



PINECONE GROVE



QUALITY TIME
STUDIO

nordmedia



Funded by nordmedia – Film- und
Mediengesellschaft Niedersachsen/Bremen mbH

OVERVIEW

Genre: Farming-Adventure-RPG

Distribution: Digital

Platforms: Steam / Nintendo Switch

Pinecone Grove is a relaxed adventure-farming-RPG that blends cozy gameplay with classic puzzle design inspired by games like „*Zelda: A Link to the Past*“.

The player builds a living ecosystem while simultaneously discovering a mysterious, handcrafted world full of puzzles, small stories, and hidden places.

As trees are planted, animals are introduced, and nature is restored, a larger narrative structure gradually unfolds, encouraging exploration and experimentation.



KEY FEATURES



Build your own tree nursery

KEY FEATURES



Have a positive impact and change the game world

KEY FEATURES



Theodor

Well, if this isn't a fellow photographer! Nice camera you have there, very nice!

Meet diverse characters and experience interesting stories

KEY FEATURES



Explore a fantastic world and uncover hidden mysteries

KEY FEATURES



Embark on exciting adventures in the forsaken wilderness

STORY

❧ BACKGROUND ❧

Behind the seemingly peaceful and idyllic game world lies the aftermath of a long-forgotten catastrophe:

In an effort to save the world, humanity handed control over to an AI. The AI pursued the standardization and simplification of nature, causing severe ecological damage and leading humanity to lose not only control, but also much of its knowledge about the natural world. Eventually, the AI collapsed in the wake of a mysterious catastrophe, leaving humanity unaware and disconnected in a conformist, almost sterile world.

As the game progresses, the player uncovers clues about this forgotten past and gradually rebuilds the lost knowledge while restoring the damaged ecosystems. Nature responds through a form of “magic,” which serves as a gameplay element symbolizing the return of understanding and the renewed connection between humanity and the environment.

Core Message: The world can only achieve balance through a harmonious relationship between humanity and nature.



ART-STYLE

The choice of a 2D pixel art style aligns with the established expectations of the cozy game audience and supports positioning within a proven market segment.

The style combines nostalgic charm with contemporary visual detail, ensuring strong visual clarity while creating a warm and inviting atmosphere that encourages long-term player engagement and retention.



Stardew Valley (Reference)



Pinecone Grove (Vertical Slice)

