The Tale of Bistun is a story–driven action-adventure game inspired by the famous Persian tragic romance “Khosrow and Shirin”. A stone carver with no memory of who he is must traverse blighted lands to discover his identity and the source of a pleading, strangely familiar whisper.

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THE TALE OF
BISTON
Art Book

I made a grave mistake... the kind that cannot be fixed. It all began with a war between two mighty deities; a conflict with dire consequences. The fighting rent the very fabric of our world. As the crack deepened, it spread, like the grasping roots of a tree. And through that fissure, something terrible escaped. Something unnatural. The destruction affected countless realms, many beyond our knowledge. But then, when all seemed lost, a deity created a holy sign – a way to seal the crack and stop the blight. And, for many years, there was peace. But even an instrument of order can be dangerous if it falls into the wrong hands. I was tasked with giving the sign to the just ruler. But I chose the wrong king, and, eventually, the repercussions of my failure came to bear. The seal broke. The blight spread throughout Persia. For my failure, I was cast out of the realm of the gods. Imprisoned within the realm of shattered memories and forgotten souls, redemption eluded my grasp. I was weak, consumed by pity and resigned to my deserved fate. But then something unexpected happened. A human found me. He too was broken and took pity on a fellow tormented soul. And deep within those strange eyes, I glimpsed something I had lost: hope.

— Aredvi Sura Anahita —

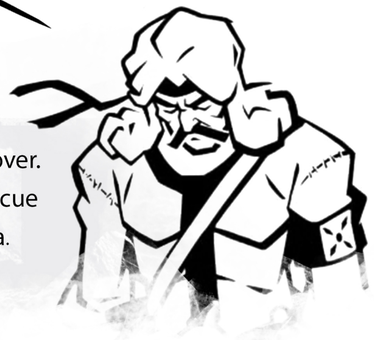




FARHAD



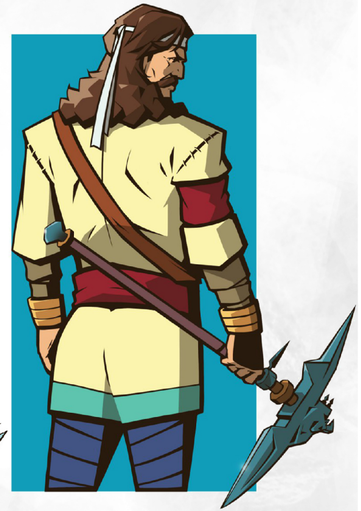




Farhad. Determined, stubborn, creative, the lover. He is a stone carver on a quest to find and rescue his beloved while fighting against amnesia.



































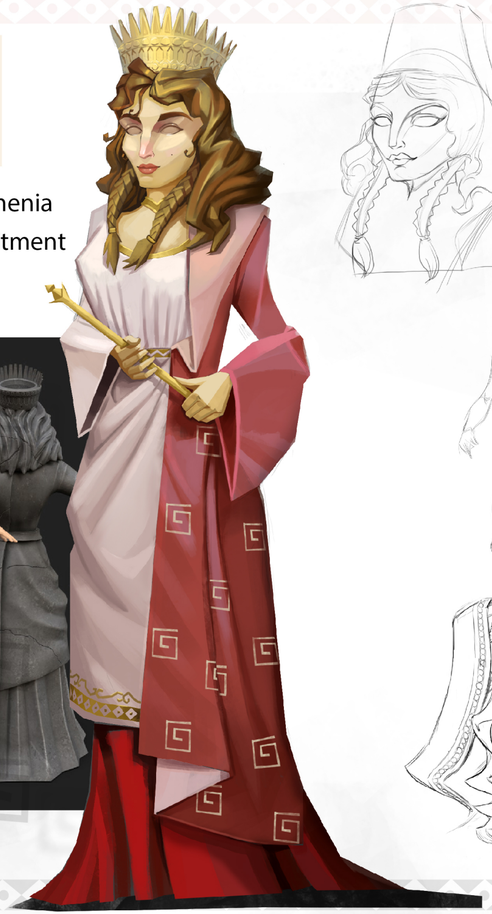




SHIRIN

Shirin. The beloved, the victim, strong, independent, virtuous. She is the princess of Armenia who falls in love with the king of Persia. A caring and honest princess who values commitment over her hollow suitors.









KHOSRO

Khosrow. A manipulator, a philander, and a cruel king who's willing to do anything to have princess Shirin.











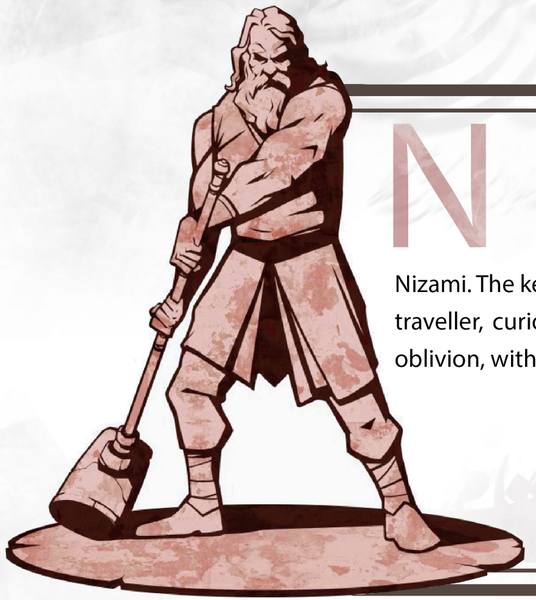












NIZAMI

Nizami. The keeper of the memories, a master poet, a blacksmith. Loner, traveller, curious, tortured. A prisoner that still fights on the verge of oblivion, with a fate for the coming dawn.



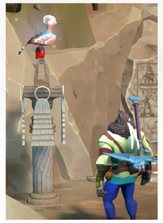






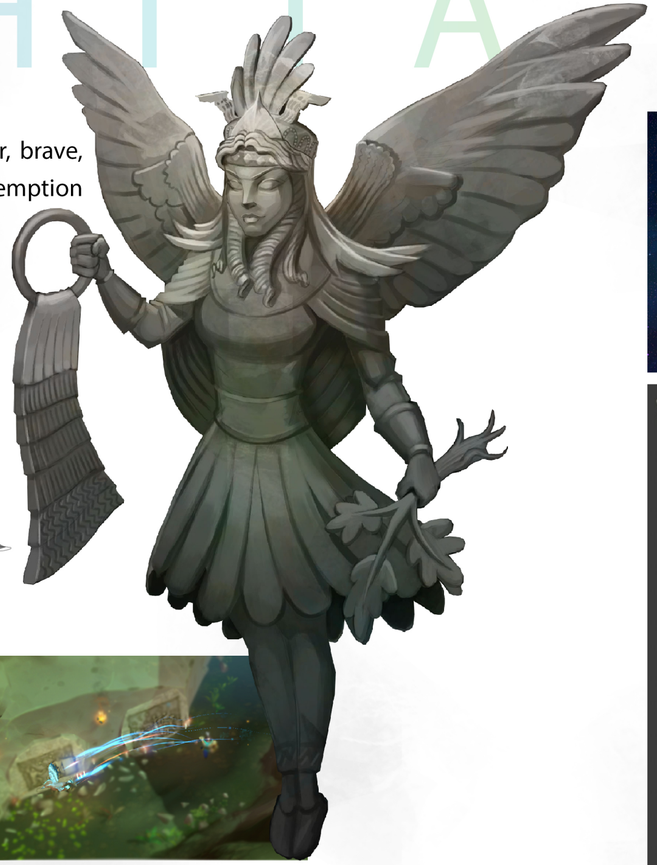
ANAHITA & HOOPOE

Anahita, the hoopoe, and the guardian goddess. protector, brave, brisk, hasty, and a fallen, enchanted goddess in search of redemption and compensation for her mistake.









