

Games As Service

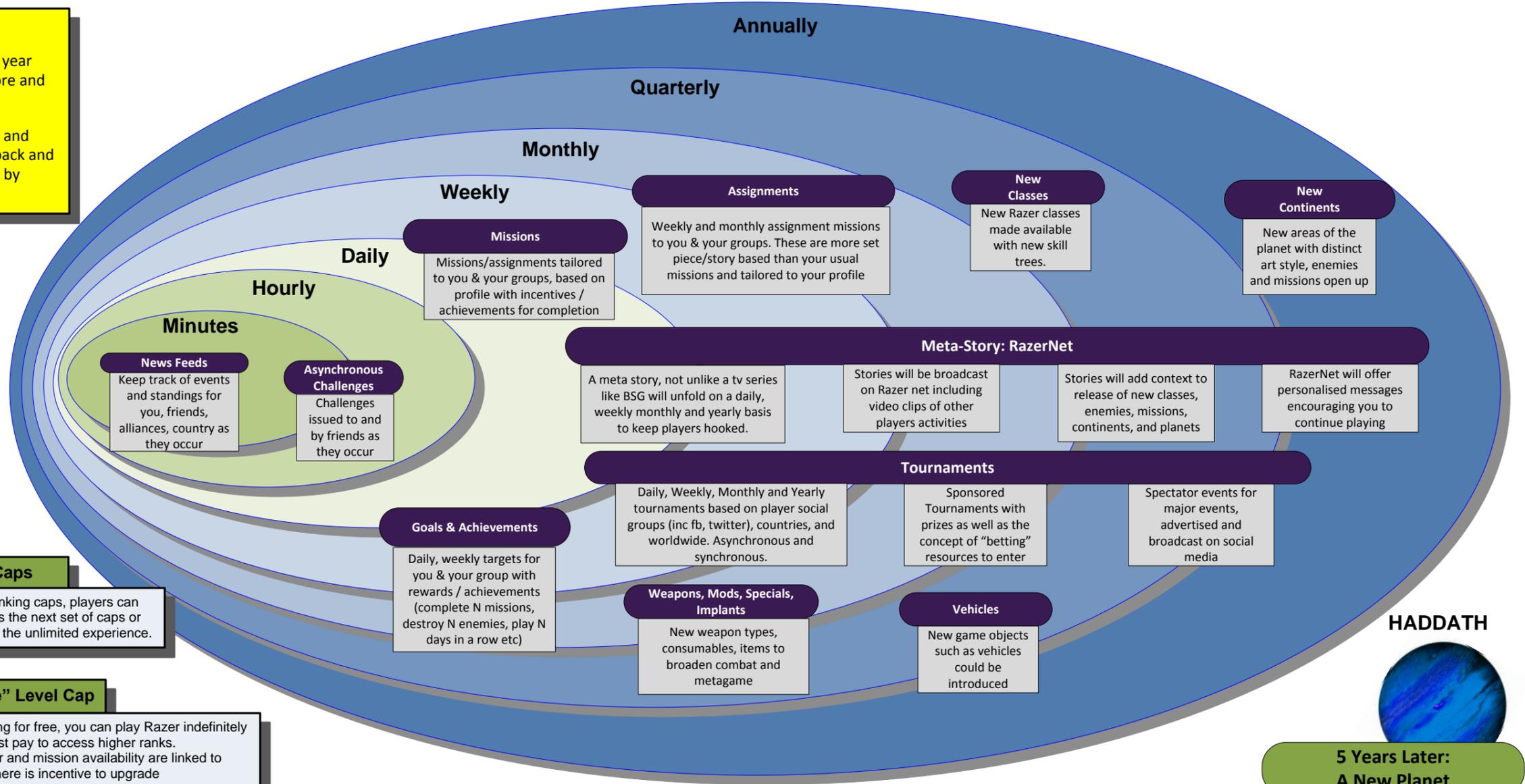
CREATING A RICH FIVE YEAR EPIC

We keep players engaged in an ongoing epic five year struggle by creating rich content for gameplay, lore and community building.

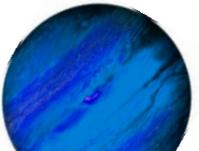
The content will be created to cater to the needs and demands of players based on analytics and feedback and can be scaled to match the degree of investment by players.



