



WOLFTAGON

# OVERSOUL

## PITCH DECK

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# ELEVATOR PITCH

OVERSOUL is an action-adventure RPG set in the Japan - USA, where two young congressmen, Reuss and Ryo, set out to dismantle a corrupt government and elite global to make a new biological weapon; using their unique abilities to control mystical entities called Heroth. The game explores themes of justice, power, and the fine line between heroism and tyranny, with the player having the ability to choose between two different ending paths.



# ➔ OVERSOUL STORY TRAILER



 <https://www.wolftagon.com/oversoulstory>



# GAMEPLAY MECHANICS

## Core Gameplay:

### Action-Adventure Elements:

- Players will control both Reuss and Ryo at different points in the story, utilizing their unique abilities and Heroth companions.
- Combat involves real-time action with a blend of elemental powers and physical combat.

### RPG Elements:

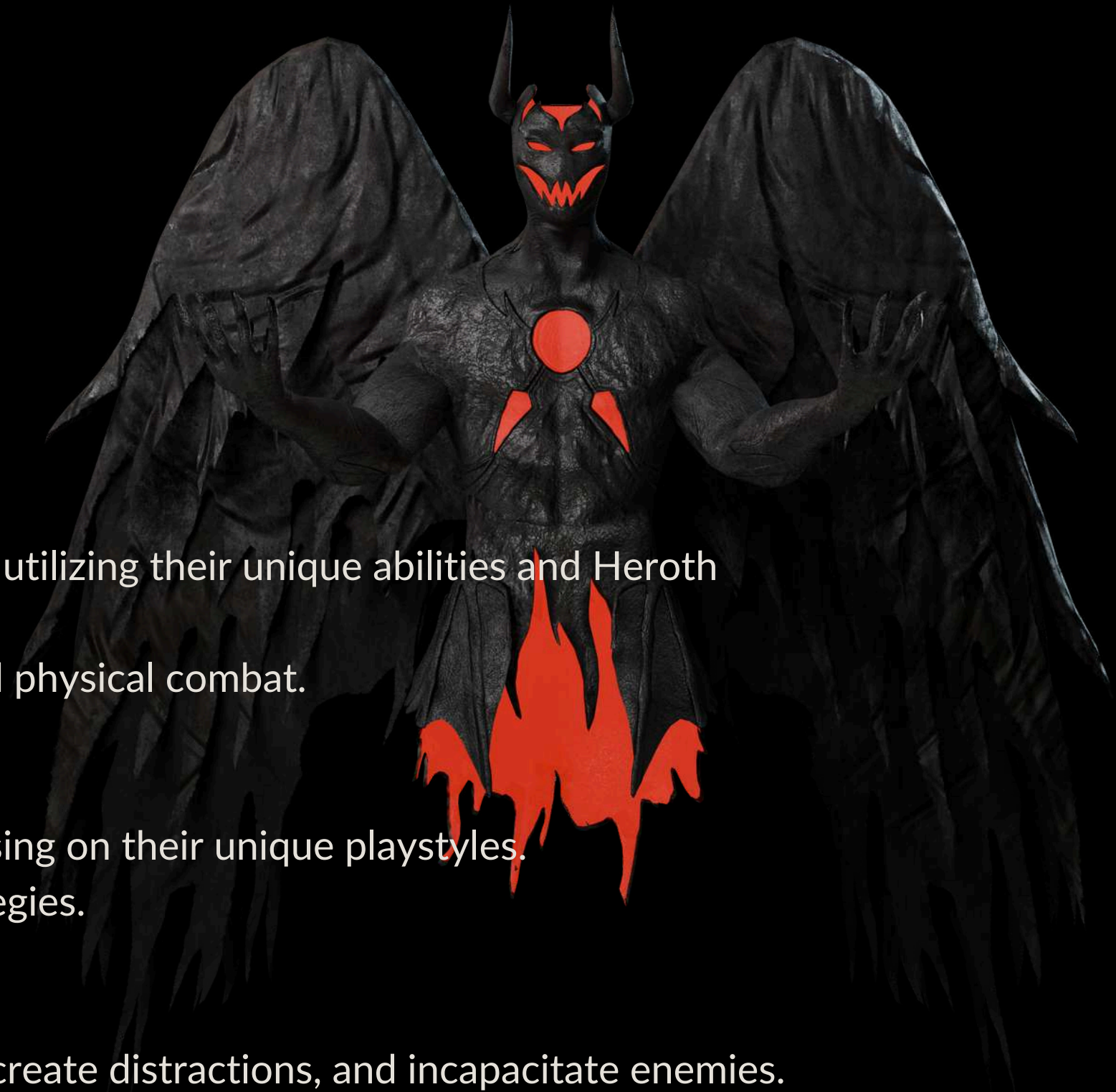
- Character progression through skill trees for both Reuss and Ryo, focusing on their unique playstyles.
- Heroth abilities can be upgraded and customized to suit different strategies.

