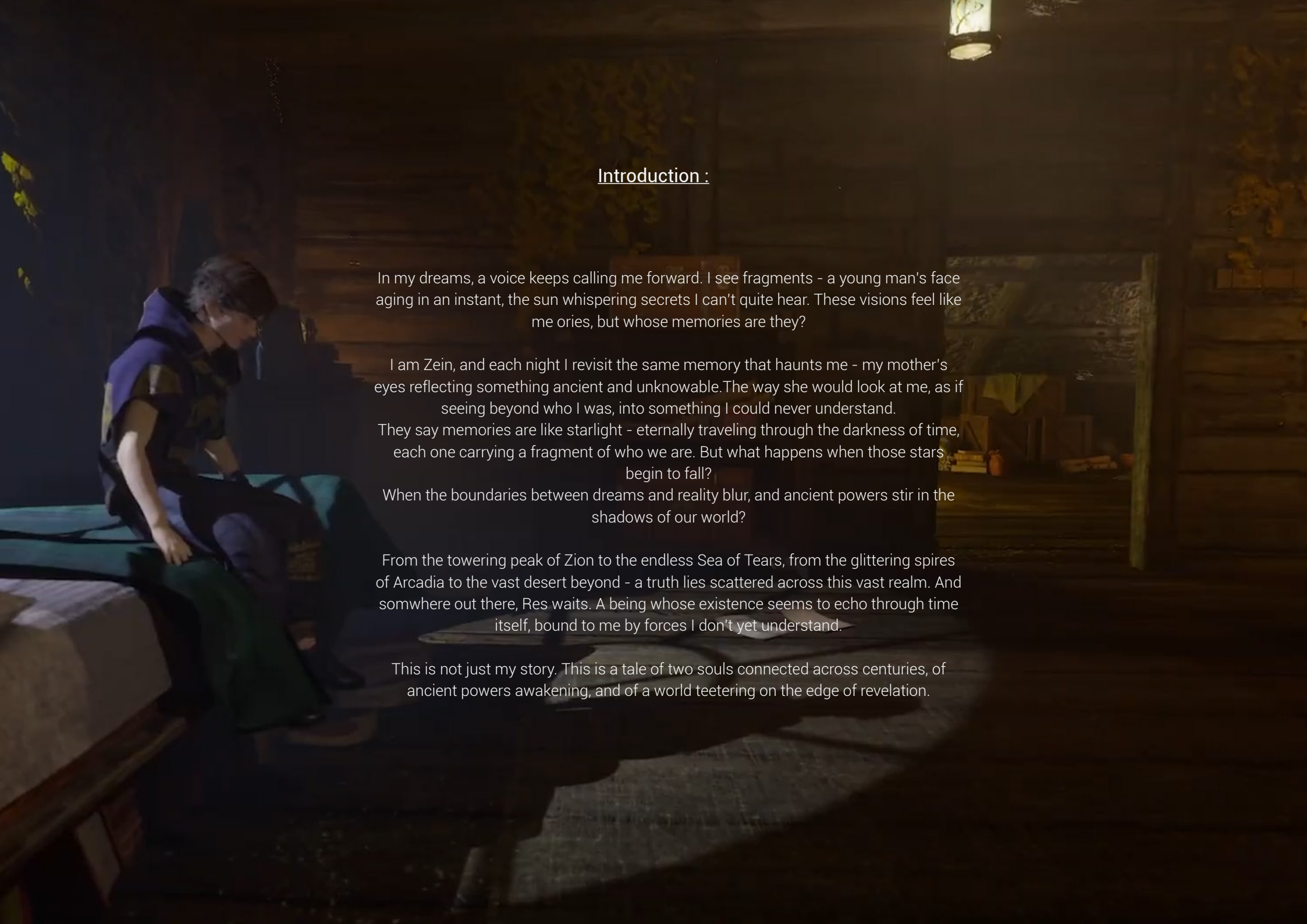


CHRONOS PHANTASIA

Action adventure with dynamic weapon and environment interaction combat.



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A character with short brown hair, wearing a blue and black robe, is sitting on a stone ledge in a dark, atmospheric setting. The character is looking down, and their shadow is cast on the ground. The background is dark and textured, with a small light source visible in the upper right corner.

Introduction :

In my dreams, a voice keeps calling me forward. I see fragments - a young man's face aging in an instant, the sun whispering secrets I can't quite hear. These visions feel like memories, but whose memories are they?

