



TAROT GAME

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OVERVIEW

Genre: Point-and-click, adventure game

You play as **The Fool** through phase 1 of The Fool's Journey. They begin their story with nothing but curiosity and unwavering potential, taking a leap of faith off a cliff into a new world. The Fool wakes with no memory of a name, place, or community, and so begins their path to **self-discovery**. They encounter **nine different characters**, each with their own lessons, on their journey to enlightenment.



OVERVIEW

Gameplay:

- **Puzzle-solving & minigames** – Puzzles are unique to each character
- **Exploration** – Interact with items in the environment
- **Collect** – After completing a puzzle, you gain a tarot card
- **Dialogue** – Interact with each character

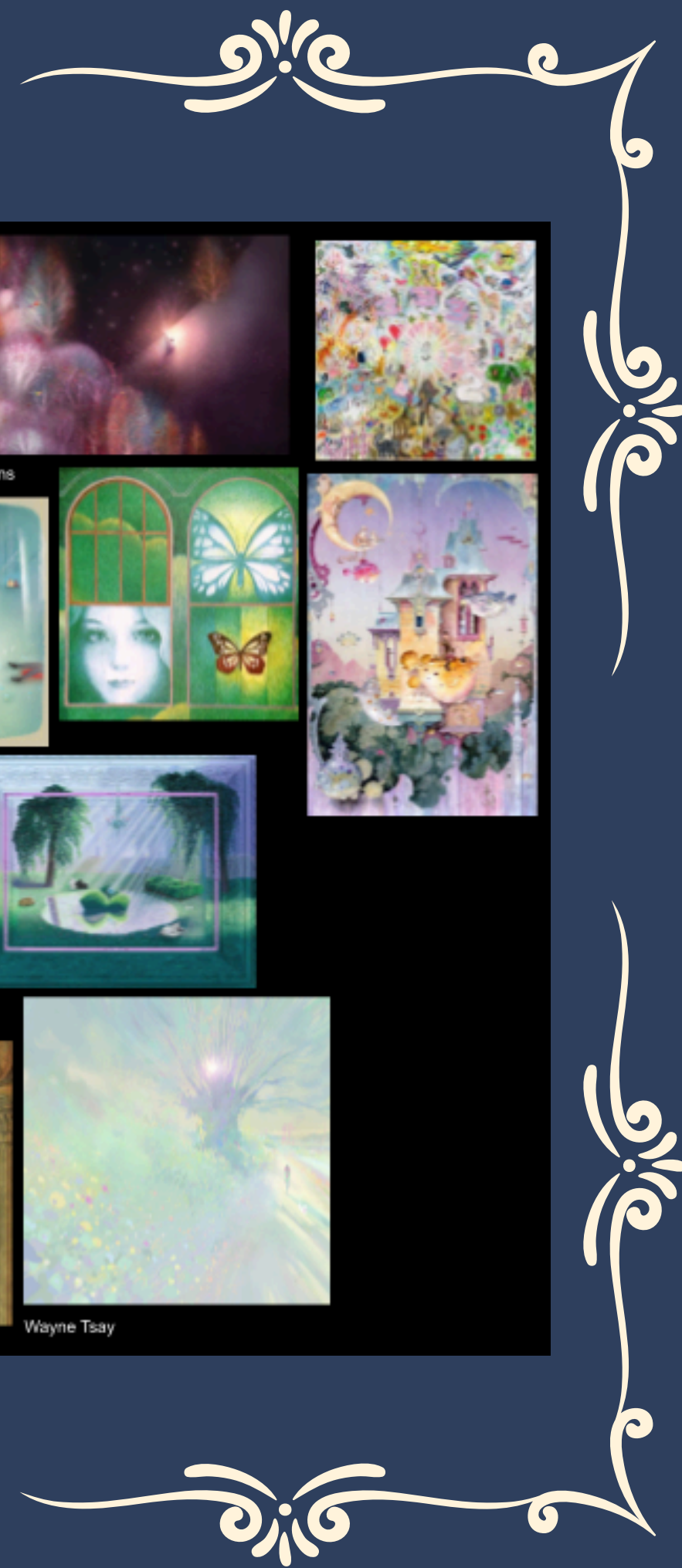
After waking in an unfamiliar world, the Fool finds companionship in a dog and ventures out in search of an answer to who they are and where they belong. They meet nine different characters, each of whom has a puzzle and a lesson that will aid the Fool in their journey.

Completing all the puzzles and collecting the characters' tarot cards is the end goal.

A decorative frame made of white scrollwork and floral motifs on a dark blue background. The frame consists of a top horizontal piece, a bottom horizontal piece, and two vertical pieces on the left side, all featuring elegant, symmetrical scroll designs.

