

Haunting Tales of the Steppe

MAIN STORY

DLC STORIES

OPTIONS

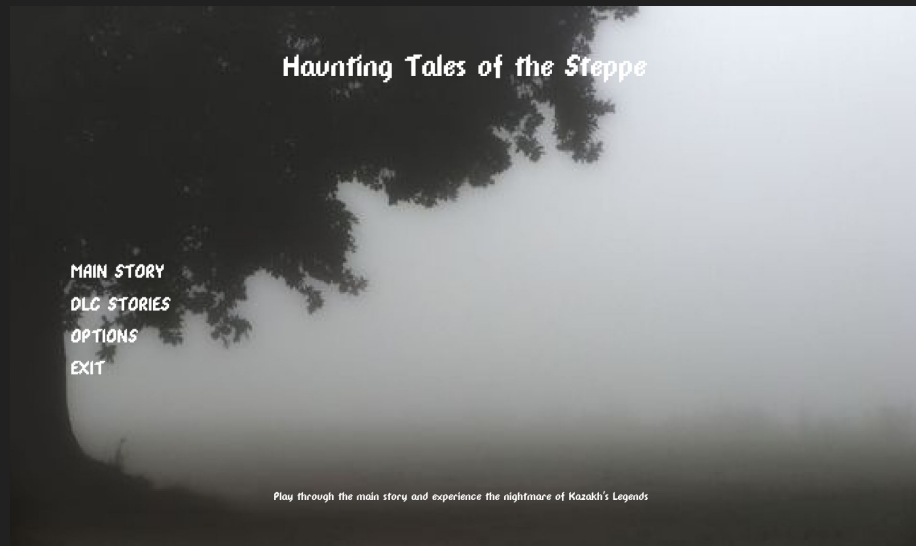
EXIT

Play through the main story and experience the nightmare of Kazakh's Legends

Batyr Studio Games

Haunting Tales of the Steppe

The concept of the game is based on horror stories from Kazakhstan. The plot and unique features are realized on the Unreal Engine. The main feature of the game will be that it is a whole anthology of scary stories.



It is second variant of Main Menu



Setting: In the 2000s Kazakhstan became more and more frequent partial mystical phenomena, which led to the events of the game. These locations will be famous places of Kazakhstan, such as: Borovoe, Lake Kainar, the city of Almaty and Astana.



Story Progression: In each unique story, the player will have to live out the situations that were told from the aforementioned scary legends. Each character's story will have unique mechanics, dialog system and different endings.

Target Audience: Players between the ages of 20 and 40. Fans of the horror, adventure genre. The game will be very popular for streamers.

Mechanics and Uniqueness: The game will be able to include cutscenes like in *Until Dawn*, *The Quarry*, etc. Especially it will be possible to highlight the moment with the narrator as Old Kazakh man, who will tell the stories of each character.



The demon of the night of the Borovoy highway

On his mom's birthday, a character named Batyrkhan decided to surprise his relatives, and went on the road home Borovoye. On the highway, Batyrkhan noticed a **strange woman in a white dress** on the roadside, who was holding out her hand.



Lake Qainar a couple's story



The legend of the cursed lake of Qainar. This lake is said to be the home of an evil spirit that seeks revenge and feeds on innocent lives. Anyone who finds themselves near the lake is subject to unusual and terrifying influences.



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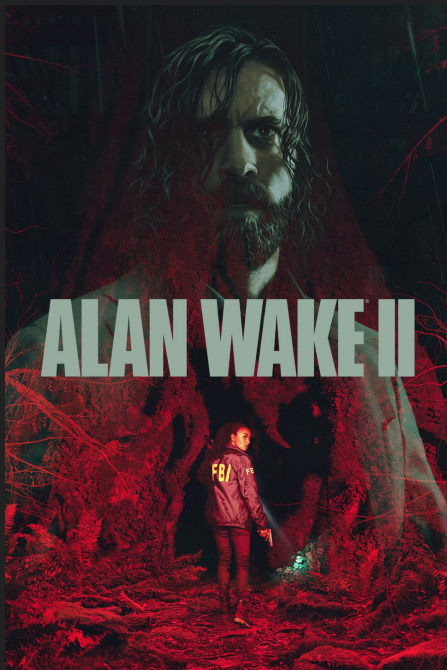
GENRE ——— Horror

Horror is a genre of storytelling intended to scare, shock, and thrill its audience.

