



FORGEON

The Home of [Interactive Storytelling](#)

INVESTOR PITCH DECK

2026



The Industry Already **Exists**

Interactive storytelling is no longer a niche.

It is a global industry that continues to grow every year.



Interactive Books

Choose-your-own-path books and gamebooks that have captivated readers for decades.



Visual Novels

A massive genre with a global and highly engaged community.



Narrative Games

Choice-driven experiences where player decisions shape the story.



Text RPGs

Long-lasting communities creating limitless worlds through text.



AI Stories

A new generation of storytelling powered by AI, unlocking endless creative possibilities.



Millions of People

read interactive stories every day.



Thousands of Authors

write, create, and publish new stories.



Communities

continue to grow around the world.



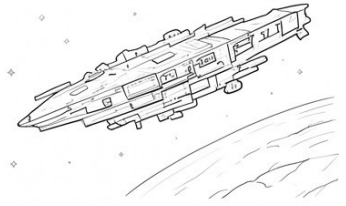
The Passion

for interactive storytelling already exists.

FANTASY



SCIENCE FICTION



ROMANCE



MYSTERY / DETECTIVE



HORROR



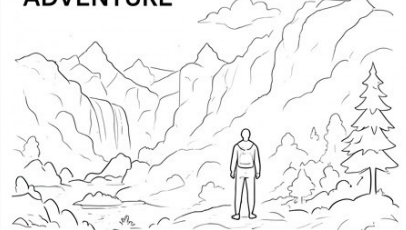
HISTORICAL



CYBERPUNK



ADVENTURE



Audience
already exists.



Authors
already exist.



Passion for Interactive Storytelling
already exists.

