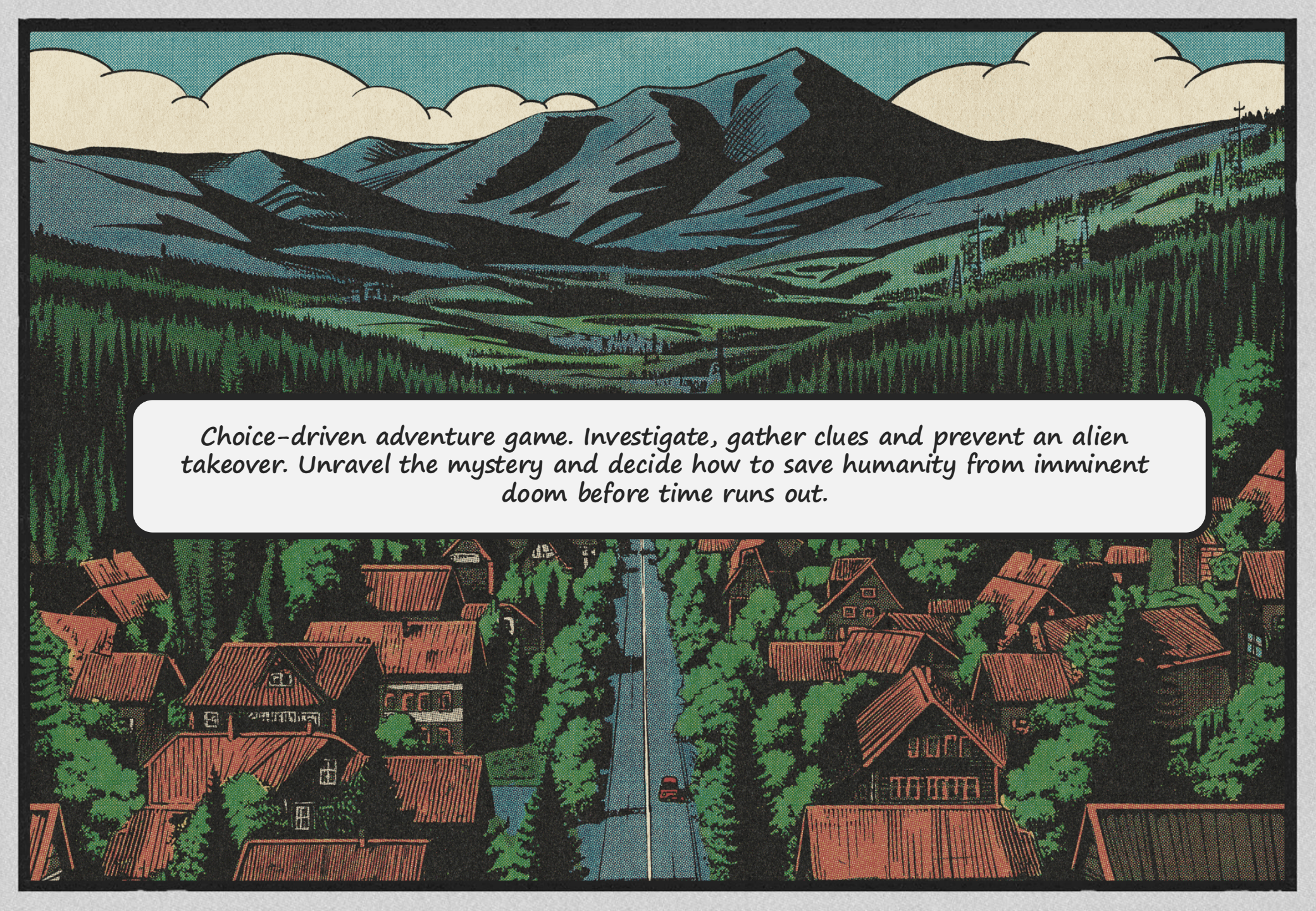


IT FELL TO EARTH

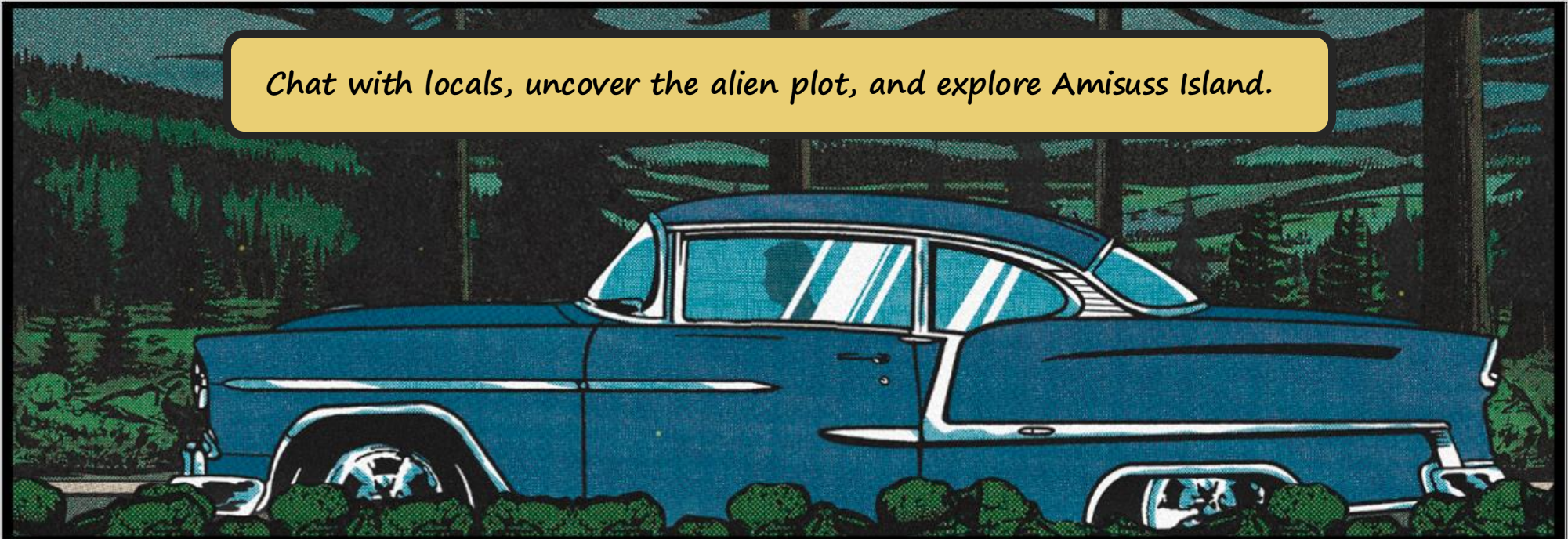
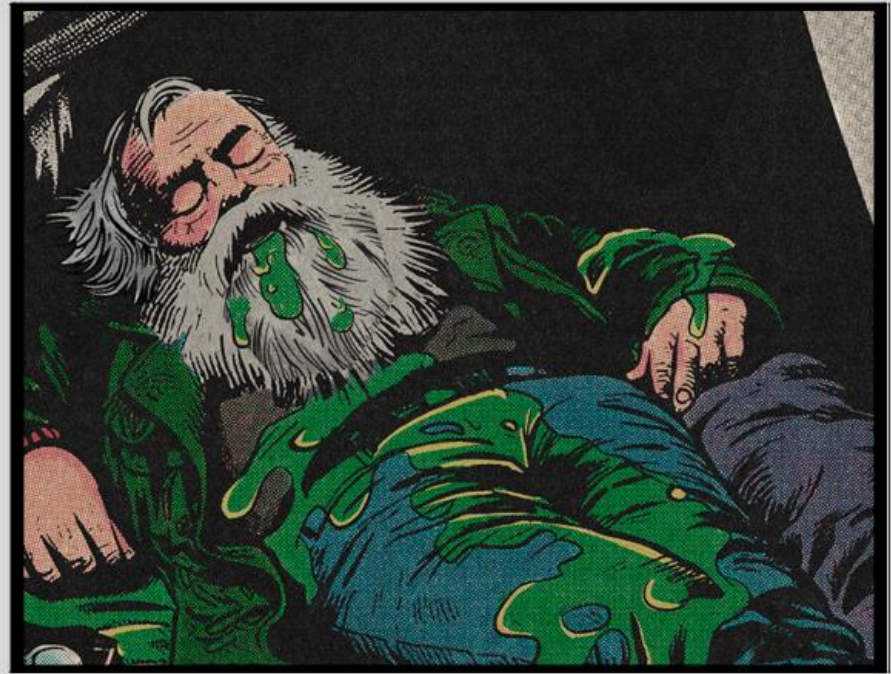
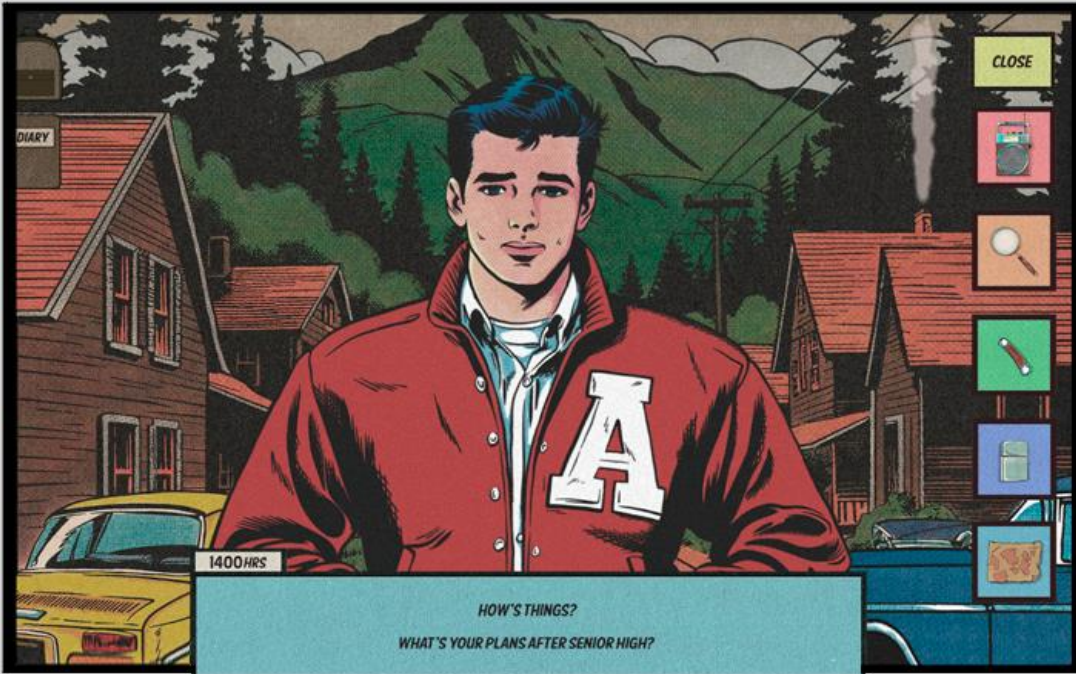
A comic book style illustration. In the foreground, a man with a stern expression wears a dark suit, white shirt, dark tie, and a fedora. His eyes are glowing a bright red. He stands in a rural landscape. To his left is a large, leafy tree. In the background, there's a wooden barn, rolling green hills, and a line of evergreen trees under a blue sky with a few white clouds. A wooden fence runs across the middle ground. In the bottom left corner, there are some yellow flowers.

