



ALL

SIGHT

Mira always knew when they were lying.

Our caretakers at the Polity's Center for Biotechnical Sciences tried to teach us why we were there. Why we weren't allowed to leave. Why we'd wake up with fresh scars at the base of our skulls and why weeks seemed to vanish into thin air.

They almost always lied. But Mira told us the truth.

The Polity controlled most of a place that used to be called Europe. It dictated the lives of everyone who lived there, what they did, what they thought. Because the people in charge of the Polity were scared, Mira said, of the things they couldn't control.

Like the future.

The Polity knew everything that was happening, to everyone, everywhere, and it was the final authority on everything that had already happened too. But that wasn't enough. Mira told us they tried machines first, but those could only predict so far out, and were wrong too often. So they turned to the old tales, of mystics and oracles. They took children that no one would miss, and cut into their heads, looking desperately for some secret locked away in our minds. And they found it.

There was a another girl, before us, Mira said. She was the first. She Saw with the All Sight, told the Polity where their enemies hid, where they could fight, and win. And so they always won. But they pushed the girl too far. She Saw for them one last time, Saw their victory, and then she died. But when the Polity still acted on her Sight after she passed, something went wrong.

They lost.

Something about the life of the Seer was key to their Sight coming true. So the Polity created us. Seven of us, seven new Seers, six contingencies if anything should happen to one of us. And we Saw for them, for years, all of us Seeing the same Sights, leading the Polity to their triumphs, helping them avoid their defeats. Changing the future. Controlling the future.

Then, one day, everything changed.

Seven different Sights. Six foretelling the Polity's destruction, in six different ways. With no way out. Except maybe one.

We Saw our own deaths. So we ran.

ALL SIGHT

All Sight is a semi-traditional 2.5D side-view fighting game which differentiates itself by its psychic cast of fighters, the emphasis placed on its neo-Orwellian story, and the Sight mechanics which radically alter the way fights play out. Players take on the role of one of the six Seers who've fled their home and prison of over 18 years and seek to avoid recapture and execution at the hands of the Polity.

While most fighting games put forth a token story effort at best, *All Sight* seeks to imbue each battle with emotional depth and meaning. Through a cruel twist of fate, the player's chosen character is pitted against his fellow Seers, people he considers to be his brothers and sisters, the only family he knows. Every fight is merely a desperate struggle for survival, an animal reaction against an intimidating and overwhelming entity which threatens the end.



tone & style

All Sight draws substantial inspiration from the likes of George Orwell's *1984*, with the Polity acting as the "all-seeing," all-controlling Big Brother. The concept is then intertwined and updated with a cyberpunk-esque near-future aesthetic, placing less of an emphasis on the pseudo-communist commentary of *1984*, and instead suggesting a veneer of freedom amidst technological bounty -- Polity-approved neon lights flash advertisements for Polity-approved companies promoting Polity-approved cybernetic enhancements and flying vehicles. But the facade is thin, and players will be made to feel the weight of trying to escape this monolithic force, even with their own extraordinary powers. Levels, backgrounds, cutscenes, and an electro-industrial soundtrack will actively reflect the aesthetic of a grim totalitarianism willing to do most anything to maintain absolute control of past, present, and future. All while pretending that the thrum of dazzling electricity covers their sins.

Ultimately, *All Sight* focuses on the story of the Seers -- their fight for survival, and their struggle to see their own future come true. For some, it's not a future they wish to come to pass -- for others, it is dream come true. Either way, the themes of challenging presupposed destiny, self-determination, and the concept of fate as a whole are uniquely explored.

NATURE OF THE SEERS

None of us understood why they taught us how to fight, at first.

Something about our persistent Sight made most personal electronics malfunction after prolonged exposure to our proximity. The advanced firearms they gave us in the beginning all jammed or shorted after just a few hours of training at the longest. This meant we could never be augmented with cybernetics, either, and even the hardened machines they used to examine us needed to be replaced every other week.

But the Polity had refined its techniques since their experiments on the first girl, and each of us had been given something unique beyond just the All Sight. This wasn't intentional in the beginning, Mira said, since our caretakers were understandably upset when they found out she could peer inside their thoughts. She was the first.

Then it was Landin, who stepped into nothing one day, and appeared on the other side of the Center. Then Casca, who nearly burned the entire place to the ground with a thought. That was the day the Polity realized these unanticipated powers could be useful, Mira said. Eventually, something unique had been unlocked in all of us, though all of our abilities were as different as the colour of our eyes.

Then they trained us to focus these powers. To narrow them to a razor's edge, to hurt and to kill with our minds. To strike and injure with our hands and our bodies when our minds weren't enough. We all still thought it was a game. A last resort, maybe, if the Polity's enemies ever tried to hurt us. Ridiculous, since we would always know if they were coming, and we could still hardly match an armed soldier.

