Horror Cabinet

An action-adventure horror game

Game Overview

Storyline

"For some reason he was drawn to the castle, he needed to investigate, needed to come closer.

That was when the ground caved in.

Waking up dazzled and confused he finds himself in a gloomy underground chamber. Why was he so drawn to this place and why does it all seem to strangely familiar?"

Taking place in the late 18th century, the protagonist finds himself trapped in a old and seemingly long forgotten castle.

He needs to discover what forces has brought him there and at the same time come to grips with his own past.

He has to take a journey involving secret societies, alchemy, conspiracies and the secret of life itself to unravel the mystery that lies ahead.

Gameplay

Bite size gameplay chunks. The world is divided into smaller levels with unique challenges and missions. The player starts in a "hub level" and can then tackle the challenges as he/she likes. Each level provides a unique and intense experience and leaves the player wanting just another bite…

Full physical simulation. Everything in the levels can manipulated and using the environment is a key to success. This also helps in creating a believable world and immersing the player, creating an exciting experience.

No gameplay interruption. The player is never interrupted during gameplay and can digest the story at his/her own desired level of detail. Story is also told in special means so the player is never at any point locked down and forced to be inactive.

Gameplay

Each level of the game will throw the player into a brief but intense experience with a specific horror theme.

Imagine a level focusing on the player being hunted through corridors, needing to block doors, hide and avoid traps in order to escape.

In another level the player is trapped in a room where the ceiling is coming down "indiana jones"-style, the goal being to figure a way out before time runs out.

Because of the hub-level structure it is possible to have this variety of small exciting gameplay chunks and still provide a larger framework for story and immersion, giving the player a complete and satisfying experience.
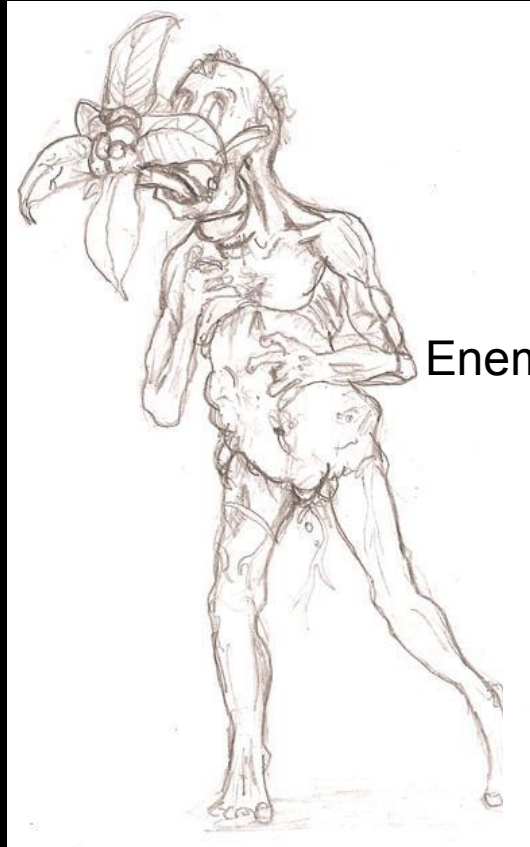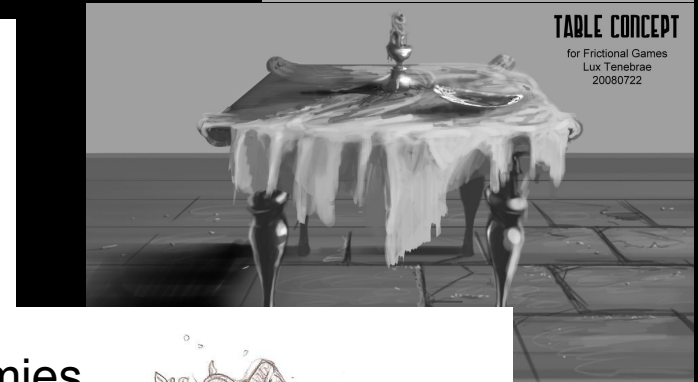
Concept Art

Various Level Objects

TABLE CONCEPT
for Frictional Games
Lux Tenebrae
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Enemies

The Protagonist