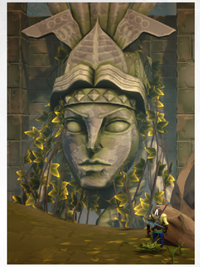












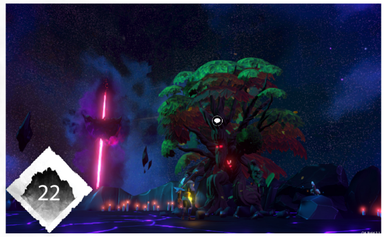


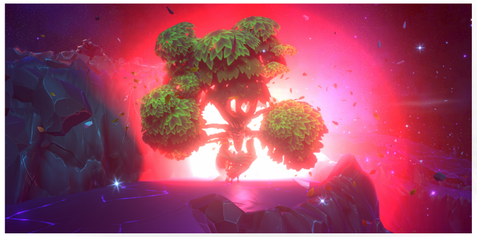
ALL SEEDS TREE

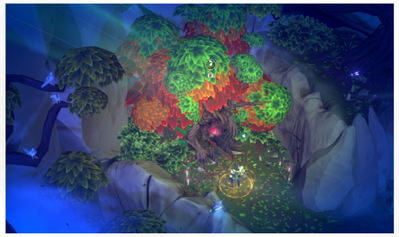
All-seeds, the talking tree. Ancient, laconic, snoozer, protector, and a survivor by avoiding danger.

