



PRESENTS:

THE LAST WORLDS[©]

CROSSED SOULS

**"A revolutionary RPG redefining
player freedom and immersion"**

Developer & Publisher: Lupio Studios
Created by: Matteo Guadagni

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1. GAME OVERVIEW

"*THE LAST WORLDS : CROSSED SOULS*" is an **Open-World 3D Action RPG** developed by *Lupio Studios*, an Italian independent studio founded by three brothers: *Matteo, Pasquale and Vittorio*. It is the studio's first video game, the result of six years of development.

The game is set on the alien planet **NESS-444**, a world on the brink of ruin populated by creatures called *Nessky*. Playing as Matwin and Lupio, **the player explores the planet, gathers resources, crafts equipment, and either tames or battles enemies** in real time to uncover the truth about the planet's collapse and the origins of their powers

The game will initially be published in *Early Access on Steam*, with the aim of involving the community in the development process before the full version 1.0 is released.

2. GAME CONCEPT:

"*The Last Worlds : Crossed Souls*" was born from Lupio Studios' desire to combine the action and character driven elements typical of **RPGs with the freedom and sense of adventure of open worlds**, intertwining them in a story that is *fun and dramatic at the same time*.

Declared sources of inspiration:

- Dragon Quest** was the main source of inspiration, for the combination of drama, irony and important values in a fantasy adventure
- ***The Legend of Zelda***
- ***Monster Hunter***
- ***Pokémon***

3. GENRE

MAIN TAGS : Adventure, Strategy, **Open-World 3D Action RPG**, Creature Collector, Puzzle, Platformer, Exploration, Anime, Third Person.

PLATFORMS :

- PC (Steam, Epic Games)
- Nintendo Switch
- PlayStation 5
- Xbox Series X|S
- Single-player
- Steam Achievements
- Language: English interface and subtitles



4. TARGET AUDIENCE

THE LAST WORLDS : CROSSED SOULS primarily targets fans of action RPGs in a **Japanese style** (JRPG) and open-world exploration, particularly fans of *Dragon Quest*, *The Legend of Zelda*, *Monster Hunter* and *Pokémon*.

Its colourful, stylised and "anime", despite it being an action RPG with combat and hostile creatures, which suits more experienced players and, therefore, older generations of video games.

5. GAME FLOW SUMMARY:

EXPLORE, BATTLE & LEVEL UP to uncover the origins of the planet *Ness-444* and your **mysterious powers**.

Every victory earns you experience to **BOOST YOUR STATS** and unlock new spells, use the world's resources to forge more powerful gear to face the threats that await you.

On *Ness-444*, you'll explore **unique biomes** and lost ruins as **Matwin & Lupio**, **FIGHTING** or **TAMING** the **Nessky** with a vast arsenal of **melee weapons and abilities**.

- **THE PLANET NESS-444 :**

The game is set on *NESS-444*, a vast and mysterious alien planet on the brink of ruin.

The world is composed of **unique biomes** to explore, ancient civilization ruins, and snowy peaks to scale for breathtaking views, as well as underground depths that conceal ancient ruins.

- **STORY :**

The story follows the *young Matwin and his loyal companion Lupio*, who live in a world without other members of their species.

Together, they will face **tough battles** and **discover the truth** about their past, revealing the reasons behind the planet's downfall.

Matwin possesses the power of **TimeFlame**, which allows him to see fragments of past events, but he still struggles to control it.

Lupio, the last of his kind, is plagued by vague memories of his past: the origin of his powers is a mystery and he rarely uses them.

- **THE NESSKY :**

The Nessky are the creatures that populate *NESS-444*, beings divided between **light and darkness**. Some guard *safe shelters*, while the corrupt attack without mercy. Past events have transformed some species into creatures of **devastating power**, and **rare species** from an **adverse past** will rise from the shadows as **true calamities**.

6. MAIN CHARACTERS:

MATWIN



He is an 18-year-old boy who lives on the planet NESS-444. He **grew up with Lupio** in the Nessky refuge under the World Tree.

His personality was **forged by difficulties**; he survived by facing wild beasts with **strength and intelligence**.

Only Lupio can bring out his playful side.

He is unaware of his own origins and carries a burden that few others could bear.

He can summon the special power **TimeFlame**, which shows fragments of past events, but he does not yet have mastery over this power.

In his free time, he loves to draw and the *flame berries*.

LUPIO



Creature native to the planet NESS-444.

He **brought Matwin to the Nessky refuge** when he was still a child and has **taken care of him** ever since.

Today, no others of his kind exist on the planet, and **its past is shrouded in mystery**.

Very intelligent and loyal creature.

Agile and strong, can sneak into hard to reach places and he is very **useful in combat**.

