

A dense, dark green forest scene with sunlight filtering through the trees. The foreground is filled with various shades of green foliage, including ferns and broad-leaved plants. In the background, tall trees rise into a misty sky. The overall atmosphere is mysterious and lush.

THE WANDERER

---- DOCUMENT ----

OVERVIEW

THE WANDERER IS A 3D ACTION-RPG SET IN A VAST SCI-FANTASY WORLD FILLED WITH EXTRAORDINARY CREATURES, INTRIGUING LANDMARKS, AND A TERRIBLE DISEASE: THE DECAY.

THE GAME FEATURES A THRILLING ANIMAL-BONDING SYSTEM AND A COMPLEX SKILL-BASED COMBAT.

FINANCIAL VIABILITY
+ MARKETING PLAN

STORY

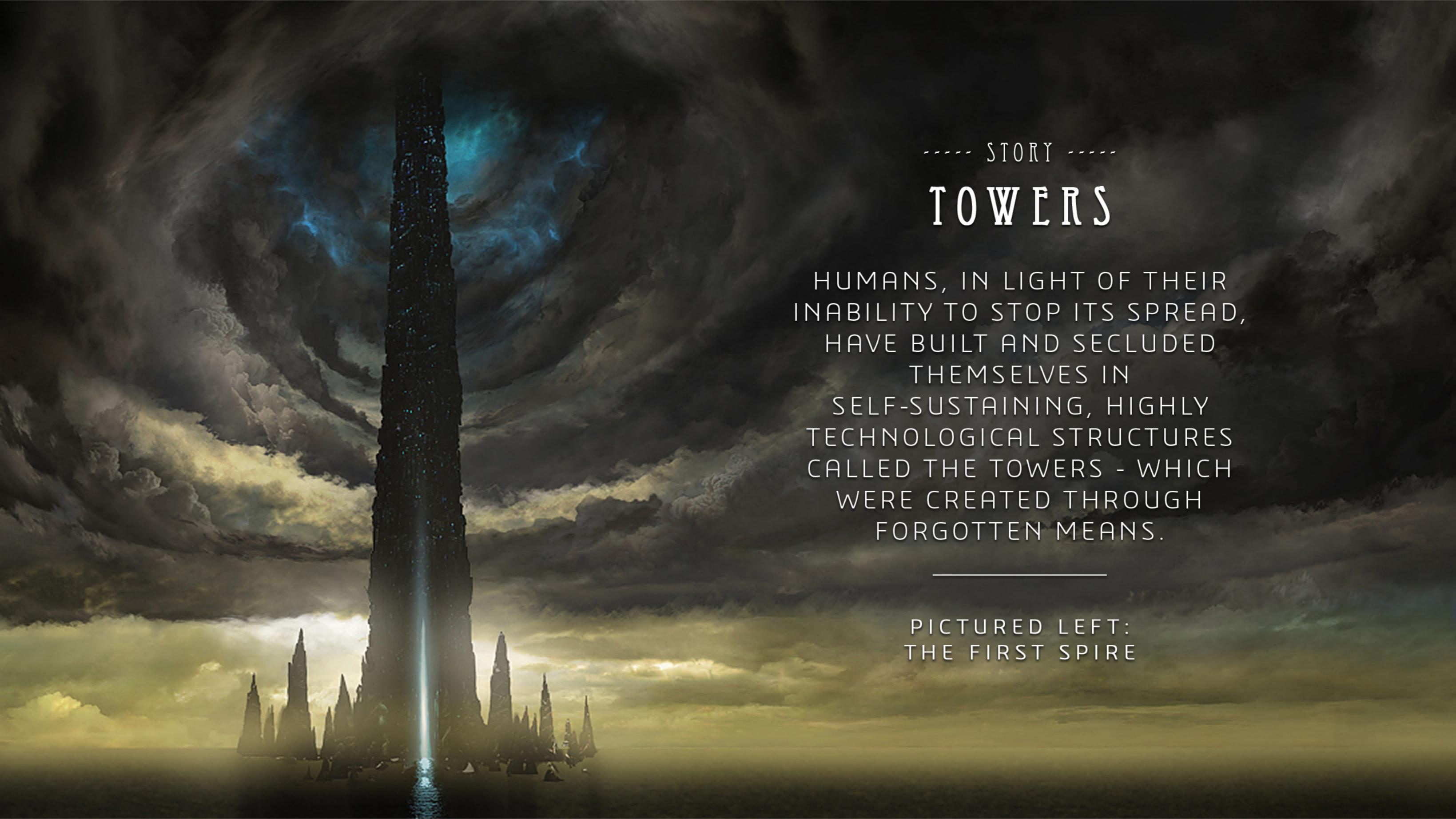
---- STORY ----

THE DECAY

AFTER THE UNPREDICTED APPEARANCE OF A STRANGE BLACK FLUID, THE EARTH INEXPICABLY STARTED TURNING BLACK AND BEGAN TO DECAY.

THIS DARK AND WICKED LIQUID OF UNKNOWN ORIGIN CORRUPTS ANYTHING IT COMES IN CONTACT WITH. WHENEVER A LIVING BEING IS TAINTED BY IT, IT EITHER DIES OR TURNS INTO A HORRID AND MINDLESS BEING.

