

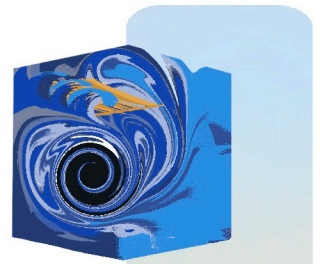


### About the game

- The Moment is a series of strange adventures that briefly follows K as he explores 12 different magical spaces
- The player takes on the role of a graduating college student named K as he explores and leaves 12 different worlds, and as he does so, he learns part of K's life story and understands why he was brought to these 12 spaces. During the exploration of the world, different stories and characters will be discovered, which will gradually lead the player to the truth of the world K has been brought into.
- The gameplay and narrative is varied, with a different style for each change of space, and the game will be played in **first person** throughout, with K returning to his original world at the end of the story.
- Players will be blown away by the relaxing and overwhelmingly unknown world and the many stories that are closely related.
- This game was developed and conceived independently by Iven (for now)

- firstperson
- Plenty of drama
- Walking simulation
- Explore
- Fantasy
- Single
- Declassify
- Game Tags

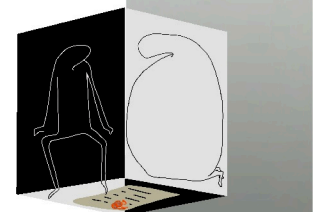
**The raft and the sea**  
Deep blue ocean twisted by whirlpools



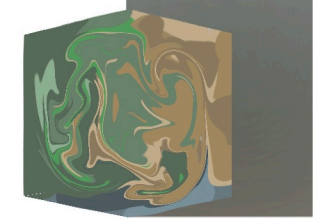
**The Traveller's Bar**  
Swirling ice cubes hit the walls of the glass



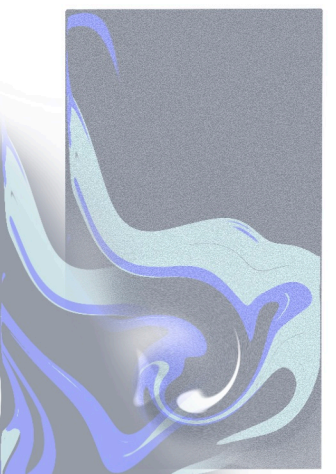
**Black and white**  
Let's sign this potentially equal contract



**Forests, rivers, deserts**  
With the fresh scent of nature



# THE MOMENT



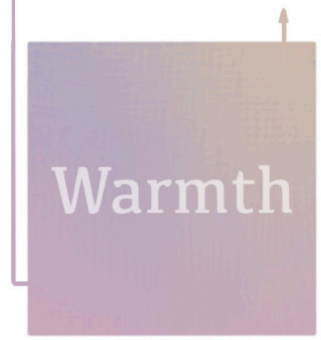
Quiet surroundings, quiet world, quiet protagonists



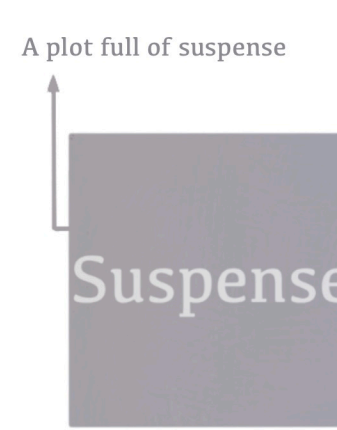
Pleasant gaming atmosphere, pleasant gaming experience



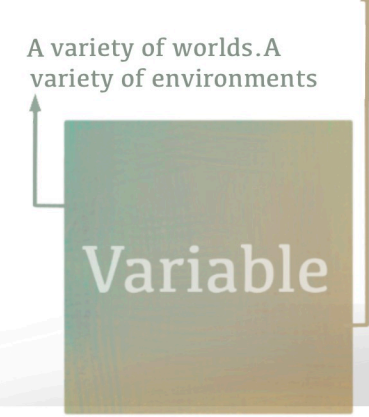
Warm weather, warm all around  
Warm atmosphere, warm friends



