



THE WORLD OF

STAR GUARDIANS

ONE WHO IS NOT READY TO SACRIFICE CANNOT CHANGE ANYTHING



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Star Guardians is a story about life and humanity from another time and planet – set in the future of 2777. It is about the challenges its inhabitants face following the invasion of extra-dimensional creatures that have been devastating the planet for five long years.

Many gave up resistance. But not all.

Three brave warriors founded a Special Forces team called '**Star Guardians.**'

Each warrior has a different story, background, motivations and skills, but there is one thing that unites them all – *their common enemy.*

They are Star Guardians - those who protect the future. Not the future of a country, a homeland or a planet, but of the entire Galaxy. **Here and now.**

**TO RESIST.
TO DESTROY EVIL.
TO WIN.**



DEAR READER

In your hands is not just a book, but a letter that has found you through time and space. It is from all of the universe's citizens in 2777, and is addressed to you.

2777 is the year when humanity experienced the largest war in its history - its first interplanetary war.

The consequences - the chaos and unearthly-sized ruin - are known to me not from legends told, but seen with my own eyes.

I am an eyewitness of the five-year war, and I desire justice and prosperity for all humanity.


And so I appeal to you, dear Reader, and ask you to help us overcome the largest, most dangerous and harmful evil of all time.

For the sake of our planet's future and for the generations to come, your help is needed.

Will you answer the call?

The Eyewitness

THE OFF-EARTH WORLD



While you, the people of Earth, are still tormented by the question of whether life exists on other planets, I can tell you that 'yes, it does exist' - I myself am a citizen of another planet, even though my origin is the same as yours. And as you will soon read, there is also life from... elsewhere.

I was one of the first to discover and live on the planet we call Triton, where the events of the Star Guardians take place and where, accordingly, we are going to travel in the next 43 pages.



PLANET

Billions of years ago, Triton was a separate planet in our solar system, and inhabitant with forms of life. It has an almost perfect spherical shape (its eccentricity is 1.6×10^{-5}), which makes the planet even more round than planet Earth.

But due to the peculiarities of its structure and path – a retrograde orbit that moves in the direction opposite to its rotation around the Sun, and the tilt of its axis in relation to its nearest neighbor, Neptune - Triton was captured by Neptune's gravitational field. As a result, for thousands of years Triton has been Neptune's largest satellite.

Triton thus became the "property" of Neptune and the location of all global space expeditions and explorations. From this satellite, mankind has been researching the epoch-making changes caused by the gravity and composition

of celestial bodies in our solar system, studying the causes and effects of global warming, and even developing the use of nanotechnology.

After changing its trajectory from retrograde to direct to the Sun, and from a satellite of Neptune, Triton once again became an 'independent' planet in our solar system.

As the planet's temperature rose, its environment became more volatile. Residents and guests of Triton wore special thermal suits and masks to prevent dust and volcanic emissions from entering the respiratory system.

Volcanoes become a unique treasure of Triton. While immensely dangerous, they were discovered to house the largest deposits of minerals in the solar system.

Therefore, it was not surprising that very soon people adapted to the local climate and its conditions, and emigrated to Triton in search of wealth and scientific discovery.

PEOPLE



I will start the story of our people with an objection: the inhabitants of the planet Triton are NOT green-skinned aliens, but familiar representatives of humanity who came from the planet Earth in your time.

(And yes, we have the same appearance as you: one head, two hands and two feet with five toes on each.)

In fact, we are your descendants and generations from almost the 30th century. The main difference between Earthlings and Triton's citizens is not physical, but found in the progressive life we live and the advances in science that have been made. Our society on Triton is dominated by the technologies we have developed – from how we travel in space to our use of VR, AR, and AI technologies.

As I already mentioned, the inhabitants of Triton can be distinguished by their clothes - uniforms that allow living in inhospitable temperatures and offer protection from the nitrogen and dust in the air.

But despite these difficult conditions, Triton is open to both tourists and immigrants, and to this day the planet remains the subject of study, research, and is a homebase for many space expeditions. One of which, it turns out, would go on to affect life on planet Triton forever.

THE SPACECRAFT VIKTORIA'S MISSION

During a regular mining expedition, an unknown object suddenly crashed into Viktoria – one of Triton's spacecraft. The object was not a fellow craft, a meteor or other space debris.

It was something that is both difficult to describe or explain. It was similar to the body part of an insect that had been crossed with a humanoid creature. An unfamiliar creature that it was hard to imagine in living or ... inanimate form.

It crashed into the wing of the spacecraft with great force, causing Viktoria to have problems with navigation and communication.

The ship's captain, Colonel Conor McCain, immediately reported the collision and requested assistance. More worrying yet was the news that more than just a collision had occurred:

'This is Colonel McCain speaking. Viktoria requires urgent assistance. An unknown life form has been detected onboard.

*I repeat: **we need help**'*

McCain did not know who or what had entered the ship, or whether there was any purpose behind it – but from the message received it was clear that he feared whatever it was he had seen.



THE WAR

From economic globalization at a planetary level, to seismic shifts both geographical and cultural; from the dangers of global warming to the joys of interplanetary tourism... humanity has produced huge failures and amazing successes. Indeed, for people from times past, often what we have 'achieved' in recent history would look like excerpts from a science fiction tale.

However, our universe is extremely logical and simple. There is always a balance. Like every coin, it must have two sides: heads and tails. And according to this law, there is always a 50% probability that when we 'flip the coin' we will get the *other* side.

Five years ago, in 2772, our galaxy was engulfed in a word that for millennia caused millions of people fear, pain, death and loss. A word that often leaves nothing but misery in its path. That word is *war*.

As a species, neither *war* nor *enemies* are strangers to us. We have fought among our own people, against others, against our own planet. We have done it in the name of liberation and also for domination. Sometimes we simply wanted power over people, and sometimes we just wanted control of resources and territory.

But the war of 2772 was different. Something entirely different. It was the largest, the most destructive and harmful in our history. It was an *interplanetary war*.




The battle started on the planet Triton and has been raging for five long years. It has all but depleted our resources. Billions of people have died protecting their planets. There was no mercy shown to us. No chance to negotiate. No way to escape *what* was coming.

CHAPTER_2

THE INVADERS

STAR GUARDIANS





INSECTS

You might think you don't know the enemy. But *it* has always been with us. We just never appreciated its strength and potential, or the danger it would bring with time.

Inconspicuous, tiny in size and seemingly in purpose, insects have inhabited our world from Antarctica to the Arctic for more than 400 million years, and have been able to survive not only the dinosaurs, but even several global cataclysms.

Due to their meager size, resistance to poor air quality and the effects of radiation, insects are perhaps the most resilient of creatures and the most able to adapt. Anywhere, everywhere, and in any epoch.

However, their main strength is *unity*.

They move in a swarm, like an army always ready to defend or ... attack... and this is what they did in our time, albeit in a deadly, mutated form.

No one knows the invaders' name, origin or current location - they travel from planet to planet, from nation to nation, from life to life, destroying everything – and in its place they leave a cold, lifeless void.

They have been given many different names by many different people, but if someone says, "They are approaching", everyone knows what they are talking about.

But we call them Tritons, like the planet where they were first seen and identified by kind, type of attack, and the deadly weapons they use.

TRITONS

WE BELIEVE THAT TRITONS ARE CREATURES FROM A PARALLEL DIMENSION, A FIGHTING SPECIES WITH THE AIM OF ATTACKING LIFE-FILLED, INHABITED PLANETS.

In appearance they are giant insects, and like many insects, they seem to prefer life in a hot and humid climate. This means they must have originally come from a planet or place with such climatic conditions.

Over time, they perhaps adapted to a dry, barren environment and began to attack other species, feeding on their biological resources, and thus grew in size and strength, usurping the life around them. Or perhaps their incredible size was the result of an experiment in genetics. An experiment gone horribly wrong. We will probably never know.

We imagine that they captured neighboring lands, sought more power, and adapted to different climates. Somewhere in their history they found a way to take to the stars - and then their destructive, life-taking nature took them on an interstellar journey.

LARVA

The first form of a Triton's representative life is larva.

Traditionally as with other insects, a Triton female - a Queen - lays an egg capsule and hatches this capsule in a brood pouch, from which the larvae subsequently emerge.

Thus, a Queen gives birth to individuals that are completely identical. Then, over time, they change - they evolve - into different types of Tritons.



SOLDIER

Soldiers are the second stage of a Triton's life. Their main task is to guard the nests and carry out the orders of commanders.

The one-meter tall body weighs up to 50 kg and consists of the head, lower and upper arachnid-like limbs, and is covered by a chitinous shell. On its head, Soldiers have special relief processes from the skull, which protect from attack from above. A long, twisting muscular tongue is also used to attack its victims.

The upper limbs are disproportionately large compared to the torso of the monster's body, and have an enormous sharpened claw-like hand. The lower body has slim, but powerful legs and feet that allow the Soldier to move quickly over large distances.

They also feature hooks, which allow them to easily grip vertical surfaces.

They adapt quickly to any environment but are mostly found in humid places. They cannot, we have learned, survive when exposed to the vacuum of space.



LIQUIDATOR

Liquidators, the third stage of Tritons' evolution, are basically stormtroopers.

The largest Liquidator ever seen by a human eye was three meters high and weighed 70 kg. But regardless of their different dimensions, they all are quite light, flexible and fast.

In terms of combat functionality, Liquidators are long-distance shooters that attack with a narrow horn and a bone tube, covered by a massive protective seal. Their weapon is entirely biological.

They are two-three meters in height and their weight is around 60 kg..



CHIEF

Chiefs are the third and most dangerous form of Tritons to be encountered. Their main task is to guide the lower ranks of Tritons and give instructions for attacks.

They are monsters five meters in height and 150 kilograms in weight with two pairs of upper limbs, each equipped with different types of bioweapons: a massive sword, an elastic device that uses several suckers to draw in the energy of its victim, and a pistol-like weapon that shoots bio-bullets.