EARTH



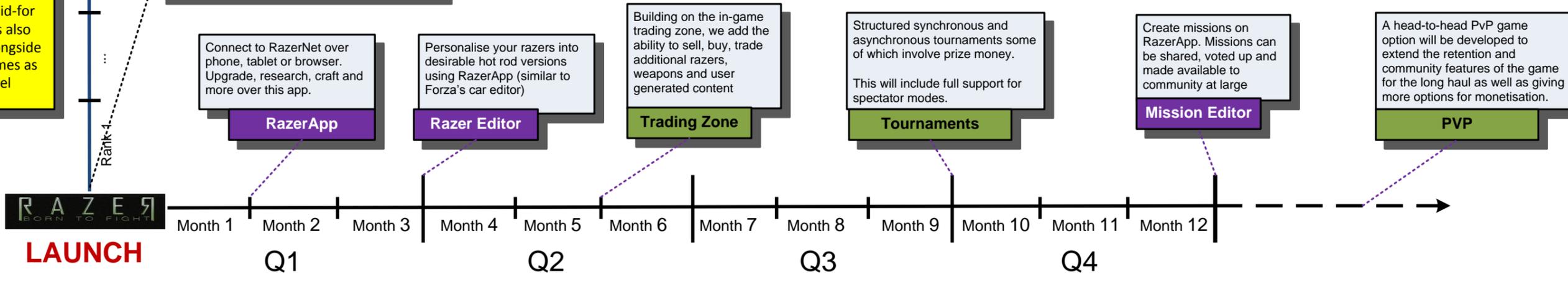
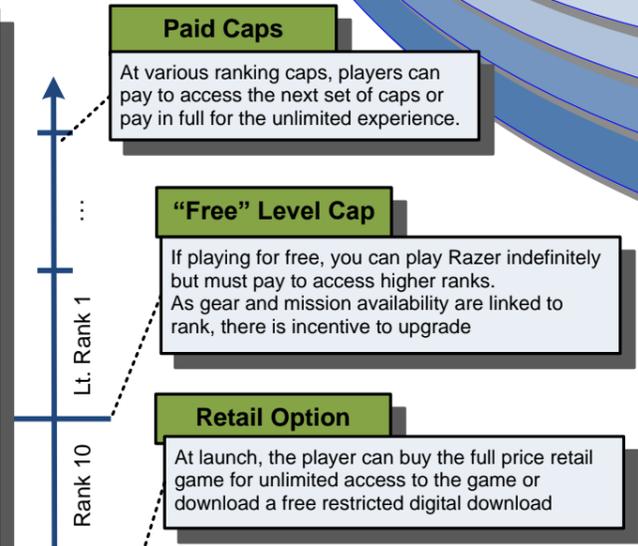
HADDATH



5 Years Later: A New Planet
Having defeated the Beast on Earth, the UFF launch an extraordinary mission launching an attack at it's home planet 12 light years away.

WHY WOULD YOU NOT PLAY RAZER?

- We want Razer to be an experience that everyone can try without commitment so that you can immerse yourself in the world, the missions and the evolving story.
- From there you can pay for further deepened enjoyment in staggered fashion.
- An upfront paid-for retail model is also supported alongside the digital games as a service model



Expanding the Franchise

Razer will launch primarily for next gen consoles with all missions and controls geared toward leveraging hardware specific features. More classes, missions and features to be added over time.



The PC will feature all the same missions, characters and gameplay as the console version but will not include features specific to the console. Additional PC-specific features and peripherals will be supported.



Current Gen consoles to use the same missions and characters but tailored to meet the hardware limitations of current gen. Assets would be optimised to run on Current gen consoles. Some hardware features to be supported where available.



Additional styles of gameplay can be integrated to incorporate new devices and expand the player base. This can be in the form of entirely standalone releases or additional content for Razer. For example a 1st person game using the oculus rift could see the player exploring the same world fighting the same war but as a completely new class of Razer.



Persistent world state, meta story, character stats and economy all stored on the cloud. Accessing Razer on your console you will see and play on the same planet as those playing on their mobile or PC. More games in different genres can share the same world.

Mobile and Tablet devices can be used for both the Razer apps and separate mobile/tablet gameplay. Razer apps allows players to modify their character, plan missions and look at the state of the persistent world and craft their own missions. Razer mobile games would feature unique touch-based gameplay with new classes and dedicated missions set in and shaping the same persistent world.

