What Is Aphonia?

OCTOPATH TRAVELER

X

FINAL FANTASY VII
ファイナルファンタジーVII

- Enjoy the 2D art and animation style reminiscent of Octopath Traveler!

- Experience new~and~improved combat mechanics similar to the combat in Final Fantasy VII.

Why Play?

- A 2D top down, RPG designed for solo players, offering a story-based experience with strategic time-based battles.

- Survive challenges, manage resources that appear as the buff system, and strategize for main boss fights to achieve victory.

- Choose between a path of fulfillment or corruption to complete your journey.

- Unlock different buffs and benefits based on the routes you choose.

Explore a Retro-Style Overworld!

- The overworld is retro-style and meant to be maze-like to encourage exploration. It has a less realistic-style than the battle.
- The Overworld also functions as a top-down, with a distinct color scheme for each area.

Engage In Strategic Time-based Combat!

- In this game there is Time-based combat, which is a certain execution of attacks within specific time intervals.
- This adds rhythm and precision to the battles at hand.
- Players must watch the cooldown timer bar to see when they are available to make an action again.

Timer

Story

- A young and unknowing hero candidate named Celestia is whisked away to a strange place known as The Gauntlet.

- In this place, she will be tested to prove whether she deserves the power she holds or not.

- Not knowing where she is or how to get out, she traverses through the Gauntlet in hopes of finding the answers she seeks, including a way to get out.

Main Character

- The main protagonist of this story is named Celestia, who is a young girl with a snarky attitude.
- She lived a peaceful life not knowing that she was destined to become either the savior or destroyer of her world in the future.
- The power and latent potential within her classified her as "A latent threat" by the Gauntlet. Sparking the events of the story and her journey.

Name: Celestia
**Age:** 16
Height: 5'2
**Race:** Human
Best stat: Speed

The Gauntlet

- The gauntlet is a sentient realm between dimensions and its purpose is to test people known as the "Awakened" across time and space to see if they are able to handle using their powers.

- To do this, the challenger must brave through three areas. The gauntlet inflicts mental and physical challenges on the candidates to push them to the limit, and see whether or not their latent power consumes them.
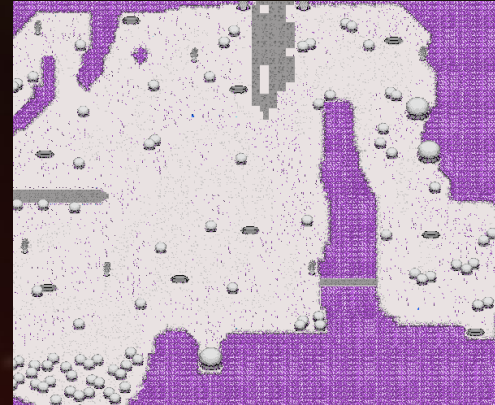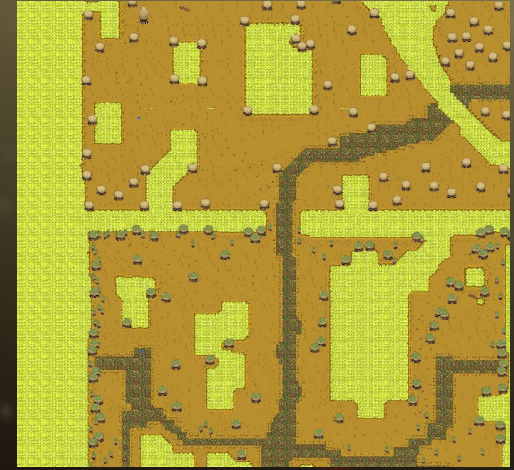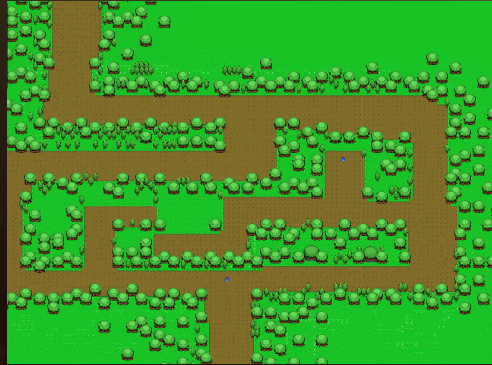
Outer Forest

A maze-like mystical forest that means to trap you in it's infinitely branching pathways. The first area of the game with no gimmicks beside it's structure to act as an easy first level.

