

# Koruldia Heritage

**Koruldia Heritage is a pixel-painted adventure RPG. Explore an alien world riddled with ominous wonders and puzzles. Dive into people's memories. Be ruthless or merciful.**

Kickstarter page: <http://kck.st/2RWkZD7>

Genre: Adventure JRPG

Developer: Korugen

Platforms: STEAM (PC, Mac, Linux) / Nintendo Switch, PS4 (tentatively)

## PITCH

In the face of deep changes in the meaning of being human, the story of this game is about our legacy in worlds now dominated by transhumanism.

You are lost on Korulimbo, the moon of a remote planet. Reconnect with a forgotten culture and travel with your loyal companion, a creature made like you from bio-technologies that question humanity's heritage.

Each path is different. You will navigate through an in-depth story that reacts to the way you deal with confrontation.

## GAMEPLAY

The gameplay of Koruldia Heritage is close to "Metroidvania" games: players can freely explore an open world, allowing them to complete dungeons in any order, collect useful items, make allies, cross the path of enemies and find puzzles and secrets. Throughout the game, you will also unlock abilities to access previously inaccessible places.

An original feature of Koruldia Heritage is its battle system. It includes the classic capabilities of turn-based JRPGs, yet you can hack some of the confrontations and resolve them peacefully.

Will you bring your enemies to their senses?

Most battles start when you touch an enemy. Try avoiding them or fight them on purpose. Your battle style is absolutely up to you but be careful as your actions will have a direct impact on how you and your loyal companion evolve. This four-leg creature is a reflection of you.

## WHAT WILL YOU DO IN KORULDIA HERITAGE?

You will explore an alien world named Korulimbo, meeting friends and foes alike.

Go beneath this overworld to face riskier but more rewarding challenges as different kind of monsters hide everywhere. You'll stumble upon many shrine entrances that can lead you deep into the dungeon entrails of Korulimbo.

At the end of each shrine challenge (puzzles or battles), you'll unlock a special room. Each shrine is linked to a sleeping master: look at the big cube at the center of the dungeon. This device allows you to dive into the memories of its dungeon master to solve a trauma of their past life. Maybe it's a dream they could not achieve, a search for closure or total madness...

All the stories are interconnected. These people knew each other and you will have to connect the dots.

## KEY FEATURES

- **A rich narrative experience:** the story unfolds and adapts to your choices.
- **A variety of camera angles:** from the classic top views of Final Fantasy VI (III in the US, the game's main influence) to fixed 3D perspectives like in Final Fantasy VII-VIII-IX.
- **A non-linear exploration:** there is no particular order for the dungeons, they are scattered in Koruldia's open-world.
- **A merciful battle system:** you are free to choose between aggression and compassion. If, like us, you love this philosophy in Undertale, you will find the confrontations richer and more impactful..

## ART

Koruldia Heritage comes with its unique style. We have developed a "Pixel Impasto" painting technique, free from the pixel-art limitations of the past.

We don't design “dot by dot” nor restrict to 8bits colors, but rather use a free-hand technique with multiple brushstrokes accumulating opacity through stylus pressure. This way, players get the retro vibe in a highly detailed way and take advantage of HD screens!

We have the same ambition for our music. Most of our musical influence comes from the RPGs of the 90s and early 2000s, but simply mimicking the style wasn't satisfying enough. Dibur spent many years refining his sound, so that it captures the true essence of classic JRPGs, but takes advantage of modern audio technology. We call this sound aesthetic “Neo-Retro” and it shares the same ideals as the “Pixel Impasto” style.

Example with the battle theme: <https://soundcloud.com/diburmusic/to-the-dark-horizon>

## **PLATFORMS**

Koruldia Heritage will be available for PC/Mac/Linux. Nintendo Switch and PS4 will be taken into consideration depending on Kickstarter results.

By default, the game runs on any recent PC – no need for an advanced gaming machine. You can use a keyboard, mouse (point-and-click style) or console controller. The game also supports Xbox USB gamepads, PS4 and Nintendo Switch pro-cons, whether we reach our stretch goals or not.

## **SUPPORT US**

Koruldia Heritage is self-funded so far. This has allowed us to explore freely and iterate on lots of prototypes. We have poured countless hours into shaping the game over the past few years, reaching the quality level we want and most importantly, coming up with a distinctive gameplay, narrative and of course visual identity.

Now that we have reached this maturity point, we need your help to accelerate. We'll use the funding to license assets and hire additional designers and – if we reach our stretch goals – go on consoles.

Kickstarter page: <http://kck.st/2RWkZD7>

Kickstarter HD video: <https://youtu.be/xSyhxCsWH8I>

## **FOLLOW US**

<https://www.facebook.com/koruldia>

<https://twitter.com/koruldia>

<https://www.youtube.com/user/koruldikayz>

<http://koruldia.deviantart>