

ALPINE ASSASSIN

A BULLET-TIME SNIPING COMEDY ON THE SKI SLOPES

PUBLISHER PITCH · BEEFYGAMES

Play it now: alpineassassin.com/play Trailer: alpineassassin.com/trailer

THE PITCH

Snipe ski bandits mid-backflip. Ride the bullet. Watch them fall.

Alpine Assassin is a first-person sniping game set on a ski resort. Bandits launch off kickers at 20 m/s and throw flips and corks; you lead the shot, allow for wind and drop, and fire mid-trick. Every hit becomes a slow-motion x-ray kill-cam, then a physics ragdoll cartwheels down the landing. Short, replayable contracts, a silly spy story, and a lot of red snow.



PC
Steam, plus a free browser build

Godot 4.7
engine

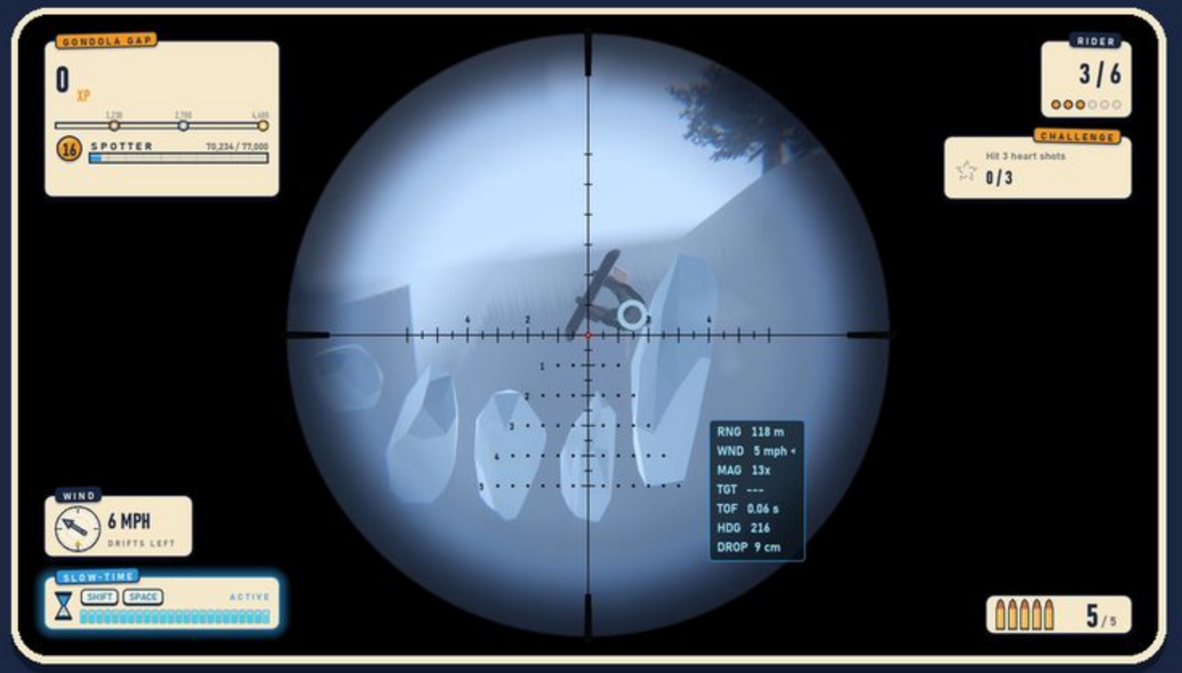
Q1 2027
target release

Playable
full campaign today

CORE LOOP

Spot. Lead. Slow time. Squeeze.

- **Spot the rider**
  Each contract puts you at a new perch: tower decks, valley floors, far ridges, a summit.
- **Lead the shot**
  Real rounds with drop and wind, a different muzzle velocity per rifle.
- **Spend your slow-time**
  A limited meter for the tricky ones. Mid-trick hits pay a bonus.
- **Bullet-time kill-cam**
  Every hit rides the round in, through an x-ray of the body.
- **Ragdoll + score**
  Combos, vital chains, medals, cash for the cabin shop.

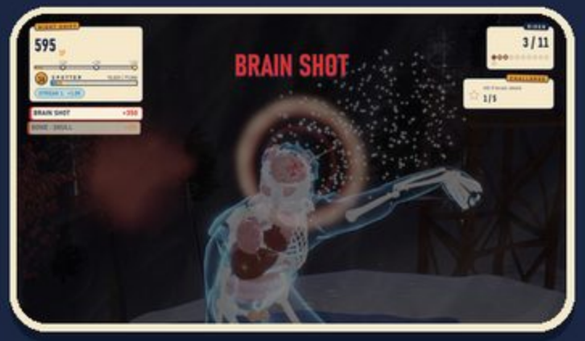


THE HOOK

Bullet time, every time

Seven camera styles, picked at random per kill: Bullet Ride, Corkscrew, Head-On, Flyby, Low Angle, Bird's Eye and Orbit. Anatomical x-ray organs (brain, heart, lungs, liver, kidneys, intestines, and the one everyone winces at) each score differently. Bones crack, hearts burst. Any shot can be saved and re-watched from every angle.







