



[Factsheet](#)

[Elden](#)

[Synopsis](#)

[What's different about Elden?](#)

[Features](#)

[Quotes](#)

[Onerat Games](#)

[About](#)

[Team](#)

[Additional Links](#)

[Contact](#)

Factsheet

Title: *Elden: Path of the Forgotten*

Developer: Onerat Games
Based in Melbourne, Australia.

Platforms: Windows, macOS, Xbox, Playstation

Websites: oneratgames.com
elden.com.au

Steam Page: Coming soon with trailer.

Elden

Synopsis

Elden is a medieval RPG with roots in cosmic horror. It explores storytelling through non-traditional indirect methods -- like reading a book in a language you don't understand, but with pictures. Visually inspired by some of the greatest classic 16 and 8 bit games, Elden is a stunning encapsulating dark world waiting to be explored.

When the world forgets, the past is primed to repeat. As Elden struggles entering adulthood, the world is becoming a darker place. Forgotten evils are returning and only you are positioned to act.

Elden is the first major commercial release by Onerat Games. It's a tribute to the adventures we grew up with and loved.

What's different about *Elden*?

We are creating Elden to explore storytelling through nontraditional means - telling a story through encounters, gameplay and environmental storytelling. We want to avoid exposition and cutscenes. We also want to drive the player experience with compelling and exciting combat scenarios -- as the player becomes more proficient with combat mechanics they are exposed to progressively more challenging obstacles.

Features

- Multiple diverse and challenging regions.
- Horrifying Lovecraftian enemies and bosses.
- Unique and brutal weapons and spells.
- Powerful and dynamic items.

Quotes

"I feel like this is darker and more unsettling than the likes of Salt & Sanctuary, or Titan Souls."

- PC Gamer

"Elden encapsulates the feeling of being lost in a way that resembles nothing less than Dark Souls itself"

- OK Games

Onerat Games

About

Onerat Games is an up and coming studio based out of Melbourne, Australia. *Elden* is our first major title.

Team

Dylan J. Walker
(Art, Animation, Design, Programming)

Lewis Edwards
(Programming, Design)

Additional Links

[Onerat Games Community Discord](#)
[Onerat Itch.io Page](#)

Contact

Email: DylanJWalker@oneratgames.com
Lewis@oneratgames.com

Twitter: [@OneratDylan](#)
[@OneratGames](#)
[@Elden_TheGame](#)