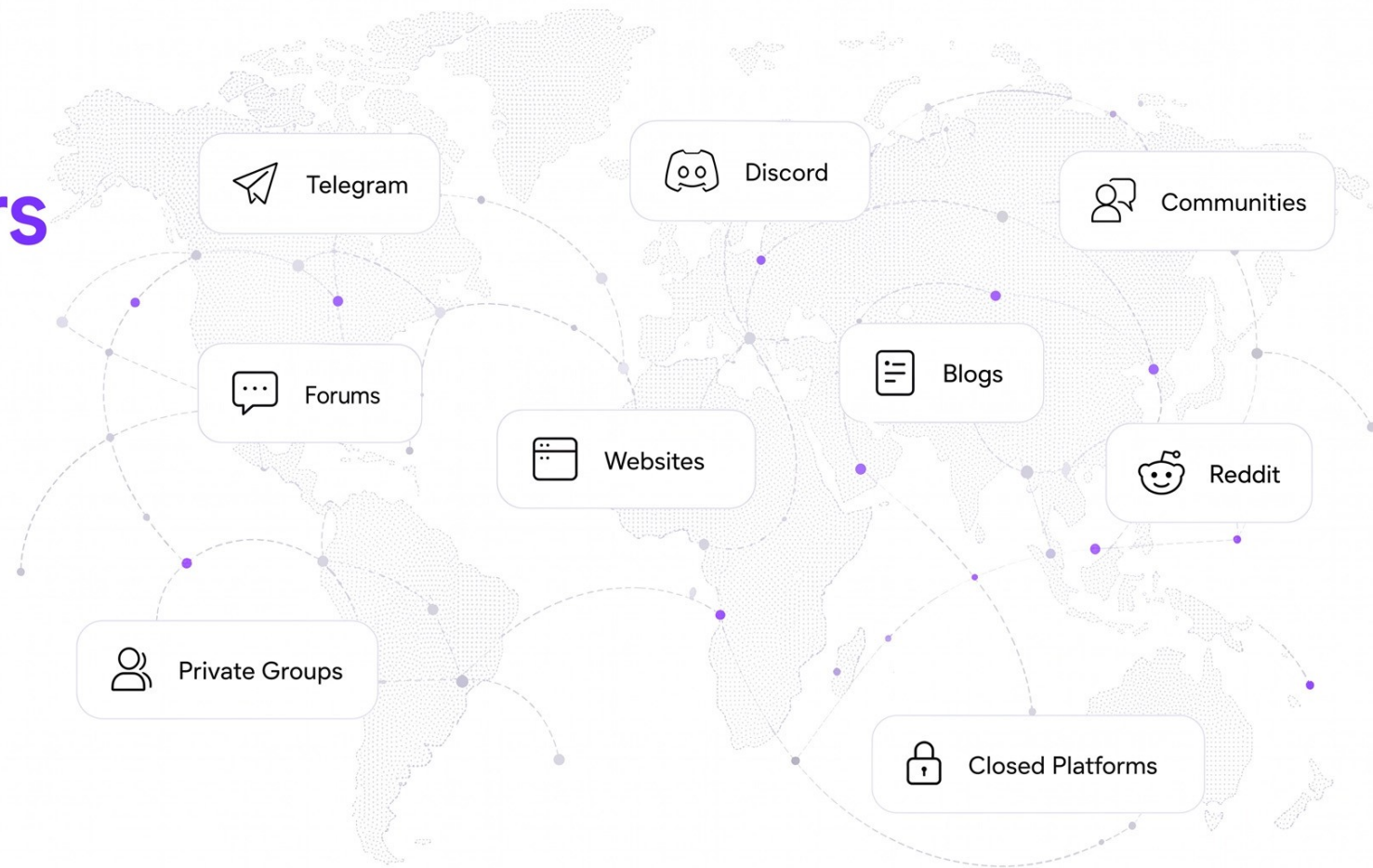


What has never existed is a **single place** that brings them all together.

An Industry Without Borders

Interactive stories have been growing for decades...
but authors were scattered everywhere.

Authors create amazing stories with great effort.
Readers are in small communities that support them.
And all of this happens in different places.



No Shared Audience.

Authors cannot go beyond their platforms and reach new readers.



No Unified Economy.

There is no single way to earn, sell, and grow at scale.



No Unified Ecosystem.

No connection between tools, communities, and authors.

Why Has It Never **Been Built**

Because everyone built their own tool.

The interactive storytelling industry has grown for decades, but everyone only solved their own piece of the puzzle.

Tools emerged. Platforms emerged.
Communities emerged.

But no one has united it all into a single system.



Editors

Tools for creating stories are inconvenient, limited in functionality, and have a high barrier to entry.



Reading Platforms

Apps for reading look outdated and inconvenient. They are inconvenient to use and highly limited in functionality.



AI Services

Text, image, and audio generation exist, but there is no quality generator for **interactive stories**.



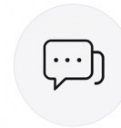
Communities

People come together, but there are no convenient tools for creation and monetization.



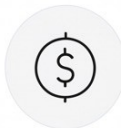
Game Engines

There are services for writing stories, but they are inconvenient, limited in functionality. Developing such services requires constant editor maintenance and introducing new features.



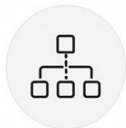
Forums

Good for discussions and idea exchange, but lack structure and long-term value.



Monetization

Payment solutions exist but are limited. Due to the lack of scalable resources or authors' opportunities, it's hard to earn a decent income from your works.



Closed Services

Most services solve only a narrow task and do not cover the full cycle: creation, publishing, monetization, and audience interaction.



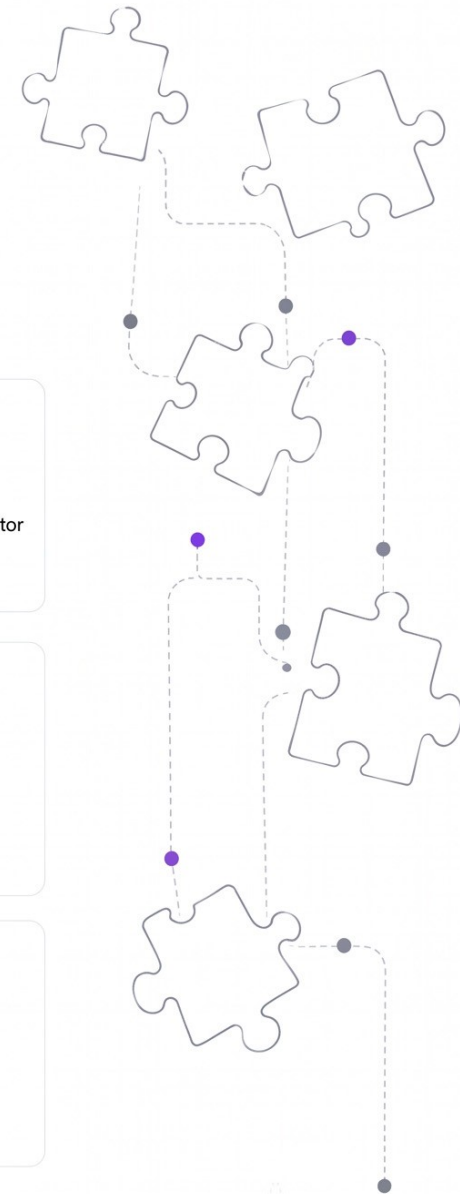
Applications

Other services' apps only offer outdated reading experiences. Apps have existed for many years without bringing anything new to the industry.



