MoonWard

Answer the call of the sapphire moon.

prepared for…

publisher/partner/investor
logo or name

SLATE
GAMES

A story-driven action RPG featuring skill-based combat, procedurally generated loot and deep character customisation!

MoonWard

AT A GLANCE

TITLE: MoonWard

DEVELOPER: Slate Games Ltd.

GENRE: Action Role-playing Game

PLATFORM: Android/iOS/Steam

ENGINE: Unity

RELEASE: September 2025

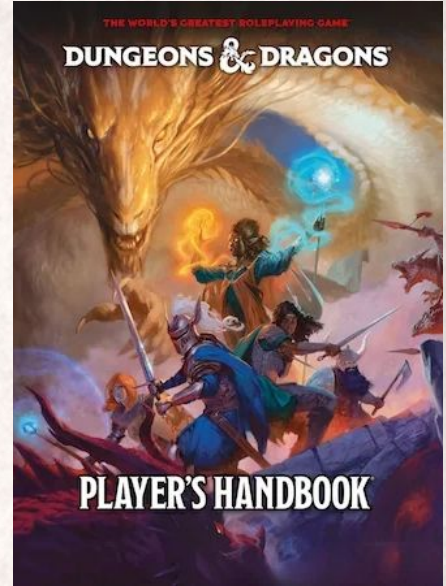**PRICE:** $4.99 / £3.99

MoonWard

IT'S BASICALLY...

+

+

MoonWard

THE OPPORTUNITY

MoonWard is heavily inspired by Dark Souls, Diablo and D&D, three extremely profitable and popular properties with large fanbases. Yet, apart from Diablo, experiences based on them are sparse on mobile. Additionally, nothing on the market provides the same blend of features as MoonWard. As a result we can leverage any one of these fandoms with a targeted Advertising campaign to reach millions of players who have no alternatives on their phones and tablets.

While retaining the complexity of hard-core PC and Console games, MoonWard is tailor made for mobile in aspects ranging from length of play to the intuitive UI and user experience. This is unlike a lot of our closest competition of PC and Console ports to mobile. We believe that all of the above puts us in a very favorable market position.

MoonWard

OVERVIEW

MoonWard

THE SET UP

HEADLINE

MoonWard is set in a gritty low-magic medieval world which has been prematurely thrusted into an industrial revolution. Legends say that millennia ago, an apocalyptic event wiped all magic and civilisation, leaving the hated **sapphire moon** orbiting a planet in strife. In today's world of relative peace, as a once mighty Empire struggles to keep its borders from crumbling, a strange and deadly curse plagues the lands.

You play as a cursed **ward**, a medieval **bounty hunter** by day and a **mystic investigator** by night. As part of the MoonWard mercenary company you travel the province of Virmgild, completing bounties to grow in power and find loot. All the while uncovering mysteries and conspiracies, including the origins of the curse afflicting you and many others.

MoonWard

ADDITIONAL STORY

MoonWard begins as our protagonist is afflicted with the curse of **Light**. Common wisdom assures them of an inevitable transformation into a vicious creature. Faced with this, they cut ties with their old life.

However, something peculiar happens - nothing. They seem to be mostly unaffected by the curse. Surprised but still cautious and with few skills suitable for this new place they find themselves in, their only option seems to be the MoonWard. A suspiciously easy to join mercenary company.

As a **ward** they become involved with crime syndicates, separatist rebels, strange religions and clandestine organisations. Finally, they discover the origins of the curse and face the one responsible, bringing **Light** or **Darkness** to the world.

MoonWard

SYSTEMS
& FEATURES

MoonWard

FEATURES

Customisation

An unrivaled level of character customisation is enabled through abilities, skills, equipment and a reputation system to name a few. Each ward grows more and more unique as the player makes meaningful choices.

Is your ward a smooth talker? You can persuade the guard to let you in where you shouldn't be! Or is your ward a slick assassin? Dodge through an enemy's attack and deal a cunning backstab!

Combat

A unique timing based combat system, heavily inspired by Dark Souls and tailor made for mobile, is MoonWard's stand out feature. It supports smooth gameplay while retaining complex interactions.

