

# UNIOVERSE

A TRANSMEDIA FRANCHISE

# INTRODUCTION



https://youtu.be/rJ6zS0SNEM0

Enter The Unioverse.



https://www.youtube.com/watch?v=PowJLhMdhgY

**Buckle-up** and hear Brent explain the Unioverse in this video summary.

### **PREMISE**

Set over 700 years in Earth's future, humans have discovered an ancient space station that enables instantaneous travel across the vast expanse of space. In a future where there is no faster-than-light travel, this station has become the most valuable technology in the Unioverse, and dozens of races compete for control. A robust cast of characters is entangled in complex political friction across hundreds of words, which frequently results in bloodshed.

The best introduction to the Unioverse is to hear it directly from our lead worldbuilder, Brent Friedman. His career has spanned all media, and he has worked directly with George Lucas on *Star Wars* and written the game narrative for the massive gaming franchise *Call of Duty*.

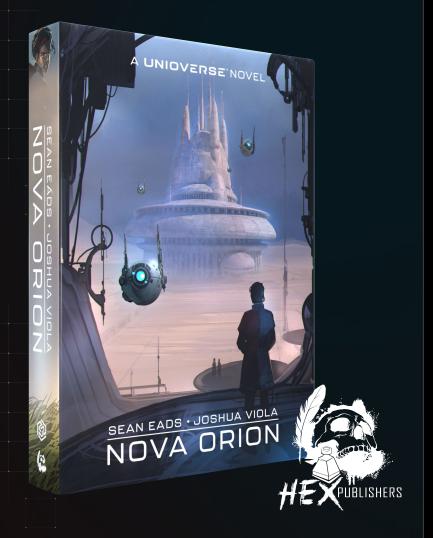


### **ANTHOLOGY**

The Unioverse anthology—Stories of the Reconvergence, edited by Angie Hodapp and Joshua Viola—is a compilation of narratives penned by some of the most renowned science fiction and horror authors today. Kevin J. Anderson, acclaimed for his contributions to over a dozen books in the Dune series; Brent Friedman, writer for Star Wars and The Walking Dead; and Stephen Graham Jones, four-time winner of the Bram Stoker Award, are just a few luminaries among the over a dozen other notable contributors. Enriched further by the captivating artwork of Stuart Jones (Star Citizen), this anthology serves as the quintessential guide on storytelling within the Unioverse.

Comparable to the likes of *Black Mirror* or *The Twilight Zone*, each story unravels an aspect of the Unioverse, contributing to its substance and setting the tone. In these stories, we learn about key figures, races, locations, religions and political conflicts. Any of these tales could seamlessly transition into feature films—an accomplishment that multiple contributors have achieved with their previous works.

Available on Amazon today.



## **NOVEL**

Four years have passed since Nova Orion, an esteemed Ambassador of The Merge, undertook a daring mission to Mars. Her objective: to thwart a heretical cult hell-bent on weaponizing her famous ancestor against The Merge and all that she holds dear.

Simultaneously, Silas Kyruk operates from the shadows, tirelessly working against The Merge. As Nova embarks on a top-secret mission to stop Silas, she uncovers his sinister plan to unleash a devastating biological weapon on The Merge and permanently shut down the Mass-O, putting an end of The Hub as she knows it.

Can Nova muster the strength and skill to stop Silas before it's too late?

Joshua Viola, an award-winning author and one of the principal contributors to the anthology, is in the process of writing this novel.



# GRAPHIC NOVELS & COMICS

Each of our main characters have been introduced in a series of comics and a graphic novel. Our projects continue to expand the characters giving them rich, detailed and dimensional stories.

Available now on Amazon:

<u>Reyu</u>

<u>Krishah</u>

Tor Gret

<u>Vella Janx</u>

Silas Kyruk

Hero Collection









BACKSTORY

# MALCOLM ORION

500 years ago, Malcolm Orion was the first human to use alien technology, discovered under the surface of Mars, to "jump" across the cosmos to an ancient space station called The Mass-O. Malcolm's incredible leap of faith made him a legendary figure, inspiring a religion and polarizing opinions on the ancient technology.

