

# The Hunter's Lodge

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for public presentation.



# What would I be playing?

The Hunter's Lodge is a mix between the ARPG genre and the farming simulator genre. It draws on the traditional aspects of Harvest Moon and Rune Factory series and forces the player to balance the farm life and the fighting life in order to use all of the game mechanics to their fullest.

# The Story

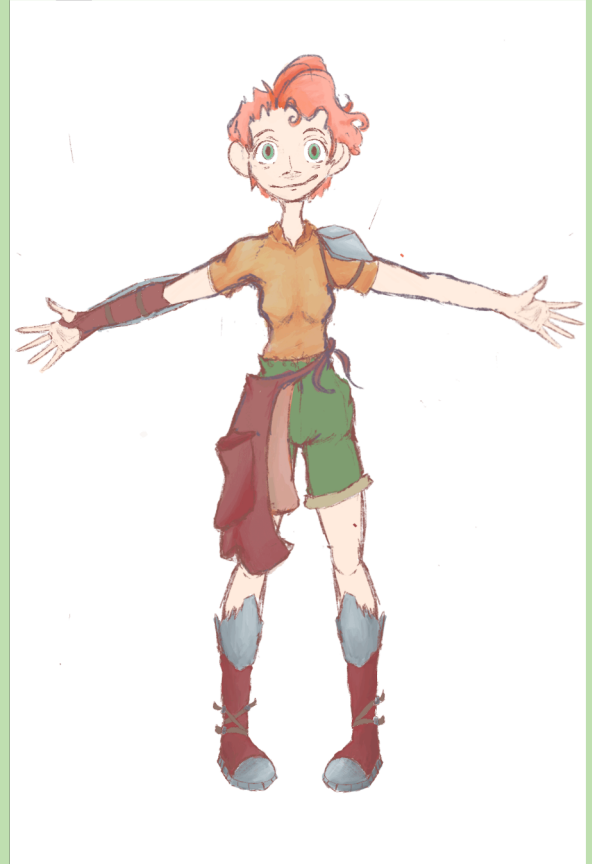
As the child of a now-retired adventurer, you don't see much yourself. You spend your days helping out at the family's lodge, a rest stop between the sprawling magical metropolis, and the ancient, monster infested woods where others like to test their mettle. Yet, when your customers suddenly stop coming and your father's search party doesn't come back, it's up to you to figure out why the monsters of the forest have suddenly become oddly human, and the city-folk strangely monstrous.

# Characters



# Main Character: Background

The Main Character is the child of a retired adventurer. They now work at their Father's lodge, tending to the needs of others who have gone on adventures. Before the beginning of the game, they have never touched a sword.



# Overview of Key Features

The relationships you form with the cast of monster characters changes how you play the game. They provide information, materials for upgrades, and useful skills, so make sure to make friends!

There's no store in the game to buy your supplies from, so you'll need to make all of your items yourself. Growing the ingredients in the field behind the Lodge and collecting extra material from fallen enemies or monster friends in order to brew potions, cook food, and craft new gear or upgrade your existing ones is necessary to success.

You won't always be alone during combat. As the game progresses, you gain more than just your monster friends that must remain in the forest. Two companions will join you on your quest to set the world back in order.

The main story of the game spans across all three areas of the game and progresses as the player unlocks these areas. Along with the main story, the player has the ability to complete several side-quests.

# Rat: Background

Rat was rendered partially blind in an accident. He was one of many cast aside by the society that grew with the City above. He joined the others who weren't able to continue living in the City at the Undercamp, located on a cliffside beneath the sprawling metropolis. After most of his friends turned into some form of monster, he was stuck there alone.



# Oracle: Background

Oracle is the knowledge keeper of the forest dwellers. Having so much to keep track of in her head makes her a little spacey, but she' ll always come through when it really matters. If you have any pressing questions, it' s alright to ask her, but just give her a few hours to get back to you. Or days. Or weeks. She has a lot on her mind.



# The World

The game world is divided into 3 major areas; The City, the Forest, and the Lodge. The Forest and the City have smaller sections to explore, while the Lodge has an indoor and outdoor area.

# The City

The City area of the game is where the fighting happens. The City is a sprawling metropolis powered by magic that is constantly being remodeled. Your first visit to the city is a strange one, considering you're being attacked by a regular.

The player will encounter enemies in the form of former adventurers and average citizens turned into mindless monsters, as well as more intelligent hybrids when they traverse deeper into the heart of the City.

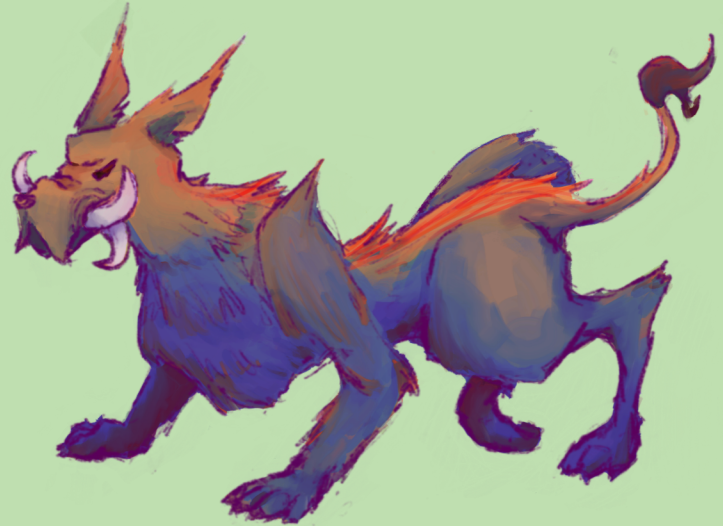
# The Forest

The Forest area of the game has little need for fighting, now that everyone can just talk it out. In this area, the player will need to build relationships with different kinds of monsters in exchange for items, information, and assistance.

Items gained from monsters will allow you to upgrade certain gear.

Information allows you to learn how to build relationships further or progress the story.

Assistance lets you bring friendly monsters to the lodge.



# The Lodge

The lodge is central hub of all activities, and the easiest place the player can pass between the Forest and the City.

At the lodge, you can:

- Grow crops to use in potions and food, and to give as gifts or trade to monsters (and some more hybridized humans).
- Set tasks for monsters who have agreed to assist around the lodge.
- Sleep.
- Cook foods to replenish your energy and potions that will refill your health. Some will give you different status effects.
- And more!