ICECUBE AND THE ARCTIC AWAKENS

AN ORIGINAL ARCTIC TRANSMEDIA IP

CREATED BY SLEETFLEET LTD.

Confidential presentation





IT ALL BEGAN 10,000 YEARS AGO

A fragment from Triton, Neptune's moon, travelled through space and fell to Earth, giving rise to the Star Glacier.

Within this ancient ice lay a power that would shape the Arctic.

Ten thousand years later, the shattering of the Ice Heart would awaken a small hero named Icecube.

MEET ICECUBE

A small hero with a brave heart.

Born of ancient ice, Icecube is deeply connected to the frozen world around her.

Curious, kind and still discovering her powers, she feels fear but keeps going—finding strength in friendship and refusing to give up on those she loves.





A WORLD WORTH SAVING

Kelvin the King of Flames, has shattered the Ice Heart—the source of balance between ice, water, wind and life.

Icecube must recover its 52 scattered shards and confront Kelvin.

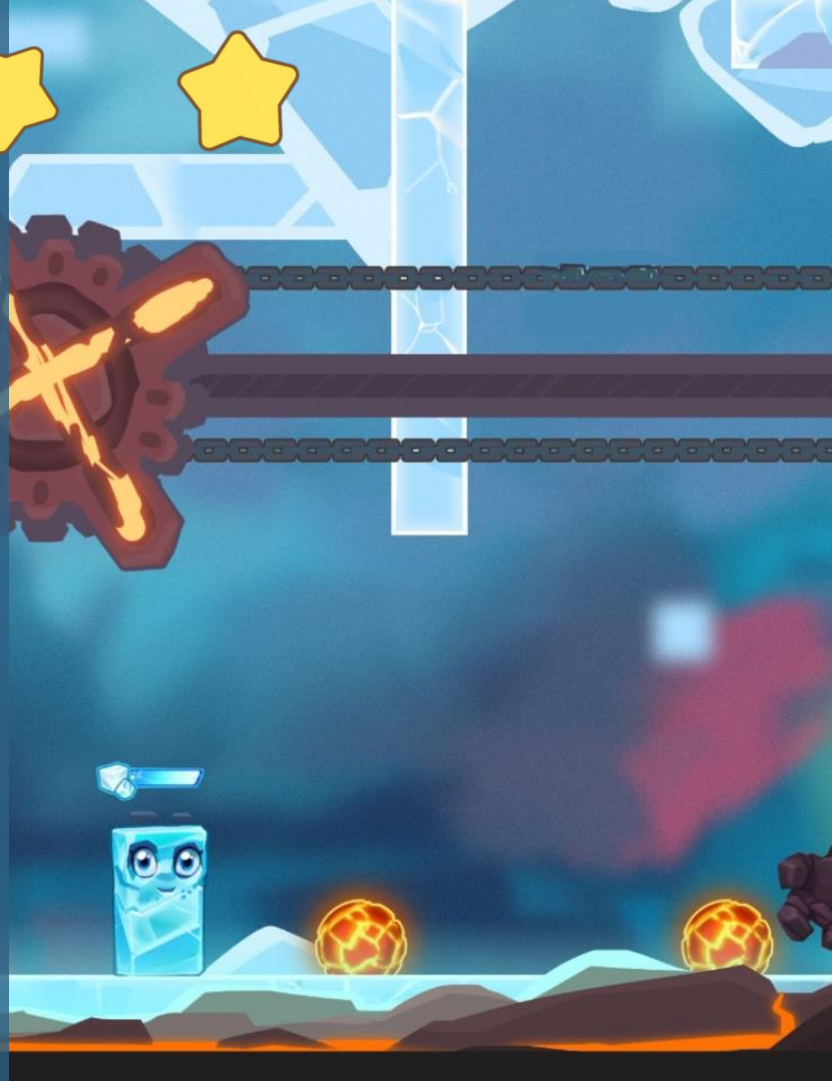
Her journey will take her far beyond familiar ice, testing her powers, her friendships and everything she believes about herself.

ONE WORLD. MANY WAYS TO EXPERIENCE IT.

BOOKS
Icecube fantasy trilogy. The first novel is available in Finnish as a printed book and audiobook.

GAME
A hand-drawn 2D adventure, approximately 85% complete.

ANIMATION
A completed series bible, scripts for 3 episodes and synopses for 10.





