



NINE
— ✦ —
REALMS

Publisher Pitch Deck



**META SAPIEN
GAMES**

Publisher Pitch Deck

I. Executive Summary

A. What is Nine Realms?

Nine Realms is a Roguelike Action- Adventure game developed by Meta Sapien Games. The game takes place in the realms of Norse Mythology and focuses on the cunning and deceitful god who wants to eliminate all other gods and become the sole deity. As a Dungeon Crawler, when your main character dies, you will lose all your progress, but your valuable items and the experience you gained, as well as your improved abilities, will stay with you. This way, you will make further progress with each journey, developing new strategies and improvements.

B. What is the Primary Objective for the Player?

In Nine Realms, the player mainly controls the character Thor, aiming to kill all the gods who managed to escape and hide in four different realms. In the meantime, the player develops their character, weapons, and abilities, becoming stronger. Thus, with each death cycle, the player becomes more powerful and skilled, trying to reach and kill the final god to achieve their ultimate goal.



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C. Main Story

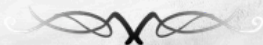
Eostre, the stone that summons the most ancient and dark spells. Loki took possession of it by shedding blood. When the other gods realized this, it was already too late. Loki had used Eostre to travel to a different reality— a reality where a single god is more powerful than all the other gods combined. In this universe, Loki took over the body of the most powerful god, Thor. Asgard, its people and gods, were awakened by the relentless lightning strikes raining down upon them. Thor, with all his might, called out to the nine realms; "Hear me, pathetic people of the nine realms! From now on, I shall be your one and only god!" The resisting gods were killed one by one. Only a few gods were wise enough to hide in different realms. For Odin's merciful son's spirit had now become Ragnarok itself. The cunning and evil god, Odin's blood brother... Loki... made a vow to himself: "By Yggdrasil, I swear I will be the only living god!"

D. Time, Space, and Theme

Nine Realms, which uses the realms of Norse mythology as its setting, explores mythology in different realities. The game's theme is centered around the story of how the God of Evil and Deceit, Loki, brings about the end of a universe and also references the Ragnarok event in mythology.

E. Temporal Spatial Integrity

Nine Realms has a variable temporal- spatial integrity. Thanks to a dark power that allows our main character to bend time and travel to different realities, they constantly use this ability to their advantage. Therefore, the game offers an experience that continuously updates in a time loop and takes place in two different universes.



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II. Project Details

A. Why Nine Realms?

Nine Realms was meticulously and intricately designed to offer players an experience that accelerates their pulse. The music, combined with fluidity and next- gen visuals, along with a humorous narrative, provides the player with a rich experience.

B. Target Platforms - Official Partners



Steam
(PC)



Epic Games
(PC)



PlayStation
(PS5)



Xbox
(Series X/S)



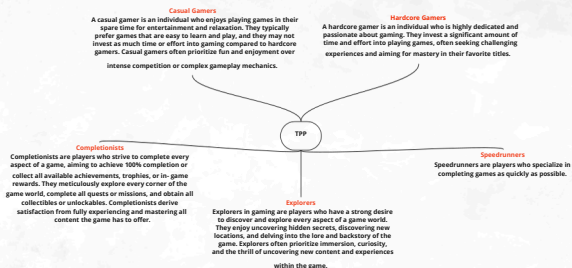
Thor early test renders.
Artist: Sait Kaan Tezean

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C. Target Player Profiles

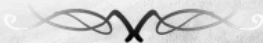
Our target audience primarily consists of PC and console gamers. In terms of detailed target audience, we have five player subsets. The five targeted player types and their descriptions are as follows;

Note: This digital document is high- resolution. You can zoom in to examine the high- resolution versions of the visuals.



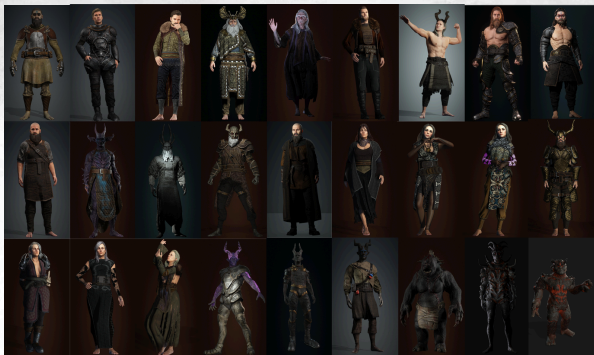
D. About Nine Realms Layered Design

Layered design is programmed to best meet the demands of every player in our target audience. To summarize briefly, for players who desire a detailed story and world, we have everything to satisfy them. However, considering players who just want to engage in some action, we do not impose these elements on the player but rather leave the exploration entirely up to their discretion. Additionally, we are working on an algorithm that understands the player's behavior inside the game and offers them the desired experience more seamlessly without requiring extra effort.



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IV. Visual Assets



Nine Realms 3D Character renders.

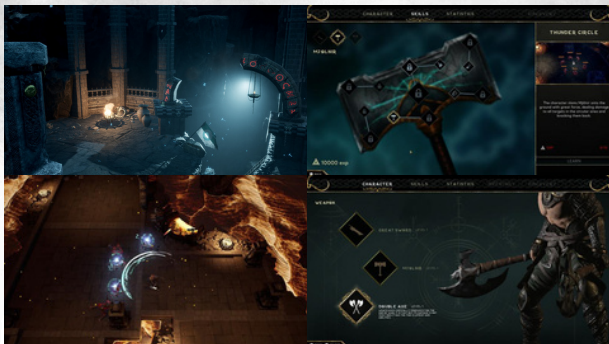
Artist: Salt Kaan Tezcan



Concept Arts.

Artist: Emir Berkay Cufadar

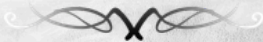
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Vine Realms In Game Visuals.



Weapons.



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