**Power**

**Intended Systems:** PS4/PRO, XBOX ONE, PC

**Intended ESRB Rating:** T (Teens) Target age group 14+

**Game Summary:**

In a world of mythical creatures, magic and war, you play as a traveller. But he is no ordinary traveller. Hafur travels the world in search of items of power. You play as Hafur helping him in his quest for items left over from first kingdom to colonize the land. Throughout his adventure you fight, jump, run and climb your way through various caves, dungeons and forests. Along the way you will meet some interesting folks. Some simple merchants, some in need of a favour for rewards and others looking to fuel their bloodlust. As you play as Hafur you may notice his decisions becoming a little more unfair and even cruel at some points. However by the end of the main storyline it is revealed that Hafur -the character the player has been playing- was the true villain all this time and the items of power had given him the strength to conquer the world.

**Distinct Modes of Gameplay:**

In combat mode Hafur will have different fighting styles to his advantage. The first could be going in sword and shield right off the bat. The second is magic; Using magical spells like fire spells, teleport behind an enemy, paralyze an enemy and much more. Stealth mode will challenge the player to not be seen while trying to kill all his foes and collect treasures laid out for Hafur to loot. You can use traditional stealth tactics like hiding in dark areas, climbing and striking from above and attracting enemies via sounds for a cleaner kill, or you could go for a more advanced approach and use magic to teleport behind an enemy, pull an enemy quickly towards you for a fast kill and lay down “Magical traps” which the enemies set off by walking near them.

**Unique Selling points:**

* The use Magical traps isn’t prominent in video games (It’s unique to this game)
* Options of stealth and combat
* Plenty of levels with collectables and secret bosses
* Simple combat system with a great potential for combos
* Obtaining an item of power gives you 3 skill points and increases your damage output depending on your current level.

**Competitive products:**

Assassin’s Creed, Thief, Shadow of War.