



Empty
空王座
Throne

INSPIRATION AND RESEARCH

● INSPIRATION

The inspiration for this game comes from the story of Snow White in Grimm's Fairy Tales.



.....● We aim to reexamine Snow White's story through a more realistic and harsher lens, reimagining the characters' motivations.

.....● What would the story be like if Snow White were not a good person?

● RESEARCH

Fairy tales can be understood as a folk narrative form shaped by communal transmission, performance, and social uses.

Building on that living base, literary retellings, fan rewrites, and cross-media adaptations function as fresh performances that recombine familiar tale types and motifs to generate new meanings.

In recent decades, many retellings have deliberately subverted genre conventions and gender roles, revealing how contemporary communities refashion inherited materials to address present concerns while still drawing power from tradition.

INTRODUCTION



EMPTY THRONE

Empty Throne is a narrative-driven, dark fairytale-style pixel art game that blends puzzle-solving with rhythm-based music gameplay.

Herr Liszt, a composer, is summoned to court by the royal family to create a musical 'story' of Fidelina.

In the game, players take on the role of Herr Liszt, gathering clues at locations such as the royal palace, piecing together the truth, and composing music through rhythm gameplay to ultimately fulfill his commission.

DEVELOPMENT STANDARDS

Type: 2D Pixel Game

Platform: Steam

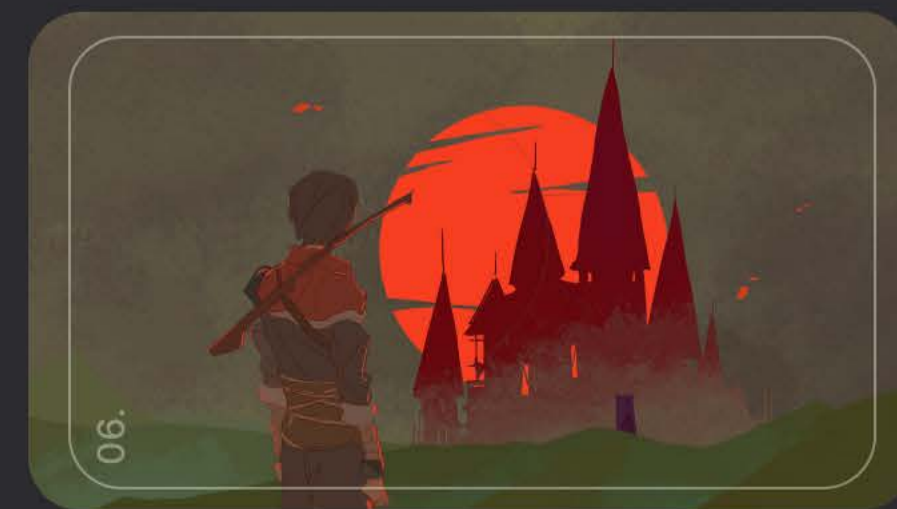
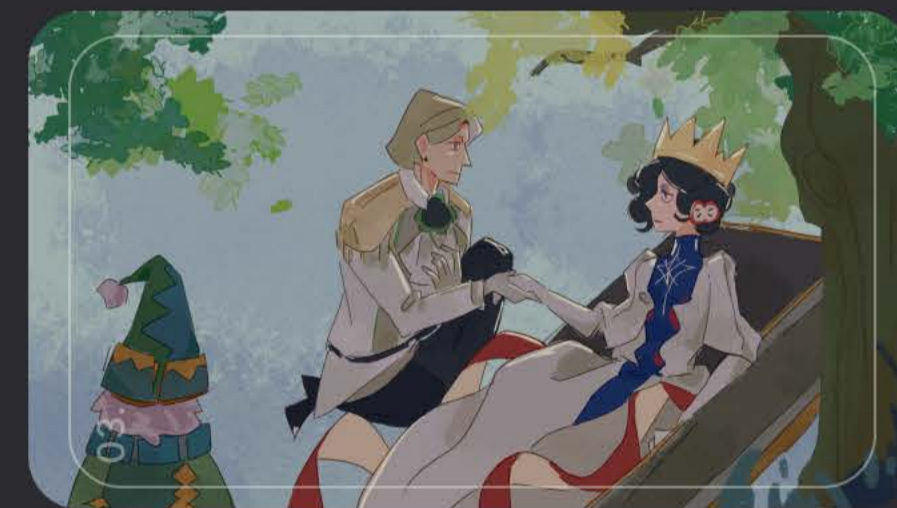
Number of players: Single Player

System: Windows/MacOs

Development engine: Unity 6000.0.32f1

Aspect Ratio: 16:9 (1920x1080)

BACKSTORY



WORLDVIEW

● FAIRFIELD

The Duchy of Fairfield reveres the ocean and sky.