His story is told in the 8-part *Unioverse Origin Stories*:

<u>Issue 1</u>	<u>Issue 2</u>	
<u>Issue 3</u>	Issue 4	
<u>Issue 5</u>	<u>Issue 6</u>	
<u>Issue 7</u>	<u>Issue 8</u>	



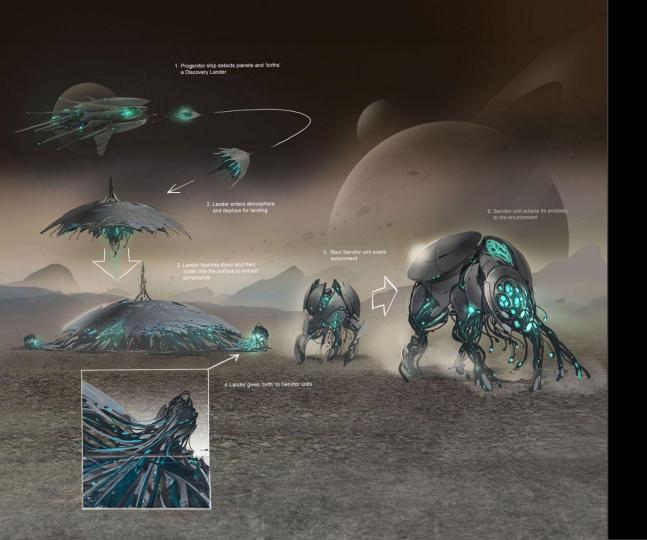
BACKSTORY

## THE MASS-O AND THE HUB

At the center of the explored universe is a triad star system called Helios Nexus. At the Nexus, a long-extinct species known as The Creators built a technological marvel, The Masson Zero (Mass-O), that can be used to instantly transport a consciousness across the universe. This technology is not fully understood, and cannot be replicated. In a reality where faster than light speed travel doesn't exist, and civilizations are separated by hundreds of thousands of light-years, the Masson Zero is the most important invention in existence.

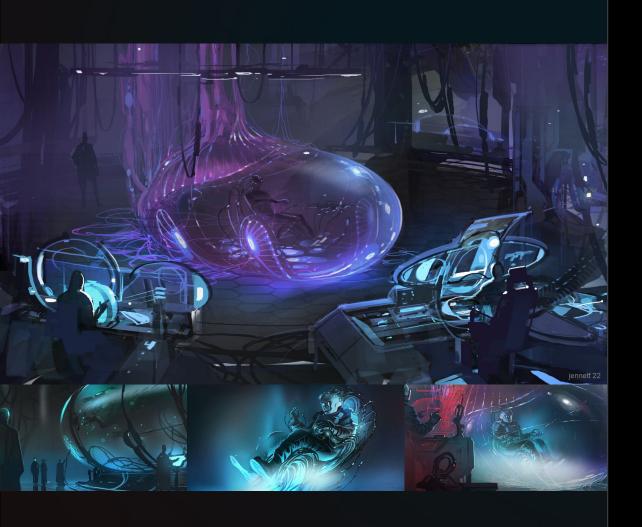
The Mass-O is a planet-sized technological marvel that is surrounded by a gravitational distortion field making it impossible to approach. It is orbited by the Hub, an alien space station that harnesses the power of the Mass-O and provides the ability to jump across space.





# THE SEARCH FOR LIFE

For more than a million years, automated Progenitor ships have travelled across the galaxy in the search for life. When a planet is found with any form of life, even simple cellular materials, a Discovery lander is deployed to the planet's surface where it becomes a Mass-O base station. This lander contains the transpods which can then be used to jump from the Hub to this planet.



# BACKSTORY TRANSPODS

A transpod is a device connected to the Mass-O network, which absorbs a consciousness and instantly transmits it across space to a cloned body. This process is known as "jumping", and the more jumps a consciousness takes the closer it gets to Zero-Hour, a madness resulting from cognitive decline.



## **HEROES & VILLAINS**

The Unioverse is built around aspirational characters: powerful and compelling heroes and villains that make compelling personas in computer games, comics, and general storytelling. Our first five heroes have been created, each with their own comic developing their persona, and a 60+ page graphic novel completing the introduction to a decades-long struggle. These are all characters that can be played in the Unioverse games, and they appear in the Anthology and across the Unioverse content.

Click to view more characters.





## SINFED REYU

When Malcolm Orion first explored the Hub in what is known as the start of the Second Cycle, he activated an ancient transpod with Sinfed Reyu trapped inside. Upon reawakening, Reyu remembered nothing of his existence beyond the fact he hailed from the Ja'din, one of the fabled Origin 5 species that ruled The Hub during the First Cycle. While the Ja'din were a warrior race, Reyu - a fearsome legend even among his own people - was called "Reaper Reyu."

Reyu now works as a mercenary for the Merge, protecting the Mass-O and Malcom's legacy, while jumping from system to system to unlock the mysteries of his past.



