

[illegible]

EVERRAIL

When the world went silent, one last train kept moving. Crossing the frozen wasteland, survival hangs by a thread. Track down the last pockets of humanity and keep the engine alive - if it dies, all hope dies with it.



CREATIVE PILLARS



TRI-CORE GAMEPLAY

The game revolves around **three core actions**: driving and managing the train, flying the glider to scout new locations and disembarking on foot to scavenge supplies and rescue survivors in expeditions.

Together they deliver a **fantasy** of clinging to life aboard a **relentless, Snowpiercer-inspired survivor train**, where all 3 elements feed into each other to sustain the **post-apocalyptic survival experience** and allow co-op with different roles on a large scale.



UNFORGIVING SURVIVAL

Every stop is a high-stakes bet: the longer the train sits still, the closer death creeps in.

Batteries act as a ticking timer that only refills while the train is moving, limiting **expedition** time just as surely as enemies and the cold.

This pressure feeds directly into the game's **roguelike** layer, where **combat encounters** & brutal choices (including sacrificing survivors) shape an unforgiving **survival** struggle.



CRAFTING IS CRUCIAL

The train is both a mobile base and a fragile ecosystem where **energy, passengers, repairs, and crafting** form the backbone of long-term survival.

It is imperative to **keep progressing** - by adding and upgrading wagons, systems, glider modules, expedition equipment, and expanding **skill trees** - so that constant refinement & resource management keep the survival cycle turning against escalating dangers.



INFINITE JOURNEY

The procedural ice world ensures **no journey is the same**, offering **endless train networks, randomized POIs**, dynamic weather, and ever-deepening challenges.

Players push toward the unknown - seeking survivors, resources, and new biomes - while each new playthrough reshuffles the world, keeping momentum and discovery fresh and driving long-term replay ability.

TRICORE GAMEPLAY LOOP

TRAIN (BASE)

Craft & Repair

Gear
Train Systems
Components

Management

Passengers
Stockpile & Resource Use
Energy Distribution

Drive

Energy
Balance

Fly

Resource
Scout
Scan

EXPLORE
NETWORK

Discover
Points of
Interest

WORLD MAP

Dynamic Weather & Dungeon
difficulty POI The endless
network lies ahead.