QUEEN

The Queen is the highest form of its species. It is she who begins the life of the swarm and all its subsequent members.

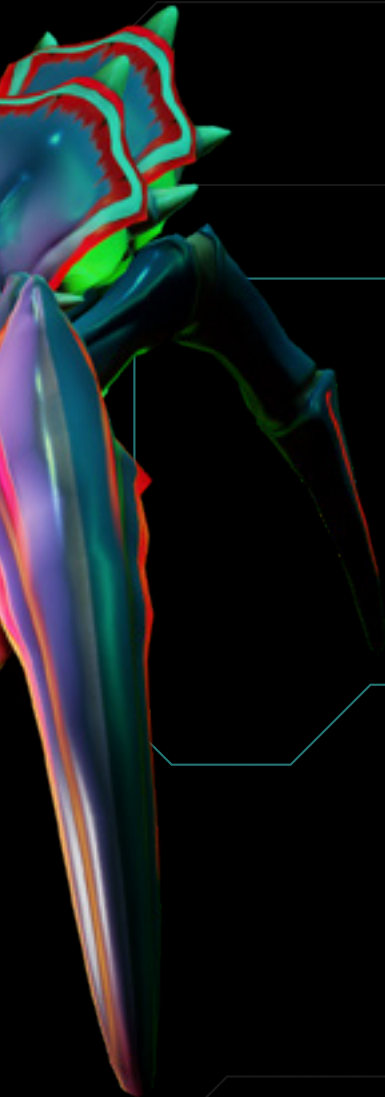
Physically, it has the appearance of a 10-meter, three-headed insectoid, and has the ability to regenerate. Its weight can range from 200 kg to 500 kg depending on the pregnancy term.

The whole body is protected by armor that is capable of withstanding not only bullets but even rounds from a tank.

The main weapon is found in the Queen's mouth, namely in the saliva she secretes. One milliliter of its saliva contains 100% pure nitric acid concentrate, which completely melts human skin in seconds.

The Queen is the only Triton who can move independently in outer space without the need for a spacecraft or protective suit. Her body itself is all the protection she needs.





It is difficult to imagine how many thousands/millions/billions of Triton swarms exist in the universe. We don't even know the exact number of queens; however, their reproductive abilities - from 100 larvae per pregnancy - indicate the potential scale of the problem.

And all of them, each of Triton's forms of life, hunt for life energy, sucking out its biological resources.

Titans are insatiable, powerful, impenetrable when protected by their robust shells, and equipped with weapons that have not yet been studied and fully understood by us, humans.

Invincible at first glance, and present on a grand scale, doomed is anyone who would try to defeat them, but:

'ONE WHO IS NOT READY TO SACRIFICE CANNOT CHANGE ANYTHING'

STAR GUARDIANS SPECIAL FORCES

A futuristic, dark blue and purple armored figure stands in a high-tech environment. The figure is wearing a hooded cloak and has a glowing red visor. The background is a dark, industrial setting with blue and purple lighting. The figure is standing on a metal floor, and there are pipes and machinery visible in the background.

History belongs to selfless volunteers and brave warriors. But at the same time, to people like us - those who unite behind a single idea, mission, vision and future, and who relentlessly march towards it. No matter what.

Warriors for good. Defenders who refuse to be conquered. Those who'd give their lives to strangers in need. These are the people who become Guardians.



The Star Guardians Special Forces is an organization created in 2777 to counter alien attacks and protect the planet's human inhabitants.

It was founded by three soldiers who found themselves guarding all of humanity after the first, and one of the largest, strikes against Triton.

At that time, around 500 of the alien Tritons attacked. Nearly half a million humans died. It was then that everyone realized a simple truth: new combat methods and new weapons were needed to beat the almost impenetrable aliens.

Joe Butcher and Skyler, professional soldiers with experience in the Space Forces, survived the attack and rallied their military skills to give a combat response.

They were later joined by Keliot, a space traveler and scientist who gathered knowledge about life on Triton and other planets. It was he who first supplied Butcher and Skyler with findings on the invaders.

They soon realized that together they are stronger - that they can win by collectively pooling their talents. And here is where the story of the Star Guardians Special Forces begins.

The war with the Tritons divided their lives into "before" and "after" - they are no longer three inhabitants of the planet Triton, but its Star Guardians.

JOE BUTCHER

NAME: JOE BUTCHER

AGE: 52

ORIGIN: PLANET EARTH

RANK: COMMANDOR

SPECIALIZATION: TANK, HAND-TO-HAND COMBAT

TYPE OF WEAPON: MULTI-BARRELED HIGH CALIBER, AND A ROCKET
TO SUPPRESS LARGE CONCENTRATIONS OF ENEMIES

HEIGHT: 1,93 CM

WEIGHT: 110 KG

MOTIVATION: TO AVENGE THE MURDER OF A FRIEND
AND MEET THE DEATH OF A HERO



Joe Butcher was born in 2725. He emigrated from Earth's Northern Hemisphere in what was once known as North America, and relocated to Triton. It's possible that his family once came from France, because of the origin of his surname.

There, on Earth, he began his military career as a member of the Ground Forces. At the age of 25, he was called up for military space expeditions. Due to frequent visits to the planet Triton, Butcher was assigned to the planet's military base, and made Triton his permanent residence.

He has a strong, stocky physique, black hair and a thick beard. Overall, he looks younger than his 52 years.

Butcher was never officially married, and has no known children. He devoted 30 years to military service, protecting ordinary citizens and improving his combat skills.

A perfectionist. He is used to winning fights. Defeat is not an option for him.



COMRADE

During one of his space expeditions, Butcher met Billy Kervin, a sharp shooter from a neighboring battalion, and someone ten years his junior. They became comrades in war, and best friends in life.

Their friendship began with a bet. In a battle simulation the battalion commander gave the task of hitting multiple targets with a single shot. As a result, it was just Butcher and Kervin who defeated their enemies, and both with an equal score.

Since that day Butcher worked diligently to further improve his shooting technique. He quickly became the leader in subsequent bets, and Kervin continually tries to take revenge on his friend.

Their 15-year friendship has only been strengthened by the constant betting on all things military.

BATTLE WITH TRITONS

In 2777, Butcher, as a veteran of the planet's military service, was called upon to protect Triton from the invading aliens. He was joined by his old colleague and best friend, Kervin. Both were assigned to the first line of defense.

As usual before a fight, the two men started betting to determine who would be the first to 'ghost' 100 monsters - the winner picking up the tab at their favorite bar. Kervin had 93 kills. Butcher more than 100.

COMRADE:

**SOMEDAY, I'LL DRINK
AT YOUR EXPENSE,
BUTCH!**

BUTCHER:

**WELL, JUST TRY TO
MAKE IT HAPPEN
BEFORE I RETIRE.**

However, Billy failed to ever return to their favorite bar.

When Triton Soldiers struck, Kervin was thrown beyond the immediate combat zone. When Butcher later found him behind the trenches, it was too late. Kervin had passed away.

Butcher didn't say a word that night. He finished his shift and went to his and Kervin's bar of choice, where he planned to honor his friend by drinking for the two of them.

Symbolically, it was raining outside - the clouds themselves weeping for Butcher's loss.

That night he couldn't take his winner's drinks - the price had been too high. He took Kervin's amulet from his pocket, closed his eyes, and remembered moments from their years of friendship: their first meeting at the training camp, the hundreds of bets made during that time, and the bottles of beer they drank at the bar. He remembered the military jokes, the years of service, and .. this day. Kervin's last day. The day Tritons killed his friend..

It was then that he made a promise to himself: to avenge the death of his friend and destroy the Tritons, each and every one of them. For Billy's sake. For everyone's sake. For all humanity.

A few days later, Butcher met Skyler, a girl who pursued the same goals as him. And thus began the Star Guardians...

Not one to show his emotions, Butcher did not shed a tear. He simply leaned over his friend's body, took off his military amulet and, clutching it in his hands, said:

**YOU MET THE DEATH
OF A WARRIOR. LET
THE VALKYRIES BRING
YOU HOME, MY FRIEND.**

*According to legend, Valkyries carried the souls of fallen warriors to Valhalla and the God Odin for eternal feasts and bloody battles - in other words, to a true warrior's paradise.

SKYLER

NAME: SKYLER

AGE: 25

ORIGIN: PLANET TRITON

RANK: RANGER

SPECIALIZATION: SCOUTING AND SNIPING

TYPE OF WEAPON: RIFLE AND GRENADES

HEIGHT: 1,75 CM

WEIGHT: 60 KG

MOTIVATION: TO PROVE TO EVERYONE THAT SHE'S THE BEST SNIPER ON TRITON, AS HER MOTHER WAS BEFORE HER



STAR GALAXY COURSE

Skyler was born in 2752 on the planet Triton and is the only native representative in the Star Guardians.

She is quite tall - 1.75 m in height, has a slender athletic physique, with lilac hair and expressive green eyes.

Skyler was 12 years old when her mother, a professional sniper, was brutally killed on a special mission. She missed her target - but the target did not miss her.

After her mother's death, Skyler promised herself that she'd become the best sniper in the military, avenge her mother's death and protect the people of her planet.

Ten years later, the sniper training camp where Skyler's mother taught put out a call for young soldiers to join its sharp shooting military unit.

Without hesitation, Skyler got on her electric bike, said goodbye to home, her father and her younger brother, and set out to join.

The years of "sniper-saboteur" training that followed passed quickly. Skyler was considered one of the best snipers in the battalion. Even the commander himself saw a great military future for the young woman.



FINAL SHOT

On the last day of training, Skyler and the other trainees took their final test - their first real hunt, where they had to prove their title of "sniper".

Their target was a Triton Queen's nest. Noting her special skill set, the unit's commander assigned Skyler to the first attack zone. While in the past she had always found her target, this day proved to be different.

