

The Goal is the amount expected to be needed for the amount of the money placed in the working fund.





The goal of this campaign is to secure funding to continue development and take the project to the next level

"Darksouls meets Salvador Dali"

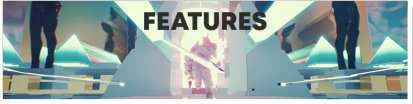
"Souls-like hack 'n slash"

"The abstract wasteland pulses, synchronizing with the rhythm of a cinematic electronic soundtrack and creating a menacing, hypnotic atmosphere."

"...takes cues from Salvador Dali's surrealist paintings ... the strange natural, polygonal world is just his style. "

"surreal Souls-like"

"a Salvador Dali painting come to life"



Explore Stunning Environments

Moonray is full of dazzling, surreal environments. Take the fight to a fierce religious cult in the heart of their holiest shrine complex. Each world features a unique biome with the incredible religious architecture of the cult.



The element *miium* contains incredible power. The cult has unlocked many of its secrets, allowing it to create dazzling monuments, holy temples and shrines. The sacred element is their source of their strength, they use it to transform themselves into into strange and deadly beings bristling with fearsome weapons. Chunks of pure *miium* enhance their bodies and give them astonishing powers.



Beams are spread throughout the enormous levels, allowing fast travel to any unlocked areas and access to healing and upgrades.

Deep Upgrade System

Explore the incredible landscape thoroughly to find the resources needed to upgrade. The enemies will get very tough, very quickly... unlocking new strengths and abilities will be crucial to survival.

Three different categories of upgrades are available: upgrades to your character, to your weapons, and to the floating *sulfs* that trail alongside you. The *sulfs* are chunks of pure *miium* that provide extra offensive and defensive abilities, enhancing your ability to attack and survive and enabling you to develop a unique build and playing style.

Next-gen Musical Visual Effects

The world of *Moonray* is full of cutting-edge VFX and shaders that all pulse and move with the beat



These advanced effects are tightly integrated into world exploration and upgrades. These remarkable objects are emanations of the sacred element *miium* and signal that special collectibles, upgrades and pickups are near...



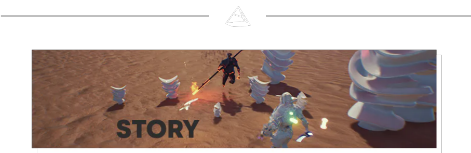
Shaders vary from liquid surfaces and pulsating foliage to mind bending, dynamic, flowing objects.



All of the VFX react to music and pulse with the beat, creating a hypnotic, captivating effect that will suck you into the extraordinary environments of *Moonray*.



*Moonray* features an intense, beautiful and haunting electronics soundtrack by world-renowned DJ/Producer Ten Walls. Over 3 hours of swelling chords and trance-inducing beats are the perfect complement to the other-worldly visuals and sensational environments.



*Moonray is set in a surreal, very far-future world with a story written by comic artist Grim Wilkins. The story will be told in-game through comic panels.*

Many millennia ago...

The Ur-being **Iltar** unlocked the secrets of the element **miium**. Mastery of the element gave her god-like powers but it was never enough. Over the centuries she completely conquered the galaxy, looking for every source of **miium** that she could find. Channeling the awesome creative force of the element allowed her to mold planets, craft solar systems and create new lifeforms. She dominated the stars and reigned supreme for millennium after millennium.

But in one of the many worlds she had long forgotten about... a civilization stirred. Discovering the incredible possibilities of the element, they came to worship it and remember the creator that had shown them its true potential.

A cult arose, as thirsty for **miium** as **Iltar** herself.

Using the sacred element to mold themselves in the image of their god, they sought to gain the same powers she had long ago unlocked.