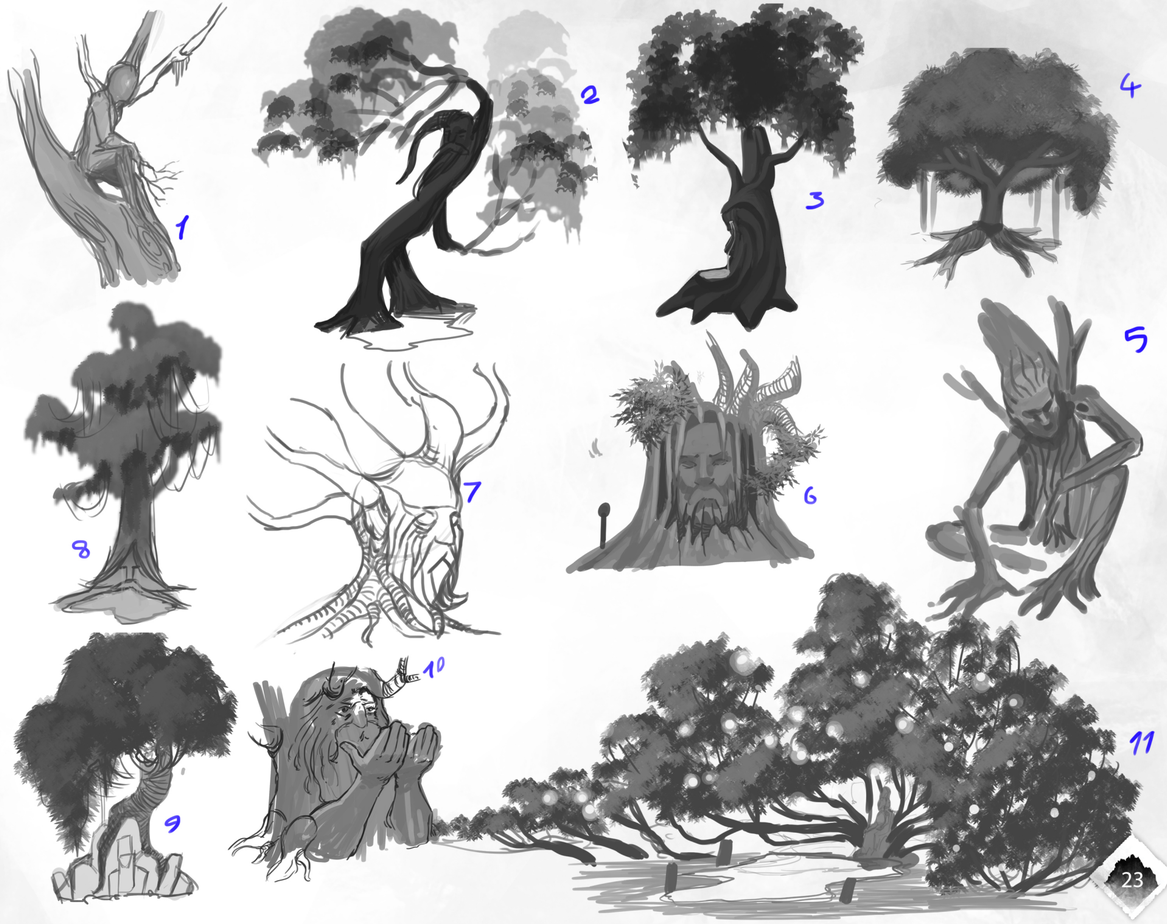






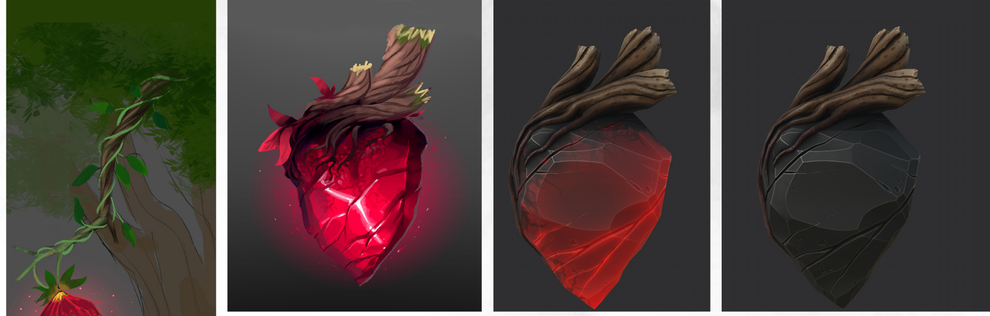


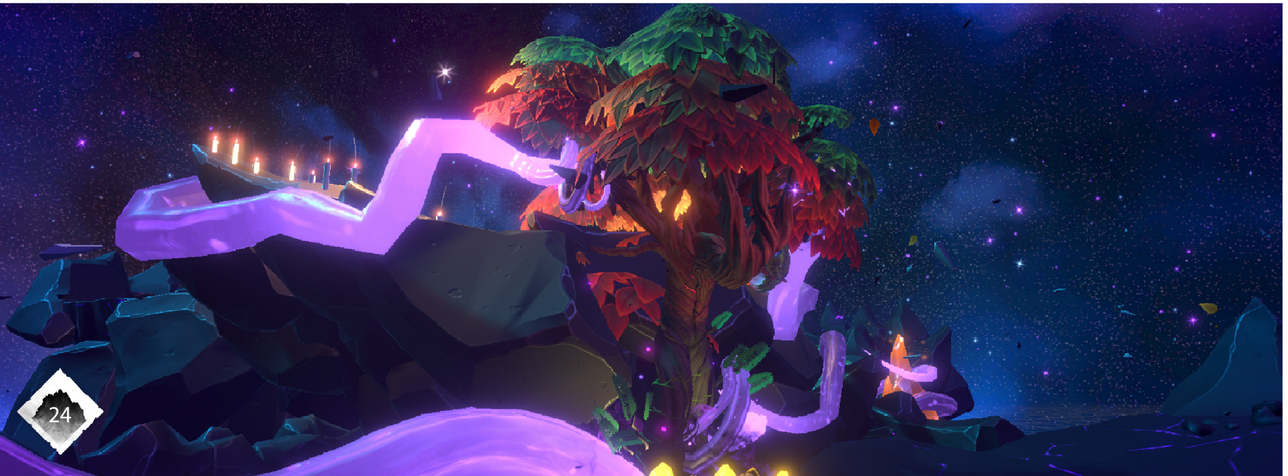






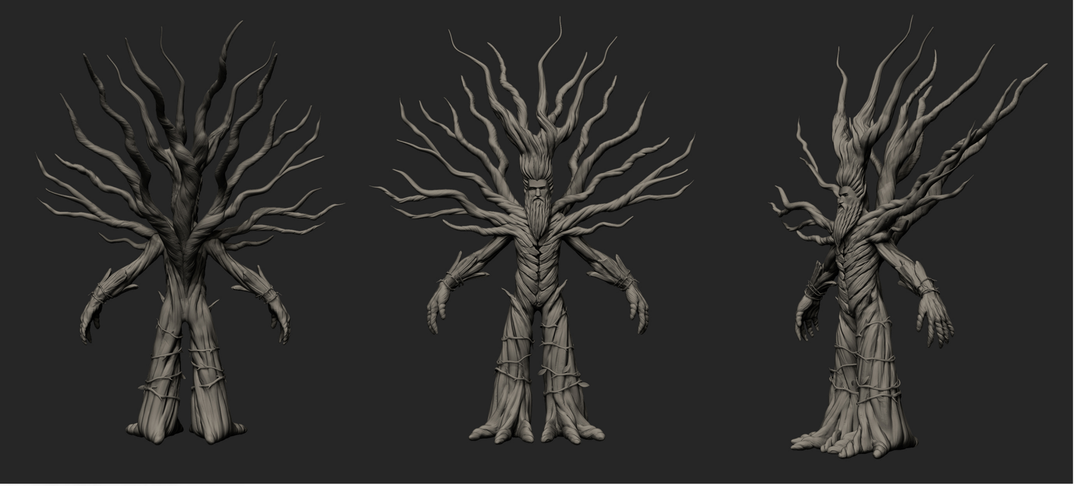










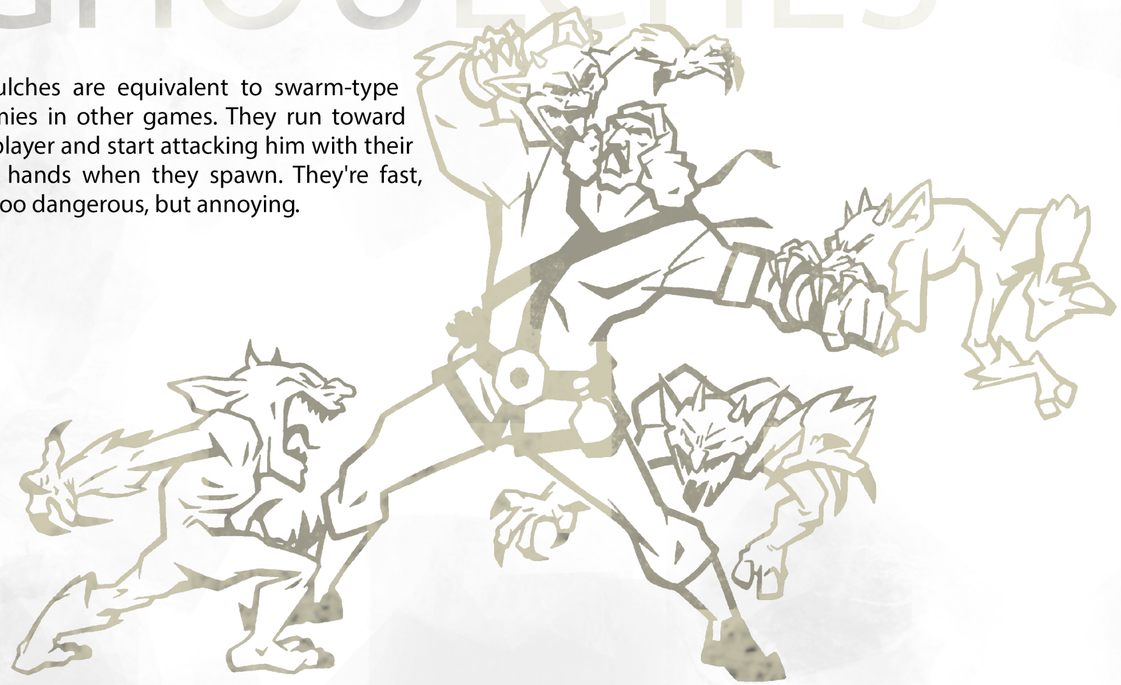






GHOULCHES

Ghoulches are equivalent to swarm-type enemies in other games. They run toward the player and start attacking him with their bare hands when they spawn. They're fast, not too dangerous, but annoying.











PARY

Pary is a ranged enemy that casts a magical orb. They're not so brave. Sometimes they run away, but they can deal significant damage if you corner them.







DEEV

Deev behaves like the Ghoulches, except they're more dangerous and use a heavier yet weird weapon: A wooden stick.











GARIBAN VAR

Gariban Var is a melee enemy that holds a shield and, because of that, is a bit harder to defeat rather than other melee enemies. They will act more aggressively if you break their royal shield.





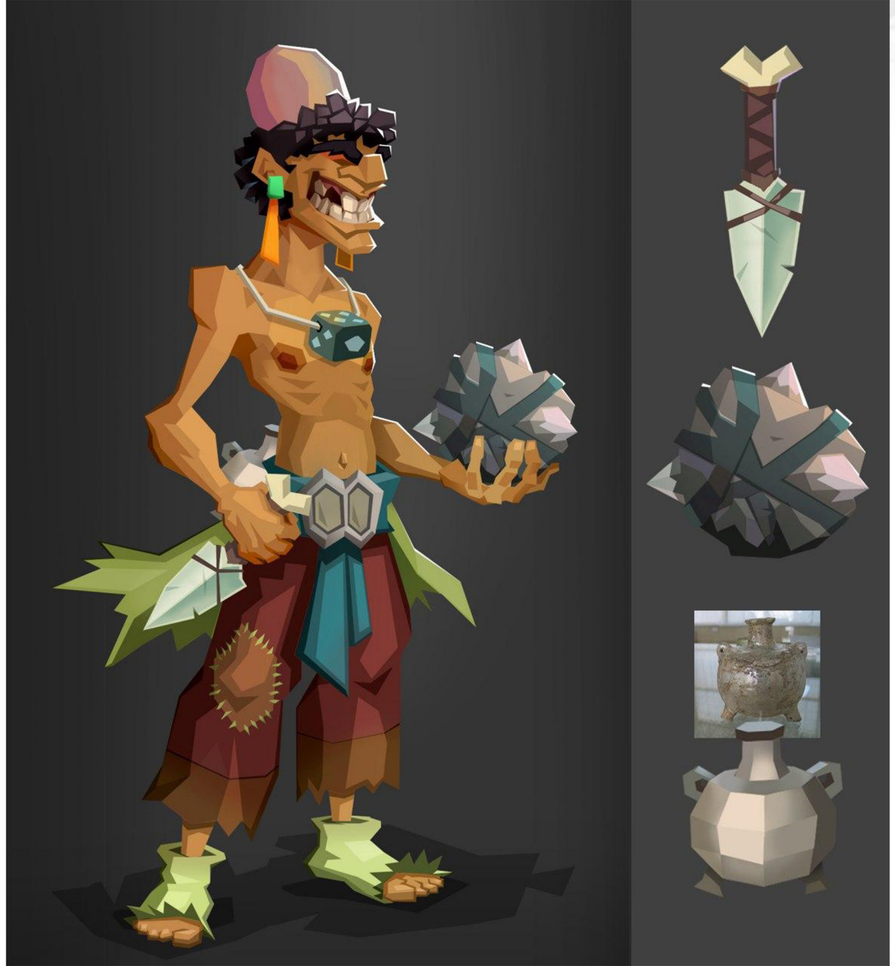


VELGARD

Velgard is a ranged enemy that throws a rock at the player. They prefer ranged attack, but they'll pull out their daggers and make a melee attack if you get too close to them.









Guardian Deev is huge, armed, and slow. It doesn't like to move from its position, and it only follows the character a few steps, but it can deal with devastating attacks.

GUARDIAN DEEV









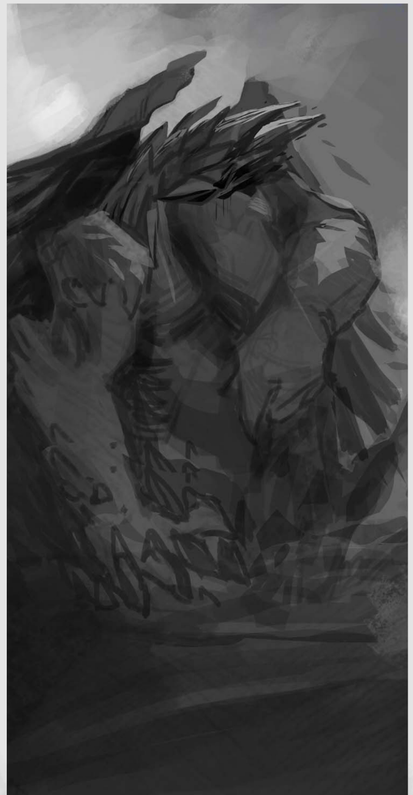
BISTUN DEEV

A mountain-sized creature and a guardian of the Revelations Realm. Bistun hates the sound of the bells, and that's the weakness that helps the player defeat it during the boss fight.