No One Built an **Ecosystem**.

All the pieces exist. But they are poorly developed and disconnected.
That's why the market remains fragmented and fails to unlock its full potential.



We Build
Not Another Tool.

We Build the
Industry
Infrastructure.



Forgeon
unites all parts
of the interactive
storytelling industry
into a single
ecosystem.



One Ecosystem Changes the Entire Industry.

Forgeon Platform Economics

Forgeon is a two-sided platform that unites authors and readers around interactive stories. The more content is created, the faster the audience and platform revenue grow.

Platform Ecosystem





FORGEON

The platform for interactive stories of a new generation

 Interactive Books

 Marketplace

 AI Tools

 Global Publishing

Revenue Sources

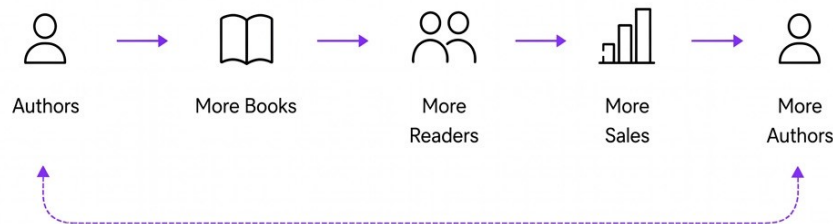
Main

☆	Book Sales Commission	20%
☆	Premium Subscription	50%
☆	AI Book Token Purchases	40%

Additional

 Author Plus	 Referral Program	 Advertising
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Network Effect



Why the Model Scales

 Global Market Any language Any country	 Authors Create Content The platform scales without its own production	 Recurring Revenue Book Sales Premium Subscriptions	 AI Increases LTV Translations Content Creation Monetization
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Professional Editor

Create interactive stories of any scale with powerful and intuitive tools.



Visual Story Editor

Build branching storylines easily and conveniently.



Variables

Store data, track states, and values.



Choices

Create branching paths and influence the course of the story.



Relationships

Build relationships between characters and track their dynamics.



Inventory

Manage items, equipment, and resources.



Quests

Add tasks, goals, and completion conditions.



RPG System

Character stats, levels, experience, skills, and reputation.



Music

Add atmosphere with music and sound effects.