BUILT WITH PASSION. READY TO GROW.

For more than 4 years, our dedicated indie team has invested thousands of hours and thousands of euros in Icecube.

That commitment has produced a published novel, a playable game and extensive story and visual development.

The next step is to turn this creative foundation into releases that reach audiences worldwide.

CREATIVE FOUNDATIONS. COMMERCIAL POTENTIAL.

Icecube offers opportunities across publishing, gaming, animation, licensing and merchandise.

Its distinctive characters and established visual identity can connect these experiences under one recognisable brand.

Each release can introduce new audiences to Icecube and support the growth of the wider IP.





PARTNERS FOR THE NEXT CHAPTER

We are seeking investors and partners to help complete and launch the game, develop the animated series and expand international publishing.

Opportunities include game publishing, animation co-production, translation rights and licensing.

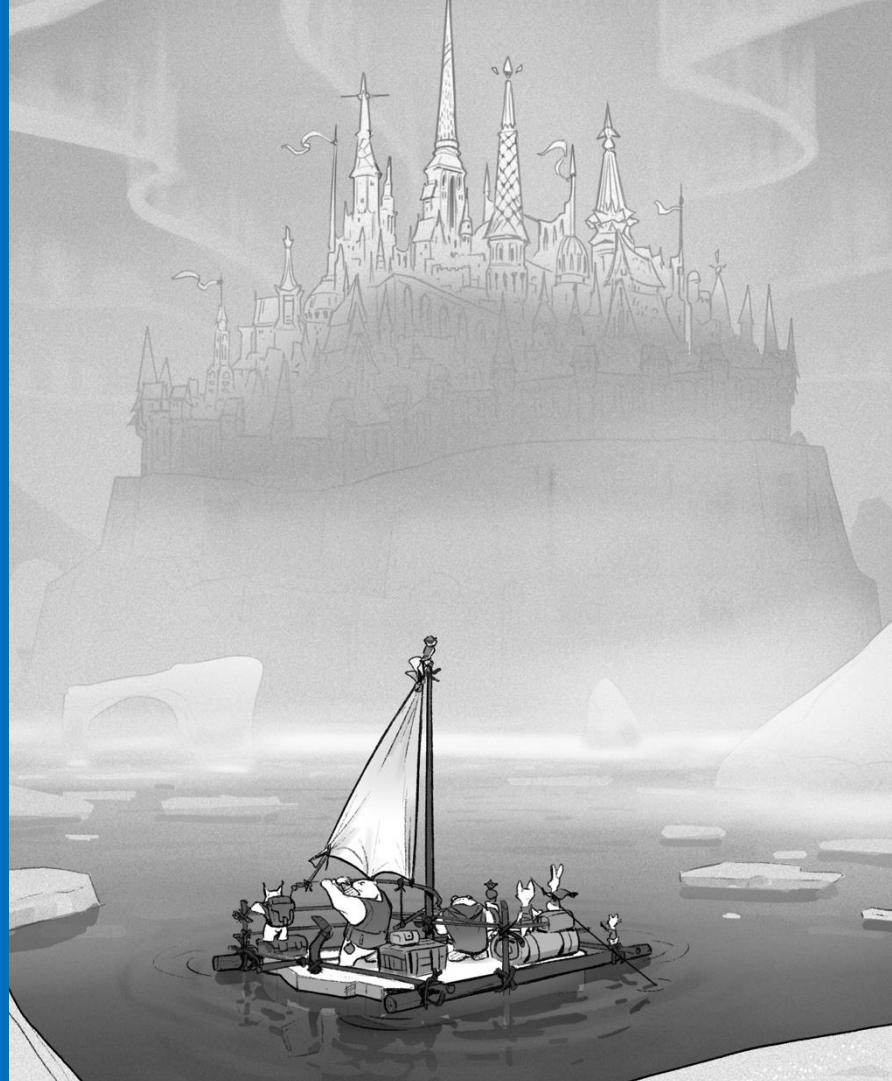
We bring an original IP, a committed team and years of creative development.

THE ARCTIC WORLD

An ancient glacier. A moving ice fortress. A city of fire.

Frozen seas, hidden valleys and northern lights create a world of beauty, mystery and danger.

Home to Arctic animals and brave Ice Warriors, this living landscape shapes every adventure—and gives Icecube something worth protecting.



