**Introduction**

**The idea of creating**

Hello, Kickstarter! Hi everybody! We’re the Stolen Floppy, the young team that are developing games. At the moment we’re developing the game "The Chronicles of Albis: Crown of Strife." We create the concept of the game, which includes both the tradition of the old RPGs and brings something totally different.

Different, in our understanding, it’s, first, an attempt to get rid of the usual combat system, making it more dynamic and unpredictable. Secondly, it’s the full impact of any player's actions for the further development of the plot.

**About the game**

**Overview**

We thought over the world, which was called "Albis". As you can see from the trailer, it's pretty dark world in which danger and violence waiting for you at every step. In this world, your opponents will be, basically, humans and other intelligent races, although the monsters too will not feed you a special love.

Ви сот ове зе вёлд, вич воз колд альбис. Эз ю кэн си фро зе трлейле, итс прити дак вёлд ин вич дэнже энд вайленс вэйтинг фо ю эт еври степ. Ин зис вёлд, ё опонентс вил би, бейзикли, хьюман энд азэ интеледжен рейсес. Олсо, зе монстр ту, вил нот фид ю а спэшил лав.

Well, where do without magic? There is no magic in the conventional sense of the word. You know, the magician will be something similar to a Jedi who wielded telekinesis and telepathy but in his arsenal will also be weapons such as pyrokinesis and more. Every magician will be assigned a level of ability that will determine it’s vulnerability to magic attacks, and the complexity and power of spells that he can use.

**About the uniqueness**

The start of the game will welcome you with a choice of race. The choice will be represented four races: humans, alves, zwergs and landsmen. But this is not an easy choice, because each race will be different difficulty passing game.

However, the difficulty will be not in the amount deposited and the resulting damage, and in relation to your of other races. For example, if you start playing for alve, people will treat you with suspicion and sometimes hostility, and if you choose to landsmen, alves and humans will treat you as neutral. We will not talk more to you, let it be a surprise for you.

As mentioned earlier, the combat system will be different from other RPGs in that it will be very dynamic, and the outcome of any battle will decide your own skill game, not epic armor and weapons. Even if you are dressed in a top-end equipment, it dosn’t give you the guarantee of a successful outcome of the battle. You have to think through every time the tactics of battle, and to think how to deceive the enemy to defeat him. Also equipment will affect the mobility and dexterity of the player. For example, in heavy armor you can’t do somersaults , and in the light armor, any hit can be fatal for you.

Also, to the features of the game include the elements of survival. Your character will have to eat, drink, sleep, and watch out for the warmth of his body to keep warm at night. Also, in addition to these characteristics, you will be able to pick up any disease that can affect the playing characteristics of your character.

Олсо, ту зе фиче оф зэ гейм инклюд зэ элементс оф сювайвал. Ё кэрэкте вил хэв ту ит, дринк, слип, энд воч аут фор зэ вормс оф хиз бади ту кип вом эт найт. Олсо, ин эдишен ту зис керектеристик, ю вил би эйбл ту пик ап эни дизис зет кен эффект зе плэинг керектеристик оф ё керекте.

**About the plot**

Getting the story line it was shown in the trailer (the start of the story was shown in the trailer). The basis is taken the conflict that ensued between the two parties, who want to get ancient crown, which can give the wearer a great advantage over the rest people. The player will take one of the parties of the conflict or act in their own interests. The game will present an opportunity to fulfill a quest in many ways. Every decision of your character will affect not only the quest that he is being held, but also as well as on the main storyline. The game will provide an opportunity to perform a variety of quests and side stories, join guilds and organizations. And all this in a huge open world!

You will not be elected, will not have any special powers, you will have to play an ordinary man who tries to survive in this world.

**About the development of the game**

**About engine benefits**

As the game engine, we use the Unreal Engine. It delivers high performance, and at the sаme time, great graphics, due to the optimized code written in C ++. We also added a large number of graphics settings to the game could run even on lowend PCs, but the picture quality and lovers will be satisfied too.

**Game mechanics**

The interface is minimalist and not intrusive. We will not have a huge mini-map in the corner, on the whole, it will not be at all, that will complicate the game. We refuse the usual health and stamina panels, instead the player will focus on the character animation and sound.

The damage system is well established; it’s essence lies in the fact that there will be many types of injuries and damage for each will have its own method and time of treatment.

Зэ дэмэдж систем из вел эстеблишед. Итс ессенс лай ин зе фект

зет зе вил би мэни тайп оф инджурис энд дэмэдж фо ич вил хэв итс оун метод энд тайм оф тритмент.

**Conclusion**

Thus, we want to bring the RPG to a new level, combining a bit of realism , hardcore , exciting plot and atmospheric. The Chronicles of Albis will lure you into their dark and exciting world in which you will be an integral part thereof.