I am Zein, and each night I revisit the same memory that haunts me - my mother's eyes reflecting something ancient and unknowable. The way she would look at me, as if seeing beyond who I was, into something I could never understand. They say memories are like starlight - eternally traveling through the darkness of time, each one carrying a fragment of who we are. But what happens when those stars begin to fall?

When the boundaries between dreams and reality blur, and ancient powers stir in the shadows of our world?


From the towering peak of Zion to the endless Sea of Tears, from the glittering spires of Arcadia to the vast desert beyond - a truth lies scattered across this vast realm. And somewhere out there, Res waits. A being whose existence seems to echo through time itself, bound to me by forces I don't yet understand.

This is not just my story. This is a tale of two souls connected across centuries, of ancient powers awakening, and of a world teetering on the edge of revelation.



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Kings 18:29:

“

Midday passed, and they continued their frantic prophesying until the time for the evening sacrifice.

But there was no response, no one answered, no one paid attention.

”

Chronos Phantasia is the ambitious new IP from Radical Dreams .Art, marrying Japanese RPG sensibilities with Western action mechanics, led by Sergio Lena. Following his successful track record developing AI systems and gameplay mechanics for multiple AAA titles, Lena brings his expertise to create a unique combat experience that challenges genre conventions.

Radical Dreams aims to revolutionize the action-RPG space with a seasonal release structure, ensuring consistent content delivery while maintaining the highest quality standards. This innovative approach allows for an evolving narrative that deepens with each new chapter.

Chronos Phantasia introduces players to a world where ancient powers and lost technologies intertwine, telling the tale of a mysterious youth named Zein who discovers his connection to forgotten deities and a being known as Res. From the towering spires of Arcadia to the endless Sea of Tears and the vast desert beyond, players will uncover the truth behind humanity's creation and the dark secrets that shaped their world.

While building on established action-RPG foundations, Chronos Phantasia innovates in several key areas:

Combat Design - Chronos Phantasia's unique weapon-scavenging system creates constant tension, where every encounter becomes a strategic decision. A single hit can disarm players, making each battle a high-stakes engagement that rewards tactical thinking and environmental awareness.


AI Behavior - Leveraging Lena's expertise in artificial intelligence, enemies exhibit sophisticated behavioral patterns that adapt to player strategies, creating dynamic and unpredictable combat scenarios.

Seasonal Structure - Regular content releases expand both the narrative and gameplay mechanics, allowing the world and its systems to evolve organically with each new season.

Environmental Interaction - The game's combat system deeply integrates with the environment, encouraging players to use their surroundings creatively in battle.

Narrative - Chronos Phantasia weaves a sophisticated tale of identity, power, and destiny, written by a team dedicated to creating a unique blend of Eastern spiritual themes and Western fantasy traditions.

Sound Design - Chronos Phantasia delivers a unique auditory experience. Traditional instruments like the kalimba are woven into a contemporary soundscape, creating an emotional resonance that enhances the game's mystical atmosphere. The soundtrack aims to blur the line between ambient sound and musical score, responding organically to the player's journey.

The image depicts a dimly lit workshop or alchemist's laboratory. In the center, an elderly man with a long white beard and hair, wearing a brown vest over a white shirt, is seated at a wooden table. He is focused on a small object in his hands. The table is cluttered with various alchemical apparatuses, including several large, dark glass flasks and a round-bottom flask with a long neck. To the right, there are stacks of books and a rolled-up scroll. In the foreground, there are some green plants and a small basket of yellow flowers. The background features wooden cabinets and shelves filled with more bottles and jars. The overall atmosphere is one of quiet concentration and ancient craftsmanship.

Chronos Phantasia represents a bold new direction in action-RPGs, offering a fresh take on combat mechanics while delivering a compelling narrative that will unfold across multiple seasons. It is the beginning of an epic saga.

Revelation 13:12:

“

One of the heads of the beast seemed to have had a fatal wound, but the fatal wound had been healed.

The whole world was filled with wonder and followed the beast.

”

Chronos Phantasia will:

Establish a new benchmark in the action-RPG genre through its innovative combat system where each encounter is a high-stakes tactical decision.

