

# KOSMA'S CHRONICLES

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# I. PITCH & IP



***Kosma's Chronicles*** is a visual novel on mobile, which takes place in a fantasy/steampunk universe. The player's choices have consequences on the story.

The main character is mandated by the king to foil a dangerous plot aiming to destabilize the power.

They have to use their magic, collect and use objects, and form friendships or love bonds with the other characters to progress in the narrative.

*Kosma's Chronicles* explores the interdependence of human relationships through a system of magic in which characters "weave" spells that link them to each other. This system is metaphorically introduced to the player through the activity of the protagonist, a solitary weaver who must learn to reconnect with others in order to succeed in their quest.

The IP is based on the universe of a novel, *Le Temps de l'eau* (planned to be developed into a trilogy), allowing for a rich and complex lore.



## II. SPECIFICATIONS

<b>Title</b>	<i>Kosma's Chronicles</i>
<b>Studio</b>	Pocket Story
<b>Release date</b>	March 2023
<b>Plateforme</b>	Smartphones - Play Store & App Store
<b>Genre</b>	Multiple choice story - Romance
<b>Number of players</b>	Solo
<b>Number of episodes</b> ( <i>season 1</i> )	21
<b>Lifetime</b>	210 minutes
<b>Target</b>	All audiences starting from 12 years old
<b>Business model</b>	Free to play with in-app purchase
<b>Localization</b>	English, French
<b>Engine</b>	Unity





***Kosma's Chronicles*** is an inclusive game for everybody.

At the beginning, the game allows players to choose their gender (female, male and non-binary) and enables them to freely express their sexual orientation (all romance options are available regardless of the selected gender).

They also have to choose their magic among 4 types that influence the course of the story and invite replayability:

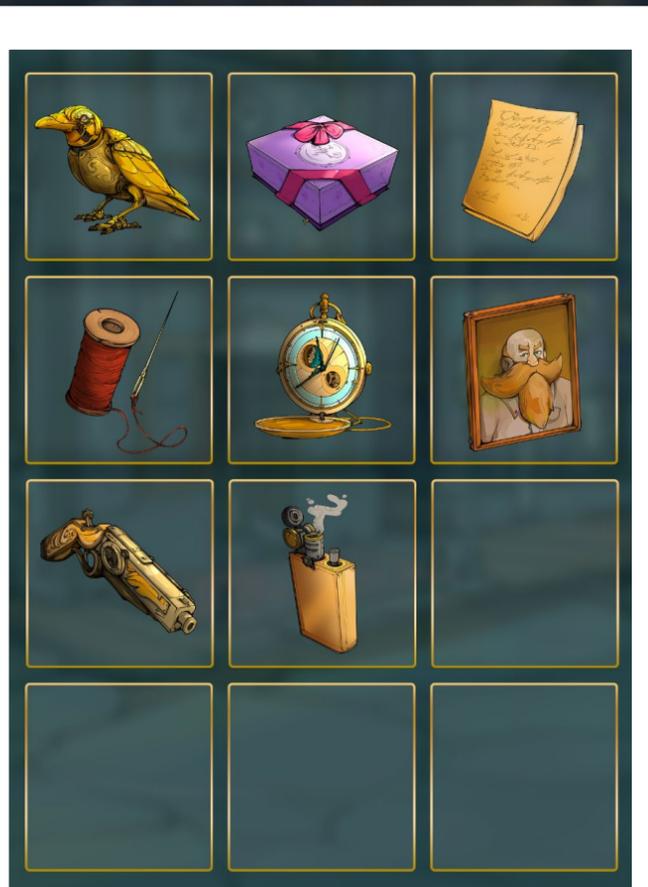
-  **Astromage** (Master of Stars): levitation, telekinesis
-  **Psymage** (Master of Souls): telepathy, divination
-  **Alchimage** (Master of Elixirs): transmutation of matter
-  **Biomage** (Master of Beings): plant growth acceleration, animals taming

Each magic type produces different visual and script effects in the episodes.

