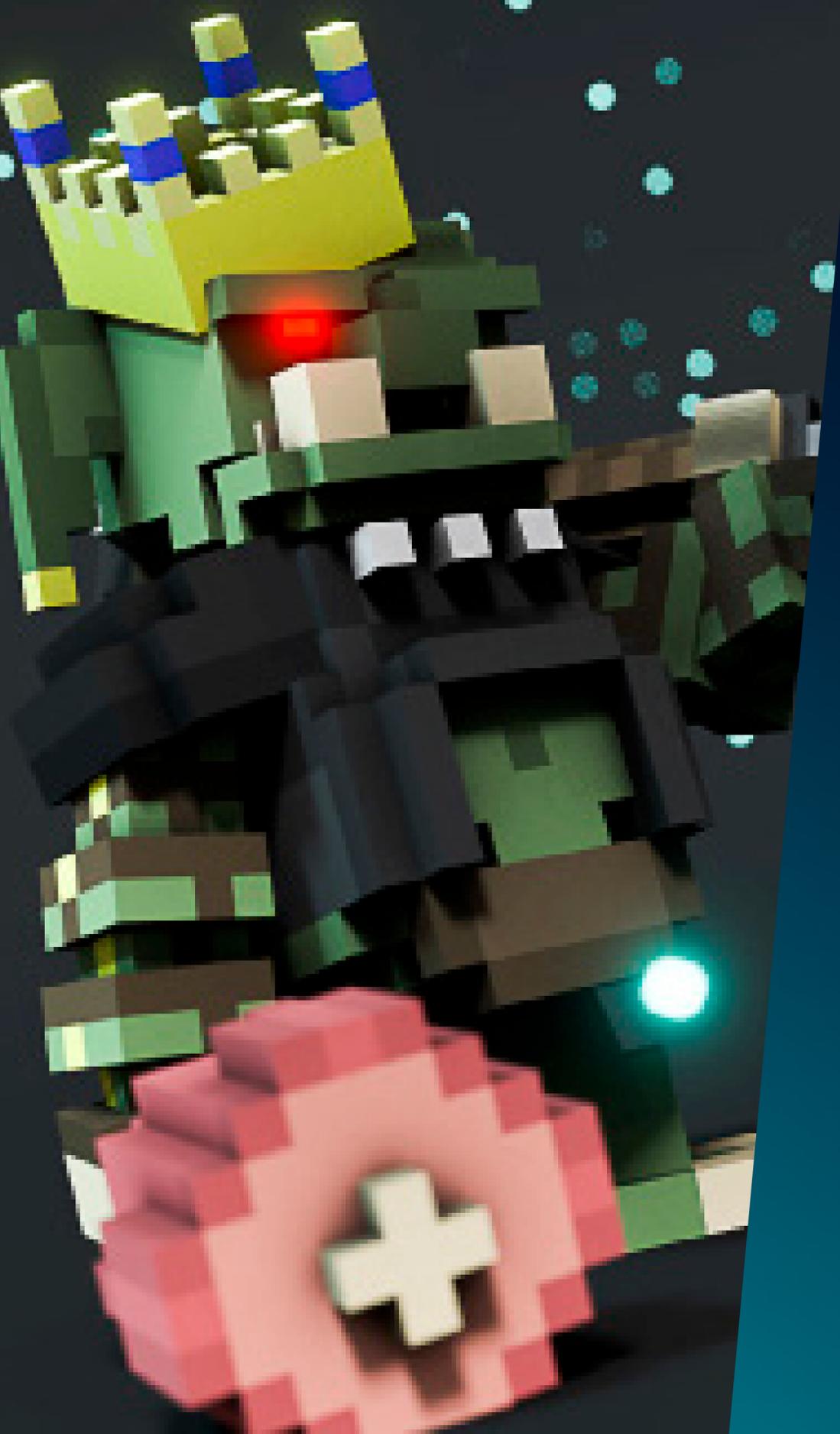




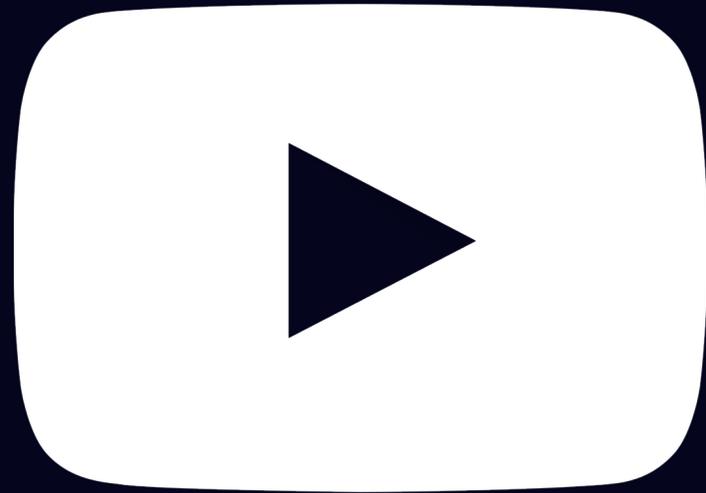
**EPIC
GUARDIAN**



Platform: Mobile, PC, Browser
Developer: Quantumfrog Mobile GmbH
Genre: Idle, Clicker, RPG

Age: 6+
Players: Solo
Web: <http://www.epic-guardian.com>

TRAILER



Awards





GAMEPLAY & COMBAT

Core gameplay resolves around either tapping on the screen or idling while the characters attack automatically. By tapping, the player's character attacks the enemy as fast as the player can tap. The player can choose to take 4 different abilities into the battle, to perform powerful moves like dealing a lot of damage very fast, buff the party or to heal.

For killing enemies, the player is rewarded with gold, experience points and possible loot drops. The player's character gets stronger by equipping equipment pieces, upgrading attributes, upgrading skills and hire companions. In a fight, the player gets assistance by companions. Companions