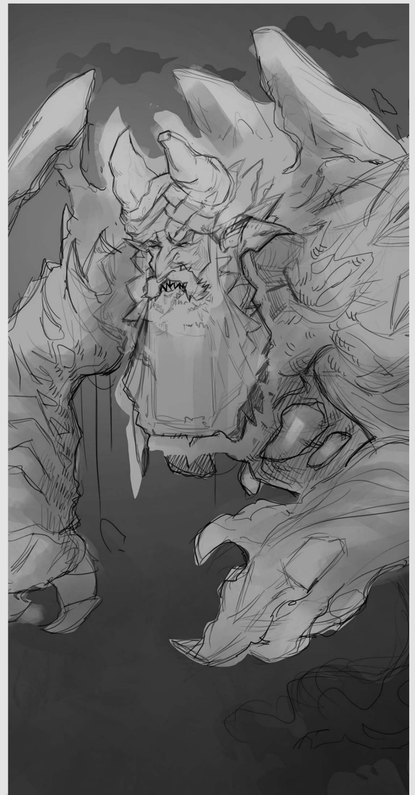


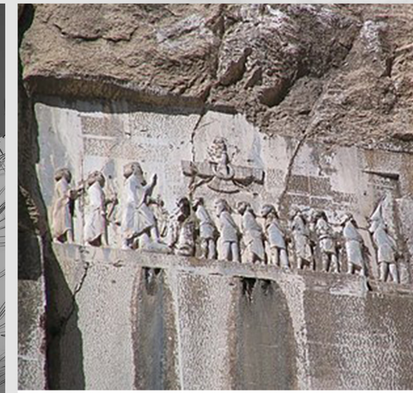








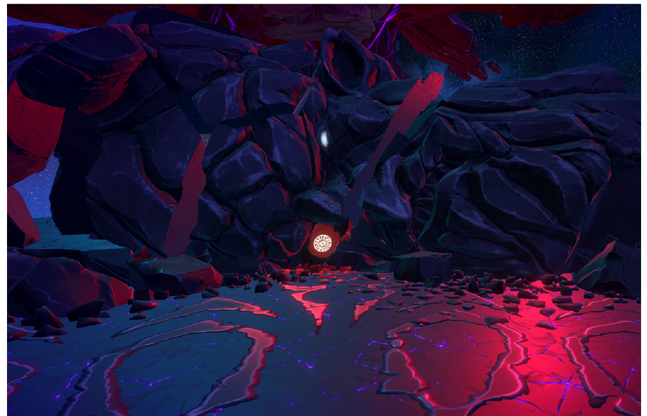
















ENVIRONMENT MASTER SHOTS

The game's hub is a peaceful foggy mountain where Farhad can excavate mount Bistun, talk to the other characters, carve statues, engrave inscriptions, find memory stones, discover revelations, and travel to the endangered nature .



