



An Action Adventure Concept by Rudi J Will
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Mal-e-fac-tor
-noun

1. A person who violates the law; criminal.
2. A person who does harm or evil, esp. towards others.

THE CONCEPT

Malefactum is the story of a lowly trainee knight who dreams of one day becoming a Champion of the Gods; famed and fabled protectors of the realm of Behanir. This goal feels an eternity away, until fate and the Gods intervene.

The game begins with the character starting out as a squire or handmaiden (female squire). During the prologue this character is possessed by a demon. In order to have the demon removed from their body, they must journey from locale to locale searching for someone or something that is capable of accomplishing the task. The game is a quest to find a method to banish the demon.

The demon can exercise limited control over the Player's physical being. Over time the player-character learns to use the demon's abilities more and more effectively. The level of power that the possessing demon gives the player-character should make the Player almost sad to see Naskaar the Back-breaker finally defeated.



MALEFACTUM

KEY FEATURES

- Choice of player-character gender. Both genders are of equal ability and this is an aesthetic selection.
- The player can take on the abilities of the demon residing within them, which offers potent new abilities to the character.
- A huge game world featuring 8 zones, with fully realized towns, villages and various types of wilderness area.
- Comical 'psychic conversations' between parasite and host serve to break up the intense game play.

KEY FOCUS

The key focus is for the game to deliver surprises to the player, via amongst other methods; plot twists that are hopefully unforeseen. Equally the world should be beautiful and atmospheric, leaving the player unable to quit, in order to see more and progress further.

GAME PLAY

The game takes place in an original fantasy-style world. Once the prologue and its events occur, the player is put in control of the character that must travel the world seeking out someone who can remedy their affliction. Combat is a key element of the game and sees the player taking on very large numbers of low-powered enemies. Movement while in combat is fluid and responsive, with nobody staying still for long. At the end of fights the player can loot the vanquished as perhaps pick up a useful item. The player-character's look can constantly change, with new armour, boots, hats, hoods, cloaks and the like being available for equipping.

The big feature that makes the game stand out however, is using the demon within's own range of supernatural powers. Can't reach that ledge from so far below? Sprout the demon's wings and fly to where you previously could not reach. Are the odds too much in your opponents' favour? Breathe fire on them to clear them all at once, or grow in size and relative strength and bash them.

A third-person perspective is used, with the ability to dynamically switch to a first-person view as required. Combat is of primary importance, with side elements of platforming and puzzle solving. Choosing the right demon power for the situation is of importance too.

MALEFACTUM

CHARACTERS

The more major characters encountered in the game:

Alexis – (shortened to Alex) a unisex name, because the player can choose either gender for the character. *Alex*, who begins the game as a squire (or the female equivalent, a 'hand maiden') starts out with the equipment and skill set of a lowly trainee knight. *Alex* dreams of one day becoming a Champion of the Gods (a paladin, who it is said, through their piety are rendered immortal).

The Demonologist – The initial villain of the story, who is responsible for the events of the game's prologue. While he does not 'star' in the game for long, his past actions influence events right up until the game's end.

The Demon Hunter – Another knight, but this one lives only to seek out demons and destroy them. In the case of *Alex*, the *Demon Hunter* is obsessed with killing the Demon, regardless of if it would harm *Alex* to do so. This knight is a serious opponent, not to be underestimated.

Kain – The player-character's best friend, who helps them escape the castle after the player's accidental murder of an innocent woman. *Kain* pops up from time to time, to relay news and advice to Alexis, as well as offer some upgraded equipment.

Cerrigan – The final objective of *Alex*'s quest to search for someone to exorcise the demon *Naskaar* from within them. The old man is barking mad, driven to insanity by his dealings with demons and the occult. But when it comes down to it, he still has sufficient command of his mental faculties to help *Alex* with this bad situation.

The Earl of Halfirth – He is only referred to by name, but it is his castle that *Alexis* and *Kain* reside within, working as they are to become knights in his service. The big plot twist comes in the form of the fact that *The Earl IS The Demonologist*.

