



ACADEMIES OF WAR

THE NORTH IGNITES

Investor Pitch

July 2026

Story-driven tactical RPG for PC, built around academy life, tactical battles, and character relationships.



OVERVIEW

Three-part investor thesis

01 PREMIUM TACTICAL RPG IP

PC-first story-driven tactical RPG with multimedia franchise potential.

02 ACADEMY + SQUAD HOOK

Players train, bond with, and command cadets through war.

03 CLEAR FUNDING USE

€650,000 funds production runway, UE engineering, art, audio, QA, and business development.

World + Soldier + Soul = tactical RPG with emotional staying power

WHAT IS IT THAT WE DO?

Build on proven genre learnings - then combine them in our own space

TACTICAL DEPTH + ACADEMY LIFE + CHARACTER BONDS

VALKYRIA CHRONICLES

Cinematic battlefield command and war atmosphere.

FIRE EMBLEM

Academy structure, bonds, and character attachment.

FFT / XCOM

Strategic roles, class growth, squad pressure, and tactical consequence.

Investor read: We are not chasing a generic RPG audience. We are combining proven strategy-RPG desires into a focused academy-war identity.

MOTIVATION

The gap: tactical RPGs can be deeper emotionally

PLAYER NEED

Many tactical RPGs are excellent at strategy, but the emotional value often depends on how strongly players care about the squad. Academies of War makes squad attachment part of the core loop.

OUR ANSWER

- Make academy life a gameplay system, not a menu.
- Make relationships affect story and combat.
- Make every mission return to story, training, and consequence.

STRATEGY WINS THE MISSION. RELATIONSHIPS MAKE VICTORY MATTER.

CORE EXPERIENCE

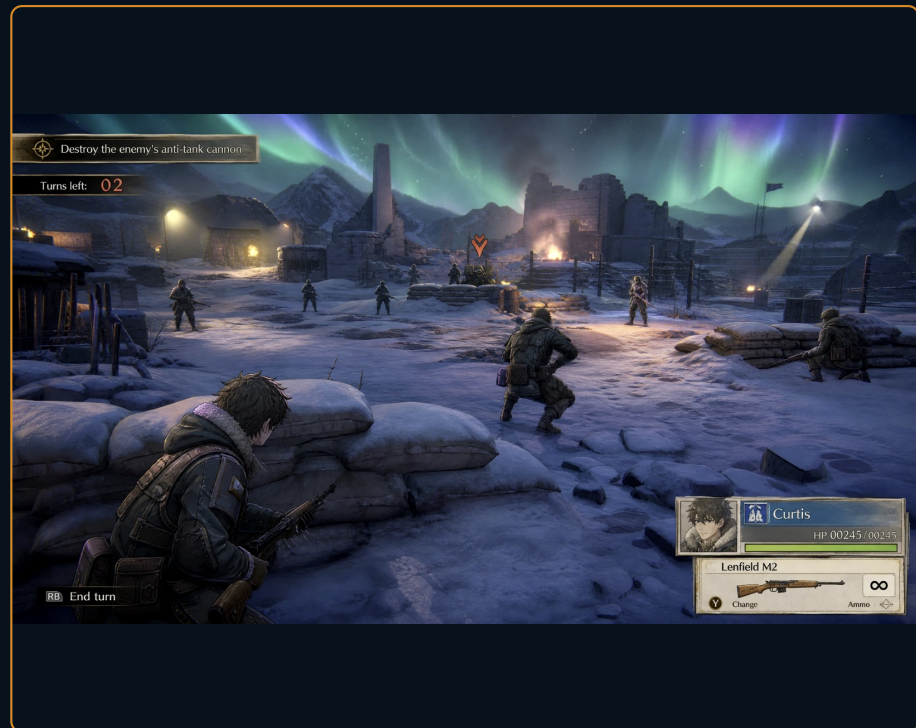
A concise market-facing promise

PLAYER FANTASY

War academy cadets in cinematic tactical battles.

WHAT PLAYERS DO

- Command named cadets with roles and personal stakes.
- Return to the academy for story, training, and bonds.
- Grow a squad mechanically and emotionally.



CORE PILLARS

The product promise in three words

WORLD

INTERACTIVE STORYTELLING Faction tension, academy choices, rebel groups, ancient threats, and a northern continent worth defending.

SOLDIER

TACTICAL STRATEGY COMBAT Turn-based battles with positioning, cover, squad roles, skills, objectives, and battlefield pressure.