PICTURED HERE: DECAYED LANDS

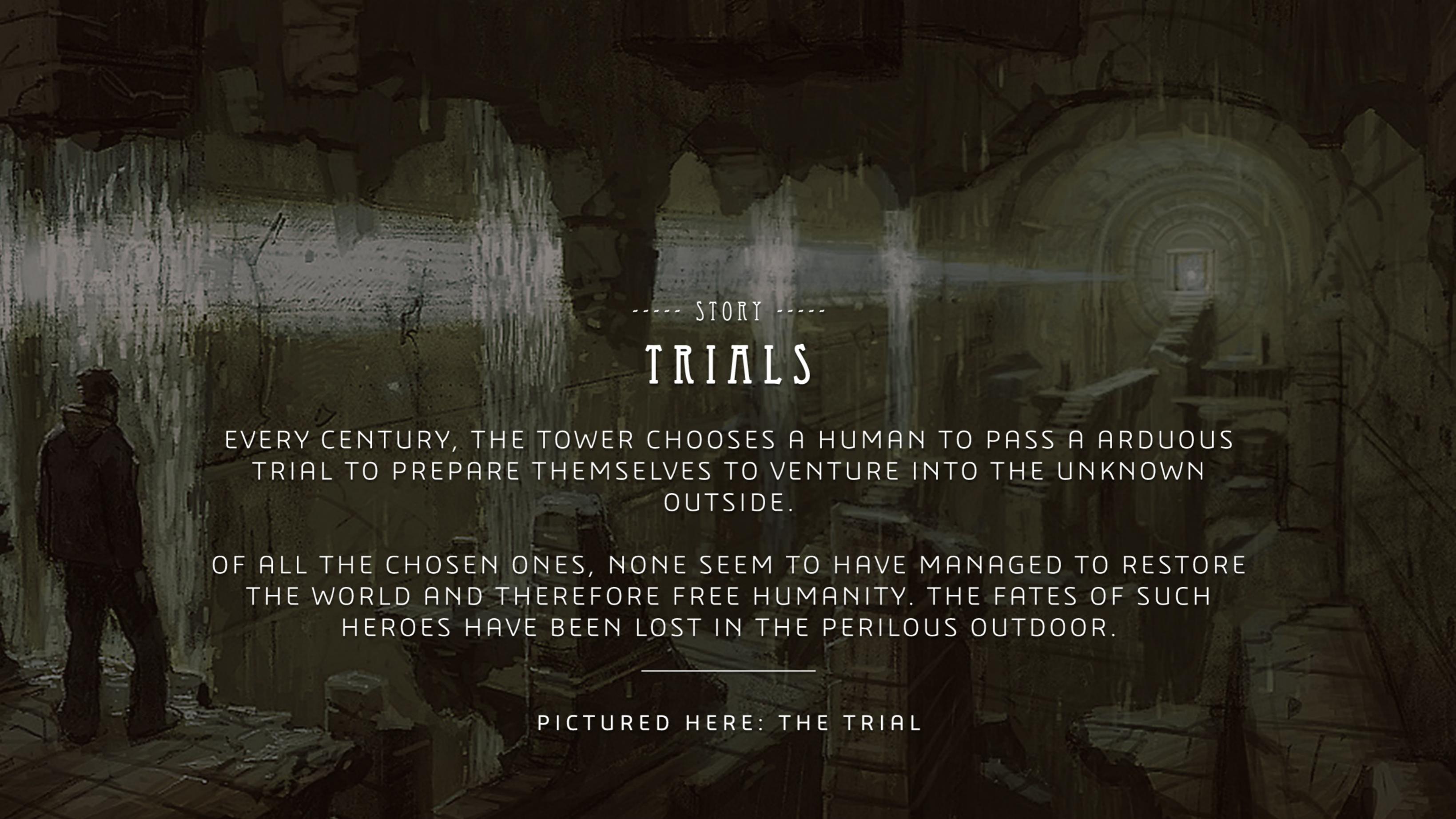


----- STORY -----

TOWERS

HUMANS, IN LIGHT OF THEIR
INABILITY TO STOP ITS SPREAD,
HAVE BUILT AND SECLUDED
THEMSELVES IN
SELF-SUSTAINING, HIGHLY
TECHNOLOGICAL STRUCTURES
CALLED THE TOWERS - WHICH
WERE CREATED THROUGH
FORGOTTEN MEANS.

PICTURED LEFT:
THE FIRST SPIRE



----- STORY -----

TRIALS

EVERY CENTURY, THE TOWER CHOOSES A HUMAN TO PASS A ARDUOUS TRIAL TO PREPARE THEMSELVES TO VENTURE INTO THE UNKNOWN OUTSIDE.

OF ALL THE CHOSEN ONES, NONE SEEM TO HAVE MANAGED TO RESTORE THE WORLD AND THEREFORE FREE HUMANITY. THE FATES OF SUCH HEROES HAVE BEEN LOST IN THE PERILOUS OUTDOOR.

PICTURED HERE: THE TRIAL



----- STORY -----
THE MAIN CHARACTER

YOU ARE THE CHOSEN ONE.
CUSTOMIZE YOUR AVATAR AND FACE
YOUR TOWER'S TRIAL TO ACCESS THE
OUTSIDE WORLD.

PREPARE YOURSELF FOR A LONG AND
ARDUOUS JOURNEY, WHERE YOU WILL
UNRAVEL THE SECRETS OF THE BLACK
FLUID AND THE TOWERS TO THEN SEAL
THE FUTURE OF THE LANDS AND ITS
INHABITANTS.

PICTURED HERE: WANDERERS





----- STORY -----

THE BRACELET

A UNIQUE RELIC WHICH TAKES THE TOWER A HUNDRED YEARS TO MATERIALIZE. OBTAINED AT THE END OF THE TRIAL, IT PROTECTS YOU FROM THE DECAY, BUT ALSO BINDS YOU TO THE TOWER, LETTING IT COMMUNICATE WITH YOU AND KEEP YOU ON THE PATH IT DEEMS RIGHT.

THE BRACELET LETS YOU CONTROL MATTER TO HARNESS THE ELEMENTS AND CAST POWERFUL SPELLS.

