

NEW ZEALAND CENTRE OF DIGITAL EXCELLENCE



Project Outline



- \$24.99 USD
- Single player
- V1 Launch: Q3 2028
- Steam, Nintendo Switch, PlayStation, Xbox
- Full controller support



Parry and **counter-attack** your way from lowly deckhand to undead legend in the only deckbuilder where getting hit *right* is better than not getting hit at all!



Roguelike Deckbuilder

Strategy

Adventure

Card Game

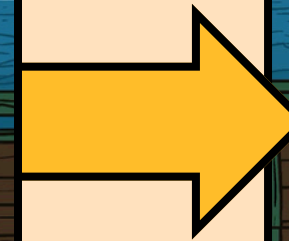
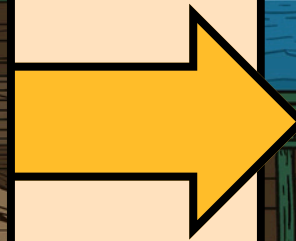
Hand-drawn

Pirates



Perfect parries. Fresh card play.

Davy Jones'
DECKHAND



Drag cards to apply parry



🔥 Perfect match 🔥



Triggers counter-attack

Combine stances and counter-attacks in creative ways to take down diverse, piratical baddies!

Defense is the best offense

- Apply **parry points** to prepare your stances
- **Perfectly match** your parry meter to incoming attacks to **trigger devastating counter-attacks** during the enemies turn

The diagram shows the Parry Meter and Incoming Attack Force. The Parry Meter has three segments: 17 (Secondary), 3 (Primary), and 7. The Incoming Attack Force has two segments: 3 and 1. The equation is: Parry Meter + Incoming Attack Force = Perfect Parry!

Parry Meter

Incoming Attack Force

Davy Jones' DECKHAND

- Strategically switch between 2 active stances, each with **unique stats and abilities**
- **Manage parry meters** to defend & counter-attack
- **Collect & modify new stance cards** to shape the playstyle of your run



Unique effects & counter-attack types

An 'Open Ocean' Deckbuilder

Davy Jones' DECKHAND



Choose a destination

- Survive voyage to arrive
- Voyage is procedural
- Freely travel the open world



Disembark at exotic ports

- Point-and-click adventure
- Upgrade and discover items
- Unlock new ways to voyage



Progress the story

- NPCs on islands give quests
- Acquire map markers and new reasons to voyage



Travel by roguelike →

In the devil's debt

Uncover Davy Jones' secrets. Play as a deceased deckhand aboard Davy's sunken ship, *The Tarshish*, **doomed** to drag the heavy ship along the seabed for all eternity...

Davy Jones'
DECKHAND

Or you could accept Davy's offer: resurrection in exchange for service above the surface. A binding contract enforced by *The Black Spot*. Your quest: hunt down the mythical Leviathan!