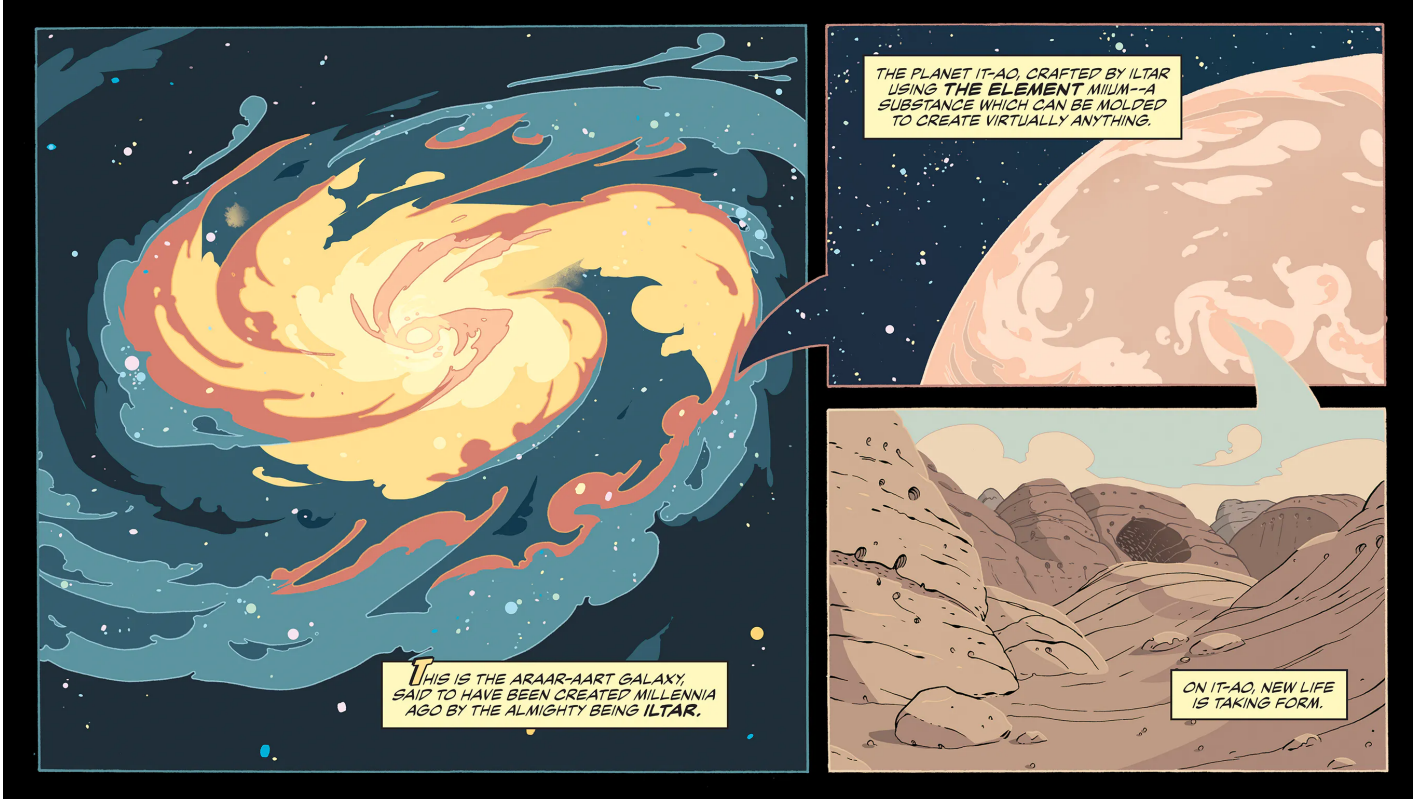
Eventually, **Iltar** awoke from her divine slumber. She sensed her control over **miium** was slipping.