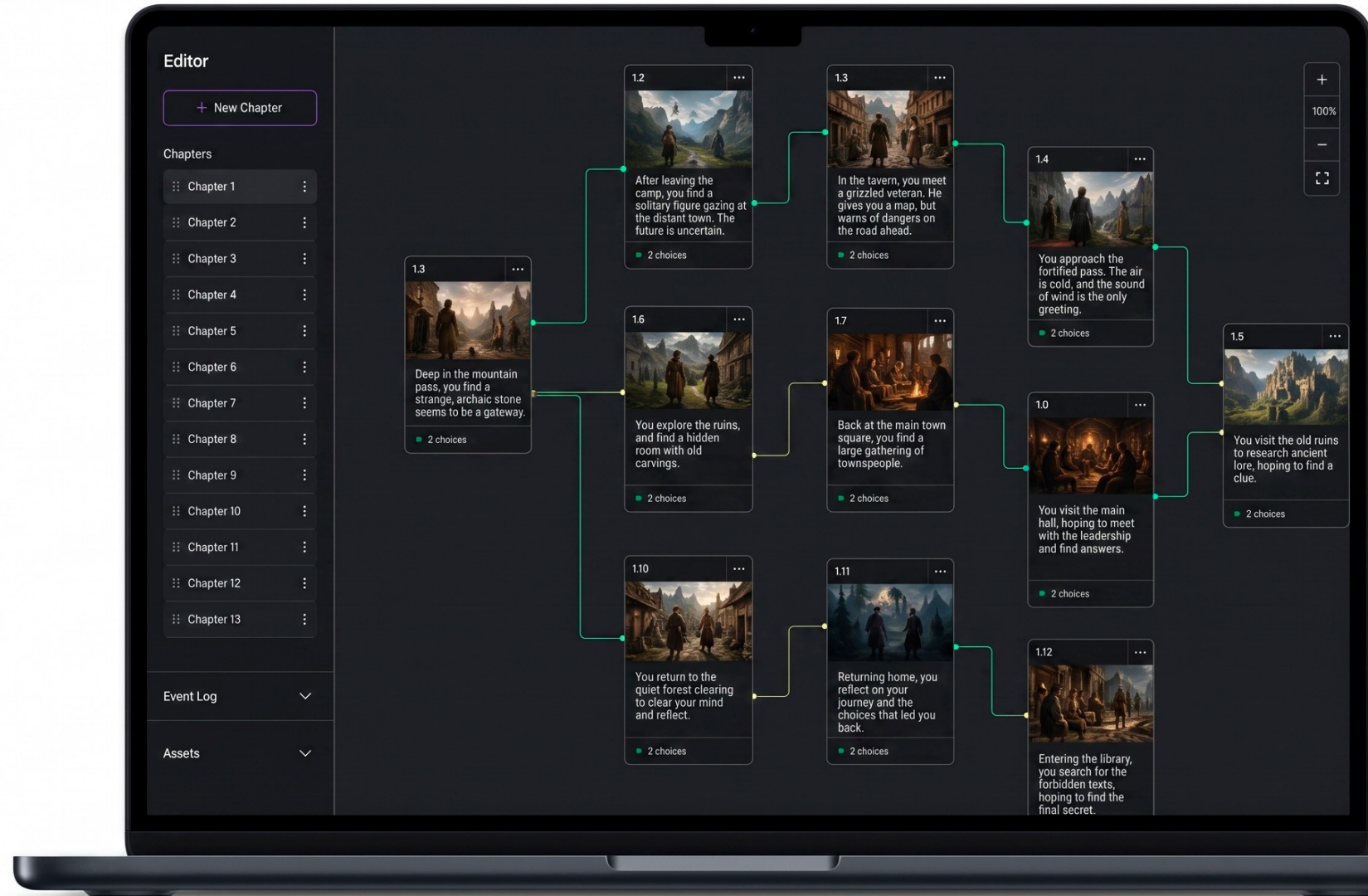
Images

Bring your world to life with illustrations and backgrounds.



AI Assistant (in development)

Generate ideas, improve assets and music, and speed up content creation.