The king of the Duchy of Fairfield is Fidelina's father.

After her biological mother passed away, King married a new woman, Jaylah.

Fidelina became the Ellen's lover and followed him to the Duchy of Rostern.

● ROSTERN

The Duchy of Rostern reveres plants and the land.



The king of the Duchy of Rostern is elderly.

His only child Ellen is the sole heir to the duchy.

After Ellen took the throne, Fidelina wielded the true power in the duchy.



LEVEL AND SCENE

● ACT I: COMMISSION

Herl entered the palace to meet with the Snow Queen, Fidelina. However, Fidelina was busy and only had time to mention that **her jealous stepmother Jaylah had sent a huntsman to kill her** before leaving in a hurry.



In the scene set in the past where the huntsman is pursuing Fidelina, player **control him to shoot** at specific points in the rhythm.



● ACT2: THE DEATH OF THE SNOW QUEEN

The next day, Herl prepared to meet the Snow Queen again, but was told that **the witch had killed her with a poisoned apple**. To confirm this, Herl went to the witch's residence to investigate, only to discover that the witch had **already died**.



Control the witch in her cabin in the past, **adding ingredients to the pot** at specific rhythm points.



● ACT5: THE FINALE

On the fifth day, Herl found the last witness. **The hunter confessed to killing Fidelina** in revenge for her killing his lover, Ramya. After learning the truth, Herl gave up the royal commission.



● ACT4: THE RED BALLET SHOES

On the fourth day, as Herl dug deeper, he discovered a darker truth: Fidelina had **ordered Ramya to put the red shoes on her stepmother**, causing her death. Afterwards, **Fidelina betrayed Ramya**, who was ultimately silenced.



In the court scene, control Fidelina to **wind up the music box** when her stepmother stops dancing.



● ACT3: THE SCRIPT OF THE KISS

On the third day, Herl discovered **the witch's clothes and a script book** in a hidden maid's room in the palace; the book contained the rehearsed dialogues between the dwarfs, the witch, and Fidelina about how they planned to deceive Ellen.



In the past forest scene, player control the dwarfs and the witch to divert Ellen's attention at specific rhythm points.