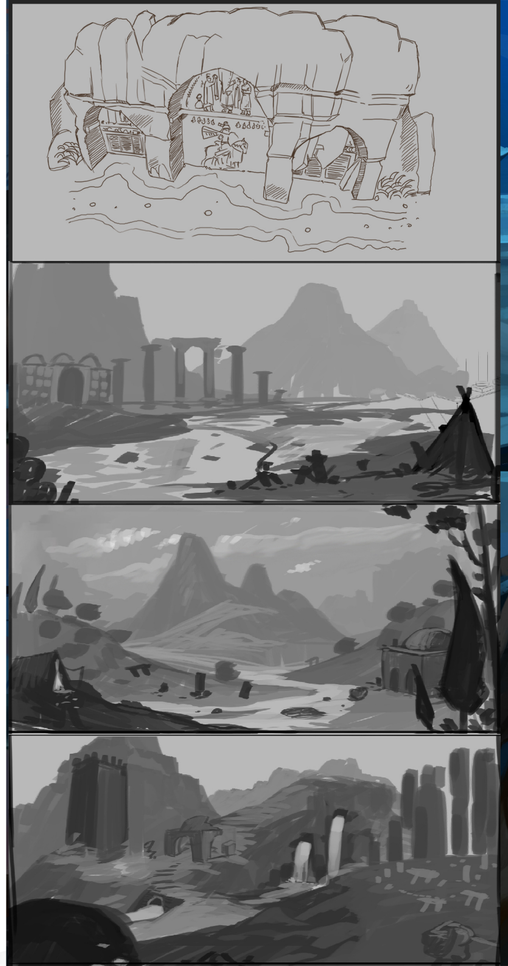






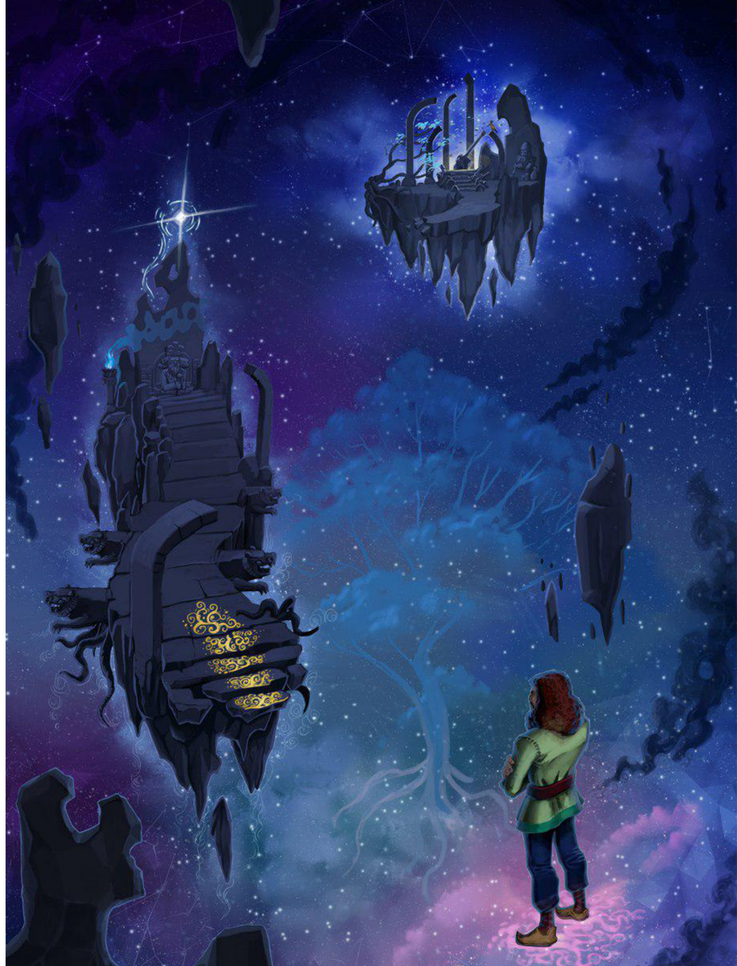


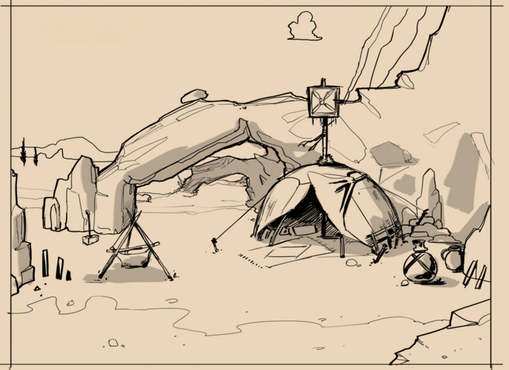


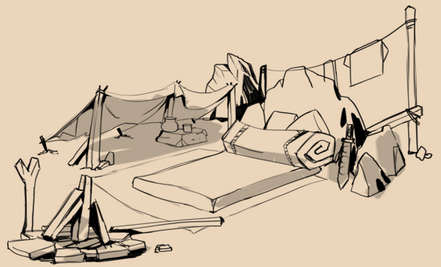






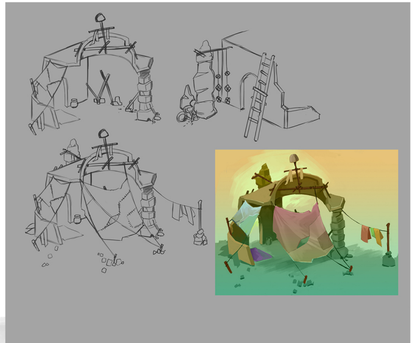










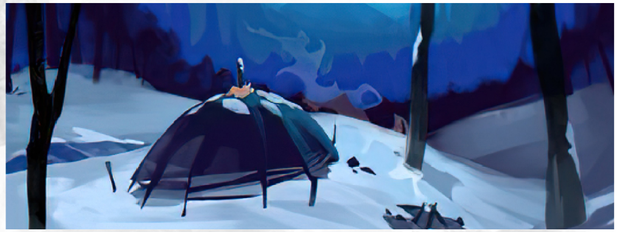




COLOR KEY

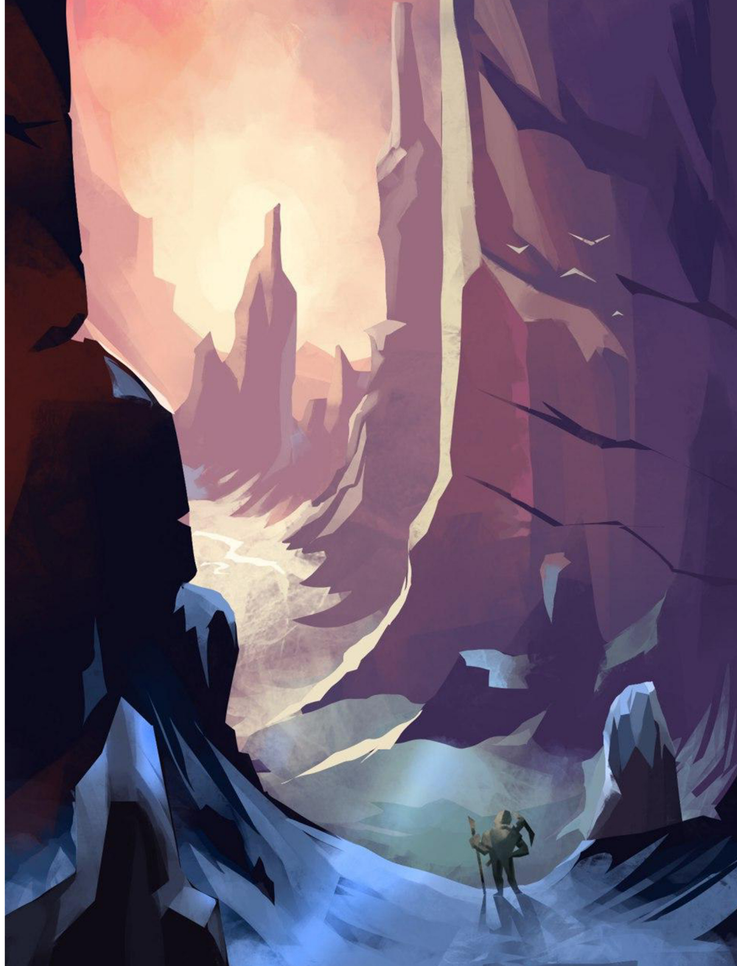








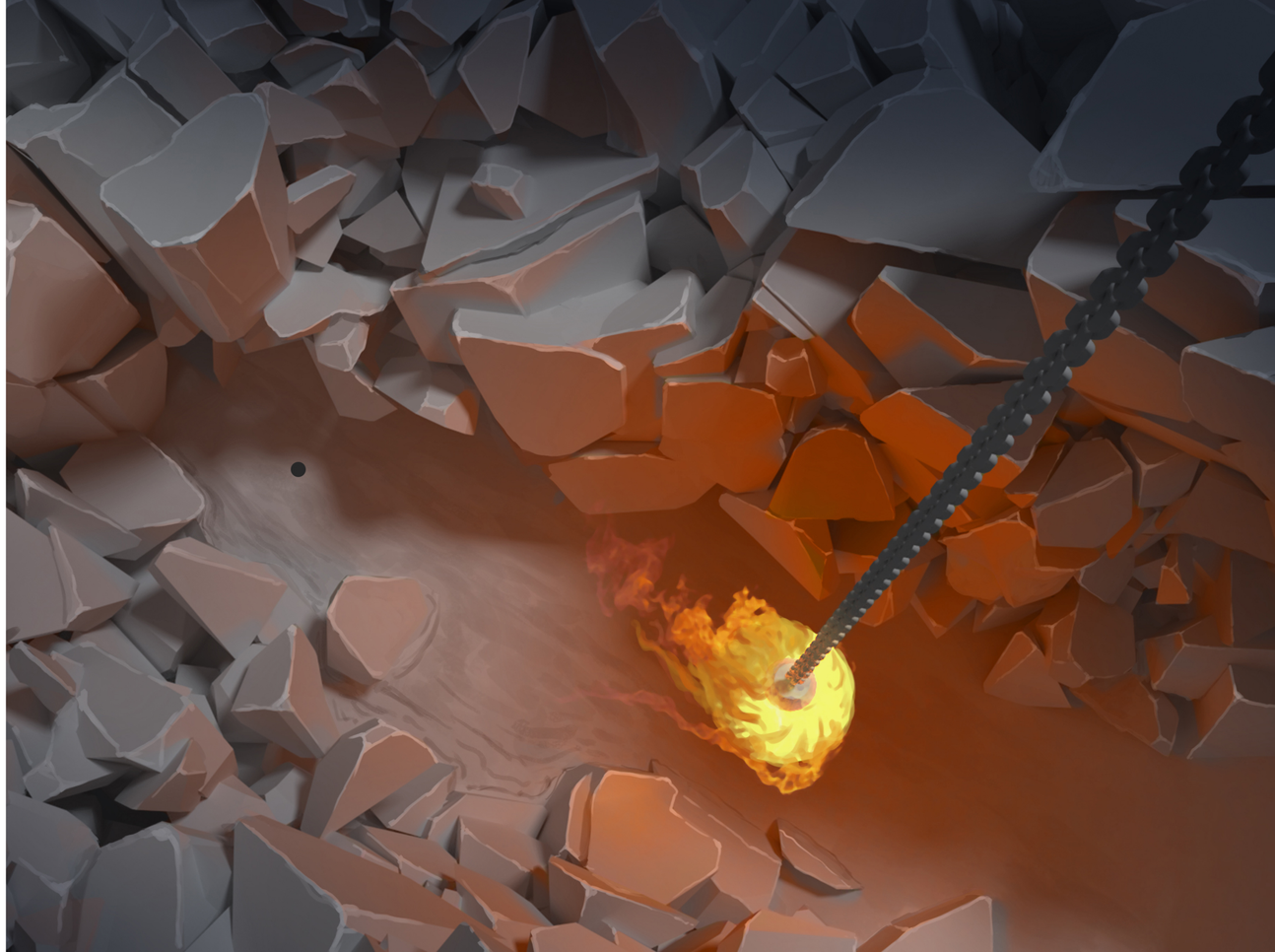


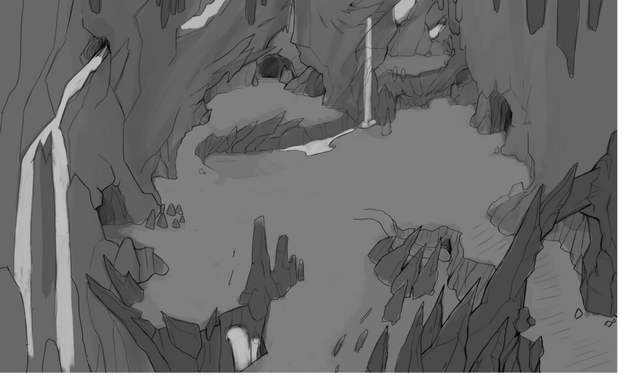