PICTURED HERE: BRACELET DRAWINGS



STORY

LORE AND KNOWLEDGE

LITTLE IS KNOWN OF THE WORLD OUTSIDE AS THE KNOWLEDGE LOCKED INSIDE THE TOWER IS FAR FROM BEING EXHAUSTIVE.

WITH YOUR BRACELET'S ABILITY TO STORE DATA, ATTUNE TO SPIRITUAL ENERGY THAT HAS BEEN LEFT AROUND VARIOUS VESTIGES OF THE PAST. ACCUMULATE A WEALTH OF PRECIOUS KNOWLEDGE ABOUT THE WILDLIFE, THE DECAY, COMBAT SKILLS, CRAFTING RECIPES AND MORE.

PICTURED HERE: PILGRIM TOPS

SETTING



----- SETTING -----
ENVIRONMENT

LUSH, COLORFUL AND LIVING LANDSCAPES ARE WAITING TO BE UNCOVERED.
THIS IS WHERE YOU WILL FIND A LOT OF MATERIALS TO COOK, CRAFT AND
PREPARE FOR YOUR ADVENTURES AND WHERE MOST OF THE TAMABLE
WILDLIFE ROAMS.

PICTURED HERE: VALHALLA PEAKS

---- SETTING ----

WILDLIFE

FROM SMALL RODENTS TO BULKY AND SCALY DRAKES, THE UNTAINTED FAUNA INCLUDES A PANOPLY OF SPECIES OF TAMABLE ANIMALS OF DIVERSES TYPES AND RACES WITH DIFFERENT BEHAVIORS, STATISTICS AND LIFESTYLE.

THESE COMPANIONS WILL BE OF PRECIOUS HELP IF YOU MANAGE TO EARN THEIR RESPECT.

PICTURED RIGHT: KRODIN



---- SETTING ----

DECAYED LANDS

ENTER CORRUPTED AREAS IN NEED OF RESTORATION. DYING FORESTS FILLED WITH MUTANT WILDLIFE, DESOLATE WASTES WHERE BIZARRE CREATURES LURK, MURKY DARK SWAMPS OF ROTTEN CORPSES AND OVERGROWN INSECTS... FIND THE SOURCE OF ITS DECAYING AND RETURN LIFE TO IT.

