



THE
BURNING
REALM

SUMMARY

THE BURNING REALM IS A POINT AND CLICK MMORPG SET IN A MEDIEVAL FANTASY WORLD. PLAYERS CAN LEVEL UP THEIR CHARACTER, TAKE PART IN STORY DRIVEN QUESTS, COMPLETE RAIDS TO UNLOCK UNIQUE AND RARE EQUIPMENT AND BATTLE AGAINST EACH OTHER. THE WORLD CONTAINS THREE RACES. THE EOCYNNI, DJINN AND ELVES.

EOCYNNI - A MORTAL RACE OF MEN AND WOMEN. THE PLAYER WILL BE A MEMBER OF THE EOCYNNI.

DJINN - AN IMMORTAL RACE BORN FROM A BROKEN PROMISE. UPON FAILING THEIR QUEST THEIR CIVILIZATION FELL TO DUST AND FIRE. THE DJIN MIGRATED SOUTH TO THE MOUNTAINS AND BUILT THEIR CITY CALLED OLNUMKUGARTHARR, WHICH TRANSLATES TO "THE CITY WITHIN THE WOUND OF THE WORLD".

ELVES - FAR TO THE NORTH A MYSTERIOUS CRIMSON FLAME STRUCK. THE GROUND IT STRUCK SHOOK AND FROM BELOW A MIGHTY ASH TREE ROSE. THE FIRST OF ITS KIND, THE GOD OF THE FORESTS - "TAPIO". TAPIO GAVE BIRTH TO MANY MORE TREES, THE DIRECT DECENDANTS OF THE GOD OF THE FOREST. SOME OF THESE TREES BORE FRUITS, THAT FLOWERED AND EVENTUALLY GREW INTO FIGURES. THE ELVES WERE BORN.

THE GREAT WAR

THE LAND BETWEEN KALEVALA AND OLNUMKUGARTHARR, 'THE BURNING REALM' IS A BATTLEORN WILDERNESS THAT NO-ONE DARES TO ENTER. NO LAWS EXIST AND PLAYERS CAN BATTLE FREELY IN THIS AREA. THE PLAYER MUST LEARN ABOUT THE HISTORY OF THE WORLD THROUGH SPEAKING TO NON-PLAYER CHARACTERS AND QUESTING BEFORE DECIDING WHICH SIDE TO ALLY WITH.

ONCE JOINING A SIDE, THE PLAYER WILL LEARN UNIQUE MAGIC AND COMBAT SKILLS WHICH HAVE BEEN STUDIED BY THEIR LEADERS. THEY WILL FIGHT FOR VICTORY AGAINST ALL THAT OPPOSE THEIR LAND, AND BE GREATLY REWARDED FOR THEIR EFFORTS.

FEATURES

UI AND GAME CONTROLS DESIGNED TO WORK ON MOBILE AND TABLET

MODERN SOCIAL FEATURES, VOICE CHAT

PLAY TO EARN

MODERN GRAPHICS AND CHARACTER CUSTOMIZATION

IN GAME MARKETPLACE - TRADE YOUR ITEMS FOR CRYPTOCURRENCY IN-GAME

RUN THE GAME IN THE BROWSER, NO DOWNLOADS REQUIRED

TWO UNIQUE RACES

THE IMMORTAL ELVES



THE MYSTICAL DJINN

EXPLORE A VAST FANTASY WORLD



OLNUMKUGARTHARR

KALEVALA



CHOOSE FROM 15 SKILLS

EACH SKILL CAN BE LEVELED UP FROM 1-80. SKILLS ARE DIVIDED INTO TWO GROUPS, COMBAT AND UTILITY.

COMBAT IS BROKEN DOWN INTO THREE STYLES. MELEE, ARCHERY AND MAGIC. HITPOINTS, OCCULT STUDIES, DEFENCE AND PRECISION ARE COMBAT SKILLS WHICH CAN BE USED TO ENHANCE AREAS OF COMBAT FOR EACH STYLE.

PLAYERS WILL BE FORCED TO DISTRIBUTE LEVELS ACROSS THESE COMBAT UTILITY SKILLS, ENCOURAGING DIFFERENT BUILDS AND STRATEGY WHEN CREATING AN ACCOUNT.