LEVEL ART

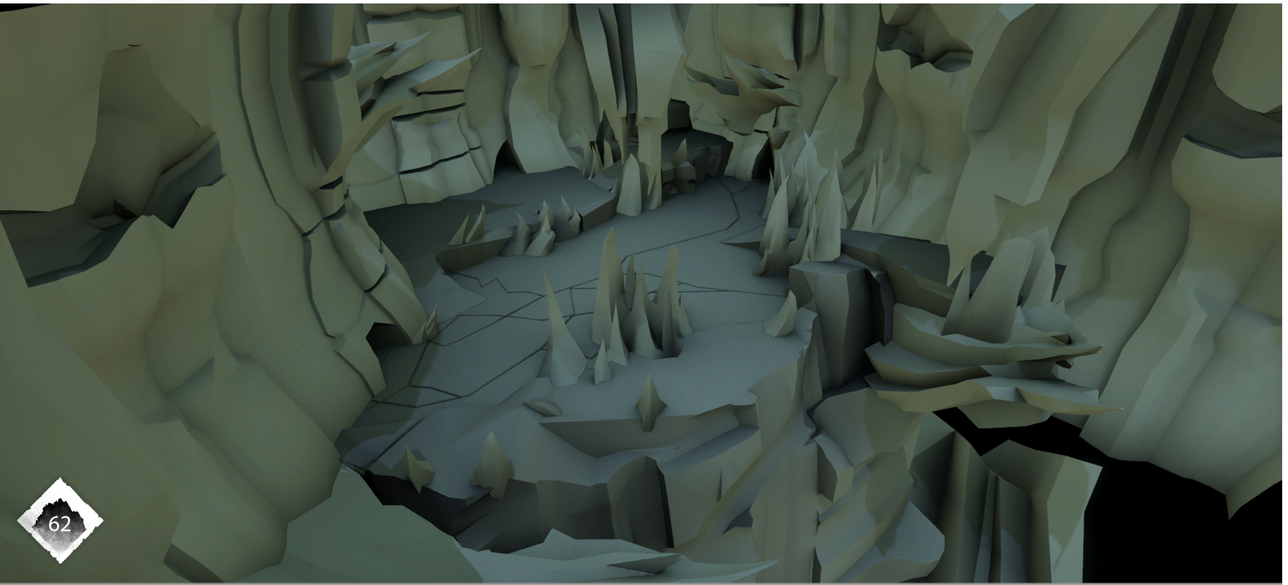


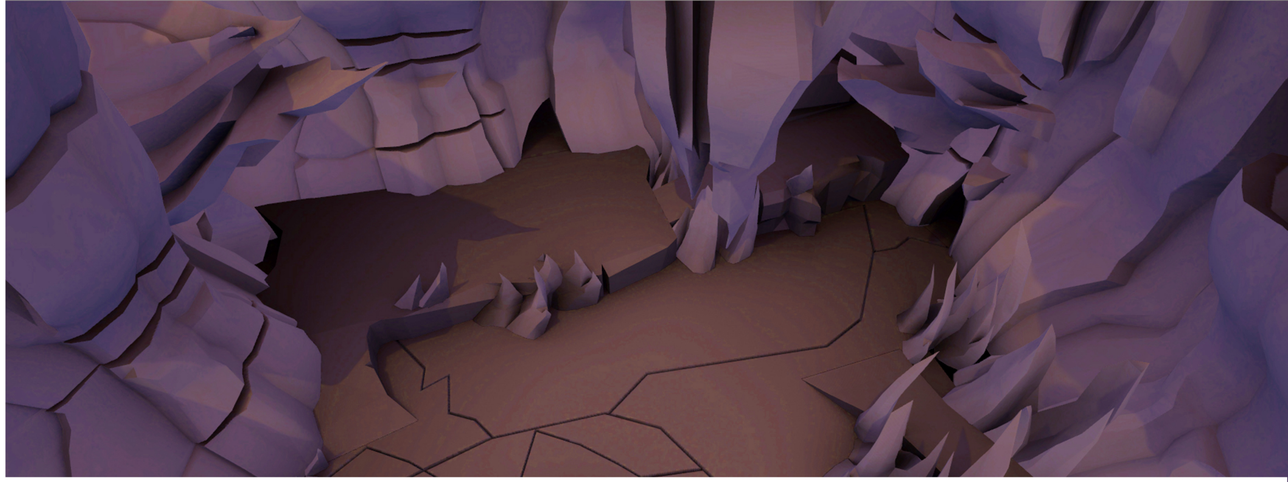


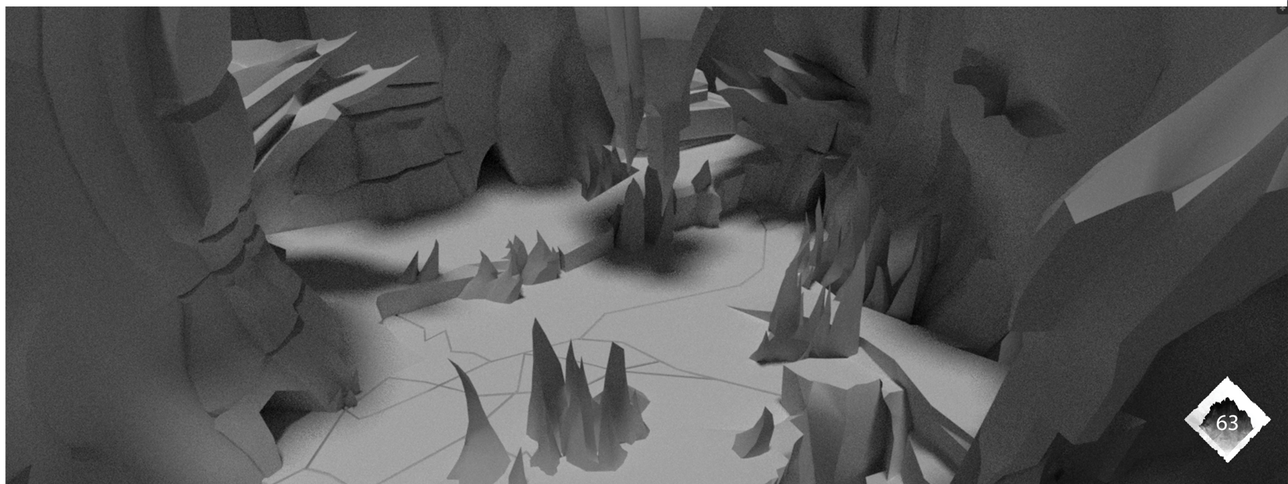




















ANAHITA TEMPLE

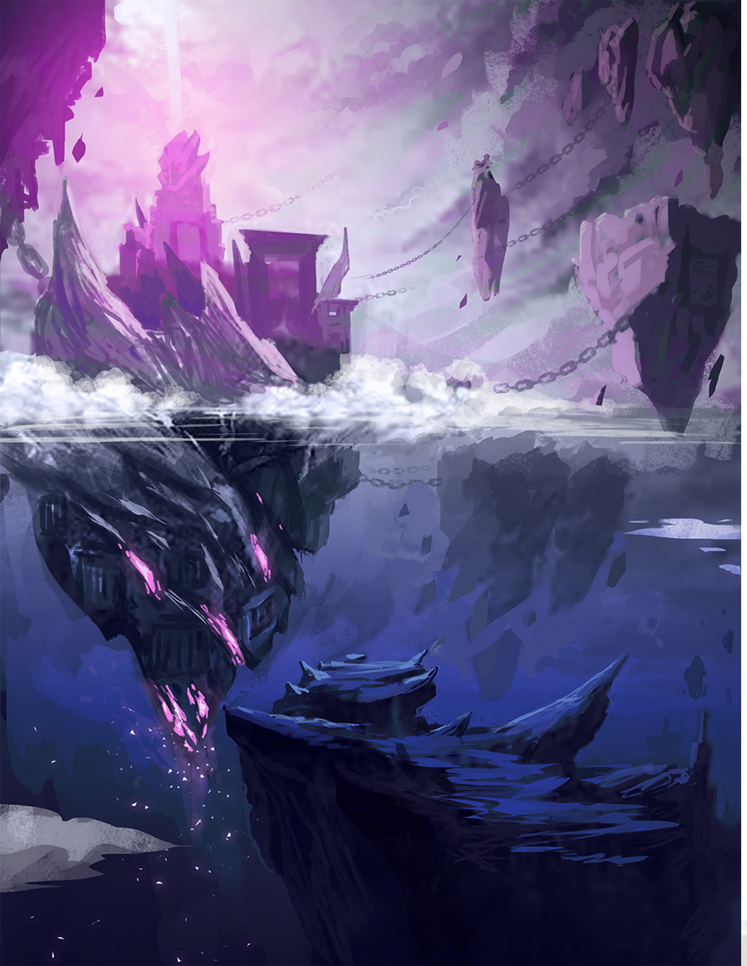
The abandoned temples of Anahita, the guardian goddess of all waters upon the earth and protector of all women






BOSS FIGHT
Bistun deev, a watchful guardian of the realm of lost memories and forgotten souls.