### Stealth Mechanics:

Reuss's gameplay emphasizes stealth, using Aghni's flame abilities to hide, create distractions, and incapacitate enemies.

### Combat Mechanics:

- Ryo's gameplay is more direct, using Light dan Dark elemental powers for crowd control and devastating attacks.
- Dynamic combat system allowing for fluid transitions between physical attacks and Heroth abilities.

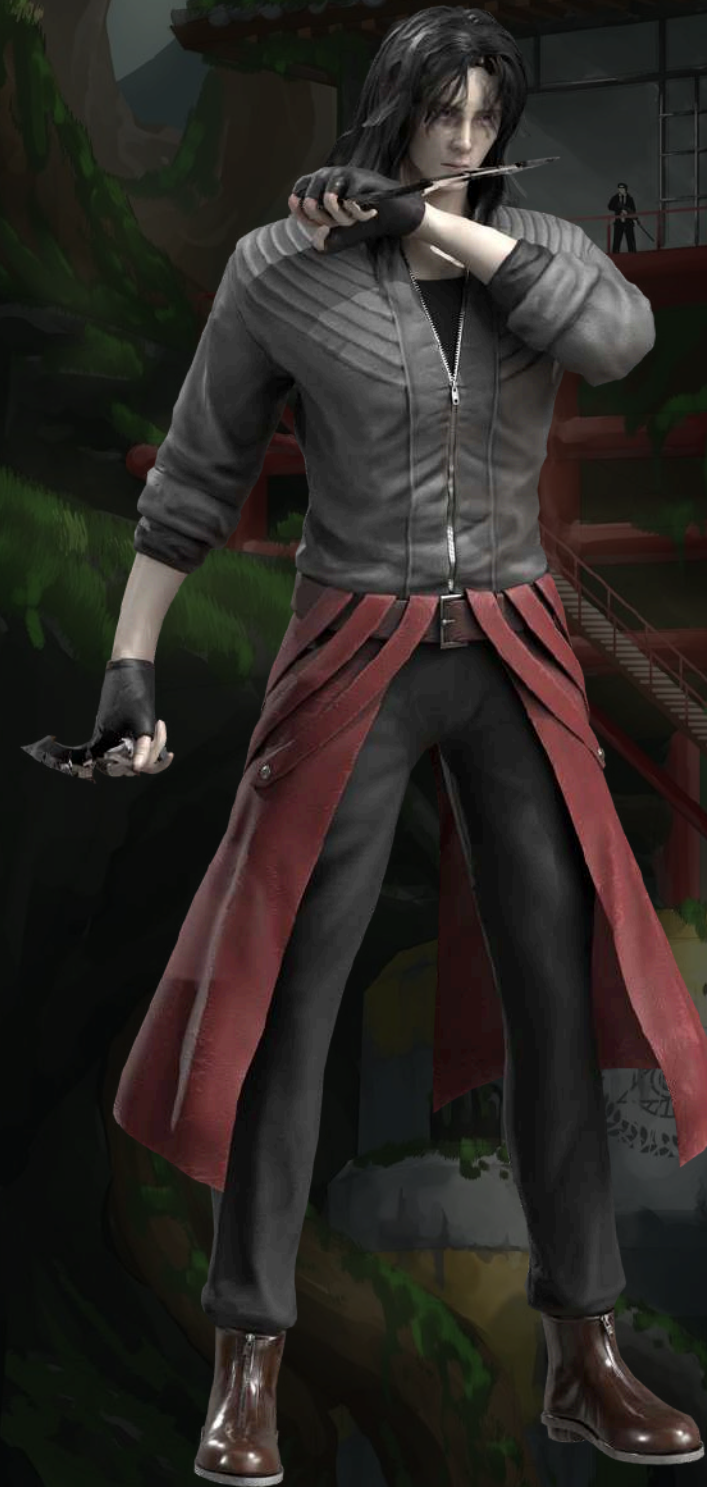


# MAIN CHARACTERS



## Reuss Allster

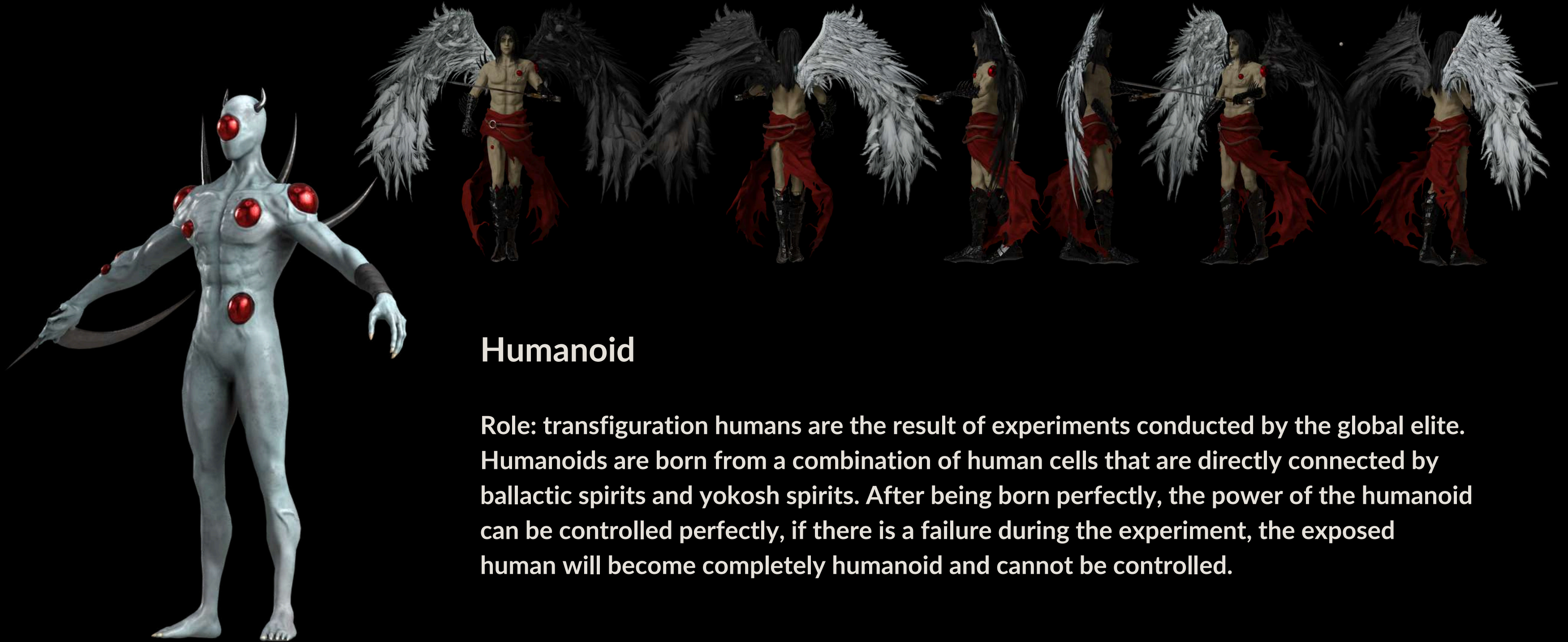
- **Personality:** Calm, strategic, believes in reforming the system from within.
- **Abilities:** Controls Heroth with precision, focusing on infiltration and stealth.
- **Heroth:** Aghni (God Of Fire), who manipulates fire and flame to create stealth opportunities.



