



About: Alirium

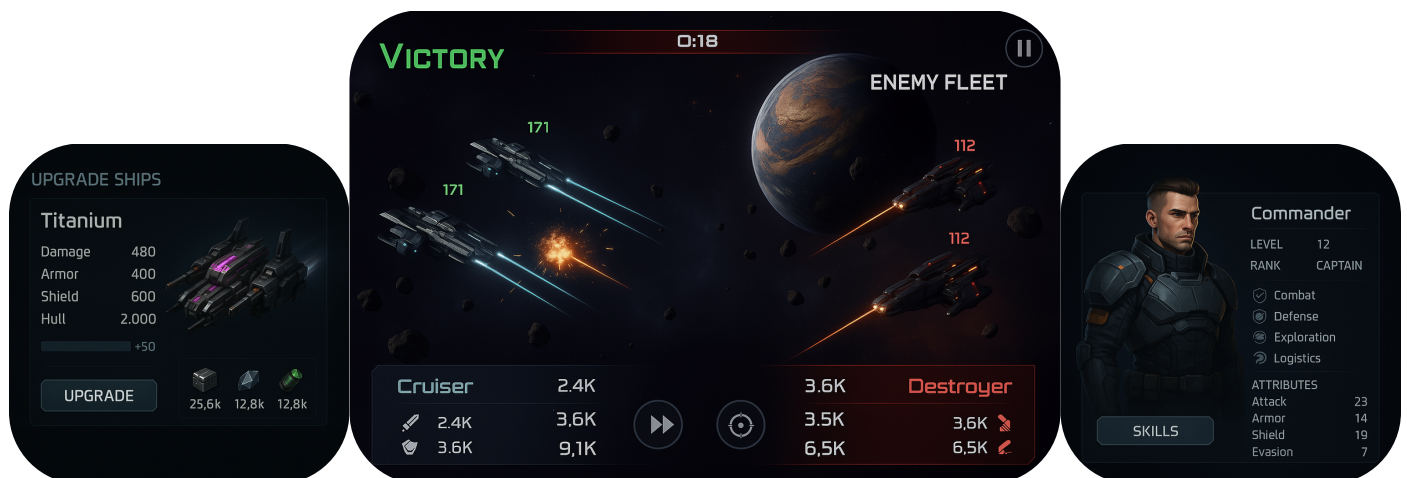
Alirium is a large-scale MMO RTS (Massively Multiplayer Online Real-Time Strategy) set in a vast cosmic universe that unites the best elements of the genre within one living world. Players become rulers of their own planets, explore the boundless expanse of space, forge alliances, wage wars, and shape their own stories among the stars.

The project is currently in active development and serves as the flagship title of The-Kronos.

Concept and vision

Alirium is being created as a game where each player is not just a user but a part of an epic cosmic saga. It combines strategic depth, the dynamic evolution of civilizations, and vibrant real-time interaction between real players.

The main goal is to build an open, ever-evolving universe that responds to players' actions. The game begins with a story-driven campaign that introduces the world and gradually unlocks multiplayer features, cooperative gameplay, and large-scale wars for resources.



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Alirium is designed so that every player is not merely a participant but a living part of a vast interstellar epic. It blends deep strategic planning, the dynamic growth of civilizations, and active, real-time interaction between real people.

Its central aim is to create an open, ever-evolving universe that reacts to the choices and actions of its players. The game begins with a narrative campaign that immerses newcomers into the world and then steadily expands into multiplayer modes, cooperative gameplay, and galaxy-spanning conflicts for resources.

Gameplay

The player takes command of a planet — a personal base to develop, explore, defend, and expand either independently or in cooperation with allies.

The core mechanics include:

- **Managing planetary and interstellar economies;**
- **Building fleets and engaging in strategic battles using a proprietary simulated combat system;**
- **PvE encounters with AI-controlled pirates that dynamically respond to player behavior;**
- **PvP confrontations with thousands of other players in real time;**
- **A story-driven campaign for newcomers that seamlessly transitions into an open multiplayer experience.**

All modes — campaign, co-op, and multiplayer — exist within a single, interconnected ecosystem.

Technology

- The game is being developed on Unity with several proprietary technological solutions:
- AI-driven battle simulation that creates dynamic and adaptive combat scenarios;
- A dynamic economic system that responds to in-game market events and player activity;
- A custom server architecture utilizing a Server Authoritative model with Client Prediction and Reconciliation, ensuring stable, low-latency multiplayer performance;
- Full cross-platform compatibility across PC, Apple, Android, and a potential Web version.

Business model

The monetization model is free-to-play with in-game purchases, premium accounts, subscriptions, and seasonal events.

At launch, revenue will be partially supported by advertising; however, as the game evolves, ads will be minimized, and the primary income will come from the internal game economy.

Future plans include brand collaborations and partnered in-game events to expand engagement and market reach.

Visual style and atmosphere

Alirium blends realistic science fiction with elements of futurism.

The initial versions will feature a simplified visual style focused on clean, intuitive interfaces, gradually evolving into fully realized, high-quality 3D visuals as development progresses.



The soundtrack will begin with a minimalist approach, later expanding into a rich, atmospheric sci-fi ambient score that enhances immersion and emotional depth.



Visual inspirations include Lords Mobile, EVE Online, and the studio's previous project, Xterium.

