

WANTED 3D: DEAD OR ALIVE - VOICE ACTING CASTING CALL DOCUMENT

ABOUT THE GAME:

Wanted 3D: Dead or Alive is an upcoming retro Spaghetti Western FPS. As the Nameless Rider, a former outlaw who was betrayed by his former gang and locked away in prison. Your objective is to shoot your way through the Wild West to get revenge on your former “amigos” and uncover a treasure trove they’ve hidden away.

The base game is set for release for later this year. You can check out the Steam demo HERE, and listen to the demo’s intro to get an understanding of the story HERE.

ABOUT THE ROLES:

- The game is inspired by spaghetti Western movies, so Southern US accents are required. Think cowboys, gunslingers, etc.
- Please record 3 takes per line (AAA, BBB, CCC, etc.). Then, record three short, quick “pain” sounds and two death screams. In between each take, place 1-2 seconds of muted-silence.
- Name your files “CharacterName_Wanted3D_YourName”, e.g. “OneEyedSam_Wanted3D_JohnDoe”. You CAN audition for more than one enemy but be sure to send each audition in separate files.
- Do not submit auditions recorded with USB microphones or with excessive amounts of background noise, room reverb, spiking audio, ultra-compressed audio, lines that

are far too quiet, slating (saying your name in the title), etc. Otherwise, your audition may not be taken into consideration. Ensure your audio is no quieter than -18dB.
- If you get a role, you will be credited with your full name (or an online name if preferred) in the game's credits. In addition, you will also be supplied a free code to the game upon completion.
- We will only contact successful applicants. Runners-up will be contacted if voice talents need to be replaced for any reason.
- No, there is NO generative AI used for the writing, art, promotional material, music, voice acting, or whatever. But if you want to submit your audio with an AI rider contract, then feel free to.
- Submit auditions to [jake_parr@hotmail.com]. Send audition files as a mono mp3 file, 320kbps.
- This is an UNPAID role. However, if the game performs exceptionally well in sales, we will consider offering some form of compensation for all voice talents in the game, bosses included.
- AUDITION DEADLINE: [Friday 7th August, 2026, 11:59pm GMT].

THE BOSSES OF WANTED 3D:

From left to right: Billy The Quick, One-Eyed Sam, and Ace "King". All characters in-game are digitized models of real people.



Billy 'The Quick' (16 lines)

Billy 'The Quick' is loud, cocky, and one the fastest gunslingers out there. He's so certain that he is the best that he exudes overconfidence and smugness whenever he speaks. Billy should have a medium-pitched voice and sound relatively young and lively.

When the player fights Billy, he will taunt the player by mocking your skills in between dishing out childish insults.

- "**I got bored of shooting the innocents, thought I'd be nice enough to some of 'em go, Rider. You still use that name, right?**" (*boastful, then smug. He should be calling out from a short distance rather than using a conversational "inside voice"*)
- "**Are your hands shaking, or is it just your bad aim?!**" (*taunting the player from afar, very amused*)
- "**For once, I need help! Move it!**" (*getting increasingly desperate, calling for reinforcements*)
- (**3 yelps of pain, followed by 2 death screams for when the player lands the killing blow and wins the boss battle**)

One-Eye Sam (14 lines)

'One-Eye' Sam is a country bumpkin with no manners. Known for his adept skills with a sniper rifle, this marksman will spit insults galore at the Nameless Rider prior to their duel. Sam should have a medium-to-low-pitched voice, perhaps with a bit of gravel.

When the player fights Sam, he will taunt the player with angry threats and insults.

- "**Nobody intends to die, it just happens! HA HA HA! Get him! Blow that idiot's brains out!**" (*mocking tone at first, followed by a brief cackle, and then shouting orders angrily at his henchmen. He should be calling out from a short distance rather than using a conversational "inside voice"*)
- "**I'll hunt you down, you pig-faced pansy!**" (*taunting the player from afar, spiteful and filled with venom*)
- "**Stop crapping yourselves and kill that asshole!**" (*getting increasingly impatient with his henchmen, calling for reinforcements*)
- (**3 yelps of pain, followed by 2 death screams for when the player lands the killing blow and wins the boss battle**)

Ace 'King' (~30 lines)

Ace 'King' is the leader of the gang. Obsessed with gambling and cheating, he is a slimy snake-of-a-man who will use whatever tricks he can pull out of his sleeve to ensure he comes out on top. Ace should have a smooth-sounding and powerful voice worthy of a leader… and a backstabber.

When the player fights Sam, he will taunt the player with all sorts of references to card games, roulette, etc.

- "**Well, well… look who dropped in… the Nameless Rider in person. I thought you would've succumbed to my "little" traps.**" (*only slightly surprised and*

impressed, but not by much. He should be calling out from a short distance rather than using a conversational "inside voice")

- "**Come on, Rider… roll the dice! Let's see how much life you've got left!**" (*taunting the player from afar, clearly amused but still amped-up for the battle*)
- "**Final spin, you fools! Let's see if luck hits you this time!**" (*getting increasingly annoyed with his henchmen but is still confident that he will win, calling for reinforcements*)
- (**3 yelps of pain, followed by 2 death screams for when the player lands the killing blow and wins the boss battle**)

DEVELOPER & CO-WRITER: Pavo Entertainment
CASTING DIRECTOR AND CO-WRITER: Jake 'The Voice' Parr

Good luck with your auditions, we can't wait to hear what you come up with!