



Four Kinds Of Fun

# FORSPOKEN



By Ashwin Ravikumar (FalconBatch)

# OVERVIEW

**Name:** Forspoken

**Genre:** Action Role-Playing

**Developer:** Luminous Productions

**Kinds of Fun:** Role-Play, Skill, Vertigo and Luck

- Forspoken follows the journey of Frey, a young New Yorker transported to the beautiful and cruel land of Athia.
- In search of a way home, Frey must use her newfound magical abilities to traverse sprawling landscapes and battle monstrous creatures.
- The game features mechanics like magic parkour, magic combat and open world traversal.



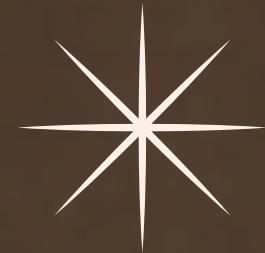


# Skill (Agon)

- The player is allowed to use two main types of game mechanics, one is **Magic Combat** and the other is **Magic Parkour**.
- **Magic Combat:** The player has a wide range of powerful abilities, allowing him to engage in both fast-paced and strategic battles.
- **Magic Parkour:** The player has unique abilities allowing him/her to fluidly traverse the open world with ease.



# Luck (Alea)



- The combat system has an inbuilt system which awards critical damage when certain conditions are met. To meet these conditions is also a test of luck for the player
- The game has a small mechanic where the player can interact with a dice (partha), which upon rolling on certain symbols awards boosts in attack, defense and agility for a certain period of time

# Role-Play (Mimicry)

- Frey Holland was used to feeling like an outsider while growing up in New York City, but she is quickly pushed to her limits after being mysteriously transported to Athia, a strange land with people, places, and cultures unlike anything Frey has ever seen.
- When she is mysteriously transported to the fantastical land of Athia, she discovers the ability to cast powerful spells and use magic to traverse the sprawling landscapes.
- With her magical, sentient bracelet "Cuff" she sets off on a journey to find a way home.





# Vertigo (Iinx)



- The fight scenes of this game are pretty engaging and immersive, especially the particle effect-filled combat.
- The fight scenes are incredibly exhilarating when taking part in fast-paced battles with bosses and mini-bosses that are dispersed across the map.
- We move across the landscape while performing magic parkour at very fast speeds, which induces a sense of vertigo as well
- The player can scale walls, vault across canyons, leap from dizzying heights, and dash through vast landscape



thank You



FORSPOKEN™