## Ryo Takayama

- **Personality:** Charismatic but increasingly unstable, driven by a desire for radical change.
- **Abilities:** Uses Heroth for aggressive, direct confrontations.
- **Heroth:** Hellel (God of Morning Star), controlling powerful minds and elemental forces.

# SUPPORTING CHARACTERS



## Humanoid

Role: transfiguration humans are the result of experiments conducted by the global elite. Humanoids are born from a combination of human cells that are directly connected by ballactic spirits and yokosh spirits. After being born perfectly, the power of the humanoid can be controlled perfectly, if there is a failure during the experiment, the exposed human will become completely humanoid and cannot be controlled.

# MAIN HEROES



**HerOTH Aghni**  
(God of Fire Devourer)

Who manipulates fire and flame to create stealth opportunities.



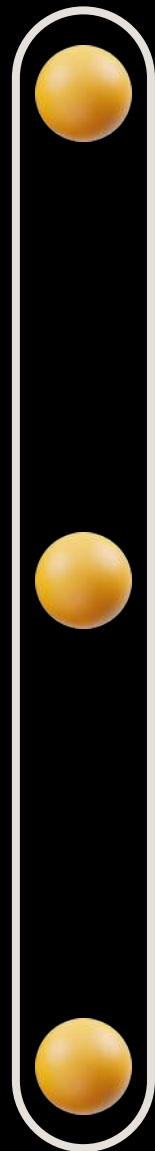
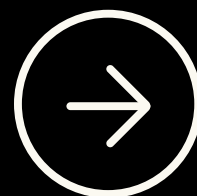
**HerOTH Hellel**  
(God of Morning Star)

Controlling powerful minds and elemental forces.

# ENVIRONMENT



# PROBLEM STATEMENT



**Corruption runs rampant; heroes or villains, who will seize control?**

**Governments and global elites manipulate humanity with biological weapons.**

**Players face moral dilemmas in shaping a decayed society—reforming or overthrowing.**

# BIG PICTURES

It is common knowledge that people hate the government system in the World, a country that has colonized and controlled almost three-quarters of the Earth's land. The destruction began when the governments in America and Japan were overthrown by military aggression, they were directly controlled by the global elite to develop biological weapons derived from a combination of human energy and spiritual energy, creating creatures that have high destructive power. However, some citizens who are helpless, they can only remain silent. But not so with Reuss and Ryo. These two youngman who have a high sense of justice can no longer stand the ambitions of government officials. Reuss wants to reform the current government system, even though it seems impossible, by hunting down officials who are controlled one by one as spies. Reuss also wants to fix the world system that has been morally corrupted, but with a more extreme approach: replacing it with a new government system that he will lead in the future. Reuss and Ryo were both born with special abilities, allowing them to control almost all types of Heroth, invisible characters with a long history as controllers of the Earth's elements and who had a special relationship with humans in that civilization.

Heroth Agwe (God of Water), Heroth Eurus (God of Wind), and Heroth Aghni (God Of Fire), Heroth Archon (God of Darkness), Heroth Geb (God of Earth), Jupiter (God of Thunder), Astaroth (God of Doom), Cernunnos (God of Beast), and Hellel (God of Morning Star) are the most respected types of Heroth due to their ability to control crucial elements and spirits, No one knows where these Heroth come from, but they continue to appear, seeking their masters.

Reuss and Ryo never questioned where they originated because they only intended to use these Heroth to carry out their vision and mission of making their world a better place, at least by first creating a new version of World. However, over time, Ryo becomes increasingly uncontrollable, turning extremely ambitious and brutal. The path he takes is filled with bloodshed and violence. The Heroth under his control grow more malevolent than ever.

In reality, Reuss and Ryo are unaware that they are up against a global elite that has created numerous confusing conspiracies, trapping and using them as pawns in the chaos they orchestrated themselves. They are made into scapegoats and ultimately experience how the weapon backfires.

