**REVERSE FANTASY**

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**TARGET DATE:**

—Year 2026

**SHORT DESCRIPTION:**

—Reverse Fantasy is a 2D RPG platformer that takes players on a mind-bending journey through a world trapped in a paradox. Time itself has been distorted—each passing day rewinds instead of moving forward, unraveling the very fabric of reality.

Three unlikely heroes must uncover the truth behind this anomaly: Nial, a daring adventurer from the medieval city of Aurelius; Minami, a devoted shrine maiden from the mystical New Tsukikage; and Eldritch, a valiant knight sworn to protect Aurelius. Together, they must navigate shifting timelines, battle enigmatic foes, and piece together the fragments of a world caught in reverse.

As the days rewind, memories fade, choices reset, and the past becomes the future. Can they break free from this endless cycle, or will they be lost in time forever?

**ARTIST/DEVELOPER**

-Steven Alfon

**PUBLISHER ACCOUNT**

-Steven Alfon

**REFERENCE/INSPIRATION GAMES**

-Reverse: 1999, Castlevania, Honkai: Star Rail, Genshin Impact

**CHARACTERS**

**-** Niall

-Minami

-Eldritch

-Gilberto

-Popo

-Gertrude

**STORY**

**Prologue: The Downfall of Nyxara**

—In the land of Nyxara, where the skies shimmered with ethereal light and magic coursed through the veins of the world, a great calamity emerged—the Black Tide. A sinister force that devoured all in its path, it brought ruin to cities, twisted the land into nightmares, and fractured the flow of time itself.

At the heart of this devastation was Nouz, the god of time, whose madness had plunged Nyxara into an endless spiral of chaos. To end his reign of terror, three warriors rose to defy fate:

Together, they waged a final battle against the Black Tide, cutting through the endless horrors that plagued their world. In the ruined halls of Eclipse Sanctum, where time itself was unmade, they confronted Nouz.

The battle was cataclysmic. Nouz, the Arbiter of Time, twisted reality to his will, forcing past and future to collide. Yet the three heroes fought on, striking against the god’s eternal grasp. But fate was merciless. In a single moment, Tiara was struck down, her magic fading into the abyss. Zwelous fell next, his shield shattered as he protected Kiyan from the god’s final onslaught.

Alone, bloodied, and driven by vengeance, Kiyan gathered all his strength. With a single, desperate strike, he cleaved through Nouz, shattering his divine form. The Black Tide vanished, and the corrupted threads of time unraveled.

But victory came at a cost. The world was saved, yet Nyxara remained scarred—its heroes lost to the annals of history, and time left in fragile balance, waiting for the next great upheaval.

**Chapter 1: Return to the Past**

**MECHANICS**

—Metroidvania RPG and Party Based

**CHARACTER TALENT**

-Normal Attack

-Skill

-Ultimate

-Passive

-Exploration Passive (e.g. Jump Boost, Double Dash and etc)

**CHARACTER STATS**

-HP

-Mana

-Attack

-Defense

-Elemental Damage

-Critical Dmg

-Critical Rate

-Attack Speed

-Stamina (for using Exploration Passives)

**CHARACTER BIOGRAPHY**

-Name

-Age

-Weapon type

-Place of Birth

-Race

-Character Summary

**CONCEPT ART**

Niall:

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Eldritch



Gilberto



Minami



Gertrude



**RELEASE TYPE**

Free + Patreon

**Summary of deliverables for INITIAL RELEASE:**

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**MARKETING ASSETS**

Game Icon

Menu

Gameplay interface

Itch Cover

Itch Content

Itch Thumbnail

**PLAYTEST DOCUMENT HERE:**

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**ESTIMATE OF DELIVERABLES**

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