



MEET VICTOR.

A DETECTIVE WHO'S DEALING
WITH SOME PRETTY SERIOUS
BRAIN ISSUES THAT DEFINITELY
NEED TO BE ADDRESSED.

YES, BY YOU.

GAME SHEET

TARGET

Chill players
Fans of detective stories
and cognitive-twist
mechanics

Aged 25-35

GENRE

A cozy yet dark point
and click investigation
game with a focus
on Narrative

PLATFORM

PC
Portable consoles

GAME MODE

Single Player

MAIN TECH

Unity

KEY MARKETS

EU | USA | JP

BUSINESS MODEL

One-Time Purchase

PRICE

€ 14.99
\$ 19.99

STORY

Nuova Led York, year 2130.

Its neon lights never go out, just like its citizens' debts.

In 2110, an **epidemic** of **TSD** (Temporary Synaptic Dysfunction) spread through the slums like wildfire.

Lumen, a miracle drug, was invented by a lobby of wealthy families who decided to sell it at almost unaffordable prices. People sold everything they owned, and it worked for a while: people smiled again, went back to work, and believed in progress.

But some years later, the side effects appeared: tremors, cognitive disorders, mutations.

After all, some epidemics don't just spring up on their own: **someone has to sign the prescription**.

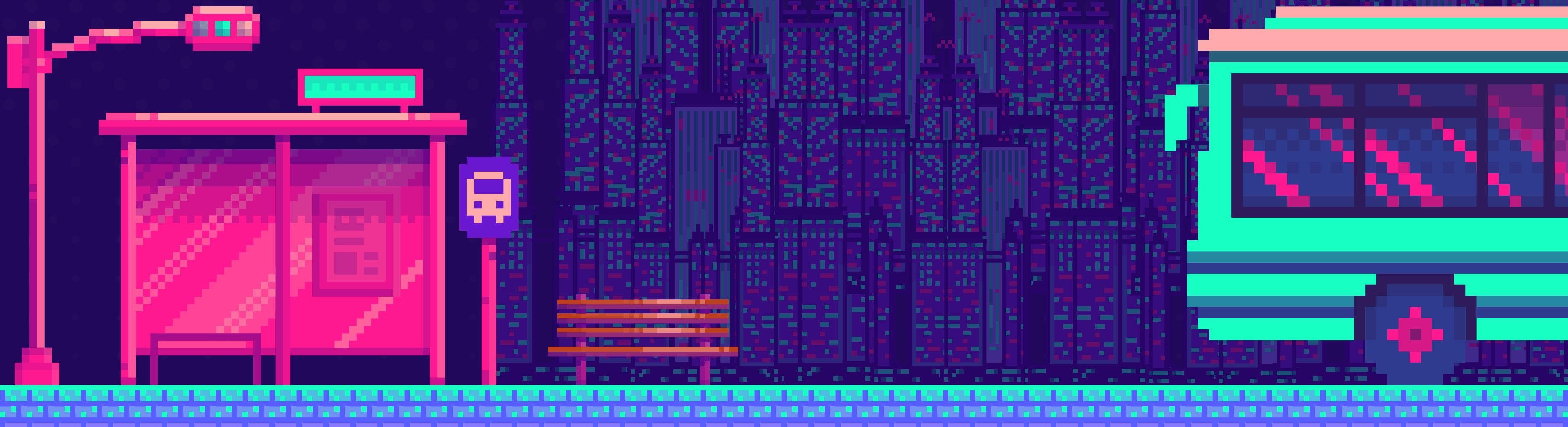
Today, Nuova Led York is split in half: the **Upper City**, where everything is clean and safe, and the **Lower City**, a collection of decadent neighbourhoods where former Lumen patients try to survive.

CONCEPT

Echoes of 2110 is a detective dystopia adventure that blends elements of investigation and narrative.

The player can take on the role of **Victor**, a detective who solves minor crimes in the poorest neighborhoods of Nuova Led York, or Rob, his faithful **dog-partner**. Each investigation can be solved in **multiple ways**, leaving room for intuition, observation or animal instinct, depending on the chosen approach.

As cases are solved, increasingly wealthy clients will offer more complex ones, allowing Victor to get closer to the heart of the **mystery surrounding the true origin of the 2110 epidemic**.