Deliver a technically robust experience built on proven frameworks:

- A functional vertical slice demonstrating core gameplay systems
- Flow Graph implementation for branching narrative and quest design
- Advanced AI architecture combining HTN (Hierarchical Task Networks) and State Trees with GOAP (Goal-Oriented Action Planning)
- Gameplay Ability System (GAS) for seamless combat and character progression
- Proprietary system based by DNA Calibration for rapid creation of high-quality character models, allowing efficient production of unique metahuman characters while maintaining consistent visual quality.

Present a visually distinct world that blends Eastern mysticism with Western fantasy, powered by cutting-edge rendering technology.

Launch with a clear roadmap for seasonal content, supported by an established production pipeline designed for rapid, high-quality delivery.

Provide an intuitive yet deep combat system that rewards strategic thinking and environmental awareness.

Tell a sophisticated, multi-layered story that evolves with each season, exploring themes of identity, power, and destiny.

Create a unique audio experience through its dynamic soundtrack and innovative sound design.

Establish a rich universe with potential for transmedia expansion across various entertainment formats.

Challenge players' expectations of what an action-RPG can be.

Take on the role of Zein, a young man haunted by memories of his mother and mysterious visions. When his search for answers leads him to discover his unique powers, he becomes entangled in a conflict that spans centuries. But Zein won't face these challenges alone.

Dynamic Party System Chronos Phantasia features a sophisticated party system where companions aren't just followers - they're independent actors in your journey. Your childhood friends and allies bring their own strengths to every encounter:

Arika - A brave waitress from the local inn whose courage and quick thinking have saved Zein more than once. Despite her humble origins, she proves herself invaluable in combat with her resourcefulness and determination.

Zell - Your lighthearted childhood friend whose humor brightens even the darkest moments. While he may not be the smartest of the group, his unwavering loyalty and spontaneous nature often lead to unexpected solutions in combat.

Caesar - Your loyal canine companion who actively assists by retrieving weapons from fallen enemies and alerting the party to approaching dangers.

Additional allies will join your quest, each with their own unique combat styles and personalities.

Strategic Combat Control Chronos Phantasia has several innovative systems:

Tactical Pause - Freeze time to assess the situation and issue specific commands to your allies, adding a strategic layer to fast-paced combat .

Autonomous AI - Even without direct commands, allies make intelligent decisions based on their personalities and abilities, creating organic combat scenarios.

Environmental Awareness - Companions actively interact with the environment, using terrain and objects to their advantage.

Weapon Scavenging - Your allies understand the value of weapons, with companions like Caesar actively retrieving dropped weapons for your use

Technical Innovation Built on a robust technical foundation:

Advanced AI architecture combining HTN and State Trees with GOAP for sophisticated companion behavior

Flow Graph implementation enabling complex, branching narratives that respond to party composition



Each encounter becomes a dynamic interplay between your tactical decisions and your companions' autonomous actions. While you can directly control the flow of battle through tactical pause, your allies' independent decision-making creates emergent gameplay moments that make every fight unique.

This system has been thoroughly tested in our vertical slice, demonstrating the smooth integration of these complex systems and our readiness for full production.

Arika, Zell and Zein

Secrets and Challenges

Throughout Chronos Phantasia, players will encounter sophisticated puzzles and ancient mechanisms that guard the world's most precious secrets. These challenges aren't meant to be faced alone - success requires coordination with your companions and careful observation of your environment.

Working Together Each companion brings unique abilities to puzzle-solving:

- Arika's keen eye for detail helps decipher ancient inscriptions
- Zell's unconventional thinking often leads to surprising solutions
- Caesar can reach narrow spaces and retrieve distant objects
- Zein's unique blood-based abilities can activate certain ancient mechanisms

Players will need to coordinate their team to overcome various challenges:

Ancient Doors - Complex mechanisms that require multiple people to operate simultaneously.