Action-adventure

An action adventure game can be defined as a game with a mix of elements from an action game and an adventure game

My inspiration games



What distinguishes these analyzed games?

Resident Evil 4 is different in that it is an AAA project and has a semantic plot from previous games.

Alan Wake 2 is a game with a great plot and riddles, the main distinguishing fact in the game is that it is more of a detective game

Until Dawn is a game with well thought out scenes, and for me its main difference is that it is more of a movie game

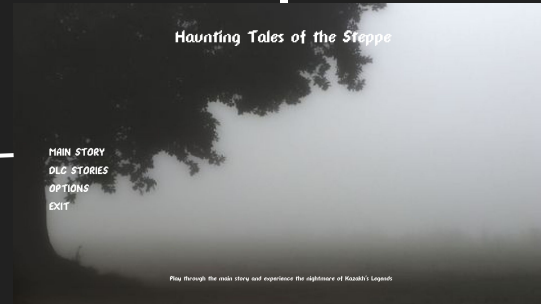
In what way your game is similar



GAMEPLAY

Plot

Visual part



What distinguishes your game from the other games?

My game will be less intense and calm gameplay, unlike **Resident Evil 4**. My main mechanics will be more extensive

Until Dawn is famous for its scenes and story setting, and my game will be developed with good characters and their story

The main difference from **Alan Wake 2** will be that my game has elements of horror and detective, but with an extremely unique point - the plot can end at any moment

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Batyrkhan main character



The main character, named Batyrkhan, is an ordinary university student who spends his student life very actively and is engaged in self-development.

In the game he will move normally with the help of animated movements and his bones. He will also mostly moves in dark forests.

Key moments



As you progress through the game, Batyrkhan will become more immersed in the mysticism of his reality, and will be able to distinguish between mystical phenomena. The third eye skill will awaken in him, which will help him sense spirits and the Phantom Girl herself.

He will only have a flashlight and ritual things, with which he will need to interact throughout the game so as not to be another deceased

In game items



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The game will be based on the Unity 3D engine, from this screenshot you can see that the game will be in 3rd person.



The game's narrative will be based on 3 stories of different characters and their unique mechanics.



