



WHAT WILL THE PLAYER FEEL?



PLAYERS USING THEIR INSTINCTS, PLAYERS MUST REMAIN ALERT, OBSERVING AND LISTENING TO THE WORLD AROUND THEM TO LEARN HOW TO SURVIVE IN AN UNKNOWN LAND WHERE EVERY DECISION, WHETHER GOOD OR BAD, SHAPES THEIR JOURNEY. THE WORLD ITSELF WILL REVEAL ITS DANGERS AND GUIDE THEIR PATH THROUGH STORIES, EXPLORATION, AND DISCOVERY.

FACING HUNGER, THIRST, BRUTAL WEATHER CONDITIONS, AND THE DANGERS OF A MERCILESS WORLD INHABITED BY WITCHES, GIANTS, DARK BEINGS, AND MEN CORRUPTED BY EVIL, PLAYERS WILL EXPERIENCE THE CONSTANT STRUGGLE FOR SURVIVAL WHILE PROTECTING THEMSELVES AND PENANCE, THEIR LOYAL HORSE AND COMPANION.

EVERY CHALLENGE OVERCOME, EVERY TRUTH UNCOVERED, AND EVERY BATTLE WON WILL MAKE PLAYERS FEEL STRONGER AND MORE CAPABLE OF SUCCEEDING, GRANTING THEM THE CONFIDENCE TO MOVE FORWARD WHILE GRADUALLY UNDERSTANDING THEIR TRUE ROLE IN THIS STORY.



"THE PLAYER WILL FEEL IT IS A PATH THEY ARE TRULY WALKING, EXPERIENCING, AND LIVING ONE THAT BECOMES A PART OF THEM AND STAYS WITH THEM OVER TIME."