

FROM POMME STUDIOS

Bringing Legendary Worlds to Life in Gaming

ALAN DEAN FOSTER'S

MIDWORLD



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INTRODUCTION & VISION

Pomme Ltd is revolutionizing gaming by adapting iconic sci-fi & fantasy universes into immersive video games through partnership with Alan Dean Foster.

First Title: Midworld (2026)

14 additional games: Spanning multiple genres across PC, consoles and other platforms.

This partnership unlocks an unparalleled opportunity to tap into a passionate, global fanbase and reshape storytelling in gaming.

Alan Dean Foster



Bringing his legendary Sci-Fi & Fantasy universes to life in video games!

Writer of the
Star Wars, *Alien*, *Terminator*, *Transformers*, and *Star Trek* novelizations,
as well as the *Humanx Commonwealth* series.

THE OPPORTUNITY – A LEGACY OF LEGENDARY WORLDS

Alan Dean Foster: A Visionary of Sci-Fi & Fantasy Alan Dean Foster is a sci-fi and fantasy legend, shaping iconic franchises like Star Wars, Alien, Terminator, Transformers and Star Trek. With over 140 million books sold, Foster's worlds have mesmerised generations, transporting millions into the depths of imagination.

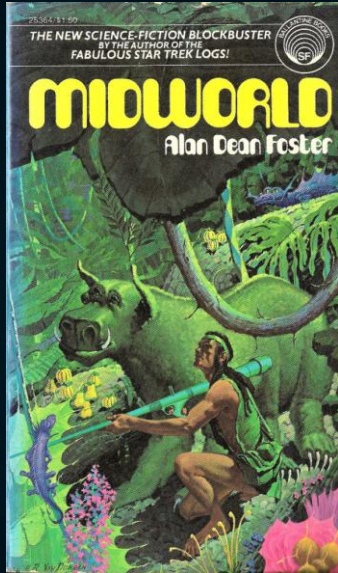
Enduring Legacy His novelizations and original works have helped define entire genres, influencing both filmmakers and readers for decades. **Expansive Universes:** Foster's creations are not just stories—they are vast, intricate worlds brimming with compelling characters, rich lore, and endless possibilities.

The Opportunity For the first time ever, Pomme is adapting these legendary universes into immersive video games under the Alan Dean Foster Presents... brand.

Massive Fanbase With millions of loyal fans already invested in Foster's universes, the demand for new, interactive ways to experience these worlds is stronger than ever.

New Frontiers in Gaming This is a unique opportunity to bring Foster's visionary storytelling to the gaming world, tapping into both nostalgia and the excitement of exploring these worlds in a fresh, interactive format.

UNDER THE UMBRELLA OF ALAN DEAN FOSTER PRESENTS...



The flagship title, Midworld will be released in 2026, set in Foster's original universe of alien ecology and adventure.

With plans to release 14 Titles over the coming years spanning both fan-favorite classics and unpublished works in multiple genres like action, RPGs, and more..

Foster will personally guide the storytelling process, ensuring that the depth and authenticity of his worlds are preserved in the gaming format.

MIDWORLD

Linear story staying true to the original vision.

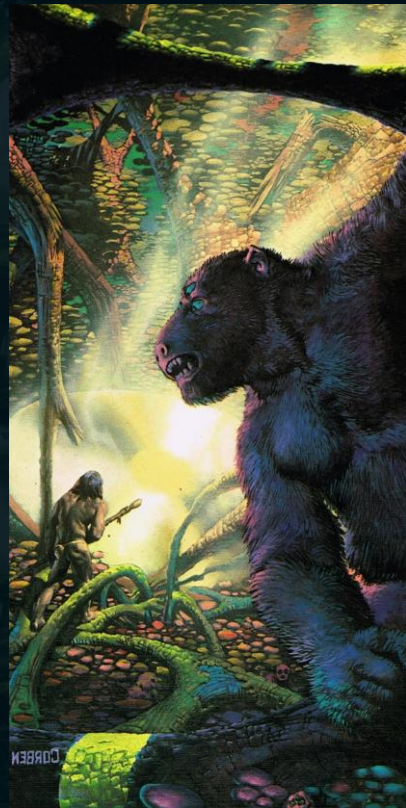
Rich technical combat system, every action counts.