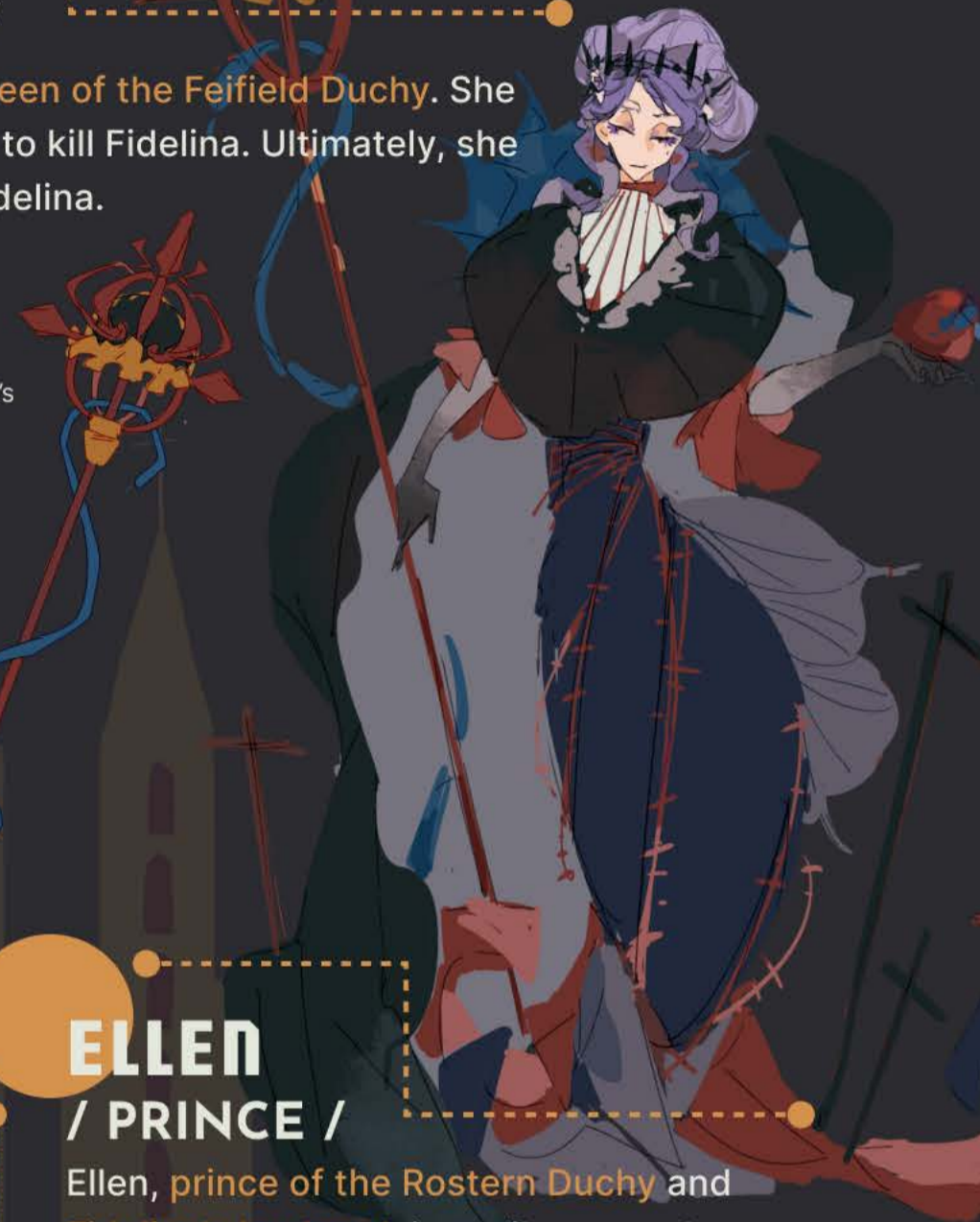


CHARACTER DESIGN

JAYLAH / QUEEN /

Jaylah is the queen of the Feifield Duchy. She sent the hunter to kill Fidelina. Ultimately, she was killed by Fidelina.

A scepter, primarily colored red and blue, that showcases Jaylah's authority.



LAWRENCE / HUNTER /

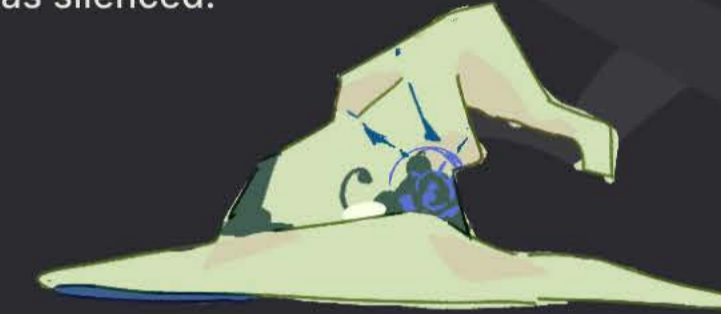
Hunter Lawrence was Ramya's lover and initially spared Fidelina because of Ramya, but eventually killed her.

Lawrence's well-maintained, old shotgun. He used it to kill Fidelina.



RAMYA / WITCH /

Ramya, Fidelina's personal maid and the hunter's lover, pretended to be a witch under Fidelina's orders. She ultimately became a victim of Fidelina's ascent to queenship and was silenced.



Ramya made this hat specifically to portray a witch, and it matches the typical image of a witch's hat.

ELLEN / PRINCE /

Ellen, prince of the Rostern Duchy and Fidelina's husband, is easily swayed by beauty and manipulated by her.



Ellen's accessory features a dark green gemstone, the symbol of the Rostern crown prince.

FIDELINA / SNOW QUEEN /

Fidelina is the queen of the Rostern Duchy. She is ambitious, ruthless, and skilled at manipulating public opinion.



The cane's ruby is stained with Jaylah's blood.