PRECISION



DEFENCE



MELEE



ARCHERY



MAGIC



OCCULT STUDIES



HITPOINTS



WOODCUTTING



CARPENTRY



MINING



BLACKSMITHING



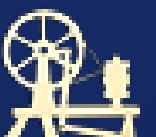
FISHING



COOKING



BREWERY



TAILORING

TOKENNOMICS

FIXED SUPPLY 1 TRILLION TOKENS (1,000,000,000,000) BLOCKCHAIN TBC

ROUND 1 (5%) - 50B TOKENS

ROUND 2 (10%) - 100B TOKENS

ROUND 3 (10%) - 100B TOKENS

IN-GAME ECOSYSTEM FUND (50%) - 500B TOKENS

TEAM (15%) - 150B TOKENS

FAIR LAUNCH (10%) - 100B TOKENS

TOKEN UTILITY

IN-GAME CURRENCY / MARKETPLACE TRADING (0.5% TRANSACTION FEE TO DEVELOPMENT TEAM)

MONTHLY IN-GAME MEMBERSHIP FEES:

- UNLOCK ACCESS TO ADDITIONAL SKILLS
- UNLOCK SKILL LEVELING BEYOND LEVEL 35
- ADDITIONAL QUESTS
- UNLOCK ACCESS TO OLNUMKUGARTHARR & KALEVALA

IN-GAME COSTS:

- HIGH TEIR ARMOUR REPAIR
- RAID / DUNGEION ENTRY FEE

VESTING

ALL TOKEN PURCHASERS, AND THE FOUNDING TEAM MUST ADHERE TO THE FOLLOWING VESTING SCHEDULE.

TIME	% UNLOCK
ON PURCHASE	10%
YEAR 1	15%
YEAR 2	20%
YEAR 3	55%

FUND RAISING

PROJECT CONCEPTULIZATION (SELF FUNDED)

MAY 2022, **ROUND 1** - WEBSITE & LIVE DEMO (\$250,000) - 5M MARKET CAP

AUGUST 2022, **ROUND 2** - ALPHA LAUNCH (\$1,000,000) - 10M MARKET CAP

JANUARY 2023, **ROUND 3** - LIVE BETA LAUNCH (\$2,000,000) - 20M MARKET CAP

ROUND 1 SPENDING

WEBSITE DEVELOPMENT	20,000
WEBSITE ART & CONCEPT ART	20,000
GAME SOFTWARE TEAM	105000
GAME 3D ART	60000
MARKETING SPEND	20000
SOUND	5000
HOSTING, SOFTWARE & OTHER COSTS	10000

ROUND 2 DEVELOPMENT TARGETS

COMPLETE WEBSITE, WITH SIGN UP, INTEGRATED SOCIAL FEATURES AND CRYPTOCURRENCY WALLET

MAP EDITOR TOOL CREATED & FULL GAME WORLD DEVELOPED

IN-GAME MULTI-PLAYER WITH CHAT AND SOCIAL FEATURES

6 PARTIALLY DEVELOPED NON-COMBAT SKILLS

2 STORY DRIVEN QUESTS

DEVELOPMENT TEAM



PATRICK DICKSON (OPERATIONS)

PATRICK HAS BEEN A GAMER SINCE THE AGE OF 5 AND IS A CO-FOUNDER OF GAMES INTERACTIVE WITH HIS NEPHEW JAKE. PATRICK OBTAINED HIS DEGREE IN COMPUTER GAMES TECHNOLOGY FROM BIRMINGHAM CITY UNIVERSITY IN 2015.



JAKE O'CONNOR (TECHNOLOGY)

JAKE HAS BEEN DEVELOPING GAMES FOR ALMOST 10 YEARS. HE OBTAINED A DEGREE IN COMPUTER GAMES TECHNOLOGY IN 2016 AND HAS WORKED AS A UNIVERSITY LECTURER TEACHING GAME SOFTWARE DEVELOPMENT IN C++. IN 2019, JAKE STARTED GAMES INTERACTIVE WITH PATRICK, TO FOCUS ON THE DEVELOPMENT OF PLAY TO EARN GAMES.



JONATHAN GRANEY (ART & DESIGN)

JONNY OBTAINED HIS DEGREE IN FINE ART WHERE HE MET JAKE AND PATRICK AND STARTED PLANNING THE DEVELOPMENT OF THE BURNING REALM. JONNY HAS BEEN ACTIVE IN THE GAME DEVELOPMENT SPACE, WHILE RUNNING HIS OWN ART EXHIBITIONS. HE HAS RUN A SUCCESSFULLY FUNDED KICKSTARTER CAMPAIGN "THE DEAD SHRINES PROJECT".

GALLERY



OLNUMKUGARTHARRR - HAND PAINTED CONCEPT ART

GALLERY



OLNUMKUGARTHARRR - SCREENSHOT OF GAME DEVELOPMENT

GALLERY



WOLVES - HAND PAINTED CONCEPT ART

GALLERY



DJINN - HAND PAINTED CONCEPT ART

GALLERY



EALDOR - GAME ENGINE SCREENSHOT

GALLERY



PLAYER CHARACTER MODEL SCREENSHOT

GALLERY



IN GAME ITEMS - HAND PAINTED CONCEPT ART

GALLERY



GAME BOSSES IN OLNUMKUGARTHARR - HAND PAINTED CONCEPT ART

GALLERY



GAME BOSSES IN KALEVALA - HAND PAINTED CONCEPT ART

GALLERY



PLAYER PETS - HAND PAINTED CONCEPT ART

THANK YOU!

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