Outer Forest
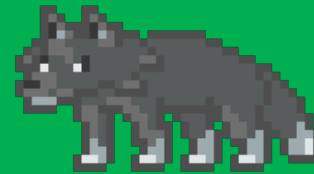
Direwolves
~ Common enemies that attack the player whenever they get the chance.

Treeyads
~Mutated tree monsters that excel in attacking.

Putrid Marsh

An area filled with toxic rivers and dying trees. To get past this area, you have to find a way to cross the river, lest you fall and take damage in the poisonous swamp.

Putrid Marsh

Decaying Treeyads ~Treeyads that have been poisoned due to the marsh's environment.

Poisoned Mushroom ~ Mushrooms with their color disfigured due to the environment.

Transfigured Weald

An area covered in an eerie mist and voided of life. Due to the strange energy in the area, the leaves and grass have turned gray, and the plants and wildlife an eerie shade of purple.

Transfigured Weald

Transfigured Wolf
~Parasites that have taken hold over an alpha wolf pack inhabiting the area, they feel no pain and function as mini~ bosses.

Boss

- Zana, a former "Awakened", journeyed through the gauntlet like the protagonist but chose to remain as a Guardian upon completing it.

- Having lost everything in her homeland, she saw no point in retuning to a place where no one would be there to welcome her, and spends the rest of her days vainly hoping an "Awakened" can make her feel hope again.

Name: Zana
Age: 20+
Height: 5'10
Race: Human(?)
Best stat: Strength

Buff System

- Enhance your strength post-battle by selecting from three types of buffs:

  - **Static buffs** (boosting HP, ATK, DEF, SPD)

  - **Effect buffs** (applies effects like lifesteal.)

  - **Passive buffs**. Which will always be active.

What Is Karma?

- Karma is the value that determines your path in the gauntlet.
- If your Karma is 50 or above in the Gauntlet, you will be considered "Fulfilled". And your base sprite and attacks will remain the same as the beginning, along with a passive defense and evasion increase.
- However, if your Karma is below 50, you will be considered "Broken" And the protagonist's sprite will change to an evil variant with different attacks, and a passive attack increase.

Fulfilled

Celestia	Health				Health	Enemy
	Magic				Magic	
	20					

Broken

Celestia	Health				Health	Enemy
	Magic				Magic	
	15					5!!!

Karma Routes

81-99 Karma: Reduces damage by 25%

21-40 Karma: Heals for 25% of damage dealt

**41-60 Karma: First route: +50 to all stats**

61-80 Karma: Increases chance of evasion by 25%

**1-20 Karma: Gives access to critical hits, base chance is 30%**

Choices

- Certain events can increase or decrease your karma in the game.
- One such event is the condemning or liberating of stray souls you will find scattered around the Gauntlet. .
- Condemning a soul sacrifices it to give you a higher attack stat and decreases your karma.
- Liberating a soul gives you a higher defense stat and increases your karma.