Until one day, a shocking and unexpected truth will finally be revealed at the end of the game. A truth that no one could have predicted, bringing everything to an end. In the end, this realization will make Reuss and Ryo understand that all along, they were not fighting the real enemy. The current government was merely its puppets. Because the true battle is an invisible one.

# KEY FEATURES

## Dual Protagonists

Players alternate between Reuss and Ryo, each with unique abilities.

## HerOTH Control

Elemental creatures add dynamic combat options, allowing players to manipulate fire, wind, earth, etc.

## Real-Time Combat

Fast-paced, strategic battles enhanced by HerOTH abilities.



## Moral Ambiguity

Choices drive two vastly different endings, exploring themes of justice, power, and moral dilemmas.

## Dystopian World

Futuristic cities in Japan and the USA, with political tension and warfare.

# DEVELOPMENT TOOLS



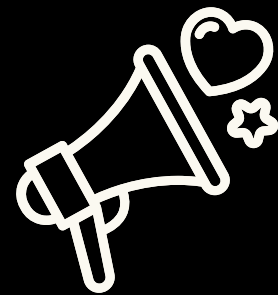
# UNIQUE SELLING POINTS

The Unique Selling Point (USP) of **OVERSOUL** is the Heroth mechanic combined with a moral-choice-driven narrative. Here's why:



