



Project Pitch

10.05.2023

Target Platforms: PlayStation / PC / Xbox

Release Date: Q1 2024



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I. Game Overview

A. What Is Nine Realms?

Nine Realms is an Action game that combines the Roguelite and Hack and Slash subgenres. Set in an alternative reality of Norse mythology, the game puts the player in control of the character Thor, who possesses the essence of Loki. With a dynamic dialogue system and interstitial cinematics, the game offers players a rich storytelling experience. Additionally, it provides a diverse range of weapons, detailed abilities, ultimate abilities, and ally systems, allowing players to strategize and plan unique approaches. Staying true to mythology, Nine Realms features five distinct core realm concepts, procedurally generated level designs with hundreds of variations, a wide array of enemies, and challenging boss and mini-boss encounters. This results in a sustainable and highly diverse gaming experience.

B. Basic Story

In the realm where he despises all the gods but is unable to act due to the balance of power, Loki believes that he can become the sole deity in a reality where one god possesses the most powerful abilities. And the first step to achieving this is belief. Initiating the process with his belief, Loki successfully transitions to a desired universe by obtaining the ancient magical stone Eostre, hidden within the heart of the Frost Giant Ymir. In this new realm, Loki seizes the body of Thor, the mightiest and most just god, using the power of Eostre, and proclaims to the Nine Realms, "By the oath upon Yggdrasil, I shall eliminate all other Vanir and Aesir gods until I remain as the sole god in the nine realms!" Defeating and slaying all the gods who attempt to fight against him, he sets out to eradicate the gods who have escaped and hidden in different realms. With each defeat, he bends time with Eostre, returning to the past and embarking on his quest each time stronger than before, aiming to annihilate all the gods who have remained hidden until only one god is left.

C. Time, Space and Theme

Nine Realms, utilizing the realms of Norse mythology as its settings, explores mythology in different realities. The game revolves around the theme of how the God of Mischief and Evil, Loki, brings about the end of a universe, referencing the Ragnarök event from mythology.

II. Game Elements

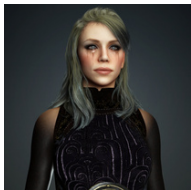
A. Main Characters



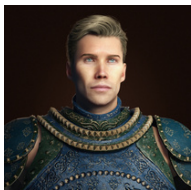
Thor: The most powerful god of the Nine Realms. The merciful and mighty son of Odin. The god of thunder. Beloved by all the gods, but also feared by some. His stance against evil is ruthless. However, he never leaves any act of kindness unanswered. Therefore, there is absolute peace in the Nine Realms. Married to Freyja, a Vanir goddess. Devoted to his father and never disobeys his words, except when Odin opposed his marriage to Freyja. The ultimate heir to the throne.



Odin: The father of fathers, also known as the King of Gods. While he possesses abilities such as war and teaching, his most prominent characteristic is his "Prophecies." Alongside them, he is renowned for his thirst for knowledge, and the sacrifices he makes to attain Wisdom are talked about throughout the Nine Realms. He is a cunning and manipulative god.



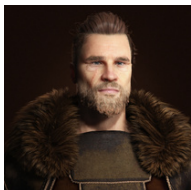
Freyja: The beautiful wife of Thor. The goddess of love and beauty. She is the only Vanir among the Aesir gods. She possesses very powerful magic abilities. Frigg (Odin's wife and Thor's mother) gifted her with an enchanted necklace knowing of her magical prowess. Freyja has extensive knowledge in dark magic, but if she ever uses dark magic, she will lose all her beauty and be banished from Asgard.



Her Mannelig: A noble and handsome knight. Human. He is said to be descended from Surtur, a female mountain troll, but was imprisoned and cursed in Muspellheim for rejecting a marriage proposal. He is a good-natured and neutral man.



Hariasa Revna: A black magic sorceress located in Vanaheim. No one knows exactly who she is or where she came from. She is known for her malevolent acts towards the Vanir gods. According to belief, her soul has been completely consumed by darkness due to black magic. Therefore, she neutrally commits acts of evil.



Armorer: A Midgardian who sells special weapons at Bifrost. They were captured by Odin and brought to Asgard, where they were assigned a mission.



Antique Dealer: An elderly and wise man. He sells magical Runes and Boxes. The player needs his items for specific upgrades. He also purchases items of collectible value. Additionally, he keeps Mimir hidden.



Merchant: A young merchant. He sells rings in exchange for valuable units. He is reserved and secretive.

B. Level Designs and Atmosphere

Atmosphere featuring a Viking theme, designed in accordance with the realms of Norse mythology. (The relevant images are directly taken from the game and are not final artwork.)