FRIENDS & GUARDIANS

Every friendship gives Icecube a reason to keep going.
Boreas, the wise polar bear, offers guidance. Arktika and his Ice Warriors stand ready to protect their home.
With Tilly, Lumi and Frostwing beside her, Icecube discovers trust, courage and the comfort of belonging.





THE FORCES OF FIRE

At their heart stands Kelvin the King of Flames, whose destruction of the Ice Heart threatens the Arctic.

By his side is Darkbubble, his cunning advisor. Ahead lie fierce enemies, fire creatures and powerful bosses, each testing Icecube’s courage and growing powers as she journeys towards the final confrontation in Magma City.

Kelvin will stop at nothing to bring the Arctic under his rule.

THE GAME – JUMP ICECUBE'S WORLD

A hand-drawn 2D adventure spanning 52 levels and 11 boss battles, leading to a final confrontation with Kelvin.

Players discover Icecube's powers, and face the rising heat of fire. Every challenge brings them closer to restoring the Ice Heart.

Approximately 85% complete, the game turns the world of Icecube into an adventure players can experience for themselves.







THE BOOKS – DISCOVER THE STORY

An illustrated fantasy trilogy exploring Icecube's origins, friendships and the ancient forces shaping her world.

Icecube and the Arctic Awakens is available in Finnish as a printed book and audiobook. An English translation is underway, targeting approximately 70,000 words.

Planned sequels:
Icecube and the Rise of Kelvin
Icecube and the Last Shard

THE ANIMATION BRING ICECUBE TO LIFE

A planned 2D adventure series with 7-minute episodes, blending humour, friendship and the conflict between fire and ice.

Development materials ready:
Series bible • 3 episode scripts • 10 episode synopses

The game has established the environments, colour palette and visual identity, giving the animation concept a substantial creative foundation.







AUDIENCE & TONE

An Arctic fantasy adventure for children aged 10+ and audiences who love imaginative worlds.

Books: Readers aged 10+, including young adults and adults.

Game: Players who enjoy 2D platforming, exploration and challenging boss battles.

Animation: Children and families drawn to memorable characters and stories.

Adventure, humour and moments of wonder balance the danger, while friendship, courage and belonging give the story.

THE TEAM BEHIND ICECUBE

A small indie team united by a shared passion for building an extraordinary world.

Teemu Leppälä — Creator, Author & Producer
Founder of Sleetfleet. An author, documentary producer and sea captain whose experience inspires the Arctic setting.

Roman — Game Developer
Bringing Icecube’s adventures and evolving powers to life in Unity.

Ruslan — Illustrator & Art Director
Creating the hand-drawn characters, environments and visual identity connecting the books, game and animation concept.





JOIN THE ADVENTURE

Let’s bring Icecube’s world to audiences everywhere.

We welcome investors and creative partners to join us in shaping the next chapter of this Arctic adventure.