SOUL

CHARACTER GROWTH Rapport, personal arcs, injuries, support scenes, and emotional attachment to the squad.

A powerful story. Strategic battles. Meaningful growth.

SETTING THE STAGE

A first game with expansion and multimedia franchise potential

IP STRUCTURE

- First game: Frostland Academy, core squad, northern war escalation, Hellborn threat.
- Future content: additional academies, factions, missions, relationship arcs, and campaign expansions.
- Repeatable structure: new regions, cadets, classes, political conflicts, and enemy threats.

MULTIMEDIA FRANCHISE POTENTIAL

The IP can expand beyond games into anime / animated series, novels or light novels, comics, artbooks, soundtrack releases, and tabletop adaptations.



SYSTEMS THAT DRIVE RETENTION

Gameplay loops built around combat, academy, and rapport

CORE LOOPS

- Combat loop: mission briefing, squad deployment, turn-based battle, rewards.
- Academy loop: story moments, training, R&D, armory, classes, squad setup.
- Rapport loop: talk, fight together, gain points, unlock scenes and bonuses.
- Progression loop: level, class, equipment, facility upgrades, relationship bonuses.

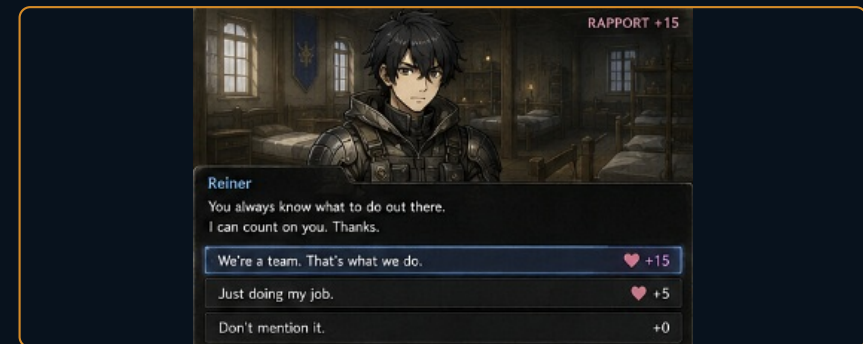


CHARACTER RELATIONSHIP ENGINE

Emotional hooks tied to gameplay

WHY THIS MATTERS

- Relationships support player attachment, replay value, and character marketing.
- Academy story moments create natural pacing between tactical missions.
- Combat bonuses and unique skills make relationships mechanically visible.
- Injuries and mission aftermath create consequence without deleting the cast.



RELATIONSHIPS ARE A PROGRESSION SYSTEM

TEAM & EXECUTION

Honest strengths and planned production support

CORE STRENGTHS

- Founder with leadership, operations, sales, and finance experience.
- GDD, world, characters, pitch materials, and website prepared.
- Remote-first setup across Germany and Finland.

PLANNED HIRES

- 2 Unreal Engine programmers.
- Game design / systems support.
- Art / 3D production.
- Audio, QA, localization, and external support.

EXECUTION APPROACH

- Vertical slice first.
- Controlled core squad and campaign scope.
- Gamescom 2027 demo milestone.
- Q4 2028 PC launch target.

DATA-DRIVEN TARGET AUDIENCE

Audience fit based on player motivation research and genre comps

MOTIVATION FIT

Design-fit mapping using Quantic Foundry motivation categories

STRATEGY		Mastery
POWER		Achievement
STORY		Immersion
FANTASY		Immersion
DESIGN		Creativity
SOCIAL BONDS		Social

AUDIENCE THESIS

- Primary: tactical RPG players seeking stronger character attachment.
- Secondary: JRPG/anime RPG fans seeking deeper tactical systems.
- Quantic Foundry model is based on 1.75M+ gamers and 4,000+ game title profiles.
- Relevant motivations: Strategy, Power, Story, Fantasy, Design, and Social connection.

Sources: Quantic Foundry Gamer Motivation Model and gamer types.

MARKET EVIDENCE

Tactical RPG sales proof and Steam category depth

6,062

TACTICAL RPG-TAGGED GAMES

SteamDB tag depth.

7,942

STRATEGY RPG-TAGGED GAMES

Adjacent Steam category.

€30M

GROSS AT 1M COPIES

At €29.99 list price.

41k

MODEL BREAK-EVEN

Approx. copies at €16 net.

4.12M

FIRE EMBLEM: THREE HOUSES

Best-selling Fire Emblem entry;
tactical RPG with academy/social
layer.

