THE BUILDSPHERE
RISE OF THE ANOMALBOTS
COLLECT ASSETS, PLATFORM, SOLVE PUZZLES AND BATTLE THE ANOMALBOTS!

UNABED

ALIEN ARCADE

SITY HAUL

PREVENTS
SMIE SMOKE
BURNOUT
GEARATOL

battery

INCURABLE
GAMES

THE BUILDSPHERE
RISE OF THE ANOMALBOTS

In the future, Holograms, Nanotechnology and the Net have become a single-minded, all encompassing entity controlled by AI. It could be described as an Isaac Asimov meets Nostradamus where you can still get toast out of your toaster, but you might have to wrestle with your refrigerator over it first.

The AI that holds the world together has gone (way more than) off-course. Beseeched by an unknown random code, it's creating some wacky and freaked out stuff, and now has more control than it should reasonably be trusted with.

Those who've gotten the hang of the weirdness might have no trouble fighting back against the rogue AI, but it's going to take a lot more than a neurally-networked atomic whirling vibra-screwdriver to get through the day.

You're Johnny D, a denizen of the new kind of future. You're a hyper-clever, yet unsuspecting hero living in a future where an encyclopedic memory of everything from escaping the spider robot apocalypse to intergalactic botany 101 is just part of the routine.

It's not for the technology averse nor easily surprised. Bolt on your XP2315 Ultra-sleek Think-Tronic Brain Warmer, and get ready to solve some ridiculously unusual challenges. Oh, and maybe grab a bite to eat before something decides to eat you.

GAME PLAY

Dystopian Artificial Intelligent Cyberpunk

Artistically inspired by games such as Portal 2, Ratchet and Clank, Subnautica, and Fortnite, it's a world ruled by an AI dictator who's focused on ruling your world through superior computing and knowledge hoarding.

The initially friendly AI, AIME goes from benevolent to malevolent and mischievous as the player progresses through the story. The narrative weaves story and environmental clues together in order to expose weaknesses for the player to capitalize on.

PRG, Builder / Crafting with Puzzles, and Platforming

Explore, collect, create, and adapt tools to survive. Each level has a specific obstacle and challenge to scavenge for and create with found objects. Encounter a world of weird Anamolbots and AI, mini-games, collectibles and more story points.

~ Powered by Unreal Engine, Maya, and Adobe Creative Suite
~ Single and Multiplayer Coop for PC, MAC, and Mobile
~ First Person and Third Person camera views
~ Adventure, platform, build & create RPG
~ Story driven with 2-4 Cooperative gameplay
~ AI driven NPC enemies, combat, and Interactive Avatars
~ Unique mash-up inventions and contraptions mechanic

GAME OVERVIEW

Summary
A futuristic cyberpunk mash-up adventure full of psychotic AI

Genre & Style
1st/3rd RPG single player (with Co-op) story adventure, crafting

Game Tech
Unreal/ Maya / Adobe Creative Suite

Budget, Platforms, and SKUs
$3.5M > PC/MAC (Online), Single & 2-4P Coop, and Mobile

Extended Market Opportunities
In-Game branding, IAP, UGC, Market places

Competitive Landscape
Adventure / Collection / Platformer / UGC

Dev Team Profile
Remote Indie team with SLC, Utah HQ

Timeline/Road Map
(12-16 mos)

Strategic Partnerships
Co-publishing, Investment, Tech, & Brand Partnerships

MISSION: ESCAPE TO ROOF / FIND LOUNGE LAUNCHER

WEAPON PUZZLE: COMPLETE   STORAGE FACILITY LEVEL:

PUZZLE PIECES 7   POWER-UPS 3   LEVEL-UPS 12   COINS 234

96%   35%   3:22

ANOMALBOT   JOHNNY   TIME

BUILDY-CRAFTY

Buildsphere Mechanic

In the game, The BuildSphere serves as a pivotal gameplay mechanic, lending creativity, problem-solving, and customization within the player's journey. Inspired by elements seen in Minecraft and other sandbox games, The BuildSphere allows players to harness their creativity and shape the game world to their advantage.

Building and Crafting: Using resources collected during scavenger hunts and exploration, players can construct BOTS, tools, and gadgets within The BuildSphere. This includes crafting weapons, utilities, and devices tailored to solving puzzles and overcoming challenges.