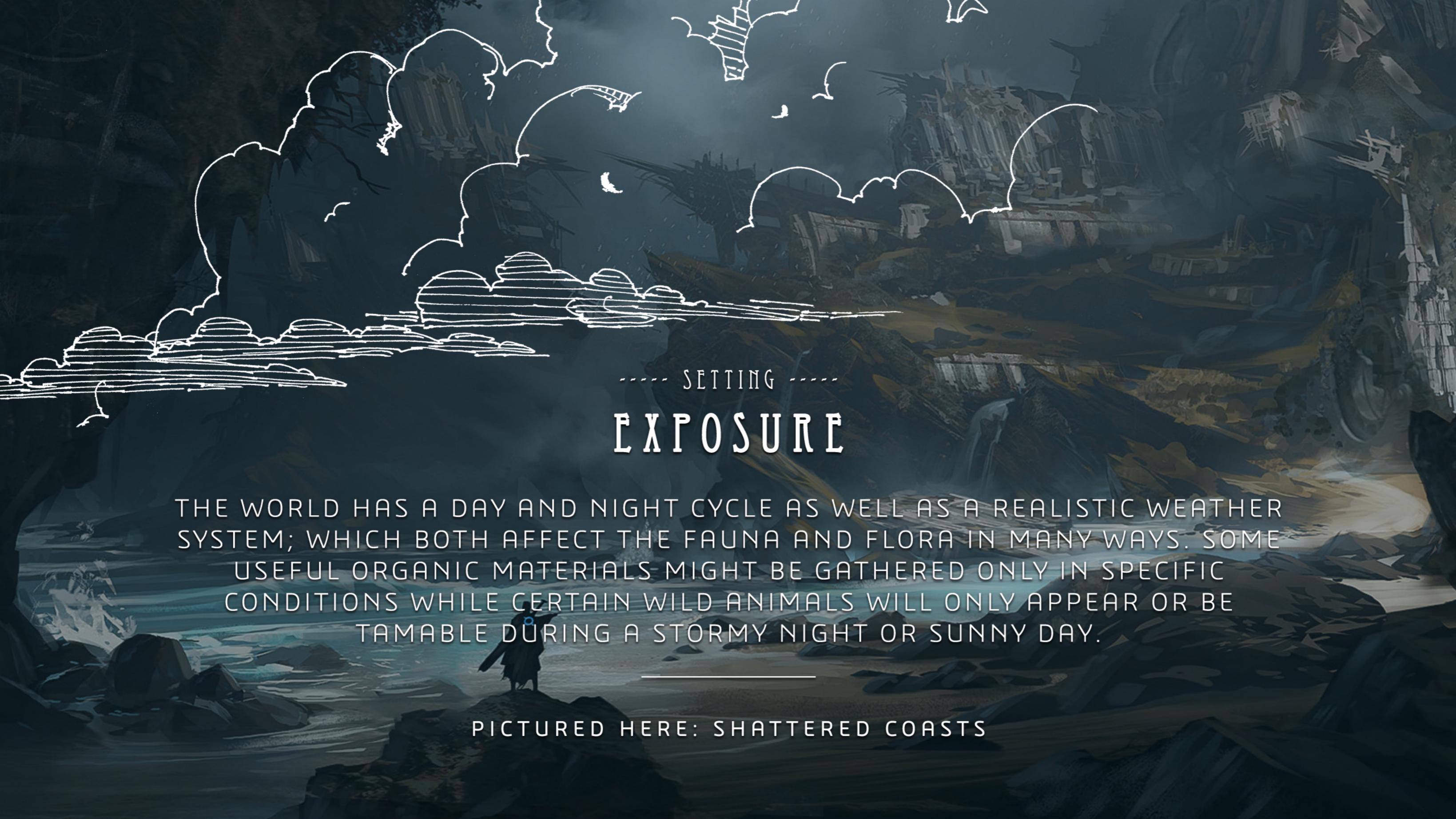
PICTURED HERE: DEVIL'S EMBRACE

----- SETTING -----

THE TAINTED

VILE AND WICKED CREATURES WHOSE MIND HAVE BEEN CLAIMED BY THE DECAY. THE TAINT IS SO DEEP WITHIN THEIR BEING THAT RESTORATION IS FAR BEYOND YOUR CAPACITIES. YOU WILL HAVE TO ESCAPE OR DEFEAT THESE MALFORMED BEASTS AND RUTHLESS PREDATORS WITH ALL OF YOUR STRENGTH.

PICTURED HERE: NURSIC



.... SETTING

EXPOSURE

THE WORLD HAS A DAY AND NIGHT CYCLE AS WELL AS A REALISTIC WEATHER SYSTEM; WHICH BOTH AFFECT THE FAUNA AND FLORA IN MANY WAYS. SOME USEFUL ORGANIC MATERIALS MIGHT BE GATHERED ONLY IN SPECIFIC CONDITIONS WHILE CERTAIN WILD ANIMALS WILL ONLY APPEAR OR BE TAMABLE DURING A STORMY NIGHT OR SUNNY DAY.

PICTURED HERE: SHATTERED COASTS

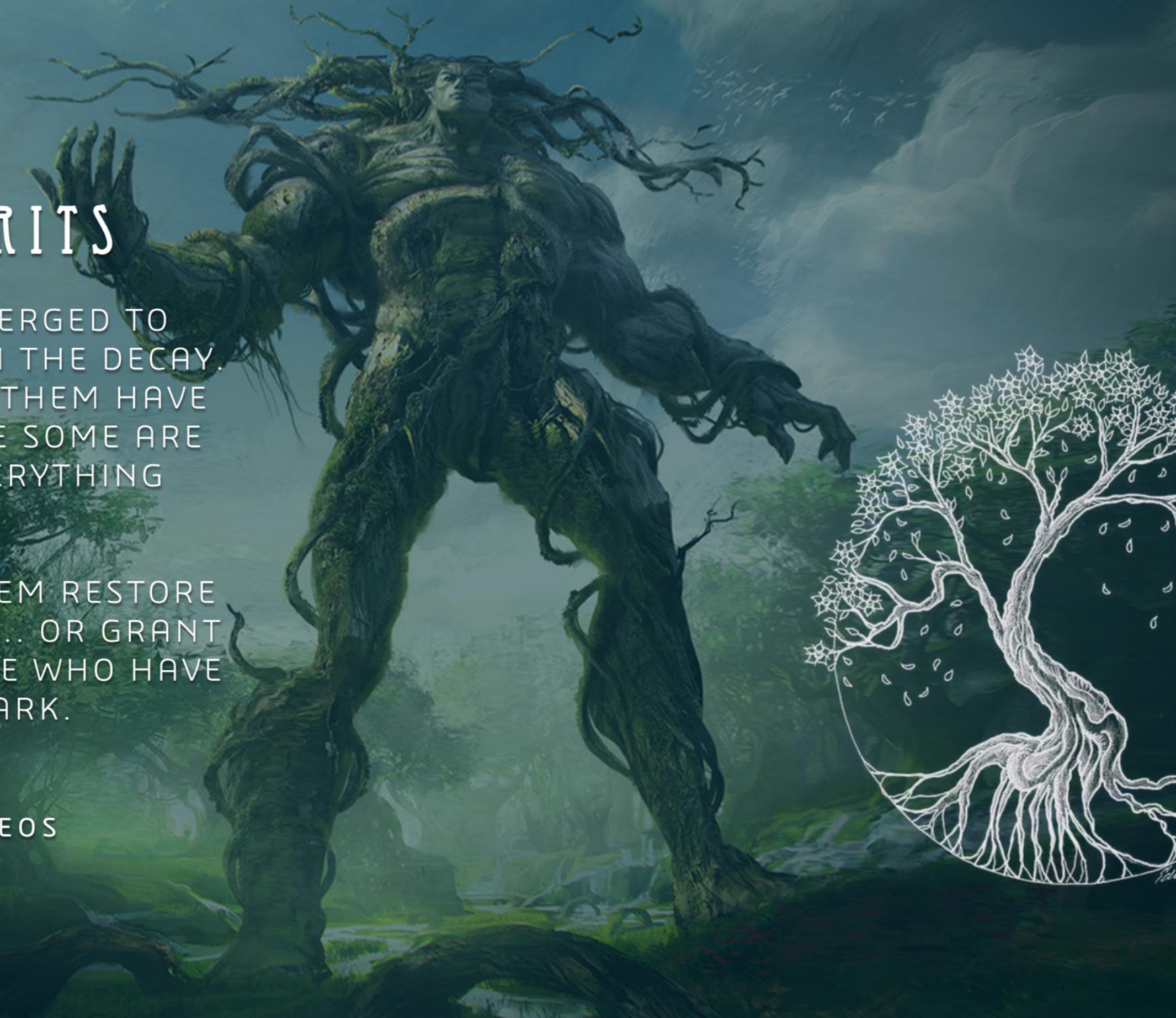
---- SETTING ----

GREATER SPIRITS

MIGHTY BEINGS HAVE EMERGED TO PROTECT THEIR LANDS FROM THE DECAY. OVER THE YEARS, MANY OF THEM HAVE FALLEN TO ITS TAINT WHILE SOME ARE STILL FIGHTING WITH EVERYTHING THEY'VE GOT.

