***Zecharabra***

***Top down, turn by turn, RPG***

***Setting***

Alice and wonderland/ Carnival/ Classic Board game

***Genre***

***Psychological/Fantasy/Horror***

***Over view***

When the Jaded Zechariah “Cara” is taken to a magical world called “Midnight Masquerade”, she finds out she must save her fellow children who have also been stolen to this world by the lonely magician Iago Constantino. Her self titled-mentor, Houdini, warns her that Iago will try to steel her heart in order to keep the world preserved the way it is for all eternality, and that she will be turned into a wrait. The only way to escape is to make it to the end of the maze and defeat Iago.

***Goal***

Reach the end of the Maze

***Mechanics***

***World***

Top down

Free roam

***Inventory***

Use items

Collect items

***Combat***

turn by turn grid

Taro cards – Controls spells/summons

Dice –governs turns/movement/damage

Customization- Customize spells

***Audience***

12+