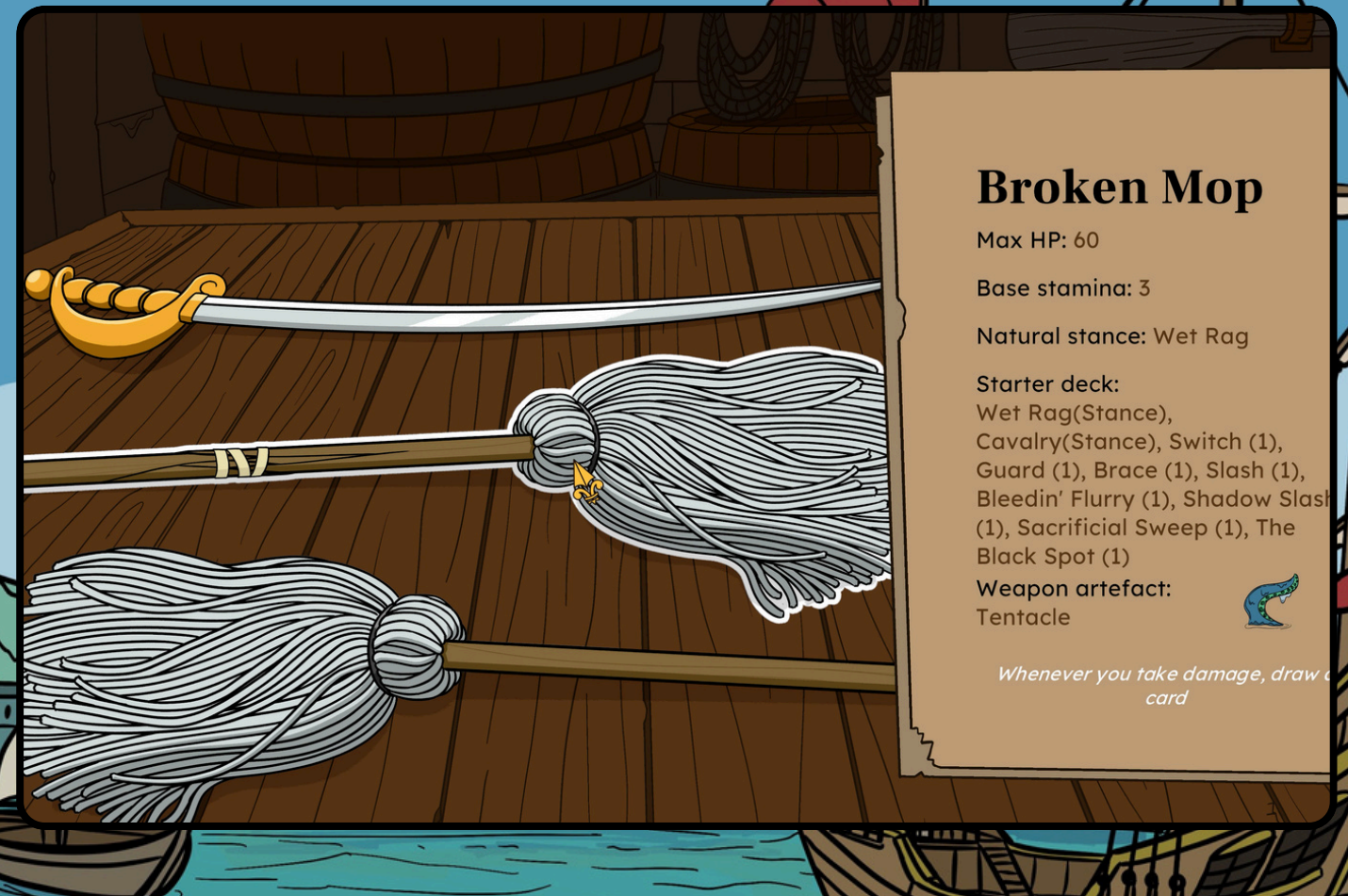
Step into the shoes of Thomas Essex, **a true roguelike hero:** plucky, optimistic and stubbornly persistent in the face of unfathomable odds and countless fatal setbacks.

Nostalgic, light-hearted adventure

Davy Jones'
DECKHAND



- It's like playing through a **classic adventure comic book** from your childhood
- Classic, hand-drawn, **Hergé inspired line-art**
- **Tactile, diegetic UI**
- **Playful adventure tone** inspired by the likes of *Indiana Jones* and *Secret of Monkey Island*
- Billowing sails, duelling banter, dastardly villains and endless horizons!



Comparable titles and market position



Davy Jones' Deckhand blends **deep strategy** with clear, easy-to-learn, streamer-friendly design. **Strong exploration elements** give an exceptional **sense of freedom** and **adventure**.

How appropriate, you fight like a cow!