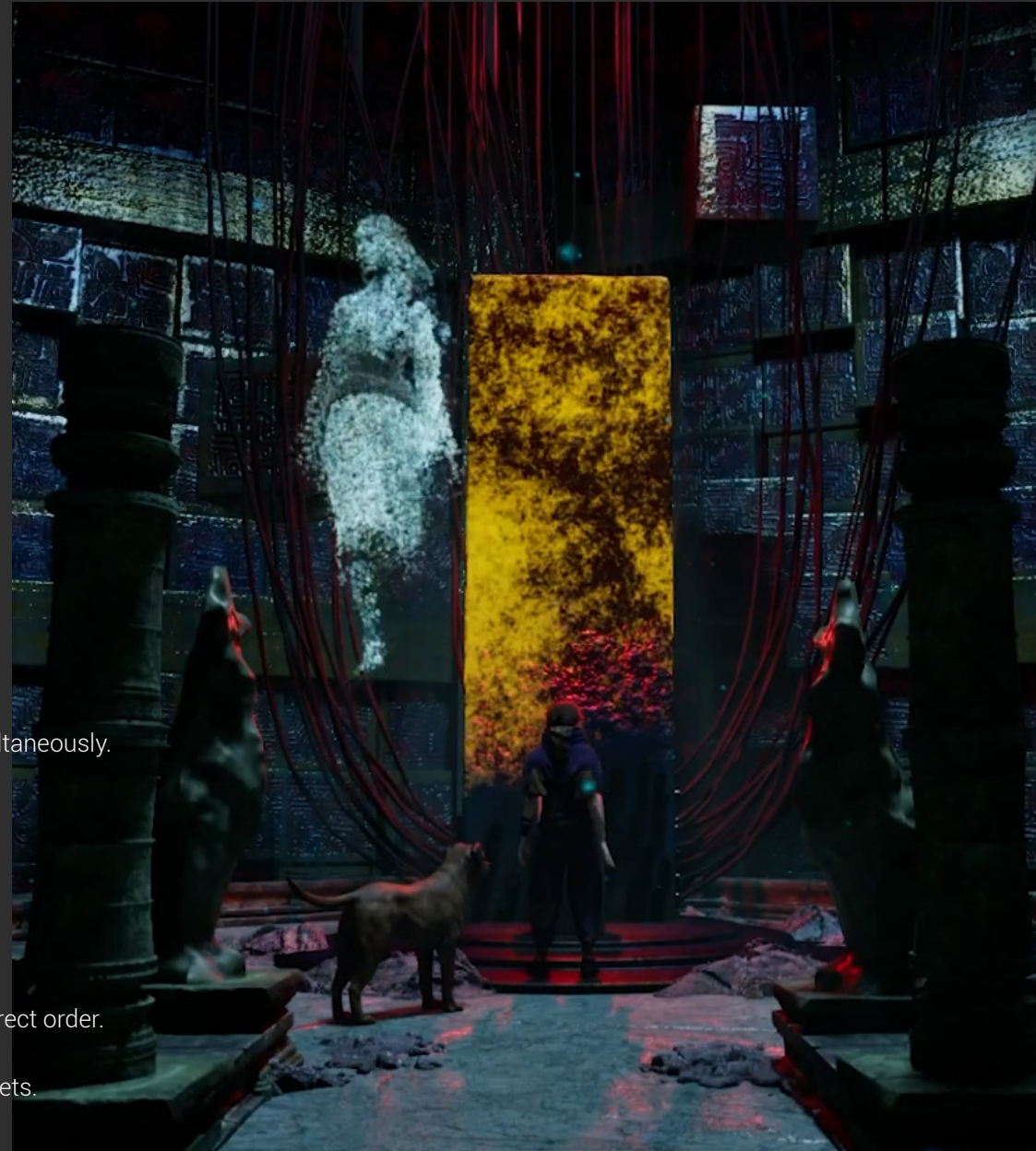
Blood Seals - Ancient Eden technology that responds to specific blood types.

Environmental Puzzles - Manipulate ancient machinery to create paths forward.

Musical Riddles - Decode sequences tied to your mother's mysterious songs.

Time-based Challenges - Coordinate your team to trigger mechanisms in the correct order.

Hidden Pathways - Use your companions to access different areas and reveal secrets.



Dynamic Puzzle Design Unlike traditional static puzzles, Chronos Phantasia's challenges adapt to your party composition and previous choices:

- Multiple solution paths based on available companions
- Environmental changes affect puzzle mechanics
- Different combinations of companions unlock unique approaches
- Puzzles reveal additional story elements based on who helps solve them

The puzzle systems have been fully implemented in our vertical slice, demonstrating how Flow Graph technology enables complex, multi-character puzzle interactions while maintaining smooth gameplay flow. Our HTN and State Tree AI systems ensure companions provide intelligent suggestions without spoiling solutions.

These mysteries aren't just obstacles - they're integral to uncovering the truth about Zein's mother, the Eden, and the ancient powers that shaped this world.



