



 New Game

 Load Game

THE HERO

Kaelen, our protagonist, is not a knight in heavy armor; he is an Agile Guardian of Balance. His design is intended to contrast with the robustness and heaviness of the Gate Guardian, emphasizing speed and precision.

Bryn is **Kaelen's father** and the blacksmith of the small settlement that still resists in the valley. His role is crucial for the player, not only as an NPC who gives quests, but as the provider of upgrades and the emotional bond.



LYRA



My teacher taught me how to light the spark.
The rest of the fire... well, that's on me.

Born of cold and silence at the foot of the Great Mountain, **Lyra** was marked by fate from her first breath.

Adopted by a legendary sorceress, her childhood was spent among ancient scrolls and the roar of **elemental magic**.

However, fate is fickle: her mentor disappeared into the mists when **Lyra** was only eight years old, leaving behind a half-written legacy and a girl with more power than control.

THE HISTORY

Lyra is kidnapped by the forces of the portal, and her father rushes desperately to the blacksmith Bryn seeking help.

But **Bryn**, aged and weary from the passing years, cannot fight; instead, he hands a rusted but powerful sword to his son, **Kaelen**, and entrusts him with the girl's life.

For the young man to stand a chance against the strongest monsters, he must travel through the valley searching for **special metals** so that his father can reinforce the blade and thus forge a powerful weapon.



A villager asks us for help to rescue his daughter.

THE KIDNAPPING



The hero fails in his immediate rescue attempt, and **Lyra** is sent through the breach.

To follow her tracks, the player must face the first great skill challenge: the combat against the **Gate Guardian**.

He is the living key required to access the next dimension.



THE RESCUE

Once we manage to rescue **Lyra**, she will join us to destroy the great boss.

She is a sorceress and can heal our wounds, create magical shields, and cast spells.

Her spells will also become more powerful as special items are obtained.



THE BLACKSMITH

As **Kaelen**, you must recover the ancient metal fragments and lost essences that lie among the ruins. Only under **Bryn's hammer**, in the heat of the old forge, can these pieces be fused with your blade.

Each upgrade is not just an increase in power; it is the bond between a father and a son forging the only hope against the horrors that guard the path.



CORE MECHANIC

El juego es un **Action-RPG de ritmo rápido** en perspectiva isométrica, donde la progresión no depende solo de matar enemigos, sino de la **estabilización del valle**.

The Combat System: "Impact and Weight"

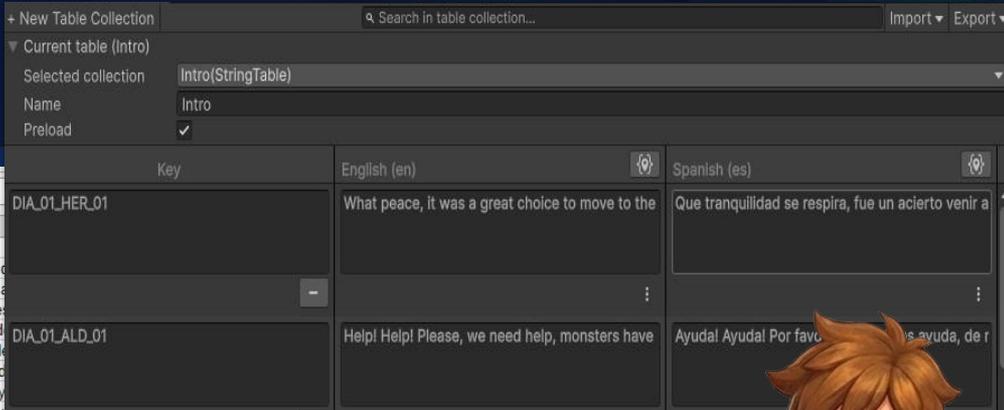
- **Combate Estilizado: Stylized Combat:** Following the "chunky" aesthetic of the characters, every hit provides **great visual satisfaction**. Enemies have different levels; the strongest ones require upgrades to our sword.
- **Movement Ability:** The protagonist uses quick lateral movements to dodge area attacks or charges from the large **Guardians**.