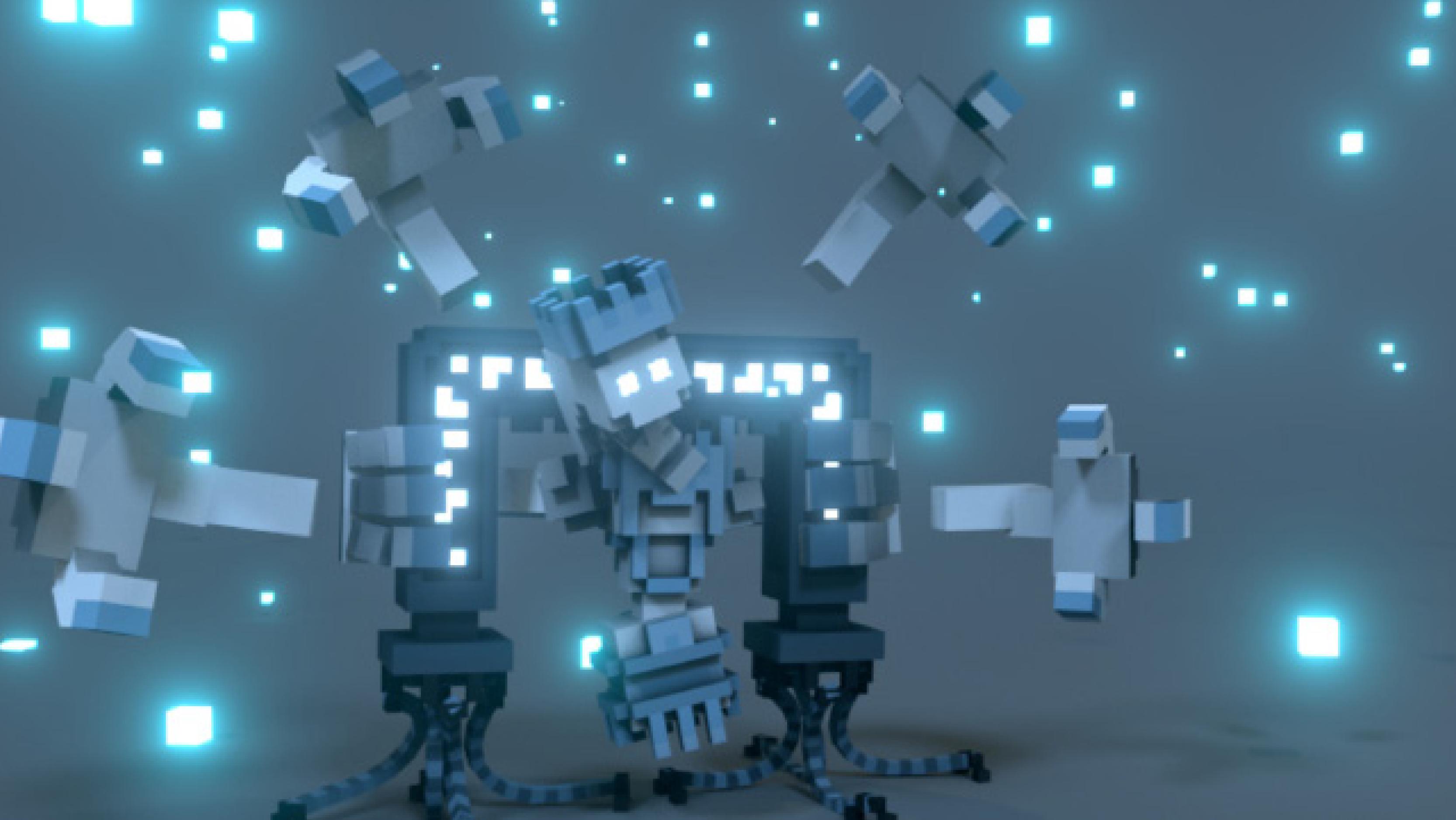


GAMEPLAY & COMBAT

- Tapping
- Idle
- Skills/Abilities
- Items
- Equipment slots
- Attributes
- Companions
- Boss fights
- Farming / grinding

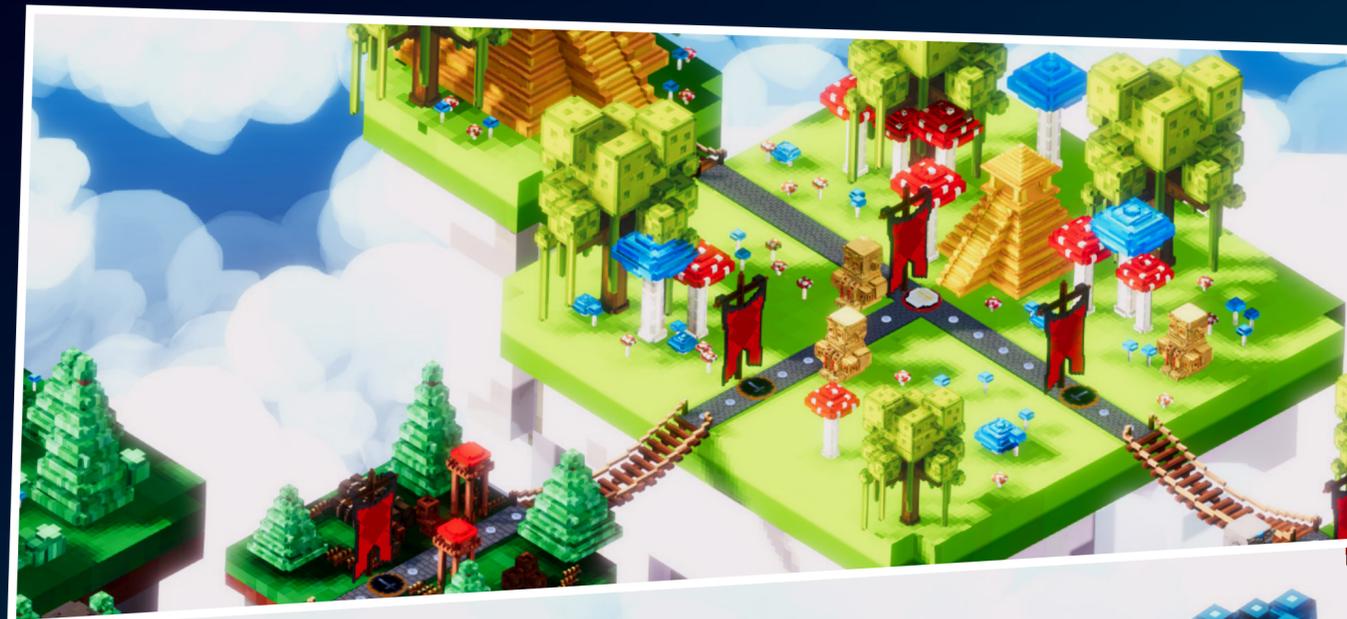






LOCATIONS

- Endless dungeon
- 23 different stages
- 6 themes
 - Forest
 - Goblin camp
 - Jungle
 - Swamp
 - Graveyard
 - Mines





UNIQUE DETAILS

Unlike other incremental RPG games where the game relies purely on upgrading a large amount of companions, Epic Guardian showcases a more player-focused gameplay, which results in a more classic/retro RPG feeling. Epic Guardian also offers more visual feedback and a unique voxel art style.