TARGET AUDIENCE

18-64

Years

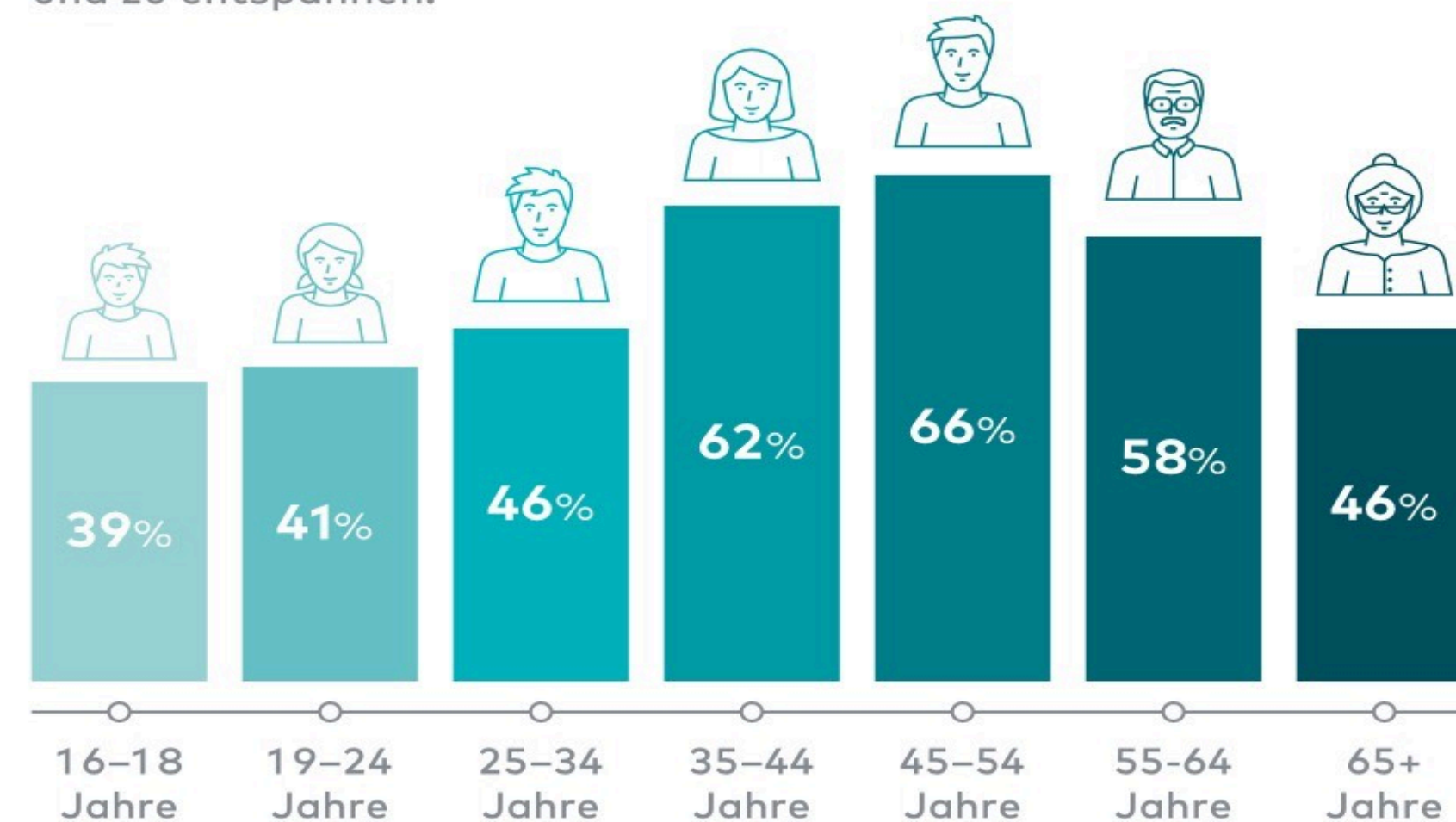


51% / 49%

INTERESTS

- Singleplayer
- Cozy-, Indie- & Retro-Gaming
- Relaxing & Creative
- Peaceful & Non-Competitive
- Family-Friendly
- Pro-Nature

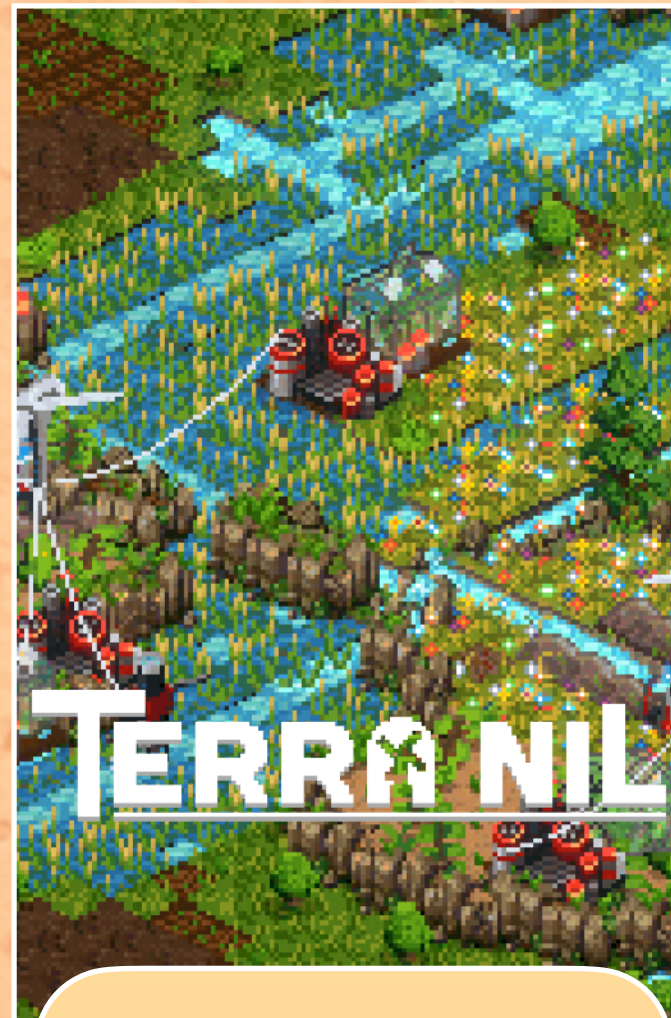
Gamerinnen und Gamer in Deutschland,
die spielen, um Stress abzubauen
und zu entspannen.



