

# Runic - 2D Decoding Game

## Summary

An adventurous archaeologist accidentally becomes trapped in an underground ruin while exploring. To escape, he must decode the ancient writing on the wall tiles and inscribe the correct rune symbols on the doors in order to escape. The game is played by being given several 'decoded' words and figuring out the rest. Some can be decoded by guessing the correct word, filling in blanks of sentences to make them make sense, and trial-and-error.

The game is a 2D isometric game, similar to the style of classic Pokemon games. You can 'zoom in' on the walls and other objects in the ruin.

## Location

The Runic underground ruins are dimly lit with torches. The eternal torches burn blue due to the chemical compound used to light them, so the entire ruin is filled with an eerie blue light. The grey stone walls and columns were hand chiseled long ago. Pale mushrooms and red ivy grow everywhere. Overall, it is a beautiful and deceptively serene atmosphere.

## Time of Day

Afternoon, but inside the ruins, it is always the same dimness.

## History

Eons ago, there was a people called the Runites. The tiny Runite empire isolated themselves from the rest of the world and lived in harmony with their jungle ecosystem for thousands of years before they were discovered by modern humanoids. They were quickly squashed -- their temples smashed and their texts burned. This underground ruin is one of the last remnants of the Runites. Over the years, archeologists have focused on recovering Runite artifacts and decoding their mysterious writings because the Runites are rumoured to possess knowledge of the end of the universe.

## Inhabitants

Only pale, blind beetles, bats, and spiders live in the tomb. Nothing dangerous, but nothing you'd want as a pet either.

## Use

In Runite days, these underground ruins were used to bury the dead and store extremely valuable treasures. The walls and columns are covered with beautiful runic writings,