Q4, 2023 | Cobalt Core



Deckhand also offers:

- Cute/entertaining narrative
- Innovative, easy-to-learn mechanics

and adds:

- Deep replayability & 100s of weapons/stances to discover

Q3, 2024 | Shogun Showdown



Deckhand also offers:

- Intense close-quarters combat
- Puzzle elements

and adds:

- Open ocean exploration
- "Souls-like" perfect parries
- Narrative progression

Q3, 2022 | Monkey Island



Deckhand also offers:

- Whimsical pirate world to explore
- Eccentric characters
- Offbeat humor

and adds:

- Strategic challenge
- Dedicated 'insult' button

Production timeline

Davy Jones'
DECKHAND

Set sail Demo development Production Landfall

November
2023

Tabletop
prototype

September
2024

CODE KickStart
Grant (\$25K USD)



January
2025

First public
playtest



April
2025

Steam page live
& second public
playtest

August
2025



gamescom

October
2025



May
2026

1st Steam
Demo (3K
wishlists)



October
2027

Alpha:
Content lock

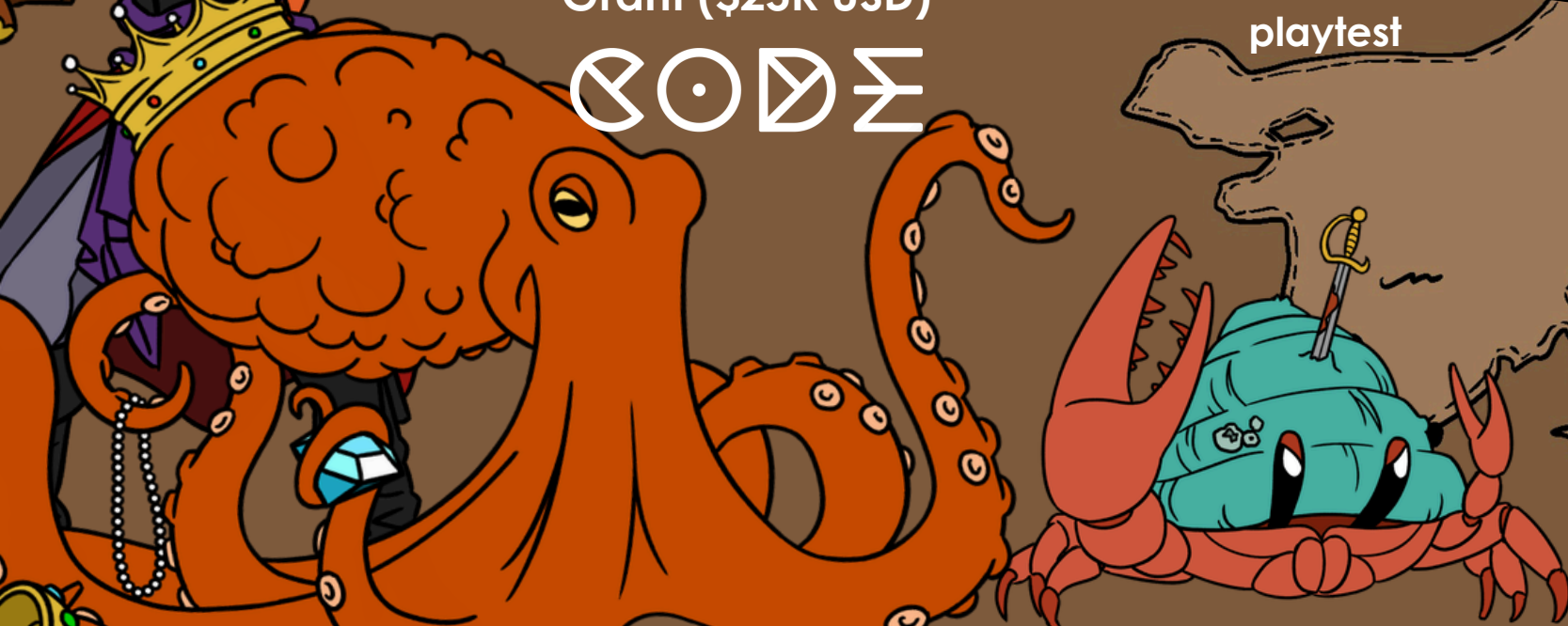
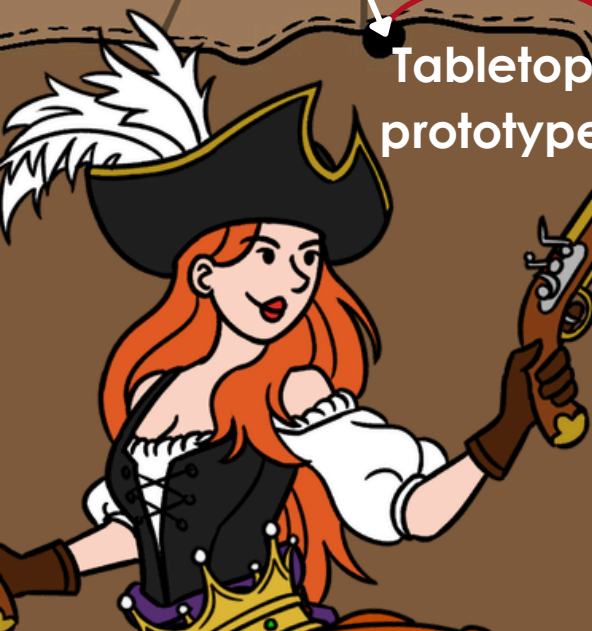
June 2028

