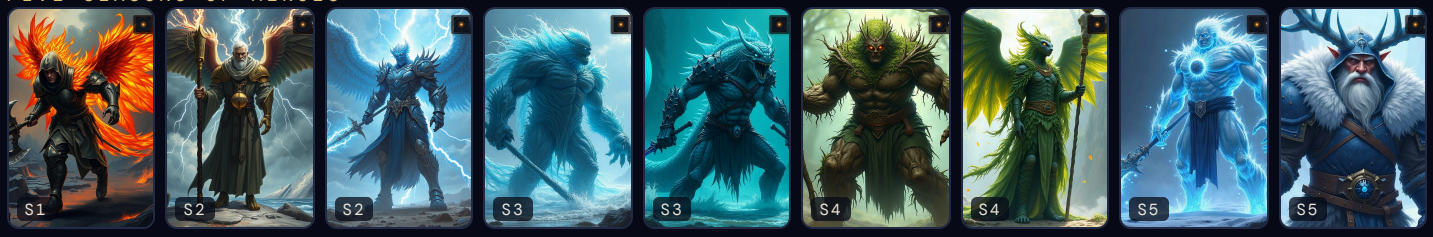
RESONANCE

A PARTNERSHIP BRIEF

A living world your audience *comes back to.*

Resonance is a game world that never stands still. New chapters, new characters and new events land every week, and players show up to see what happened next. Brands step inside that world, and their audience comes with them.

FIVE SEASONS OF HEROES



Every season opens a new world, and every player forges their own heroes for it. These are players' avatars, not stock art.

WHY PEOPLE KEEP COMING BACK

The world changes while you're away.

Most branded experiences launch once and fade. Resonance is run like a TV series with an audience that votes on the next episode. There's always a reason to check in today:

DAILY	Fresh challenges, a world boss to chip at together, dishes to cook and collect.
WEEKLY	A new story beat. Leaderboards reset, and the community builds toward a shared goal.
MONTHLY	A new chapter of the world opens, with new places, new enemies and new rewards.
SEASONAL	A whole new world, a new cast of heroes and a story that carries on from the last one.

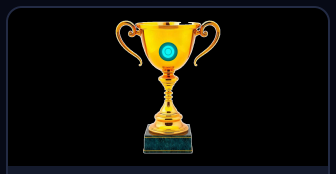
That rhythm is called **live ops**, and it's the engine. A brand doesn't buy an ad slot. It becomes the next episode.

MANY WAYS TO PLAY, ONE WORLD

Something for every kind of fan.

Journey

Lead a team of heroes through story chapters, bosses and whole worlds.

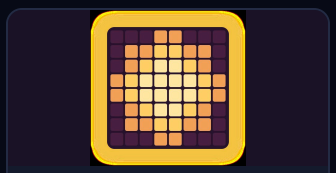


Tempo

Fast head-to-head matches, houses, cups and bragging rights.

The Kitchen

Gather, cook and trade dishes that power up everything else.



Scholar

Daily mosaic puzzles for the thinkers. Short, clever, shareable.

THE STORY SO FAR

Players don't just play it. They live through it.

Each season is a chapter in one long story, and players' choices push it forward. Here's the last arc:

Sonentius

A living planet wakes up. Players explore it, cook its harvest and stand beside its guardian.

The Dissonance

A creeping silence invades. Week by week, the community holds the line together.

The Departure

The planet hands players the plans for a ship and tells them to go.

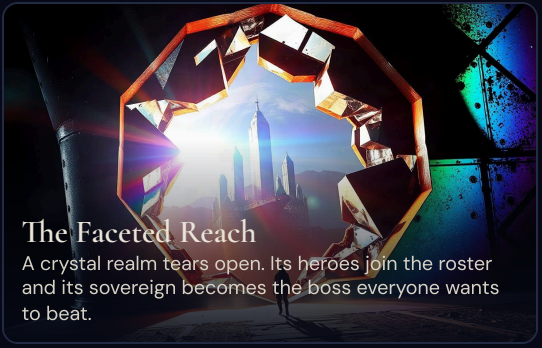
The Ascension Vessel

Everyone builds one ship together. Each week a new wing comes online, and it's heading somewhere new.

WHAT A BRAND PARTNERSHIP LOOKS LIKE

Your world, inside ours.

Each of these was designed from scratch around a partner's own characters and world. Your brand isn't a logo on a wall. It's a place players travel to, with its own heroes, villains and treasure.

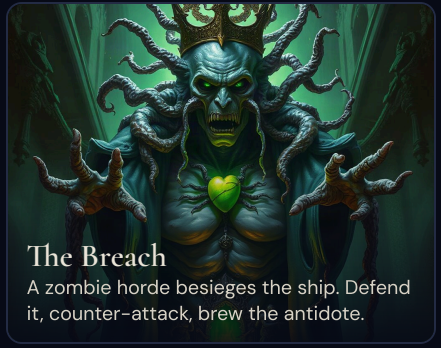


The Faceted Reach

A crystal realm tears open. Its heroes join the roster and its sovereign becomes the boss everyone wants to beat.

The Endless

A run into deep space against waves of creatures. How far can you go?



The Breach

A zombie horde besieges the ship. Defend it, counter-attack, brew the antidote.

WHAT AN EVENT COULD BE

A new world

Your setting becomes a story chapter: places, enemies, a boss and an ending.

A community siege

Everyone fights one giant threat together, live, with a shared progress bar.

Signature items

Your heroes, dishes or gear as collectibles players work for and keep.

A seasonal festival

A holiday or launch moment that comes back every year as a ritual.

WHAT IT DOES FOR YOUR BRAND

- **Time, not impressions.** Fans spend days inside your world, not three seconds scrolling past it.
- **A story people retell.** Your characters and moments become things players talk about.
- **A reason to come back.** Weekly beats keep your brand in front of the same people, again and again.
- **Launch-ready fast.** We build on a proven world and run the event. You bring the IP.

WHAT IT DOES FOR YOUR AUDIENCE

- **Free to play** in any browser, on any phone.
- **Something to earn and keep** that ties back to you.
- **A community** already waiting for the next chapter.
- **Easy to learn, deep to master.** Five minutes or five hours.

Try it. Then let's write your chapter.

Play for ten minutes and you'll see it. When you're ready, we'll sketch what your world looks like inside Resonance.

play.rsnc.network