

ACADEMIES OF WAR

✦ THE NORTH IGNITES ✦

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

Investor Pitch
Q3 2026

OVERVIEW

Three-part investor thesis

01 PREMIUM TACTICAL RPG IP

PC-first story-driven tactical RPG with academy life, direct-positioning combat and crossmedia franchise potential.

02 ACADEMY + SQUAD HOOK

Players train, bond with and command authored cadets across military academies, rival factions and northern war drama.

03 CLEAR FUNDING USE

€675k private/publishing ask: €650k production financing + €25k formation and capitalization, complemented by a €650k federal funding target.

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 attachments.

FF Tactics / XCOM

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

Investor read

Our goal is not to reinvent tactical RPGs, but to create a distinctive experience where strategy, academy life and character relationships feel equally essential.

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.



Prototype dialogue system

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

Lead a squad of unique cadets through a war that changes them.

WHAT PLAYERS DO

- Command individually authored cadets. Each with a distinct personality, background, relationships, dialogue and personal story.
- Fight alongside characters you know and care about, making squad composition a strategic and emotional choice.
- Return to the academy for story, training, character development and relationship-building between missions.
- Grow the squad mechanically and emotionally through classes, equipment, abilities, injuries and evolving relationships



Prototype combat footage

Every soldier has a story. Every squad has a history.

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.

CROSSMEDIA FRANCHISE POTENTIAL

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



AI made art target

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

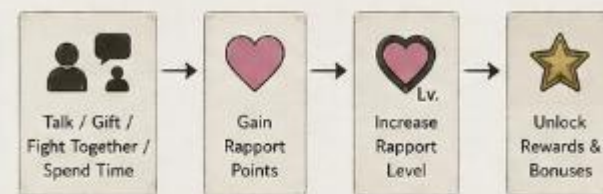
WHY THIS MATTERS?

- Relationships support player attachment, replay value and character marketing.
- Academy story moments create natural pacing between 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.

RAPPORT FLOW



EXAMPLES OF REWARDS



RAPPORT BONUSES (EXAMPLES)

80+ Best Friend	• All stats +5% • Unlock unique skill • Revival chance +10%
60+ Close Friend	• All stats +3% • Unique support dialogue • Skill cost -1 AP (chance)
30+ Friendly	• All stats +1% • Support dialogue
0 - 29 Stranger	• No bonuses

WHY WE WIN

What sets Academies of War apart?

ACADEMY FIRST DESIGN

The academy is a core gameplay system rather than a menu between missions, creating a continuous progression loop that connects story, training and tactical gameplay

PERSISTENT EMOTIONAL PROGRESSION

Character relationships persist throughout the campaign, influencing dialogue, combat performance and long-term player attachment.

MILITARY AUTHENTICITY

Military structure, tactics and equipment are inspired by real doctrine, creating a grounded battlefield experience that differentiates the game from fantasy-first tactical RPGs.

NARRATIVE-DRIVEN SQUAD IDENTITY

Every squad member is an authored character with unique personality, dialogue and long-term progression rather than a procedurally generated unit.

FRANCHISE SCALABILITY

The IP is designed from the outset to support sequels, new academies and crossmedia adaptations without rebuilding its narrative foundation.

TEAM & EXECUTION

FOUNDER

Kimmo Tanner

- Business leadership & studio operations
- Sales, finance & partnerships
- Game Director
- Epic Games Certified Game Designer / Developer
- Military experience



CO-FOUNDER

Jyri Lahtinen

- Gameplay Systems Design
- Narrative Design
- Production support
- Military experience



EXECUTION APPROACH

- Validate before scaling
- Controlled production scope
- Milestone-driven development
- PC-first market strategy

WHY THIS TEAM

Founded to build a long-term tactical RPG franchise. Not just a single game.

Nordlicht Games brings together commercial leadership, military experience and complementary game development expertise. Extensive pre-production including worldbuilding, game design, narrative, production planning and pitch materials was completed before seeking external funding, allowing investment to accelerate production instead of validating the initial concept.

TEAM GROWTH PLAN

CORE HIRING PLAN

PRODUCTION FOUNDATION

- Senior Unreal Gameplay Programmer
- Technical Artist
- Senior Character / 3D Artist
- Environment / Level Artist

SCALE-UP

- Gameplay & AI Programmer
- Animator / Technical Animator

PRODUCTION SUPPORT

- Producer / Project Manager
- UI / UX Designer

POLISH & RELEASE

- QA / Build & Release

Building a studio. Not just a game.

WHY NOW?

Why this is the right moment for premium tactical RPGs

GENRE MOMENTUM

Tactical RPG activity on Steam has accelerated in recent years.

With annual releases nearly doubling from 238 in 2021 to 459 in 2025.