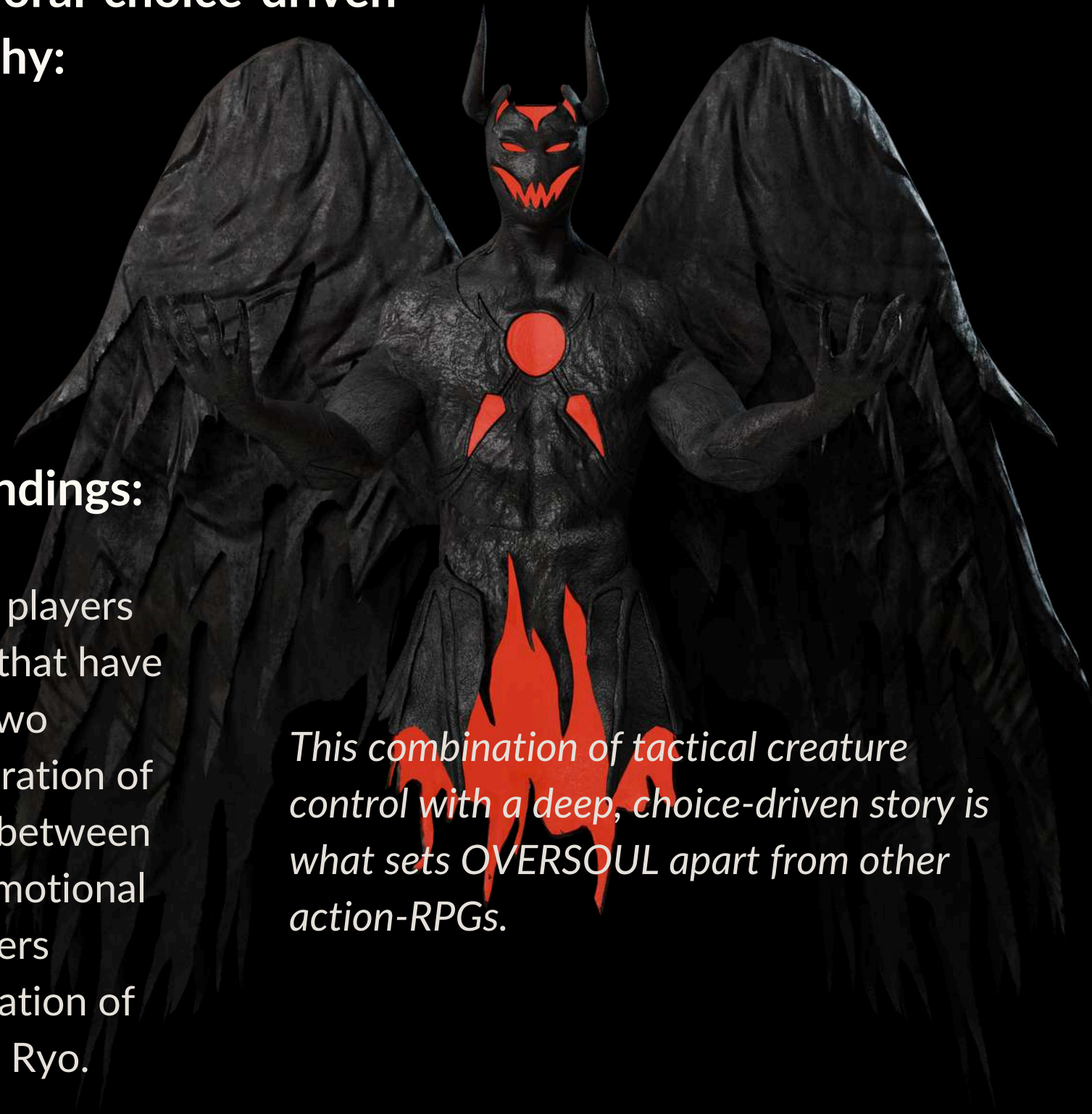
## Heroth Control

Players command mystical elemental entities called Heroth, each with unique powers (like fire, wind, or stars). These creatures not only enhance combat but also provide strategic depth, allowing players to solve puzzles, traverse environments, and influence battles in creative ways. This adds a dynamic layer to the traditional RPG combat systems.



## Moral Ambiguity & Dual Endings:

The game's narrative challenges players with morally complex decisions that have lasting consequences, offering two distinct ending paths. This exploration of justice, power, and the fine line between heroism and tyranny provides emotional weight and replayability, as players navigate the personal transformation of the two protagonists, Reuss and Ryo.



*This combination of tactical creature control with a deep, choice-driven story is what sets OVERSOUL apart from other action-RPGs.*

# COMPETITIVE ADVANTAGE

## UNIQUE HERO TH MECHANIC

Control elemental creatures, adding a new layer of strategy to combat.

## CULTURAL FUSION

Japanese and Western cultural influences in character design and storyline set OVERSOUL apart from other RPGs.

## NARRATIVE DEPTH

Multiple endings based on player choices make replayability a strong selling point.

## FIRST RELEASE ON STEAM

The initial release will target PC on Steam, ensuring broad accessibility. Porting to other consoles like PlayStation and Xbox will follow.



# TARGET MARKET & MARKET SIZE

**Demographics:** Ages 18-35, fans of action-RPGs and narrative-heavy games.

## Market Trends:

- Growing interest in morally complex, story-driven games (examples: Cyberpunk 2077, Ghost of Tsushima).
- Action RPG genre is expected to grow at a compound annual growth rate (CAGR) of 12.8%.

## Market Opportunity

OVERSOUL caters to players who enjoy choices that affect the story, combined with tactical combat and immersive lore.



# GROWTH STRATEGY

## COMMUNITY ENGAGEMENT

- Beta Access: Offer early access to build a community of dedicated players, feedback-driven development.
- Streamers & Influencers: Engage YouTubers and Twitch streamers to generate buzz.



## POST-LAUNCH CONTENT

- Seasonal DLCs: Regular updates with new missions, characters, and Heroth powers.
- Merchandising: Branded apparel, figures, and in-game collectibles.

## PLATFORM EXPANSION

- First release on Steam for PC, with plans for porting to PlayStation, Xbox, and Nintendo Switch.



## DIRECT COMPETITOR



- **Devil May Cry**

Devil May Cry is an urban fantasy action-adventure game franchise created by Hideki Kamiya. It is primarily developed and published by Capcom. The series centers on the demon hunter Dante and his efforts to thwart various demon invasions of Earth.