A variety of different suspense



A variety of character npc's, A variety of storylines



A plot full of suspense

A variety of worlds. A variety of environments

# Story lines

Graduation activities

Graduation

Go home and rest

K in the real world just closed his eyes and fell asleep during this time

Entering society

Have a job

Protagonist K is lying on the railing looking at the sky waiting for the graduation event to start  
(The turtle here could represent the protagonist K who has started to run away from society at heart)

Protagonist K returns to class → Hearing about the turtle being the headmaster's pet, K didn't tell anyone → School is out and school life is over

Arrived home dizzy and asleep

Taken to the sea by a turtle in a dream

K wakes up on a raft adrift at sea

K finds the compass pointing to a whirlpool in the sea ahead

K paddles towards the vortex

K is swept into the vortex into the next world

K wakes up from his bar stool

Sober and looking around

K finds compass in his pocket

K tries everywhere on the raft

K tries to understand what's going on

K looks around

K understands that the vortex is the right way to go

By exploring on his own K found that following the compass was guiding him towards the vortex

K paddles the raft in one direction to the end and comes out in the opposite direction

Ignore the pointer K to explore freely at sea

In the first scene (the raft and the sea) the players will understand two general points:  
1 Finding the whirlpool and crossing it one by one is the main task of the game.  
2 The player's compass prop will guide them in the direction of the vortex

The creature indicates that he is the owner of this bar

Creature looks at K and asks if he's okay

Spotted a humanoid creature looking at him in front of him

Sober and looking around

The barman tells K that he has arrived in a world that is not real and explains to him that if he wants to go back to the old world, he should follow the compass.

Gym Forest . Upside Down Storm Space. Desert town. Central City. 10x larger K's bedroom. Egg Island. Bubble Centre Lake. Cinema. Home of the turtles

K will explore more of the nine different worlds

K walked through 12 different worlds and collected 12 special items from 12 worlds (compass for level 1) (door key or wine for level 2) -----

the compass in K's hand starts to fall down uncontrollably, K looks down to see the ocean forming a huge vortex, K feels the guide and follows it, jumping down from the boundary of the clouds across the sky into the ocean (the first world), K falls into the ocean the compass sinks with him in front of him, sinking to the bottom, K's vision kept getting brighter. (K woke up in bed in a bit of a trance)

K went on to get a career that he liked and began to slowly open up to society and change himself.

## The raft and the sea

## Black and white

## The Traveller's Bar

Hand stamped into the next world ←

K gets the contract and signs his name ←

K will see a huge black giant (Giants will talk to K) ←

K Trust barman sees the world as made of black ←

Dizziness, going to the next world ←

Believe the barman and drink the wine ←

The barman mixes a glass of wine, ice swirling in the greenish liquid

Leave without believing the barman ←

K explored the bar freely, found a distorted door and opened it to walk in and enter the next world ←

K doesn't trust the barman to see the white world ←

K will see a white man sitting in the corner (The white man will talk to K) ←

K takes the white man's contract and puts his handprint on it ←

Into the next world ←

**Black Giant:**  
The black giant will talk to K  
Do you have any advantages?  
Why I picked you  
Do you have many friends?  
-----  
The black giant will talk to the white man  
You're too late  
Hmmm  
Not bad.  
That's it, wait for the news  
-----  
Talking to K again.  
You're through.  
-----

**White man:**  
The white man will talk to K.  
Will I pass?  
So much pressure  
Will you be next, my friend?  
It's my turn.  
-----  
The white man will talk to the black giant in the black space.  
I know a lot of things.  
I can work all the time  
I am friendly to everyone  
-----  
Talking to K again.  
I've passed  
I got my contract  
Do you want to see it my friend?  
-----

In the second scene (the traveler's bar) the player learns:

- 1 that the whirlpool is not necessarily in the water
- 2 what kind of world K has come to
- 3 the way to leave this world and return to reality (main thread)

Ending I  
With a comfortable house in the clouds, endless food and a TV he loves, K gradually becomes a turtle (The hands of the clock altar slowly come to a halt) ←

Ending II  
The compass lights up and the guide walks to the boundary of the clouds, K looks down to find the ocean as a huge vortex. ←

Main Line

The Traveller's Bar

Ending I

Ending II

Introduction to The Traveller's Bar

The raft and the sea

Black and white

Introduction to The raft and the sea

Different plot lines

# THE MOMENT