



ON A ROLL - INFO SHEET

GENERAL INFORMATION

WHAT IS ON A ROLL?

On a Roll is an inline skating sports sim with sumptuous graphics and intuitive double analogue controls. It has a strong focus on stunts and is inspired by a love of inline skating.

The game is generating considerable hype within the inline skating community and to lovers of extreme sports games. It is suited for both serious and casual players.

PLATFORMS

Platforms: Steam, Xbox One, Playstation 4
Similar titles: SKATE 3 (EA), SNOW (Poppermost), Tony Hawk's Pro Skater 5
Localization: EFIGS, Dutch, Japanese, Russian (Only UI)

FINANCIAL

- Strong social Media community on Facebook with 15K+ likes
- Successful Kickstarter campaign between May-June 2015: 121% funded.
- 100K investment from Flemish Audiovisual Fund (VAF)

WHAT DOES THE AUDIENCE THINK?

"The most hyped game I've ever waited for! Going to take a week off work when it releases."

– **Steven Power**

"Looks great, can't wait to play! I appreciate all the time and energy being put into making an awesome rollerblading game!"

– **Derek Hanneman**

"This game is going to be something special!! So happy Richie Eisler is involved. Keep up the great work guys."

– **Adam Kniveton**

"Can't wait!! I'm a blader myself and this game is a dream come true."

– **Kacper Sparrow**

WHAT DOES THE PRESS THINK?

"On A Roll is one of the more promising-looking projects I've seen on Steam Greenlight and Kickstarter in a little while."

"In my expert opinion, On A Roll looks solid and it's very, very pretty."

– **KOTAKU**

"This small team is having no trouble reaching a high level of visual fidelity."

"On a Roll feels like a cousin to Skate."

– **PC GAMER**

LICENSING

THE FOLLOWING BRANDS HAVE BEEN LICENSED FOR USE IN THE GAME:

- SEBA (inline skate manufacturer)
- USD (inline skate manufacturer)
- VC Clothing (Clothing brand)
- First and Lexington (Clothing brand)
- Grind House (biggest European inline skating store)
- 4Sqair (skate wheel brand)
- Jooks (Clothing brand)
- Damn Son (Clothing brand + Indie record label)
- Roll School (inline skating school)
- ProVoke (inline skate bearings)
- Bladelife (Clothing brand)

8 PROFESSIONAL INLINE SKATERS HAVE BEEN LICENSED FOR USE OF DIGITAL AVATARS (ALL OF THEM HAVE BEEN 3D SCANNED + MOTION CAPTURED):

- Richie Eisler (CANADA)
- Robert Guerrero (US)
- Anthony Finocciaro (SPAIN)
- Antony Pottier (BELGIUM)
- Manon Derrien (FRANCE)
- Stephanie Richer (FRANCE)
- Dustin Werbeski (CANADA)
- Francis Ali (BELGIUM)

MAJOR GAME FEATURES

- 6 typical Action sport stunt types:
 - 5 Flips (+variations)
 - 78 grinds
 - Airs
 - Jumps
 - Spins
 - 6 Wallrides
 - 8 Grabs
- 7 Unique inline skating tricks:
 - Monkey plants
 - Grind switch-ups
 - Heel rolls (forward + fakie)
 - Toe rolls (forward + fakie)
 - Cess slides (3 variations)
 - Cess slide spins (3 variations)
 - 19 Stalls
- Custom character editor with customizable:
 - Face
 - Skin
 - Hair
 - Clothing
 - Skates
- 3 Evolving player stats (stats increase with practice):
 - Grind balance
 - Speed
 - Jump accuracy
- Large City: 12 connected districts
- Level customization:
 - **Obstacle dropper:** Dynamically drop any skating obstacle from the list of 30 items. Available everywhere at all times throughout the game.
 - **Custom skatepark editor:** Dedicated area where player can build its own skatepark from scratch using a library of 65 modular parts.
- 5 career missions types (multiple instances of each type):
 - Skating competition
 - Street skating battle
 - Skate Magazine Photoshoot
 - Match the trick: unique head to head trick battle where stakes can be raised each turn like a poker game.
 - Mega Ramp competition (similar to the hugely popular Nitro Circus event)
- Advanced replay system with camera keyframing and slow motion (unique in it's genre)
- Store with 40 Clothing items + 30 skating obstacles
- Double analogue stick intuitive controls