

- support with DLC
- it CAPTURES players
- boss rush, rhythm, arcade, strategy mix

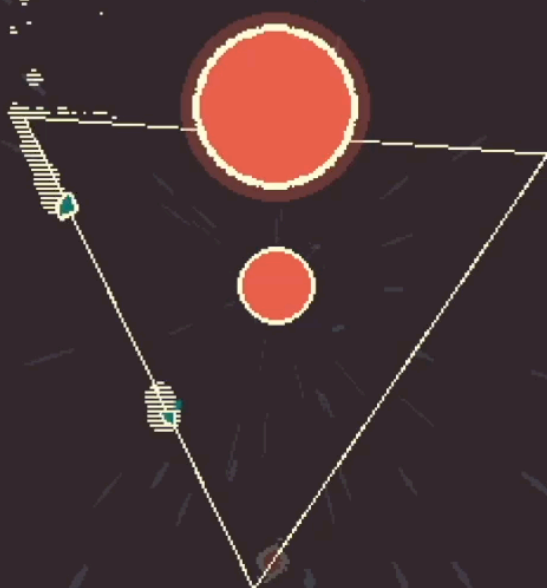
Embrace

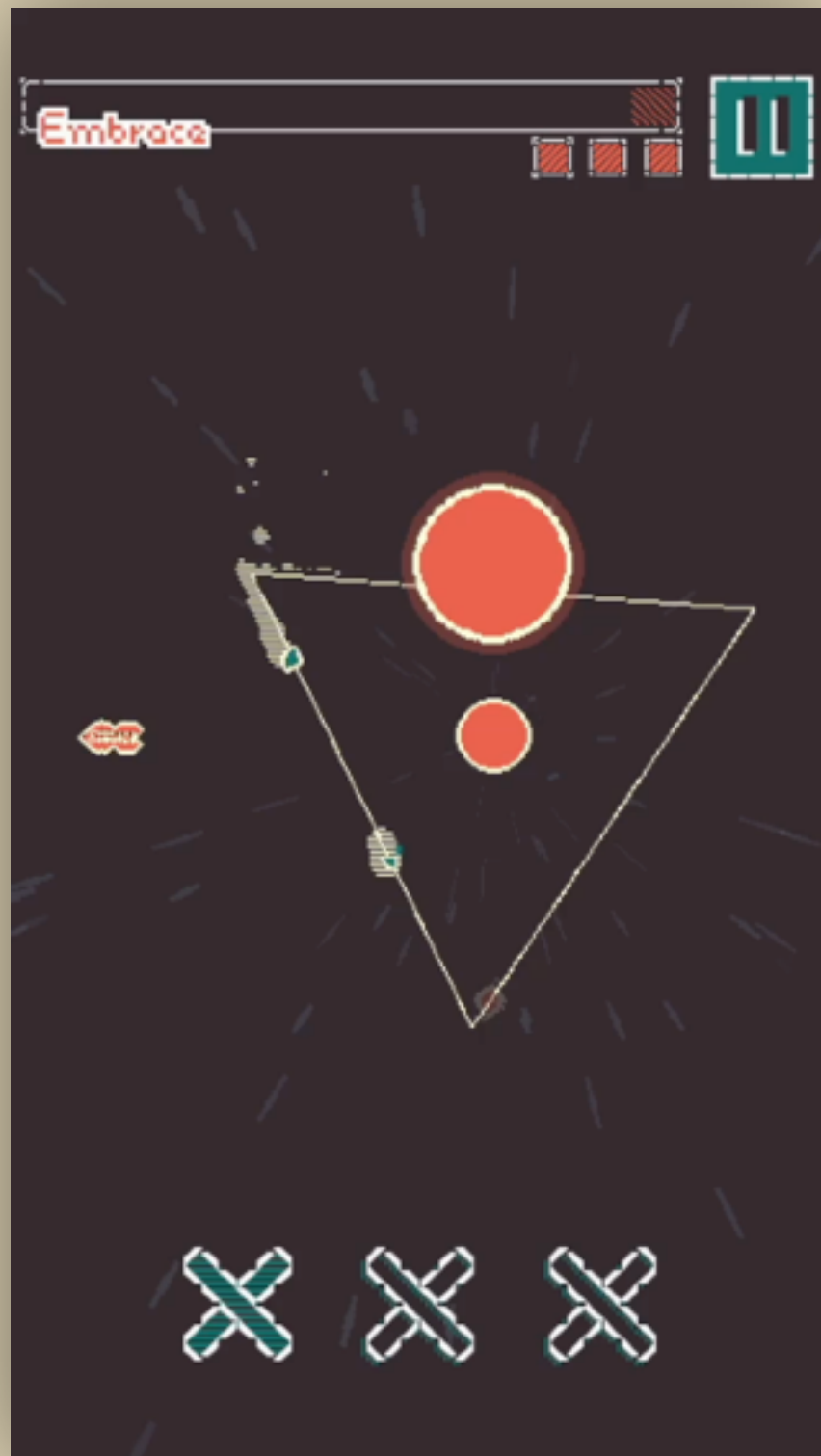


Embrace



Embrace





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ORB WILL BE:

- simple to understand
 - player customization => very deep!
- 10 hours of gameplay
 - 66 levels (5 hours)
 - randomly generated mode (5 - 10 hours)
- a visual spectacle

- (7.5€ GAME)

(DLC)

DEVELOPMENT TIME: 12 months + 3 months

DEVELOPMENT COST: 164k USD