

# ARCOS FPS

## REOPEN THE CINDERWELL PASSAGE

A mobile-first combat-puzzle FPS about revealing hidden fire, moving cover, and choosing how fast to advance.

THE PLAYER FANTASY

# You are a Route Keeper

A ruined passage is not crossed by firepower alone. Read its danger, reshape its geometry, and reopen the road.

**READ**

The scout gives partial intelligence—not answers.

**RESHAPE**

Pull yourself, move cover, and clear the route.

**ENDURE**

Outrun the Cinderwake while unseen defenders fire.

**The Hollow Warden waits at the end as the only required visible enemy.**

THE REPEATABLE RHYTHM

# Plan briefly. Commit completely.

Every section converts incomplete information into a physical route decision.

## 1 READ

Study the scout map.

## 2 REVEAL

Risk exposure to locate fire.

## 3 MOVE

Tether and reposition cover.

## 4 SURVIVE

Read the bolt and ground trace.

## 5 STRIKE

Spend scarce shots—or save them.

READ → REVEAL → MOVE → SURVIVE → STRIKE → ADVANCE

SIGNATURE TENSION

CONCEPT ART

# Information has a cost

The defenders stay unseen. Peeking or casting a Route-line pulse reveals a firing aperture—but lets it acquire you.

## UNCERTAIN

The scout marks a probable threat zone.

## RECIPROCAL REVEAL

You locate the aperture; it locates you.

## COMMIT

Move cover, change route, or prepare to dodge.

# Two moving traces reveal the source

The airborne bolt and its ground reflection or shadow communicate direction, distance, and height—without a minion model.

## DIRECTION

Both traces point back toward the aperture.

## HEIGHT

Their vertical separation shows elevation.

## DISTANCE

Convergence, motion, and parallax show range.

BEFORE THE RUN

CONCEPT ART

# Three routes. Partial intelligence. One choice.

The scout maps structure, anchors, cover weight, and probable fire—but does not solve the section.

## HIGH

Fast • exposed

## CENTER

Balanced • destructible cover

## LOW

Slow • heavy protection

THE CENTRAL DECISION

CONCEPT ART

# Protection competes with time

Light cover moves quickly and breaks. Heavy cover holds—but the Cinderwake does not wait.

## LIGHT

Fast to move • fragile

## ROUTE-LINE

Pull the heavy slab into your lane

## HEAVY

Slow to move • durable

CONSTRAINED POWER

# The tether is unlimited. The shots are not.

Movement remains expressive; offense remains a decision.

ROUTE-LINE

Pull yourself under low fire, cross gaps, reach anchors, and reposition cover.

UNLIMITED

KILNLOCK

Disable an aperture, break an obstruction, interrupt danger, or preserve ammunition for the Warden.

SCARCE

**The tether changes position and possibility—not damage output.**

THE CULMINATION

CONCEPT ART

# The Warden waits at the end

The only visible enemy tests every learned system: route reading, moving cover, projectile interpretation, timing, and restraint.

## READ

Recognize charge and recovery.

## RESHAPE

Use cover and anchors in the chamber.

## COMMIT

Spend the shots you managed to save.

THE MVP PROOF

CONCEPT ART

# ONE PASSAGE. ONE UNSEEN FIRING LANE. ONE MEANINGFUL CHOICE.

A 5–8 minute mobile-first slice proves reciprocal reveal, paired projectile traces, Route-line traversal, light-versus-heavy cover, Cinderwake pressure, scarce shots, and arrival at the Warden.

READ THE ROUTE. REVEAL THE THREAT. REOPEN THE PASSAGE.