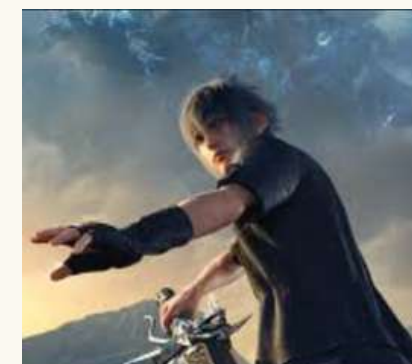
- **Dynasty Warrior:**

Dynasty Warriors is a series of Japanese hack and slash action video games created by Omega Force and Koei. The series is a spin-off of Koei's turn-based strategy Romance of the Three Kingdoms series, based upon the Chinese novel of the same name, which is a romanticised retelling of the Chinese Three Kingdoms period.



- **Final Fantasy XVI (Square Enix):**

Another action-RPG with a strong focus on real-time combat, epic storytelling, and elemental magic, similar to OVERSOUL's Heroth mechanic and narrative complexity.



# BUSINESS MODEL

## Monetization

**Premium Pricing**

**\$49.99 (base game)**

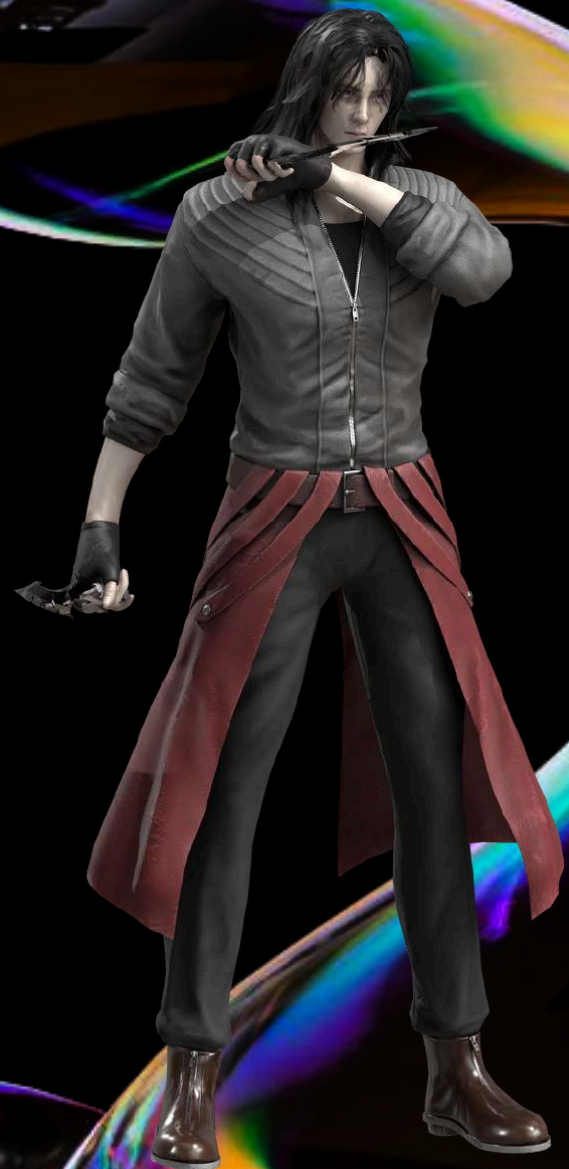
**DLC & Expansions**

Additional storylines, Heroth abilities, new characters, and missions (\$9.99 per DLC)

**In-Game Purchases**

Cosmetic upgrades and skins (non-pay-to-win)

# FINANCIALS & FUNDING



**Pre-production:** \$100,000 (concept art, narrative design, character development).

**Demo Version:** \$150,000 (coding, partial world-building, partial exploration system, etc).

**Alpha/Beta Development:** \$500,000 (coding, world-building, combat systems).

**Launch & Marketing:** \$500,000 (global campaigns, trailers, influencers, and community building).

**Post-launch Support:** \$500,000 (DLCs, bug fixes, live service content).

# REVENUE PROJECTIONS

Year 1: \$10 million in revenue from initial sales and DLC.

Year 2: \$5 million from expansions and additional content.



# RELEASE TIMELINE



**Q2 2025**

Pre-production begins.

