

Fables' Run



Fable of Wolf and Owl - Magic: The Gathering - Heather Hudson

Why only listen to audiobooks when you can experience them?

Introduction

Fables' Run is a 2.5D endless runner that wants to deliver a chill and nostalgic experience to players, letting them live their favorite stories through a combination of gameplay and audiobook. Players will play as The Reader, a curious character with an insatiable love for books and a vibrant imagination, able to jump inside books and run across their stories. Players will explore the fables' world and unlock new books and stories to play and fill the Reader's bookshelf.

This game is designed for Endless Runners fans, people who want to experience classic fables and books differently, and audiobook enjoyers as well as make it easier and more attractive for young people to enjoy classic fables and stories.



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Gameplay Experience

In Fables' Run, players choose books to experience from a bookshelf and can unlock new ones while playing. Each book represents a different track to play with its evocative aesthetic, theme, collectibles, and peculiar mechanics.

Fables' Run offers the successful Endless Runners' formula: players playing as The Reader run automatically on a procedurally generated endless path and must dodge obstacles by freely moving left or right, jumping and sliding. While playing different books players also have access to more mechanics like diving underwater or flying!

Players can collect collectibles on their path. These collectibles have various purposes and effects like power-ups, gold, materials, and pages to listen to the audiobook story.

Power-ups can increase player score, make it easier to collect items, or make players invulnerable.

Gold is the main resource in the game, can be found in every book, and is used to do almost everything.

Materials are unique for each book and can be used to upgrade the bookshelf or unlock new books.

Pages, once collected, will unlock storytelling voice lines about the current book that will accompany the player for a short time while playing.

Players must complete and listen to a certain percentage of a book to be able to unlock the next one and fully completing a book will reward them with in-game items and bonuses.

Conclusion

Fables' Run is a relaxing game that wants to make players experience books in a completely different way, mixing gameplay and audiobooks to create a new sort of media for books. Players who choose to experience Fables' Run will find themselves attracted by the easy and accessible endless runner gameplay loop and entangled by the story they are listening to, supported by evocative art that will feed their imagination.

If you enjoy audiobooks and want to be more engaged in the story and experience it like a game, jump in Fables' Run and make your favorite fables come true!



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