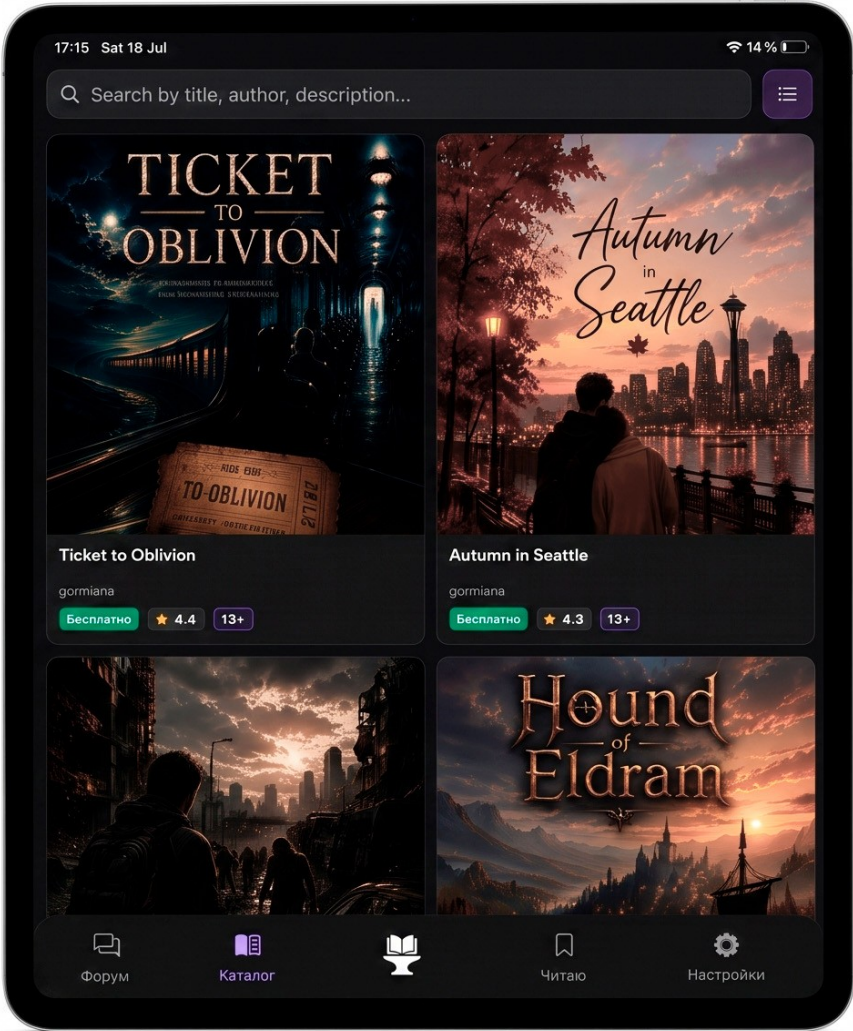
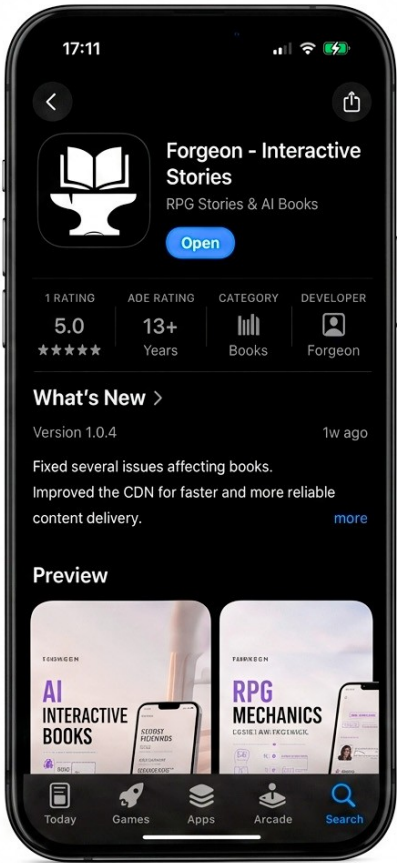


Professional tools
for professional authors.

Reader Experience

Immerse yourself in interactive stories of a new generation.

-  **Immersive Reading**
Living worlds and stories that respond to your choices.
-  **Music & Sound**
Atmospheric soundtracks adapt to the events in the story.
More sound effects than ever before.
-  **Illustrations**
Beautiful illustrations using the world and characters to life.
-  **Combat & Path System**
Face monsters, gain experience, choose paths, and improve your city.
-  **Choices**
Your decisions shape the plot and lead to different endings.
-  **Achievements**
Unlock achievements and earn rewards for your journey.
-  **Profiles**
Create your profile, track your progress, and view statistics.
-  **Cloud Sync**
Read on any device, your progress is always saved.
-  **Community**
Chat within communities and connect with authors.



Coming Soon to Forgeon

-  **Live Illustrations**
Additional videos complementing the story.
(in development)
-  **Create Your Avatar and Profile**
And its customization.
(in development)
-  **Enhanced Profile System**
For users.
(in development)
-  **Professional Voice Narration**
For stories.
(in development)
-  **Personalized Recommendations System**
(in development)



Export your interactive story to a standalone app for publishing on other app stores and gaming platforms.

TEAM

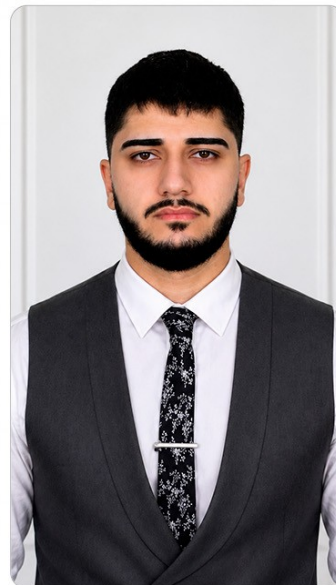
In the first months, we independently built the foundation of a platform that usually takes dozens of specialists to develop.