Haelo (*Hay-ello*) – Matriarch of the *Behaniran* pantheon of Gods. *Haelo* tells *Alex* in a holy vision that *She* could easily rid them of the demon, but because being a *Champion of the Gods* is *Alex*'s heart's desire, overcoming this adversity themselves will go a long way to achieving that end.

Naskaar the Back-breaker – the player-character's foil/nemesis/affliction. See 'A character in Detail' for the low-down.

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A CHARACTER IN DETAIL

Naskaar 'the Back-breaker' is the demon. His True Name is known only to himself and the Demonologist who summoned him. He finds himself summoned at the beginning of the game to wreak havoc on *Halfirith Castle*, home and power-base of the *Earl of Halfirith*. The *Demonologist* believes that sacking the castle and taking it over will be his first step to ruling all the land. It turns out that the *Demonologist* is neither as wise nor as skilled as he believed and his bond of control over *Naskaar* swiftly becomes severed.

Name *Naskaar the Back-breaker*

Height 7' 2"

Weight 344 lbs.

Eye Colour Burning red

Skin Colour Jet black

Fur Colour Jet black

Visage

A Gigantic horned demon

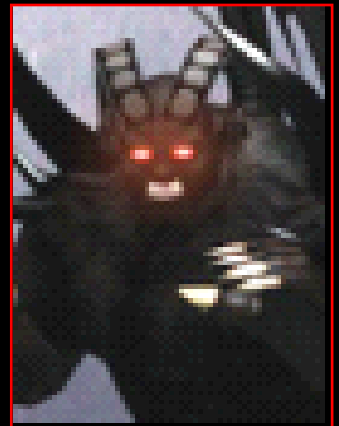
Covered in coarse black fur

Clawed hands and feet

'Devil' tail

16-foot span bat-like wings

Bone spines protruding from shoulders and upper chest



Demeanour Surprisingly calm and rational and at times even funny; unless angered. Once angry *Naskaar* becomes a relentless killing machine – he didn't get his suffix of '*the Back-breaker*' for nothing.

Intellect Average (if he was a human)

Strength Immense

Toughness Immense

Agility Great

Special Ability Flight (via huge bat-like wings), Invisibility (transformation into a 2D shadow), Fire Breath, Frenzy (cannot be harmed for a short time, by any means and does extra hand-to-hand damage), growth (only works on the human host, to make him/her 7' 2" like Naskaar is in his true form).

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THE GAME WORLD

The continent of *Behanir* (Bay-ann-ear) is an often freezing place, covered as it is by snow for most of the year. Bordered by mountain ranges to the north and east, iceberg-laden seas to the south, with temperate plains in the west the continent has a reputation for being largely inhospitable and unforgiving. *The Earl of Halfirth's* castle lies on these western plains, an area which enjoys the best weather conditions *Behanir* has to offer.

LOOK AND FEEL

Malefactum is all about atmosphere. The environments are dark, 'too' quiet, or give the impression of freezing winds and snow storms. Making the player feel glad they are not really there is what is being strived for, whilst at the same time being a very enjoyable game experience.

The player-character screams in agony when the demon takes over their body to manifest his abilities.

Combat features blood and dismemberment, but only as a means to instil the idea that taking more than a couple of hits is a bad idea, so they are used sparingly. Spectacular special effects accompany the use of demonic or holy powers by the player. Graphically it will be as realistic looking as possible, while delivering on the supernatural aspect of the story and core game mechanics.

CONTROL SCHEME

For PC the expected movement controls of A, S, W and D or the cursor key equivalent are used. Attacks are performed with the left mouse button in conjunction with direction keys. Demon abilities are chosen by holding down the right mouse button and selecting from the radial menu that appears.

For consoles movement is achieved by direction pad or left stick, with attacks being performed by the face buttons. Shoulder buttons and triggers control inventory and demon abilities.



Scary Tiger Studios would like to thank you for your time.