Source: SteamDB, Tactical RPG Steam release data

PC SUPPORTS LONG-TAIL SALES

PC's long tail increasingly favors premium and back-catalogue titles.

In Western markets, the share of PC revenue generated by games outside the Top 20 rose from 48% in 2022 to 56% in 2025.

Source: Newzoo, Playtime & Revenue Beyond the Top 20, 2026

CHARACTER-DRIVEN EXPERIENCES

Story and interesting characters are established player motivations in Quantic Foundry's Gamer Motivation Model.

Story is a distinct motivation within the Immersion dimension, alongside Fantasy.

Source: Quantic Foundry, Gamer Motivation Model

PREMIUM PC MARKET

PC games generated \$43.6B in 2025, growing 12% year-over-year, the strongest annual growth in Newzoo's dataset.

Growth was driven by a broad premium release slate, not a single blockbuster.

Source: Newzoo, Global Games Market

DATA-DRIVEN TARGET AUDIENCE

Audience fit based on player motivation research and genre comps

MOTIVATION FIT

Design-fit mapping using Quantic Foundry motivation categories



AUDIENCE THESIS

- Primary: Tactical RPG players seeking stronger character attachment.
- Secondary: JRPG/ Anime 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.

42.2k

PRIVATE ROUND RECOVERY

Approx. copies at €16 net receipts.

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

We are combining proven strategy-RPG desires into a focused academy-war identity.

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 & persistent relationships
Fire Emblem: Three Houses	Academy relationships and character attachment	Darker military tone, persistent squads & more tactical battlefield positioning
Final Fantasy Tactics	Class depth and strategy	Third-person presentation, cinematic combat & emotionally persistent squads
XCOM 1/2	Squad pressure and mission planning	Story-authored cadets, academy life & long-term emotional continuity

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

RISK REDUCTION

What makes it worth it



RISK	MITIGATION	OUTCOME
Scope	Vertical slice first	Proven gameplay
Budget	Lean core team	Longer runway
Technology	Unreal Engine 5	Lower technical risk
Market	Proven genre	Existing demand
Business	PC-first	Lower production cost

Every major production risk is matched with a deliberate mitigation strategy. Rather than maximizing scope from day one, the project validates technology, gameplay and market fit step by step before scaling production.

We reduce risk before we increase scale.

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.

PRIVATE ROUND RECOVERY

42.2k copies
~€1.27M gross
~€0.675M 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

Private funding ask: €675,000. At approximately €16 in modelled net receipts per copy, the private round recovery reference is roughly 42.2k copies. This is not accounting break-even. The upside comes from premium PC long-tail sales, validated DLC and expansion potential, and longer-term franchise opportunities.

ROADMAP

Milestones to prove the product



USE OF FUNDS

€675,000 Private / Publishing Funding

€650k Production Financing + €25k Formation & Capitalization

Budget allocation

Personnel & Core Production Team	€519,060	76.9%
External Art, Audio, VFX & Outsourcing	€25,000	3.7%
Infrastructure, Tools & Test Hardware	€24,500	3,6%
Marketing, Business Development & Events	€20,000	3.0%
Legal, Accounting & Administration	€12,000	1.8%
QA & Localization	€9,000	1.3%
Production Contingency	€40,440	6.0%
Formation & Capitalization	€25,000	3.7%
TOTAL: €675,000		100%

VALUE ANCHORS

Funding improves the project at each proof point

NOW

- ✓ GDD completed
- ✓ Core systems defined
- ✓ Pitch materials & website live

Q3 2026

- ✓ Core combat validated
- ✓ Internal playtesting complete
- ✓ Academy hub functional

€675K PRIVATE ROUND

- ✓ GmbH formed & capitalized
- ✓ Core team assembled
- ✓ Full-time development enabled
- ✓ Production pipelines operational

AUG 2027

- ✓ Vertical slice complete
- ✓ Closed testing complete
- ✓ Publisher & investor validation

MAR 2029

- ✓ Launch-ready build
- ✓ PC launch
- ✓ Community validation
- ✓ Franchise foundation established

Each milestone reduces risk and increases commercial credibility.

THE ASK

Investment / publishing partnership sought

€675,000

€650,000 Production Financing + €25,000 Formation & Capitalization

€650k Private Production Financing

+

**€650k Planned German Federal Games Funding
= €1.3M Core Production Budget**

+

**€25k Formation & Capitalization
= €1.325M Total Planned Available Funding**

24-month funded production runway from April 2027 toward a polished Gamescom 2027 playable vertical slice and a March 2029 PC launch target.

Alongside the private round, Nordlicht Games plans to apply for €650,000 in German federal games funding, subject to eligibility and approval.

- 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.

CONTACT

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LOCATIONS

Darmstadt, Germany / Jyväskylä, Finland

PROJECT

Academies of War: The North Ignites

Thank you for considering our vision.