

NOT \$



LUCKY PENNY

CONCEPT BY ASHLEY CATES

WHAT IS IT?

Explore the world through the eyes of a penny in a journey of **mystery, friendship, and sacrifice.**







WHY SHOULD I CARE?




After your newfound coin friends **vanish without explanation**, it's up to you to **uncover the mystery** behind their disappearance— **if you survive.**






FEATURES

-  **Roll around a 3D open-world** with lots of unique areas to explore
-  **Solve puzzles** to escape sticky situations
-  **Dent and rust** as a result of your exploration
-  **Decide** the fate of your friends and the rest of coin-kind

AUDIENCE

-  Fans of narrative, puzzle-based adventure games
-  Mature audiences (14+) that can deal with intense mental dilemmas
-  People curious about the life cycle of coins

NARRATIVE GOALS

-  As a penny who's never seen the world, all you want is a taste of reality and friendship.
-  For the first time in your life, you seem to have it all... until everything *changes*.
-  You must face the unknown threat abducting and mutilating coins in order to rescue yourself, your friends, and every coin in the country.

ACT I

THE ESCAPE



ACT I – THE ESCAPE



Mingle with fellow coins (all with distinct personalities) inside the bakery's cash register, which has been your mundane home for as long as you can remember.



Encounter a petrified quarter who claims that mankind is torturing coins, but those in the register write him off as crazy and ignore him.



It's your lucky day! You are withdrawn from the register and given to a customer before being dropped on the ground accidentally.



After toppling from the customer's hand, you make the choice to roll through a crack in the bakery door and begin your exploration of the outside world!



ACT II

THE CHANGE



ACT II – THE CHANGE

- Enter the outside world and **adapt to the game's core physics/mechanics** (rolling, tilting) by inspecting the parking lot outside of the bakery.
- Greet a **withered dollar bill** who warns you to **stay away** from the humans. Before you can ask any questions, the wind blows him away and **he is abruptly hit by a car**.
- After exploring the parking lot for a while, **encounter a group of lone coins** (Q, Nickole, and Dimen) and join their posse, solving simple puzzles to adventure into new regions (parks, restaurants, arcades, etc).



ACT II – THE COIN CREW

Q



A **posh quarter** who is sick of being passed between the dirty hands of humans, deciding to go on her own adventures.

Nickole



A **natural leader** who's in charge of the group with a dream of rolling across the entire world.

Dimen




A **young, sometimes annoying dime** who was abandoned at the mint who will do anything for his friends.

ACT II – THE CHANGE (CONT.)


 Your **new friends start to vanish** one by one (Q then Dimen) until it's just you and Nickole.

 Q vanishes after departing to wash up in a puddle

 Dimen mysteriously disappears while the three of you are looking for Q

 Being the final members of the coin crew, **you and Nickole hide out** in an abandoned alleyway to avoid losing one another.

 Nickole comes across a **water-damaged newspaper clipping** with all text blurred, but the image on the front page is undeniable— **it's Q being melted down!**

 Before the two of you can process anything, a mysterious, shadowy **disc hovers over you (a metal detector)** and you are both shoved **into a sack of other abducted coins.**



ACT III

THE MELT










ACT III - THE MELT

- Through the cries of the coins in the sack, you and Nickole are miraculously able to locate Dimen within your new prison.
- As the three of you are breaking the news about Q's death to Dimen, you are dumped onto a hot conveyer belt. Confused by where you are, you glance around the facility and read the strict print on the wall: "U.S. METAL SHORTAGE RESOLUTION FACILITY."
- Gradually melting and heading towards a flaming oven, Dimen begins to cry. Nickole is paralyzed with fear, so it is up to you to come up with a quick solution before it's too late.



ACT III – THE MELT

-  Roll off the conveyor belt and towards the control room to **shut off the heat** using various **challenging puzzles**.
-  Right before all hope is lost, **Dimen** helps you by rolling into the a small crack within the control panel and **shuts the conveyor belt off**.
-  **Dimen is determined to find Nickole**, so he rolls down from the control tower down to the conveyor belt. You chase after him and **find Nickole severely melted and disfigured**.
-  She **begs you to push her into the flames**, but you must decide for yourself!
 -  If you **accept**, you nudge her in and she dies
 -  If you **deny**, she rolls herself into the flames and dies
-  **You, Dimen, and the others escape the facility**, forming a new group of lone coins with you as the leader. Your newest mission is to teach others to **find worth outside of “face value.”**



Thank You!