Traverse an open environment jungle parkour style.

Botanical hazards & other worldly foes.

A uniquely vast & multilayered vertical world design.

MAJOR PLATFORMS - PC, PS4, PS5, XBOX, SWITCH



REVENUE STREAMS & INVESTMENT AVENUES

With Pomme Studios

14 New Games including 8 previously unpublished titles.

Games spanning multiple genres including RPGs, action-adventure and beyond.

Potential for new audience as Foster's literary following will shift over to the video game industry.

Strategic Exit Opportunity in 3-5 Years as we scale up, thus creating potential for significant returns.

TWO INVESTMENT AVENUES

Project Based Investment

Focuses on the flagship title and its continuing development with potential for high returns based on its success.

Equity Investment in Pomme Studios

Acquire equity in the Studio producing all titles in the Alan Dean Foster Presents... universe.

Lower risk for investors with a broader portfolio and positioning for growth across multiple game launches.

KEY VALUE PROPOSITION

Tapping Into A Massive Fanbase

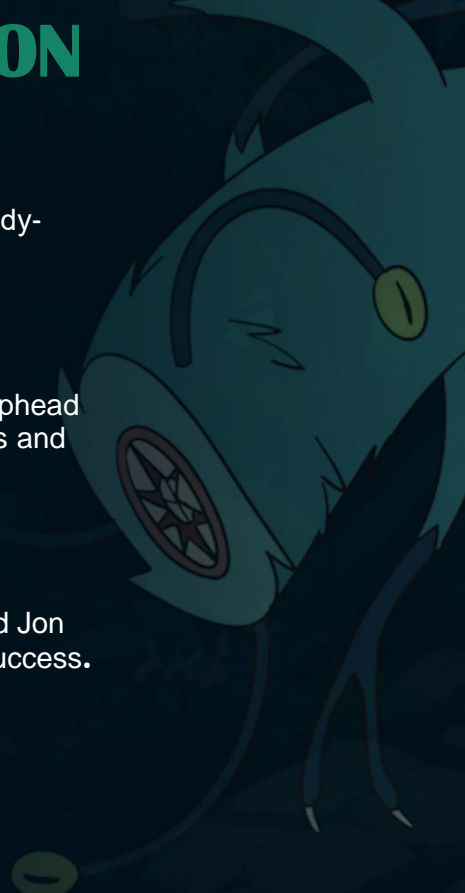
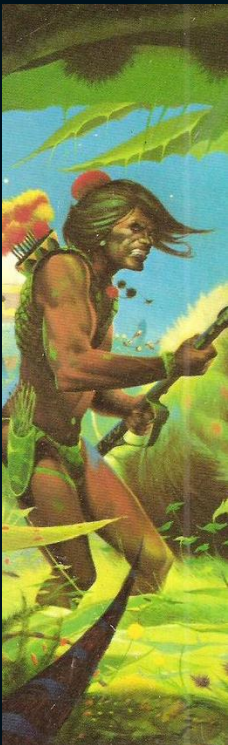
Foster's Works have influenced millions of fans, providing a ready-made audience for Pomme's games.

Top-Tier Talent

Collaborations with Tina Nawrocki, other professionals from Cuphead and similarly acclaimed projects will ensure cutting-edge visuals and immersive storytelling.

Guided By Industry Advisors

Expert advisors, including Alan Wilson (Tripwire Interactive) and Jon Radoff (Beamable), offer invaluable insights to fuel long-term success.



POWER TEAM WITH 80 YEARS COMBINED EXPERIENCE



CEO

Darryl Still



Former exec at Atari, EA, Nvidia, Kiss.

Head of Marketing

Jillian Mood



Former exec at Bendy and the Ink Machine and IGDA.

Development Director

Mateo Młodowski



Creator of Pixel Puzzles & lead programmer at multiple studios.

Publishing Director

James Deputy



Ex-lead project manager at Kiss.

NEXT STEPS

Pomme is actively seeking strategic investors and publishing partners to support the development and marketing of these exciting new adaptations.

We have offices in and will be available for discussions in two key timezones (Europe and North America) and at major industry conferences such as GDC, PAX, ComicCon etc

Contact Darryl Still For more information or to discuss investment opportunities.

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