

ACADEMIES OF WAR

THE NORTH IGNITES



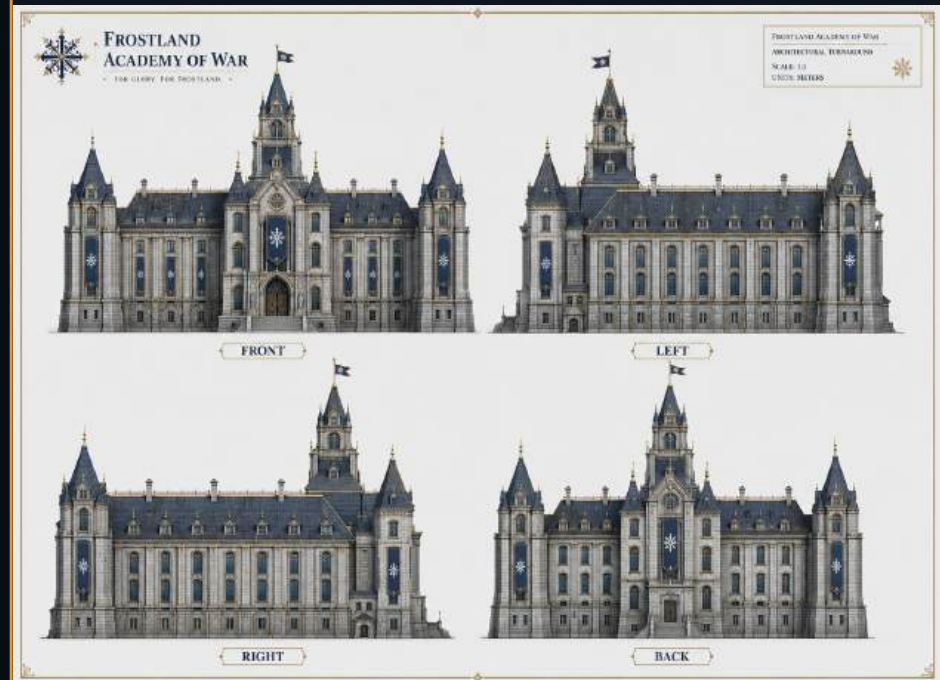
A story-driven tactical RPG about cadets, strategy, and the war that returns from the Void.

A WORLD REBUILT FROM RUIN

Two centuries after humanity sealed the Hellborn into the Void, the northern nations have rebuilt around one promise:

Never be unprepared again.

War academies now train the next generation of defenders, but the old seals are weakening, and the north is beginning to ignite.



BUT THE OLD THREAT RETURNS

HELLBORN – DEMON MECHAS ENEMY TYPES

1. JALKAVÄKI DEMONI

INFANTRY DEMON

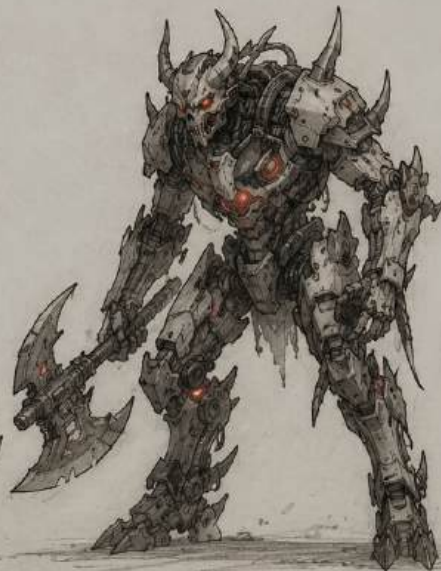
Demon-Mecha hybrid infantry.
Slightly larger than a human.



2. PUOLIRASKAS HYÖKKÄYSDEMONI

MEDIUM ASSAULT DEMON

Slightly larger than the infantry demon.
Built for close assault and shock attacks.



3. RASKAS DEMONI

HEAVY DEMON

Heavily armored demon-mecha.
Slow but extremely durable with
devastating firepower.



The Hellborn are not simply monsters.

- They are demon-mecha hybrids from beyond the Void.
- Their return is tied to cult activity, political unrest, and failing ancient seals.
- The academy cadets become the first line of defense.