Teemu Leppälä
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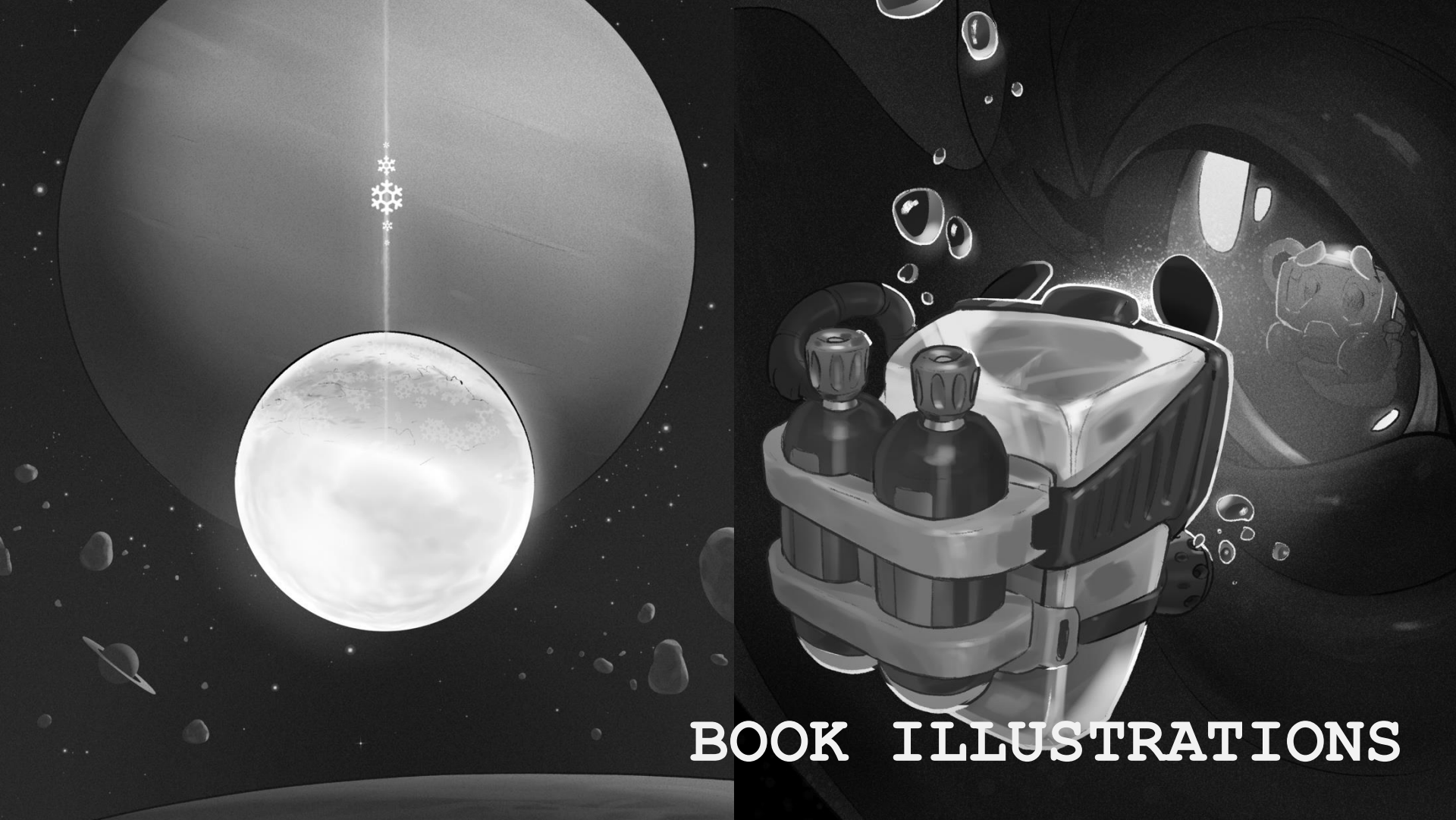


KEY ART PICTURE K1


KEY ART PICTURE K2


KEY ART PICTURE K3


KEY ART PICTURE K4


BOOK ILLUSTRATIONS


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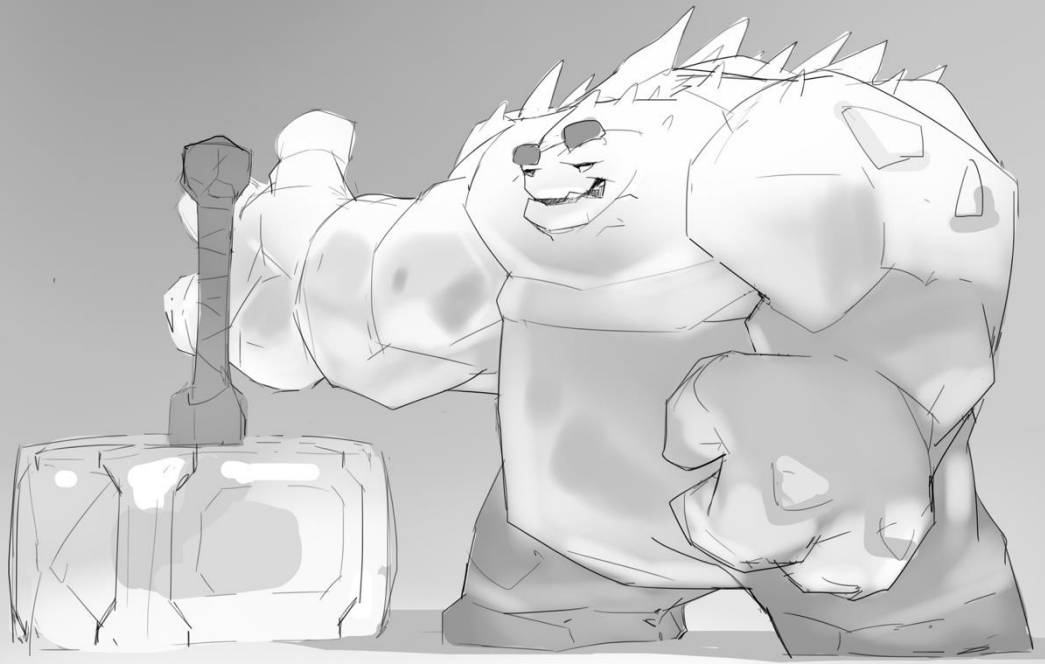