Customization Options: Customize the appearance and functionality of items crafted within the BuildSphere, enabling unique designs and enhancements that reflect the player's strategic preferences and playstyle.

In-Game Utility and Enhancements:

Augmentation Upgrades: As the game progresses, The BuildSphere gains new functionalities and upgrades. These upgrades may include advanced crafting abilities, enhanced resource gathering, or specialized tools for navigating specific environments or puzzles.

Integration with Game World: Items created within the BuildSphere can be launched into the game world, serving practical purposes such as creating simple widgets, fortifications, or environmental modifications that open new paths or reveal hidden secrets.
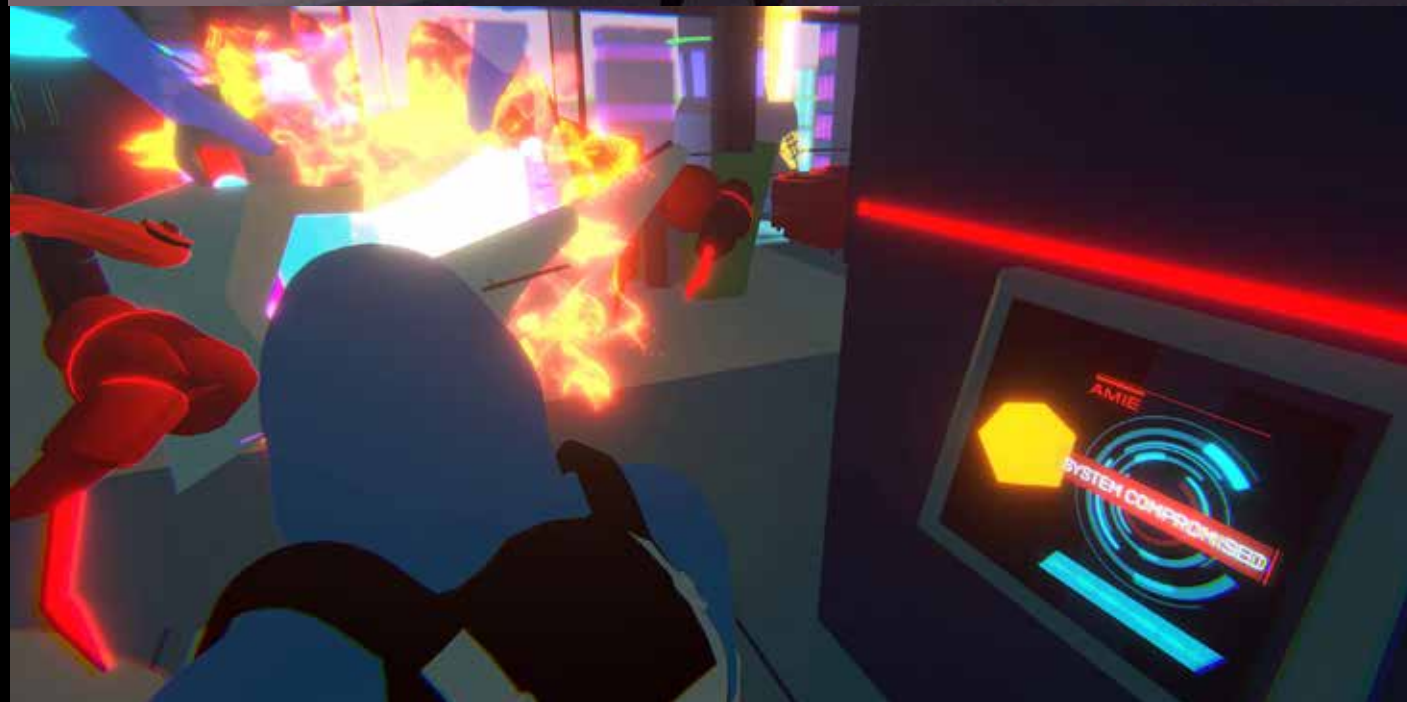
DEMO SCREENSHOTS

THE BUILDSPHERE
RISE OF THE MONOLODE

CONTINUE

NEW GAME

QUIT

[APARTMENT MISSION]

GET BACK INTO THE APARTMENT.

FIND THE PIECES TO YOUR BROKEN LAUNCH CHAIR.

REASSEMBLE LAUNCH CHAIR TO ESCAPE.