THE COMEDY

Physics: accurate. Landings: not.

- Full ragdolls take over after every kill: skis off, poles everywhere, a red streak down the landing that stays all run.
- Things not to shoot: ibex (POACHER! fine), foxes, tourists (CIVILIAN!). The eagle is fair game.
- Things to shoot: fuel stacks beside the kicker. Timing is everything.
- A deadpan spy story: P.E.A.K. vs the S.C.H.U.S.S. ski bandits, told in code-built cutscenes.







WHAT'S IN IT

A complete game, today

20
levels in a 4-act story campaign

7
bosses, including a counter-sniper and a gunship

17
weapons, from a Kar98k to a .50 cal

70
ranks of unlocks: skins, charms, gloves, blood

100
achievements

15
languages

5
target types: skis, boards, wingsuits, lifts, sleds

7
kill-cam styles + full shot replays

Also: a challenge per contract, hidden golden gnomes, controller and touch support, and a fake spy-agency computer in the cabin for the shop and mail.

WHO IT'S FOR

Short sessions, big moments

- **Kill-cam fans**
  Players who love a slow-motion x-ray shot, in a quick arcade package.
- **Physics-comedy fans**
  Ragdolls, slapstick and a straight-faced spy story.
- **Score chasers**
  Medals, combos, a challenge per level, rank-gated unlocks.
- **Streamers and clips**
  Every kill is a 5-second highlight, and replays make the clip for you.
- **Fans of classic browser ski-sniping games**
  A full 3D, modern take on a format people remember fondly.



STATUS

Built, playable, polishing

- **Now**
  Full campaign playable on PC; free demo in the browser at alpineassassin.com/play. Trailer and Steam store art done.
- **Next 3 months**
  Steam page live for wishlists, Steamworks integration (achievements), playtests, balancing.
- **Launch: Q1 2027**
  Steam (Windows) release.
- **After launch**
  The story ends open on purpose: more contracts and new settings can follow.



THE STUDIO

BeefyGames

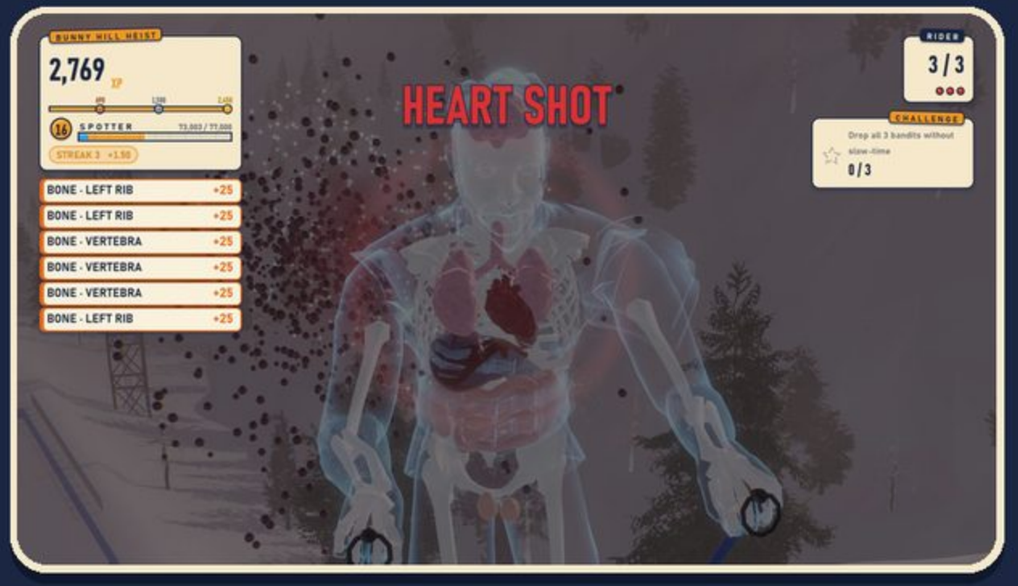
BeefyGames is an independent studio making funny, mechanically tight games. Alpine Assassin is built in Godot 4.7: a 3D procedural mountain, code-built cutscenes and props, an in-house kill-cam and ragdoll system, and a pipeline for 15 languages, controller and touch input, and a browser build from the same codebase.



THE ASK

A publishing partner, not funding

- **Budget**
  No development funding needed. The game is built; we're looking for publishing support.
- **Marketing & PR**
  Launch strategy, press, festivals and Steam Next Fest, trailer and creator outreach.
- **QA**
  Wider playtesting and certification-style bug passes before launch.
- **Localization review**
  Native-speaker checks of the 15 shipped languages.
- **Platform**
  Steam (PC) first.



ALPINE ASSASSIN

PLAY IT

alpineassassin.com/play

TRAILER

alpineassassin.com/trailer

CONTACT

contact@alpineassassin.com

STUDIO

BeefyGames

Thanks for playing. Ski at your own risk.