YOU WILL MEET AND AID THEM RESTORE THEIR DOMAIN'S SPLENDOR... OR GRANT A MERCIFUL DEATH TO THOSE WHO HAVE FALLEN INTO THE DARK.

PICTURED HERE: EDEOS



----- SETTING -----

DUNGEONS

IMPRESSIVELY GRANDIOSE OR HIDDEN FROM SIGHT, YOU WILL FIND MYSTERIOUS LOCATIONS SUCH AS LONG-FORGOTTEN TEMPLES AND TWISTED UNDERGROUNDS.

DELVE INTO THEIR DEPTHS TO OBTAIN PRECIOUS TREASURES, KNOWLEDGE, SKILLS OR TO ADVANCE THE NARRATIVE.

PICTURED HERE: WARDRÖM EKOS

G A M E P L A Y

----- GAMEPLAY -----

ANIMAL-BONDING

EASY-TO-LEARN & HARD-TO-MASTER,
THE TAMING MECHANIC LETS YOU
BEFRIEND CREATURES OF THE
WORLD.

COLLECT LOYAL ALLIES AND
DISCOVER WHAT SKILLS THEY
PROVIDE.

MOUNT THE BIGGER ONES TO
QUICKLY EXPLORE LARGE AREAS OR
ACCESS PREVIOUSLY UNREACHABLE
ONES.

PICTURED RIGHT: BIFORN

THE WANDERER



Allan

----- GAMEPLAY -----

TAMING

LEARN HOW TO TAME EACH ANIMAL THROUGH OBSERVATION, READING AND EXPERIENCE. YOU MIGHT HAVE TO CHALLENGE THEM, GIFT THEM FOOD, TEND TO THEIR WOUNDS, PROTECT THEM FROM PREDATORS AND MORE.

AT ANY TIME DURING YOUR PERILOUS JOURNEY, YOU WILL BE ABLE TO CALL ONE OF YOUR VALUED PRIMAL ALLY TO FIGHT ALONGSIDE YOU AS IT GROWS IN STRENGTH.

PICTURED LEFT:
A CURIOUS SQUIRREL

THE WANDERER

Allan

----- GAMEPLAY -----
TYPES OF PETS

YOUR PET'S TYPE WILL GRANT A SIGNIFICANT BOOST TOWARDS SOME OF YOUR PERSONAL STATS AND WILL DEFINE YOUR PET'S BEHAVIOR DURING COMBAT AND EXPLORATION.



BRAT
SCOUT



QUUND
SCOUT



LAMELIA
DEFENSE



HURDLE
DEFENSE



PINKTO
UTILITY
GLIDE



BULK
OFFENSE
MOUNT
LAND



SHELK
DEFENSE
MOUNT
LAND
&
WATER



MATSAR
OFFENSE
MOUNT
LAND
&
CLIFF

----- GAMEPLAY -----

NAVIGATION

EXPLORATION IS AN ESSENTIAL PART OF THE WANDERER. ASIDE FROM GUIDANCE TOWARDS STORY OBJECTIVES, YOU'RE FREE TO VENTURE WHEREVER YOU WANT, AS LONG AS YOU CAN REACH IT.

AS YOU OBTAIN ADDITIONAL NAVIGATION SKILLS AND TAME SPECIAL ANIMALS, THE WORLD WILL SLOWLY OPEN ITSELF UNTIL YOU ARE ABLE TO GO EVERYWHERE.

PICTURED RIGHT:
AN AELIOS AND ITS MASTER
ABOUT TO GLIDE OVER A CREVASS

THE WANDERER

Allan



----- GAMEPLAY -----

COMBAT

FAST-PACED AND SKILL-BASED, THE FIGHTING IS DESIGNED TO BE A THRILLING, COMPLEX AND SATISFYING PART OF THE WANDERER.

UNLOCK VISUALLY IMPRESSIVE SKILLS THAT WILL SIGNIFICANTLY CHANGE THE WAY YOU BATTLE, KEEPING THINGS FRESH.

PICTURED HERE:
MOUNTING A SABERJAW

THE WANDERER



Allan

----- GAMEPLAY ----- SKILLS

IN ADDITION TO LIGHT AND HEAVY ATTACKS, USING YOUR SKILLS SUCCESSFULLY WILL INCREASE THE ASSOCIATED STAT AND EVENTUALLY UNLOCK A PLETHORA OF OTHER SKILLS TO BE USED INSIDE AND OUTSIDE BATTLE.

ALSO, EACH PET OFFERS BONUSES IN CERTAIN STATS (IE. AN EAGLE COULD BOOST OBSERVATION), ALLOWING YOU TO USE PREVIOUSLY LOCKED ABILITIES.

PICTURED RIGHT:
SKILLS WHEEL



----- GAMEPLAY -----

BATTLE SPELLS

USING THE BRACELET, YOU CAN CONJURE VARIOUS SPELLS TO RAIN DESTRUCTION ON YOUR FOES, SUPPORT YOURSELF AND YOUR PET OR ENCHANT YOUR EQUIPMENT.

SPELLS REQUIRE A SPECIAL RESOURCE - SPIRITUAL POINTS - THAT RENEWS ITSELF BASED ON YOUR COMBAT PROWESS.

PICTURED RIGHT: RUNIC BLAST

THE WANDERER



Allan

----- GAMEPLAY -----
EQUIPMENT

YOUR EQUIPPED WEAPONS
AND ARMORS AFFECT THE
AVAILABLE SKILLS AT YOUR
DISPOSAL.

YOUR ARMOR'S WEIGHT
GOVERNS YOUR MOBILITY
SKILLS.

YOUR WEAPON TYPE ENABLES
SKILLS THAT FIT THEIR STYLE.