Despite rarely using his hidden powers, he is **able to revive dying souls before they disappear**.

He cannot resist hunting neon dragonflies, chasing them he often gets lost.

His favourite food is the *silver berry*.

7. MAIN FEATURE “DUAL PROTAGONIST”:

SWITCH CHARACTER IN REAL TIME:

The player can ***switch in real time*** :

- ***Matwin*** : the last human, powerful, determined, and shaped by battle that bet his survival.
- ***Lupio*** : a rare Nessky, agile, instinctive, and deeply connected to the planet’s hidden forces.

Each character offers:

- **a distinct gameplay approach,**
- unique abilities and interactions,
- different emotional perspectives on the same events.

This system allows players to:

- **adapt their playstyle to different situations,**
- approach exploration and combat creatively,
- experience the narrative through contrast rather than exposition.



8. COMBAT SYSTEM:

COMBAT SYSTEM:

Melee: 1-handed (fast, low damage, allows shields) or **2-handed** (slow, high damage, no shields). **Enemies** can be **launched in air**, thrown, hit with elemental damage.

Management: all attacks **cost stamina**. Mid-attack (if stamina left): Dash/Dodge, Block/Parry.

Combos: per weapon, always 12 combos (8 ground, 4 air). Dash Attack (SHIFT) = **EXTENDER** for longer combos; repeating a combo twice breaks it. Chain combos via EXTENDERS.

WEAPONS:

- Swords
- Shields
- Axes
- Pickaxes
- Hammers
- Maces
- Two-handed swords
- Giant maces
- Magic and skills



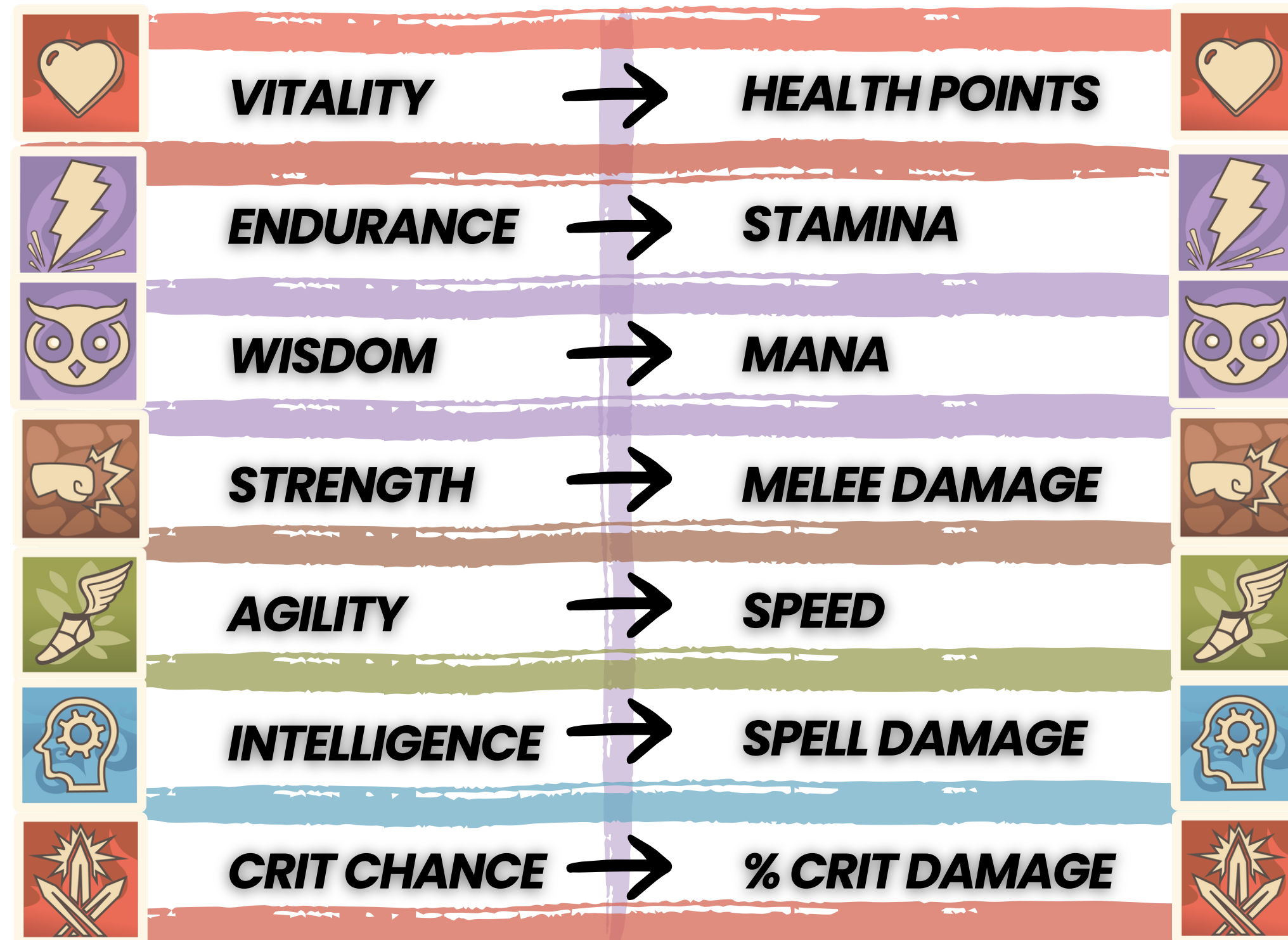
By unlocking levels, the player obtains additional **spells and skills, customises their statistics and builds their playing style.**