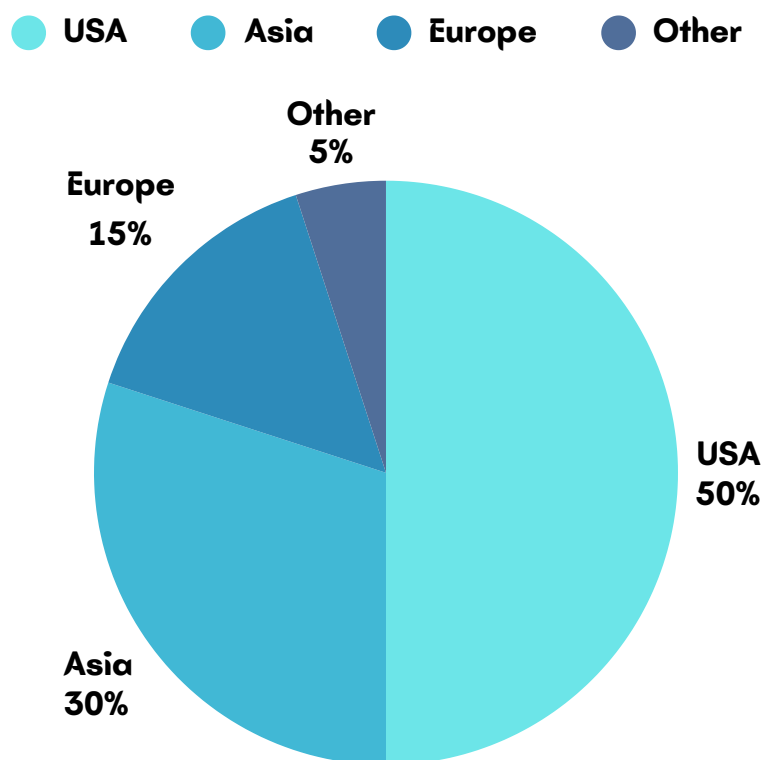
Audience and market

The primary target audience consists of strategy and space game players who value depth, scale, and high-quality experiences.

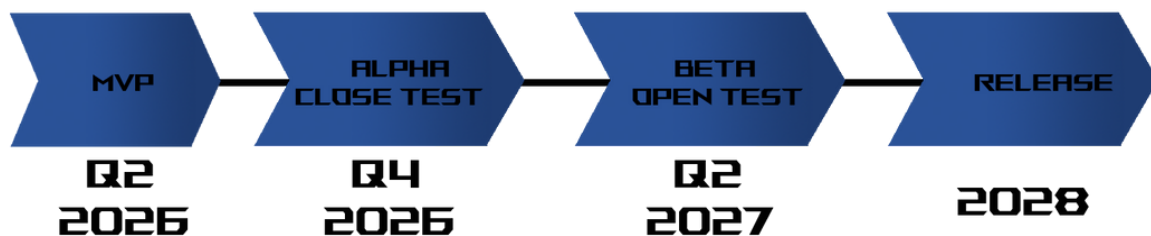
Localization will be adapted for all major global languages.

Market distribution:

- United States — 50%
- Asia — 30%
- Europe — 15%
- Other regions — 5%



Roadmap



The The-Kronos team is currently in an active development phase and is seeking investments to accelerate production, expand the team, and deploy a robust server infrastructure.

Business model and strategy

Alirium is built on a multi-tiered revenue model that combines free-to-play, in-game purchases, subscriptions, and brand integrations.

This approach balances wide audience engagement with strong long-term monetization potential.

Primary Revenue Streams

In-Game Purchases:

Players can acquire resources, premium currency, unique ships, cosmetic elements, planetary development boosters, and temporary privileges.

A dynamic content system is planned, featuring monthly updates with new bundles and seasonal events.

Subscriptions:

Alirium offers a premium subscription that unlocks enhanced gameplay features, including:

- Faster colony development;
- Access to exclusive missions and PvE events;
- Bonuses such as additional slots, discounts, and reward packs.

Subscriptions will be available in multiple tiers (monthly, quarterly, annual), ensuring a stable recurring revenue stream for the company.

Advertising:

In the early stages, ads will act as a minor revenue source, appearing only as optional reward videos for extra resources or faster progress. Their role will gradually fade as the in-game economy becomes the main source of profit.

Partnerships and Brand Collaborations:

Future plans include collaborations with well-known gaming and technology brands, enabling joint themed events, limited edition content packs, and expanded marketing reach.

Scaling model

After release, the game will feature a seasonal economy, where each new cycle introduces fresh missions, events, and content.

This structure helps maintain player engagement, increasing the Lifetime Value (LTV) of each user and creating conditions for continuous growth in Average Revenue Per User (ARPU).

Benefits for the investor

1. Unique Market and Positioning:

Alirium occupies the niche of large-scale space RTS games with social interaction, a segment that is virtually absent in today's free-to-play market.

Competition is low, while demand for deep, strategic gameplay remains consistently high.

2. Technological Foundation:

Using Unity ensures flexibility and full cross-platform support, while a proprietary server infrastructure provides stable multiplayer performance and the ability to scale globally.

3. Smart Monetization:

A balanced combination of free-to-play accessibility, well-designed in-game purchases, and subscriptions creates a sustainable economic model without the “pay-to-win” effect — fostering user trust and long-term profitability.

4. Experienced Team:

The-Kronos brings together developers with hands-on experience across multiple genres and marketing professionals capable of positioning the product on a global scale.

5. Scalable Growth Strategy:

Thanks to its flexible architecture, the game can evolve gradually — from MVP to a fully realized MMO universe — without requiring major structural overhauls.

This approach minimizes technical risks and shortens the path to the first commercial results.

6. Franchise Potential:

The Alirium universe holds strong potential for expansion into mobile spin-offs, board games, and multimedia content, opening opportunities to build a valuable and lasting IP portfolio.