Unmatched in it's game feel, our abstracted system is the best emulation of the fast-paced duels and highly tactical combat of souls-likes.
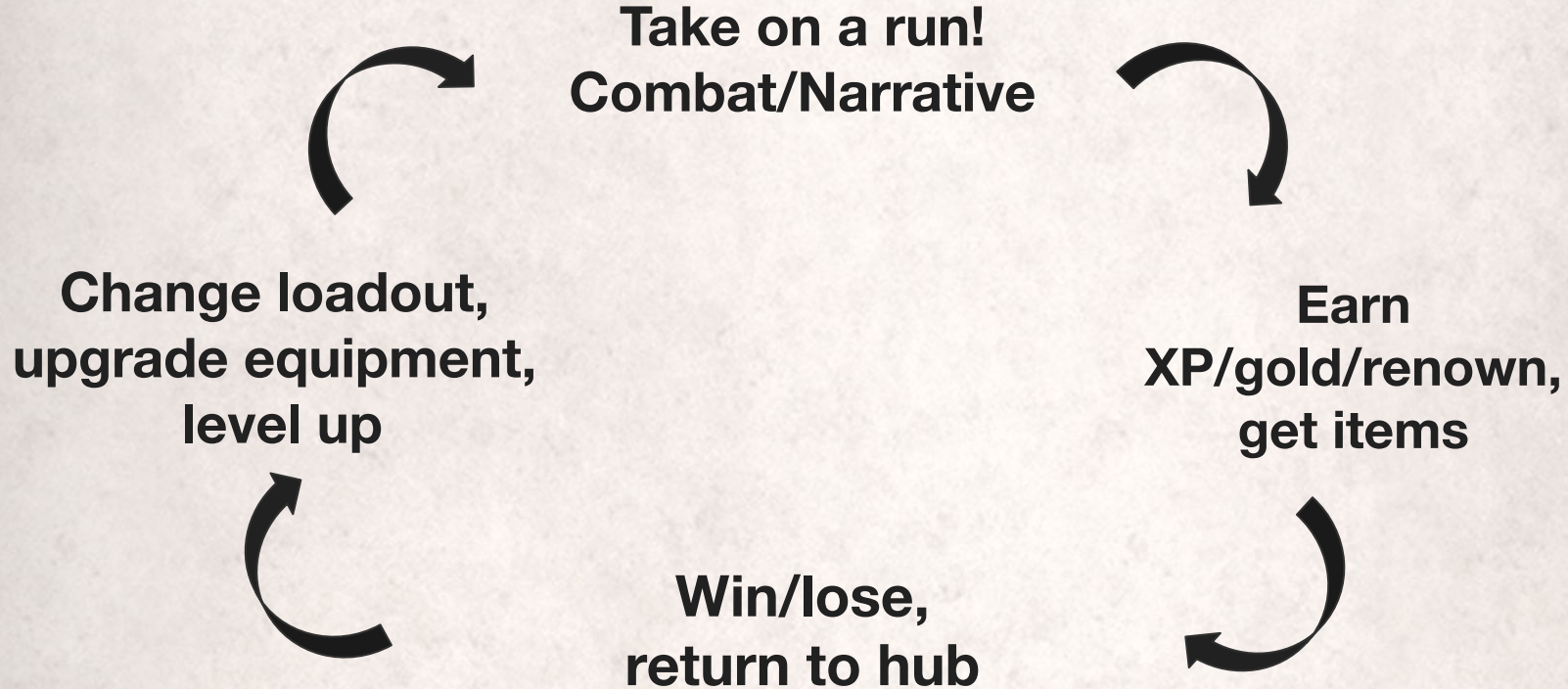
Narrative

From short form generated bounties that can be beaten in minutes, to intricate side stories and finally, the five hour long campaign. MoonWard has you covered when it comes to a complete narrative experience. But there's more.

Main and side stories feature tough narrative choices based on character and role-play. Will you remain true or betray your friends and live with the consequences? It's your choice, ward.
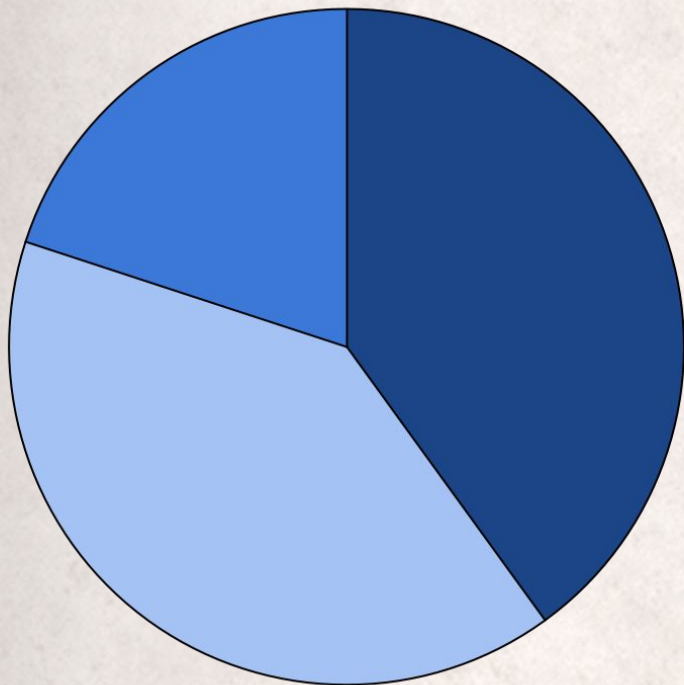
MoonWard

