



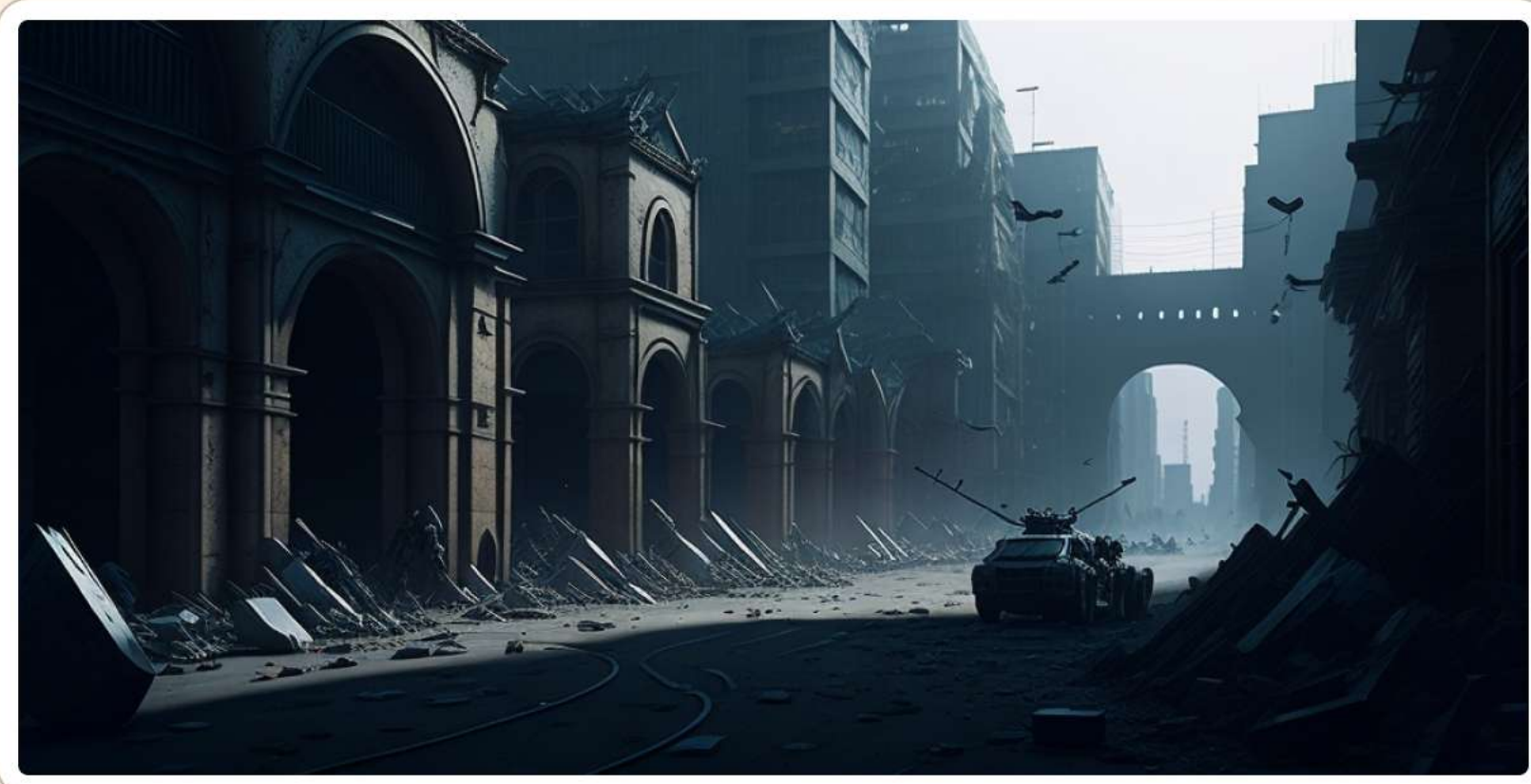
General Lore

In the aftermath of the apocalyptic event know as “***The Eclipse***”, the world lay down in ruins and chaos. Society collapsed and what remained of humanity is now facing a new sinister threat, which are some creatures born from the shadows, known as “***Shadowmorphs***”. These monsters, once ordinary people were transformed during *The Eclipse* into dark entities with special abilities and powers, each with their own unique personalities and needs.



As humanity was struggling to rebuild, a group of people known as the “***Luminary Order***”, dedicated themselves to the elimination of the *Shadowmorphs*. In order to be part of the organization and have privileges among other survivors, people had to prove themselves by collecting data, identifying, capturing or even killing *Shadowmorphs* they may encounter, risking their own lives.

Light and remaining accessories are the only ally of the survivors, as dark unfolds day by day, the world is led to terror, more killing and spreading of the *Shadowmorphs*.