Mark
Founder

Responsible for:

- Platform architecture
- Full product development
- AI system development
- Building the editor
- Mobile app development
- Product strategy
- Forgeon concept



Timur
Co-founder

Responsible for:

- Platform design
- User experience (UX)
- Visual system for the product
- Editor structure
- Marketing
- Product development
- Forgeon concept



We didn't need a large team because we've been immersed in this industry since childhood. Over the years, we've seen the challenges authors face and how demand for interactive storytelling consistently far exceeds supply. Great projects are still too rare because creating them remains complex, expensive, and time-consuming. Even as thousands of authors entered the market, the industry couldn't truly scale because it lacked the infrastructure to support them.

We knew exactly what was missing. So we built it.

Now we're ready to scale Forgeon with exceptional people who share our vision.



2
founders



Full-time
full working day



A working
product



INVESTMENT ROUND

Two people built a working platform with our own editor, mobile apps, AI, and infrastructure.

We are seeking investment to **accelerate growth** and expand into the global market.



ROUND AMOUNT

\$500,000

in total



PERIOD

12 MONTHS



GOAL

To become the **leading** platform for interactive stories.

USE OF FUNDS



Creator Partnerships & Growth

- Attracting authors to our audience
- Supporting the publication of interactive books
- Developing the community
- Partnerships and growth programs

50%



Team

- Supporting founders and the team
- Hiring key specialists
- Strengthening the team at all growth stages

35%



Product

- Platform development and growth
- Supporting third-party tools
- Testing and improving functionality

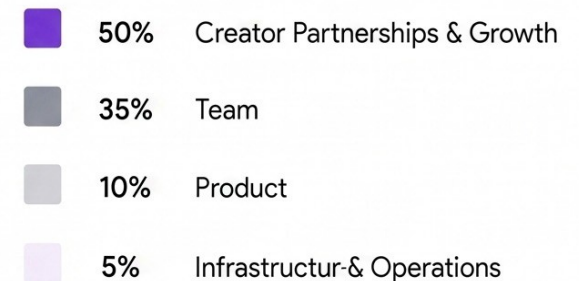
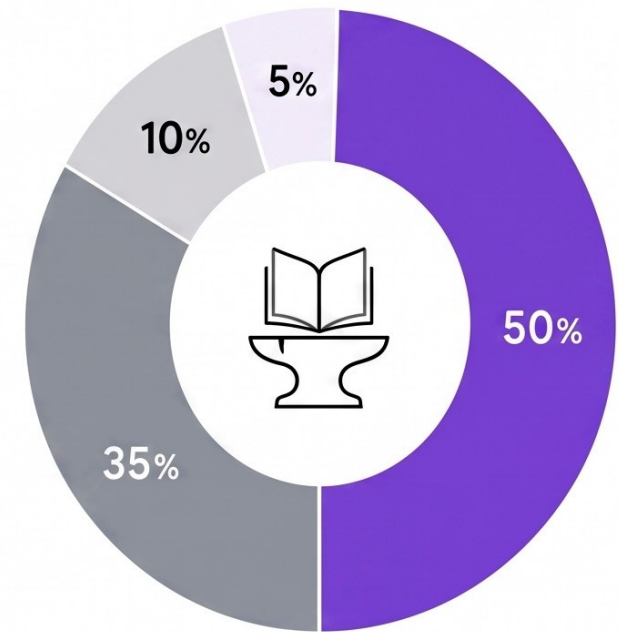
10%



Infrastructure & Operations

- Cloud infrastructure and servers
- Databases, CDN, security
- Legal and administrative support

5%



RUNWAY

12 MONTHS

The period for which the raised funds will cover our current development plan.



GOAL

To become the #1 platform for **interactive storytelling**.



POTENTIAL

Large market, early stage and **strong first-mover advantage**.

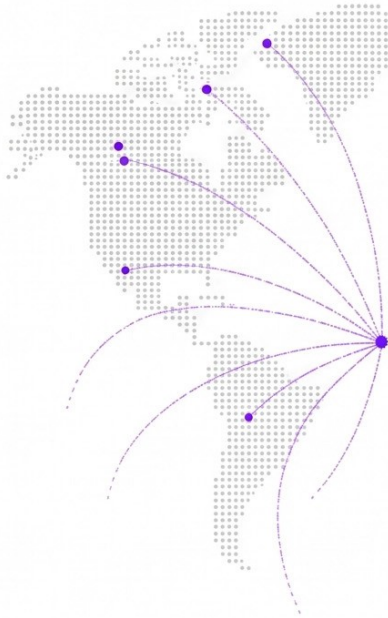
OUR SCALING STRATEGY

We do not build ad campaigns. We build a global network of authors.