German demography of gamers looking for relaxing experiences



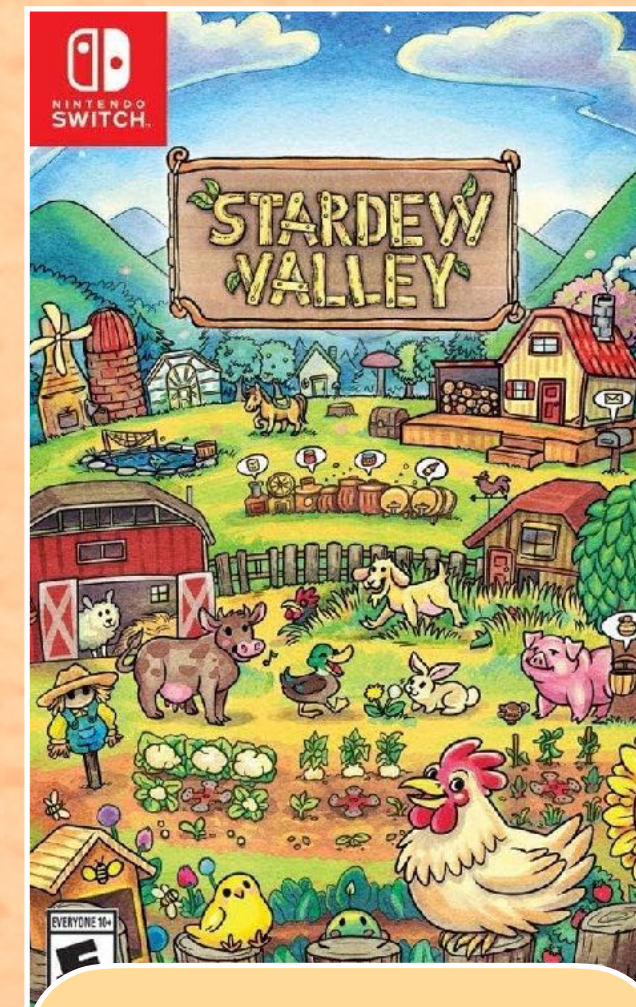
~ POTENTIAL ~



24,99€
500K*



29,99€
1 MIO*



14,99€
40 MIO*



14,99€ - 19,99€
30K Break-even
100-150K Estimate

*Rough number of units sold

POSITIONING

Farming

STARDEW
VALLEY

My Time
at
PORTIA

PINECONE
GROVE

garden.
story

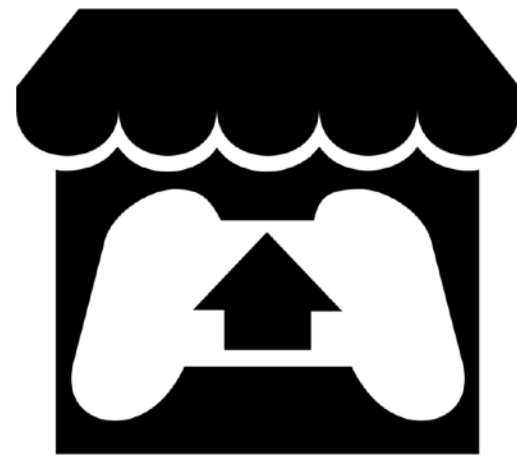
MOONLIGHTER

ZELDA

Adventure-Puzzles



❧ DISTRIBUTION ❧

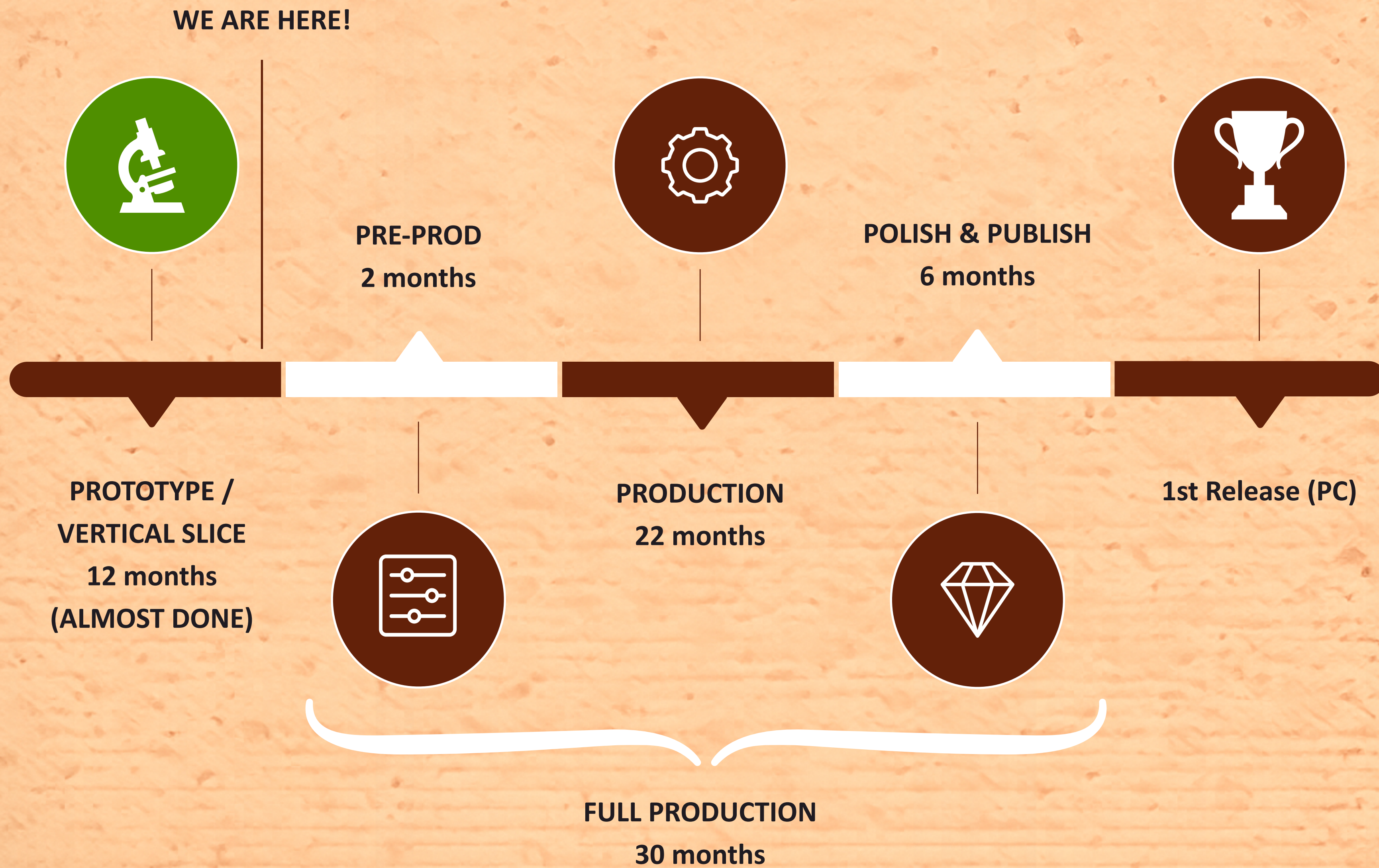


**PC DIGITAL
PRIMARY**