ACADEMIES — OF WAR — ✦ THE NORTH IGNITES ✦

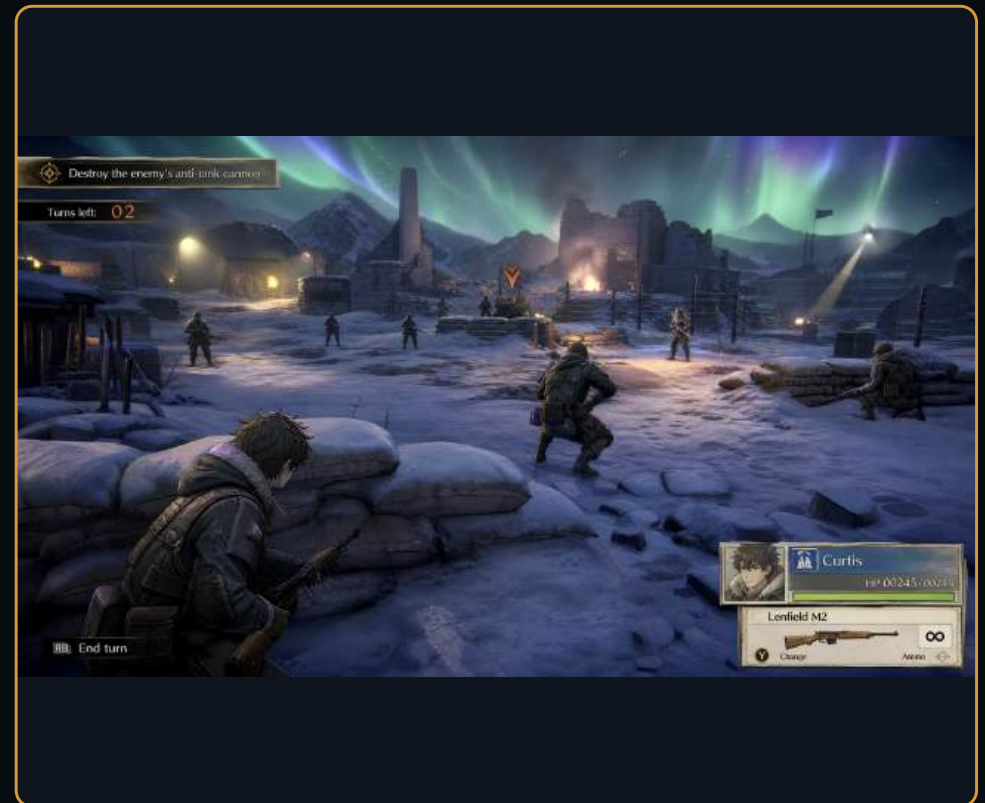
**This is about the generation trained
to fight what should never have returned.**

From academy corridors to frozen battlefields, the
player shapes cadets into leaders, and discovers
whether the future can survive the past.

INTRODUCTION

TACTICS + ACADEMY + BONDS

- PC-first story-driven tactical RPG
- Turn-based tactical combat with direct battlefield positioning
- Academy hub with training, R&D, relationships, and story moments



THE CAST



RIKU "FROST" HALLA
Second-Year Officer Student /
Squad Leader



REMI "CURSE" STEN
Second-Year Squad Sergeant /
Assault Specialist



VARIS "HAMMER" VARJOJOKI
Second-Year Officer Student /
Tactical Specialist



NIKOLAI "BEAR" PETROV
Second-Year Exchange Student /
Combat Engineer



ARTHUR "PANZER" KRIEGER
Exchange Student /
Heavy Weapons Expert



ANNA "BLIZZARD" VIRTANEN
Arctic Warfare Specialist /
Medic



KARL "TITAN" MÜLLER
Exchange Student /
Heavy Specialist



LENA
Naval & Air
Support Specialist

The squad is the emotional hook.

- Riku, Remi, Varis, Nikolai, Arthur, Anna, and Karl form the main playable squad.
- Each character has a combat role representing their nation's speciality, growth path, and personal story arc.
- Relationships are not cosmetic: rapport unlocks story scenes, bonuses, and combat advantages.

DESIGN PILLARS

WORLD

Interactive storytelling

Reactive campaign, faction tension, academy life, lore, and a northern military-fantasy setting.

SOLDIER

Tactical strategy combat

Turn-based battlefield command built around positioning, cover, national class roles, and mission objectives.

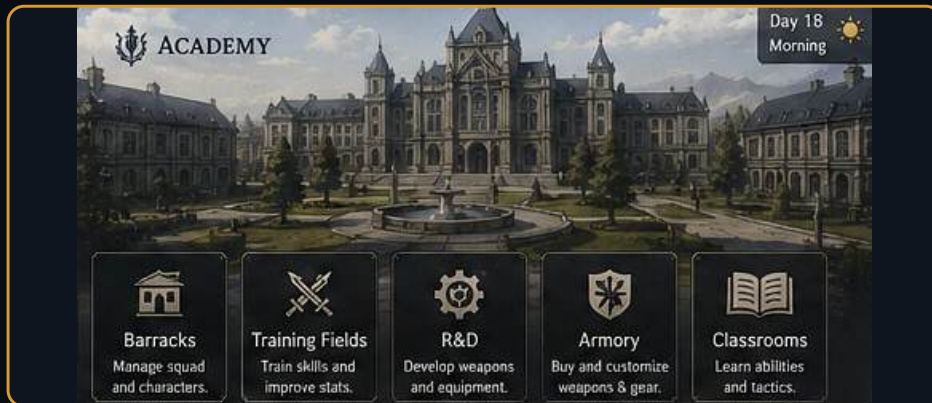
SOUL

Character growth

Rapport, personal arcs, side stories, R&D; progression, and emotional squad attachment.

Story drives the world. Strategy wins the battle. Growth defines the soul.

GAMEPLAY LOOP



Mission Briefing -> Tactical Battle -> Rewards -> Academy Story Moment -> Training / Rapport / Upgrades -> Next Mission

The academy phase keeps the story alive between battles, so progression is always emotional and strategic.



AUDIENCE

For players who want strategy and character attachment in the same game.

- Valkyria Chronicles fans: cinematic tactical battles
- Fire Emblem: Three Houses fans: academy life and bonds
- Final Fantasy Tactics fans: class growth and mission strategy



SUMMARY

- Story-driven tactical RPG with a clear academy-war fantasy
- Three core pillars:
 - Interactive storytelling
 - Tactical strategy combat
 - Character growth
- Tactical combat + academy progression + rapport systems

Seeking publishing / funding partnership for full production.

Thank you for viewing.



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