



GAMEPLAY AND FEATURES



‡ WORLD AS GUIDE ‡

NO MAPS. NO MARKERS. JUST THE WORLD.
FOLLOW THE SIGNS: THE SOUND OF BELLS, THE CALL OF A CROW, AND STORIES TOLD BY SURVIVORS AND WANDERERS...
EVERY SIGN AND ENCOUNTER BECOMES PART OF THE STORY
—PART OF YOUR PATH.



‡ CINEMATIC & REALISTIC COMBAT ‡

FIGHT ON HORSEBACK OR ON FOOT WITH A VAST ARSENAL OF WEAPONS. EVERY STRIKE, PARRY, AND FINISHER BLENDS REALISM WITH CINEMATIC KILLCAMS AND SLOW-MOTION SEQUENCES, MAKING EACH BATTLE INTENSE, DRAMATIC AND IMMERSIVE.

‡ YOUR HORSE WALKS THE PATH WITH YOU ‡

FEED YOUR HORSE PENANCE, KEEP IT HYDRATED, CARE FOR IT WHEN SICKNESS STRIKES, GROOM IT AFTER LONG JOURNEYS, FACE THE DANGERS OF THE WILD TOGETHER, AND FORGE A LASTING BOND WITH YOUR SILENT COMPANION, .



"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."