BOOK ILLUSTRATIONS

ICECUBE AND THE ARCTIC AWAKENS ©



STARFROST

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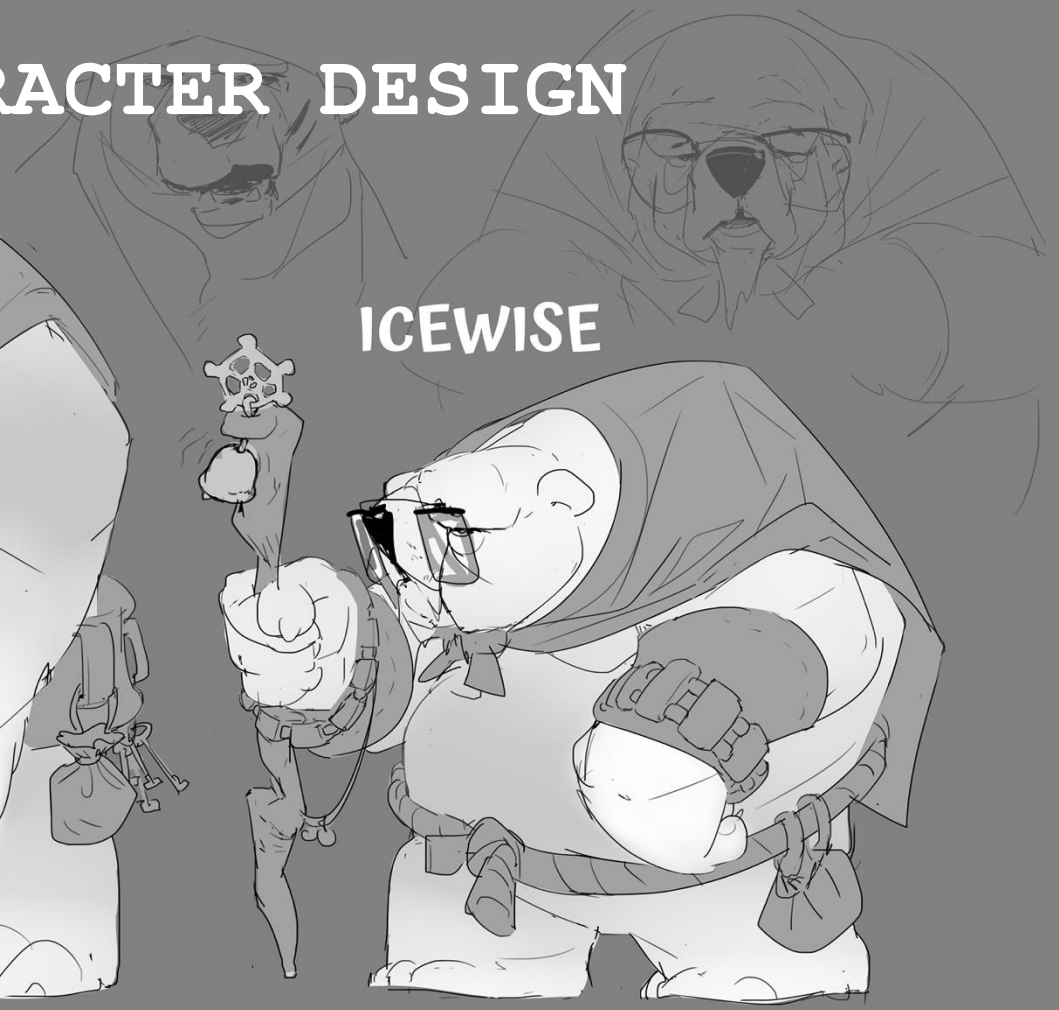