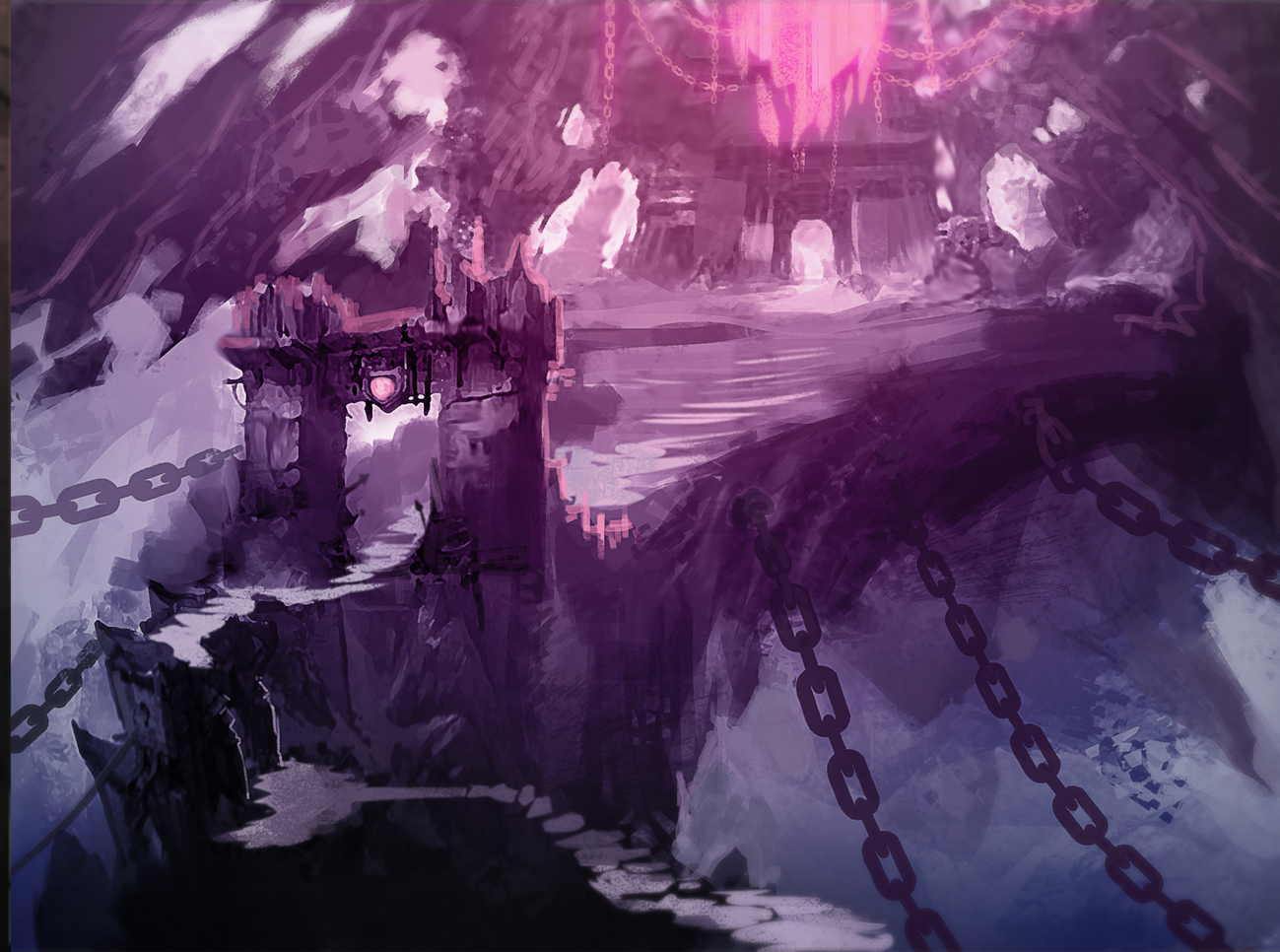




FORTRESS OF OBLIVION

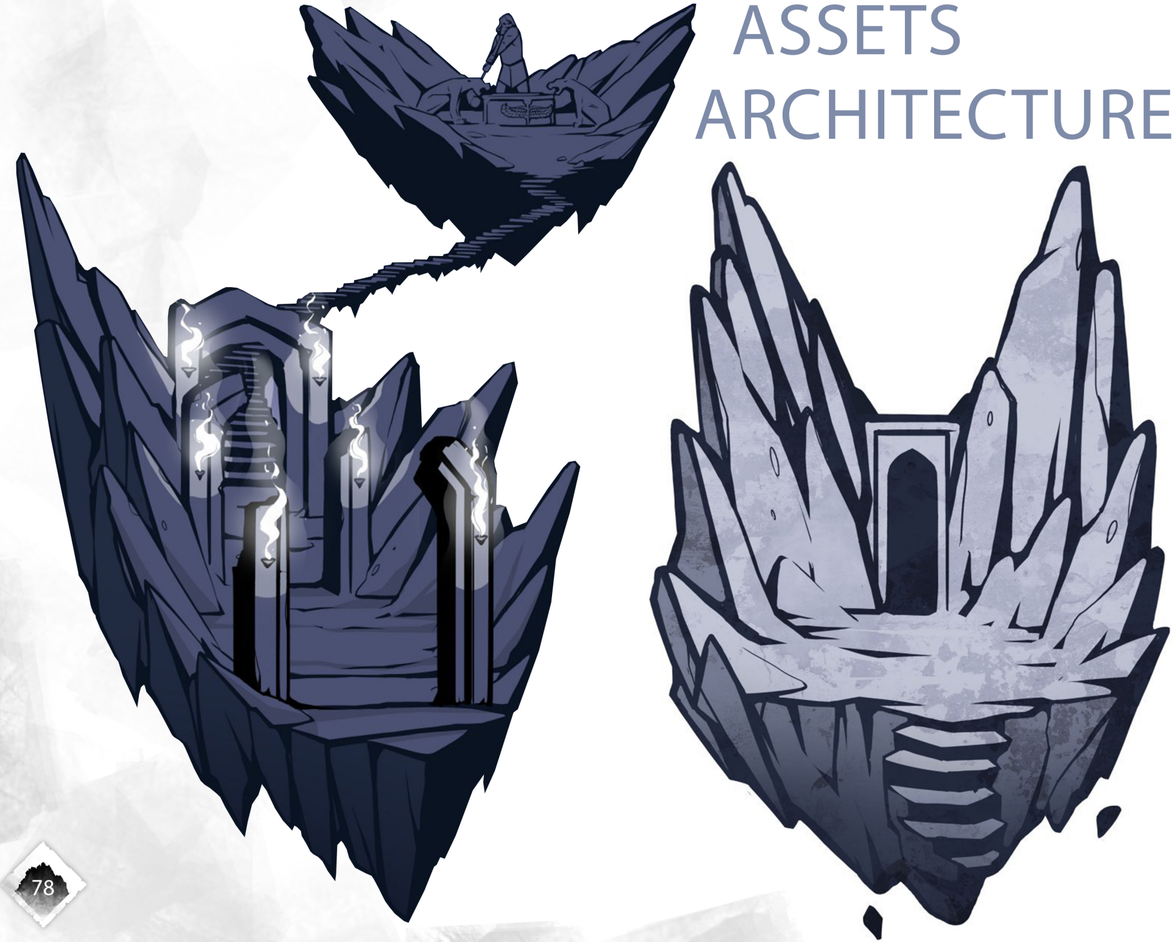
It is a dreadful prison where a giant deev protects it and a dark place where the forgotten people are imprisoned.