There is two types of map: Minimap and normal map





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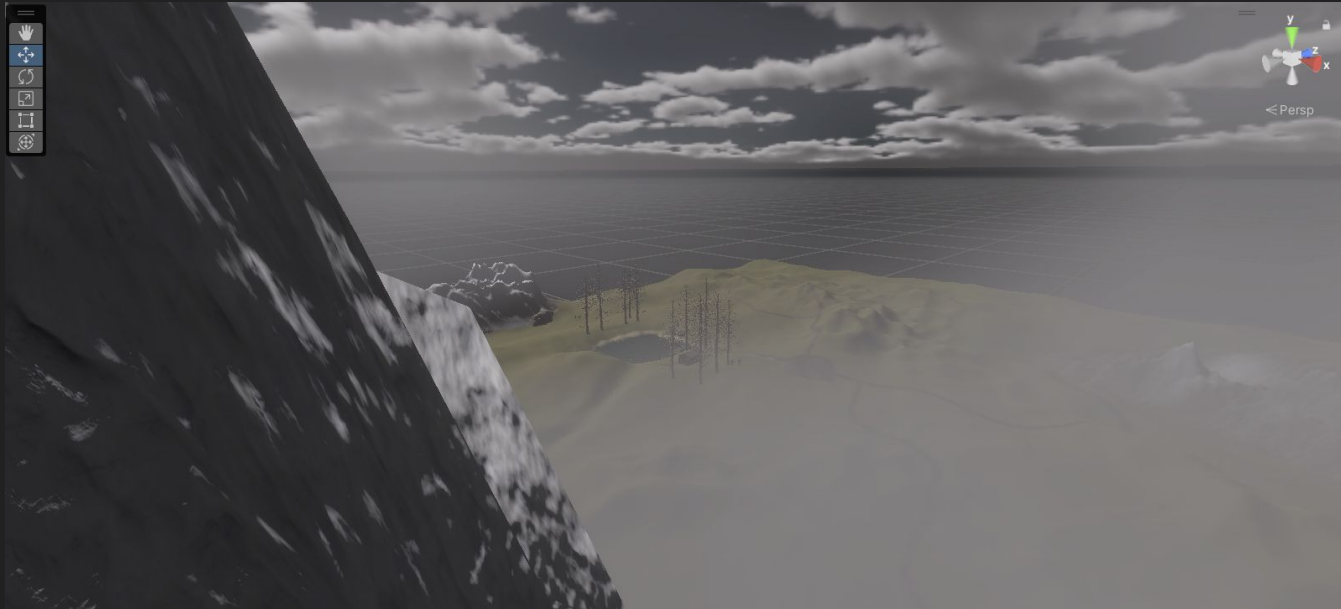
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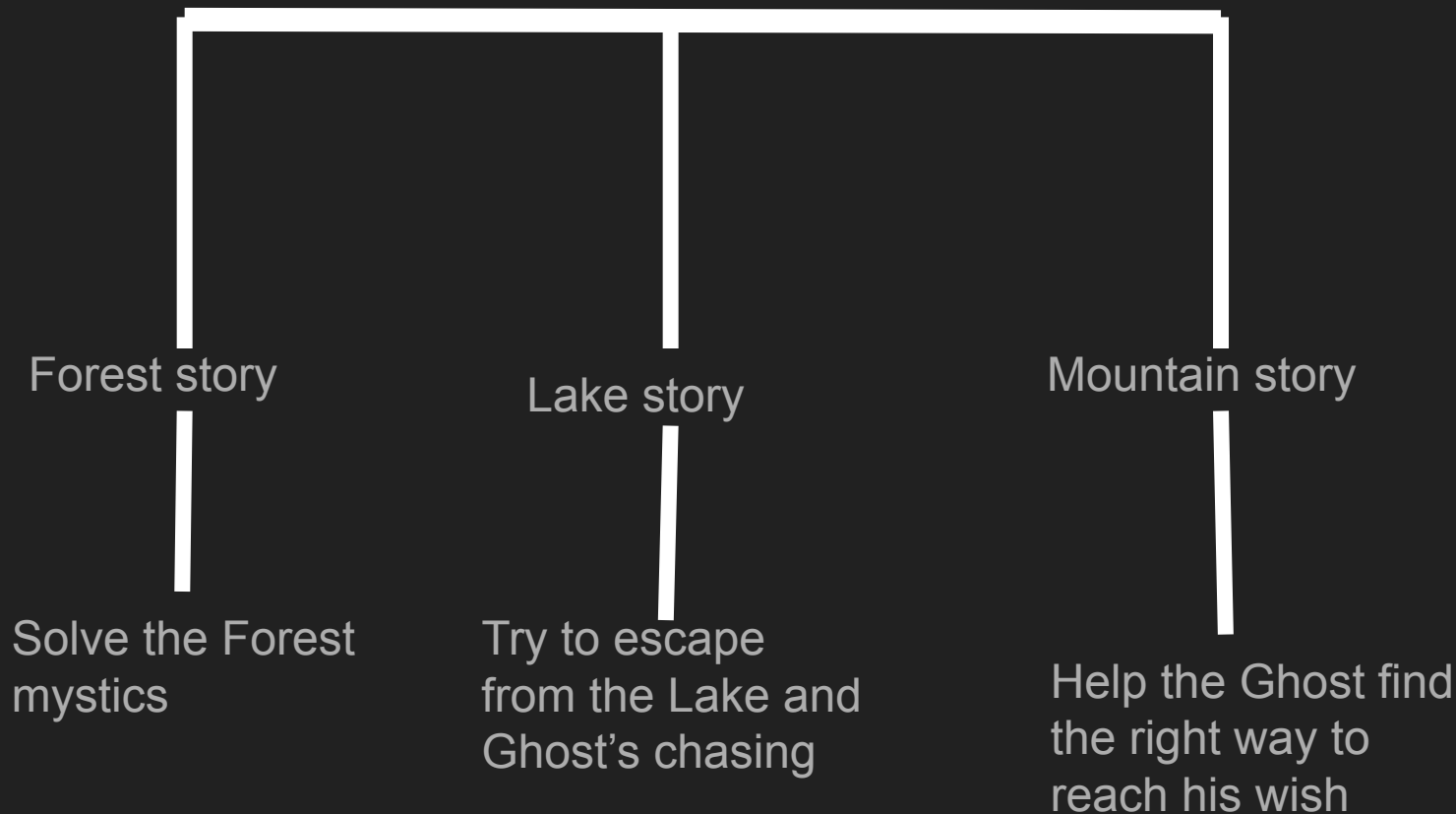
The main goal of the game is based on to pass the game through out of different plots.