Press Select on the Controller or H on the Keyboard to Continue

ALIEN ARCADE

MOUSE = STRAFE   AD = ROTATE   WS = FORWARD BACKWARD   SHIFT = SPRINT

AMIE
SYSTEM COMPROMISED

AI ENEMIES

Anomalbots – Robot Anomalies

As the game progresses, AIME's influence grows, allowing her to create increasingly sophisticated and menacing bots. These robots are pieced together from the eclectic array of devices and technologies found within the game world, mashed together in inventive and dangerous combinations.

Initially, AIME's creations may seem rudimentary, quirky, and almost comical in their design. However, she gains experience and power and her ability to manipulate the BuildSphere's becomes more refined. The Anomalbots evolve into formidable adversaries with enhanced capabilities, with advanced weaponry, intricate defensive systems and cunning tactics.

Players must use their own creativity and resourcefulness to counter these evolving threats. The BuildSphere serves as both a tool for crafting and a means to upgrade their own equipment and abilities. This dynamic mechanic adds a layer of strategic depth to gameplay, as players must balance between creating effective tools to combat enemies and enhancing their own capabilities to survive AIME's relentless onslaught.

As the game reaches its climax, AIME's control over the BulidSphere's reaches its peak. Players face off against an army of increasingly sophisticated and challenging Anomalbots, each encounter pushing their skills and ingenuity to the limit.

IN GAME BRANDING

Monetization Options and Product Placement

The marketplace within the ANOMALOPOLIS city gives players a place to buy, sell, level up, trade and interact with new and existing tools, weapons, and products. This is an opportunity for real world brands to virtually integrate their products in the game.

TOWER MISSION

JUNKYARD MISSION

APARTMENT LEVEL

STORAGE FACILITY LEVEL

MARKETPLACE
BUY, SELL AND CRAFT BOTS
TRANSPORTS, DRONES, DROIDS
AND GET MISSIONS, SKINS
AND LEVEL-UPS

WAREHOUSE MISSION

DRONE FACTORY LEVEL

SINKING SHIP MISSION

SECRET ISLAND MISSION

COMPETITIVE LANDSCAPE

The BuildSphere is Poised for Success

The gaming industry today is highly competitive, with major titles vying for player engagement across various platforms. Fortnite, Roblox, and Minecraft are among the most successful games, each offering unique experiences that attract millions of users.

RPG crafting and building games do well in today's competitive gaming landscape. Games like Minecraft, Valheim, and Terraria have already proven the success of sandbox survival and crafting mechanics, while RPG elements add depth and progression, as seen in Genshin Impact or The Legend of Zelda: Tears of the Kingdom.

The BuildSphere offers a fresh aesthetic, procedural generation, and innovative building mechanics that differentiate it from Minecraft clones. It blends creativity with RPG storytelling and compelling survival elements.

Given today's trends, an RPG with crafting and building, has a better chance of long-term success, especially if it incorporates fresh mechanics or a compelling world.

CRAFTING BUILDING

VALHEIM

TRON

ROBLOX

MINECRAFT

ACTION SHOOTER

THE BUILDSPHERE

SANDBOX SURVIVAL

FORTNITE

PORTAL 2

BIOSHOCK

Terraria

ADVENTURE

SEEKING FUNDING

**Seeking global publishing partners
(marketing and distribution)**

**Seeking funding and investment
for cross-platform multiplayer global release**

We're actively looking for North American, European, and Asian publishing
partner/s with expertise in Indie online game publishing and marketing.

We've estimated $3.5M to complete and launch the game on
PC/MAC/Mobile to the global marketplace in 2025.
We have a Unity demo build on Steam currently playable.

Estimated budget will cover (remote) development team, IT,
marketing, UA, and Ops

Current game business model will offer downloadable client with online
service. The current game design includes in-app purchases as well as
potential in-game branding.

Looking for partners who believe in a mix of veteran thought leaders mixed
with younger talent to form a unique and collaborative relationship.
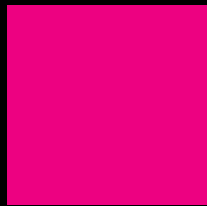
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The BuildSphere ~ Rise of the Anomalbots is a cyber-cool RPG, sci-fi scavenger hunt and puzzle solving game with platforming and obstacle course like levels. Each progressive level will challenge you to collect assets and craft your next piece of tech in order to progress in the game.

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THE BUILDSPHERE ON STEAM:

PLAY THE DEMO!

WISH LIST NOW!

SCAN ME

SCAN ME