Liberate
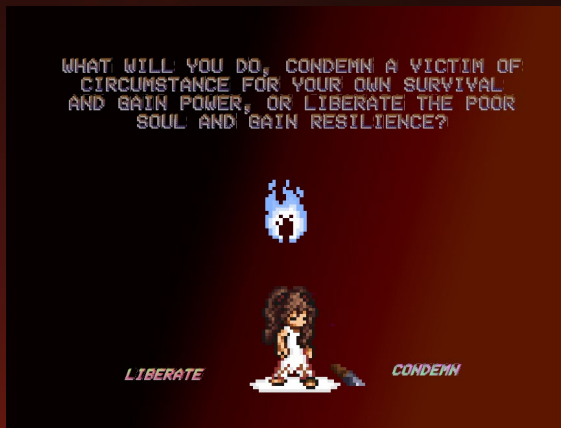
Condemn
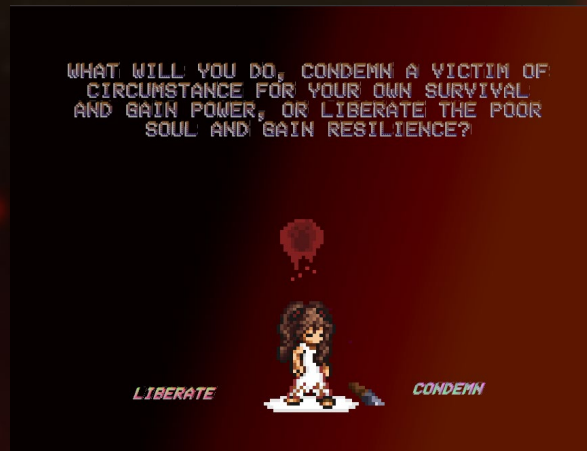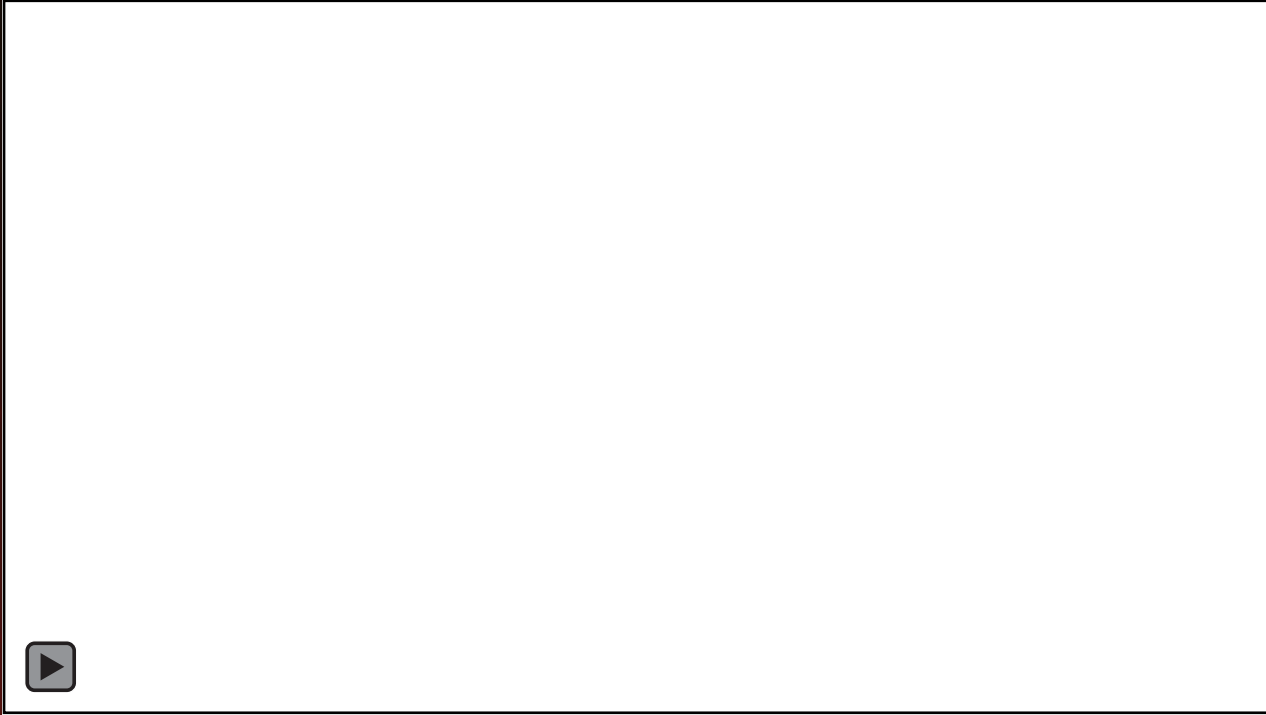
Death Is Not the End....

- Upon death, all of your stats are reset and you are brought back to the beginning of the karma route you're currently on.
- However, your karma value remains the same, and the choices you made on that route are reset.
- This game is about trial and error, every loss is an experience and proof that there is room to grow.

Playthrough

Let's Go Over it One Last Time...

- Embark on a journey in an estranged land with only your wits and a knife as Celestia, the protagonist of this story.

- Venture through multiple areas and solve the puzzles that hinder you.

- Make choices wisely as Karma will follow you wherever you go.

- Think strategically and use the buff system to give you the right tools you need to progress even farther.

- Unlock new lore and dialogue with each karma route completion.