

Factsheet

Collaboration

FableSmith
Founded in 2011
&
Firebrush Studios
Founded in 2013

Current state

Available on STEAM

Availability:
Beta on iOS
Beta on Android
Will be on Windows Phone
PC & Mac 08/2016

Press/business contact:

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Website

Ortusgame.com

Social

twitter.com/ortusarena
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Team

FableSmith
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Game design
Art direction

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Lead programmer

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The Story

On the fabled Ortus arena. Two warlords meet.
One of them is you. The other, your twin. Not by blood but by career.
Having both followed the ruthless path of clean ambition,
you've now reached the highest considerable position of power,
Lords to most influential Houses of these lands.

The ambition that crowned you Lord though, will not allow you to sit idle.
Not as long as you share this position with an equal.
This will be settled today. Here, at Ortus, known in legend as the world's birthplace,
the presence of raw Energy is still very strong.
It was this Energy that fed the shaping Waters and guiding Winds,
the crafting Fire and nurturing Earth.

It is here where the world found its origin. What better place to meet?

In this hour the balance of power will finally be upset. Make it in your favor.

The Game

Ortus Arena is a two players game in which players battle over arena domination using specialised warriors, each master of their own element. The energy conquered can be spent on attacking in one's own turn or defense in the opponents turn. The art of war means putting your available energy to its most effective use. Ortus is about a delicate balancing act between attacking and defending in which each of your 8 warriors is of crucial importance between victory or defeat.

Ortus Arena is the digital implementation of the physical, two-player board game Ortus©. It allows players with a knack for tactical gaming to challenge their friends (both local or online) or climb the ranks against others of the same skill level. A clever AI is present to be combated in the solo game mode.
The average duration of one game is a little under 20 minutes.

Game Mechanics

Game mechanics: On a board, the terrain is cut with hexes. On the two extremities, there are Havens, your, and your opponent's.

That's where your eight warriors will start. You have to send them on the field to capture Energy Wells. Those will give you more energy at the beginning of the next turn. Energy is spent to move and attack with your warriors within your turn, or to defend from your opponent's aggressions.
Whenever you kill one opponent's warriors, you can advance your Guide, which is a movable respawn point for your defeated troupes.

Features

Solo campaign: Guide the Wanderer through 17 levels facing ever growing opposition and tactical decision-making. Slowly get to know the strengths and weaknesses of every warrior under your command

Apprentice Mode: Here you can fight with 8 warriors, attacking with melee or ranged attack. This is the mode to learn the basis of the game, when you are comfortable enough with this mode, you can try...
Master Mode: Unleash the true strategic power of the game. Your soldiers now have powers according to the element they represent.

Multiplayer mode: Local or Online, you can try to outsmart your friends (mobile devices only)

Learn the strengths of your elemental soldiers on Master Mode:

Earth: Those soldiers can hide and thus can't be targeted, unless there is another earth soldier in the same row. Their attacks are more powerful than the other characters and they cost more energy as well.

Water: They are the only ones that can attack several enemies at once, all around them or on a line. If you don't block the first impact, then you'll have to pay a degressive cost of energy for all the soldiers the attack targeted.

Fire: Fire soldiers work by pair. Their attacks don't cost anything so you just have to pay for their movements on the board. If they are correctly aligned, they can protect one ally, and have to be in a triangular position to attack your opponent's soldiers.

Wind: They pay no Energy for flying in a straight line to the end of their Hexline. They possess ranged attacks that costs energy.

Two ways to victory
> Control 5 Energy Wells
> Knock out 8 of your enemy's soldiers and get your Guide to the center of the map!

Strategy prevails! No dice rolling, no card drawing, the victory is entirely up to your logical and strategic skills. Luck has no place in Ortus, but your brain does!

Online Leaderboard: Depending of your online scores, you'll climb higher and higher in the leaderboard, test your might and try to be the better!

