



# GAME SUMMARY

## BILLY SAVES THE WORLD

### GENRE

Scifi-vania, Adventure

### STYLE

2D | Open world

### LENGTH

Story: 10 hours | Completionist: 15-20 hours

### NUMBER OF PLAYERS

One

### BY THE NUMBERS

- 5** Story chapters written by award-winning filmmaker Cooper Bibaud
- 3** Diverse hub areas that challenge players in distinct ways
- 30+** Levels to discover, with multiple routes, secrets, unique enemies, puzzles, and nail-biting time trials.
- 13** Optional upgrades that can drastically change the game.

### SUMMARY

*Billy Saves the World* is a scifi-vania platformer with the spirit of a classic LucasArts adventure game where you'll learn to become a better half, for your other half. Oh, and you'll uncover an ancient prophecy and save the world, too.

Run, slide, jump, stomp, rocket boost, wall-jump and use super powers through this narrative-driven adventure that's stuffed with player choices, optional side-quests and puzzles—all with multiple outcomes and solutions depending on what you say and do.

### WHAT MAKES IT UNIQUE?

♥️ PLAYER CHOICE ♥️ BRANCHING NARRATIVES ♥️ ADAPTIVE DIFFICULTY ♥️ AWARD-WINNING TEAM

*Billy Saves the World* boasts an incredible amount of player choice and customization throughout all aspects of its gameplay. Players can progress by leaning the game toward an action/platformer or one that favors dialog, puzzle solving, and exploration.

difficulties that adapt to your skill-level and desire, traps, enemies, time trials, and distinct routes. Players that explore and talk to the locals will uncover branching side-quests full of choices to make, puzzles to solve and brand new areas to unlock.

Players that lean toward action will discover 30+ platforming levels filled with varying

All handcrafted by an award-winning team from film, tv, and music.



MIDNIGHT PAW  
STUDIOS

# TALENT SUMMARY

## MIDNIGHT PAW STUDIOS

### MUSIC & SOUND

*Billy Saves the World* features over 40 original pieces that span orchestral and electronic sound by two composers who have worked on Hollywood films, television and video game productions. Our composers and audio team boast credentials on every major format imaginable. From Billboard Top 100 hits, MTV, *Keeping Up with the Kardashians* to *Assassin's Creed IV: Black Flag*, *FarCry 3*, *Marvel's Iron Man 3*, *Thor: The Dark World*, *Spider-Man: Into The Spider-verse*, and HBO's critically acclaimed *Game of Thrones*.

### ART & ANIMATION

If you have a subscription to a streaming service (take your pick), then you've seen our artist's work. We contracted from Vancouver's top studios WildBrain and Bardel Studios to hand-animate dozens of characters and countless animations to make players feel like they are interacting with an episode of their favorite cartoon. Credits of these fine folk include television's *Rick & Morty*, *Dinotrux*, *Teenage Mutant Ninja Turtles* and many more.

### PROGRAMMING

With multiple shipped titles under their names, from the App Store's *Tiny Gear*, to EA's FIFA and NHL franchises, as well as *Mass Effect 2*, our programming team is using their varied experience to implement systems and tools that allow players to truly get absorbed into the world we're creating.

### LEADERSHIP

With over fifteen years of experience working in film, television, and video games, the leadership team has worked in just about every position these industries have to offer. They have successfully led teams both large and small on award-winning projects, including the 2018 film, *HEEL KICK!*, which won Best Film at numerous film festivals, as well as worked on Emmy-winning productions like *The Electric Playground*.

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