



## Codename: Esoterics

*"Orphia is constantly vigilant."*

### Essence statement

A group of pious military researchers calling themselves Orphia is developing technology that fuses with the human body in effect creating a new cyborg race. Orphia needs specimens to test their technology on and who better than the military elite? Orphia began to recruit; "Esoterics" was born.

### Overview

Drafted from the most elite ranks in the military, Mack is pulled into a project codenamed "Esoterics". After a briefing, he is shown into a research facility developing new technology called Rime. To ensure the future of his country Mack must recover secret technologies from various other hidden facilities around the globe.

Progression through the game is through the style of a hub where the player enters an area but always returns to the central hub, Terica – the research facility, to report in. The player must complete each level to recover the technology (Rime) at the end. Every level has its own distinct environment and set of challenges; at the end of each level, before the piece of Rime is recovered, the player must fight the Guardian of that level. After receiving the Rime, the player, depending on which technology was received, will be given the option to either equip it and use it with his/her own body, or to return it, intact, to Terica for further research. The player does not always get this choice as some of the technology will attach itself to Mack's body as soon as it is found; this is because some of the technology will be needed later in the game to complete certain tasks. Once all of Rime is assembled and/or retrieved, the player progresses into a story based sequence of levels where the true story, behind the scenes, unfolds and the facade of Orphia is uncovered. Orphia is using Mack as a guinea pig in their experiment of the Rime technology. Mack never once leaves the grounds of Terica – he is simply led to believe he has.

Combat is a melee system coupled with a gun-based system. Some enemies will need to be fought hand to hand while others must be shot down. Enemies will be somewhat scarce and quite difficult to promote quick thinking when fighting instead of the common hack and slash or shoot'em-up approach; agility and quick reflexes is what will keep the player alive as he navigates the complicated terrain and battles off intelligent enemies.

### Platform

Nintendo Wii

### Key features

- **Personalized hand-to-hand combat:** Utilizing the Wii controller, the player is able to attack, melee style, through use of hand motion. The other hand will be used to fire the gun.
- **Customizable Gameplay:** By choosing certain technologies the player will be able to reach areas otherwise unreachable. To preserve the equipoise of gameplay, each technology, despite granting Mack new powers, weakens his body; this weakness leads to Mack not being able to withstand as many hits from enemies.
- **Smart bosses:** Depending on the technology used by the player, Guardian battles will differ; each Guardian will act accordingly to the technologies Mack is in possession of. Each will be unique, suited to its own environment, and reflect the technology it is set to guard. *Orphia is constantly vigilant.*

### Genre

Action Adventure