Playing as Lupio, an agile creature with hidden powers, you can squeeze into tight spaces and collect special materials inaccessible to Matwin.

9. CHARACTER STATS & PROGRESSION

STATISTICS:

You gain experience by defeating enemies in fierce battles and collecting materials, which allows you to level up and obtain new spells, crafting recipes and skill points to invest in increasing the following statistics:



Defeating the Nessky reveals new materials, weapons and equipment.

10. BESTIARY: THE NESSKY

THE NESSKY:

The Nessky are officially divided into **3 categories**, each with a different role in the game ecosystem:

- **Nessky Refuge:**

A minority lives in safe shelters, offering the player protected places to rest and prepare for the next challenges.

- **Wild corrupted Nessky:**

Once friendly, now corrupted and blinded by darkness, they will attack the player if they perceive them as a threat.

- **Rare calamities:**

Rare species tied to an adverse past manifest as living disasters, requiring the player to be fully prepared.



11. CRAFTING

Crafting is a central pillar of the experience: **"Your strength comes from what you forge"**. Players can experiment with an in depth crafting system to create devastating weapons, durable armour and rare accessories to suit every challenge.

WEAPONS & ARMOUR:

- **Weapons** (swords, shields, broadswords, giant maces, etc.)
- **Armour**
- **Rare accessories**
- **Special equipment** to reach otherwise inaccessible areas

CONSUMABLES:

- **Potions:** health, stamina and mana
- **Food:** attack boost and critical hit
- **Drinks:** defence, elemental shields and resistance to Heat/Cold

As you level up, you'll unlock new crafting recipes for essential items such as potions, food and drinks, as well as new spells and skill points.

SPECIAL EQUIPMENT:

Certain sets of equipment (whether crafted or found) allow you to reach dangerous areas that would otherwise be inaccessible, such as the Caves of Dark Reflection, the deadly lands of Toxmoria and Highwind Castle.



12. EXPLORATION & WORLD BUILDING

NESS-444 features **unique biomes** scattered across the landscape, the ruins of lost civilisations and distinctive locations. Players can climb the world's highest peaks to discover **breathtaking views** or delve into the depths of the planet to reveal the ruins of **ancient civilisations**.

LOCATIONS:

- ***Caves of Dark Reflection*** : a prohibited area that can only be reached with special equipment.
- ***Toxmoria Swamp***: lethal lands, a high risk area.
- ***Highwind Castle***: a castle that can only be reached with specific equipment.
- ***Hopys Woodland***: an area where dangerous Hopys have settled.
- ***Awakening Peak***: one of the highest peaks in the whole of Ness-444.
- ***Beaches of Toxmoria***: the crystal clear sea, dotted with bays and rare stones.
- ***Shava Waterfalls***: small waterfalls that create a little corner of paradise.
- ***Dark Laboratory***: an old, mysterious, abandoned laboratory.
- ***Eden Refuge***: the world's largest village, inhabited by friendly Nesskies.



13. PUZZLES & MINI-GAMES

PUZZLES:

The **Nessian puzzles** conceal forgotten secrets: these are enigmatic stones linked to **ancient legends**. They are safe to touch, but figuring out their correct order is the real challenge. By solving these puzzles, the player **obtains rare items**.

MINI GAMES:

- **Acorn Basket:** You stand still in aim offset mode and throw the acorn into the barrels and you've got about 1 minute to make as many throws as possible, there's a scoreboard showing the rewards if you reach a certain number of points.
- **Wooden arena:** The gates close, and you can't leave until time runs out. You have to defeat as many ghosts as possible; each ghost is a different Nessay. The weaker ones give fewer points, and the stronger ones give more points!
- **Golden Acorn Race:** You start from the Acorn Guild and play only with Lupio. You must collect as many acorns as possible to win the prizes. The race will last 2 minutes.
Most acorns spawn on the path, but there are others hidden along the way behind trees, behind houses and on the rocks.

