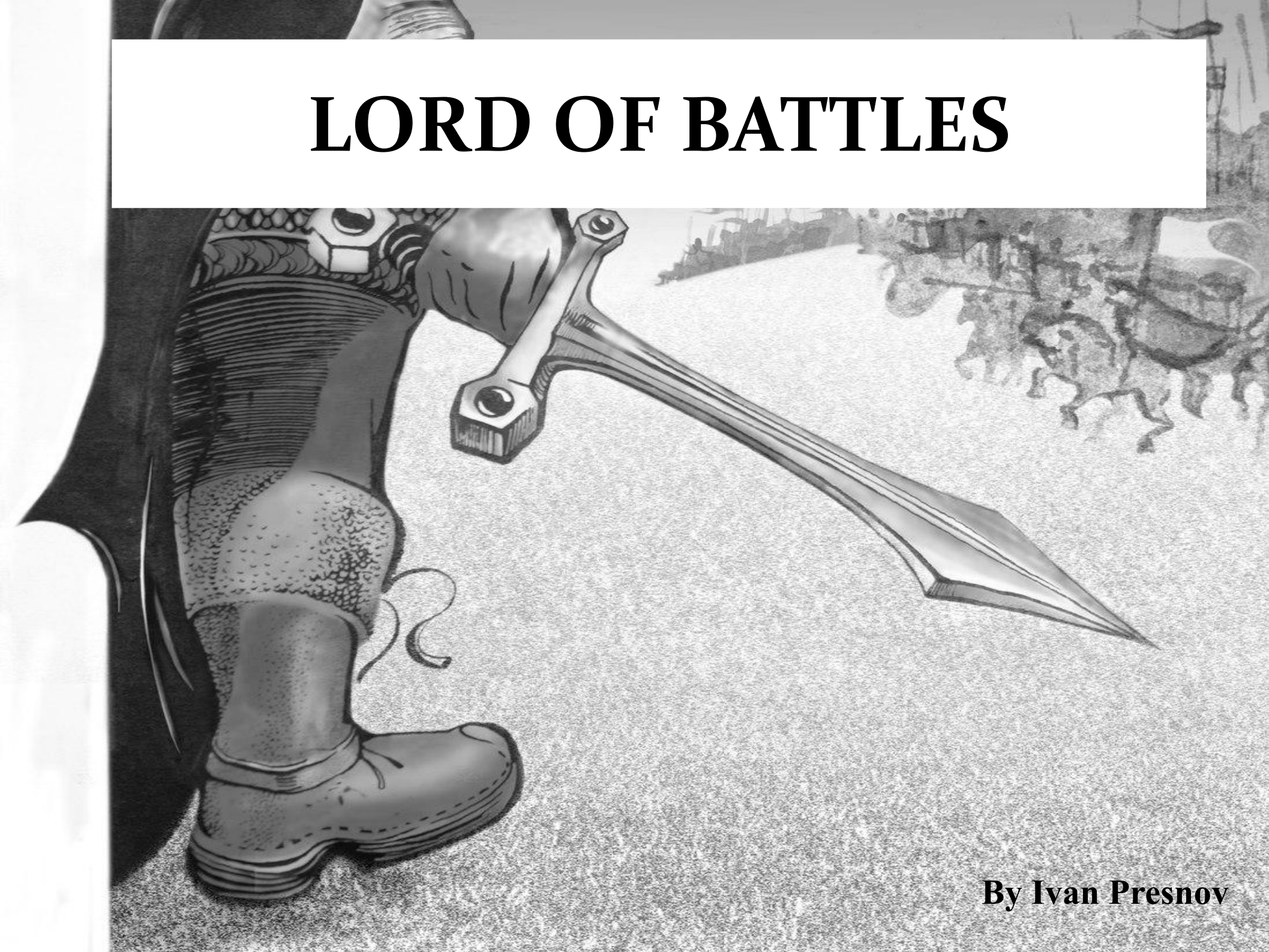


LORD OF BATTLES



By Ivan Presnov

GENERAL INFORMATION

Genre: Smart Pause Real Time Strategy

Setting: classic fantasy

Platform: mobile & tablet OS Android

Available game modes:

- online multiplayer
- campaign
- challenges
- skirmish + hotseat

Target Audience: 20-40 years, male, advanced & hardcore players



CORE FEATURE

Mechanics: Smart Pause Real Time Strategy:

- Player controls a large army
- Army consists of squads and heroes
- All armies act at the same time
- Orders can be given only during pause
- Game flows after each player confirms end of his or her turn (or after waiting time is out)
- Game can be paused back again by player's demand but not more than once per 4-5 seconds
- If only one of the players pauses the game he or she is given only a little amount of time to modify the orders



REFERENCES

No strategy games with the described mechanics are present on the market (**no competitors**)

Strategy games with similar mechanics:

- Age of Empires (hidden feature)
- Total war (hidden feature)
- X-com (global map)
- UFO (global map + area map)
- Master of Orion
- Pharaoh, Zeus, Emperor, Caesar
- Age of Wonders
- Civilization 5 (multiplayer)



REFERENCES (continued)

Other genres with similar mechanics:

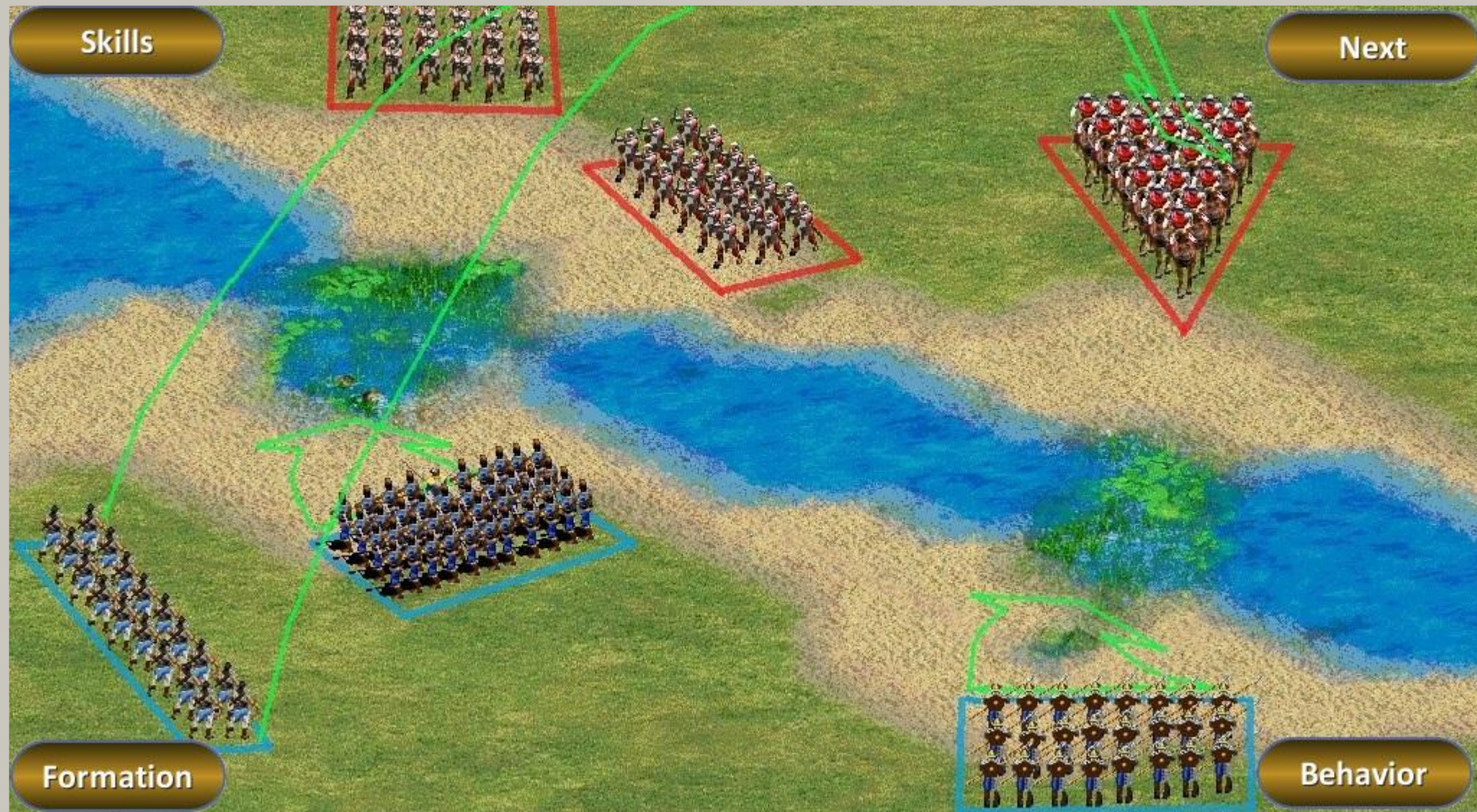
- Baldur's Gate
- Icewind Dale
- Neverwinter Nights 2
- Knights of the Old Republic
- Sims
- Dragon Age

Real life games:

- Poker, American Football



USER INTERFACE

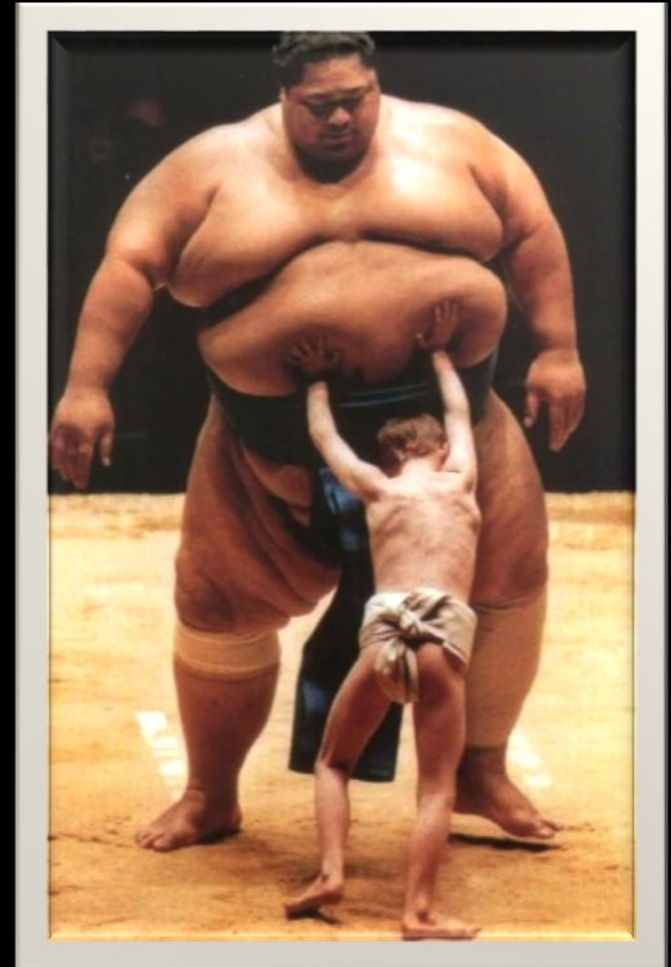


USER INTERFACE



KEY ADVANTAGES

- Realistic battles
- Full control over a large army
- Tactical pause time is on the same level as offered by Turn-Based Strategies, which encourages clever decision making
- Lots of tactical and strategic elements
- Great capabilities for cunning tactics, tricks and bluff



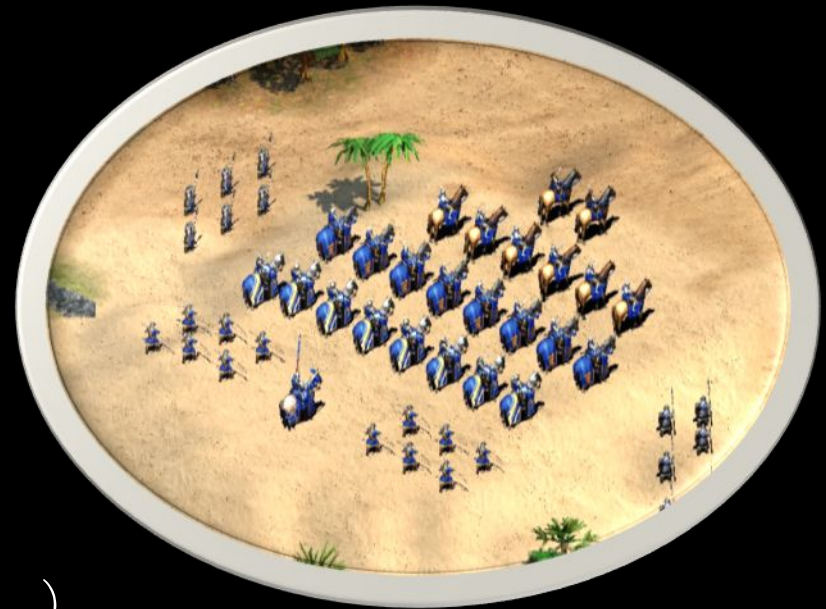
HEROES AND UNITS

Squad attributes:

- Weapons and armor; mounts
- Abilities: martial, supernatural, magic
- Formation and behavior
- Number of soldiers
- Experience and rank

Heroes:

- Specialization
- Possibility to become a squad leader (or 2...)
- Gear and inventory
- Experience and rank



MARKET

Freemium:

- Extra skins (multiplayer)
- Extra campaigns and missions
- Chests with items and artifacts (multiplayer)
- Energy boost (multiplayer)

Marketing – Game of War – Fire Age:

- Active players: 450.000
- Average revenue per player: 11\$

Lord of Battles in 1 year:

- Active players: 600.000
- Average revenue per player: 6\$



RISKS AND SOLUTIONS

Low orientation on casual players:

- Tutorial
- Challenge tower
- Battlepedia
- Advanced content is given out to player consequentially
- Battles scale up step by step

Multiplayer balance:

- Rating + Level system
- No balance-affecting paid features





DLC AND EXPANSION PLAN

- **Game release:**
 - campaign 1st chapter;
 - light and medium units
- **In 1 month:** campaign 2d chapter
 - multiplayer,
 - heavy units
- **In 3 months:** campaign 3d and 4th chapter
 - magic casters,
 - summoned creatures and beasts
- **In 5 months:** campaign 5th and 6th chapters
 - new races: elves, dwarves and orcs
- **In 8 months:** campaign final chapters
 - new race: beastmen

TO BE CONTINUED

Questions?

