CINDERHALL · GAME HUB · IN DEVELOPMENT

One hero and one set of gear across games from many studios

Product deck



For players and studios

For players

- One hero in every game.
- Forge, mining, guild.

For studios

- A game through a signed API.
- The hub pays the reward.

The hub holds progress, not the game



The player changes games. The hero stays.

The player path: five steps

01



A job or a game round

02



Resources and loot

03



Forge: a new item

04



Enhance: a higher tier

05

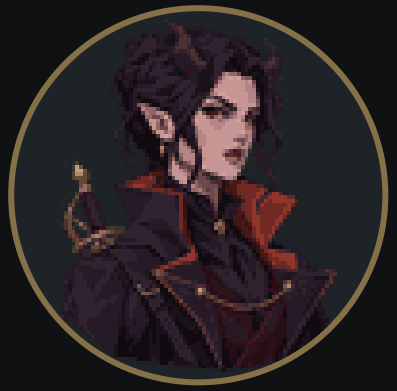


Rank and a stronger squad

A world where everything has a price



Helda, dwarf



Sabel, succubus

A dark story with no superheroes.

4 races

24 heroes

12 chapters

Source: the first-season catalogue in the project code.

Seven activities, and each grows your hero

01
Quests

02
Sorties

03
Studio games

04
Ore mining

05
Forge

06
Enhancing

07
Auction

One hero, one thing at a time.

Seven stats and 104 items


Force


Calculation


Grit


Tempo


Sense


Luck


Grip


Pickaxe


Chestplate


Hammer


Ring


Compass


Weapon


Boots


Gloves

3 materials

4 rarities

tiers I–IV

Source: the first-season catalogue in the project code.

Connect a game through an API

1. Hub starts a session
2. Game claims it
3. Round and a score
4. Hub pays the reward

- Signed calls
- Studio cabinet
- Terms on request

Source: the game connection guide in the project code.

What is ready and what is not

In the code

- 11 game modules
- 35 screens
- 104 items
- 12 chapters

Not yet

- Public launch
- Prices
- Other studios' games
- Payments

Source: the project code as of 23 November 2026.

Hear about the launch first

Leave your email.

Studios: tell us about your game.

cinderhall.palmforge-studio.online



No promise of winnings or income. Dates and prices come later.