## KRISHAH

Krishah was raised by thieves and fugitives on the dangerous inner rings of the Hub. From a young age, Krishah learned to take care of herself using whatever means necessary and gained a reputation as the top 'booster', hijacking transpods reserved for elite travelers and stealing their jump.

Due to her survival skills and ability to travel incognito, Krishah was recruited by The Ascended, an ardently religious cross-species group that seeks to ensure their vision of how Creator Tech-their name for the Mass-O-was intended to be used: only for divine purpose. This puts her in direct opposition to Reyu and The Merge.



## **TOR GRET**

A crown prince in exile from his homeworld, Tor Gret was the idealistic heir to his planet's throne, until he discovered the truth of his family's genocidal rise to power. After exposing the crimes of his ancestors, Tor tried and failed to reform the corrupt ruling class. Hunted by this spiteful father's guards, Tor evaded capture by jumping from world to world, using his courage and cunning to eliminate his pursuers.

Tales of Tor's heroic exploits spread across
The Hub and he found himself in demand as
a hired gun to help others gain their freedom
or liberate their village. Tor's triumphs caught
the attention of Merge Leader Olen Gray,
who personally recruited Tor to join The
Keepers, a non-military security force that
operates out of The Hub.



### Krishah Maya 3D Asset

Rigged, skinned, and textured Krishah model file, ready for animating or posing.

Download



#### Reyu Unity

A Unity project with a rigged, textured, and ready-to-go Reyu model, complete with sword particles.

Download



#### Reyu Maya 3D Asset

Rigged, skinned, and textured Reyu model file, ready for animating or posing.

Download



### Krishah & Reyu Back-To-Back Wallpaper

Layered PSD for desktop wallpaper featuring Krishah and Reyu standing back-to-back.

Download



#### New World Genesis Program Concept Art #1

Concept art used in the New World Genesis
Program promotion.

Download



# Unioverse Origin Issue #7 - The Traveler Illustrations

Full-resolution illustration assets featured in the Unioverse Origin Issue #7 - The Traveler.

Download



### Unioverse Community Logo Assets

Unioverse Community Logo files, both full and icon, in various file formats.

Download



### Reyu Portal Homepage Graphic

Reyu stepping through a portal. Used on the Unioverse.com homepage.

Download



#### Unioverse Collectibles Art Collection #6

Full resolution images used in collectibles 1:1:21 to 1:1:24 and 1:2:6.

Download

### **UNIOVERSE ASSETS**

Our business model provides professional, AAA assets for anyone to use to build within the Unioverse. All for free.

Using the top talent in the world, we're creating a wealth of 3D models (both game-ready and high-res cinematic), concept art, illustrations, comic book art, videos, music, sound effects, novels, graphic designs, world-building assets, environments, and more.

Then, we're giving it all away. We want developers and the community to use these assets to build their dreams and enrich the Unioverse, free of royalties and IP usage rights.

See some of the assets available now.



# CODEX

Creating the Unioverse required establishing hero backgrounds, storytelling guidelines, a robust worldbuilding wiki and more.

This is perhaps best illustrated in the *Unioverse Codex*, which is being added to daily, and is just a fun way to skim through our worldbuilding.

Click to view full Codex.

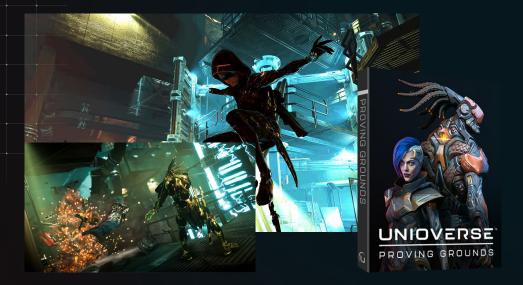




# DIGITAL COLLECTIBLES

In 2022 the Unioverse digital Collectibles were launched. Each collectible builds the franchise with a unique piece of art and story.

Within 3 months, the Unioverse had over 100,000 collectors, and was the largest collection with the most holders of any project on the Polygon blockchain. We have since minted over 1.3 million collectibles, with a system of rarity that lets them combine to unlock increasingly scarce collectibles.





# **UNIOVERSE GAMES**

The Unioverse is not just one game, but a Franchise as a Service available to all game developers. Like Roblox for adults, there will be hundreds of games in the Unioverse and players can take their heroes, hoverbikes, ships and more between all Unioverse games.