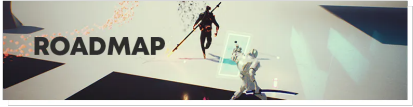
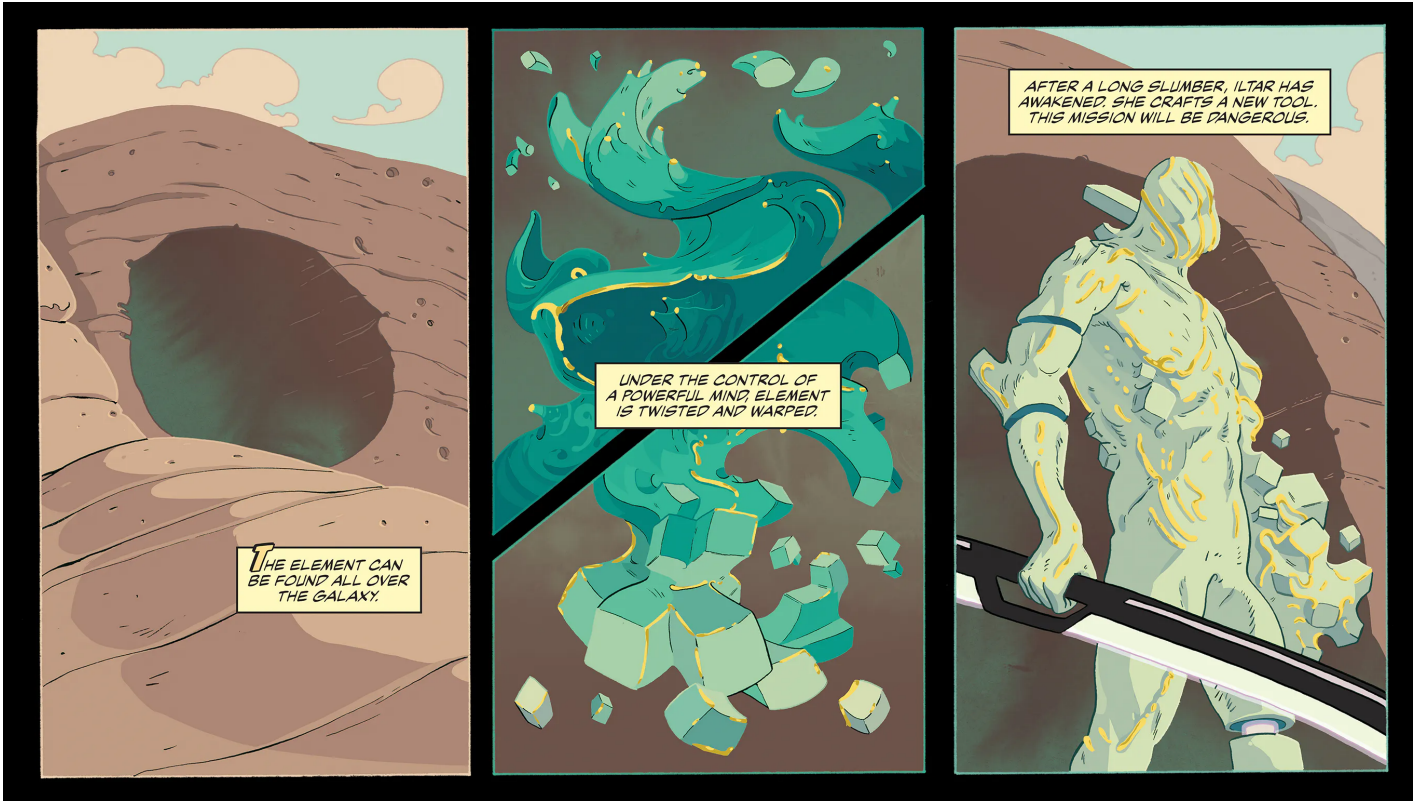
Someone was looking for her.

Traveling to the cult's homeworld, she soon found herself trapped. The cult's power had grown strong indeed. Imprisoned and worshipped as an god by the masses, while the high priest and his acolytes attempted to uncover all of her secrets, she was helpless.

All was not lost, however. Secretly she created a new lifeform, one powerful enough to find and free her. The cult had grown strong and was rapidly advancing. Soon they would no longer have any need of her.

*But if her new guardian could reach her time...*





**'Swarm' Traversal Mode**

You are an intelligent being, fashioned out of the sacred element by the goddess Iltar. Your potential is vast and it is up to you to develop all of your powers. One of the many abilities that miium provides is the power to change into a swarm of flying shards for limited periods of time. While you are incarnated as a swarm you will be able to explore the landscape more quickly and get out of danger more easily. Quickly fly to new areas and make sure you leave nothing behind.