Weapons

Environmental Combat In Chronos Phantasia, survival depends on your ability to use anything and everything around you as a weapon. The world becomes your arsenal:

Improvised Weapons

- Fallen branches and sticks for melee combat
- Stones of varying sizes with different throwing trajectories
- Loose pipes and debris from abandoned structures
- Luminous bugs that can be used to create elemental effects
- Petroleum deposits that can be ignited for area control

Environmental Elements

- Explosive plants that react to impact
- Naturally occurring crystals with various properties
- Water pools that can be electrified
- Unstable structures that can be collapsed on enemies
- Terrain features that provide tactical advantages

Ancient Arsenal As you progress deeper into the mysteries of this world, you'll discover powerful ancient weapons:

Eden Artifacts

- The Time Gun - An ancient weapon capable of manipulating local time flow
- Blood-activated daggers that respond to Eden heritage
- Crystalline weapons powered by forgotten technologies
- Artifacts that can control elemental forces
- Ancient devices with reality-bending properties



Weapon Properties Each weapon, whether improvised or ancient, has distinct characteristics:

Durability - Most improvised weapons will break after limited use

Environmental Interaction - Different weapons react uniquely with surroundings

Elemental Effects - Combine weapons with natural elements for added effects

Time Manipulation - Ancient weapons can affect the flow of time in various ways

Blood Resonance - Some weapons respond differently to Eden blood

The weapon system, built on our GAS framework, enables seamless integration between environmental interactions and combat mechanics. Our vertical slice demonstrates how players can fluidly transition between improvised weapons and bare hand combat, creating dynamic combat scenarios that encourage creativity and tactical thinking.



Unarmed Combat

Even without weapons, you're never defenseless in Chronos Phantasia. When disarmed, you can rely on your fists and kicks to survive:

- Chain punches and kicks into powerful combinations
- Knock weapons from enemy hands
- Steal weapons from stunned opponents

The combat system allows for seamless transitions between armed and unarmed fighting, ensuring you're always in control of the battle, regardless of whether you have a weapon or not.



Stealth Elements

Chronos Phantasia offers players opportunities for strategic infiltration and stealth approaches:

- Sneak past guards and threats rather than face them directly
- Use environmental cover and shadows to avoid detection
- Create distractions using scavenged items and environmental tools
- Choose between stealth or direct confrontation based on the situation

Charm System

Customize your party members' abilities through Benediction Charms. Each character has six charm slots available for enhancement:

Benediction Slots

- Each party member can equip up to 6 charms
- Mix and match different effects
- Create unique combat builds for each character

Charm Effects

- Boost core statistics
- Add elemental effects to attacks
- Enhance combat abilities
- Grant special properties to actions

Experiment with different charm combinations to find the perfect setup for your playstyle and strengthen your party for the challenges ahead.

Ability Progression

Every character can improve their combat effectiveness through a straightforward upgrade system:

Ability Levels

- Each ability can be upgraded 3 times
- Combat combos have 3 levels of mastery
- Party commands become more effective with each upgrade

Skill Points

- Gain 1 skill point per level up
- Spend points to upgrade abilities
- Choose which abilities to prioritize

Transform your party's capabilities by strategically upgrading the abilities that match your combat style.

Revelation 13:1-3

“

And I saw a beast rising out of the sea, with ten horns and seven heads, with ten diadems on its horns and blasphemous names on its heads. And the beast that I saw was like a leopard; its feet were like a bear's, and its mouth was like a lion's mouth

”



The Adversaries

Chornos Phantasia presents players with a diverse array of enemies, from organized bandits to grotesque creatures born from ancient Eden experiments. Each enemy type requires different tactical approaches and presents unique challenges.

Purple Eyes Clan, the initial antagonists players will face, a ruthless band of thieves:

- Skilled bandits led by the mysterious Nior
- Expert in ambush tactics and territorial control
- Use both improvised and stolen weapons.

Eden's Legacy As players venture deeper into the world, they'll encounter the twisted results of Eden experimentation:

Chimeric Beasts:

- Reptilian hounds with scaled armor
- Tiger-like viverns with sword-length fangs
- Elemental insects of unusual size
- Hybrid creatures combining multiple species

Each creature possesses distinct strengths and vulnerabilities, forcing players to adapt their combat strategies and weapon choices accordingly. These beings are not mere monsters - they are living testaments to the Eden's will to reshape life itself.



