

WAY OF THE NINJA

Press pack
Video game
November 2018

REIGN OF THE NINJA

Tournament of the Young Masters



Dragonslash®



THEY ARE 7. YOU ARE ONE OF THEM. BE THE BEST.

Feudal Japan.
The province of Otashima is in jubilation: the great tournament will take place. The winner will earn 100,000 gold coins. The vanquished, the dust of the way.
Everyone has their own power. Everyone swears by his weapon. Use the shuriken, sword, knives, bow and arrow or blowpipe and be the best!

Available for:

Smartphones and tablets.
- Price 1.99\$ on the App Store
- Free-to-play (with ads) on Google Play

Number of players: 1-2 players on the same device

Languages: English, Spanish, French, Italian, Portuguese, Japanese

Release date: Available on the App Store and Google Play



 **GAME TRAILER**



GRAPHIC STYLE

The style of Reign of the Ninja is **part anime, part manga**. It combines 2D and 3D.

The game is inspired by theme parks.

The visuals below show the game's main interface screens.

From left to right, top first: Main screen, Options, Character choice, Challenge menu.





7 ELITE WARRIORS

The Tournament of the Young Masters brings together **seven elite ninjas**, each with their own characteristics.

Each ninja has a favourite weapon and technique. For example: homing shuriken, long-range vision, infinite breath... They also each have a special attack that is particularly useful in one of the tournament's challenges. And while they have certain advantages, they also have their weaknesses...

Players start the competition by choosing one of the seven ninjas on offer. The tournament's other participants are controlled by the AI, or a second player (for one of them).

You can learn more about Kei Ota, Olivia, Blackstorm, Ryoko, Blow, Udo and Green at reignoftheninja.com.

STORY

For his 60th birthday, the Emperor of Japan, Hiroshi Ota, decides to treat his people to a ninja tournament.

To celebrate the event, he asks the seven village leaders of his province to choose the best ninja from each community among the children aged between 11 and 16.

Each chosen contender will represent their village during the tournament, with 100,000 gold coins on offer for the winner.

The emperor wants to take advantage of the tournament to tighten the bonds between the different communities and give the villagers an unforgettable show.



GAMEPLAY

Reign of the Ninja allows the player to participate in a ninja competition with **5 challenges** (shuriken, knife-throwing, archery, sabre technique and blow pipe) in a total of **10 missions**.

Each mission is a minigame.

These are evaluated by a jury of experts who give a maximum of 40 or 60 points, depending on the mission.

In time, with a little practice, it's possible to obtain **100 points per challenge**.

KEI OTA

TOTAL SCORE: 440 POINTS

POSITION: 1 / 7



SHURIKEN



96 / 100

1		KEI OTA 96 POINTS
2		BLACKSTORM 92 POINTS
3		RYOKO 90 POINTS

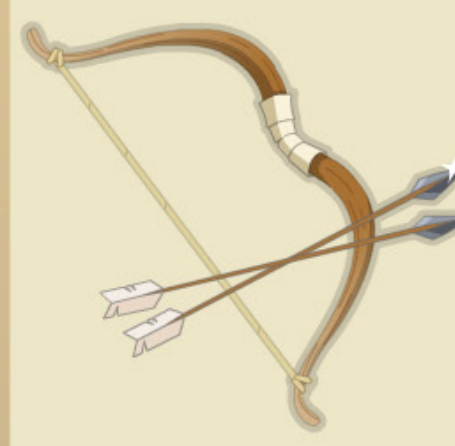
KNIVES



74 / 100

1		RYOKO 98 POINTS
2		BLOW 89 POINTS
3		KEI OTA 74 POINTS

ARCHERY



70 / 100

1		OLIVIA 97 POINTS
2		RYOKO 85 POINTS
3		UDO 79 POINTS

SABER

The ninja with **the best score at the end of the tournament** receives the 100,000 pieces of gold offered by the Emperor.

N.B.: New challenges and missions will be added over time in subsequent updates.

