

Cursed to transform, night after night the creature-bird takes flight.







# Birth of a New Genre: Rail-Flying!

Like Star Fox, the camera follows behind the player, and the player flies forward automatically.

But instead of shooting, the game focuses on flying and maintaining altitude.

How high can you fly? Ride the Wind!



Fly along an on-rails stage, exploring different routes of height until the end. Get to know the character and his thoughts.

#### Stage 2 - Searching

Fly in all directions freely over an open map. Similar to a Mode7 style map.

Search the round world for an unknown place, as if searching for yourself.

#### Stage 3 - Purpose

An on-rails stage that keeps accelerating. More difficult and harder to avoid obstacles. By the end, the player learns the destination of the character, and subsequently, their backstory.







#### Thermal System

During flight, you are always dropping altitude.

To gain altitude, look for hints of invisible upward winds with your body!



### Flight · Escape

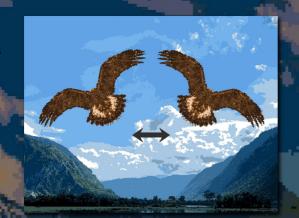
Thermal is

Power granted by earth and sky, joined by height and speed

To be above, distancing from self and all things

#### Maneuver

Change positions in flight, avoid hazards, search for thermal winds.



#### Ride the Wind

When over an upward facing wind, you'll rise slightly, Then press Down and soar beyond!

Fly higher and higher!



#### Nosedive

Descend in an instant to avoid oncoming obstacles, but recovering altitude is difficult



Colliding into rocks, trees and other obstacles will reduce altitude.

#### Flap wings

Pressing once will recover some altitude, but flapping continuously will reduce the amount.

If you reach the ground, you can catch prey (mice etc) to recover your wing strength and rise again.



Coming into contact with prey like this will bounce you right back!



the prettiest area of a stage.
But, you'll descend again in only a few seconds, so it requires air, wind, and wing management to stay and get here.

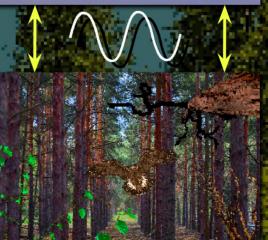
There are discoveries to be made in space.



## PUSH AND PULL Feel the Waves of Flight

#### Lower Airspace

There are more hazards, and difficulties in flight, but you can enjoy the environments.







Long ago, he ran away from his life entire.

Now, living a cursed existence, he flies through the skies trying to escape himself.

But, without realizing, each journey ends arriving at the same place: the windowsill of the child, the one he left behind.

Specs

Genre: Indie, Rail Flying Platform: Console, PC

Mode: Offline Single Player

Target User:

- People who like games with moving stories, arcade-like gameplay, retro game art.
- · People who like birds, flight, or daydreaming.
- People who like rail shooters or want to try a new, exciting but meditative experience.
   Selling Point: Story, Retro Art, Flight Gameplay

企画書 作成:アミノブ・エドワード



#### Mind Mode

Between flying sections, cinematics will appear that narrate the protagonist's thoughts and feelings

The game's continuous forward flight-based gameplay contains a message that the ultimate result of running away and escaping, because the earth is round, you'll eventually reach the exact point that you started.

The art style of the game is pixel art with a sense of realism.

Fantasy reflects reality. Through the escapist qualities inherent in video games, this game invites players to think about the shapes of their own lives and experience a journey to find their true selves.

No matter how many times you make a mistake, you will reach the end without getting a game over. You can discover new things in each stage each time you play, and as your flight skills increase.

Experience the joys of pure flight by maintaining altitude and wind.



# Thermal

In reality because of their heavy weight, large birds tire quickly when they flap their wings continuously.