Note:

Some of these features are not yet implemented in the current version; they will be available from the Early Access (v.1.0).

Current Version (0.2.1).



14. UI & CONTROLS

UI:

The in game menus allow you to manage the party's inventory, adjust settings, craft items and equip weapons and armours. The UI will show your stats, the **world map**, the navigation compass , the nessky book and the current quest.



15. SOUNDTRACK & SFX

The entire audio department and in particular the tracks and sound effects featured in “The Last Worlds: Crossed Souls” is overseen by *Emanuele Marchese*, under the supervision of Lupio Studios. Every audio element is designed to **immerse the player** fully in the game’s adventure, thereby making the experience all the more engaging. **Originality and quality** are our hallmarks.

16. RELEASE MODEL: EARLY ACCESS

Expected duration of Early Access :

Based on the current size of the team, the final version of the game will take around **2–3 years of development**.

Differences between Early Access and version 1.0 The full 1.0 version will feature the game's complete story, along with additional content: more enemies, weapons, puzzles and locations, with a stated focus on quality rather than speed of release.

What's new in version 0.2.1 (current status) :

- Explore 1/3 of the final map
- 2 enemies and 2 mini-bosses to face
- Equip a variety of armour and weapons
- Play as either of the two main characters

Pricing policy :

The game will be available at a **reduced price during Early Access**; as further content is added leading up to version 1.0, the price will increase to reflect the final version.

Community involvement :

We constantly **monitors feedback** from the community via Discord, social media and its inbox, using the ideas gathered to shape the game into its final form.

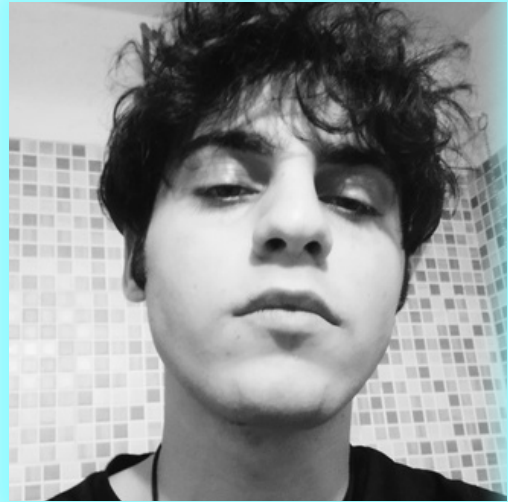
MINIMUM SYSTEM REQUIREMENTS :

OS : Windows 10 64-bit, CPU : Intel Core i5-7400, RAM : 6GB, GPU : NVIDIA Geforce GTX 1060

RECOMMENDED SYSTEM REQUIREMENTS :

OS : Windows 11 64-bit, CPU : Intel Core i5-10400, RAM : 16GB, GPU : NVIDIA Geforce GTX 1660

17. EXPERIENCED TEAM & CONTACTS



MATTEO GUADAGNI
CEO & CO-FOUNDER



PASQUALE GUADAGNI
CO-FOUNDER & 3D ARTIST



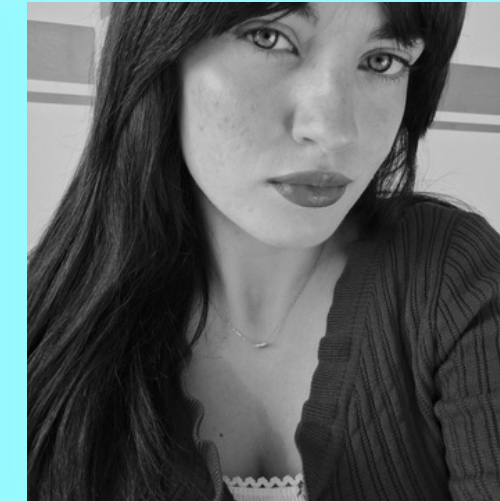
VITTORIO GUADAGNI
CO-FOUNDER & 3D ARTIST



DIEGO BUCCOLIERI
LEAD PROGRAMMER



EMANUELE MARCHESE
MUSIC COMPOSER



SILVIA FERRI
2D ARTIST



SIMONE CAMERINO
VFX ARTIST

After six years of hard work and, above all, thanks to the help of our **incredible team**, we have managed to release the first Steam demo of “*The Last Worlds : Crossed Souls*”.

"Our love for video games began in our childhood. We have now spent six years pursuing our dream: to create a game together. Despite our limited resources and skills, our passion and hard work have kept us going. We aimed for high quality and attention to detail, which made the journey difficult, but we have overcome the toughest challenges."

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- Contact: *lupiostudios@gmail.com*

18. SCREENSHOTS COLLECTION