Attributes

Indepth Character Customization with retro-rpg-like attribute points.

The screenshot displays a character's attribute menu. On the left, a list of stats is shown with their current values and bonuses. On the right, a 'CORE ATTRIBUTES' section allows for point allocation into four categories: Strength (5 points, +43), Health (2 points, +203), Intelligence (4 points, +67), and Accuracy (9 points, +76). A total of 14 points is available for allocation, and a green checkmark indicates the current configuration is confirmed.

Category	Stat	Value
Offensive	Offensive	72+5
	Tap Damage	3.27K
	Auto-Attack Damage	10
	Magic Damage	0%
	Critical Chance	100%
	Critical Damage	0%
	Bonus Tap Damage	0%
Defensive	Health	125.95K
	Damage Reduction	0%
	Auto-attacks per second	1.00
Utility	Bonus Ability Power	1.90%+0.02
	Maximum Mana	5
	Mana Regeneration	0,1/s
	Bonus Gold	10%
Bonus Experience	12%	

CORE ATTRIBUTES

Attribute	Points	Bonus
Strength (Muscle)	5	(+43)
Health (Heart)	2	(+203)
Intelligence (Book)	4	(+67)
Accuracy (Target)	9	(+76)

14 Points

Inventory

Players can manage their items in their bags. From there they can equip items, use consumable items or sell items for gold. Initially players begin with 1 bag which has 30 slots. But they can get additional bags from the shop.



Chests

Players can earn and open treasure chests to get randomized rewards.



Crafting

Players can find material items from monsters, which they can use to craft powerful items.

The screenshot displays a game's crafting menu. At the top, the player's resources are shown: 3.55M gold, 660 purple gems, and a plus sign for more. The menu is divided into three main sections:

- ALL:** A list of items with their levels and status. All items shown are marked as "MISSING MATERIALS".
 - CHAUSSES (Item Level 30)
 - POLISHED STEEL MAIL (Item Level 29)
 - WOODEN SHIELD II (Item Level 28)
 - GLADIUS (Item Level 28)
 - SEALED RUBY RING (Item Level 28)
 - RUBY RING (Item Level 28)
- CRAFTING:** The selected item is the "Gladius". It shows a crafting amount of 0. Below it, the "Required Materials" are listed: IV (0/90), IV (0/40), IV (0/18), and IV (0/7). The total cost is 228.89K gold. A "CRAFT" button is visible.
- EQUIPPED:** The currently equipped item is "Novice's Blade" (Item Level 30), a sword. Its stats are: One-Hand, 32-36 Damage, +23 Strength, and +8 Intelligence. A green note states: "Attributes and Item Level of this item scales according to the Hero's level until reaching level 30. (2): Increases experience gain by 10%. (4): Increases gold gain by 10%."

Refining

Players can refine equipment to further enhance their status points.



