



**Copyright 2023 All Rights Reserved.**

All supporting materials and proprietary business information are the property of DIGITAL BOXCAR.

These materials may only be altered, shared or reproduced with the explicit consent or at the request of the copyright owners. Please keep it between us.

**DIGITAL BOXCAR | [www.digitalboxcar.com](http://www.digitalboxcar.com)**



**Strategy simulation game  
about growing crops  
for ever-evolving market demands.**

32	64	64	8	32	64	32	64
6	128	64	32	16	64	64	64
8	64	16	32	\$3,379	32	32	64
4,564	\$26,925	\$10,349	\$5,936	\$10,483	\$9,722	\$12,141	



0	Green Bean
0	Tomato
126	Apple
0	Sunflower
0	Broccoli
12	Strawberry
0	Pumpkin
48	Carrot
11	Spinach
0	Potato

nd  
nd  
nd

**ACRES**  
IN-GAME SHOT

Hand icon | 15% | 3 | 5%

Location pin | Animal | Settings | Rake | Watering can | Pickaxe | Plow

ACRE -22:0

85.863 N 99.462 Ca 92.336

Plowed

# Grow with purpose

Fulfill orders by growing crops.  
Meet increasing market demands by upgrading tractors & equipment, automating cultivation and purchasing more land.

How long can you keep the farm operating?



# REFERENCES



X



X



# PLAYER EXPERIENCE



## SOW

CROPS  
FOR INCOMING ORDERS

## HARVEST

READY PLANTS  
FOR CASH

## UPGRADE

TRACTORS &  
IMPLEMENTS

## REPEAT

THE NEXT ORDER AND  
DO IT ALL OVER.

# ROADMAP

11 2022

## CONCEPT

VISION  
RESEARCH  
PILLARS  
SCOPE

01 2023

## PRE-PROD

SYSTEMS  
VISUAL DESIGN  
LOOP  
PIPELINE  
PROTOTYPE  
FUNDING

03 2023

## PRODUCTION

DEVELOPMENT  
VERTICAL SLICE

09 2023

## PRE-LAUNCH

OPTIMIZATION  
POLISH  
LOCALIZATION  
PORTING

10 2023

## LAUNCH

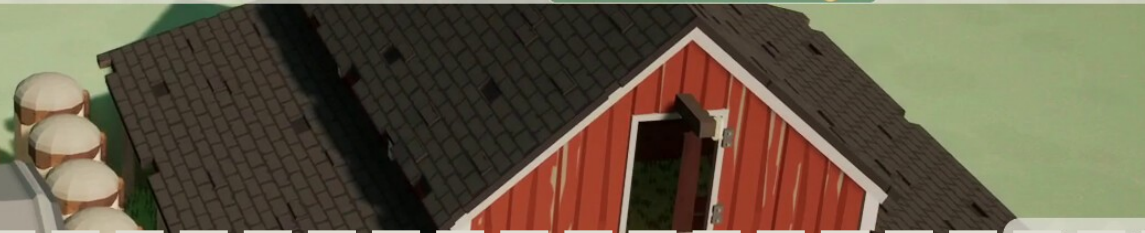
PC  
1 CONSOLE

04 2024

## SUPPORT

LONG TAIL  
FREE CONTENT  
PORTING+

5	28	14	12	10
11	12	9	34	6
12	16	10	5	10
\$ 1,362	\$ 3,276	\$ 1,645	\$ 3,000	\$ 1,827



# MEETING MARKET DEMANDS

Market orders queue, with certain crops and amounts, It's up to the player to grow the requested crops before the order ticket expires.

Orders sell automatically when harvested crops are available.

The amount of cash earned is dependent on the crops' value and how quickly the order was fulfilled. As market orders age, the order value will gradually decrease until time has expired. Too many expired orders will reduce the farm's reputation level.

**This is the main gameplay pillar.**



PLACEABLES

ONION	ACRE -5-5	Planted
READY	77.867	N 81.88 Ca 84.099
3/3	pH 6.1	P 81.95
	m 88.611	K 84.0



PLOW

PLANT

CULTIVATE

WATER

HARVEST

## ORDER CYCLE

Crops are managed over a grid of cells. Players must nurture the crop and soil through each stage to complete an order. Each stage is accomplished through specific tools.

# AUTOMATION

Manual hand tools can be upgraded to automated tractor and implement versions, allowing faster processing times and freeing up the player to manage other areas of the farm.

Better tractors and implements have increased usage costs, it is up to the player to decide when upgrades are necessary and cost effective.



**HARVESTALL CUB**

Amount Owned	1
In Use	0%

Fuel Cost 0.54 

Speed 1 

Horsepower 10 HP



**SINGLE ROW SEEDER** 3,350 \$

Plants a new seed in the soil.  
Select seed type in the right hand side toolbar

Use Cost	2 \$
Fuel Cost	0 
Rows	1 

IMPLEMENTS ARE AUTOMATED TOOLS DRIVEN WITH TRACTORS. CLICK ON A STARTING CELL TO INITIATE

- 24 
- 24 
- 36 
- 36 
- 0 
- 0 
- 0 
- 0 
- 0 
- 0 


1 3 5

PLANTERS



ACRE -6--4 Purchasable

100 	N 100	Ca 100
pH 6.1	P 100	S 100
m 100	K 100	Mg 100



# WHO'S LISTENING?

We're talking to a core audience who relish a relaxed gaming experience while deriving a sense of accomplishment and personal growth by successfully managing incoming pressure.

- Simulation Enthusiasts
- Strategy Gamers
- Farm and Agriculture Enthusiasts
- Time Management Fans
- Casual Gamers
- Economic Simulation Enthusiasts
- One more run seekers

# RECAP

## GAME

Casual strategy sim game with a focus on time management and automation

## STATUS

Pre-launch

## DEVELOPMENT

12-18 MONTHS

## RELEASE TARGET

FALL 2023



8  
32  
32  
\$5,734

8  
\$784

2  
Upgrade Cost  
\$1,200

**CABBAGE**

Seed Bins 0  
Seeds Available 0 / 0

Seeds / Acre	0
Stress Tolerance	10
Dig In Value	8

**REQUIREMENTS**

Water	0.71
pH Range	6.0 - 7.0
Nitrogen	0.1 N
Phosphorus	0.15 P
Potassium	0.1 K
Calcium	0.08 Ca
Magnesium	0.06 Mg
Sulfur	0.011 S
Micro-nutrients	0.135 m

Icons for home, water, and other farm management actions.

Icons for various farm activities like plowing, watering, and harvesting.

PLACEABLES

ACRE 3-11  
Overgrown  
100 Water  
pH 6.1  
m 95.717  
N 87.977  
P 89.688  
K 81.085  
Ca 89.284  
S 91.923  
Mg 91.567



**LET'S TALK!**

JIMI DEMETRIOU // [JIMI@DIGITALBOXCAR.COM](mailto:JIMI@DIGITALBOXCAR.COM)

[WWW.ACRESGAME.COM](http://WWW.ACRESGAME.COM)