Backstory

In the Beginning Before time itself, two beings existed: Oni and Verir. Verir was a being of pure light, while Oni was marked by bluish skin and, white hair. Oni's unrequited longing for Verir led to the first tears in existence, which filled the void with water and gave birth to time itself.

The Birth of the World

When Oni took his own life in deepest despair,, a single drop of his blood fell into the sea of tears. This blood became the seed of all life. From it rose Mount Zion, its peak piercing the sky as a testament to Oni's eternal desire. The blood transformed into plants, creatures, and finally, gave rise to the Eden themselves.

The Rise of Civilization

From the mud emerged Adam, the first Eden, who helped raise thousands more of his kind. They built Arcadia around Mount Zion, creating a civilization of immense technological achievement. But the Eden were few and immortal - a curse that drove them to experiment with their blood on other creatures, seeking to multiply their numbers.

The First Son

Their experiments culminated in the birth of Res, a being with golden eyes. In a moment that would change history, the newborn Res did something unprecedented - he met Adam's gaze without fear. In a world where no being dared to look the First Eden in the eyes, this infant held Adam's stare unflinchingly, showing the same fierce will to live that had brought Adam himself from the mud. This moment both terrified and fascinated the Eden, who named him "Res" - meaning "one" in their language. Adam became obsessed with this child, visiting him every night. In an act that shocked all Eden, Adam severed his own finger and gave it to Res as a gift, wanting to feel connected to their creation through touch.