Transmogrification

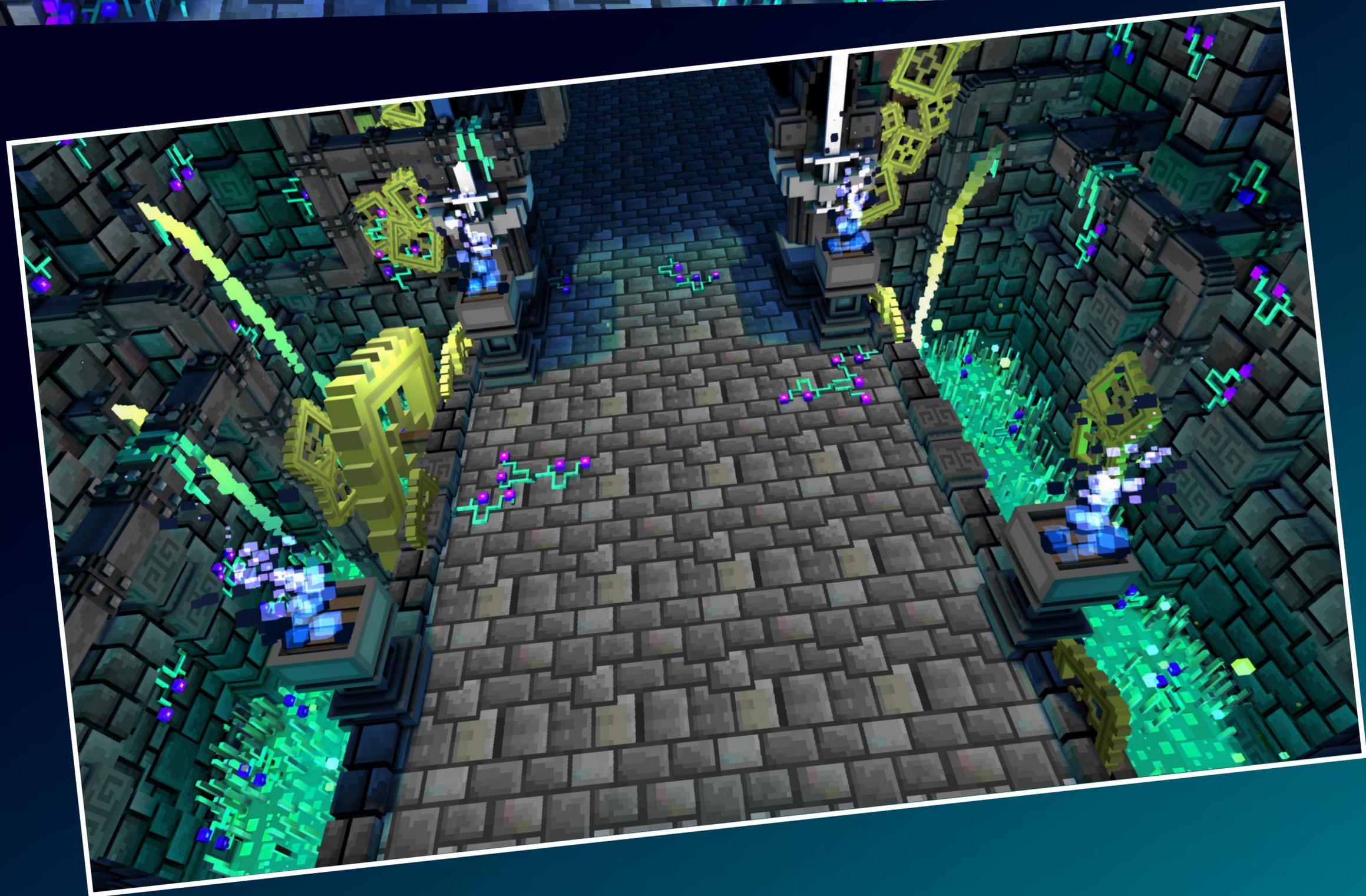
Players can unlock skins for all equipment slots, to customize their appearance.



Dungeons

-Endless-Tower-Like
Dungeon.

-Enemies grow
stronger and the
player receives higher
rewards by progressing
through the dungeon.



Relics

Relics enhances the players status points. They can be upgraded by spending fragments from the dungeon.

The screenshot shows a game interface with a top status bar containing icons for a purple gem (0), a gold coin (3.55M), and a purple gem (660). The main menu has tabs for ATTRIBUTES (level 19), SKILLS, and RELICS. The selected relic is 'Yggdrasil's Heritage', which increases Bonus Experience. It is currently at Level 0. The current bonus is +0% Bonus Experience and +0% Relic Damage. The next level offers +1% Bonus Experience and +2% Relic Damage. There are three buttons: 'UPGRADE X1' (blue), 'BUY X1' (grey, 0/1), and 'SALVAGE' (red, 50). To the right, a 'SECONDARY' section shows 'DISCOVERED SECONDARY RELICS: 0/12' with a 'DISCOVER' button (243.86K). Below that, a 'PRIMARY' section lists 'YGGDRASIL'S HERITAGE UNLOCKED BY CLEARING DUNGEON' (Stage 10) and 'YGGDRASIL'S SEED UNLOCKED BY CLEARING DUNGEON' (Stage 50).

