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## Overview

Shadowfall is the first of many in a "Mist of the Dark" collection. Visualistic Studios is very close to producing the next level of Horror FPS gaming. Mist of the Dark - Shadowfall is the newest and greatest First Person Shooter horror game. The player must withstand the constant paranoia and extreme scariness to complete the overall level objective.

Shadowfall will consist of regular updates, successfully implementing exactly what the public wants to see as far as level design, functionality, and many other aspects. Because of the gradual update system, we can continue to grow our game and shape it into the incredible new face of Visualistic Studios.

Visualistic Studios has singled out "Mist of the Dark" apart from all other First Person Shooters in quite a few key aspects:

- Visuals and Design - The Unity Engine has allowed Visualistic Studios to design and create levels in outstanding detail, much above the quality of other indie games.
- Multiplayer - Mist of the Dark - Shadowfall is strictly multiplayer. With Customizable, player hosted servers, the functionality, versatility, and fun is endless.
- Concept - The general idea and objective concept behind each level is both unique and exciting in all different areas, affecting game play as more of the story is revealed.
- Story - The background story for levels, design, and characters is not only thorough, but exhilarating, making the player truly want to play more to find the true meaning behind the amazingly complex pre, during, and post storyline.

Shadowfall is a horrifying, beautiful, multiplayer experience that will keep players on the edge of their seat. The first of it's kind, this new experience of a unique, horror, First Person Shooter will truly set the stage for Visualistic Studios' incredible campaign.



## **Shadowfall Will:**

- completely reconstruct the First Person Shooter in a plethora of horrifying ways.
- be the greatest work of 3D art ever published by Visualistic Studios, truly setting the stage for games to come.
- provide fun, attractive, and entertaining game play for years.
- portray an elegant, yet complex background.
- keep players on the edge of their seat, always wanting to come back for more.

## **Incredible Storyline**

The pre, during, and post storyline was brilliantly created by Visualistic Studios' concept and story team. With years of experience and several Masters' degrees involved, the overall storyline of how, when, why, and where the game takes place, is simply stunning yet fantastic.

With a seemingly open-ended background storyline, the players have the capability to reveal more of the story by finding and using Easter eggs, fully exploring levels, etc, to fully unlock the knowledge needed to understand the true meaning of the storyline.

## **Flawless Graphics**

The graphics design team has created stunning graphics, 3D art and design, as well as extremely intricate level design. We are creating the most detailed and spectacular looking Indie First Person Shooter created.

Here at Visualistic Studios, we see this as a major problem and flaw with most indie games today. This is why we are so dedicated to making our game as beautiful and unique as possible.

## **Level Structure & Objectives**

The detailed and beautifully constructed levels and designed to fit that of the storyline, to keep the player on edge and to keep the player always wanting to come back for more. The objectives are created and designed to match the flow of the storyline, progressing it and revealing more and more information and secrets every time you play, to reveal the true meaning of the background storyline.



## **Unique Experiences**

The game is designed so that you are always learning, finding new things, and wanting more. Because of the multiplayer aspect of the game, each time you play, you will receive a new, exhilarating experience guaranteed.

Also, because of the frequent updating system that is implemented, the game will always be adding new aspects, creating an even more unique experience every time you play.

## **Multiplayer**

The strict, yet versatile multiplayer aspect is what makes this game truly unique. With chat, "voice over ip", and many other networking attachments to the game, this horrifying experience is enhanced not only by our amazing graphics, but by your own friends and how scared they have become!

The player hosted servers can be customized in several different ways, from settings to team count, we try to make this game as Versatile as possible!

## **Regular Updates**

Shadowfall will have very frequent client and server updates, with implemented ideas from the public, and from the overall vision of our team. With these updates will come design, levels, functionality, and much more. If started small, the game can be shaped into the perfect game that the public wants and needs.

## **Upgrades and Extra Features**

Exclusive visual upgrades can be earned or purchased through many different ways. Using the game's standard point system, players can save up in order to accommodate models, skins, and many other things in order to enhance their game play experience. All products acquired from the shop will not in any way give any player an advantage over another. The products will be strictly visual.

Products from the shop will also be available for purchase. A conversion rate from points to dollars will be used in order to determine the price for specific products. However, there will be several products only available through points, and not currency.

Some specific store products consist of models and skins for the monster and for the marine. Each model will have custom animations and abilities, specific to that model. Weapon skins and models can also be acquired, with a variety of long range and short range modifiers.

## **Summary**

The unique and stunning idea of a brilliantly executed Horror First Person Shooter indie game has finally been brought to life by none other than Visualistic Studios. Within the extensive indie game marketing race, we strive to put this game above and beyond all others, because of pure exhilarating content, and not excessive marketing skills. Mist of the Dark - Shadowfall will be the face of Visualistic Studios for years to come, raising the bar of the indie game industry to a new, unique level to which only Visualistic Studios can produce.