Her hands trembled. She felt the pressure to save and protect - even her fingers seemed heavy with the weight of responsibility. Skyler tried to calm down and breathe deeply, remembering the instructions of the commander and... her mother, who had once failed and paid for her mistake with her life.

The sense of responsibility didn't diminish, but grew even larger.

She understood that she needed to shoot, she needed to pull the trigger to save lives. She exhaled deeply and squeezed the trigger.

She shot - hitting only a tree.
She shot again. Only to fail again.

I MISSED

Skyler's heart filled with disappointment - the eyes of the commander, and her comrades, filled with surprise.

She put the weapon down.

Not a single shot more was made that evening.

Returning home, she berated herself for the failure, for succumbing to her emotions, for comparing herself to her mother and for making the same mistake that she had made. But there was nowhere, truly, for her to return or run to.

That evening she made a promise. In just four words she summed up what she would do.

**I WON'T MISS
ANYMORE.**

A few days later, Joe Butcher came to the training complex to find a comrade in the fight against the Tritons. His friend, the commander, recommended Skyler as the best sniper he had seen. He said that she would not let Butcher down.

**AND
SKYLER
DID NOT.**

KELIOT

NAME:	KELIOT
AGE:	UNKNOWN
ORIGIN:	UNKNOWN
RANK:	KEEPER
SPECIALIZATION:	SCOUTING AND SNIPING
TYPE OF WEAPON:	MEDIUM ARMOR AND KINETIC ENERGY
HEIGHT:	1,88 CM
WEIGHT:	88 KG
MOTIVATION:	TO FULFILL HIS KELIOT DESTINY



Very little is known about the male simply called 'Keliot'. Neither his age nor his planet of residence. He comes from the nation of Keliots, each member of which has a special role to fulfil. Keliot's mission at birth was to save humanity with collected knowledge and wisdom.

When Tritons attacked the Milky Way five years ago, Keliot began traveling to different planets. He was seeking knowledge about the invaders - hoping to discover ways to defeat them, praying there was indeed a way to defeat them.



THE JOURNEY TO KNOWLEDGE

Arriving on the planet Cheops, inhabited by robots resembling RD2, Keliot immediately went to find the ancient race of Knowledge Keepers. These people guard one of the seven existing repositories of knowledge in the Milky Way.

This particular repository was housed in a spacious hemispherical hall with a vast ceiling. On the walls were the oldest manuscripts, and information capsules hung from the ceiling.

Everything was sorted alphabetically and categorized by the planet where this information originated.

**IN THE MIDDLE OF THE HALL,
KELIOT FOUND A TABLE
WHERE EVO - EXACTLY THE
BEING HE WAS SEARCHING
FOR - WAS WORKING.**

Keliot's journey across light years of time and space appeared it was to bear fruit.

EVO

Evo is one of the oldest members of the Knowledge Keepers.

On Cheops, he gathers the knowledge of the universe in order to pass it on to future generations and to teach them how to uncover the mysteries of the universe.

Due to the owl's physiology, Evo has strong and agile wings, sharp claws, and extremely strong sight and hearing.

The gradational feathering of Evo's body allows it to move very quickly and absolutely silently - with speeds up to 100 km/hour. Evo can turn its head 360 degrees, and although owls see the world in black and white, Evo's vision includes the full color spectrum.



Evo knew what Keliot needed - knowledge of how to stop the Tritons.

EVO:

Tritons are the biggest destroyers of life in the known Universe. They are a race that, like a hungry swarm, devour all organic life.

To stop their spread in the Milky Way Galaxy, you must destroy the Queen. Each swarm has its own.

KELIOT:

Where can I find her?

However, Evo didn't provide information on how to do it, because the depository was attacked by the Liquidators, who had long planned their capture of the Temple. This time they attacked from the ceiling.

The robots rushed to transfer all of the information to the storage servers.

Keliot returned fire, repelling the monsters and winning himself some time. He knew that only Evo would be able to tell him **where** to find the Queen and **how** to defeat her. So he grabbed the owl and they flew together away from the Temple.

The repository self-destructed, the only way to protect its knowledge from the alien attackers

Keliot and Evo were safe, for now. Their flight promised to be long, because the course was set for the planet Triton, half a galaxy away - where they would find the **Star Guardians**.

WITH THEIR UNIQUE POWER, MOTIVATION, AND BATTLE TECHNIQUES, THEY COMPLEMENT EACH OTHER, AND THIS MAKES THEM STRONG ENOUGH TO DEFEAT THE TRITONS.



CHAPTER_4

THE BATTLE


















**ARE YOU READY
TO ANSWER
THE CALL?**

The logo for EVOPLAY, featuring a stylized 'E' icon followed by the word 'EVOPLAY' in a bold, sans-serif font. The background of the entire image is a high-quality, cinematic shot of Earth from space, showing the curvature of the planet and the glowing blue atmosphere against the blackness of space with scattered stars.

EVOPLAY

BEHIND-THE-SCENES OF

STAR GUARDIANS

ONE WHO IS NOT READY TO INNOVATE CANNOT LEAD A REVOLUTION



IUAN KRAUCHUK
CEO

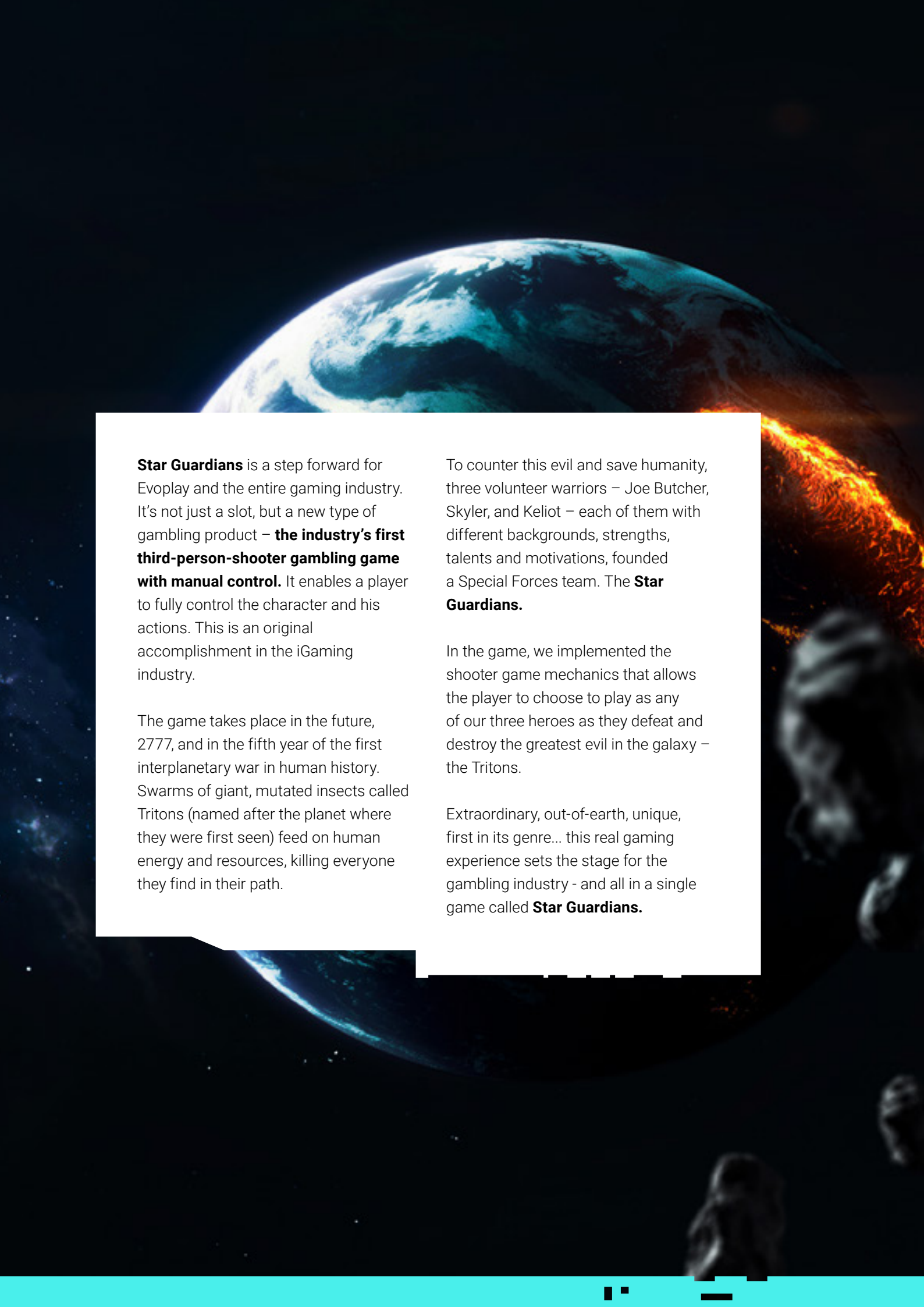
Since 2017, the year of Evoplay's creation, we have pursued the goal of changing the market and its conservative approach to creating gambling products.

In our example, we show players that the entertainment factor of gambling is not limited to reels and lines. **The true satisfaction of playing always comes from the 'process'**, and each of our games proudly proves this.

Last year's *Dungeon: Immortal Evil* was a revolution. It was **the industry's first RPG-inspired hack and slash slot**, making everyone the main hero for underworld combat with invaders.

This year, we went beyond that game – taking what we do even further. Starting from the theme and the game story, all the way to the variability of technical and visual characteristics.

In **Star Guardians**, our 2021 flagship product, we merge the lines between industries, audiences of players, genres, and entertainment itself, presenting an entirely new entertainment experience.



Star Guardians is a step forward for Evoplay and the entire gaming industry. It's not just a slot, but a new type of gambling product – **the industry's first third-person-shooter gambling game with manual control**. It enables a player to fully control the character and his actions. This is an original accomplishment in the iGaming industry.

The game takes place in the future, 2777, and in the fifth year of the first interplanetary war in human history. Swarms of giant, mutated insects called Tritons (named after the planet where they were first seen) feed on human energy and resources, killing everyone they find in their path.