SEARCHING FOR AUTHORS AROUND THE WORLD

Our goal is to attract top authors in different countries and genres who share our vision and are active in the community.

-  **USA**
Fantasy, Ssi-Fi
-  **United Kingdom**
Detectives, Thrillers
-  **Germany**
Fantasy, Historical
-  **France**
Romance, Adventure
-  **Japan**
Visual Novels
-  **Korea**
RPOi Fantasy
-  **Turkey**
Historical, Drama
-  **Brazil**
Romance, Adventure, Fantasy ... and more



A PART OF OUR BUDGET GOES TO ADS AS WELL

-  Digital Ads
-  Social Media
-  Influencer Marketing
-  SEO & Content Marketing

We use ads to support initial growth, but our main focus is on authors and content.



Popular authors with their audience

We find authors who already have an audience and create new stories.



We help create better books

Support, editor, designer, mechanic, design, translation, marketing.



Publishing on Forgeon

The author publishes the book on our platform.



The author brings their readers

The readers come to the platform with the author and stay.



New authors appear

The platform becomes attractive for other authors.



The platform grows naturally

More authors = more books = more readers = more opportunities.

WHY IS THIS STRATEGY MORE EFFECTIVE THAN ADS?



Each author comes with their own audience.



Each new book increases platform activity.



Authors help develop the Forgeon Engine.



Each next book becomes more successful than the previous one.



Platform growth becomes organic and sustainable.

AUTHORS BECOME PART OF DEVELOPMENT



The author creates a book



Improves features

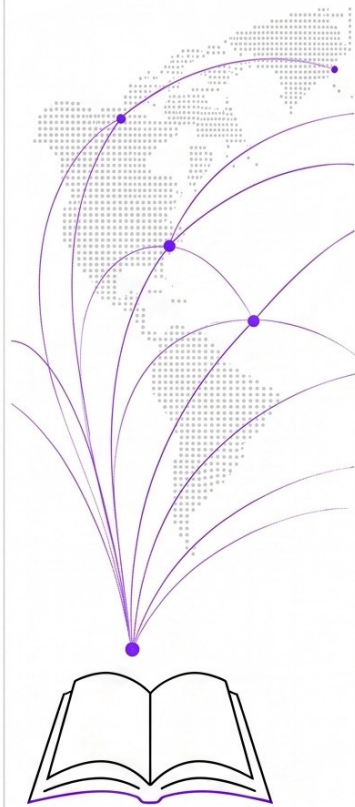


We add them to the Forgeon Engine



All authors get new possibilities

We constantly improve the editor and tools based on real author requests.



WHAT WE GET



Strong authors with their audience



High-quality exclusive books



Forgeon Engine audience



Organic growth of the platform



ROADMAP TO SUCCESS

We have already built the foundation.
Now — it's time for explosive growth.



VISION

Today, Forgeon is a platform for interactive books.
But this is just the beginning.

We are building Forgeon Engine — a modular engine that enables authors to create interactive projects in any format: books, RPGs, visual novels, quests, and upcoming formats of digital storytelling.



OUR MISSION

To create interactive stories
for the new global profession.



TODAY

Interactive Books

We have built the first platform
for authors and readers.



TOMORROW

Forgeon Engine

A modular engine with flexible systems
and tools for any format.



FUTURE

Author Ecosystem

Millions of authors worldwide.
Games, stories, studios, AI, and marketplace.

OUR PATH



New Authors

We discover talented
authors worldwide.



Support & Tools

We help create and
publish high-quality
interactive stories.



Audience Growth

Authors bring their
audiences to the platform
through their stories.



Platform Growth

More authors, more content,
more readers, more
opportunities.



New Industry

Interactive stories become
a new global profession.



We are not just building a platform. We build the foundation for a new industry, where anyone can become an author, create worlds, inspire millions, and earn from their creativity.

Thank You



FORGEON

The Home of Interactive Storytelling

We are open to investments and new partnerships.
Contact us to discuss possible opportunities.



forgeon.ds@gmail.com



forgeon.art