

Theme: Uncertainty

Art Direction: Realism

Title: Forest Ritual

*Forest Ritual* is a survival exploration game centered on carrying out age-old rites — with no certainty you're doing them correctly. Players embody Sammy, a devoted grandchild entrusted by their grandmama to drive out a sinister force lurking at the heart of a cursed forest.

The trek to the forest's center spans three in-game days, with players making camp each night at distinct locations — a shadowed cave, a crumbling chapel, a forgotten cabin — where they must decipher cryptic clues, environmental hints, and scattered notes to perform protective rituals and last until dawn.

By day, players scour the forest against a relentless ticking clock, gathering vital ingredients and insights needed for that evening's rite. Miss the safe haven before nightfall, and they become prey — triggering a frantic chase and improvised ritual that may or may not keep them alive.

Each ritual is a test of belief, intuition, and careful observation — with no confirmation of success until it's far too late. Mistakes erode sanity and attract escalating supernatural threats, making each step toward the final rite more perilous.

*Forest Ritual* builds its horror through slow-burning dread, opaque systems, and rising tension — a game where survival hinges not on mastery, but on trust in your own judgment.

Key features:

- Players are rarely given direct instructions on how to perform the rituals and need to figure it out themselves
- Fear factor in the game is supported through the atmosphere and not knowing what is lurking around the next corner.