To counter this evil and save humanity, three volunteer warriors – Joe Butcher, Skyler, and Keliot – each of them with different backgrounds, strengths, talents and motivations, founded a Special Forces team. The **Star Guardians**.

In the game, we implemented the shooter game mechanics that allows the player to choose to play as any of our three heroes as they defeat and destroy the greatest evil in the galaxy – the Tritons.

Extraordinary, out-of-earth, unique, first in its genre... this real gaming experience sets the stage for the gambling industry - and all in a single game called **Star Guardians**.

WHY IS STAR GUARDIANS A UNIQUE GAME?

■ THEME

In the game we reveal one of the most mystical and controversial themes - space travel and life on other planets. In the game, we designed the off-space world not in the form of themed symbols but as a scene, where the game actions take place.

■ SHOOTER MECHANIC

It is based on one of the most popular gaming mechanics - the third-person shooter - which in the gambling sector was sometimes implemented only in the form of thematic symbols on animations. Star Guardians gives you the opportunity to feel like a hero and see the game through his or her eyes.

■ CHARACTER SELECTION

Players have a choice of three different types, based on: appearance, strength, and weapons-preference. At any time, they can change their mind and continue the game, moving as another hero while keeping the results of the game.

■ MANUAL CONTROL

In Star Guardians, players have a unique opportunity for a gambling product - to actually control the character. They can move him/her forward, backward, left and right, shoot at any target, and not necessarily at the monsters.

■ CONTROL MODES

Players can choose the most convenient game mode - Regular, Turbo or Skip. In the turbo mode, spin is 2 times faster. Players can also double-click the Spin button to launch the Spin animation in Turbo mode and get the result immediately.

■ MOBILE-FIRST APPROACH

The game is designed based on 3D technology, but using **Spinential** (our company's branded, customised engine). This makes downloading the game and its components 10 times faster and it's adapted to different devices. Thus, with a variety of game settings and technical features, the game has quite a low weight for its type.

For maximum convenience, a player can hide the menu screen and control the hero with a virtual joystick on the screen.

WHAT DOES STAR GUARDIANS MEAN FOR CASINOS?

VLADIMIR MALAKCHI
CCO



Now, when gaming content is at the peak of its demand, it is extremely important for casino operators **to have a product-differentiator in their portfolio**, one that distinguishes itself from the competition in the eyes of the user.

STAR GUARDIANS IS A CASINO OPERATOR'S PERFECT TOOL FOR PLAYER ACQUISITION AND RETENTION.

This game is adapted to the tastes of different audiences - both gaming and gambling – so it will easily appeal to a player who has not played casino products before as because they couldn't find a game to match their tastes to those who love slots, and to those who want to try something out of the ordinary.

This is especially true for younger audiences looking for new experiences and experimental game solutions. **Star Guardians plays a big role in attracting Millennials** to entertainment such as online gambling, of which only 21% show interest as opposed to their previous generations, Gen Xers, 82% of whom gamble each year.

Due to its variety of game settings, different types of characters and successful shooting mechanics, **this game will appeal to any audience, regardless of gender, age, region and gameplay preferences.**

STAR GUARDIANS IS A UNIQUE MIX OF HITS IN THE WORLD OF ENTERTAINMENT, AND RATHER THAN SEGMENT THE AUDIENCE OF PLAYERS, ON THE CONTRARY UNITES THEM.

GAME DEVELOPMENT

The development of a project as grand as Star Guardians took approximately one year, and tested our teams' technical talents and capabilities to the full.

For bigger player immersion in a game, we continued the same concept of going beyond the traditional gambling gameplay with reels and lines (exactly as it was in Dungeon: Immortal Evil) and designed as if it is a real-time thematic world that players can see and experience.

However, in Star Guardians a player gets an absolutely unique-for-gambling game playing experience. If comparing it to Dungeon: Immortal Evil, where a player gets a random video animation with the hero's movement, monsters that appear and the result of his fight, Star Guardians excites with the freedom its players get inside the game. The very definition of immersive, you feel as though you are truly a part of the game.

Bringing to slots the ability to choose a character – a feature never seen in video slots before, we offer a player even more: the opportunity to change to another hero at any given time, and decide on the movement, actions and even targets to shoot at. Star Guardians is a genuinely unique game for the gambling market.



STAR GUARDIANS

3D SPINENTIAL ENGINE

We achieved this result by using all the features of the 3D format, which allows not only to improve the visuals of some games, but also to equip it with interesting and original technical settings within gambling.

The key solution has definitely been our new branded customized engine, Spinential, which beside the visual game design improvements, allows you to integrate many visual and technical advantages to the game:

INTUITIVE SWIPE AND SMART FAST SKIP FUNCTIONS

Players can change the bet or spin via an intuitive swipe, while our smart 'fast skip' function is offered for those who prefer to remove in-play events or additional game steps and get straight back to the action,

SHIFT TO PORTRAIT MODE

Players using any mobile device can shift to portrait mode in order to better enjoy our games while on the move.

GAME HISTORY MOBILE BAR

Players have the unique opportunity to enjoy the highlights of their game journey, viewing each of their spins in the history bar at any given time.

In addition, the Spinential engine allowed us to maximally adapt the game to different devices, make the game 10x faster and more accessible to all players.

SPIN

Character control is performed from a third party with a camera mounted over the character's shoulder. Therefore, players can see the gameplay as if they are the characters.

In most games, spin is calculated as an opportunity to strike an individual opponent, but to add more exciting moments to the play, in this game we implemented spin as the entrance

to the room. Thus, the player can try himself in battle with different types of Tritons, aim at them on his own, and give the effectiveness of the shot to the traditional random casino algorithm.

CHARACTERS

WHY IS IT IMPORTANT TO BUILD CHARACTER STORIES?

People often identify with the protagonist and are often guided by sympathy for a particular hero when choosing any entertainment material - be it a game, movie or book. And iGaming is no exception.

The appearance of the hero, his story, personal and professional skills, motivation, and most importantly, the emotional context that makes the player loyal to this hero and their story, are important for attracting players and their subsequent impressions of the game.

In every Evoplay game, we give an important role to each of our characters to explain to the *players who he is, what he does in the game, what he aspires to and what the word "victory" means to him.*

In Star Guardians, we even expanded our approach to creating characters and offered the player *the opportunity to choose the character* with whom he/she would like to go with on this space journey.





As a prototype for Star Guardians' hero creation, we chose animals/predators as a symbol of strength (body and spirit), which are able to both attack and protect, when needed.

We also paid great attention to the emotional context - as this is why people make a choice in favor of a particular character at the start of a game.

Some players like massive heroes, some choose women as they are often more flexible and agile warriors, and some want to try something unknown and mysterious. For all of these wants, we have an option in the form of **Joe Butcher, Skyler** and **Keliot**.

We focused on the three most popular, and at the same time the most suitable for us, types of characters. Their number, three, does not need much explanation - it has always been very magical. In addition, the fact that gamblers playing slots are accustomed to seeing three scatter symbols makes it even more relevant.

All characters differ in appearance, story and fighting characteristics, which allows players with different preferences to choose a member of the Star Guardians closest to themselves.