None of it made sense, until the day when we ran.

For all its power, we thought evading the Polity would be easy. We Saw every possible misstep we could make, and knew exactly what roads we had to walk to get away. We split up at the outset, because we Saw that it was the only way to avoid capture, but agreed to all meet again as soon as we could.

Then suddenly, unexpectedly, she appeared. The one who'd stayed behind. Mira.

Seers can See everything. The approach of every guard, the position of every camera. Everything, except other Seers. We are the only blind-spot to ourselves. At best, we can tell what another Seer is going to do a few seconds before it happens, no more, and not reliably. But Mira didn't need to See us. She could feel our minds, knew our innermost thoughts even miles away. So one by one, she found us.

We hadn't been trained to defend ourselves. We'd been trained to hunt one another.

GAME BASICS



Players begin the game by selecting from one of the six playable Seers, their appearances and names each subtly suggesting a different geo-local background which roughly corresponds to an old major power of Western Europe. All characters are also aesthetically inspired by the nature of their unique fighting styles and psychic abilities, which range from pyrokinesis to psychoportation.

Once selected, players will be introduced to that particular character's opening narrative -- the struggles and trials they've faced so far in escaping from the Center, and the life they now lead as a psychic evading the most powerful governmental force to have ever existed.

Past this point, the player's character runs unexpectedly into their first Seer -- one of the other five characters not chosen. With all others having been defeated, captured, and apparently controlled by Mira at the call of the Polity, the player's character is the last remaining Seer still left free. The player's character will attempt to reach out to the attacking Seer, with unique dialogue prior to each fight for each combination of combatants based upon their shared history and personalities.

At the conclusion of each fight, players will slowly uncover more about why Mira is betraying her brothers and sisters, and about the Sight possessed by the player's character foretelling the Polity's destruction.



TARGET AUDIENCE

All Sight's target audience is a primarily European demographic. The now-matured youths of Europe, who grew up with video games and readily recognize the story-telling potential of the medium, are desperate for works of greater substance from the artform. They are not the extremely hardcore, but they do have a broad familiarity with games as a whole, and own a number of gaming systems. While they've stuck primarily to RPGs and more plot-heavy titles, they've always intellectually enjoyed the core mechanics and the idea at the heart of the Fighting Game genre -- the showdown between two warriors, life and death in the balance as their deadly dance begins.

But they feel that most titles in the genre cater too heavily to the east asian markets, with series like *Guilty Gear* and its anime aesthetic, or to the bloodsport-hungry American audience, with series like *Mortal Kombat*. Even titles that stray away from these motifs care little for coherent or compelling plot, and this trend has ultimately led to an itch left unscratched.

Stories that fall closer to home, and explore themes and issues important to them are particularly desirable. When not gaming, they have a fondness for avant garde industrial music and bands like Daft Punk; both of which play very nicely with different shades of a dystopian cyber-punk future.



PLATFORM

All *Sight's* intended platform is the Playstation 4. Fighters are almost always best played with a controller in hand, and the PS4 has proven itself to be a powerful, competent, and popular system, throughout the PAL region in particular.

COMBAT BASICS

Basic combat follows semi-traditional fighting game mechanics with a few unique changes:

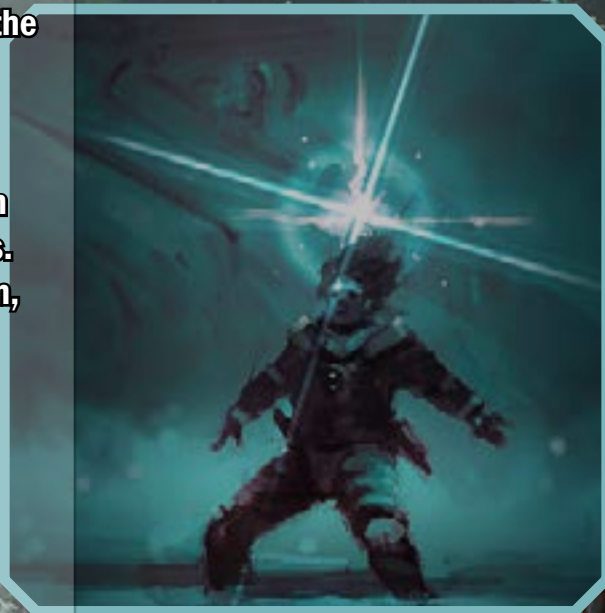
- * Players utilize the Square and Triangle buttons to execute light and heavy attacks from either a standing or crouching position, the Circle button to execute a basic Psychic attack, and the X button to jump. The left analog stick or the directional pad is used to move, and the player holds “away” from their opponent to block.