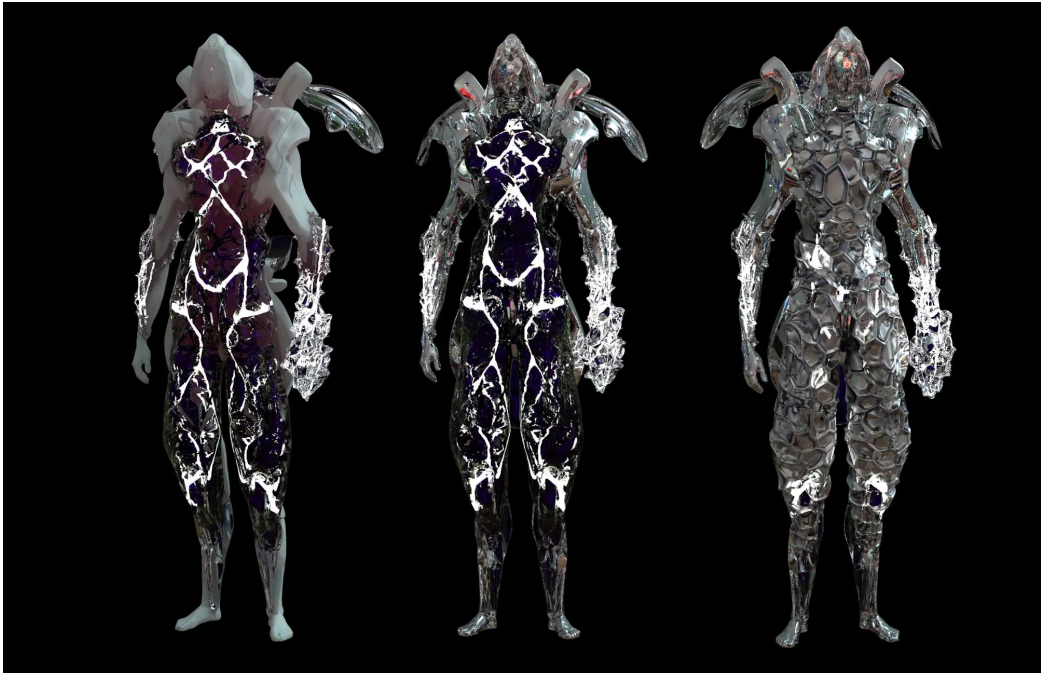
**Vails**

Vails are one of the upgrade paths available to the player. Vails are the floating objects that trail alongside and behind you. These chunks of pure miium provide offensive and defensive abilities along with buffs. The number of vails you can equip and the power of the vails will be fully upgradeable.

But be careful, enemy characters are also equipped with their own vails. Every encounter with an enemy might be different, depending on whether they have offensive or defensive vails. But if you succeed in defeating them, you'll be able to steal and equip their vails, along with finding new vails spread throughout the levels.

**Character Redesigns**

Big changes are coming to the characters, including dynamic, flowing skin via advanced tessellated shaders.



As you upgrade the player character, your look will change entirely. Unlocking new strengths and abilities will also unlock animated and dynamic, flowing skin via next-gen dynamic tessellation shaders.

Non-humanoid enemies

Fantastic new enemies are in the works that will give the world a very strange and surreal feel. Stay tuned for clips coming soon...



The current build is stable and includes an early draft of the first level. Core gameplay features are in place, with upgradeable abilities, four enemy types and the first level boss.

Over 3 hours of music is ready along with the first round of VFX shaders, although many more are in development of course!

We have many changes in the works and level design in particular is something that is still evolving. The alpha build is probably at least 2-4 hours of gameplay, depending on your skill level and how much you need to upgrade.

The initial drafts of levels 2 and 3 are also complete and the biomes are finished: grasslands and forest. The essential architecture and level flow for each is complete. *These levels 2 and 3 are not yet part of the alpha build however, as the upgrade system needs to be further developed first.*

**Disclaimer:** the content shown here is *alpha* and may change significantly or be removed entirely from the final game. Not all content will necessarily be included in the final release of the game.