JOE BUTCHER

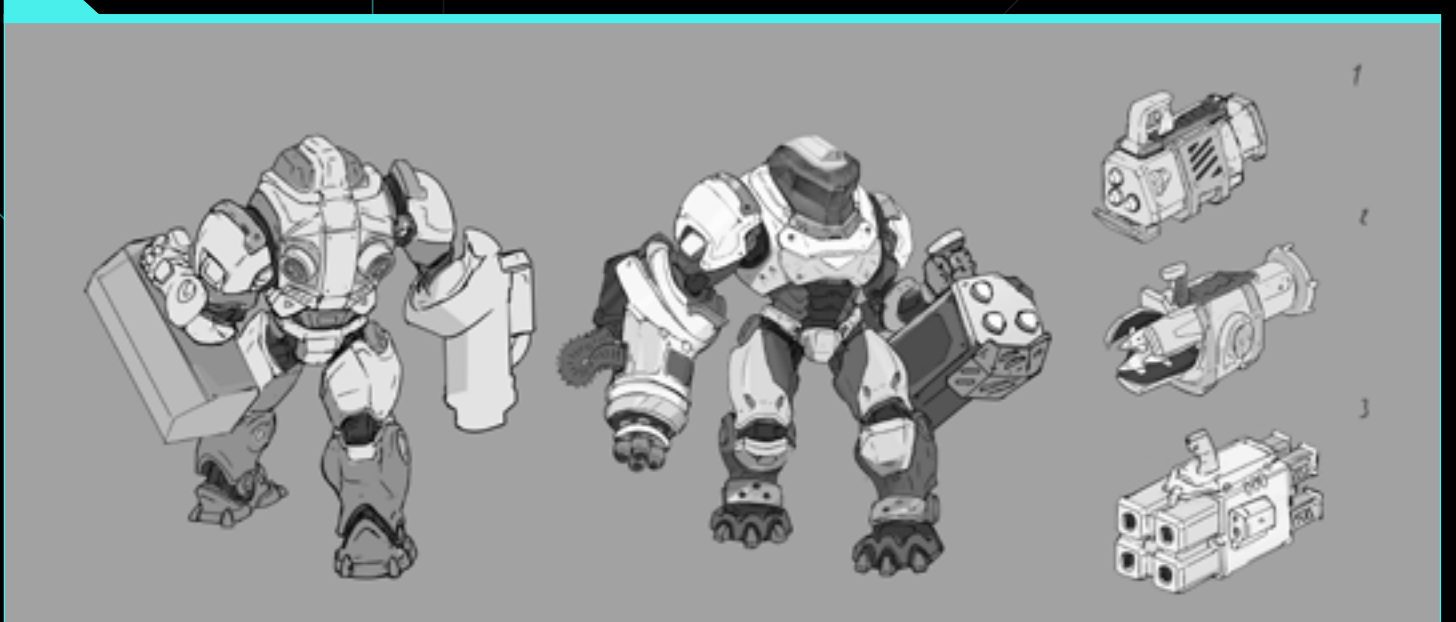
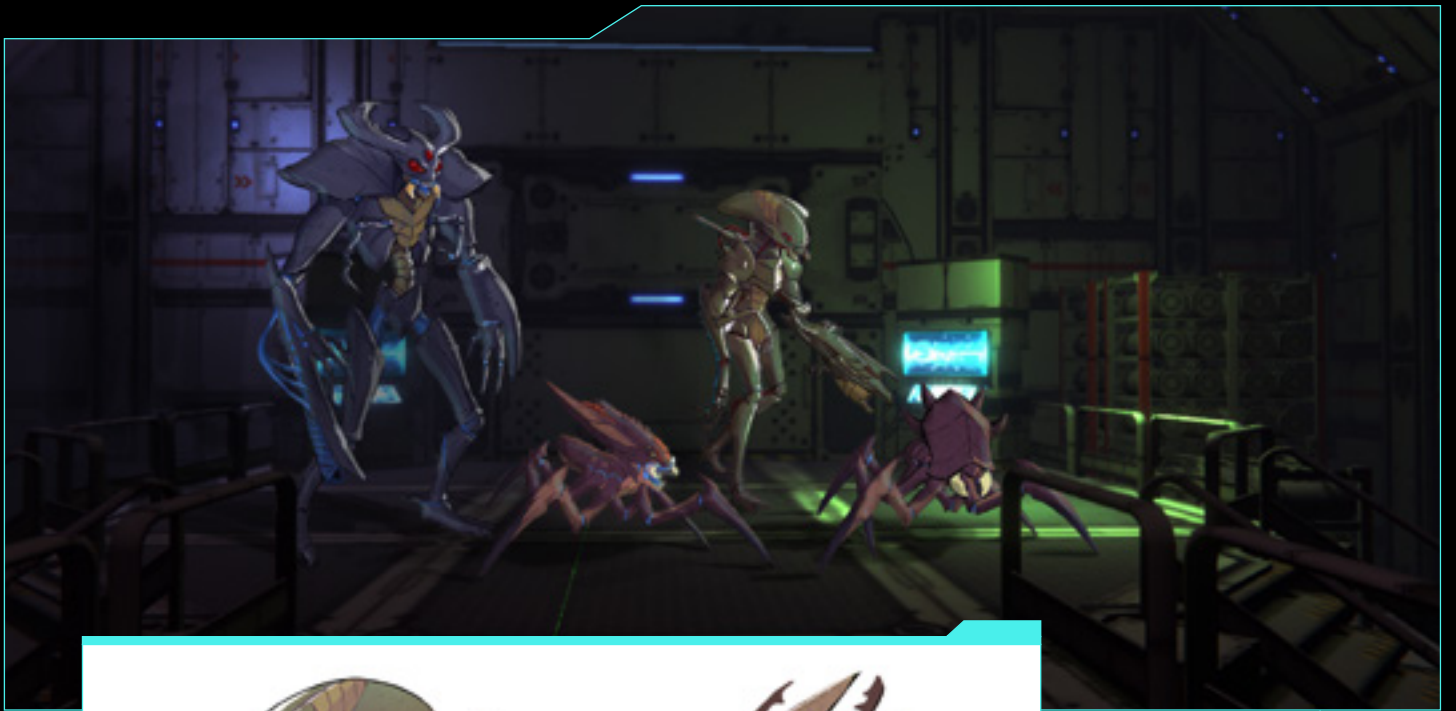
Joe Butcher's character is the most classic in gaming: a tall, strong, experienced warrior who has survived many battles along the way.

The source of inspiration was the Scandinavian Vikings, their stories and devotion to their people. Important was the reflection of Scandinavian mythology, namely the story of the Valkyries, the honorable death of the hero and the paradise promised to them in the kingdom of their God, Odin.



The animal prototype for Joe Butcher is a small, strong, agile and dangerous predator, the honey badger. A brave beast, lonely by nature, who can fight without fear, even against a predator that is many times bigger than himself.





SKYLER

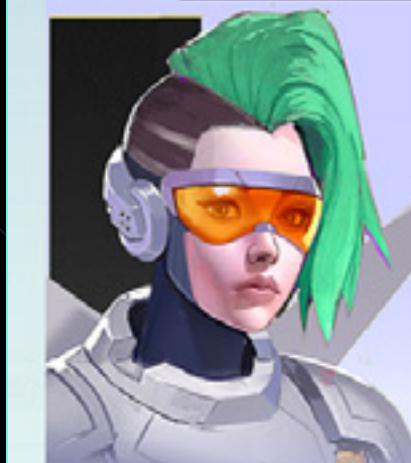
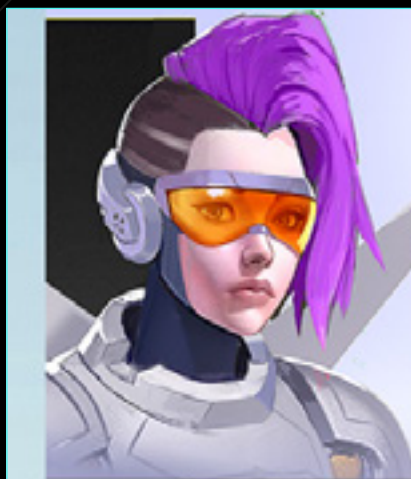
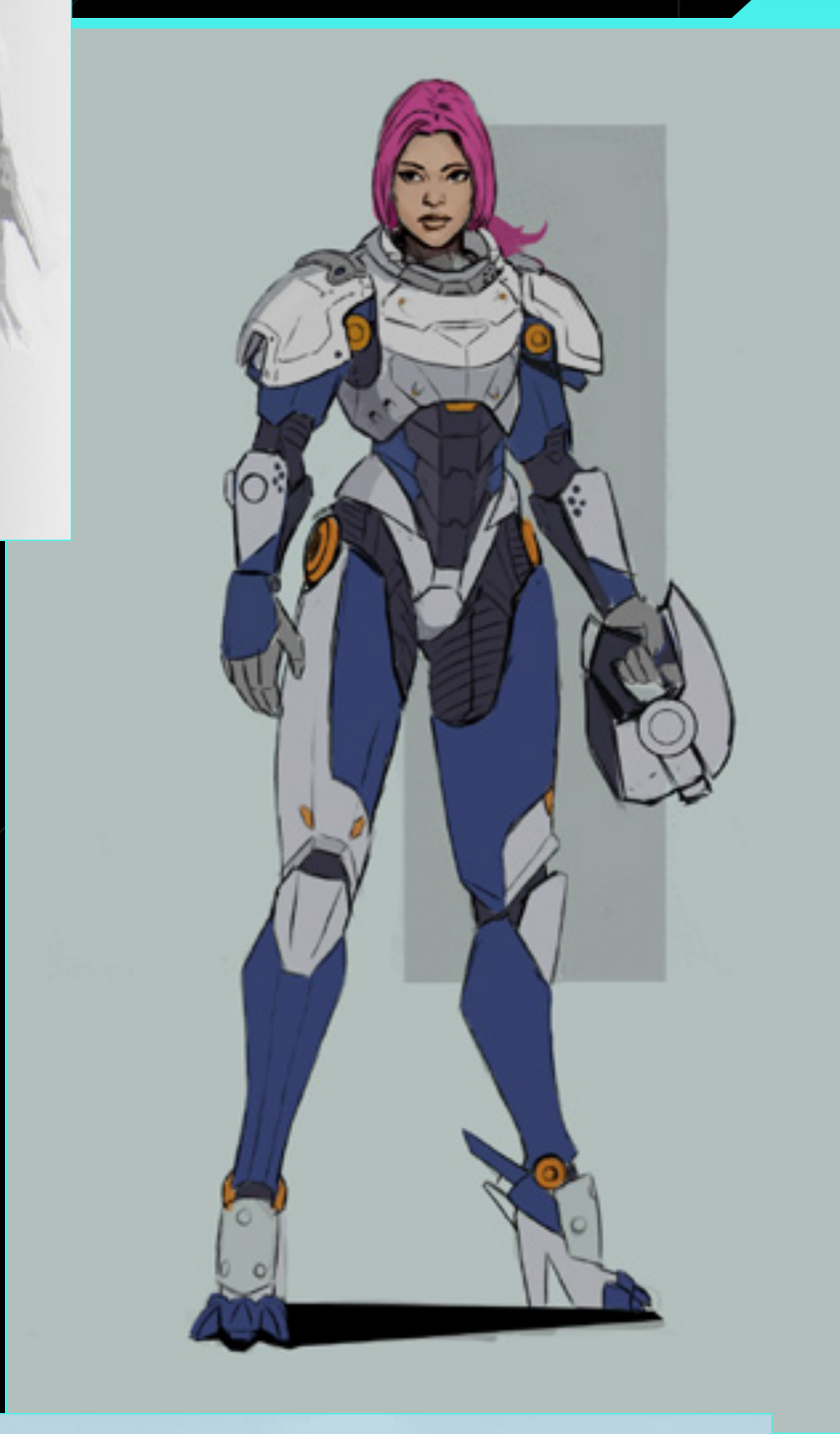
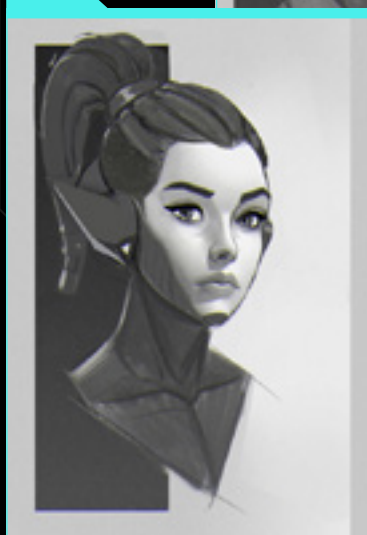
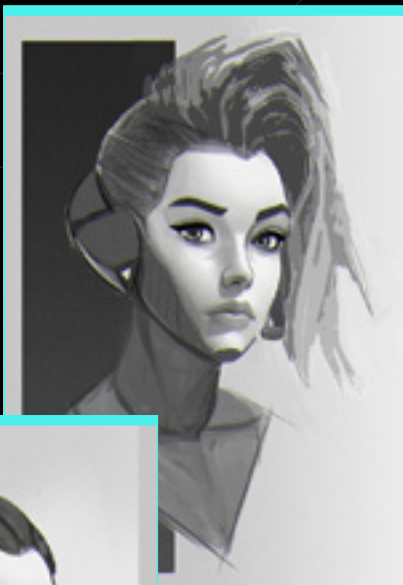
As the basis for creating a female character for Star Guardians, we chose a puma as the animal prototype. This puma's main qualities are elasticity, speed, agility, sharp vision and the ability to land silently.

