

DRIVE STATE™



“By the Community, for the community”

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What is Drive State?

Drive State is not a typical Premium or Free-2-Play game.

It's actually works more like a “**client**” in that it matches racers together via a server browser, and understands all of the different race modes, and car physics engines that the **Game Content** needs to work.

Drive State determines if you **OWN** the content, and in which ways it can be used (cars, wraps and tracks)

Drive State allows anyone to **HOST** a Public or Private Server, which could be 1-10 races in total.

The Flow is simple:

HOST - Pick a car, pick a track(s), pick a (supported) game mode, host a server and go race!

or

RACE - Find a server to join and go race!

What is Drive State **NOT**, or **won't have at Launch?**

The goal is to keep the Client as small as possible with minimal features since the Content could be ANYTHING, there is no uniform way to implement most systems. It will not require Content Creators to use an dedicated engines.

- Narrative
- A Ranking System
- A Track Editor (use the Unreal Editor 5.7)
- Tournaments (host your own)
- An Extensive Anti-Cheat system (private servers won't have this issue...)
- Player Spectating
- Subscriptions / Battlepass
- Achievements or any form of Player Progression

What is Drive State at Launch for \$5?

- ~ 5-10 cars with FULL Colour Packages (2 Licensed cars)
 - 2020 Audi RS5 Coupe
 - 2020 Jaguar F-Type R Coupe
- ~ 4 track locations with Race Settings fully UNLOCKED (multiple race layouts per location)
- ~ 100 free wraps
- Public races available at all times
- BOTS (can be disabled)
- TRAFFIC (can be disabled)

PLUS SOME UGC to buy

- Every car that is available via UGC will have additional paint options to purchase
- Some Tracks / Track Locations (pay to unlock full race settings)
- Wraps

The \$5 entry gets you MORE and MORE content over time

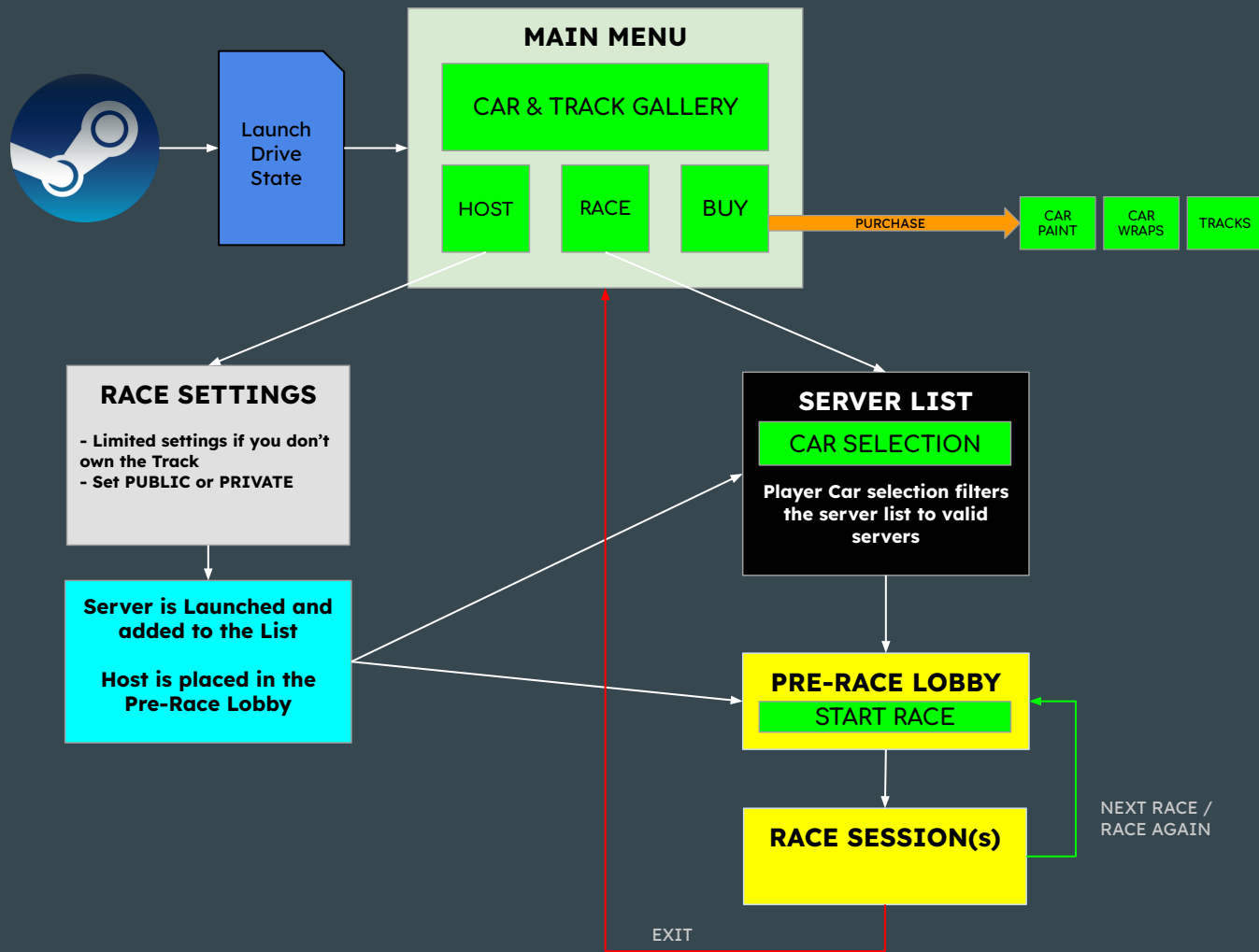
In 6 months, with more UGC added, the \$5 now gets you:

- ~ 10-20 cars with FULL Colour Packages
 - Additional licensed cars added when possible
- ~ 6 track locations with Race Settings fully UNLOCKED (multiple race layouts per location)
- ~ 200 free wraps
- Public races available at all times
- BOTS (can be disabled)
- TRAFFIC (can be disabled)
- NEW RACE / GAME MODES

MORE UGC to try and buy

- More UGC cars, with Car Paint Packs to buy
- Tracks with Limited settings, buy to unlock full race settings
- Wraps

Flow



The Shop

External Webshop

- Create a Drive State Webshop account and link it to your steam account
- Purchases on the Webshop will reflect in the player's in-game Steam account
- Content will be available through Steam, but creators will lose 30%

LOW Monthly Development Costs

GOAL = Keep the monthly costs extremely LOW

HOW = 2 employees, Low Server Hosting Costs, Manageable Feature list

Most work will be contracted out.

The GOAL is to give a VERY LARGE portion of the UGC sale revenue to the creators once the monthly development costs are covered. (as much as 95%)

What is Drive State in the future?

- **CONTENT** - Other racing types (rally, drift, sim-racing, bikes, trucks, go-karting)
- **DRIVE STATE** - New Game Modes, Toon Karts, 4 player Drag Racing
- Basically, whatever the UGC CREATORS want to make...they can make

The community makes the cars

The community makes the tracks

The community makes the wraps

The community creates trends

The community creates subcultures