RETURN TO
TRAIN

STOP & EXIT
TRAIN

Explore
Fight
Scavange

DELVE DUNGEON

Traverse to
POI

EXPEDITION

Stop to scavenge - get caught by the cold,
outgunned, or left behind

- POI Markers On
- Track Tunnel On
- Track Obstacles On

TRAIN JOURNEY

POINTS OF INTEREST

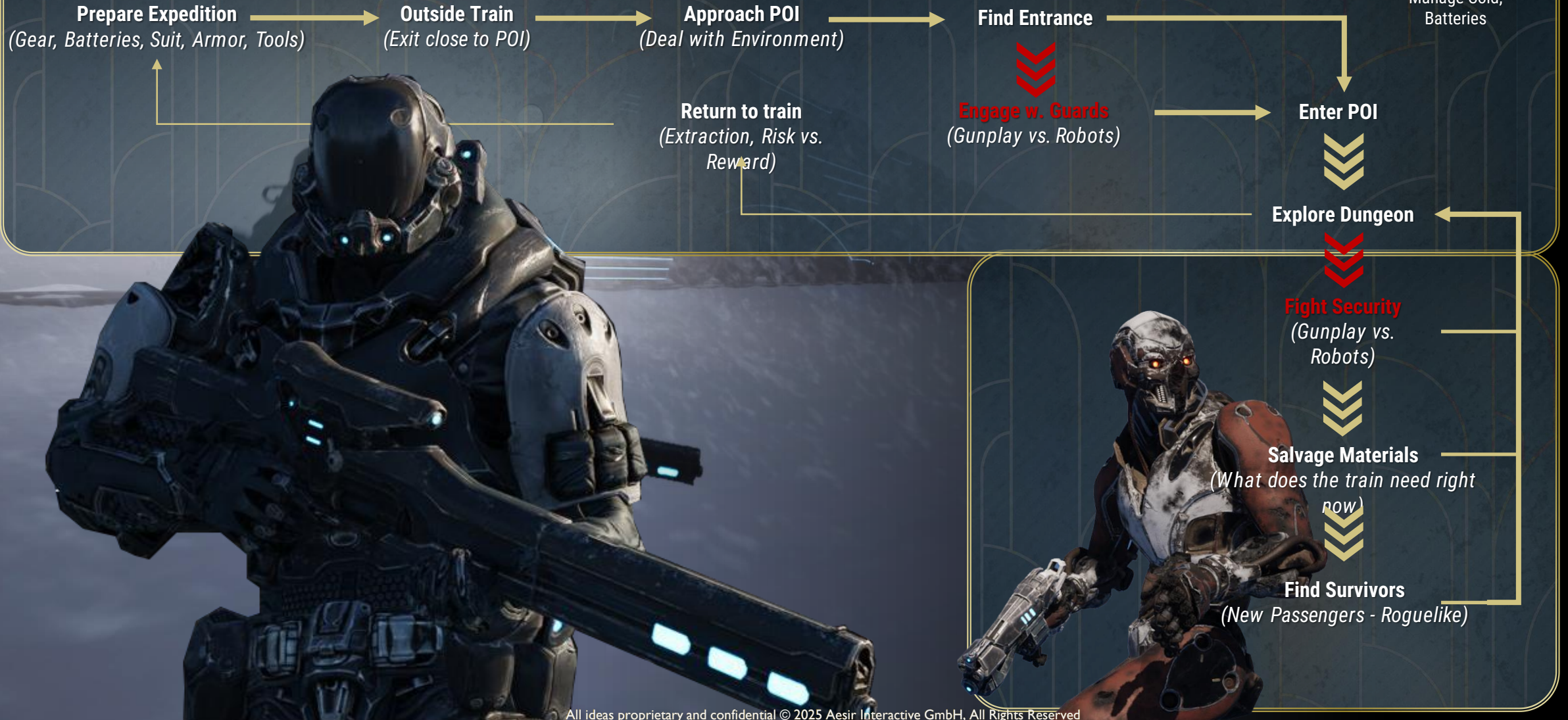
Identify POIs with your glider.
Decide if you stop or continue!

CHOOSE YOUR ROUTE

Discover new parts of the network or drive in circles – the choice is yours. But beware – at some point you have to push forward!

EXPEDITION MOMENT TO MOMENT

4 Player Co-op!



MULTIPLAYER

CO-OP GAMEPLAY

EverRail is built for cooperative survival from the ground up, with seamless drop-in/drop-out for up to 4 players.

Players share a single train but can take on different roles: **driving** to manage energy-efficient speed and handle rail obstacles, **piloting** the glider to scan hazards and mark expedition targets, running **crafting stations**, **repairing** damage, or dealing with **passengers strikes**.

SHARED SYSTEMS + RISK

All players **tap into the same train systems** and resources, constantly juggling energy gain, train integrity, and passenger needs to keep the convoy alive.

When the team leaves the train on **co-op expeditions**, they clear hostile zones faster, cover each other in brutal encounters, and work together to push back a relentless enemy before the cold and the ticking battery force a retreat.

GLIDER AND TRAIN

PILOT

Use your unique glider for **scouting & iso (resource) harvesting**

Find lost structures and scout them for the next expedition!

DRIVE

Steer a **gigantic high-speed train** with hundreds of relevant wagons (1st person); Energy is only generated while in motion, making every stop an important decision. The battery **must never drain completely** when out on expeditions = time limit!

EXPEDITIONS

FIGHT AND EXTRACT

Break into Point of interest “Dungeons” to go on **roguelike expeditions** for resource scavenging & rescuing survivors!

Engage in **exciting 3rd person combat** with a robotic menace that will give you no quarter!

Loot & extract before the machines rally and surround you or your train runs out of power!

CRAFTING



GEAR AND COMPONENTS

Manage resources, obtained from expeditions to:

- **Craft** useful equipment - Better exo suit, better weapons etc.
- **Expand & upgrade** the train - Better batteries, more passenger room, specialized wagons, better gliders and more!

INFINITE WORLD

A futuristic, dark-colored train with glowing blue lights on its side is traveling through a vast, snowy, and mountainous landscape. The terrain is covered in thick snow and ice, with jagged rock formations visible. The sky is a deep blue, suggesting a twilight or dawn setting. The overall atmosphere is cold and expansive.

EXPLORE

An **infinite, procedural voxel game world** in an alternate reality covered in thick ice... for now, as exciting, additional biomes are planned.

Every playthrough is unique – a new railway network, new POIs, and new challenges!



LET'S SURVIVE TOGETHER

Claim your ticket before the next ice age hits!