



Phantom Vanguard

A MODERN COMBAT SERIES BY GAMELOFT



Agenda

1. Game Features Introduction
2. Cross-Platform Discussion Points
3. Other Matters for Discussion



1. Game Features Introduction





MODERN
COMBAT 5



Phantom Vanguard

A MODERN COMBAT SERIES BY GAMELOFT

Visual
Fidelity

Narrative



Fast-Paced

Game Feel

Definitive Evolution of the Original

Arcade Magic Crafting



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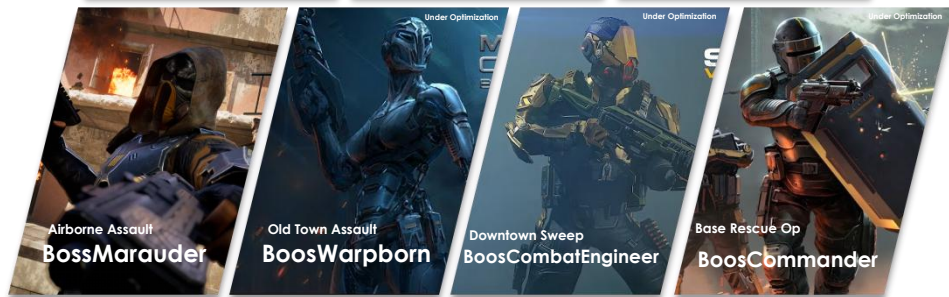


IGS



Game Features

7 Epic Stages, 7 Legendary Bosses



Game Features-Stunning Graphics

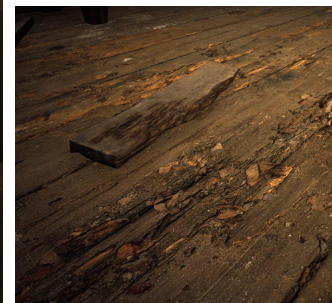
Next-Gen Evolved: Redefining Visual Realms



Enhanced Original Asset Fidelity & Polish, Enriched Combat Atmosphere



Enhanced Debris Diversity & Material Fidelity



Aged Wood Floor Material Enhancement



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IGS



Game Features-Stunning Graphics

Photogrammetric Landmarks: Real-World Precision



Grand Canal Showdown: Piazza San Marco



Venice - Piazza San Marco

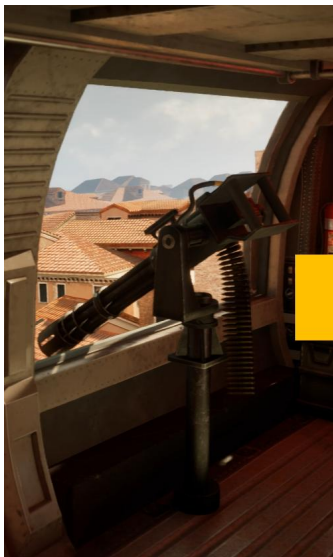


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Game Features-Combo Gun Mode

Gatling Fusion - Barrage Mode



Heavy Machine Gun (Special)



Insert Physical Gun Peripheral into Dock



Deploy Heavy Ordnance: **Eliminate Hostiles & Destroy Vehicles**





Game Features-Types of Guns

Extensive Arsenal, Unmatched Gunplay

Handheld Weapon Operation

Preset Weapons



Assault Rifle



Submachine Gun (SMG)



Shotgun



Sniper Rifle



Smart Weapon System

Combined operation weapon



Rocket Launcher

Shooting Blaster with Stand



Heavy Machine Gun (HMG)



Game Features-BOSS

Original Characters, Evolved! Duel the Dual-Gun Hunter!