All stories will be based on story telling style, and the main locations would be forest and steppes.

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The player is introduced to the protagonist, Batyrkhan!

A young student journalist on a his way to mother's village to uncover the mystery behind a series of strange occurrences in a remote village. As Batyr drives through a dense forest on his way to the village, a sudden, blinding light causes him to swerve off the road, crashing into the trees. Dazed but unhurt, Batyr ventures into the forest seeking help, only to encounter the spirit of a young girl named Alsu, who begins to haunt him. Batyr learns that Alsu was wronged and cannot rest until her spirit is at peace. To survive and reach the village, Batyr must find a way to communicate with Alsu , uncover her story, and help her find peace.



Initial Exploration

- Explore forest
- Find clues
- Eerie sounds/sightings of Elena



Solving Puzzles

- Encounter puzzles
- Reveal Elena's past
- Unlock more areas



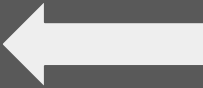
Avoiding Danger

- Supernatural threats
- Increase in intensity
- Elena's desperation and sorrow



Final Confrontation

- Perform ritual
- Survive final test
- Communicate with Elena
- Learn final piece of story



Gathering Ritual Components

- Collect ritual items
- Gain insights into Elena's story
- Uncover betrayal



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A misty, atmospheric landscape featuring a dark, calm lake in the center. The background is filled with tall, thin trees shrouded in fog. In the foreground, there are vibrant pink flowers and green ferns. The overall mood is serene and mysterious.

