

## “Zephyr” Working Title

**High Concept:** “Zephyr” is an action-adventure game for the PC in which you use the power of blowing wind to solve puzzles and defeat your foes. By compressing and decompressing the air around you and directing its flow, powerful vortexes and explosions will help you blow through every obstacle.

**Opening Synopsis:** Far away, in the land of Bukte, nestled near a fjord in the valley of the Rolling Mountains lies the tiny village of Kruse. The brother and sister Wilhelm and Ingrid Loken live with their grandparents while their parents work in the distant city to the east. As they work in their grandparents’ metal trinket shop, the children are occasionally told stories of ancient and powerful spirits of the land and sky. There were rumblings from the townsfolk of a great nation eyeing their nation for conquest, but such thoughts seemed as far away as a cloud on the horizon.

As the Loken family were returning with ore traded from a nearby village, they came to they beloved Kruse wreathed in smoke and flames. Making sure to stay out of sight, they moved their cart as quietly as they could to their force on the outskirts of town. Shortly after stopping their cart, a loud voice called to halt and three large men came briskly walking towards them. As the children were on the far side of the cart, their grandparents whispered for them to run before all of them were caught. The children did as they were told and stole into the forest.

The two children ran as best they could through the wood until they ran out of breath. Once they rested and regained their composure, the fact that their home was taken finally hit them, hard. Who could know what they would do to their grandparents and if Kruse was being invaded, who could know what was happening to their parents. As they were weeping out their worries, a strong gust blew through the wood, it immediately silenced them and everything else in the forest. A soft whisper came with it. “If you can hear me, you are not lost. Our land is suffering. Our people suffer, but they forget us. I forgive you, my poor mortals, and in that forgiveness is a small gift. So, please come closer so that I may deliver my full blessing and you may become our redemption.”

From that point forward, they heard a light song on the wind. It came from the ruins of an old temple built into the cliffside. As they followed the song, the wind blew in their wake.

### **Gameplay:**

- Use wind to blow objects.
  - Players start with token powers, only able to summon small gusts.
    - Actionable environmental objects at this stage are cloth of varying types and dust. Cloth generally used for puzzle solving, dust used to stun and disorient foes.
  - Wind powers eventually grow more powerful, giving the ability to stun more

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effectively and activate different triggers.