Enhanced Features, Key Impression Points

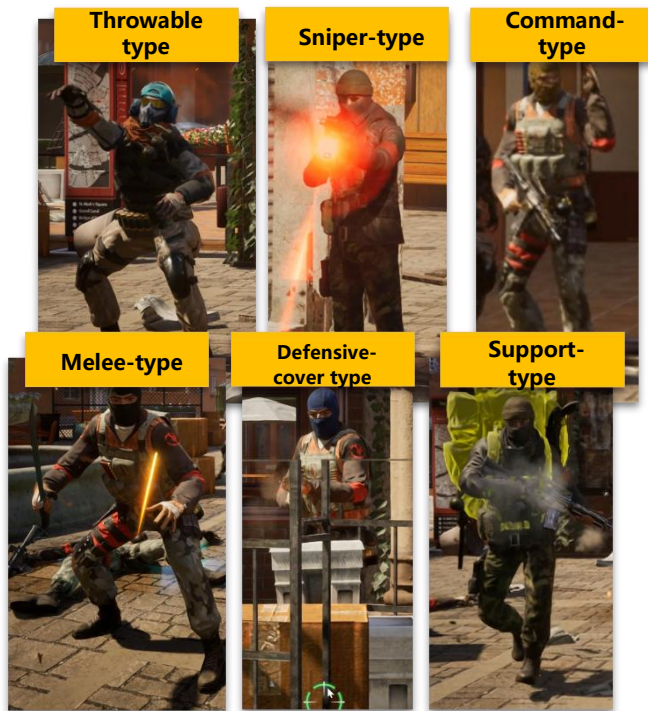
Beyond the dual-wielding feature, we've added **ricochet shots** and **agile jumping mechanics**





Game Features-Enemy soldiers

Diverse military units , More dynamic combat experience



New military units added , Diverse behavior patterns enhance gameplay richness.



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Game Features-Destructible environments

Shootable destruction, Experience explosive destruction



Added large-object explosive destruction, wall peeling effects, and related environmental damage systems, Satisfying shooting feedback



Game Features-Music & Sound Effects

Sound design with **cinematic layering** and **battlefield immersion**

Enhance **dynamic volume range in audio**, Enhanced feedback effects:

Explosion sounds, Impact sounds, UI



Optimized and integrated into original factory assets, Amplify battlefield **immersion** :

Enemy voice lines, Enemy gunfire sounds, Tension-building music





Game Features-Frame design

Follow-up optimization :
Gun mount design 、 Detail refinement

In a **mechanical style (80% contemporary / 20% futuristic)** 、

Primarily modern military ruggedness .



Military-style horn
Rear speakers (4.1 channel)

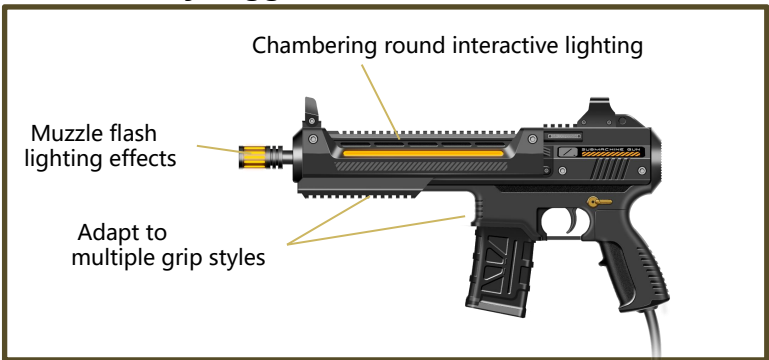
Muzzle flash
interactive lighting

I-beam console
(Forge a rugged
military-industrial
aesthetic)

Military-style gun mount

Front speakers
(4.1 channel)

Equipment case
styling elements



Chambering round interactive lighting

Muzzle flash
lighting effects

Adapt to
multiple grip styles



* Additional variants under discussion





Feature summary

Visually stunning and **highly interactive** shooter



Combo Gun Mode



Destructible environments



Diverse enemy troops



Stunning Graphics



7 Legendary Bosses

THANK YOU

Thank you for your attention

