



"BioSynth: Rising" is a single-player classic RPG, with isometric view and the ability to switch to third person.

SETTING

The game has a Sci-Fi setting, with some elements from Cyberpunk and Biopunk. Robots play a key role in the world: they have free will and even have recognized rights, on par with human.

CHARACTERS

You start by creating your character and then, during your explorations in the game, you can encounter and recruit some companions. Your party group can be made of up to 4 characters (including your own).

During character creation you can assign your attribute points and pick your class – which will affect the skill trees available and other aspects of the game. Currently, the name for 3 of the classes are publicly shared: bounty hunter (a character who uses technology to hunt its preys), surgeon (a skilled healer and buffer/debuffer), and hacker (an expert in manipulating devices and robots).

COMBAT

There's a very strategic turn-based combat: character positions in the environment, height, party group compositions, destructible objects and skills allow to differentiate each combat.

OTHER FEATURES

There are a few other features that will be discussed on a later date, like: reputation system, branched dialogs, subquests and bounties.

Neptune Games

Kickstarter: <https://www.kickstarter.com/projects/neptunegames/biosynth>

Website: <https://neptunegames.net/>

YouTube: <https://www.youtube.com/channel/UCJdZM1bbFUknet1kf-8a9Tg>

Instagram: <https://www.instagram.com/neptunegamesrpg/>

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