DALE PENLINGTON
OWNER/CREATOR

CHOICE MATTER 1950'S ADVENTURE GAME



Choice-driven adventure game. Investigate, gather clues and prevent an alien takeover. Unravel the mystery and decide how to save humanity from imminent doom before time runs out.



GAME FEATURES



Multiple Endings

Discover different endings depending on your choices

Dialogue Options

Conversations provide clues & influence the story and world

Day/Night Cycle

Navigate through a realistic day and night progression

Dynamic Character Movement

Characters shift locations throughout the map

Fully Voiced Characters

30 characters, each with full voice acting

Inspection Tools

Use specialized tools to examine locations and solve puzzles

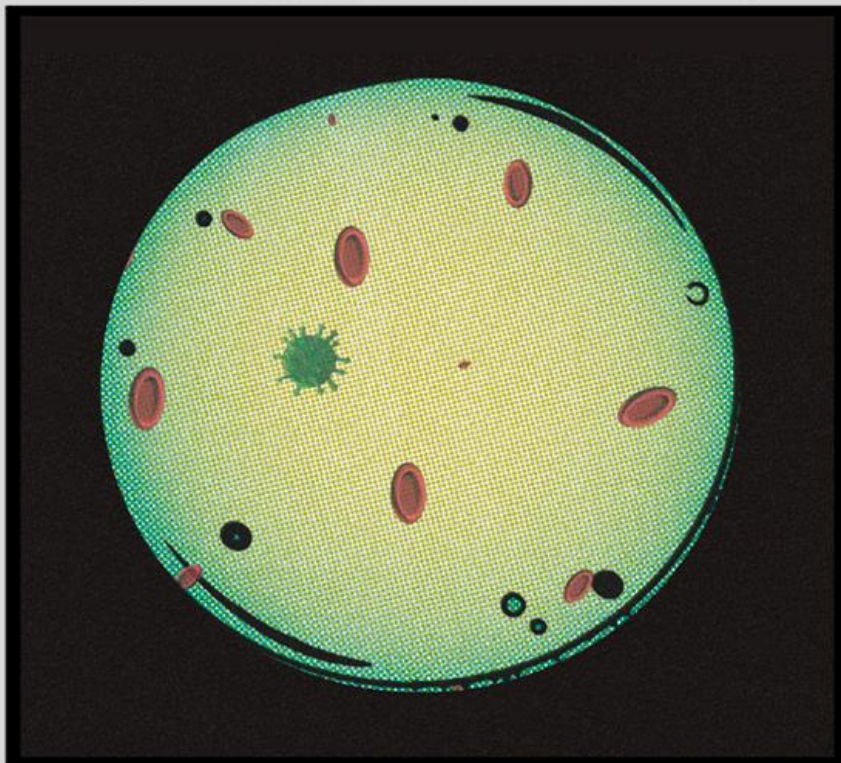
Daily Weather Changes

Experience changing weather conditions each day

Challenges

Complete challenges to unlock new screen modes

IT'S REALLY GOOD TO SEE YOU!



Who's even still human!?

Collect evidence through conversation, using
Your tools & following leads.

Player Experience

Player's step into the shoes of Will Harris, a local therapist living on Amissus Island in 1958. After a meteor crash, a mysterious man arrives in town, and slowly the townsfolk begin to act oddly.

You have 15 in-game days to unravel this stranger's plot and discover how to stop him. Team up with the local scientist, Mr. Jenkins, who needs your help gathering evidence to devise a plan. Engage in conversations, search for clues, and explore various locations using the in-game map.

Your choices shape aspects of the narrative, leading to different story outcomes and endings. Can you uncover the truth before it's too late?



Unique Selling Points



Fusing 1950s retro comic book art with choice driven gameplay



Seamlessly merging the immersive experiences of choice-based narratives and point-and-click adventures



Unveiling the full depth of the narrative through multiple playthroughs, each revealing new facets of the story



Granting players freedom to explore the game world at their own pace and in any order they choose



Dynamic character interactions, with individuals appearing in different locations and varying schedules throughout the day



Your decisions wield real influence over both the unfolding story and the evolving world

*Demo available to play to demonstrate gameplay, design
and visual style.*



COMPETITION

DISCO ELYSIUM

This game is known for its deep narrative, choice-driven gameplay, and distinctive art style. It could be considered competition due to its focus on narrative depth and player choice, similar to the features highlighted in it fell to earth.

LIFE IS STRANGE SERIES

Known for its narrative-driven gameplay and emphasis on player choices that affect the story, the "life is strange" series could be seen as competition. These games often appeal to players who enjoy interactive storytelling and character-driven experiences.

THIMBLEWEED PARK

This game is a point-and-click adventure with a retro aesthetic and a focus on narrative and puzzle-solving. It might be considered competition due to its similar blend of narrative and gameplay elements.

OXENFREE

With its emphasis on narrative and player choices, "oxenfree" could be seen as competition. It offers a unique story and dialogue system that changes based on player decisions.



COMPLETION DATE

Target completion date - the first quarter of 2025.

Remaining Development Tasks:

- *Localization of the dialogue.*
- *Bug testing and refinement.*
 - *Add more interactions.*
 - *Incorporate more puzzles.*

Game Details

Genre: Indie, Adventure, Casual, interactive story

Country: Jordan (I am British and recently moved to Amman from London, UK)

Studio founded: I am a sole developer and I've been developing games since 2012

Studio employees: Just myself - Dale Penlington

How many games I am currently developing: Just one – It Fell to Earth (85% COMPLETE)

Previously published projects: 8 mobile games, most of which entered the iOS game top charts

Platforms: PC, Mac and later iOS/Android. Potentially ported to consoles

Game Engine: Stencyl

Game Length: The game can vary in length between 4 hours – 10 hours, with high replayability

Game sale price: Estimated £14.99 GBP

Multiplayer: No

Wordcount: Over approx. 20,000 words currently

Outsourced work: Freelance artist

Playable gameplay: Currently from start to end

Can you stop them?



BODY

CONTACT

Dale Penlington

IT FELL TO EARTH

M: +962 (0) 797 856 033

E: info@itfellttoearth.com

www.itfellttoearth.com

