

Abtohka: Kingdoms of Despair

Developer: Team Pengala

Hook: Embark through the ruins of fallen fantasy civilisations, slip through the cracks of time, to reactivate an ancient device that will change the past forever. Swap between four distinct characters as



they each carry their own burdens, yet strive to work together, in Abtohka: Kingdoms of Despair, a dark fantasy, 2D action/adventure, puzzle game.

Description: In Abtohka: Kingdoms of Despair the player alternates control over four different characters known as the Travellers: A young child with magical powers (the Oracle), a bestial giant with a soft-heart (the Brute), a melancholic former nobleman (the Warden), and a bizarre ascetic (the Apostle). Each of the Travellers are the last of their race and have wandered through the loose threads of time to Syentralis, the arid land of the Chronos Needle, an ancient tower and device that could once rewrite history and undo injustice.

Features:

A mystical apocalyptic ancient world - A world full of Fallen Kingdoms, leaving behind endless secrets for the player to uncover.

Multiple Solutions - The levels will feature intricate multiple solution to puzzles, enabling players to take different approaches to progressing.

Manage Your Team Under Stress - Carefully manage the toll each use of an ability causes upon the Travellers to prevent them from entering their unique Crisis State.

Time-Challenged Pressured Moments - Face challenging Pressure Rooms whereby several steps will need to be completed in a limited time, requiring all the Travellers to come together.

Uncover a Hidden Tapestry of Knowledge - Collect pieces of lore (Artefacts) scattered throughout the lands as you piece together centuries of history once believed to be lost to time and uncover the grand plot behind the Fall of each Kingdom



Call to Action: Work together through this perilous journey as you rewrite history and undo injustice.

The Fable of the Oracle by Mark Tadros

Eons ago, within a time that knew not the concept of age, an era where creation was without life, an age where the Timeless Ones were alone with their thoughts, a lone Chronos Needle stood amongst the unknown, flickering between the cracks in time. Over the years, and as its purpose was made known, a group of monks called the Quintessentry administered its care. Yet, as the monks worked alongside the Needle, a sign of intelligence emitted from deep within, and it was soon made clear they were not using it, but the opposite. The Monks, in a panicked state, did their best to seal the Needle, leaving it alone to slowly deteriorate, their attempts at both controlling and maintaining such an intelligent being showing nothing but the death of life.

A millennia after, an unknown Amulet emitted a deep pulse, a soft heartbeat that slowly increased as a lonesome child raised it to her ears. Given to her by her father, and his father before, at times of pressure it stood by her giving her the confidence she needed, and she was grateful now more than ever she had it by her side. Looking one last time at the many algorithms in front of her, she let out a soft sigh and contemplated going over it for the 103rd time, a simple mistake, one miscalculation and she had no idea what could happen. Yet despite her people's unbound knowledge she was still a child, and her eagerness to jump forth overcame her. A loud sound, specks of dust, dust she recognised from the many books she devoured, and the howls of time itself filled the room. "It was working" she prepared to joyfully declare, yet as soon as her mouth opened everything went dark, and she was suddenly amidst pitch black, her eyes taking a couple of seconds to accustom to the void, before another blinding flash causing her to blink, the next second making her alone, surrounded by overgrown bushes.

The child remained where she was, her primal desires seemingly no longer controlling her, life seemed intent to not allow her the mercy of a slow death. Lost within this infinite plane alone she soon went mad, thousands of years passed and she gazed deep within the dimensional field, forcibly kept alive through the Needles magic in a desperate attempt to break out of its Cursed Loop, an endless mental torture worming within her mind's eye, unbeknownst to her what her true fate should have or will be. Confused and alone she meddled deep within the dimensional plane, finding the paradox that the Needle was stuck within, and she dived in, becoming intertwined within the Needles own fate. Years passed and returned, and she was finally returned to the spot where she was originally sent, gazing at the child she once was. She instantly discarded her once proud title, going by the name she heard mumbled by a million voices in the paradoxical dimension, she'd taken a new persona, that of a helpful Stranger guiding the Travellers on their path, her muddled mind barely held together through strands of time, her one purpose to guide the child she once was, the fabled Oracle, to a secret she would never possess.