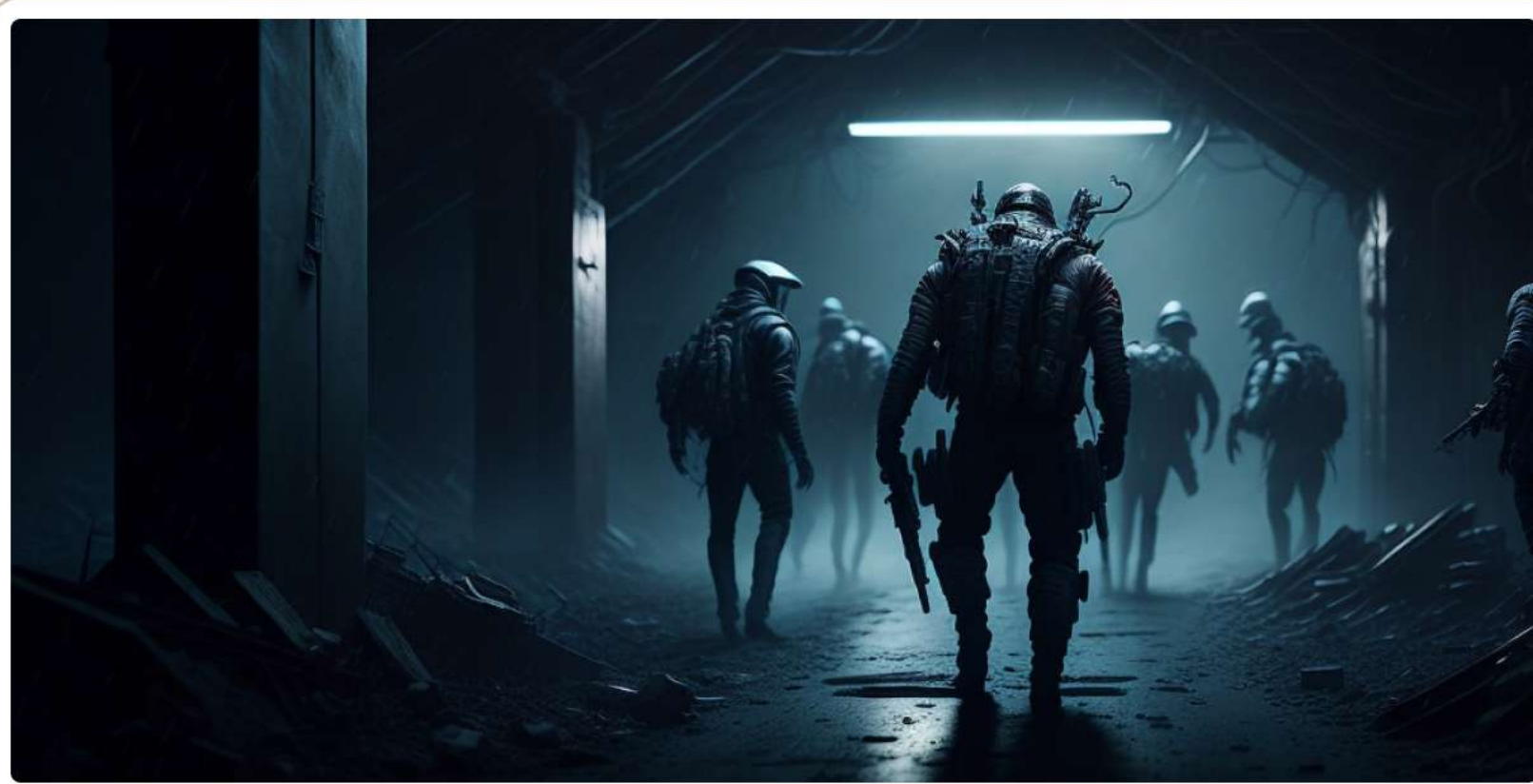


Locations

The game takes place in a desolate city, once a metropolis in the 80s, including hospitals, industrial areas, houses/mansions, malls, offices etc. These facilities became the battlegrounds for the ongoing conflict between the *Luminary Order* and the *Shadowmorphs*.

Humans’ Motivation:

The humans seek to identify and neutralize the *Shadowmorphs* before they can infiltrate and corrupt the remaining human civilization. The *Luminary Order* believes that understanding the *Shadowmorphs*’ abilities and weaknesses is crucial to prevent their dark influence and the chaos they can occur.



Players take on the role of unique survivors, each equipped with accessories tailored for monster hunting. The goal is to investigate the designated areas, collect data on *Shadowmorphs* activities and eliminate, if needed, the threat.

The humans are driven by a sense of grinding the ranks in the *Luminary Order* to gain more privileges among other survivors in order to survive in this new situation, but on top of that by a sense of duty, knowing that failure could mean the extinction of what remains of humanity.

Shadowmorphs’ Existence:

The Shadowmorphs, on the other hand, are remnants of the once-thriving human population. During *The Eclipse*, a mysterious cosmic event that led the world into shadows and darkness, transformed and manipulated the humans into monstrous entities. These creatures, once humans, led themselves to hide in various facilities, waiting patiently for their next victims in order to fulfill their needs, based on their previous personalities.

As the *Luminary Order* approaches to their new home, their monstrous nature drives them to hide, resist captivity or even lead to deadly clashes with the intruders.

Player Dynamic:

Players assume the role of either a survivor or a *Shadowmorph* against another player of the opposite selection, each with their unique set of abilities and attributes.

Humans aim to collect data in order to identify the *Shadowmorph* they are facing and depending of the character picked, but also the monster they are facing they either try to escape, capture, kill or hide from it.

On the other hand, *Shadowmorphs* aim to hide at first for a limited time and depending of the monster picked, but also the human they are facing they either try to terrify, capture, kill, hide or escape from them.

The game unfolds in three intense rounds (max), each presenting new challenges and objectives per character for both sides. The balance between strategy, stealth and combat is crucial in order to win, as players immerse themselves in horrifying gameplay mechanics set in a world conquered by shadows and the struggle for survival.

