player mode; 16, 22 or 28 missions (each offering subtly different advancement options) all of which culminate at the Battle of Waterloo.

- Individual soldier advancement through combat experience.

- Unit advancement with branching specialisations and other options, associated with Commander's rank.

- 2,3 or 4-player multiplayer mode:

  - Free-for-All (all against all – 2,3 and 4 player mode)
  - Handicap (2 vs 1 – 3 players only)
  - Pairs (2 vs 2 - 4 players only)

- Integrated basic Player voice chat, for multiplayer matches.

- STEAM Achievement support

- Publish achievements and milestones to 'Facebook status' button, located in pause menu and main menu.

- End User-friendly Map Editor supplied on the disc or initial game download

- Future support – additional unit types, weapons, equipment and maps added over time, via regular STEAM updates.



Image from *Napoleon Total War* by The Creative Assembly

# GENRE

Ruse de Guerre: The March to Waterloo is a turn-based skirmish game, where each player forms and controls their own fighting unit (infantry or cavalry) gaining combat experience and raising through the military ranks.

# PLAYER MOTIVATION

### UPGRADE
The game is about growing the Unit in size, increasing the quality of its personnel and getting hold of top-line equipment and weaponry. While hoarding money would be an aim of many a real life Napoleonic soldier, in terms of Units every penny spent counts. With enough money, a skirmishing infantry Unit can be converted into a cavalry squadron, which increased speed, mobility, charge range and the prestige of its commander, resulting in speedier rank acquisition.

### RANK-UP
Gaining military ranks and the bonuses and upgrades associated with increased rank will keep the player motivated to continue playing.

### CULMINATION
Reaching the game's crescendo at Waterloo, Belgium would also encourage the player to continue to play. The Unit's role in this final battle will be vital to the success or failure of the war effort.

# TARGET CUSTOMER / AGE CLASSIFICATION

Due to the game's military history-nature, its key demographic is anticipated to be males aged 25-45. This being the case, an age classification of Mature would be sufficient to ensure unhindered sales.

ESRB: Mature (17+)
PEGI:        16+

The game features bloody (although not graphic) violence, occasional strong language, occasional references to tobacco and frequent references to alcohol. It is anticipated that these factors will push up the classification up to 16/17+

# PLATFORMS

PC and Mac. The game is best suited for keyboard & mouse operation, although Xbox 360 and Playstation 3 versions could follow based on computer platform sales.

# COMPETITION

**GAME STYLE**
The following games are Turn-Based squad-level Strategy:

- XCOM: Enemy Unknown
- XCOM: UFO Defence
- XCOM: Terror from the Deep
- Laser Squad

**SETTING**
Strategy Games that utilise a Napoleonic Wars setting:

- Napoleon Total War
- Cossacks II: Napoleonic Wars

# UNIQUE SELLING POINTS

- Napoleonic era setting for a Turn-Based squad-level strategy game

- Upgradable soldiers with unique starting attributes, skills and specialisms

- Individual and Unit progression – Soldiers can learn new skills and Units gain new options and abilities as a result of commander's rank gain

- Use guerilla tactics or 'stand-up' fight; build your Unit according to your own choice of style

- Trade with NPC's in a Turn-Based strategy. Exchange acquired wine, port, brandy, tobacco, other luxuries or golden guineas to gain access to a skill known by the NPC, mission information, better equipment and more.

# DESIGN GOALS

There are two main goals to developing this game; the first is to create a compelling turn-based strategy game through achieving immersion and historical accuracy.

The second goal is the aim to foster a strong attachment to the troops, through their unique traits and qualities. The loss of any given soldier during combat should really be felt by the player, as the loss of an integral part of the Unit. When you care about the fate of your soldiers, you care about the game. Rather than a 'nevermind, I'll just buy some more soldiers' disposition, using them wisely and not taking undue risks in order to keep them alive is the desired attitude.

# GAME SETTING

The Napoleonic Wars era of European history (1799-1815). Lord Wellington has already successfully removed the French from Spain and his British army now pursues Napoleon into France in a bid to end the war once and for all.

No liberties shall be taken with regard to periodic detail in terms of historical fact and the game shall be as accurate as possible. Playing through the game will not influence the final events of the war(s) which would necessitate a re-writing of that history.

# GAMEPLAY PROGRESSION

An exceptional soldier, promoted to the rank of Lieutenant (or equivalent) and tasked with forming their own regiment/unit/squadron (as appropriate) from a set number of candidates, each with a unique combination of statistics, skills and specialities. "The King's Shilling" (money) is in short supply initially, so the unit begins small in number, as dictated by necessity.

Successfully carrying out assigned missions raises the profile of the unit commander (player's character) which in turn allows for more dangerous and more rewarding missions to be undertaken.
Looting fallen enemies and raiding (enemy/neutral) trading caravans more than supplements military wages. Defeating the most prestigious enemies (bodyguard regiments and other elites) offers not only the addition of coin to the coffers, but the opportunity to scavenge upgraded weapons and equipment.

# GAME ENGINE

The proposed engine is Unreal Engine 4, due largely to the success of XCOM: Enemy Unknown, which was developed by Firaxis using said engine. The similarities between XCOM and Ruse de Guerre: The March to Waterloo make Unreal Engine 4 a proven choice for development.

# ART STYLE

The game uses a grid-based Isometric viewpoint and takes advantage of Unreal Engine 4's capabilities to use 3D models each with dozens of animations. Soldiers appear relatively small in the camera's viewable area (as per many a strategy game), ensuring a large area of the map is visible on-screen.
Graphically, the game will look as realistic as possible, in order to promote immersion into the 19th Century world in which the game takes place.

# IN CLOSING

For a very long time, myself and everyone at Sabrecat Studios have yearned for a historically accurate turn-based game of this nature. Most historical strategy games tend to be real-time, such as the battle portions of the Total War games from The Creative Assembly, or even the Commandos series from Pyro Studios.



We at Sabrecat Studios believe that we can develop a great game that draws from real history but puts a slightly different spin on battles (namely making it possible for a clever player to be able to overcome uneven odds, engaging in guerrilla tactics to defeat whole regiments of troops with only a few soldiers).

Sabrecat Studios as a whole would like to thank you for your consideration.

*"Movement in the trees, to our left... Cavalry! Form Square! Form Square!"*