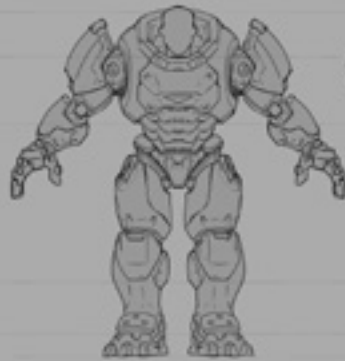
This is how we saw Skyler as a character and a sniper by combat functionality. Outwardly, with an athletic, trained physique. To give her a futuristic look for 2777, we designed her with a short, purple hairstyle.

The story is what makes players excited about Skyler: her drama and motivation to become a sniper, learning the art of sniping and the difficulties she faces along the way.

While the player follows her personal drama and difficulties, perhaps the biggest challenge for our team was to choose the color of her hair and her hairstyle, as you can see in the concept artwork.





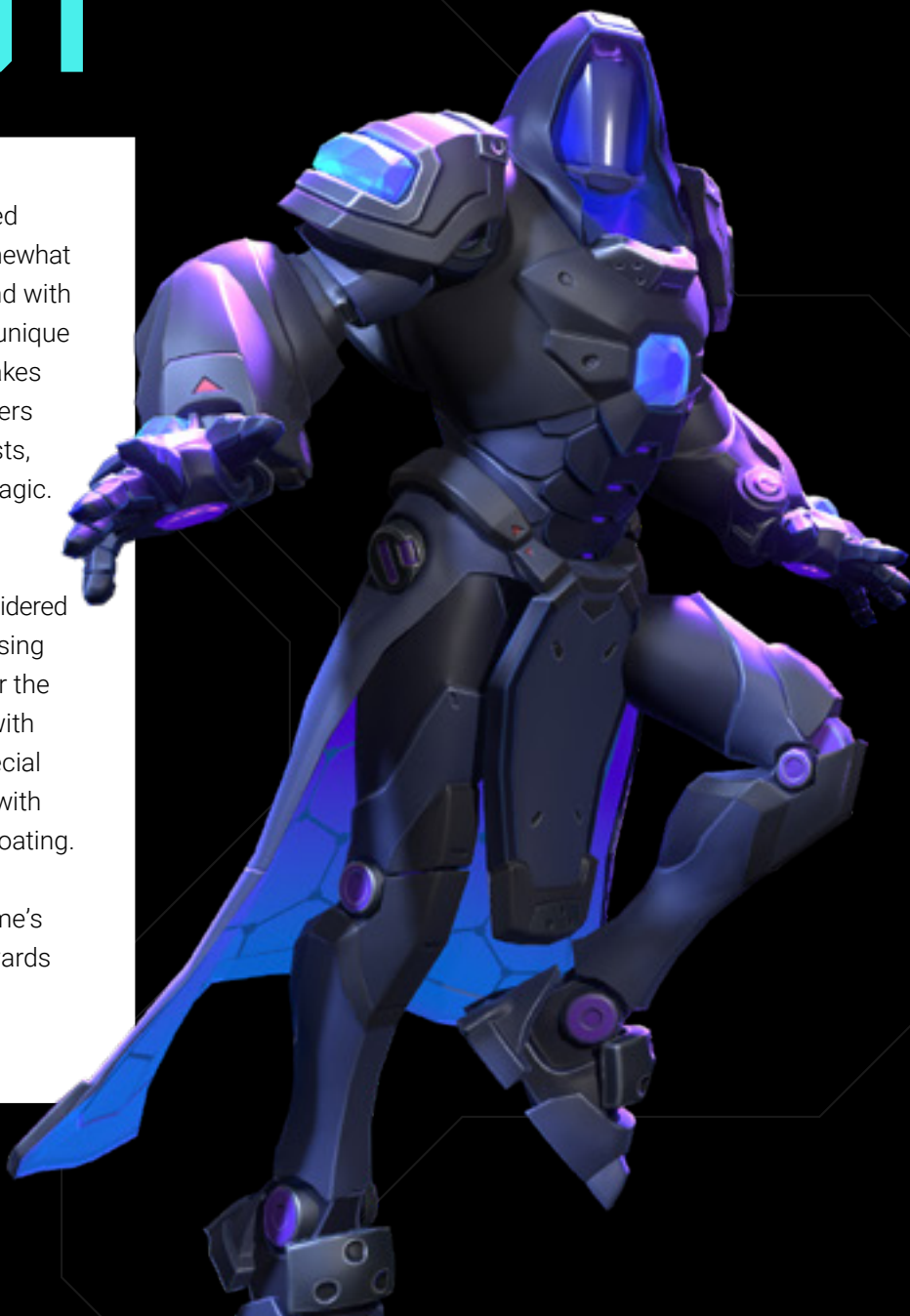


KELIOT

Our next hero, Keliot, was supposed to be the most mysterious – a somewhat unknowable character, but deep and with a global mission. The story of his unique destination and meaning in life makes him even more interesting for players who love puzzles, unexpected twists, the genre of science fiction and magic.

For a long time we could not decide on this character's gender and considered leaving this a mystery, instead focusing more on supernatural elements for the player, and covering Keliot's face with a protective hood. We chose a special image - a technological magician with a cloak equipped with an energy coating.

However, in the process of the game's development, we leaned more towards identifying the character as male.



1



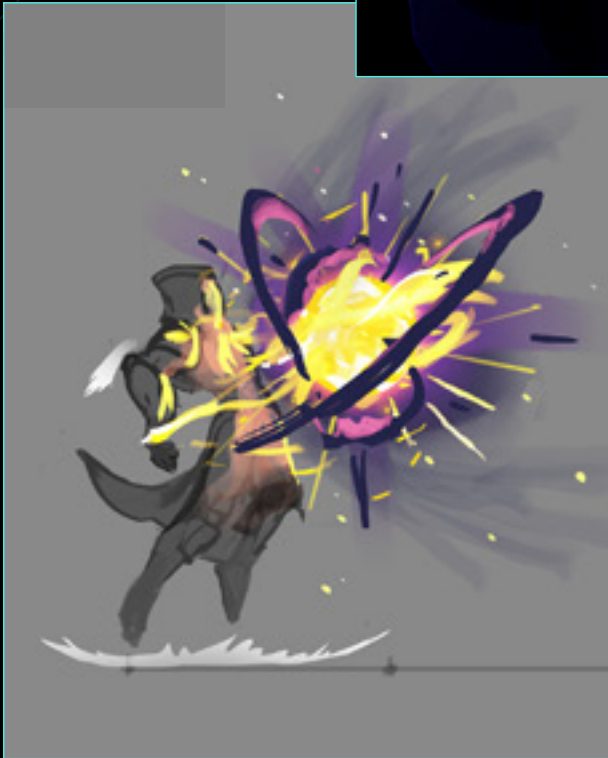
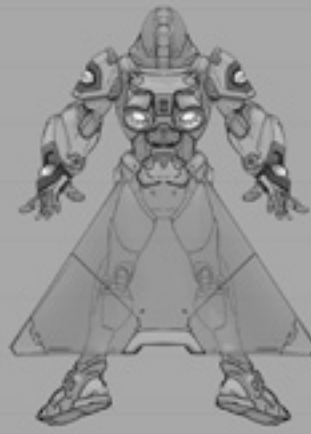
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3



4



WEAPON

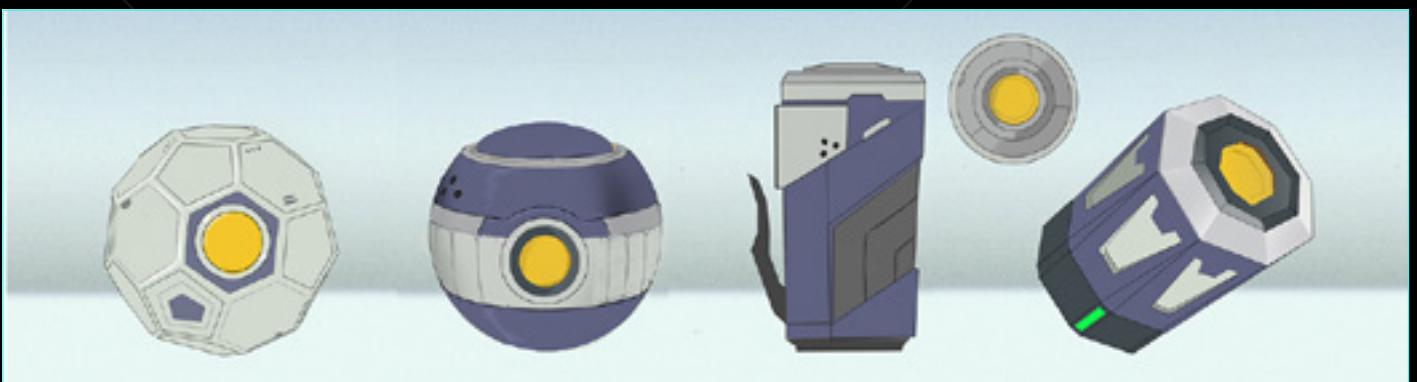
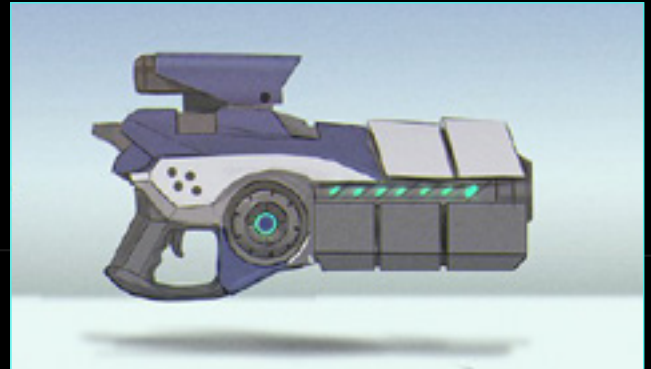
Since the game takes place in space and in the year 2777, we also created equipment and weapons, that should be familiar to us, but at the same time modernized. Hence, the corresponding visual design.