Minimap

HUD

Health and Sanity

#SUMMERGAMEFEST

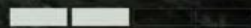


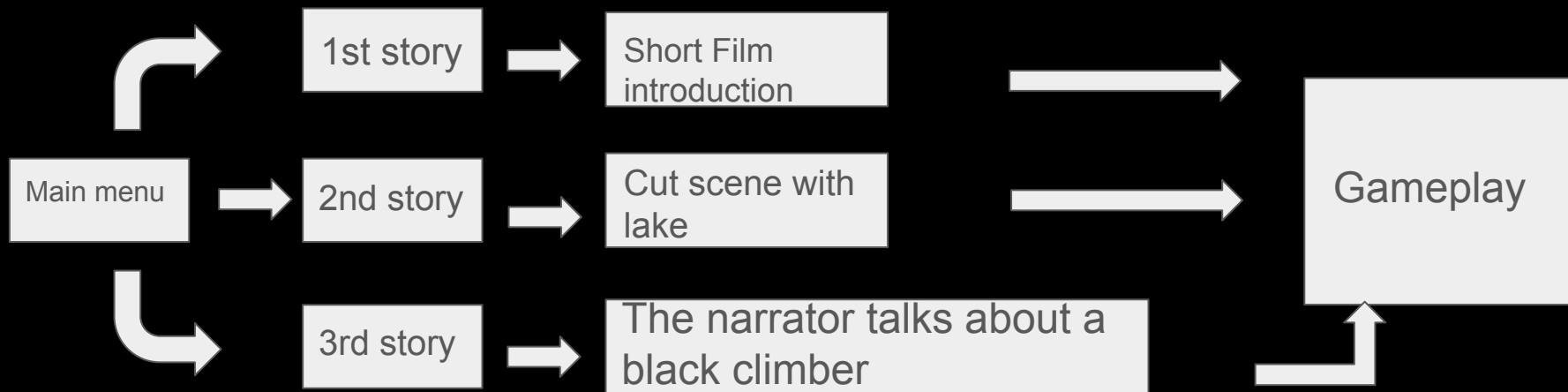
Service Pistol

6 | 15

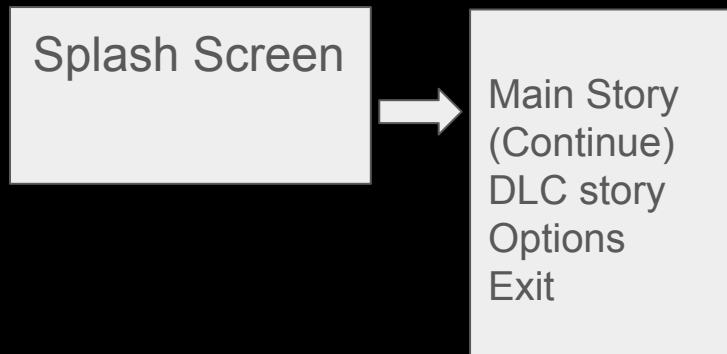


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Title screen



Batyrkhan, an investigative journalist renowned for his ability to uncover hidden truths, receives a cryptic message hinting at bizarre occurrences in a secluded village named Miras. This village holds personal significance, as it is where his mother, Aygul, moved several years ago, seeking solace from the chaos of urban life. Intrigued and concerned, Batyrkhan sets off, navigating through a relentless downpour that has transformed the surrounding forest into a treacherous, muddy maze.

Upon arrival, the village appears almost abandoned, with its inhabitants cloaked in an unsettling silence. Batyrkhan's mother, Aygul, welcomes him with visible relief but also a hint of fear. She shares with him stories of strange lights in the forest, whispers in the night, and the inexplicable disappearance of villagers. Determined to protect his mother and uncover the truth, Batyrkhan begins his investigation.

One stormy night, while exploring the village outskirts, Batyrkhan is drawn to an ethereal glow emanating from deep within the forest. There, amidst the ancient trees and torrential rain, he encounters Alsu, a ghostly figure whose presence is both mesmerizing and terrifying. Her haunting visage is marked by sorrow and rage, and around her, strange lights flicker like restless fireflies.

As Batyrkhan digs into the village's history, he uncovers a dark narrative. Alsu was once a beloved healer in Miras, known for her compassion and wisdom. However, during a period of famine and despair, she was betrayed by those she trusted most. Falsely accused of witchcraft and blamed for the village's hardships, Alsu was executed in a horrific public spectacle. The injustice of her death has bound her spirit to the village, where she now seeks vengeance.

To understand Alsu's plight, Batyrkhan interviews the remaining villagers, who are initially tight-lipped but gradually reveal fragments of the past. He discovers that Alsu's fiancé, driven by fear and manipulation, played a pivotal role in her downfall. Haunted by visions and Alsu's spectral appearances, Batyrkhan realizes that the only way to free her spirit is to bring her story to light and seek justice for her wrongful death.

Batyrkhan's investigation leads him to ancient, hidden rituals that can appease vengeful spirits. He learns that to perform the ritual, he must gather specific artifacts linked to Alsu's life and death. Each artifact is hidden in a place of personal significance and guarded by supernatural forces that test Batyrkhan's resolve and sanity. The relentless rain, eerie forest, and unsettling lights intensify the atmosphere, creating a sense of perpetual tension.

During his quest, Batyrkhan faces harrowing encounters with restless spirits and uncovers disturbing secrets about the village's past, including the role of his own ancestors in Alsu's fate. As he pieces together the fragments of Alsu's story, he is forced to confront his deepest fears and moral convictions.

In the climax, Batyrkhan performs the ritual under a sky fractured by lightning, with the forest alive with ghostly illuminations. As he completes the final incantation, Alsu's spirit appears, transitioning from vengeful to mournful. Batyrkhan's act of seeking justice and acknowledging her suffering begins to lift the curse. The storm abates, and the eerie lights dissolve into the night.

Alsu, now at peace, thanks Batyrkhan, her spirit ascending as a beacon of light. The village, freed from its haunting past, begins to heal. Batyrkhan, deeply changed by the experience, leaves Miras not only with an incredible story but with a renewed sense of purpose. His bond with his mother strengthens, and together, they look towards a future unshackled from the shadows of history.