Leaked Rime document presents gameplay features

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First planned as Xbox exclusive, but turned down by Microsoft.

image: http://gematsu.com/wp-content/uploads/2014/02/Rime-Gameplay-Doc-VGLeaks.jpg



During an November interview with Spanish video game magazine [**Deus Ex Machina**](http://deusexmachina.es/entrevista-raul-rubio-ceo-y-director-creativo-de-tequila-works/), Tequila Works’ Creative Director revealed that *Rime* was initially pitched to Microsoft as an Xbox LIVE Arcade title. But it was turned down due to the lack of multiplayer and social features, which were an integral part of Microsoft’s publishing policies for Xbox LIVE Arcade games on Xbox One during the new console’s design phase.

Today **[VGLeaks](http://www.vgleaks.com/rime-former-echoes-of-siren-dismissed-by-microsoft/" \t "_blank)** posted pages of a design document—supposedly part of *Rime*‘s original pitch to Microsoft—that describe some gameplay mechanics. It offers notes on survival, hunting, combat, shelter building, and weapon repairing elements. This, of course, is not necessarily indicative of the game’s current development status, considering that some time has passed. But it’s interesting to see, at least, what the original concept was.

image: http://gematsu.com/wp-content/uploads/2014/02/RimeDD1.jpg

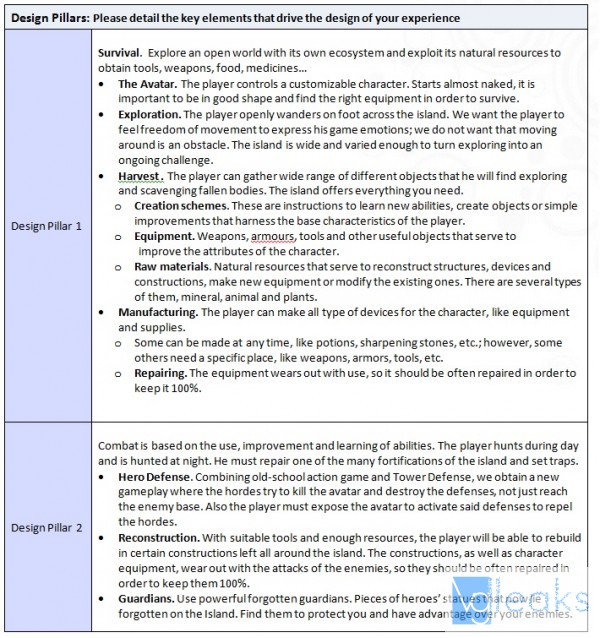
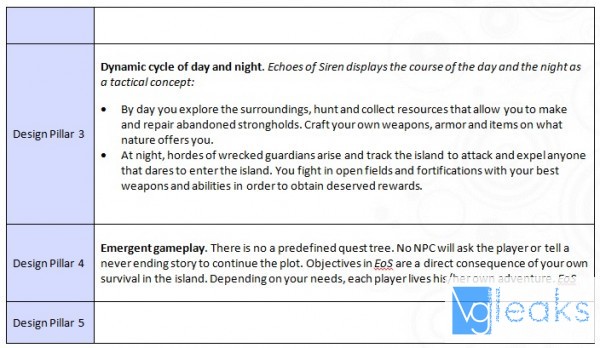


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Read more at http://gematsu.com/2014/02/leaked-rime-doc-presents-gameplay-features#wXiCZeA8QiESZl2T.99