Beta &
Next Fest demo!



Q3 2028

V1
Launch



The ask

Davy Jones'
DECKHAND

Investment so far
\$90k USD

CASS BAY
GAMES



We seek **marketing +**
\$100k USD advance

To reach V1 Steam launch July 2028

And the following services:

- Console Porting,
- QA,
- Localization (written words),
- Community Management.

Product info



- Premium: \$24.99 USD
- ESRB 10+
- Single player
- Developed in Unity
- Full controller support

Localisation/Markets

Word count

- 20K written words
- 2K voiced words (cinematics)

Languages

- English (written & VO)
- EFIGS (written)
- Simplified & Traditional Chinese, Japanese, Korean (written)

Our studio

CASS BAY

— — — GAMES — — X

Davy Jones' **DECKHAND**

Emergent gameplay with a playful spirit of adventure!



Ben Childs

Game Director & Programmer

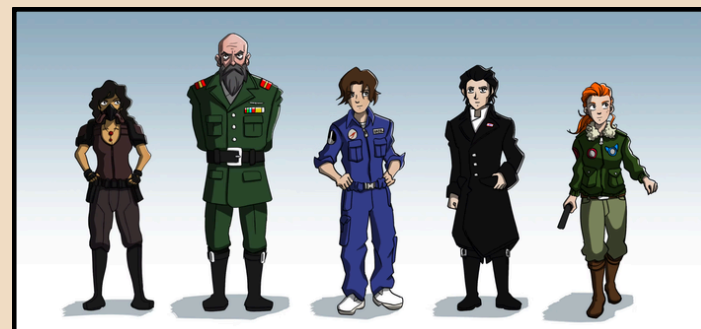
- Day-job: Senior Content Marketing Manager
- Award winning short films
- First Steam release: 'Super Mayor' on commission for a local council



Nik Scarr

Character Artist

- Full time professional 2D animator
- Expert visual novel / line artist



Simon Mackmurdie

Environment/UI Artist

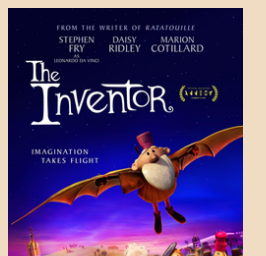
- Game art tutor
- Unique environment art process utilising 3D renders to nail 2D perspective



Dr Ewan Clark

Composer & Orchestrator

- Multiple award winning film composer
- APRA winner
- Frequently records with New Zealand Symphony Orchestra



Davy Jones' DECKHAND



Thank you!

Ben Childs

Founder & Director



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We are Based in
Christchurch
New Zealand!

