

## Dusk

"I wanted a mission, and for my sins they gave me one"

Dusk is an epic story-based first-person shooter adventure pc game where players fight the Congo Rainforest and its many perils in an effort to find the rogue agent Mr. Kurtz.

### Setting:

Dusk is based on Joseph Conrad's novella "Heart of Darkness". The year is 1890 and Charles Marlow is a sailor aspiring to become the captain of his own boat. The opportunity arrives when he gets an offer by the Royal Belgian Trading Company to man a boat on the Congo River. Things take a drastic turn when Marlow learns the true purpose of his mission. Now tasked with an expedition downriver to find Mr. Kurtz, one of the Company's most prized station managers who has apparently gone rogue, Marlow will have to venture deep into the Congo Rainforest, facing savages, animals and the elements as he attempts to complete his mission.

### Mechanics:

Dusk features a proprietary AI engine that breathes life into the environment. Thousands of unique NPCs, both humans and animals, acting and developing independently of the player making the world feel alive. Players will interact with tribes, animals and other explorers, who will have a different reaction to the player based on his accomplishments and choices. It will also feature a ground-breaking moral system based on the player's actions and dialogue choices that will have an extreme impact on the behavior of characters and the progress of the story, posing moral questions that will allow the players to delve deep into the human psyche, the true heart of all darkness. Gameplay uses standard First-person shooter mechanics, with an inventory system where players can equip their desired items and keep track of what they're carrying. Players will be able to form expedition squads to aid in exploration, having free will over the group's composition. Players will also be tasked with captaining the riverboat Rois des Belges and giving orders to the NPCs that compose the crew.

### Target Audience:

The game is targeted at computer gamers who are familiar with the original novel or tend to prefer story focused first-person shooter games. It will appeal to hardcore gamers who are male, between 18 and 35 years of age, and tend to play more involving games that require a longer amount of time to be completed.

Edited by: Raul Fukunaga (gd25raul@vfs.com), Mike Plouffe(gd25mike@vfs.com) and Jonathan Fuller(gd25jonathan@vfs.com).