Neoterrus - Publisher Deck

Mechanics-First Variant - Rev v2

Studio: Frozen Dawn Entertainment
Variant: Mechanics-First
Revision: v2 - mechanics-first
Audience: Narrative-shy publishers (Fellow Traveller, Kepler, 11 bit)
Engine: Unreal Engine
Mode: Single-player, story-driven, mechanics-led

Description	Qty	Unit	Amount
01 - Neoterrus - Publisher Deck - A Post-Collapse Single-Player Action RPG	1	$0.00	$0.00
02 - Three Moment-Class Frames - Three reference frames every publisher recognizes, used here as the design and budget arguments in one.	1	$0.00	$0.00
03 - The L4D / Looter Trade Space - The two frames below ladder the design space. One sits on the chaos axis, one on the depth axis. The studio commits to both at the program level.	1	$0.00	$0.00
04 - Publisher Signals (Wave 1 - Wave 2) - 4 signals	1	$0.00	$0.00
05 - Build Momentum - 4 build windows	1	$0.00	$0.00
06 - Schedule a Publisher Call - Replies within 48 hours on business days. NDA flow attached on request.	1	$0.00	$0.00

Anthem-class moment budget. Sustained flight combat plus multi-axis open world, achievable by a tiny team. The verb, the frame, and the budget argument all sit on this line. We lead the deck with it because it is the pitch before the pitch -- what the player is doing at minute thirty, the lanes the studio can afford to build, and the moment-class grammar a publisher recognises on page one.L4D-class chaos compromise. AI director style chaos, kept coherent. A compromise between scripted arcs and emergent pressure -- readable on a developer stream, predictable enough for QA, emergent enough to feel like a world. The trade here is coherence budget, not content volume; the studio commits to the budget at the program level.Looter-class depth budget. Long-tail depth without live-service risk. Suits, mods, and recovered tech propagate from the world, not from a vendor. No battle pass, no festival loom. The trade here is depth budget per biome -- how many beats the world grants before the vendor moves in, and where the studio puts the line.Wave 1 + Wave 2 publisher signals. Fellow Traveller opened with the verbs -- asked what the player is doing at minute thirty, not what the world is called. Kepler prefers systems that read on a developer stream over scripted narrative arcs. 11 bit puts the budget frame before the calendar frame; calendar-first readings land as risk-averse. Consolidated takeaway: mechanics-first framing on page one, trade space second, calendar third. The feature-brochure voice is cut.