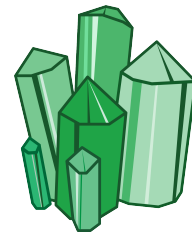


CRYSTALLIA



In a mythical world of fantasy, crystals are a source of great power and the most sought resource. As a race leader, you are responsible for raising your domain by plundering the crystals from your enemies, without forgetting to defend your own. Are you up to the task?

FEATURES

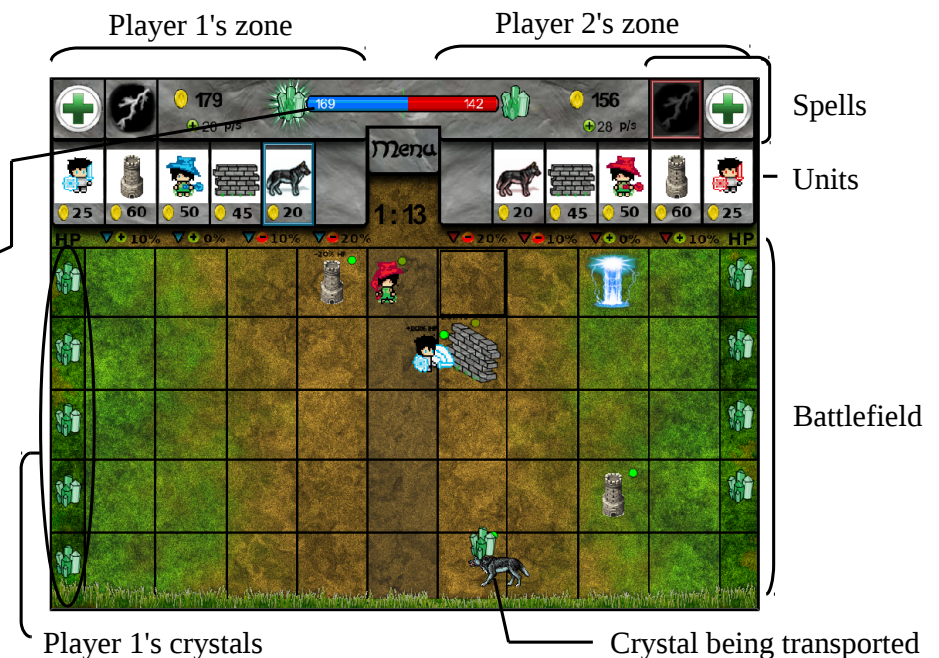
crystallia.devteam@mail.com

Crystallia is a **real time action strategy game** with **tower-defense** features and an **offensive component** which can be played by two players or in a single-player campaign mode.

Each player starts with a set of crystals which he has to **defend** tooth and nail while he simultaneously tries to **steal** his opponent's.

The player wins **points** by transporting crystals to his side of the battlefield. In the end, **the player with the most points wins**.

Each player has also **gold**, which is produced regularly, and **used to buy units**.



There are several types of **defensive and offensive units**, each with different attributes and skills, as well as a great variety of **spells that affect the units**.

The units and spells are divided by **races** that contribute to strategic and visual diversity. There are unique units that don't belong to but can be hired by any race, the **mercenaries**.

For each battle, the player **freely selects six units** out of a set composed by the units from the chosen race and all the mercenaries. He can **also choose two spells** from all the available for the race.

There are two **game modes** available that bring different experiences to the player: reach a **point limit** as fast as possible or try to do the maximum number of points given a **time limit**.

There are a **variety of maps** with different **battlefield modifiers** that create even more diversity and a bigger number of strategies.

Overview

Player motivation

Each player will compete for maximum points, granted by controlling the crystals. The player will do this by defending his own crystals and trying to grab his opponent's. For this the players shall decide at each moment what to place on the battlefield, based on the available gold and the units they have chosen for that battle.

The game encourages players to battle other players presentially or online, and to engage a single-player campaign for each race, composed by a set of battles connected by an interesting narrative.

There are several maps and game modes to explore. The unit and spell distribution by races combined with the available mercenaries, lead the player to try different strategies. It will also be interesting for the player to unlock the races and mercenaries that the game has to offer.

Genre

Action-Strategy with Tower-Defense-Offense features.

Target player

Fans of the tower-defense and RTS genres.

Players that like to play with friends, presentially and online.

Casual players of the Manager and Conqueror types, according to the DGD1 model.

Competition

Plants vs Zombies, Swords and Soldiers, Dungeon Defenders and Villainous.

Unique selling points

Tower-Defense with a simultaneous offensive component.

Tower-Defense with competition between two players.

Target hardware

Multi-touch tablets with at least 7-inch displays.

Design goals

Multiple Strategies – The diversity of races, units, spells, maps and game modes allows for numerous possible combinations of setups for each battle, stimulating the player to continuously explore different strategies.

Multitasking – Attacking and defending simultaneously requires great attention and concentration from the player for the various events that occur at the same time.

Competition and interaction between players – Being a game for two players where only one can win, Crystallia provides an intense experience of competition for the players, allowing them to snatch the victory even at the very end of a battle.