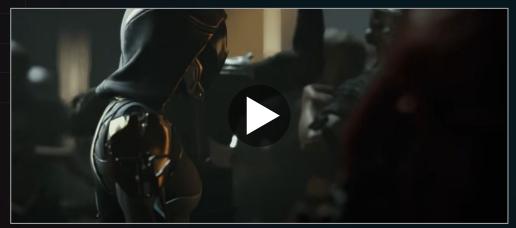


# **DIGITAL GAME OBJECTS**

Players can collect and own the heroes, villains, weapons, vehicles and more that make up the Unioverse. Owning a Game Object enables you to use it in all Unioverse games.

Notably, the Unioverse is also one of the first game franchises to allow anyone to custom create weapons, vehicles and more and then trade and sell those objects on blockchain marketplaces.

## OFFICIAL SHORT



https://www.youtube.com/watch?v=Hq0GPdq6wlq

### COMMUNITY-MADE SHORTS



https://www.youtube.com/watch?v=N5Gm5PRbRTE



https://www.youtube.com/watch?v=eX0abs-5nI4

## **CINEMATIC SHORTS**

The Unioverse benefits from having ultra high-quality 3D assets created for modern games. Using these, we are able to easily add storytelling videos that further develop the lore, and release these across YouTube, TikTok and other platforms. These digital shorts draw new users into the Unioverse.

Not only that, but our creator-friendly Terms of Use allow fans to build content without fear of takedown notices—and they are already doing that.

### WE ARE HITTING OUR MARKS

Proven Proprietary Technology

Complete end-to-end "Franchise as a Service" tech stack

Unparalleled Franchise

Transmedia franchise across games, comics and novels

Fanatical Community

Active Discord and community participation

Audience Engagement Novel IP approach creating a content flywheel

Converted Fans to Owners

Built a full conversion funnel to blockchain ownership

Achieved Price Validation

Early market acceptance reaffirms our vision

Showcased Gameplay

Our example game the *Proving Grounds* was nominated for a People's Choice award, and is in the top 4 most played games on the Elixir platform.



### TIMELINE

### 2023 - 01

Proving Grounds alpha launched Hero #1 Launched (Reyu)

### 2023 - 02

- Weekly tournament system launched, with rewards
- Comics 1-5 launched and shipped to preorders

### 2023 - Q3

- Unioverse anthology novel launched
  - Hero #2 Launched (Krishah)

### 2023 - Q4

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- Proving Grounds launched on Elixir
- User-Created levels with weekly and quarterly competitions and rewards
- User-created scords live in marketplace Gamer Tags for sale on marketplace
- Unioverse Graphic Novel launched

#### 2024 - 01

- Identify lead investor for Strategic Token Round
- Public announce of first external developer and game
- Hero #3 launched (Tor Gret)
- Litepaper public release
- Strategic Token Round closes

### 2024 - 02

- Hoverbike creator launched to marketplace
- Public announce of second and third games
- Token Generation Event
- **DEX Listing**
- All Unioverse creations now require UNIO Token -

#### 2024 - 03

- Hero 4 launched (Annill)
- Starship creator launched to marketplace

#### 2024 - Q4

- Hero 5 launched (Janx)
- Hoverbike game launch (internally created, multiplayer)
- Starport creator launched to marketplace

#### 2025

- Launch of Game 1
  - Launch of Game 2
- Launch of Game 3
- First Community-Created Games



**FOUNDERS** 

# INDUSTRY VETERANS WITH A VISION

Founded by game development icons with a vision to fix a broken industry, a desire to reward developers and creators, and the experience to build a successful franchise.









TONY HARMAN - CEO
Grand Theft Auto, All Points Bulletin,
Crackdown, Donkey Kong Country









WYETH RIDGWAY - CTO
Pirates of the Caribbean, W2K22,
Lord of the Rings, Terminator, Star Trek













# CORE TEAM

		ROLE	EXPERIENCE
	Tony Harman	Founder - CEO	GTA, Donkey Kong Country, All Points Bulletin, Crackdown
8	Wyeth Ridgway	Founder - CTO	Pirates of the Caribbean, W2K22, Lord of the Rings, Star Trek
8	Anna Farr	C00	Crimson Skies, SOCOM, Fellowship of the Ring, SpecOps, MLB Live Online
5	Ken Hall	Art	All Points Bulletin, Crackdown, B-17 Flying Fortress, Team SAS
G.	Brent Friedman	Story	Call of Duty, Halo 4, League of Legends, Star Wars:The Clone Wars
	Stuart Jennett	World Building	Star Citizen, Elder Scrolls, Marvel Comics, 007 Legends, Talisman
	Josh Viola	Comics	Pirates of the Caribbean, Target Terror, Denver Moon, Nightmares Unhinged



# **CONTACT**

# UNIOVERSE

Created by Wyeth Ridgway and Tony Harman Wholly owned by Random Games, Inc.

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