## **In Game Features**

The game consists of two kinds of characters, marines and monsters. Both of them contain different in game experiences and interface.

- Marine - The marine has a flashlight, a radio, and a weapon. They can sprint for a length of time and their movements and noises correlate accordingly. Other specific physical objects can be found and used for the duration of the round, on several different maps.
- Monster - The monster's health will be determined according to the amount of players in the server at the beginning of the round. It will have increased running speed and jumping height, as well as many other mechanical enhancements. The monster will have physical enhancements to help the player seek and destroy the targets. The enhancements contain and are not limited to:
  - Thermal Vision - This allows the monster to see through objects for a short length of time in order to get a better understanding of the marines' locations.
  - Fire Blast - A short fire burst that is shot from the monster in the direction that the player is looking, dealing impressive amounts of damage to all marines that the projectile collides with.
  - Throw - The monster will be able to pick up a marine and throw them with extreme force, if in the correct position to. This attack deals quite a lot of damage in comparison to normal attacks.

Point System - Each player will have a points balance linked to their account. Points can be won in several different ways, whether it be from public tournaments, "give-aways", and many more. These points can be used to acquire products from the store, showing to all the people whom they play with, that they have been awarded enough points to earn such prestigious products.

Story Continuation - The "during" part of the storyline has to be unlocked by the player, by finding important or significant objects within the level. After obtaining these objects, it will make another part of the story clear to them. Each object found will have its own unique attributes, benefitting or relieving the player's chances of survival for that round, based on what the object's role is in the storyline.

## **Game Tactics**

### **Balance**

The level of balance with this game is maintained at a nice level, yet has the versatility for the server owner to set specific settings to make the game more personalized to their liking.

The monster to marine health and damage spectrum as well as mechanics are both realistic and perfect to make the game more playable, and of course, fun. With days and days of beta testing, the balance of player, server, abilities, and all other aspects has been perfected to create the maximum playing experience for everyone.

### **In Game**

Upon the beginning of each level, you are given options in order to survive and complete the objective. There are multiple, fun, common tactics that could make each round as unique as your very first!

There are two ways to win the round for the marines: completing the objective, or killing the monster.

- **Complete the Objective** - The objective could be anything, from making it to a safe house, or finding an important object that directly relates to the storyline. Completing the level objective is the recommended way to gain skills and win the round.
- **Kill the Monster!** - The second way for the marines to win the round is to slay the monster(s). There are several ways to kill the monster, but it takes skill, experience, patience, and most of all, teamwork.

There are several ways to start off the round. Discuss your plan with your team or go solo, it's up to you!

**Develop Tactics With Your Team** - Stick together in a pack or divide and conquer? You decide! You can decide to creep and move cautiously, or sprint and scramble to finish your objective!

### **Stay Alive!**

With all these tactics given, the main goal is to stay alive long enough to win the round. Your skills will be developed with experience and better tactics will be learned after getting to know the game to eventually become the ultimate player.



## **Background Story**

--Go Josh Go!--

## **Visualistic Studios**

Here at Visualistic Studios, we strive our hardest to achieve the ultimate goal: creating a game that completely represents our vision as a team, and what each developer see's in his own mind individually, while creating a dependable, accessible, and of course, a fun game! Every person on the team as an idea or a dream of a perfect story, environment, and style, and we work together to make sure that everyone's fantasized ideas are brought to life, creating a masterpiece. We see our work not as a video game, but a work of art. The amount of grueling hours put in by every single person, is merely astonishing. Whether it be story, design, concept art, 3D art, code, animation, anything, it comes straight from our hearts and onto the screen. Because of the help of our well planned and professional team, this is possible.

## **Final Conclusion**

All in all, Mist of the Dark - Shadowfall is very unique, being a Horror First Person Shooter. Because of its 100% multiplayer experience and frequent updates, players can expect a new and unique feel and experience every time they play. In such a difficult market, we strive to use all of the help we can get to help promote and improve our game. With your help, this can be easily achieved. At no point in time did we feel as if our game wasn't going to be the exact manifestation of our thoughts and eventually become the perfect game that everyone so desires.

## **Further Questions?**

Do you have any further questions or concerns? Do you feel the need to discuss any specific aspects in more detail? If so, feel free to contact us at any time and we would be glad to answer any and all of your questions.

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We will reply as soon as possible with answers or further information on how to get in further contact with us, if needed. Please don't hesitate to contact us with any questions you may have. We accept all constructive criticism, after all, our goal is to make the perfect game!