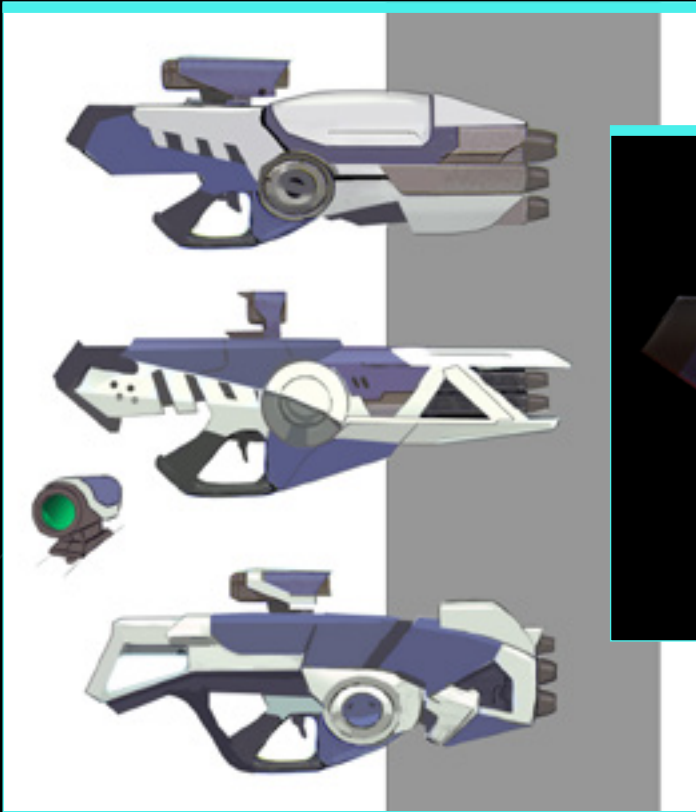
In the game, where players can move the characters and in turbo mode – generally fly with them, the weapons should always be at hand, easy to use and not hinder character movements.

Joe Butcher, as an experienced military man, has the weapon of the military type - a multi-barreled, high-caliber rifle and a rocket to suppress large concentrations of enemies.

Skylar uses light weapons and protection that does not hinder movement - a sniper' rifle and grenades to clear clusters of enemies.

In **Keliot's** case, the weapon needed to be more unrealistic and powerful, like the character himself. That's why we decided to give him a power in the kinetic energy that comes from his hands.



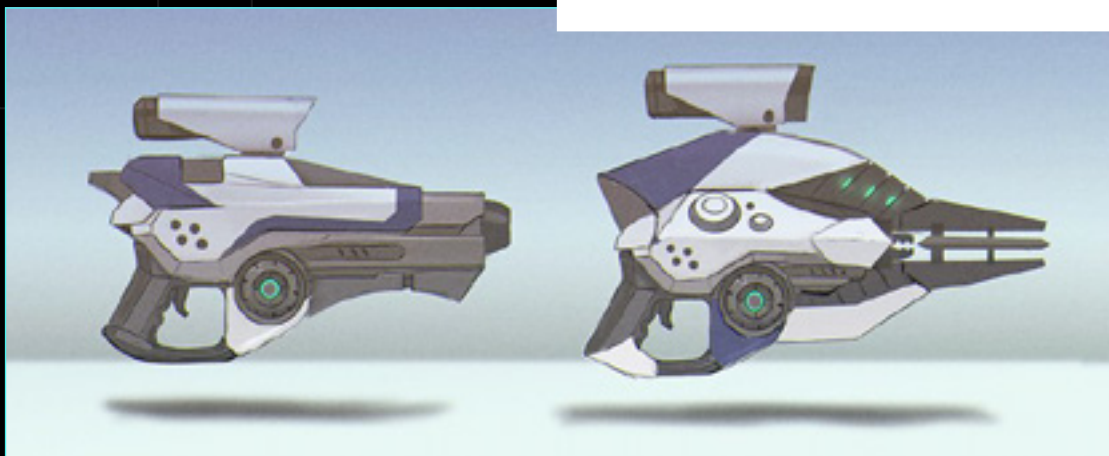


To add even more uniqueness to our heroes, we gave each of them a superpower in the form of winning systems, which only he/she has.

Playing as **Joe Butcher**, a player always gets a multiplier for each of his winnings.

If there are loot boxes in the room, then only **Skyler** has the ability to open them all without the need of a key.

To highlight the magical **Keliot**, we chose for him the opportunity to get a win from every opponent killed, which, for example, Joe Butcher or Skyler cannot.



ENEMIES

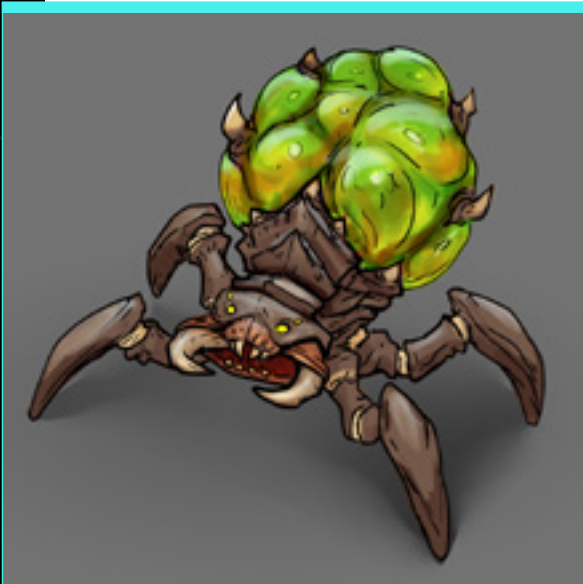
We chose insects and their different types as a prototype for our main characters' opponents. We adapted their images to our game setting - space - as well as to the futuristic setting of 2777.

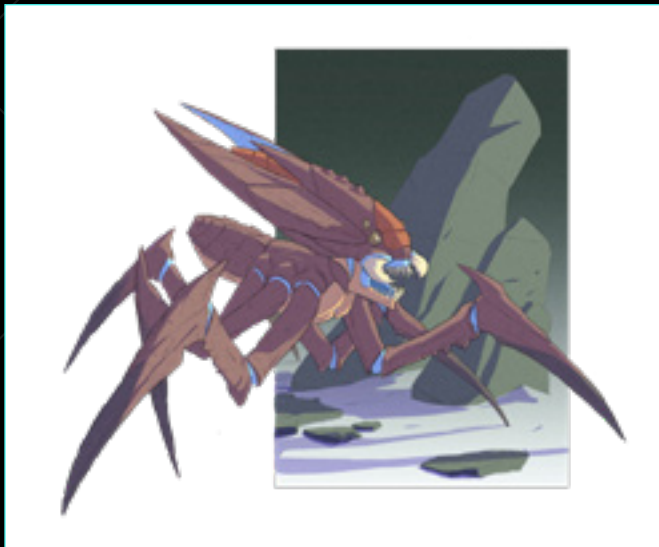
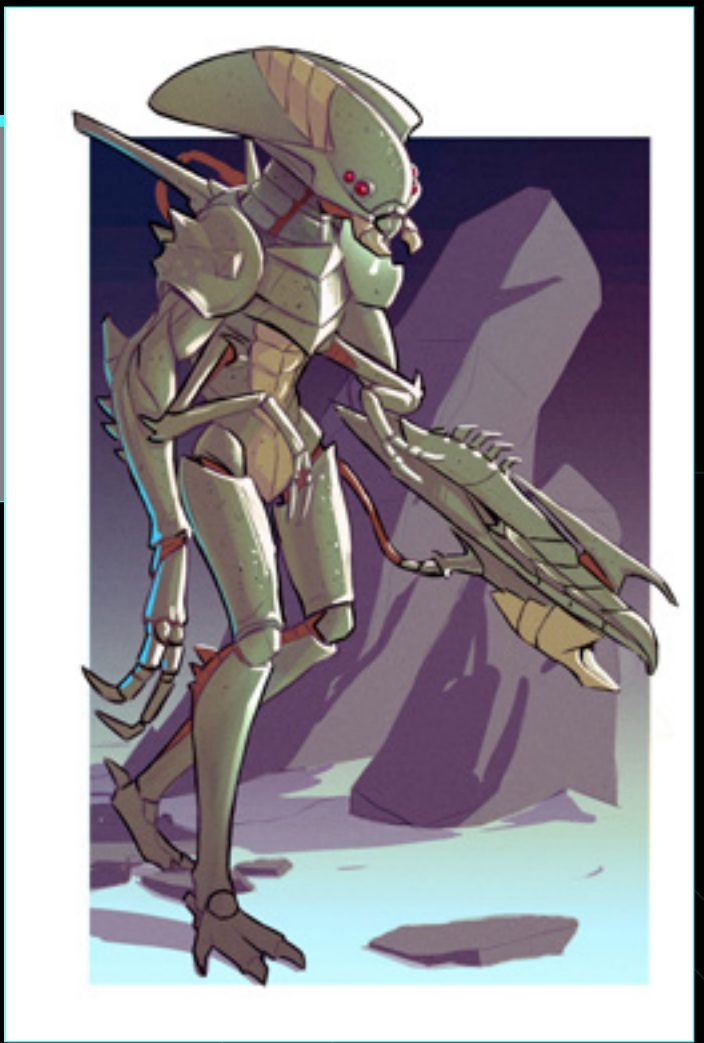
According to the concept, Tritons, the opponents of our heroes, feed on human energy and biological life, which devastates the entire population of the universe. That is why overcoming them is vital for the future of humanity. Each player can feel his imprint in counteracting the Tritons and may even become the one who will save the planet Triton from its invaders.