**Q4 2026**

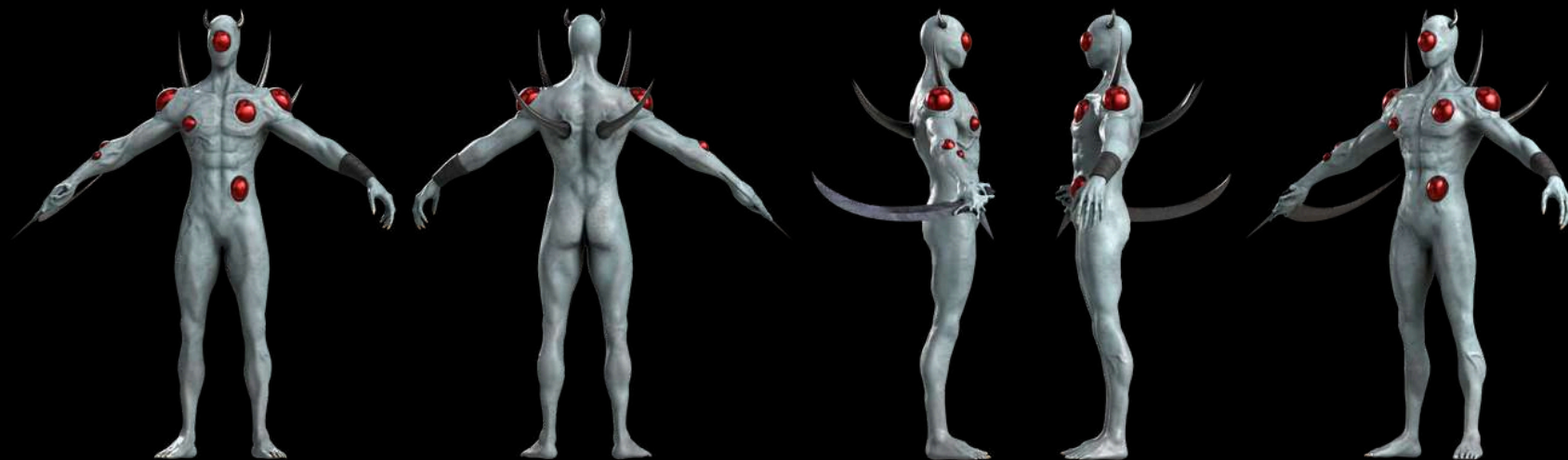
Beta testing and  
community feedback.

**Q4 2027**

Full game release with a  
marketing campaign  
across all major platforms.

**2028**

Unlock next phase



# MEET THE TEAM



**ARIEF  
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**ANJHA  
BAYU**

Business Development  
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# ➔ ABOUT COMPANY

We have already developed our own VR 3D games, published on Meta AppLab, created 3D game assets for an upcoming PC game, and served as an outsourcing team in game design and development for a Singapore-based MMORPG, published on the App Store and Playstore. We also designed and developed Kolektibles, a new concept of e-commerce with an online auction system for an exclusive community, partnering with brands such as Konami, Pokemon, and One Piece. Additionally, we created the award-winning products Leaders in Heels and Make Your Mark, which won the Gold Medal, 1st place, at the Stevie Awards 2023, organized by the American Business Awards.

## Company Profile:

WOLFTAGON (PT Wolftagon Future Innovation) is a technology-driven creative company that believes every innovation has an incredibly impactful story. Our team of experts combines art and design, science and technology, and the art of storytelling to create strong emotional connections between people—a reflection of our civilization on Earth.

## Services:

- Art Services
- 2D/3D Animation
- UI/UX
- AR/VR
- Game Development
- Web & Mobile Apps Development
- Music Production

## Clients:

Ministry of Social Affairs Republic of Indonesia, Ministry of Health Republic of Indonesia, Vishuo Biomedical Pte Ltd Singapore, Cryptocurrency Financial Services Pte Ltd Singapore, Mah Meri Art Gallery Malaysia, LH Agenda Australia, Bank BNI, Bank Indonesia, and many others.



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# THANK YOU

for your time and attention