PICTURED RIGHT:
FULLY-EQUIPPED WARRIOR



THE WANDERER

Allan

----- GAMEPLAY -----
ENEMIES

HOSTILE WILDLIFE, BIZARRE CORRUPTED
CREATURES AND UNIQUE BOSSSES WITH
EXOTIC GAMEPLAY ARE THE THREATS
THAT AWAIT YOU.

MOST OF THEM WILL HAVE SPECIFIC
STRENGTHS AND WEAKNESSES THAT
YOU'LL LEARN ABOUT THROUGH
EXPERIENCE
AND KNOWLEDGE.

PICTURED RIGHT: RAVILE

THE WANDERER



Allan

----- GAMEPLAY -----

CRAFTING

ACQUIRE MATERIALS THROUGH
COMBAT AND EXPLORATION.

COMBINE THEM TO CRAFT
CONSUMABLES, SHINY NEW
ARMORS AND WEAPONS FOR
YOU AND YOUR PETS.

BUILD YOUR OWN EVOLVING
WORKSTATION TO HELP YOU
GAIN THE UPPER HAND.

PICTURED RIGHT:
WORKSTATION

THE WANDERER



Allan

----- GAMEPLAY -----

COOKING

TO FEED AND BUFF YOURSELF AND YOUR PETS, COOK A MYRIAD OF MEALS FROM RECIPES OBTAINED THROUGH EXPERIMENTATION, ATTUNEMENT OR OTHER SOURCES.

QUANTITY OF INGREDIENTS, TEMPERATURE DURING THE COOKING PROCESS AND OTHER VARIABLES WILL AFFECT THE RESULT.

PICTURED RIGHT:
INGREDIENTS

THE WANDERER



Allan

----- GAMEPLAY -----
ATTUNEMENT

EXPLORE EVERY NOOK AND CRANNIES OF THE LANDS TO FIND ANCIENT MEMORIES OF PAST HEROES OR CIVILISATION.

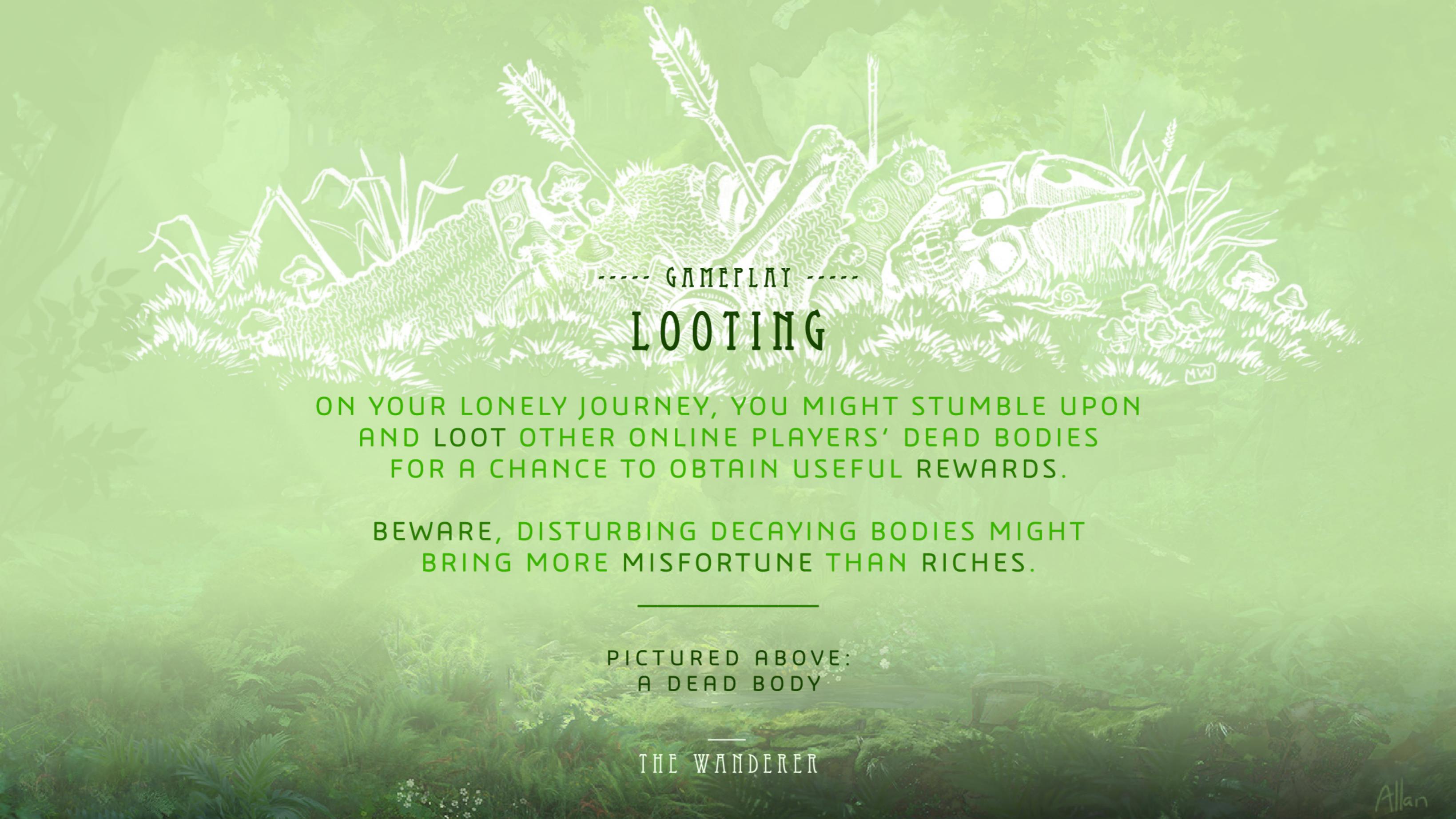
ATTUNE TO THEM TO LEARN NEW SKILLS AND KNOWLEDGE.