- * Rather than require the player to learn and execute a vast sequence of button presses, however, All Sight simply tasks players with “modifying” their face buttons by holding down different combinations of the shoulder buttons to perform their various special techniques. This allows for individuals newer to the genre to be less overwhelmed at entry by the system, while still offering the challenge of technical mastery and strategy to those who are compelled to invest the time.

- * Special moves executed with the “Light” button are rapid-fire physical combinations; “Heavy” special moves combine both physical and psychic attacks; “Psychic” specials unleash powerful waves of purely psychic energy.

- * Psychic attacks also cannot be blocked with a “physical” guard; players must modify their blocks with the R1 button to put up a psychic shield to negate psychic damage, a particularly challenging prospect when faced with “Heavy” special moves which combo attack types.

- * Players, despite their psychic abilities, are ordinary unaugmented humans. While a health bar does measure each combatants remaining will and ability to fight, it depletes incredibly quickly -- proper guarding, or the tactical and intelligent use of “Sight” is key to survival.



SIGHT METER

At the absolute core of All Sight's combat is the Sight meter itself. A gamified representation of a Seer's ability to use their powerful precognitive psychic techniques even when in the disruptive presence of another Seer, Sight works as follows:

- * The Sight meter starts filled a third of the way. This represents the basic reserve of the Seer's energy. It can be filled by guarding, taking damage, and dealing damage. It can be depleted in standard fighting game fare through the use of special moves.
- * However, the key use of the Sight meter is to "See"; players who have just received a devastating attack, reducing their health heavily, can pull back on the right analog stick as a last resort if enough Sight is available, converting that particular attack into nothing more than a vision, and ostensibly putting time back to the point just before the start of their opponents special move in-game.
- * There is a substantial risk using this technique though; if initiated by the defender, the former recipient of the now-nullified attack will receive a "Foresaw Destruction" debuff, intimidated by the fact that they've just witnessed themselves viciously beaten, and will take 50% more damage if their opponent manages to land the same special again.
- * This technique can also be used offensively by the attacker if they feel particularly confident; after landing an impressive special technique on their opponent, they can voluntarily choose to convert that blow into a vision of their own. Though it puts the attacker and his opponent back to where they were before the special landed, the attacker is now emboldened by a "Foresaw Victory" buff, and will now do 250% damage if he manages to land the move again. Requiring confidence, this technique can play massive mindgames on your opponent, both literally and figuratively, giving advantages both in-game and out, particularly when fighting against a human opponent.



INTERIM

After each fight, players will have a unique conversation with the Seer they've defeated, uncovering more of the plot. Players are then tasked with fleeing the area, as Mira and the Polity clearly know where they are. This journey is not as abbreviated as it is in other games' "arena" changes -- players actually have a brief opportunity to walk the streets of a cyberpunk London, Munich, Paris, talk to NPCs, and learn more about the world's lore and the Polity's motivations.

SAMPLE SEERS

CASCA

Found by the Polity near the coasts of what was once Portugal, Casca said very little during her childhood at the Center. She did smile, albeit rarely, but the actual sound of her voice often surprised even her brothers and sisters.

Even before her hidden abilities were unlocked, she had a notable fascination with the few flames that could be seen throughout the Center. Once Casca realized she was capable of creating her own, she was filled with a joy unlike anything the others had ever seen -- she indulged readily in her training after that, weaving beautiful works of art in the air out of fire itself.



ALAIRE

Originally taken from an orphanage in what used to be the south of France, Alaire was usually the sole source of laughter amongst many of his less affable brothers and sisters. An undefeatable sense of mirth marked the child even throughout his teenage years, and he was always careful to use his quick wit and humor to only help, never hurt.

Though when Alaire found that he was capable of manipulating and levitating most objects solely with the power of his mind, he was hard pressed to keep his good-natured pranks toned down. He took to the combat training with much reluctance, his typical smile fading once told he was learning how to kill.



PROPHECY'S END



After the player has defeated all of his controlled brothers and sisters, he will finally come face to face with Mira, the only Seer who foresaw the Polity's continued existence, and who has behaved as the ostensible puppet master this whole time. In most cases, she serves as the playthrough's end "boss." After doing battle, players learn about the true nature of Mira's Sight, and the reasons why she did what she did.

Every player character will have a different ending showing the fulfillment of their Sight. Their prophecy comes to pass, and the Polity falls in some way or another -- be it through the destruction of the world itself, or a successful rebel coup.

MIRA

At the conclusion of the player's first game, "Mira Mode" is unlocked. This adds Mira as a seventh playable character, with her story mode uniquely tasking the player with hunting down and defeating the six main Seers. This mode unveils a substantial amount of previously unknown behind the scenes information, showing Mira's masters at the head of the Polity and their directions to her. Completion of this mode will treat the player to the only ending in which the Polity continues on, perhaps for good reason.

