



In brief

Genre: Adventure / Role-playing game

Platforms: Playstation 3, Xbox 360

Multiplayer: no

Target: role-playing games enthusiasts (**core target** : fantasy fans)

Camera: third person view

CONCEPT

Scripted adventure based on the **listening and gathering** of the surrounding sounds, and on the **creation of customized items** in order to improve each of the three playable characters and thus advancing in the scenario.

Universe & Scenario

- **Lied of the Three Gods** takes place in a primitive world of which the primal essence is **sound**.
- Humans, a young and ignorant race, are tormented by the cruel gods of Dissonance, Madness and Silence, who harm sounds and music.
- In order to defeat the evil gods, *Gnâron* (god of the **Forge**), *Khaapt* (god of **Crafting**) and *Elesther* (god of **Harmony**) form an alliance: the player can control each of those three entities.

Objectives

- In control of the **divinity of his choice** amongst the three stated above, the player must **gather sounds** in the surrounding world, or **steal them from the demons he fights** (screams, roars, footsteps, armor clicks, and so on).
- Then he combines them and transforms them into items, weapons he can either equip his characters with, or give them to Humans (depending on the scenario) in order to earn *experience bonuses*.
- His final objective is to **defeat the three enemy gods** and the hordes of demons that serve them.
- He may also try to collect **all blacksmithing, crafting and musical patterns** (found on defeated enemies or granted by the scenario), and get his characters to the **maximum experience level** (100).

Gameplay: from combat to the alchemy of sounds

The environment is divided into zones that player can unlock as he progresses further into the game (semi linearity). The three gods have different abilities, and it's up to the player to decide which he will use, depending on the context. The game is divided into two phases:

1. **An exploration / combat phase** seen from a **third person point of view**. The player must carefully listen to his surroundings (a hammer hitting an anvil, a waterfall, the wind, ...) and choose the sounds he will gather depending on the scenario or his **personal objectives**. Then he switches to **listen** mode (see example below), which allows him to detail the sounds, and help him pick the ones he needs. **Humans do not see the character**, but the player must be careful they do not notice a sound has disappeared, for they would be afraid, which would bring an **experience penalty**. Sounds reappear over time, depending on the item the player took the sound from: for instance, a bark in the distance will take longer to reappear than a footstep in a lane.

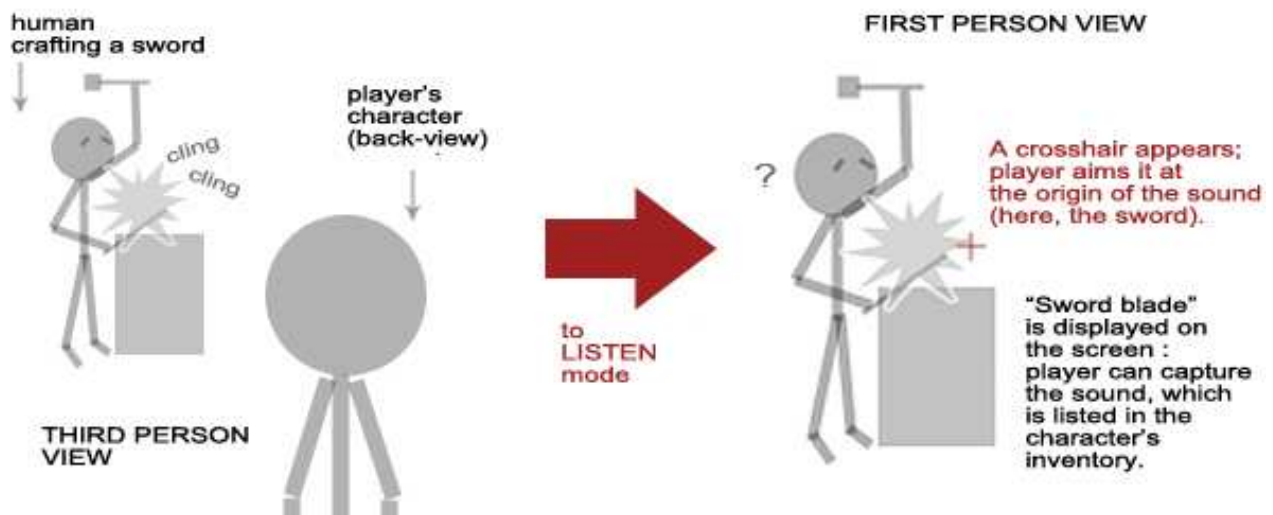
NOTE: During exploration / combat phases, the player can switch characters whenever he sees fit.

2. **A creation phase**, during which when player finds an altar of the corresponding divinity he can port himself into one of the three **divine laboratories**: the Forge, the Workshop, or the Music Room. Depending on the chosen laboratory, the sounds he has earned and the patterns he owns, he can get different creations he will use to progress into the scenario, equip his characters (better weapons, armors and accessories) or help Humans (for an experience bonus).

*NOTE: Sounds are dispatched in **four categories**, which are the hard sounds (stone, metal, weapons), the water sounds (sea, rain), the blown sounds (wind, voices), and music.*

The LISTEN mode

During the exploration phase, the player can switch to LISTEN mode: then camera switches to first person view and the player can move the crosshair over the sound sources. Here's an example:



The player will proceed the same way for the sound of the wind in the trees, of the torrent in the mountains, and so on. It is though relevant to note that in the example stated above, the player may disturb the Human.

Unique Selling Points

- An original and immersive sound capture system.
- A system that lets the player customize the way he plays.