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III. Game Mechanics

A. Basic Attack Mechanics

The game features different attack mechanics for various weapons. These mechanics vary depending on factors such as the weapon's characteristics, the character's abilities, the character's level, and more. Here are some examples:

Basic Combo

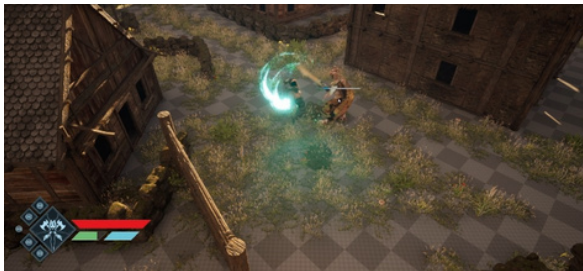
Each weapon has its own unique set of basic combos that come with the weapon when unlocked.



The basic combo is designed to be simple and accessible to every player. To perform this combo, simply press the attack button repeatedly in quick succession.

Heavy Attack

Each weapon has its own unique heavy attack, which is unlocked along with the weapon.



Heavy attacks are slower compared to other attacks but deal high damage.

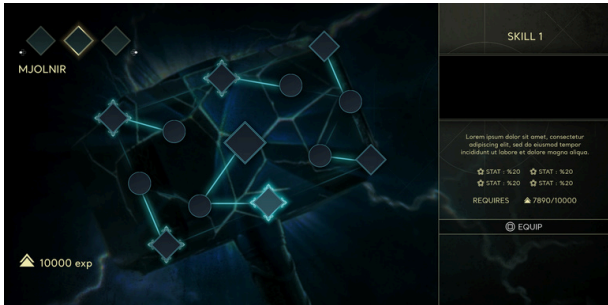
Glory Kill

Glory Kill is a mechanic that is gained when an enemy's health is low, based on a chance level. The player can brutally kill the staggering enemy and earn extra usable experience points.



B. Skill System

Abilities are given to each weapon in a skill tree format, and the player needs to unlock them with experience points. Additionally, some abilities are interconnected, and each ability can be further upgraded. Before embarking on the journey, the player can choose four different abilities.



C. Ulti System

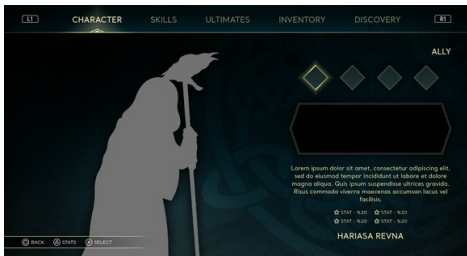
Ultimates are character- specific abilities that provide advantages to the character. They work in a way that benefits the character and have a specific cooldown period. Before each journey, the player can choose one ultimate ability.



Ultimates can vary in the game as active or passive abilities.

D. Ally System

It is possible to form alliances with certain characters within the game. These allies can provide support in various ways when summoned, aiding us on our journey.

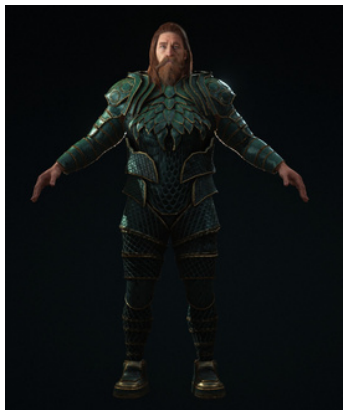


E. Progression Systems

Players can strategically develop and enhance many aspects of their player character or weapons based on their strategy. They can upgrade or strengthen various attributes through modifications. Let's take a look at an example.

Armor Change and Upgrades

The character can strengthen themselves by changing or upgrading their armor.

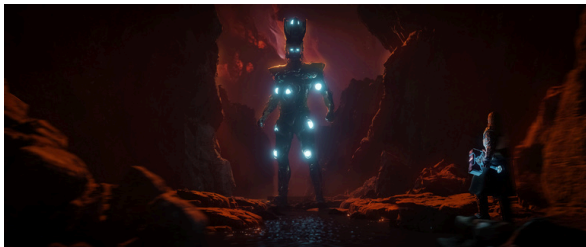
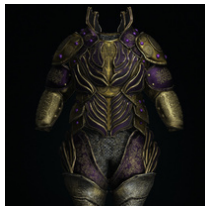
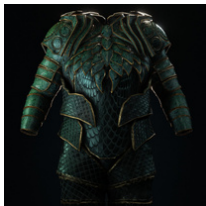


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In addition to that, the player can also:

- Level up their character
- Level up their weapons
- Change or upgrade weapon attachments
- Enhance weapons with runes and upgrade those runes
- Improve their character's statistics
- Gain new abilities and upgrade them
- Acquire new ultimates and upgrade them
- Obtain new allies and upgrade them

All of these progressions are designed in a detailed and balanced manner to allow the player to enhance their gameplay strategy.





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