TURBO BOOM!

RACING WITH EXPLOSIVE OBSTACLES

Overview

- High-speed drifty physics and explosive obstacles!

- Low barrier to entry with levels for more casual players.

- Online leaderboards for players to compete against friends.

- Third-person top-down perspective for driving visibility.

- Target audience enjoys racing and/or high-speed action.

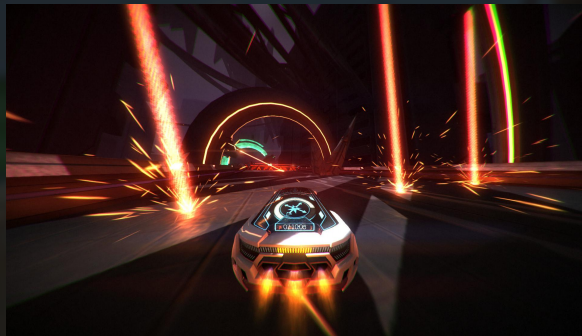- Supports: Windows, macOS and Linux.

TURBO BOOM!
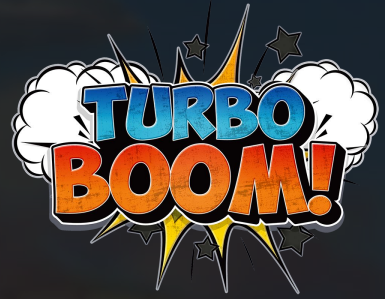
RALLY RACING ON NARROW TRACKS FILLED WITH EXPLOSIVE OBSTACLES!

Comparison Games

Distance   09/2018   >250k units

Trackmania Turbo   03/2016   >85k

Crash Wheels   12/2018   >20k units

Slow Drive   04/2017   >3k units

DRIVE FAST, DON'T EXPLODE IN A SPECIALIZED RALLY CAR WITH PROTECTIVE SHELLS.
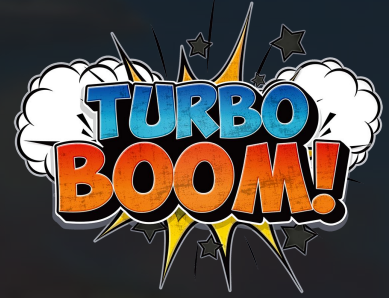
Core Features

- High-speed Action
- Explosive Obstacles
- Protective Shells (3 lives, smaller cars)
- Online Leaderboards
- Ghost Cars (Personal and Leaderboards)

EASY LEVELS FOR CASUAL PLAYERS AND ONLINE LEADERBOARDS FOR COMPETITIVE RACERS!

Current Status

Sales Target

5000 units in first 90 days

Development Status

Turbo Boom! is feature complete, producing content: levels, obstacles, and polish.
A visual pass over interface and some effects still required.
Approximately 50 levels are planned, with a handful of extra obstacles.
Online leaderboards will require additional layers of security.

Release Schedule

August 1st: Public alpha testing.
October 15th: Public beta testing.
November 15th: Gold Release Candidate finished
Early 2020: *Potential* port to mobile; iOS and Android

Seeking

Marketing and Promotional Opportunities

- Media, press and influencer outreach

- Leverage with platform contacts

- Additional marketing material; trailers

Investment for the Best Boom!

- $1500 for music and sound effects.

- $500 for visuals, title screen and interface art.

- At least $3000 for a solid marketing plan.

Note: Audio and art had already been included in current build.

Who is Tyre Bytes?

Tyre Bytes is an independent game studio located in Miami, FL. focused on creating racing games; combat, arcade, simulation and debuting with the obstacle course racing game Turbo Boom!

Tim Beaudet is a programmer at heart but also performs most other functions: art, design and production while hiring out audio and some visuals to make his games pop.

- 15+ years programming
- 5+ years in game industry working on:
  Rock Band 3, Darkest of Days, Monster High Wii and more.
- 2+ years streaming game development

Thank You for Considering!

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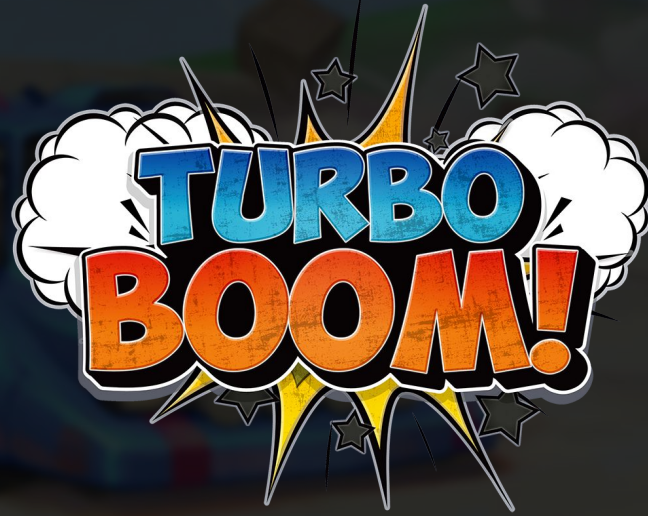
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