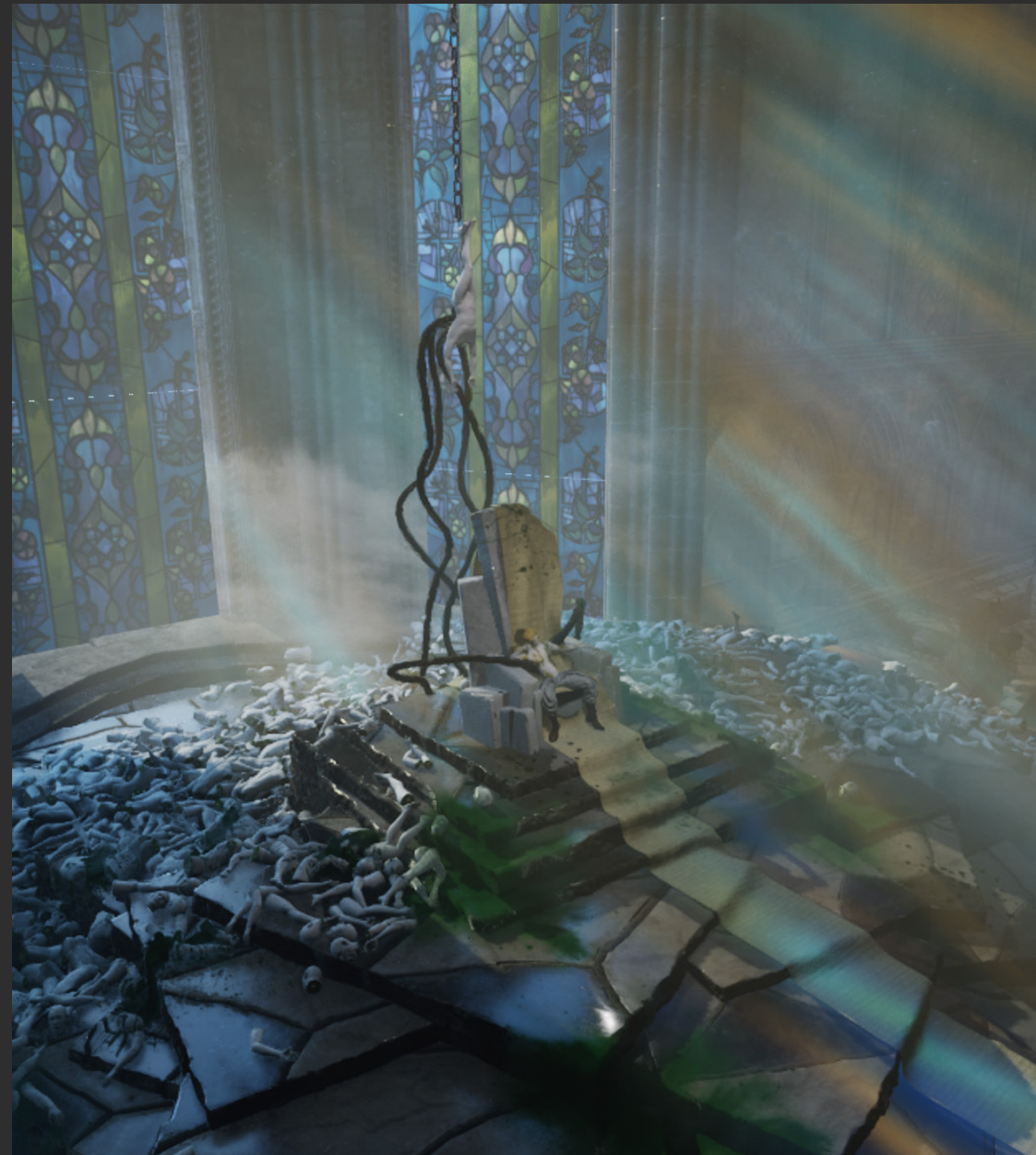


Res, the being with golden eyes

Han's death would become the catalyst for Res's descent into darkness. Han was number three among the children, and the only being Res ever truly cared for. Together, they explored the unknown territories of Zion, until that fateful day in the quarry. When their pickaxe broke through into a mysterious chamber filled with light, Han stepped forward, and in an instant, time itself seemed to unravel around him. As Res reached out to save his friend, the temporal energies burned away his index finger. He could only watch in horror as Han aged and crumbled before his eyes - the first and only trauma that would break something fundamental in Res's psyche. In the aftermath, Res in a trance-like state, sewed Adam's gifted finger to his burned hand. This grotesque act of replacement marked the beginning of his transformation.

The Fall

Res led an uprising against the Eden, starting with the brutal murder of Likov. He used the Eden's own blood and body parts to power weapons and cities, hunting them to near extinction. Only Yvanna, keeper of the orphanage, is known to have survived. A Thousand Years Later Now, a young man named Zein seeks answers about his mother and his connection to these ancient powers. But the world is still shaped by the consequences of that ancient conflict, and dark forces are stirring once again.



In the game

The Gardens of Memory

Throughout the world, ancient gardens stand as silent witnesses to history. Each one contains a library with blood-powered recorders, preserving fragments of the past. As Zein activates these gardens with his blood, he uncovers pieces of a story the Eden created to explain their existence - a mythology born from their attempts to understand love and longing.

The Chamber of Origin

Deep within Zion lies the fateful chamber where Han met his end - a nexus point where the very fabric of time unraveled. Here, Oni's essence lingers, holding the power to return all of existence to nothingness. It was in this chamber that Res lost not just his finger and his only friend, but also his last connection to hope.

The Final Truth

In the climactic confrontation, Zein enters Res's memories, witnessing the events that shaped him:

- The trauma of watching Han age and die in an instant
- Verir's whispers through the sun, promising an end to pain
- The revelation that Verir, has been manipulating Res
- Understanding that Res's goal, guided by Verir, is to use Oni's power to return everything to the void - to a time before existence itself

Both Oni and Verir exist as metaphysical forces rather than physical beings - Oni's essence lingering in the chamber of origin, while Verir's influence radiates through the sun itself. Through Res's memories, Zein finally understands how pain and loneliness could be twisted into a desire to unmake all of creation.



The Gardens of Memory

World Structure

The world is divided into three distinct realms, each reflecting elements of Christian cosmology while maintaining its own unique identity:

Mount Zion and Arcadia (Paradise)

The towering peak of Mount Zion dominates the landscape

Arcadia circles its base, its baroque architecture drawing inspiration from Christian cathedrals

Grand spires and ornate facades define the city's skyline

The outlying regions, including Zein's village, feature architecture reminiscent of Japanese shrines

Ancient forests dotted with similar torii gates

Ancient gardens preserve the knowledge of the past

A striking contrast between the grandiose city and the spiritual simplicity of the forest settlements

The Sea of Tears (Purgatory)

Shallow waters stretch to the horizon, never deeper than three meters

The Water City rises from the shoals, its people living in harmony with the sea

Buildings and pathways emerge from and sink into the perpetual twilight waters

Gardens hidden beneath the surface hold their own secrets

Born from Oni's tears, these waters hold memories of the world's creation

The Desert Wastes (Hell)

Endless dunes hide ancient mysteries

Home to the Sakojin, humanoid beings with dark pink skin and small horns

A harsh but living landscape where survival demands adaptation

Gardens stand as oases of knowledge in the burning sands

Territory unexplored by most of the world's inhabitants

Conclusion - A Foundation for Excellence



Rivers

The three realms of Chronos Phantasia are interconnected by rivers, allowing players to explore the world using boats. This waterway system lets players freely navigate between:

Mount Zion and Arcadia
The Sea of Tears
The Desert

Players can explore each realm's secrets and scattered gardens by following these connecting waterways.