1M+

TRIANGLE STRATEGY

Square Enix tactical RPG reached
1M+ shipments + downloads.

1M+

UNICORN OVERLORD

Vanillaware / Atlus tactical RPG
reached 1M+ copies in six months.

1M+

FINAL FANTASY TACTICS: IVALICE

Classic tactics IP remaster passed
1M+ copies by end of 2025.

INVESTOR READ

This is a niche, not a mass-market casual play. But tactical RPG successes show real premium demand when strategy, characters, and strong IP identity align.

Sources: SteamDB tags; CESA/Nintendo; Square Enix; Atlus/GameDeveloper; Square Enix/GamesRadar.

MARKET POSITIONING

Comparable games clarify the opportunity

COMPARABLE	PLAYERS LOVE	OUR ANGLE
Valkyria Chronicles	Cinematic tactical war battles	Academy progression + deeper squad bonds
Fire Emblem: Three Houses	Academy relationships and character attachment	More direct battlefield positioning and darker war tone
Final Fantasy Tactics	Class depth and strategy	Third-person cinematic combat and named-squad drama
XCOM 2	Squad pressure and mission planning	Authored characters and emotional continuity

We focus on the gap between tactical depth and emotional squad attachment.

COMMERCIAL MODEL

Illustrative PC-first sales scenarios at €29.99

REVENUE SCENARIOS - INTERNAL MODEL, NOT FORECAST

Assumptions: €29.99 list price, approx. €16 net receipts per copy after platform fee, VAT/tax, discounting, refunds, and reserves. Results depend on quality, launch timing, visibility, and partner support.

Downside

30k copies ~€0.90M
gross ~€0.48M net

Break-even+

45k copies ~€1.35M
gross ~€0.72M net

Base

75k copies ~€2.25M
gross ~€1.20M net

Strong niche

120k copies ~€3.60M
gross ~€1.92M net

Breakout

250k copies ~€7.50M
gross ~€4.00M net

INVESTOR READ

Funding ask: €650,000. With the €29.99 price plan and conservative net-per-copy assumptions, model break-even is around 41k copies. The upside comes from premium PC long-tail sales, DLC/expansion potential, and franchise extensions.

ROADMAP

Milestones to prove the product

Q3 2026

Prototype Development

Core combat, academy hub prototype, basic UI, showcase battle.

Q4 2026 - Q2 2027

Production Phase I

Team expansion, characters, environments, narrative and combat systems.

Q3 2027

Gamescom Playable Demo

Polished vertical slice, playable squad, showcase mission, external feedback.

Q4 2027 - Q1 2028

Polish & QA

Optimization, localization, QA, certification preparation.

Q4 2028

PC Launch Target

Steam release first, console potential after PC validation.

USE OF FUNDS

€650,000 24-month development budget

BUDGET ALLOCATION

Personnel	67.6%	€439,200
Equipment & testing	2.5%	€16,000
Software & SaaS	1.2%	€8,000
External assets & audio	2.8%	€18,000
GmbH establishing capital	3.8%	€25,000
Legal & administration	3.7%	€24,000
Marketing & business development	3.5%	€23,000
QA & localization	2.0%	€13,000
Production reserve & outsourcing	12.9%	€83,800

TOTAL: €650,000

VALUE ANCHORS

Funding improves the project at each proof point

NOW

GDD, pitch materials, website, art direction, core systems plan, public Gamescom page.

Q3 2026

Prototype: core combat, academy hub, basic UI, showcase battle.

€650K ROUND

24-month runway, team focus, UE engineering, art/3D, audio, QA, business development.

Q3 2027

Playable Gamescom demo: strongest point for publisher/investor validation and external feedback.

Q4 2028

PC launch target and long-tail franchise foundation for future academies, chapters, platforms, and multimedia extensions.

Each milestone reduces risk and increases commercial credibility.

THE ASK

Investment / publishing partnership sought

€650,000

24-month production runway toward Gamescom 2027 demo and PC launch target

- Terms and valuation to be discussed with aligned investors or publishing partners.
- Funds support UE engineering, full-time core team focus, art/3D, audio, QA, and production reserve.
- The runway targets a strong Gamescom 2027 playable demo and PC production foundation.

Goal: prove the vertical slice, secure partner confidence, and build a franchise foundation.

THANK YOU FOR YOUR INTEREST

Lead with strategy. Build bonds. Ignite the North.

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WEBSITE QR



LOCATIONS

Darmstadt, Germany / Jyväskylä, Finland

PROJECT

Academies of War: The North Ignites

Thank you for considering our vision.