EXPERIENCE

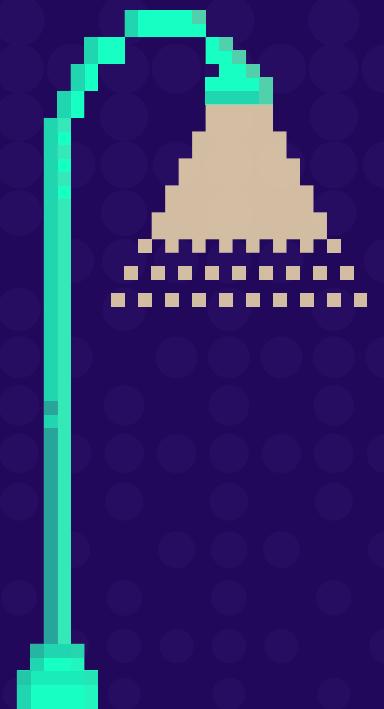


CASE ASSIGNMENT

Accept cases
from residents

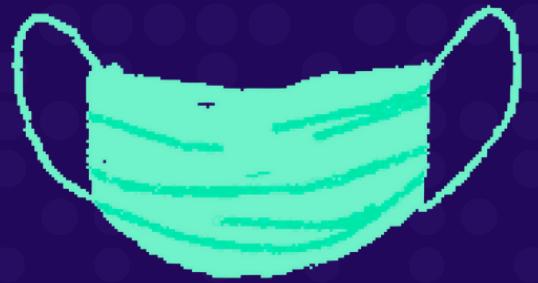
EXPLORATION

Investigate the
city streets and
talk to people
to gather clues.



RESOLUTION

Combine objects,
make deductions
and solve puzzles
to close the case.



DISCLOSURE

Yay! You're getting closer
to the truth about the 2110
epidemic.
You think you can rest?
Wrong, let's start again!

PILLARS

SLIP EPISODES

Victor suffers from side effects caused by Lumen, the drug for DST. Throughout the game, this causes him to experience neural slips that temporarily **affect the controls** you use to move Victor. Down becomes up, right becomes left... you get the idea, right?

TWO PLAYABLE CHARACTERS

At any point in the game, you can choose to control either Victor or Rob. Both have different abilities, allowing you to gather clues and **solve puzzles in different ways**.

GROWING REPUTATION

As you solve cases in the slums, your reputation as a detective will grow, bringing your name to the attention of the wealthy residents of the Upper City. The higher you climb, the more **juicy information** you can obtain about the epidemic of 2110...

HIGHLIGHTS

INTERACTIVE GAMEPLAY

Victor and Rob have different abilities: Rob, for example, can squeeze into inaccessible places and use his sense of smell to follow hidden clues.

The cases may have **multiple solutions**, depending on the choices you make and the characters you use!

REVERSED CONTROLS

Have you ever tried playing with inverted controls? Victor has, and you should **get used to it.**

IMMERSIVE WORLD

A noir adventure in a satirical cyberpunk world, where the player uncovers social secrets, **industrial conspiracies** and the truth behind an artificial epidemic.

CHARACTERS

VICTOR

He is 28 years old and a determined detective, marked since childhood by Temporary Synaptic Dysfunction (TSD). Contracted at age 11 and treated for a year with the drug Lumen, Victor began to experience so-called **neural slips**: brief episodes of confusion and disorientation during which his **controls reverse**.

Growing up, he decided to become a detective to expose the rot that plagues Nuova Led York, tackling cases large and small and getting closer to the heart of a mystery involving the very epidemic that has marked his life.



ROB

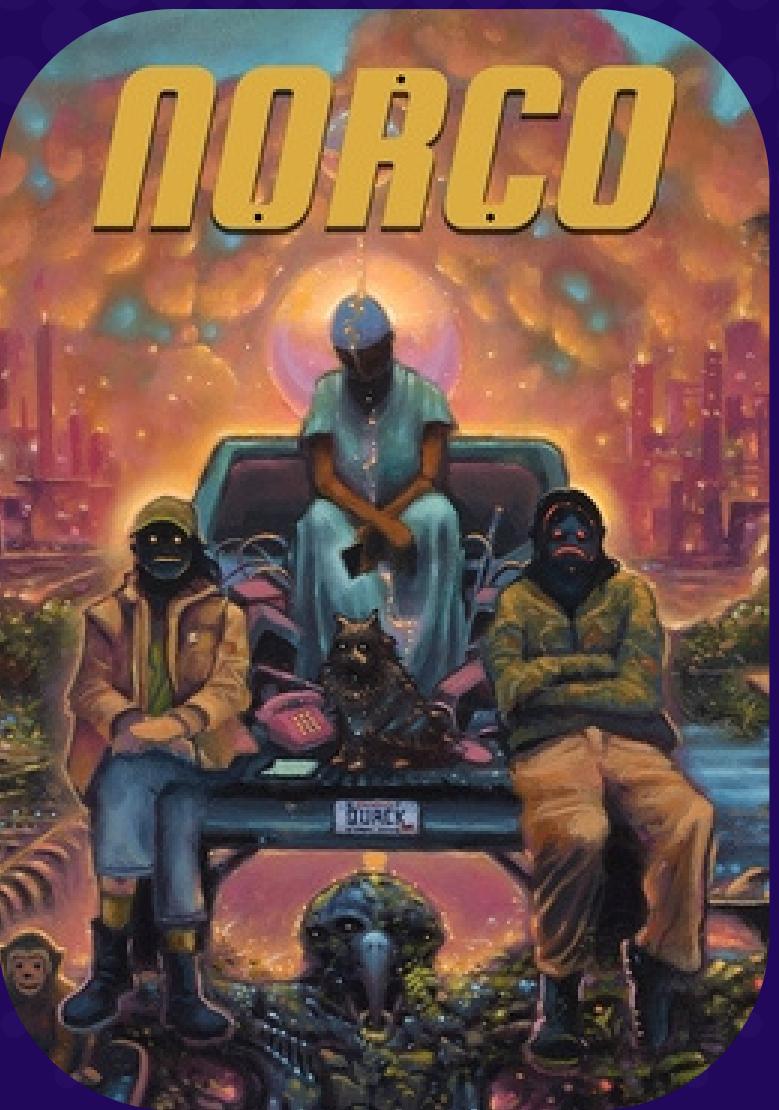
Victor's faithful dog-companion, with a dark past: before meeting the protagonist, he was a laboratory animal, used in experiments for the development of the drug Lumen, and still bears the effects of those experiments, both physical and behavioural.