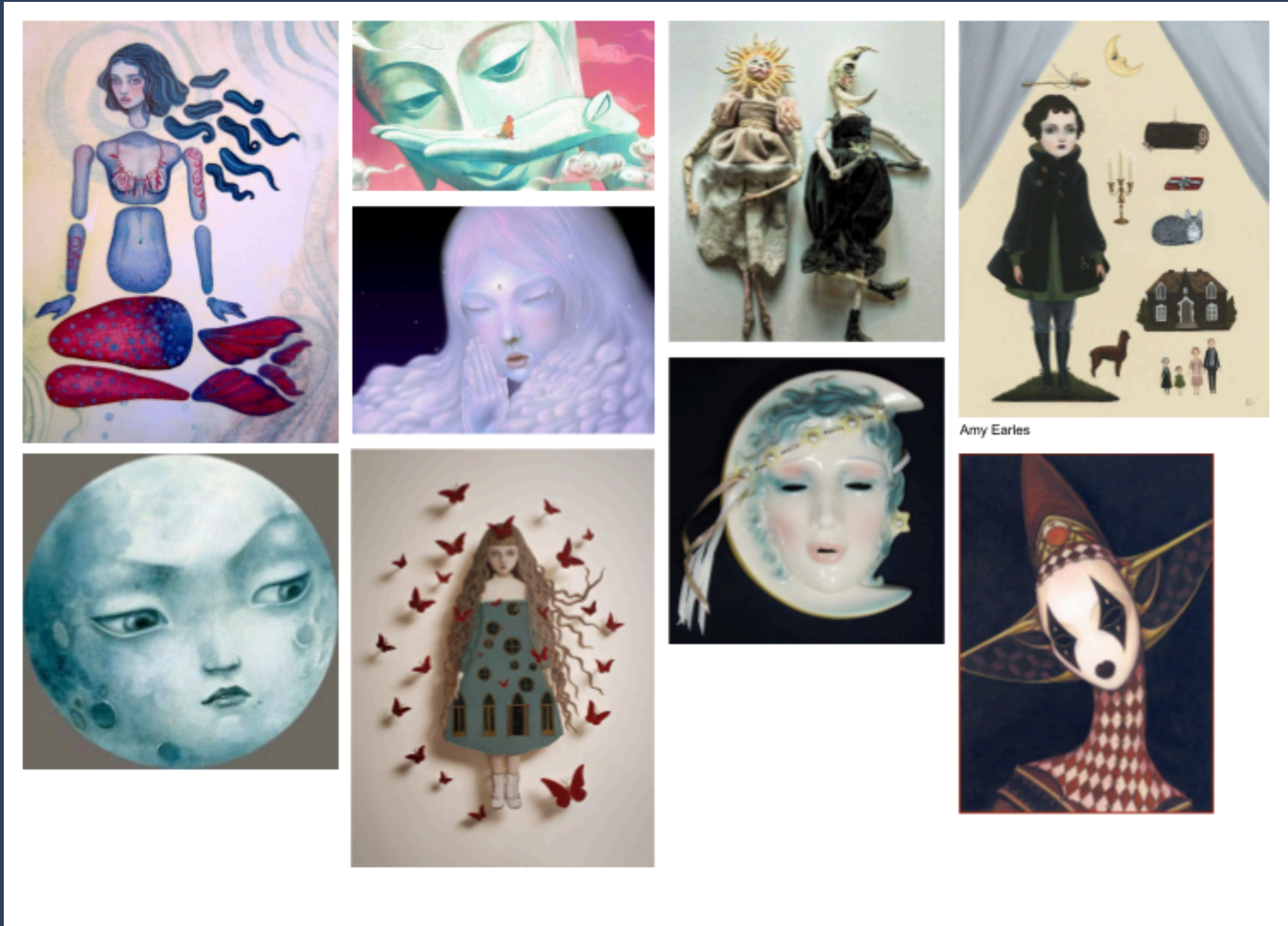
- 2D
- Whimsical
- Paper-like or pencil textures
- Bright

- Bright



CHARACTERS

- Whimsical
- Paper-like or pencil textures
- Vintage
- Based on their corresponding tarot card



THE FOOL

- The protagonist
- Young
- Androgynous



THE MAGICIAN

- Trickster
- First character that the player meets
- Willpower and illusion

Puzzle:

- Explore the room and find hidden tarot cards
- Play a minigame, and he will rig the shuffle
- Then return to retrieve the real cards from the hidden spots around the room.



CONCEPT ART



MUSIC

- Ethereal
- Dreamlike
- Ambient
- Melancholic
- Hazy





THANK
YOU

