

# Investor Pitch and Overview for

# IRON VINES



*A mobile farming game set in Ancient Canaan*  
*designed for iOS*

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# Iron Vines

## Investor & Sponsor Overview

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## 1. The Mobile Gaming Market

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Mobile gaming is the largest segment of the global games industry, generating over \$90 billion in annual revenue and reaching more than 2.5 billion players worldwide. Farming and resource-management games are among the most consistently popular and enduring genres on mobile platforms. Stardew Valley has sold over 30 million copies. FarmVille attracted more than 80 million users at its

peak. Hay Day remains one of the highest-grossing mobile titles a decade after launch. Civilization VI has moved 15 million copies, and the Settlers of Catan franchise has surpassed \$1 billion in lifetime revenue.

These numbers demonstrate that hex grids, agricultural cycles, and resource management are deeply compelling mechanics with proven mass appeal. Iron Vines applies these proven formats to an entirely untapped cultural niche.

## 2. The Vision

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Iron Vines is a hex-based farming strategy game set across three eras of ancient Israelite history — from the Judges period through national Crisis to the Monarchy. Players grow the Seven Species, navigate droughts and locust swarms, trade with Phoenician merchants, and make moral choices rooted in Biblical law. The game engine is based on the Torah: every number, every economic rule, every agricultural cycle is drawn from Scripture, Talmudic commentary, and historical scholarship on Iron Age Canaan.

*“A land of wheat and barley, of vines, figs, and pomegranates;  
a land of olive oil and honey.”*

— Deuteronomy 8:8

No game on the App Store does what Iron Vines does. Farming simulators are massively popular, but none are grounded in real historical agriculture, real ancient economics, or a real moral framework. The target audience is immediate and underserved: Jewish day schools, youth groups (NCSY, BBYO, USY, Bnei Akiva), summer camps, and families who want screen time with substance. Beyond that core, it appeals to anyone who plays Civilization, Anno, or Settlers and wants more historical depth.

## 3. Cultural & Historical Foundation

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### 3.1 Sacred Numerology

No number in Iron Vines is arbitrary. The game uses numbers drawn from Jewish tradition throughout: **3** (the patriarchs; Orlah's three-year fruit ban), **7** (Shmita sabbatical cycle, days of creation, Seven Species), **12** (tribes of Israel, months in the Hebrew calendar, Shekel-to-Perutah exchange rate), **13** (starting household size — age of Bar Mitzvah, gematria of "echad"), **40** (years of Wandering difficulty mode, days of the flood), **67** (miracle threshold — gematria of "binah," understanding), **70** (maximum Divine Favor — the Sanhedrin, the elders at Sinai), and **120** (maximum health — the lifespan of Moses). These are woven into every system: crop yields, population limits, trade pricing, divine favor thresholds.

### 3.2 The Silent Laws

Three Biblical agricultural laws are core gameplay mechanics:

**Peah** (*Leviticus 19:9*): Border tiles must be left unharvested for the poor. Harvesting them is possible but devastates Divine Favor — the community remembers.

**Shmita** (*Leviticus 25:4*): Every seventh year, all farmland lies fallow. This is non-negotiable. Players who stockpile and plan ahead thrive; those who don't face starvation.

**Orlah** (*Leviticus 19:23*): Fruit from trees under three years old is forbidden. Grapes, olives, figs, pomegranates, and dates all have a three-year maturation lock.

### 3.3 The Hebrew Calendar & Festivals

The game runs on the 12-month Hebrew calendar with historically accurate rainfall patterns for the Land of Israel. Nisan brings spring rains; Tammuz and Av are bone-dry; Heshvan's "yoreh" determines winter planting success. Sukkot, Shavuot, and Passover are mechanical checkpoints with real consequences — not cutscenes.

### 3.4 Three Eras & Seven Species

Play spans three periods: **Judges** (bronze tools, subsistence survival), **Crisis** (Philistine pressure, moral trade-offs), and **Monarchy** (iron tools, international trade, prosperity and temptation). The core crop system is the Seven Species: wheat, barley, grapes, figs, olives, dates, and pomegranates — each with unique growth cycles, processing chains (grapes → wine, olives → oil, dates → silan), and trade values.

## 4. Gameplay Overview

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Players manage a hex-grid homestead: planting, irrigating, harvesting, processing goods, maintaining tools, and trading — all while feeding a growing population. Weather is unpredictable. Random events (droughts, locusts, visiting prophets, traders) force adaptation. Food consumption is automatic: empty granaries mean starvation.

### 4.1 Difficulty & Economy

Four modes, each named for Scripture: **Milk and Honey** (Exodus 3:8 — easy), **Bronze and Iron** (Deuteronomy 8:9 — standard), **Ploughshares** (Isaiah 2:4 — hard), and **Wandering** (Numbers 14:33 — chaotic). A three-tier coin system (bronze Perutah, silver Shekel, gold Talent) drives trade with Phoenician and Egyptian merchants. A tech tree unlocks era-gated improvements: terracing, crop rotation, cisterns, iron smelting, and international trade routes.

## 5. Technical Specification, Timeline & Budget

The game is fully specified in a 9,200+ line technical document: 35 Swift source files with complete implementations, architecture diagrams, and a phased build plan. Platform: iOS 17+ (Swift 5.9, SwiftUI + SpriteKit). Free to play — no ads, no in-app purchases at launch.

