

# Who are you?

Sound Realms is made by the Swedish games publisher Varghand Publishing AB. The company is being led by Oscar Carlquist and Gustav Sundin, two heavy metal-loving, old school RPG fanatics.

## The story so far

The idea was formed in Oscar Carlquist's head a long, long time ago. Back in the mid-nineties Oscar played and cherished solo adventure books and solo RPG quests. Since he is a vocalist and worked in music studios and took the occasional voice-over assignments, he came to realise the great potential in making real audio productions of the adventure books and quests. Adding music and sound effects to a capturing voice-over performance he believed would really enhance the adventures that he had played over and over again since childhood. Back then the limitations were obvious since an adventure would span over more than several audio CDs and the rules and dice rolls etc would still have to be done separately with pen and paper. This idea however refused to leave Oscar's head and quite soon came the introduction of MP3 files and the internet and the possibilities became slightly more favourable. The dream lived on and as smart phones revolutionised our lives Oscar began the quest of fulfilling his old dream.

In 2013 Oscar acquired his own professional recording studio and began working as a sound engineer. One of the bands he came to produce in his studio happened to feature Gustav Sundin, a role-playing game obsessed software programmer who Oscar pitched his vision for. Gustav really liked the idea. Time passed, children were born, bands went on tours and career opportunities were seized but the idea lived in both Oscar's and Gustav's heads and in early 2020 in the mist of a world crippling pandemic that killed live music Oscar and Gustav found the break they needed to really dive into the plan and process of bringing this vision to life.

And so the time has come! Oscar's lifelong experience as vocal performer and his sound engineering skills combined with Gustav's programming expertise, and the creation of a team of illustrators and a composer have incarnated the vision and a demo adventure is ready for download!

## A platform of audio based games and other audio content

Our vision is for Sound Realms to in time feature not only Varghand Publishing AB's games, but also other RPG publishers works — digitalised and audio based in the Sound Realms format. We would also love to publish Fantasy and Sci-fi audio books and other Fantasy, Sci-Fi or RPG based audio content, making Sound Realms the natural place to turn to if you wish to listen to anything related to these topics. We have a grand vision and we hope you will see it incarnate together with us and help us develop it and see it progress with the help of your feedback.