95 / 100

1		BLACKSTORM 99 POINTS
2		KEI OTA 95 POINTS
3		GREEN 87 POINTS

RANKING BOARD



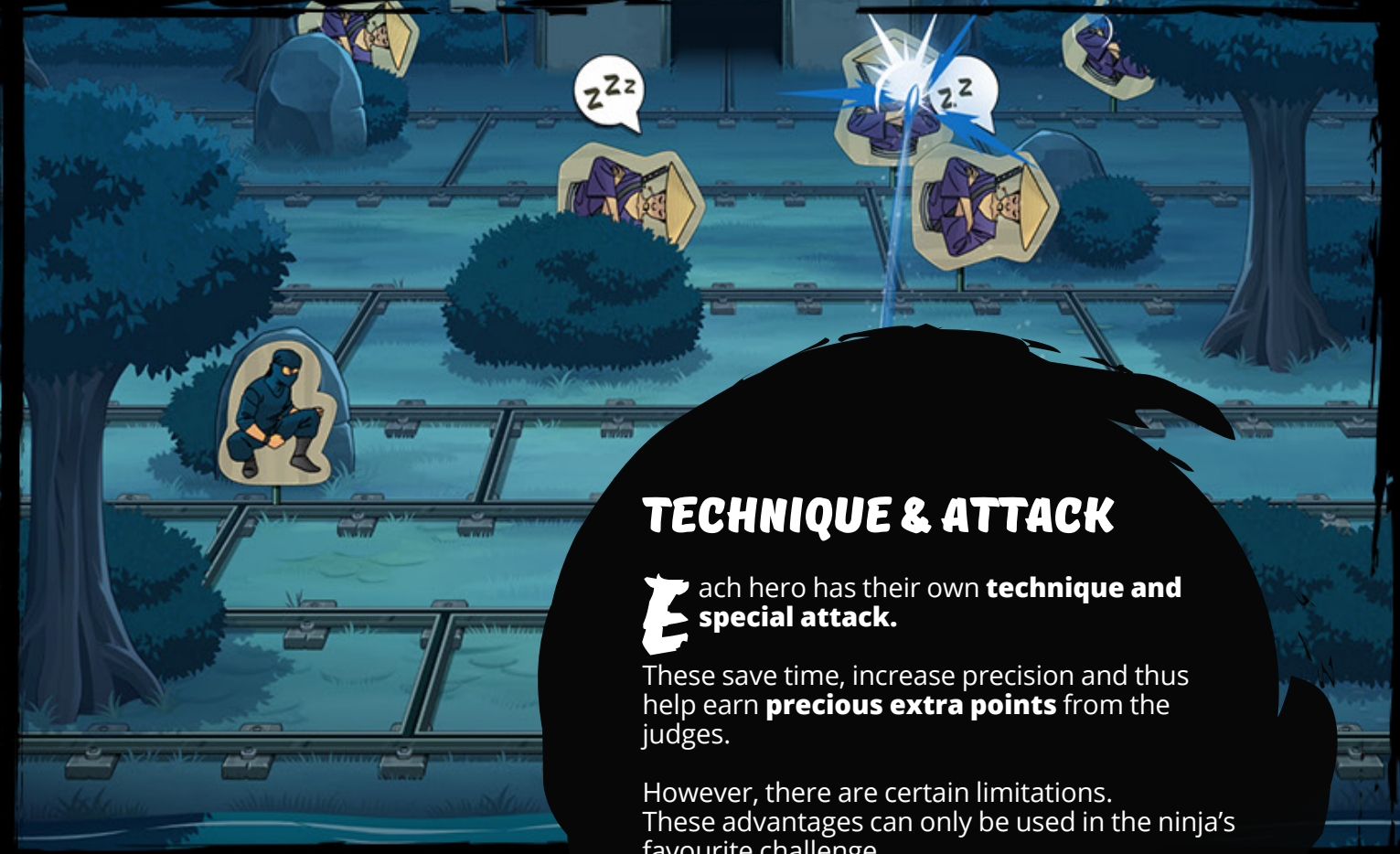
MINIGAMES

The game is played solely with **tap** and **slide** gestures.

The minigames have **three types** of gameplay:

- **The throwing of projectiles** (shuriken, knives, arrows) with a slide gesture, in the desired direction (vertically, diagonally). Depending on the challenge, several projectiles can be launched at the same time.
- **The bow** is controlled by a tap (or a slide) gesture for aiming and for the strength of firing.
- **The sabre** is used with a slide gesture. The inclination of the blade follows the player's on-screen movements.





TECHNIQUE & ATTACK

Each hero has their own **technique and special attack**.

These save time, increase precision and thus help earn **precious extra points** from the judges.

However, there are certain limitations. These advantages can only be used in the ninja's favourite challenge. Also, they are only effective for a certain amount of time.







CONGRATULATIONS!
WINNER: KEI OTA

THE WINNER

At the end of each minigame, the ninjas receive a **score** based on their **speed, precision or technique**. To outperform your opponents, you have get **the best total score**. However, the competition will be tough right up to the end!

If the player is declared the winner, they will be able to see **the end of their ninja's story** (each ninja's story has a different ending). What will their ninja do with the prize money?



ABOUT US

Dragonslash® develops extended universes for videogames and comics.
The studio is based in the south of France, in Montpellier.

Our production team is (among others) made up of a creator / director (Joël Vicente) and nine independent artists, most of whom have previously worked at *Ankama* on the *Dofus* and *Wakfu* animated series.

A former project manager at *Publicis*, and the creator of ROTN, Joël Vicente has been fascinated by Japanese culture since he was a child, particularly videogames, mangas and martial arts. His stories are packed full of references and homages to this culture.



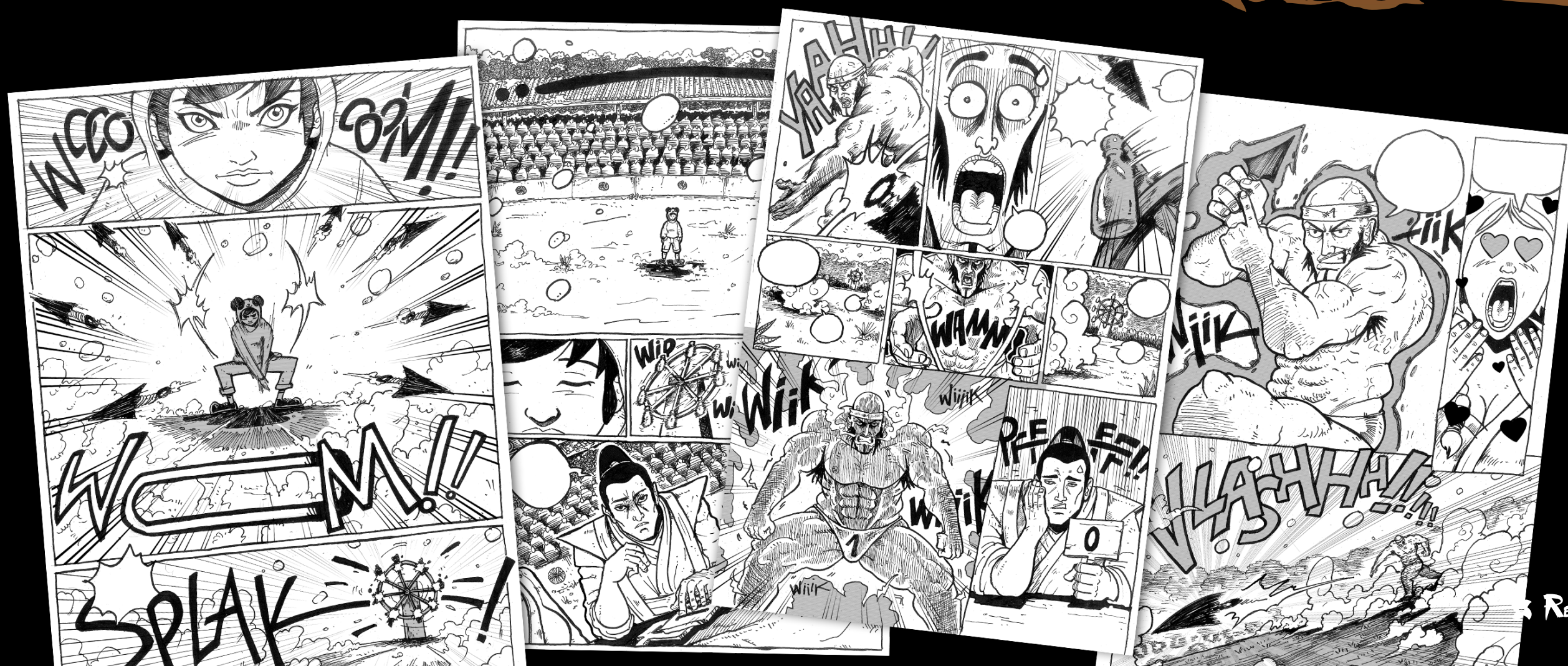


TRANSMEDIA

Reign of the Ninja is more than just a smartphone / tablet game. **It's a transmedia world.**

We have developed an extended universe that goes beyond the boundaries of a game - for example, ROTN is also **a manga comic**, with the first volume due for publication in 2019.

We intend to continue expanding the universe with other related products.





CONTACTS

✂ Game website	reignoftheninja.com
✂ Corporate website	dragonslash.com
✂ Press contact	elodie@dragonslash.com
✂ Commercial contact	contact@dragonslash.com
✂ Facebook	facebook.com/reignoftheninja
✂ Twitter	@reignoftheninja
✂ Instagram	instagram.com/reignoftheninja



Dragonslash®
www.reignoftheninja.com