The Void

- Time limited Boss Dungeon.
- Battle last for 30 seconds.
- Battle can be repeated after a 2-hour time lock. (Can be skipped by spending premium currency).
- Boss can only be killed once a day.
- Rewards high-end Equipment.



FREE TO PLAY

IAP's

- | | |
|-------------|---------|
| • 50 Gems | 2,19€ |
| • 100 Gems | 3,79€ |
| • 315 Gems | 10,99€ |
| • 640 Gems | 20,99€ |
| • 1850 Gems | 54,99€ |
| • 3990 Gems | 109,99€ |

Rewarded video ads

For watching a video ad, the player can get rewards like:

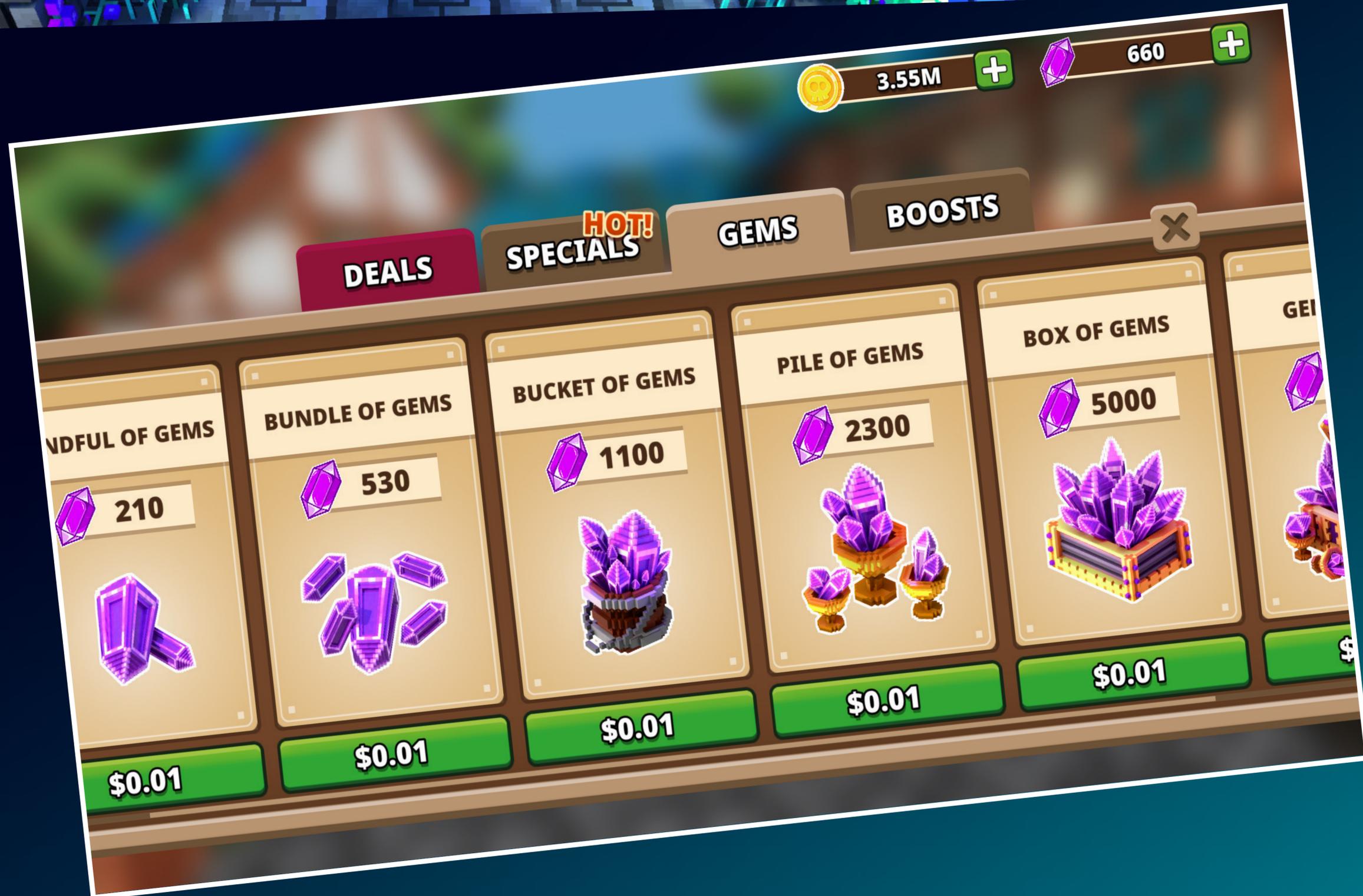
- Gems
- Random temporary boost effects
- Extra gold currency

