

Game Pitch Document

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Title: Mountain's Fate

Genre: Narrative RPG with High-Stakes Gambling

Style: 3D Medieval Fantasy, Shared World

Platform: PC (Online)

Market: Patient grinders AND competitive risk-takers (Dark Souls meets Poker).

Elevator Pitch: A story-driven RPG where you can grind safely to progress, or gamble your gear in the Arena to fast-track your power—or lose it all.

The Pitch

Introduction

Mountain's Fate is a Shared-World RPG that offers players two distinct paths to power. The core game is a grind-based narrative adventure where time investment in mining and crafting leads to steady progression. However, the game features a unique "Gambler's Mechanic" via the Gladiatorial Arenas. Players can choose to risk their best gear in PvP combat. Victory grants immediate access to the opponent's resources, allowing players to crush story bosses more easily. Defeat means losing almost everything, forcing the player to re-grind their arsenal to continue the story.

Background

We wanted to disrupt the linear flow of traditional RPGs. Usually, if you are stuck on a boss, you just "level up". In Mountain's Fate, if you are stuck (or impatient), you have a tempting option: The Arena. It brings the thrill of betting to an RPG setting. It caters to both the patient strategist (who grinds) and the adrenaline junkie (who fights).

Setting

Set in the iron-rich lands of Agarthia, society is divided between the *Miners' Guilds* and the *Arena Champions*. The story follows an adventurer seeking to cleanse the land of beasts. While the wilderness is open for exploration and mining (where you see other players but cannot kill them), the capital city houses the "Grand Colosseum"—the only place where violence between players is sanctioned, and where fortunes change hands in seconds.

Features

- **The Arena Gamble:** PvP is strictly optional. Enter the Arena to wager your gear. Winning provides rare materials instantly, bypassing hours of grinding and making you overpowered for the main story.
- **Punishment & Progress:** Losing in the Arena has real consequences. Without your gear, you cannot defeat the high-level story bosses. You must return to the mines to re-forge your equipment.
- **Complex Metallurgy:** Crafting is the heart of the game. Combining rare ores with monster trophies creates unique alloys. You need this gear to survive the story... or to win in the Arena.
- **Shared World:** You can play solo, or join Guilds to grind efficiently. Seeing a player in "Champion's Armor" implies they survived the Arena, earning them instant respect in the game world.

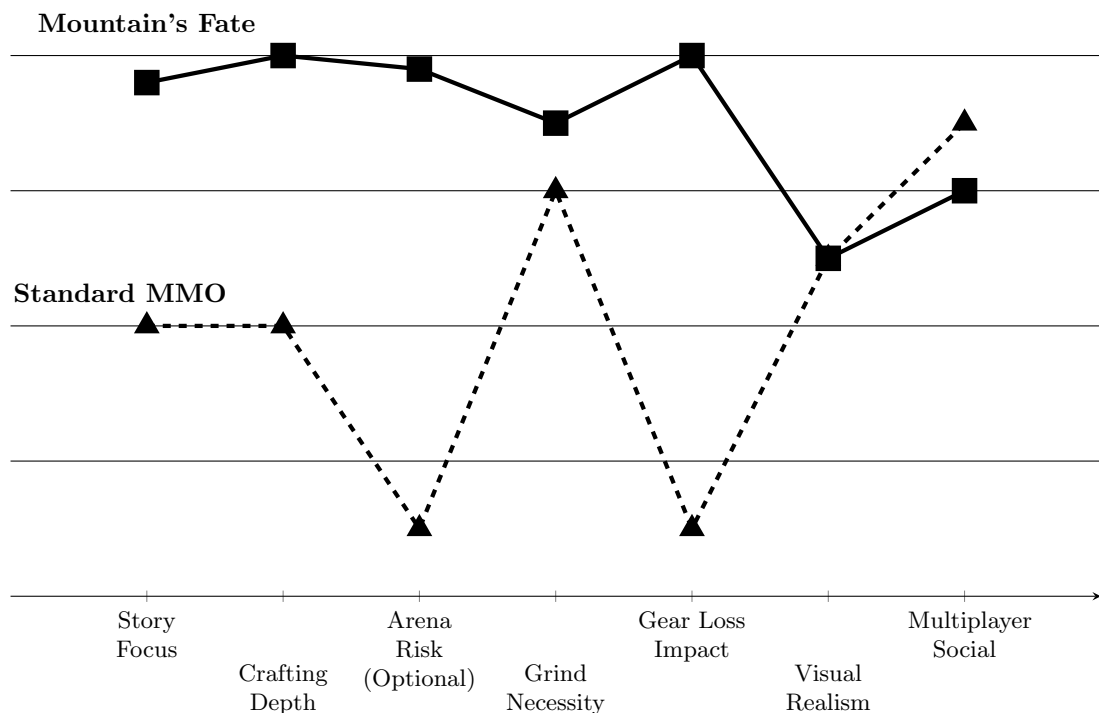


Figure 1: The "Risk vs. Grind" balance in *Mountain's Fate* compared to standard MMOs.

Genre

The game is primarily a **Narrative-Driven Action RPG** with shared-world elements. While it shares some social aspects with MMORPGs (visible players, trading), the focus remains on a personal, linear story campaign. It distinguishes itself with a unique "**Extraction-Lite**" **mechanic** confined to Arenas, creating a hybrid genre that rewards both patient collectors and competitive fighters.

Platform

The primary launch platform is **Windows PC** (Steam). The complex inventory management, alloy combinations, and precise smithing minigames are optimized for mouse and keyboard. Future ports for **PlayStation 5** and **Xbox Series X** are planned, utilizing haptic feedback to simulate the weight of the hammer during crafting, but the PC release is the priority to establish the economy.

Style

The visual style aims for **Grounded Fantasy**. We avoid cartoony proportions in favor of realistic lighting and dirty, worn textures similar to *Kingdom Come: Deliverance*, but with high-contrast magical effects for rare ores and arena combat. The world should feel heavy, industrial, and ancient.



(a) Style & Exploration (Kingdom Come Deliverance)



(b) Complex Crafting UI (Mortal Online 2)



(c) The Arena (Elden Ring).