PROGRESSION

**Take on a run!
Combat/Narrative**

**Earn
XP/gold/renown,
get items**

**Change loadout,
upgrade equipment,
level up**

**Win/lose,
return to hub**

MoonWard

BUDGET
& SCHEDULE

MoonWard

BUDGET

REMAINING DEVELOPMENT COST: $30k

- **Core team:** $12k
- **Contractors:** $12k
- **Contingency**: $6k

Ignores community, QA, Brand & Marketing costs
6k units @ $4.99 to break even.

PRE-PRO & FIRST PLAYABLE: Q2 2023
1.0 LAUNCH: Q3 2025

REMAINING (EST) PRODUCTION: 3 months

NOTE: This is the quick 'deck-version' overview of the budget, and not a detailed breakdown.

SLATE
GAMES

ROADMAP

The story so far
Q2 22 to Q2 25

Website and socials

Public demo release
(Android)

Regular demo patches

1.0 Announcement date

Pre-release
Q2 25

New feature: Quick play

Finalising world art

Finalising character art

Animations for
key story events

1.0
Q3 25

Complete
story campaign

Complete
side content

More cinematics

iOS release

Post-release
Q3/Q4 25

Steam release

Themed updates every
month containing the
following:
- 10 items
- 5 enemies
- 15 bounties
- 1-3 side story(ies)

MoonWard

THE ASK

Slate Games Ltd. is seeking funding as well as marketing expertise.

MoonWard can get to 1.0 and a healthy market awareness with
$30k (£22k) investment from the right partner.

MoonWard

ABOUT

Slate Games Ltd.

MoonWard

THE DEVELOPER

"We make RPG's"

The **MoonWard Demo** was released on the Android Play Store in June 2023.

Giant's Steps was released on itchio in March 2025.

TEAM MAKEUP

Slaveyko Slaveykov

Design. Code. Narrative, Animation, Marketing

Also known as "Mr.Slate", I'm the solo developer behind Slate Games! A programmer by trade, I'm proud to say that during my decade long career I've worked on all major game platforms, from Mobile, to VR headsets, PC and Console, as well as a not insignificant time with AR.

Personally, I love role-playing games, regardless if they're table-top or virtual, which has a little bit to do with the studio mission. Speaking of the studio, it has allowed me to expand my knowledge far beyond the technical side of making games and I can't be happier for that!

MoonWard + Talented contractor support

REASONS TO BELIEVE

MoonWard

Project Completeness

MoonWard has been in development for 3 years so the majority of development costs have already been covered. We only need some help for the final stretch.

Additionally, a near feature complete public demo has existed for years and has been played by hundreds of people with mostly positive feedback.

This funding won't be used to test an unproven concept, but to elevate a proven product's quality to a new level.

Market Gap

The absence of similar titles to MoonWard, especially ones that capitalise on core functionality of the souls-like genre on mobile creates a vast underserved niche.

At the same time the popularity of devices like the Steam Deck and the Nintendo Switch are undeniable proof that there is a market for hard-core games on the go.

These two factors, combined with our focus on smooth experience on mobile, make us an ideal candidate to fill a very real gap in the market.

Franchise Scope

Every part of MoonWard, from the underlying engine to gameplay systems and narrative are designed with sustainability and expansion in mind.

MoonWard's plot ends with major change, prompting intrigue in players. The story itself was written with a sequel in mind where the future of the world is explored.

Finally, the Ward universe is ancient and versatile. It enables a variety of possible settings, from high-tech to high-magic, to post-apocalyptic.

MoonWard

THANK YOU

slaveyko@slategamesworld.co.uk