LANGUAGES (Localization tables)

We use the Unity Localization Tables system for in-game text, making it very easy to incorporate new languages.

| Key | Id | English(en) | Spanish(es) |
|-----------------|---------------|---|---|
| DIA_01_HER_01 | 1127736193024 | What peace, it was a great choice to move to the outskirts! | Que tranquilidad se respira, fue un acierto venir a |
| DIA_01_ALD_01 | 1127736193025 | Help! Help! Please, we need help, monsters have suddenly fi | Ayudad Ayuda |
| DIA_01_HER_02 | 1127736193026 | That is terrifying! I am too old for this, I don't have the strengt | Eso que dice |
| DIA_01_HEROE_01 | 1127736193027 | I heard the screams, What's happening? | He escuchad |
| DIA_01_HER_03 | 1127736193028 | They broke the southern defense, and they kidnapped his da | Han roto la d |
| DIA_01_ALD_02 | 1127736193029 | They've taken my dear Laura, you've been friends since you | Se han llevad |
| DIA_01_HER_04 | 1127736193030 | I am already too old to go looking for her and free her. | Yo ya estoy y |
| DIA_01_HEROE_02 | 1127736193031 | No need to worry, I think this is an adventure worthy of a her | No hay de que preocuparse, e |
| DIA_01_HER_05 | 1127736193032 | Wait! You will need a sword that can kill those monsters. Tak | Espera! Necesitaras una espad |
| DIA_01_HEROE_03 | 1127736193033 | Hahaha! My mistake! This sword is great! I swear I'll return w | Jajaja! Que despiste! Esta esp |
| DIA_01_HER_06 | 1127736193034 | Meanwhile, we will take refuge at home, this place is danger | Nosotros mientras tanto nos re |
| MONJE_01 | 1127736193035 | I see you are facing those creatures, Take this to your father. | Veo que estas enfrentándote a |
| MONJE_02 | 1127736193036 | You can gather more items throughout the world and bring th | Puedes recolectar mas elemen |
| HERRERO_G01 | 1127736193037 | Hi son, I can upgrade your weapon but I need the right comp | Hola hijo, puedo mejorar tu arr |
| HERRERO_G02 | 1127736193038 | Awesome! I see you've got a rare metal, I'll upgrade your wea | Genial! Veo que has conseguid |
| HERRERO_G03 | 1127736193039 | We've already used those materials to upgrade the weapon. | Ya hemos usado esos materia |
| HERRERO_G04 | 1127736193040 | Here you go, now your weapon is more powerful. | Aqui tienes, ahora tu arma es t |
| JEFF_01 | 1127736193041 | Very nice, you found some | Muy buena, que bonitas cosas |



We work on a document that is imported from Unity, **changing the texts instantly.**



PREVIOUS EXPERIENCE



THE TEAM AND THE FUTURE

- **Seniority:** A core team of two developers, each with over 25 years of industry experience. We know how to optimize resources effectively.
- **Scalability:** We maintain a network of highly qualified talent ready to be onboarded according to production requirements.
- **Flexibility:** The current design is modular. We are open to iterating and expanding mechanics based on feedback and available resources.
- **Next Step:** We are seeking funding to transition from this solid foundation into full-scale content production.

ALREADY PUBLISHED GAMES

- We have a solid history in the industry, having been directly responsible for the commercial launch of multiple titles in the global market. Our expertise is multiplatform, spanning development for **PC, Consoles, and Mobile devices.**
- We have covered a broad spectrum of genres—from the immediate engagement of Casual and Arcade games to the technical and design complexity required by **MOBAs, Simulations, and Strategy titles.**



We are seeking a partner for development financing and marketing.

FUNDING TARGET: 40.400 € +VAT

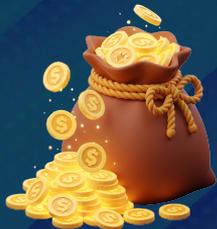
Development(70%): Salaries for the 2 Senior.

Operaciones/QA (10%): Licenses and testing.



ROADMAP

-  **Milestone 1: (Vertical Slice):** Polished core loop, final art for the first level.
-  **Milestone 2: (Beta Steam):** Localización, integración de logros.
-  **Milestone 3: (Gold)** Certificación, pulido final (bug fixing) y lanzamiento.



HOPE'S EDGE

THANKS !

Do you have any question?

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THE TEAM



Moisés Ríos



Jose Manuel Claro