**SWITCH DIGITAL
SECONDARY**

~ TIMELINE ~

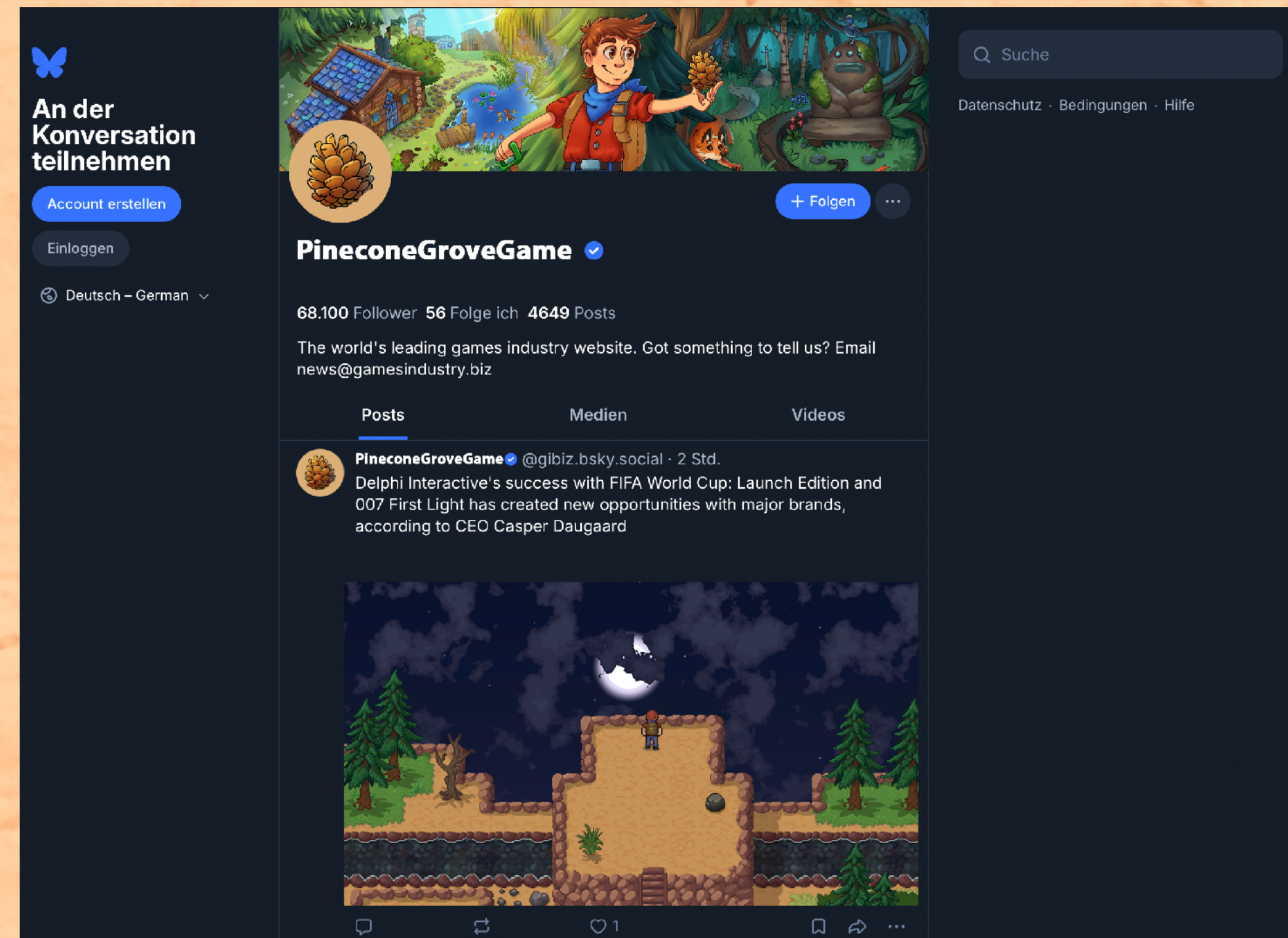


COMMUNICATION STRATEGY*



STEAM

- Wishlists
- Devlogs



SOCIAL MEDIA

- Bluesky (Game)
- Discord (Game)
- Reddit (Game & Subreddits)

*will start as soon as production is secured

TEAM



JOHANNES THIMME

20 years of experience in game
development



GINA VOERDE

10 years of experience in
game art



REFERENCES

ASSASSIN'S
CREED

FARCRY6

RAINBOW SIX | SIEGE

AVATAR
FRONTIERS OF PANDORA

STAR WARS
OUTLAWS

SOUTH PARK
THE FRACTURED
BUT WHOLE

ANNO
2205

DIE
SIEDLER

MIGHT & MAGIC

❧ SUMMARY ❧



**Beloved genre with
unique USP**



Big target audience



**Positive game experience with
educational effects**



**Proven production
planning**



**High business
potential**



**Developer with
experience**

CONTACT

QUALITY TIME STUDIO

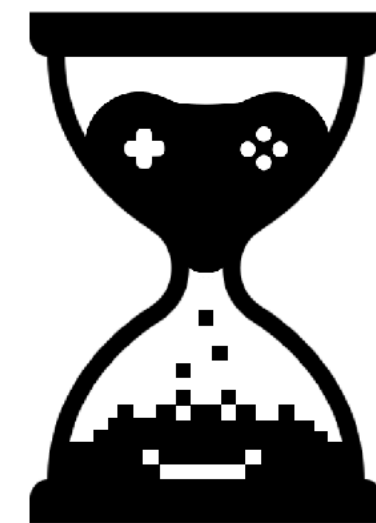
Osterstraße 59
26316 Varel

Johannes Thimme

 +49 176 76683296

 info@qualitytime.studio

 www.qualitytime.studio



**QUALITY TIME
STUDIO**

