

HOW TO PITCH?



Hello!

If you ended up here, you probably have something to show us. Here is a quick guideline of what we are looking for.

• WHAT SHOULD YOU PUT INTO A PITCH TO PLAYDIGIOUS?

A playable PC build. Careful here as we want a real slice of your overwhole experience. If you're saying you have game-changing gameplay, show it! Amazing graphic style, show it! Groundbreaking narratives, well, try to show it.

Bare minimum, please show us a vertical slice.

A deck. We don't need a full GDD but a proper deck to have a better understanding of who you are, what you do, what you need, and what the timeline is. If your deck answers all these questions, we'll be happy!

As such, your deck should include :

- A pitch** of your game, what it is about, what differentiates it from other games, why it would be a great fit for Playdigious. An analysis of the market and competitors would be appreciated.
- A budget.** Pitches without a budget won't be evaluated. Provide a budget breakdown as well as a spending forecast. Be as precise and detailed as possible.
- A planning.** Estimated remaining time of development, potential release window, as well as a glimpse at what you have planned for the future (DLCs, etc... if any). Detailed milestones are a plus!
- More about you.** Behind a game, there is a team. Tell us about you, your achievements, your values, why you care. We'd love to learn more about you!
- If you happen to have more,** GIFs, videos, concept arts, design documents, press or references... please share! If your pitch makes us curious, those documents will come in handy.

Send all of this to review@playdigious.com so it can go to our team-review process!

• WHAT WE WANT AND WHAT WE DON'T WANT

Budget range from 0 to 1.5M€. Be aware that our usual range is mostly around 200 to 400k€, but on a project with great potential we can secure more funds.

Some game types do not fit in our editorial line :

- No F2P (even redesigned as premium games)
- No hyper-casual games
- No realistic simulation or serious games
- No educational games / games for kids
- No gambling games
- No retro games / retro licenses repackaging
(New games with a retro aesthetic are okay though)
- No multiplayer only games
- No porn games
- No VR / AR games
- No mobile only games (PC and console first)