



The Endless Choice (TEC) - Game Portfolio

1. Vision and Philosophy

The Endless Choice (TEC) is a unique hybrid MMORPG and ARPG that combines narrative depth, philosophical exploration, and technical innovation. Its core principle revolves around the concept of CHOICE: the act of making decisions, facing consequences, and growing through them. The duality between Dream (Light) and Nightmare (Darkness) reflects the eternal balance between order and chaos, cooperation and individuality.

2. Core Features

- Asymmetric Factions: DREAM (MMORPG, team-based, casual-oriented, 3-month seasons) versus NIGHTMARE (ARPG, solo/pro-oriented, 12-month seasons).
- Global Inclusivity: Myths, archetypes, and philosophies from around the world are integrated into the story, embracing diversity and cultural depth.
- Dual Gameplay Styles: Cooperative large-scale MMORPG (DREAM) vs Solo/Small-group ARPG (NIGHTMARE) challenges.
- Endless Growth: A level cap of 99, with infinite fractional progression (99.9 recurring), symbolizing asymptotic growth toward perfection.

3. Narrative Milestones

Level 0: The 'Zero Choice'. Born male or female will determinate the roster at lvl. 7

Level 3: – In the dream world, a child of 3 years old encounters Fear and Desire, fundamental drives that precede good and evil.

Level 7: Ascension into divinity – Players choose between Dream and Nightmare. 21 gods exist in Dream and 3 in Nightmare, for 24 unique archetypes.

Level 12: First Awakening – Reflection and learning moment.

Level 21: Second Awakening – Deeper exploration and understanding.

Level 33: Third Awakening – Full awareness and philosophical synthesis. Unlocks endgame.

Level 73: The Charm of Redemption or Corruption – Ability to switch factions completely, transforming gameplay.

Level 99: Symbolic Level Cap – Players never reach 100, representing endless growth.

4. Endgame Framework

Upon reaching level 30+, multiple endgame systems unlock progressively:

- Level 30: Worldshare Faction Farming Zones
- Level 31: Infinite Tower
- Level 32: Dungeon & Raids
- Level 33: PvP unlocked (intra-faction always available, cross-faction in scheduled windows)

Total of 7 Endgame Modes envisioned:

1. Worldshare Zones
2. Infinite Tower
3. Dungeon
4. Raids
5. Intra-Faction PvP
6. Cross-Faction PvP (weekly events)
7. Apex Annual Tournament (culmination of seasonal play).

5. Roster of Gods, Heroes, and Bosses

Heroes: 24 initial gods (21 Dream, 3 Nightmare). At level 73, doubled to 48.

Bosses: 68 unique bosses (34 Light, 34 Darkness).

Mobs: 120 dual-faced mobs (Light/Dark versions) + 1 Legendary Treasure Mob named "Mirror Keeper" with the 'Mirror of the Path' rare drop (a nod to Path of Exile's Mirror of Kalandra).

6. Technical and Global Aspects

- Global inclusivity: Designed to embrace all myths and archetypes worldwide.
- Hybrid identity: Appeals to MMORPG fans and ARPG fans simultaneously.
- Sustainability: Gameplay mechanics tuned for both casual and hardcore audiences.
- Philosophy-driven mechanics: Every system reflects the central theme of choice.