**Backers:** Backers of certain bundles will receive access to a development alpha build via our Discord server at the end of the campaign

**Future:** Our current plans are to release *Moonray* as an Early Access title on Steam in Q1 2021



We are Element 115, a global team with a diverse set of backgrounds and perspectives. We come from all over the world and don't look just for people with game experience. We like to find out-of-the-box thinkers that look at things in a different way. We try to mix traditional game design with new ideas in order to come up with a fresh take on the classic action genre.

Our core team of 7 is supplemented with another larger group of collaborators.

**Rodrigo E.** // Founder / Art Director

**Petr D.** // Lead Programmer

**Ten Walls** // Music

**Stan B.** // Game Design

**Stephane C.** // Shaders & VFX

**Karl Andreas G.** // Architecture and sculpture

**Marcus J.** // Textures

**Edmund L.** // Animator

**Grün W.** // Story and comic





In order to truly bring our vision to life we need more resources for development and we need community feedback. We want to make a game that will be unlike any other game you've ever played. We have assembled a really talented and creative team and we're looking for your support in making it all happen. We plan to release the game on Early Access through Steam in Q1 of 2021 with a full release by the end of 2021. Fig provides us with a way of raising funds and building our community without exposing the game to the general public before it's ready. Gamers can be very opinionated and we need your help to polish the game as much as possible before we release it into the wild...

	25\$ Alpha Unit	50\$ Gamma Prime	225\$ Epsilon Star	\$1000 Zeta Lord
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Frequently Asked Questions

- Are there any plans for multiplayer?  
We'd like to add co-op to the game at some point, but it will depend on our ability to raise funds and sell copies during the Early Access period. For the time being, this is a single player game only
- How long is the campaign?  
We are aiming for at least 15 hours of gameplay in the finished release. It may end up being more, but this is still very much in flux
- When will Moonray be released?  
We are aiming for an Early Access release on Steam in Q1 of 2021 and a full commercial release 12 - 18 months after that
- What languages will Moonray be available in?  
Initially just English although we do have plans to localize into at least Spanish, French, German and possibly Chinese at some point.
- Which platforms will this be available on?  
Initially this will be a PC game available through Steam and perhaps other PC platforms as well. After the full commercial launch at the end of 2021, we plan to port this to next-gen consoles
- What do you think of UE5?  
The tech demo was mind-blowing and as soon as we get our hands on it, we're going to evaluate whether moving the game to UE5 is feasible or not. We sure hope it is and that the upgrade path for UE4 projects to UE5 is not too crazy. We've been drooling over the new features and think UE5 will let us achieve the next level of visual fidelity that we're striving, for so we're going to consider it very, very hard... For a game that's heavily based on crazy visuals, UE5 looks perfect, but changing engines is very risky and we have to think about it carefully. But rest assured, if it's at all feasible... :)
- Can I get my hands on the comic?  
At some point, yes. Buying the commercial release will include a special version of the comic book story

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Get Returns from Moonray

Developed by Element 115

ANTICIPATED RELEASE: 2021-11-01  
PLATFORMS:

Miscellaneous

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We are currently only collecting indications of interest, and the terms of the revenue sharing agreement with the developer and other details of this investment will be finalized if we receive sufficient interest from investors. We will notify those who have reserved shares by email if and when the offering for this security launches. At that time, an offering circular or memorandum that describes the security and revenue sharing agreement in more detail will be made available to you, and you will have the option to complete your reservation and invest. We may request additional documentation from you prior to completing your investment in order to comply with various banking and securities regulations, such as from your country of residence.

This offering will be made available to accredited investors, and may also be made available to non-accredited investors depending on how much interest we receive, and certain other factors. If we receive sufficient interest for this security, we will file with the U.S. Securities and Exchange Commission (SEC) to make this investment open to both accredited and non-accredited investors!

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Price Per Share  
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Maximum Amount of Offering  
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