Planned Seasonal Arc

Chronos Phantasia's story unfolds across four planned seasons, each focused on specific territories and narrative threads:

Season 1 - Zion & Arcadia

- Explores the realm around Mount Zion
- Uncovers the mysteries of Arcadia
- Culminates in discovering mountain rebels
- Sets up the core conflict

Season 2 - The Sea of Tears

Opens with playable Res flashbacks

- Young Res's relationship with Han
- Their shared dreams of sea exploration
- Transitions to Zein's journey across the shallow seas
- Deepens the world's mysteries

Season 3 - The Desert

- Venture into the desert wastes
- Search for allies
- Prepare for the final confrontation

Season 4 - The Final Season

- Culminates in the final clash
- Brings all story threads together
- Reveals the ultimate truth

Flexible Development This four-season structure represents our core vision, but we maintain flexibility to:

- Expand the story based on funding and audience reception
- Adjust narrative elements according to player feedback
- Potentially extend beyond four seasons if warranted
- Fine-tune each season's development based on community response

Current Team

Core Development · Sergio Lena

- Director
- Concept Artist
- Lead Programmer
- Game Designer
- Writer

Animation Department

- Elena Nica - Junior Animator
- Aman Negi - Mid-Level Animator

Technical Art

- Elena Giuliani - Technical 3D Artist
- Filippo Vetro - Technical Game Designer & 3D Artist

Audio

- Studio Ugen Sound - Sound Design & Audio Implementation
- Quentin Charbit - Music Composer

Planned Expansion

- Senior Animator with rigging expertise
- Additional Engineer
- VFX Artist



Technical Readiness

Radical Dreams Art. has established a robust technical foundation that enables rapid, high-quality development:

- Proven Flow Graph implementation for seamless narrative and quest design
- Proprietary DNA Calibration System for Maya, enabling swift creation of unique, high-quality character models
- Advanced AI architecture combining HTN, State Trees, and GOAP systems
- Battle-tested Gameplay Ability System (GAS) framework
- Complete vertical slice demonstrating core systems integration

Production Pipeline

Our established pipeline is specifically designed for fast-paced, seasonal content delivery:

- Streamlined asset creation workflow
- Efficient iteration cycles
- Proven quality control processes
- Scalable content management systems

Growth

Technical Excellence & Production Readiness Based on Sergio Lena's extensive industry experience, we have achieved a remarkable level of technical efficiency with zero technical debt. Our development pipeline has been optimized to deliver premium quality content at an unprecedented pace, leveraging current technologies to their fullest potential.

Proven Development Cycle The past 8 months of vertical slice development have provided us with invaluable insights:

- Precise estimation of development timelines
- Clear understanding of resource requirements
- Proven solutions for all pipeline bottlenecks

Future-Ready While we've achieved exceptional efficiency with current technologies, we remain open to adopting new tools and technologies that could further streamline our development process. Our foundation is solid, but our approach stays flexible and forward-thinking.

The combination of our technical expertise, proven pipeline, and clear production metrics positions us to deliver high-quality content with confidence and consistency.



Conclusion

Chronos Phantasia represents not just a game, but a commitment to creating something extraordinary. Currently self-funded through Sergio Lena's personal investment, this project demonstrates our team's dedication and belief in bringing this unique vision to life.

We're seeking long-term partners who share our vision and can help us realize the full potential of this ambitious project. Our investment in the development pipeline, proven vertical slice, and established team provides a solid foundation for success.

The groundwork has been laid. The vision is clear. The team is ready. We now seek partners who want to join us in creating something exceptional in the gaming industry.

Together, we can transform Chronos Phantasia from a promising vision into a remarkable reality.

Chronos Phantasia
Presentation Trailer

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link to our website