ANDREW / DWARF /

Andrew is Fidelina's accomplice. He feared he would be the next person Fidelina silenced, so he helped the hunter get close to her.



The cloak blends elements from both the Duchy and Fairfield. The lining is jester-style.

WORKFLOW



Establish the overall game world and background.



Define asset sizes and create pixel art with Aseprite.



Create scene and rhythm stage music with Cubase.



Import assets to Unity, build scenes and set up animations.



Implement event logic, UI interactions, etc. through programming.

IN-GAME UI AND MECHANICS

EXPLORATION SCENE

When the mouse hovers over an **interactive item**, an outline appears around it.

Selected object's name

Dialogue box

The cursor changes color when clicked.

Currently speaking character

Scroll the mouse wheel up to view **dialogue history**.

Players can choose **different dialogue options**.

Different choices lead to different storylines.

密信

这屋子里面的眼睛符号好像在哪里见过。似乎在皇都听说过,这个眼睛符号属于黑暗森林里邪恶的女巫。看来这就是那个女巫的住处了。但这里满是灰尘,看上去已经很久没有人生活过了。 调查一下吧。

赫尔

这难道就是传说中邪恶的黑暗魔法书?

1. 打开看看

2. 还是算了

这是...?巧克力蛋糕的制作方法? 苹果卷,奶油蛋糕...竟然全是关于甜点的食谱。

1. 打开看看

2. 还是算了

上面可能会女巫的诅咒,还是不要随意翻阅它为妙。

RHYTHM LEVEL

All hearts are red at the start of a level. If the player gets a **Miss**, a heart turns gray; the level fails once **all hearts are gray**.

Exit

Restart

Click accuracy

A **visual prompt** will appear when the player needs to click, and the prompt varies by level.

When the prompt appears, the player needs to **left-click** anywhere on the screen.

Perfect!

Miss

Depending on **when the player clicks**, they will receive one of the following three types of visual feedback.

Perfect!

Good

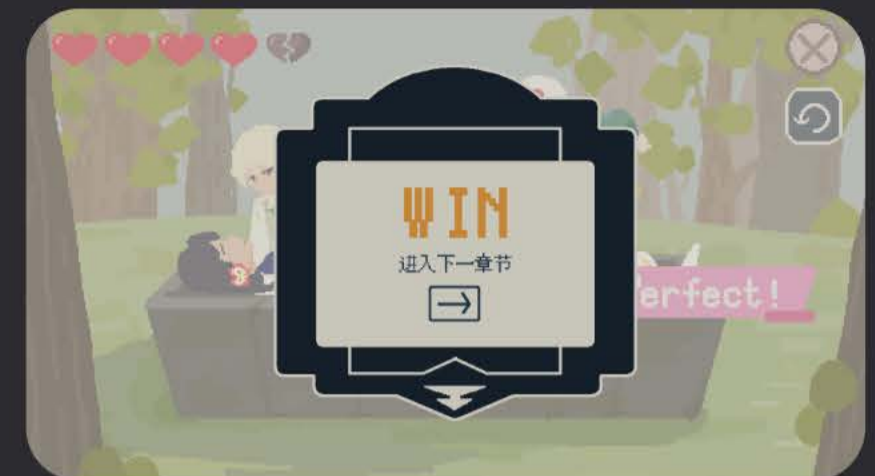
Miss

Error < 50ms

50ms < Error < 100ms

Error > 100ms

VICTORY SCREEN



FAILURE SCREEN



CLUE SUBMISSION

Contents of collected clues

Map Show/Hide inventory

Show/Hide dialogue box

Select items in the **inventory** to use.

An arrow appears when an item is **selected**.

The progress bar advances while **collecting clues**. When it's full, you can click to enter the **rhythm preparation screen**.

Click to enter the rhythm level

After clicking

Click to enter the rhythm level

CLUE TYPES

- Player can obtain clues by **talking to NPCs** in the scene.
- Some items conceal clues.
- Some clues require **multiple steps** from the player to obtain.

第二幕

1. 女巫不会制作毒药

2. 女巫已经不在人世

OTHER MECHANICS

- Interaction**
- Click on items with the mouse to interact.
- Movement**
- Move the mouse cursor to the **left or right edge** of the scene to scroll horizontally.

GAMEFLOW