We assigned each of the Tritons to a certain classification to give the player an idea of what his potential enemy looks like and what weapons it can use. Their names derive from their physiological or military functionality:

LARVA, SOLDIER, LIQUIDATOR, CHIEF AND QUEEN ARE THE TRITON SPECIES REPRESENTED IN THE STAR GUARDIANS GAME.

An important factor in creating Tritons was the gradation, so that the player could feel the growth of the enemy and his strength, as well as the importance of fighting him. The gradation is felt not only in the enemy's physical size, but also in the complexity of victory over it. The most difficult battle is the duel with the Queen, because to destroy her one needs to destroy all three of her heads.





MASCOT



**IVAN
KRAUCHUK:**

The release of our new flagship game, Star Guardians, is also connected to another important milestone in Evoplay's roadmap – **the appearance of our branded mascot.**

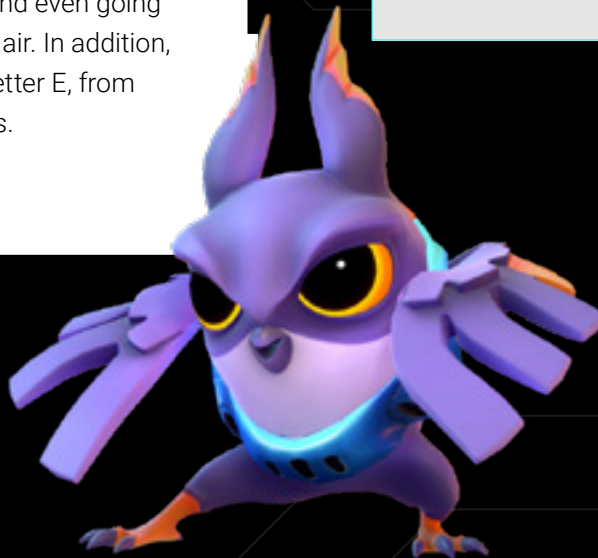
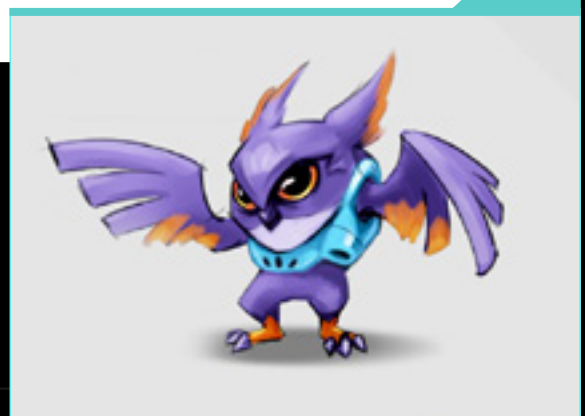
As in any company, Evoplay wants to keep in touch with our partners and players, so we created a symbol for our brand that will represent our business, products and activities in the industry as a separate character. Moreover, the mascot does that not just visually, but also carries the qualities and values that our company holds.

Asking who Evoplay would be if it was a human character or an animal – it's an owl. First of all, because of wisdom, accumulated over the years and an unbridled thirst for knowledge and new information.

A separate symbol is the wings of an owl, which became another driver for our rethinking of ourselves as a business. It helps us represent self-development, gaining speed, taking flight, and even going against the movement of the air. In addition, the wings visually show the letter E, from which Evoplay actually begins.

All of these characteristics fully correspond to us as a brand and the products we develop, and the Star Guardians game introduces players, and partners to **Evo – a fighter, an explorer, an adventurer, a guardian.**

Moreover, we will use Evo not only in the game, but also in all our promotional and marketing materials for the company. From now on, Evo is the face of our company, and when you come across any material with its image, everyone will understand that those assets were made by **Evoplay.**



As with our company, so in the Star Guardians game, Evo symbolizes the knowledge and experience conveyed to players, becoming their assistant in the journey.

He will helpfully appear in the FAQ section as well as being a pop-up during the game, informing players about new events, as well as helping them. Basically, he tells players about game features and happenings. For example, when there are any changes in the game, a dialog box with Evo appears. He then shares information or instructions about a particular event with the players, as well as helps them to find answers to questions.

As for its appearance, Evo is a high-tech owl with a special suit that allows him to fly between the planets. Bright and dynamic, the dominant colors we chose for him are purple, orange, and blue - colors symbolic for our company.

In addition to being our company's mascot, Evo is also one of the game's characters and has his own story and role in the game - to help Keliot and the Star Guardians gather knowledge about Tritons.



MAIN GAME

Before starting the game, the player will have to choose one of 3 heroes for playing. Each hero has a set of modules (amplifiers) that are suitable only for him. They can increase the probability of getting a win, increase the win, or give respins.

In each room, the hero destroys opponents from whom he can get loot. Destroying opponents, the hero takes health damage. Health is restored at the end of each room.



BONUS GAME

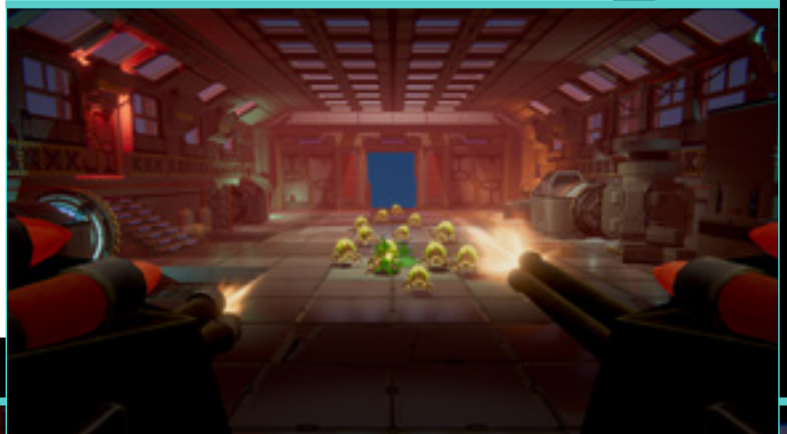
In the bonus game, the player enters a room with three doors, from each of them comes a different number of monsters, which he will need to overcome. Opening each next set of three doors, a player will face more and more Tritons.

Also, a player will have the support of his loyal comrades – other members of the Star Guardians. They are ready to help you defeat the Tritons.

For defeating a Triton, the player receives either money or ammunition in order to charge a special weapon to defeat the Queen. In this way, the player can independently create the same unique weapon that can destroy the greatest evil on the planet.

The number of shots in the Bonus game is unlimited, and the spin is considered as the entrance into a Bonus game room. In this way, we give each player who started a Bonus game an opportunity to battle the Queen.

First, a player needs to destroy the armor of each of the heads, and then the heads themselves. The result, as in any casino game, depends on the luck of chance.



SERHII, CONCEPT ARTIST

For me, Star Guardians is a game that captures your interest from the very first minutes. Here everything is in balance: history, heroes, opponents and game content. Everything is there to enjoy.

My favorite character is Keliot, because in battle he does not rely on conventional military weapons, but on the strength that he has in his own hands and his special skills.

EDUARD, 3D ARTIST

The uniqueness of this game comes with the complexity of its development and the ease and depth of the result, which comes later. This is especially true when it comes to creating a variety of art, as there is plenty of it in the game. Of course, the most interesting thing for me was to create the characters and emphasize their history and strength with every detail of their appearance.

OLEKSII, ENGINEER-PROGRAMMER

I am proud that together with the team we are the ones who will present to the world a first in the gambling industry – a third-person shooter. This is a 3D slot that contains not just symbols, but demonstrates all the interactivity of battle characters and is close to real fantasy movies.

MYKHAILO, MUSIC COMPOSER & SOUND DESIGNER

I personally like the effect of immersion in a techno world of the future, epic battles, sci-fi design, the growth of tension and dynamics, and Star Guardians delivers exactly that.

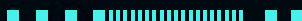
The musical accompaniment on which I worked plays a significant role as it audibly enhances the story of the game and thus conveys a sense of 'presence' in the gameplay.

OLEKSANDR, CONCEPT ARTIST

Star Guardians gave me a unique work experience, which was not limited to the traditional creation of the game itself, but also included work on a comic book and art book based on the game.

That is why I am proud and admire all the work we have done with the teams for providing different variations of materials for even more immersion in the game.

Space, stars, a journey into the future, discovering something unusual, mysterious and incomprehensible, is there anything else more exciting than that?





In conclusion (which is really just the beginning of everything new that will pass your way very soon), we would like to express our gratitude to you, dear Reader.

We appreciate your time and the attention given to Evoplay, our latest game, and our understanding of gambling.

We would also like to thank all of the talented and hard-working people who enrich the Evoplay portfolio. Their work brings iGaming, indeed the whole entertainment sector, original ideas and hours of fun.

With the release of another industry first (the only third-person-shooter gambling game with manual control), as well as the first art book dedicated to a game, Evoplay shows once again that it's not afraid to take on things that **no one has done before**, and we encourage others to do so too. Simply because:

**ONE WHO IS NOT READY
TO INNOVATE CANNOT
LEAD A REVOLUTION**

 **EVOPLAY**



2021