**Pitch Document for Kickstarter and Boomstarter Project "Chronicles of the Four Worlds"**

### Project Overview

**"Chronicles of the Four Worlds"** is an original fantasy meta-universe spanning four interconnected worlds: magical, technological, spiritual, and the core world. The protagonist is a reincarnated gamer sent by the Goddess of Love to stop the Devourers of Universes.

### Teaser Paragraph

What if four worlds held the key to saving all existence — and only a gamer from another reality could unite them?

### Project Goals

* Develop the first novels (alternative history, regressors' storyline)
* Create concept art for worlds and key characters
* Prototype a test version of a PC/mobile game
* Prepare presentation materials for publishers and game studios

### Key Features

* **Avatar System:** Heroes from the main world grow stronger by progressing in alternate worlds
* **Dual Narratives:** A dramatic epic line and an alternative storyline with regressors
* **World-specific Styles:** Cultivation-style (spiritual), sci-fi/techno, and classical fantasy settings

### Project Summary

This cross-media project blends light novel aesthetics, RPG mechanics, and tactical gaming into a cohesive multiverse. With over 4000 years of lore, interconnected worlds, and multi-platform potential, "Chronicles of the Four Worlds" is a unique IP ready to engage fans through books, art, comics, games, and more.

### Target Audience

* Light novel readers, especially fans of reincarnation, post-apocalypse, and cultivation
* Mobile gamers (AFK Arena, RAID: Shadow Legends, etc.)
* RPG players who love deep worlds: WoW, WoTR, Baldur's Gate, Pathfinder, Might & Magic

### Unique Selling Points

* **Avatar Progression System:** Cross-world leveling and synergy
* **Rich Lore:** 4000 years of history, dozens of factions, divine cycles
* **Dual Tones:** Grim and epic vs. humorous and light narratives
* **High Fandom Potential:** Characters, figures, merchandise, comics, artwork

### Detailed Content Description

The project includes:

* A full universe with four distinct realms
* 100+ pieces of concept art (in production)
* Three major plotlines: reincarnators, regressors, chosen ones
* Concepts for both tabletop and digital games
* A novel draft based on the alternative history arc
* Design documents and visual scene references

### Roadmap

**Q3 2025:**

* Finish concept art batch #1 (alternative history)
* Translate and format the novel prologue
* Build and design a landing page

**Q4 2025:**

* Launch Boomstarter & Kickstarter campaigns
* Present early comic scenes
* Engage artists, studios, and publishers

**Q1 2026:**

* Complete first novel drafts (3 in Russian, 1 in Korean, 2 in Chinese)
* Deliver a game demo
* File for IP protection and apply for grants

**Translations:**  
As books are completed, they will be translated into **Russian, English, Korean, and Chinese**. The total number of translated versions may reach **up to 20 editions** (6 original books × 4 languages + adaptations).

### Multimedia Adaptations

We plan to expand the universe through multimedia formats:

* **Manga/Manhwa Series:** Visual retelling of key storylines. Starting with the regressors’ arc.
* **Animated Series (Anime-style):** Early episodes based on the dramatic events of the alternate timeline, focused on character arcs and world-building.
* **Voice Comics & Motion Novels:** To attract mobile audiences and enhance immersion.
* **Soundtrack and Ambience Packs:** For use in reading, gaming, or community events.

### Stretch Goals

* **$40,000:** Full voice-over for comic scenes and trailers
* **$50,000:** Launch of the first manga chapter
* **$80,000:** Production of an animated pilot episode
* **$100,000+:** Expanded game development, additional artbooks, lore encyclopedia, mobile integrations

### Suggested Backer Rewards

* Digital thank-you + exclusive art
* PDF of book / prologue
* Reference and art pack
* Comic strip based on the alpha-invasion scene
* Signed physical book
* Character figures, posters, NFT options (optional)

### Financial Goal and Budget Breakdown

**Target Goal:**  
💰 **$32,000** (or ₽3,200,000 on Boomstarter)

This amount allows production of core content and marketing materials.

| **Category** | **USD** | **RUB (approx.)** | **Description** |
| --- | --- | --- | --- |
| 🎨 Concept Art (50–80 pieces) | $7,000 | ₽700,000 | Characters, world art, tactical scenes |
| 📚 Novel production (6 books) | $10,000 | ₽1,000,000 | 3 in Russian, 1 in Korean, 2 in Chinese — writing, editing, translation |
| 💻 Game prototype (PC/mobile) | $6,000 | ₽600,000 | Basic mechanics, leveling system, interface demo |
| 📄 Marketing & landing page | $2,000 | ₽200,000 | Website, ad visuals, social media setup |
| 🎙️ Trailer/video presentation | $2,000 | ₽200,000 | Motion comic, soundtrack, voice-over |
| 📦 Merch samples | $2,000 | ₽200,000 | Figures, posters, test prints |
| 🛠️ Platform & fees | $1,000 | ₽100,000 | Kickstarter/Boomstarter cut + processing fees |

💡 **Stretch Goals:** voice-overed comics, first manga chapter, early gameplay alpha, additional translation options.

### Risks and Mitigations

* **Scope Creep:** The universe is extensive, but content development will follow a phased and budget-bound roadmap.
* **Delays in Art and Localization:** Buffer times and multiple contributors planned per task. Key scenes already illustrated.
* **Platform Restrictions:** Content aligned with Kickstarter and Boomstarter guidelines in both visual and narrative tone.

### About the Creator

**Chaikin Igor Alexandrovich**  
[cia00007@gmail.com](mailto:cia00007@gmail.com)  
58 years old, RPG veteran and worldbuilder. The project is driven by passion for storytelling, not profit.