### 5.1 Development Phases

| Phase                           | Duration    | AI Leverage |
|---------------------------------|-------------|-------------|
| Project Setup & Core Systems    | Weeks 1-2   | Very High   |
| Hex Grid & Agricultural Systems | Weeks 3-5   | High        |
| Economy, Events & Progression   | Weeks 6-8   | High        |
| Art, Audio & Polish             | Weeks 9-14  | Medium      |
| QA & App Store Launch           | Weeks 15-18 | Low         |

**Total: approximately 18 weeks (4.5 months) with AI-assisted development.**

### 5.2 Budget: In-House Team

Assumes one developer on staff, contractors for art/audio:

| Item                                 | Cost                    |
|--------------------------------------|-------------------------|
| Developer time (in-house, allocated) | \$0                     |
| AI tools (Claude, Cursor, Copilot)   | \$50-\$200/mo           |
| Apple Developer Program              | \$99/yr                 |
| Font license, contract artist, audio | \$7,200-\$23,500        |
| <b>TOTAL</b>                         | <b>\$8,000-\$26,000</b> |

### 5.3 Budget: Full Contractor Team

| Item                                      | Cost                      |
|-------------------------------------------|---------------------------|
| Lead developer (4 months)                 | \$40,000-\$60,000         |
| 2D Artist (3 months)                      | \$15,000-\$25,000         |
| Audio (2 months) + AI tools + contingency | \$12,000-\$24,000         |
| <b>TOTAL</b>                              | <b>\$67,000-\$109,000</b> |

Recommended tools: Xcode 15+ (free), Claude Pro or Opus (\$20-\$200/mo), Cursor or Copilot (\$20-\$40/mo), Git/GitHub (free), TestFlight (free). The complete technical specification — ready to hand to a development team — is available as a separate document.

## 6. Audience, Distribution & Timing

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### 6.1 Who It's For

The primary market is Jewish educational communities: 800+ day schools in North America, youth groups (NCSY, BBYO, USY, Bnei Akiva, Habonim), summer camps, synagogue programs, and families who want substantive screen time. These communities share content aggressively — a single endorsement from a respected educator or rabbi reaches thousands of families within days. The secondary market includes strategy game players (Civilization, Stardew Valley, Settlers of Catan), ancient history enthusiasts, Christian communities interested in Old Testament settings, and college students in religious studies or archaeology.

### 6.2 Distribution (Zero Marketing Cost)

Iron Vines v1.0 launches completely free — no ads, no in-app purchases, no paywalls. This eliminates friction for educational adoption and lets word-of-mouth build organically. Distribution channels: iOS App Store (optimized for “Biblical game,” “Jewish education,” “farming strategy” keywords), direct outreach to Jewish educational organizations, social media within community networks, and Jewish media coverage.

### 6.3 Why Now

**AI has collapsed development costs.** This game would have required a 5-10 person team and \$300,000+ three years ago. With AI-assisted development, one developer and one artist can ship it in under 5 months. The complete technical specification — 9,200 lines of compilable Swift — already exists.

**Jewish ed-tech is starved for quality.** There are Hebrew flashcard apps and Torah quiz games. Nothing teaches Jewish agricultural law, economic history, and moral reasoning through immersive strategy gameplay. Iron Vines would be the first of its kind.

**The genre is proven at massive scale.** Stardew Valley (30M+), FarmVille (80M+), Civilization VI (15M+), Settlers of Catan (\$1B+ franchise). Iron Vines applies these mechanics to an underserved niche with a passionate, networked audience.

*“For the Lord your God is bringing you into a good land — a land with brooks, streams, and deep springs gushing out into the valleys and hills; a land with wheat and barley, vines and fig trees, pomegranates, olive oil and honey.”*

— Deuteronomy 8:7-8

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### Full Technical Specification Available Upon Request

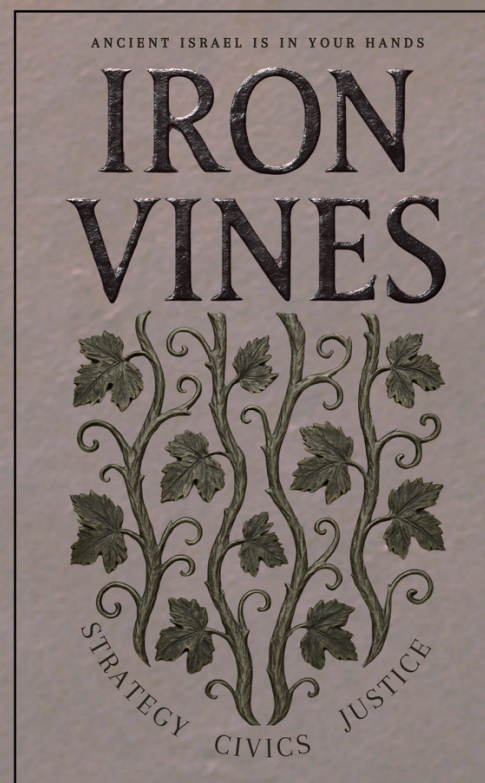
9,200+ lines · 35 Swift source files · Complete architecture · Phased build plan

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App Logo:



Full Logo:



Difficulty Level/  
Game Mode  
Selection Screen:

