

# CRACKOUT CATASTROPHE

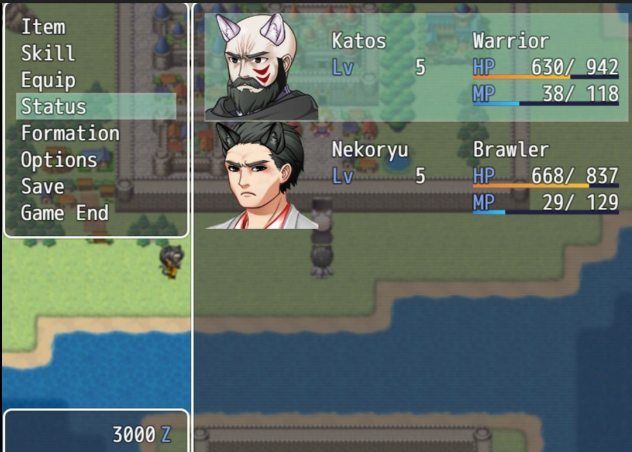
(Working Title)



# A Wacky new take on a classic genre

Crackout Catastrophe combines classic Fantasy RPG with a silly twist!

Players control a multitude of characters that are cat-ified parody versions of iconic video game characters.



# Narrative

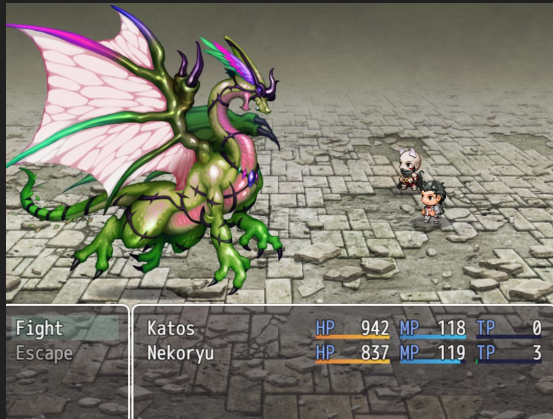
Set in a realm begot by political turmoil and discrimination, this tale begins with our heroes waking up in a cell with no memory of the past few days, followed by an attack by an activist group called the Liberators that clears a way for them to escape.

Seeking answers as to the grounds for their imprisonment, our heroes set out on an adventure to unravel the mystery and overcome the discrimination towards their people, the Felynians, and save the world from a never before seen threat.

# Gameplay

Crackout Catastrophe features classic turn-based combat complete with unique character abilities, a vast variety of spells, an in-depth job system allowing for endless customization possibilities, and boss fights that distinguish themselves from each other through unique mechanics.

Exploration lies at the core of the experience, every corner will have a multitude of possibilities, including side quests, new items, new allies, and many more.



# Credits:

Creative Director: Nick Cooper

Writer: Nick Cooper

Game Design: Nick Cooper

Character Designer: Nick Cooper (for legal reasons I do not own any original characters used for the sake of parody)