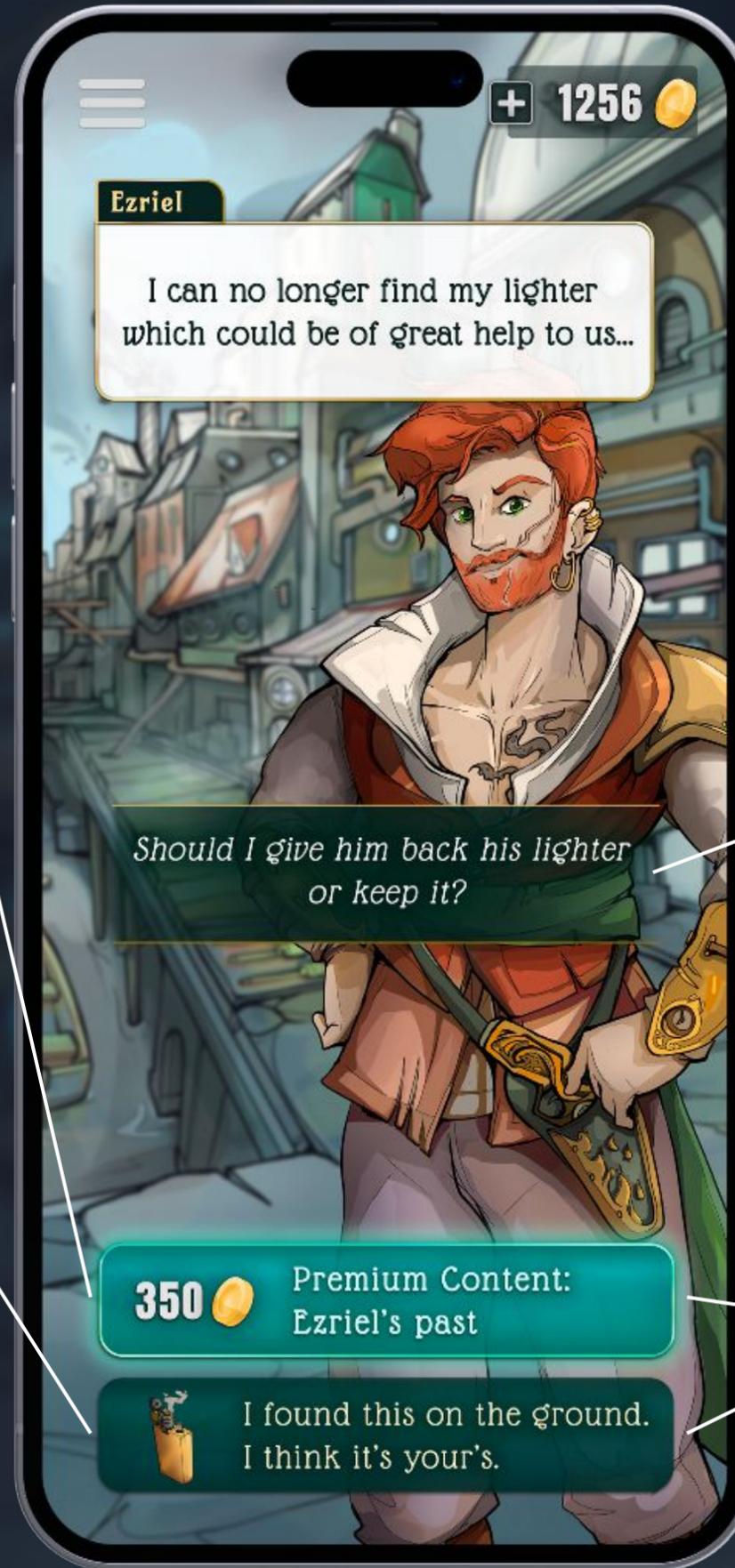


# III. GD

**Premium narrative content** that offers the player exclusive scenes in the story. There is at least one premium content per chapter.



An **inventory** whose objects can be used at specific moments in the story to unlock content.



The protagonist's **interior monologue** is influenced by the player's decisions.

**Multiple-choice storytelling** that offers the player many branching paths.



## IV. MONETIZATION

In its 1.0 version, *Kosma's Chronicles* works with a single currency that will unlock the following contents:

- **Next Chapter** (if the player wants to avoid waiting for the next chapter to unlock)
- **Premium narrative contents** (that unlock an exclusive part of the story)

In a 2.0 version:

- **Unique items** stored in the inventory and that can be used at key moments in certain chapters
- **Sexy and stylish outfits** for some of the romanceable characters.

The player will earn currency at the end of each chapter and will be able to multiply their gain by watching advertising videos. Each episode will contain 1 or 2 advertising videos.

In a 2.0 version:

- **Daily missions** to complete in order to get currency
- A second currency, **Tickets**, to unlock chapters





### The Arcana

- More than 1 million DL
- Fantasy, magic, romance
- Premium narrative contents



### Arcane

- Huge success for its AD and story
- Fantasy, steampunk, magic
- Strong IP



### Switch Craft

- More than 1 million DL
- Realistic, magic, romance
- Puzzle match three feature



### Kosma's Chronicles

- Fantasy steampunk, magic, romance
- Strong IP based on a novel
- Inventory / Objects feature
- Premium narrative contents

## V. INSPIRATION



# VI. PRODUCTION



## VII. PUBLISHING

- **Option 1** - Marketing & UA

The publisher will take care of the game's promotion at its own expense in exchange for a percentage of the net revenue collected. They will mobilize their marketing and user acquisition resources to optimize the number of downloads and LTV.

- **Option 2** - Marketing & UA + Production post launch & season 2

The publisher will cover the promotion of the game upon its release as well as the expenses related to:

- Season 2 writing (20 chapters)
- New features
  1. Mini Tarot cards game
  2. Sexy and elegants outfits to unlock for the game characters
  3. Collectible postcards for each premium narrative contents
  4. Cute mechanicals pets (octopus, owl, mouse, etc.) that unlock certain branches and help in certain situations
- Player experience improvement in order to increase LTV



# VIII. POCKET STORY

**Pocket Story** is a young independent studio focused on developing narrative video games.

[Love Star](#), its first interactive romance on mobile reached **170k DL**. The studio has released 4 games since the beginning (october 2020), including [Philo](#), a mobile teaching game about philosophy, in partnership with **Ubisoft**.

*Kosma's Chronicles* team:

**Creative Direction & Narrative Design**  
**Producing & GD & UI**  
**Programing**  
**Illustration**

Marie-Lou Dulac  
Maxime Lidolff (CEO)  
Antoine Eschenbrenner (CTO)  
Gautier Fillard



pocket**Story**

[www.pocketstory.life](http://www.pocketstory.life)