DEEPFROST

CHARACTER DESIGN

CHARACTER DESIGN





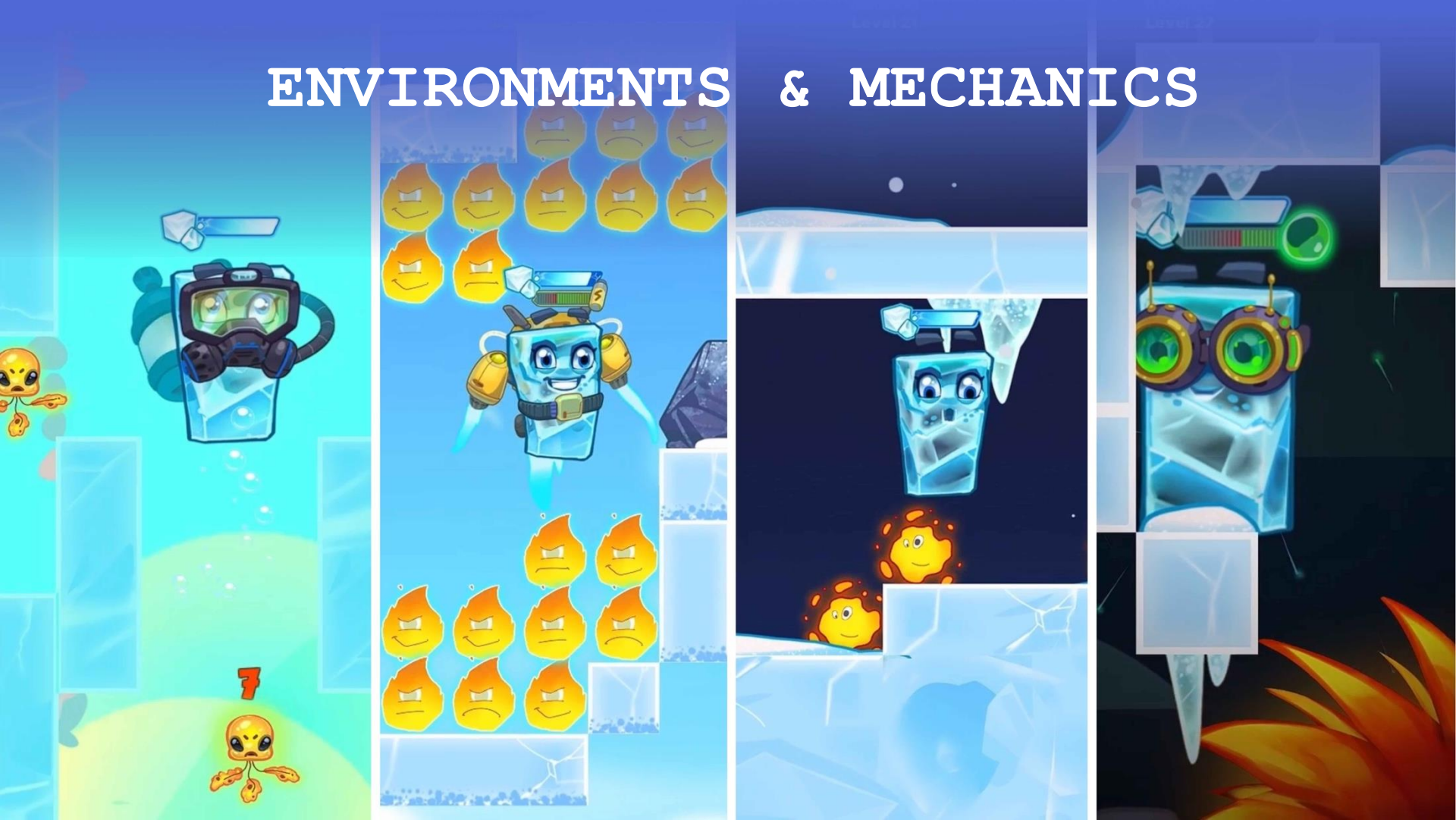
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ICECUBE AND THE ARCTIC AWAKENS

EXPRESSIONS & ABILITIES



ENVIRONMENTS & MECHANICS



DARK LEVELS

Special glasses help Icecube see in the dark and navigate dangerous obstacles.

Visibility decreases over time. Players must collect glowing particles to recharge the glasses and expand their view.





The visible area decreases over time

Particles that need to collect for increasing it