With Gems, the player can buy more inventory space, temporary boost effects, gold currency, random equipment, crafting material, and more.

Shop

Players can earn Gems (Premium Currency) from Achievements, Daily Quests or by spending real money.

Gems can be used to buy time limited items, Gold (Game Currency), inventory bags or boosts. There are new deals for the player every day.



Shop

They can also buy limited special offers like a starter bundle and unlock more special offers as they progress through the game.

The screenshot shows an in-game shop interface with a top bar displaying 3.55M gold coins and 660 purple gems. The shop is divided into four tabs: DEALS, SPECIALS (marked with a 'HOT!' badge), GEMS, and BOOSTS. The 'DEALS' tab is active, showing three items:

- NOVICE CHEST:** A pink banner above the item. The item is a character and a chest. It is available for 1 day and 21 hours, can be purchased once, and costs \$0.01.
- WOOD CHEST x1:** A green banner above the item. It has a -33% discount, is available for 6 days and 21 hours, can be purchased 5 times, and costs 15 gold and 10 purple gems.
- REFINING BOOSTER x10:** A yellow banner above the item. It has a -60% discount, is available for 6 days and 21 hours, can be purchased 10 times, and costs 250 gold and 100 purple gems.
- RARE CHEST x1:** A blue banner above the item. It has a -50% discount, is available for 6 days and 21 hours, and has 3 remaining purchases. It costs 50 gold and 25 purple gems.

The Core Team



Hendrik
CEO

Hendrik is the founder and CEO of the company. He has 10+ years experience in business strategy and games development, and is involved in business development.



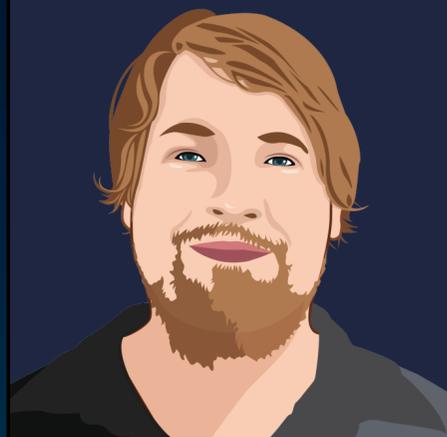
Vinh
Product Owner, Programmer

Vinh has worked as a programmer for quantumfrog since 2015. After coming up with the idea for this project he was involved in all key decisions.



Andreas
Team Lead

Andreas has been part of the company since 2013 and is responsible for resource management of the team.



Marc
Balancing

Marc has been working for the company since 2014 as a mobile developer. He is involved in the balancing and the design of all game systems in Epic Guardian.

The Core Team



Fenja
2d-Artist

Fenja has 5+ years of experience in 2d-concept art and UI/UX. She is responsible for the design of the UI and visual concept of Epic Guardian.



Dirk
3d-Artist, Level Design

Dirk has 4 years of experience in 3d-design and is responsible for creating and animating characters and involved in level design.



David
Programmer

David has 6+ years of experience and is involved in implementing new game systems into Epic Guardian.



Benedikt
3D-Artist

Benedikt has 3+ years of experience in 3d-design and is involved in creating 3d assets and animations for Epic Guardian.



Market Fit

Target Audience: Midcore

With the easy to learn gameplay mechanics, like the tapping or just idling, epic guardian fits right into the category of midcore gamers. Additionally with features like an indepth inventory, skill tree, attributes, etc. the game also offers a lot of complexity for more than midcore gamers. The combination of easy gameplay mechanics, complex managment game systems and friendly visuals offers potential for a large variety of gamers ranging from casual to hardcore.



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