PICTURED LEFT:
ALTAR OF CLERICS



THE WANDERER

Allan



----- GAMEPLAY -----
LOOTING

ON YOUR LONELY JOURNEY, YOU MIGHT STUMBLE UPON
AND LOOT OTHER ONLINE PLAYERS' DEAD BODIES
FOR A CHANCE TO OBTAIN USEFUL REWARDS.

BEWARE, DISTURBING DECAYING BODIES MIGHT
BRING MORE MISFORTUNE THAN RICHES.

PICTURED ABOVE:
A DEAD BODY

THE WANDERER

----- GAMEPLAY -----
EXAMPLE

"UPON ATTUNING TO A FOREST ALTAR, I WAS TAUGHT DARK VISION AND WAS INFORMED OF A UNIQUE PREDATOR THAT HUNTS RIGHT AFTER DUSK. WITH MY NEW SKILL, I THEN WAITED FOR THE RIGHT MOMENT TO OBSERVE ITS BEHAVIOR.

I LEARNED THAT IT HUNTED WHITE HARES, SO I CRAFTED AND LAID A SPECIAL TRAP TO CAPTURE ONE. I OFFERED IT TO THE PREDATOR WHO THEN CHALLENGED ME TO A BLOODY FIGHT, IN WHICH I EARNED ITS RESPECT AND TAMED IT."

STATS INCREASED IN THIS SEQUENCE:

OBSERVATION + 0.2% TRAPPING + 0.1% TAMING + 0.3%

THE WANDERER

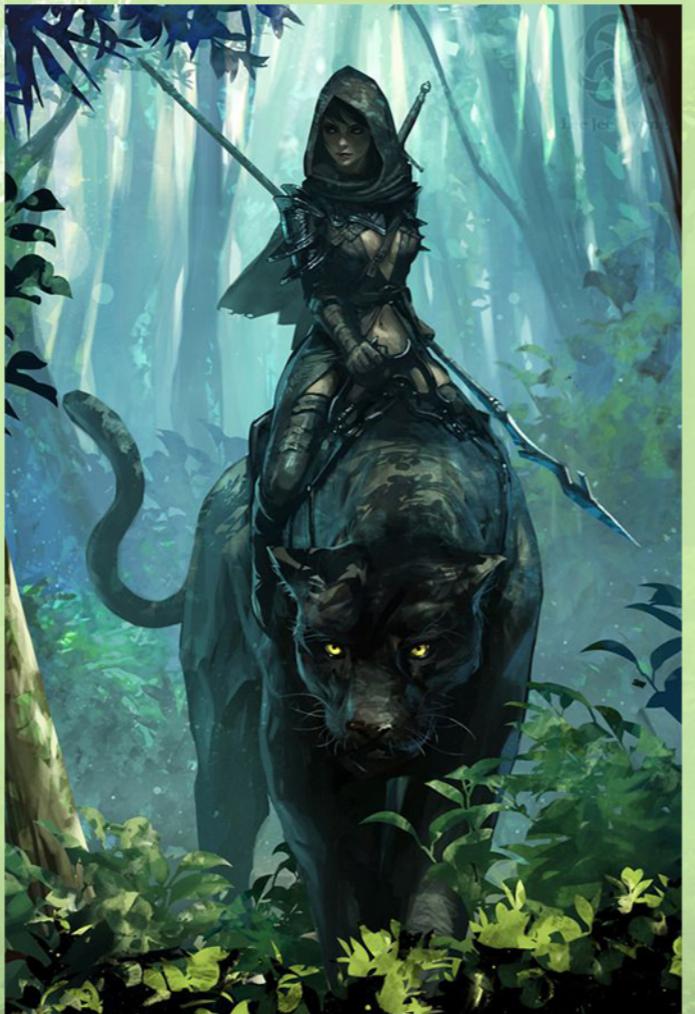
Allan

PET:
KIMERA

PET TYPE:
SCOUT

SKILLS
TEMPORARILY
UNLOCKED :
DARK VISION
ONE WITH THE FOREST
DEADEYE
HUNDRED THRUSTS
KICK'N'FLIP
IMPROVISED TRAP
INNER PEACE

