**General Concept**

The game **Fields of the East** is a 3rd person hero defense where the players take on the role of one of four heroes and are thrown into battlefields, their only goal being survival. It is a simple concept and there is not much told about the story other than that it is set in Japan’s late 18th century, in an alternate steampunk universe.

You will be able to play as any of the four officers: Kamiko Fujimoto, Takao Himura, Cassandra Tanner and Daryl Crawford, however in multiplayer you can’t play duplicates. The maps are made to accommodate more than one play style as each of the characters will have one melee weapon and one ranged weapons. The only different combat mechanics can be seen in melee combat. The game will also allow for customization of your character. These customization items may be different skins for a character’s weapons or armors and are randomly dropped from the enemies you defeated. The drops are for the character you are playing and other players can’t pick them up. You will also not get the same customization twice. You can change your character’s appearance when selecting them, before starting the game.

**Combat in FotE and Win/Lose Conditions**

As mentioned before, you will be taking on the role of one of the four heroes, but that doesn’t make you immortal. Think of yourself like a trained officer because that’s the role you’ll be playing here. Your task is to fend off the enemy and defend your base.

When entering combat you should be aware of your character’s weapon. You will have an area where you can test it out before actually beginning the battle so make sure you know your attacks before doing so. Melee combat is similar to most of the other combat oriented action games. You have the standard attack and the heavy attack. You can perform combos by combining the two.

During the actual battles, you will often encounter “strategic points” which differ in each map. In some maps they’re trenches, in others they’re barricades. These strategic points are there to slow down the enemy and are filled with friendly AI units. They are small in numbers and can be overwhelmed so helping defend these points will be your main concern as you won’t be able to take the large numbers by yourselves. If a point is cleared by the enemy you will have to retreat to the next one and so on.

Death in this game is not permanent and you will be able to respawn at a certain point. However, should your base be destroyed, you will lose. To win, you will need to survive a number of waves. The players may select the numbers of waves they want from the menu or when hosting the game: 5, 10, 15, 20, 25.

The difficulty is represented by the number of waves you select. More waves means more enemies, meaning more types showing up and they gradually become harder.