Rob is incredibly intelligent, observant and protective, **able to access otherwise inaccessible areas and capture details that others miss**.

REFERENCES



GRAPHIC STYLE



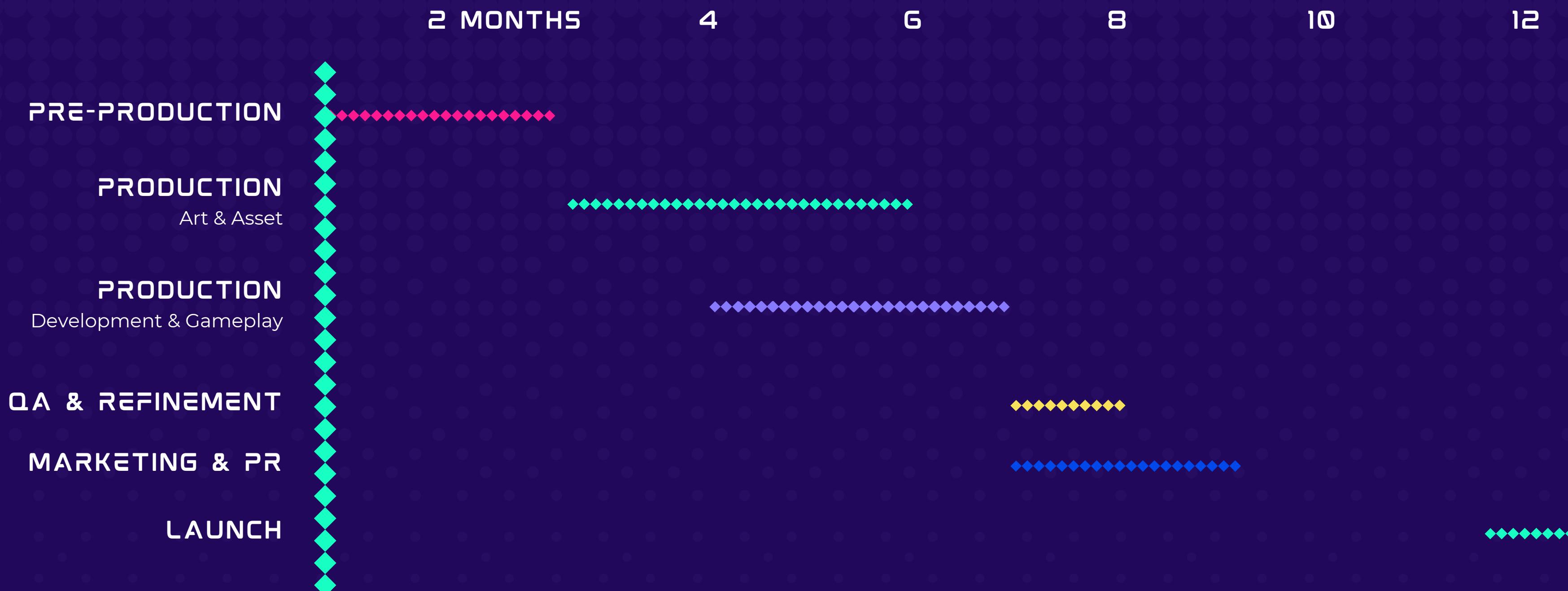
SOCIAL CRITIQUE



NARRATIVE SUBGENRE
[detective dystopia]

ROADMAP*

*12-month
development cycle



FINANCIALS

REQUESTED FUNDS

€ 120.000

SELLING PRICE

€ 14.99
\$ 19.99

PROJECTED SALES (year 1)

15.000 units

BREAK-EVEN POINT

9.700 units

TEAM COST

€ 80.000

MARKETING & PR
20%

QA & TESTING
10%

NARRATIVE DESIGN
10%

DEVELOPMENT & GAMEPLAY
25%

LEVEL DESIGN & CONCEPT ART
25%

MUSIC & SOUND DESIGN
10%

PLAY STUDIO

LET'S CHAT ABOUT IT

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