STATS
AUGMENTED
WHILE EQUIPPED:
AGILITY
FOCUS
AWARENESS
STRENGTH
EVASION



**FINANCIAL
VIABILITY**

KEY FEATURES

A QUICK OVERVIEW
OF THE CORE ELEMENTS
OF THE GAME

-

OPEN WORLD

A VAST AND INTRIGUING
WORLD FOR THE EXPLORERS
OUT THERE TO DISCOVER

TAMING

A NOVEL MECHANIC
BUILT ON THE FOUNDATIONS
OF CLASSIC GAMES

REAL-TIME COMBAT

A DYNAMIC CHALLENGE
COMBINING DEXTERITY,
STRATEGY AND PLANNING

CRAFTING

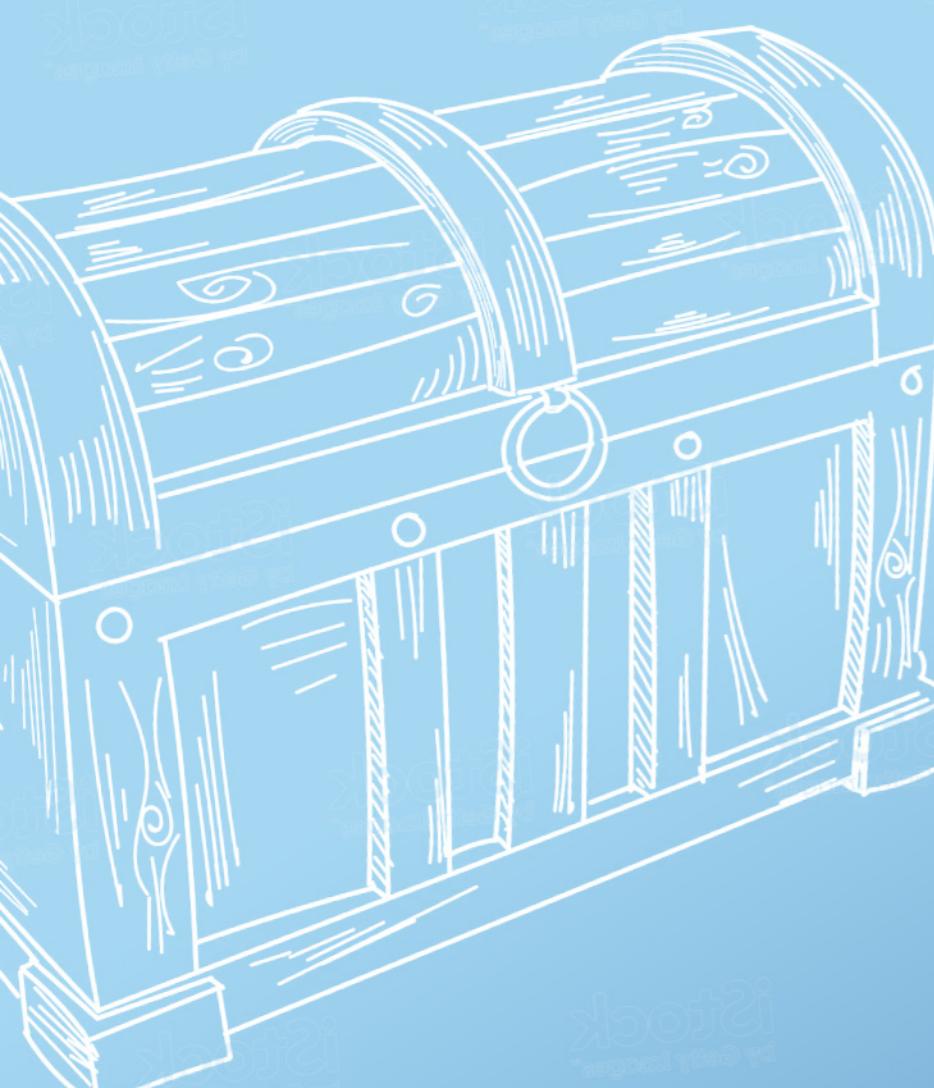
AN EXHAUSTIVE COLLECTION
OF ITEMS TO CRAFT,
INTRICATELY TIED WITH
EXPLORATION AND BATTLE

SKILLS SYSTEM

AN ORIGINAL AND DEEP
SYSTEM THAT ADAPTS
TO YOUR PLAYSTYLE

Mounting, Gliding, Climbing

NEW WAYS TO EXPLORE
THE WORLD WITH YOUR PET



TECHNICAL SPECS

A DESCRIPTIVE SUMMARY OF THE PRODUCT

GENRE

ACTION-RPG

NB PLAYERS

SINGLE

ENGINE

UNREAL

PLATFORM

PC AND PS4

PRICE

79.99\$CAD

TARGET AUDIENCE

ACHIEVERS + EXPLORERS

FIRST FANS OF THE
POKEMON FRANCHISE
(25-35YO)

SECONDARY TARGET

TEENAGER HARDCORE GAMERS (13-17 YO)
YOUNG ADULTS (18-25 YO)

NB OF AREAS

12 AREAS

12 DUNGEONS

5 TOWERS

GAMETIME

MAIN STORY 20 HOURS

MAIN + SIDE 40 HOURS

100% 80 HOURS

ROADMAP

- DEMO RELEASE
- OFFICIAL LAUNCH
- ADDITIONAL CONTENT :
 - OUTFITS AND CREATURES PACK (1-5\$)
 - 1 EXPANSION (20\$)
 - EXPAND MULTIPLAYER MODE





COMPARISON CHART

GAMES

A QUICK COMPARISON
OF SIMILAR
POPULAR GAMES

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METASCORE

96

89

87

76

RELEASE DATE
COPIES SOLD

3 MAR. 2017
2.21M

28 FEB. 2017
2.61M

18 NOV. 2016
13.55M

23 FEB. 2016
2.58M

OPEN WORLD



DUNGEONS



REAL-TIME COMBAT



TAMING



CRAFTING



COOKING



MOUNTING



SOCIAL MEDIA

A STRONG AND VALUABLE
PRESENCE ACROSS
ONLINE PLATFORMS



FACEBOOK
FAN BASE BUILDING

TWITTER
KEEPING UP TO DATE

YOUTUBE
GAMEPLAY INFO

INSTAGRAM
TEASING

- ANNOUNCEMENTS
- CONTESTS
- DEALS
- EVENTS
- LINKS TO ALL CONTENT

- ANNOUNCEMENTS
- CONTESTS
- LINKS TO ARTICLES

- TRAILERS
- INTERVIEWS

- SNEAK PEEKS
- FAN ART

PROJECT TEAM

WE THANK YOU
FOR YOUR
INTEREST !

-

ORIGINAL IDEA
SÉBASTIEN FOURNIER

GAME DESIGN
SÉBASTIEN FOURNIER & DANIEL RICHARD

COPYWRITING
SÉBASTIEN FOURNIER & DANIEL RICHARD

IMAGE SEARCHING
SÉBASTIEN FOURNIER & DANIEL RICHARD

GRAPHIC DESIGN
DANIEL RICHARD