

"The Legend of the Horseless Horseman"

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Game Title

The Legend of the Horseless Horseman.

Genre

Interactive Fiction, Humorous Adventure.

High Concept

After being knocked out and regaining consciousness, a superstitious horseman from the nineteenth century wakes up noticing that his horse has gone. In his quest for the animal, he will have to walk across cursed valleys and mysterious towns, where he will find more than what he was looking for.

Play Mechanic

The player controls the horseman to explore the environments using either the keyboard, mouse or game controller to move around. The player can examine objects, talk to other characters (initiating dialogs through conversation trees,) and perform specific actions in order to solve puzzles and move forward. Some items can be picked up and stored in the horseman's inventory, and then they can be used later to interact with other characters or objects. The game provides a list of goals to complete to advance.

Plot Summary

After someone knocks him out, a young horseman wakes up in the heart of a valley. He doesn't remember much what happened to him but he finds that his horse is gone. Instead of travelling by foot, he decides to find the animal. While he looks for the horse, the horseman hears stories about ghosts and spirits that haunt that area (bad news to a very superstitious man.) All clues lead to the fact that his loyal companion has been caught by the ghost of an old ringmaster. The horseman takes it upon himself to rescue his horse by traveling to where this ghost is usually seen at: Smiley Town. When he faces the ringmaster, he discovers that the spirit has made a ghost out of his horse. So, the horseman needs to cross to the Death World to bring back his horse to the world of the living. Finally, when everything gets back to normal, the horseman will not only have recovered his horse, but also, he will have discovered the kind of man he really is.

Platforms

PC/Mac, Xbox One, Xbox 360, PS3, PS4.

Target Audience

16 to 35-year-old men and women. Fans of interactive adventure games, like the "Monkey Island" saga. Since the game is inspired in "The Legends of Sleepy Hollow" and "Rip Van Winkle," by Washington Irving, we expect to attract not only gamers but also followers of those stories, who have never played an interactive game before and will have the chance of playing inside a world similar to the one in Irving's tales.

Competition

Adventure and point-and-click games, like "Minecraft: Story Mode"; "Back to the Future: The Game" (both by Telltale Series); "Thimbleweed Park"; "Yesterday Origins"; "Deponia"; "Day of the Tentacle: Remastered."