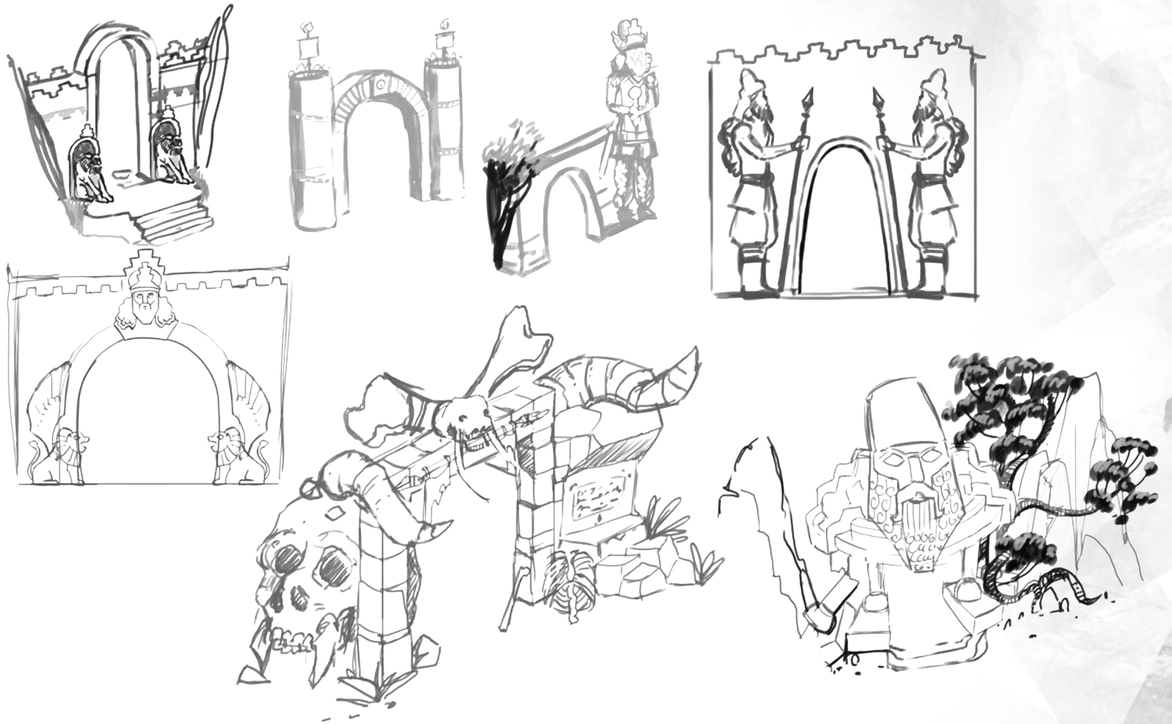






ASSETS
ARCHITECTURE

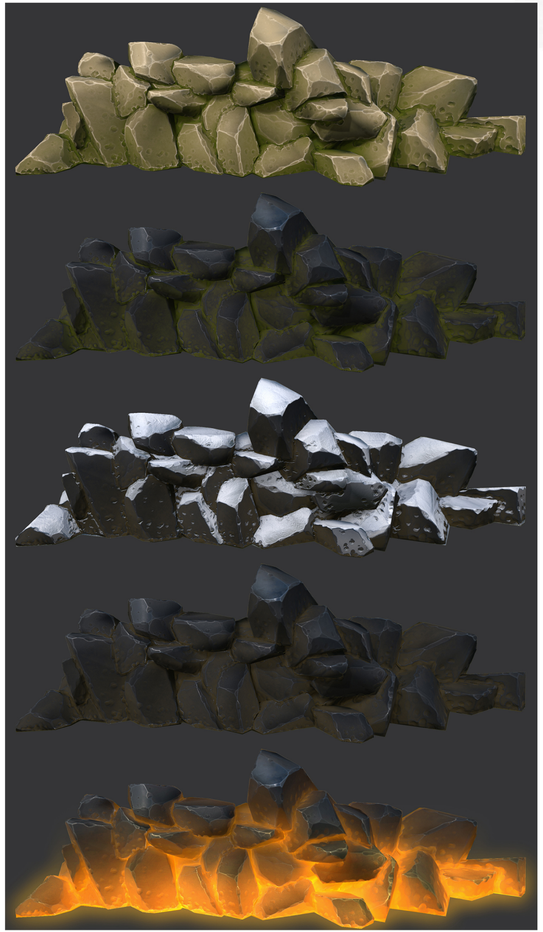








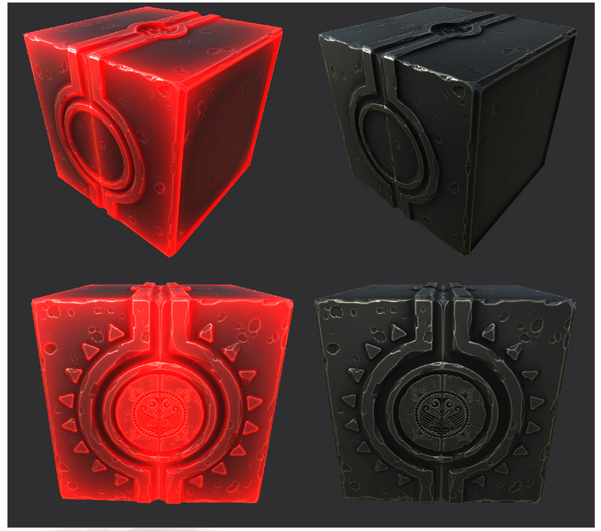




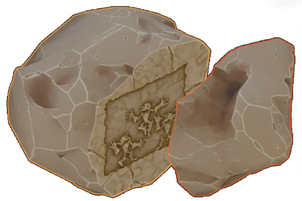






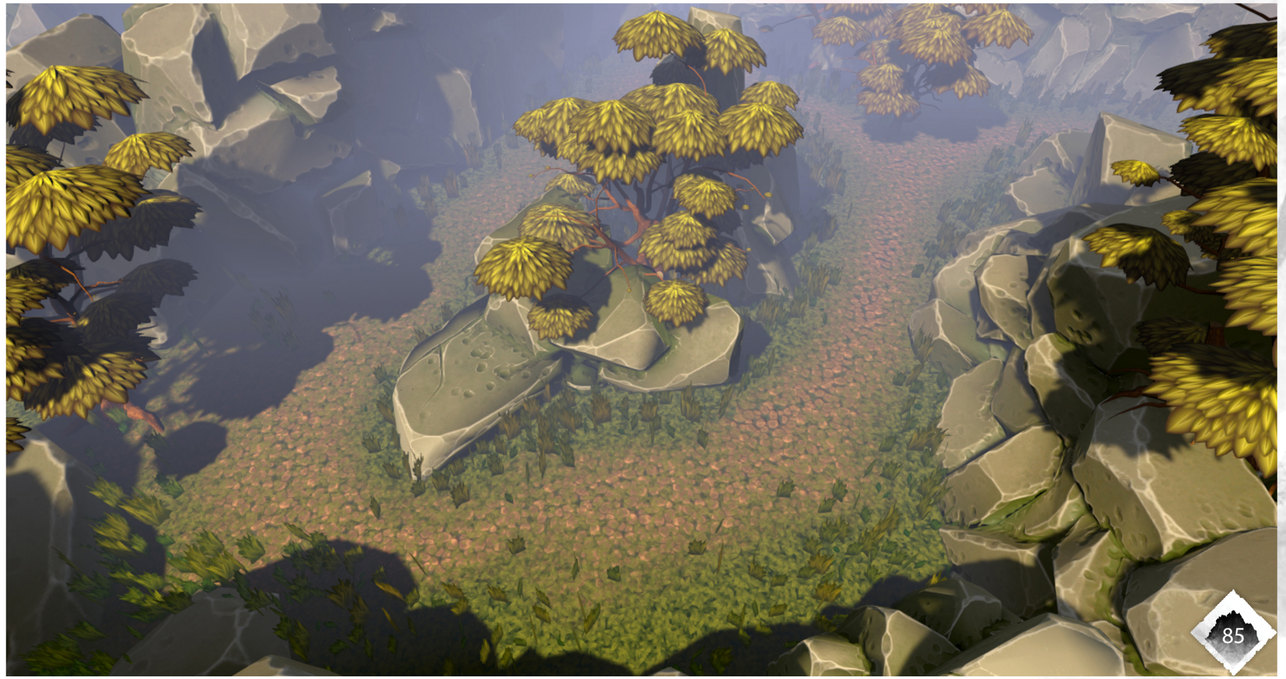






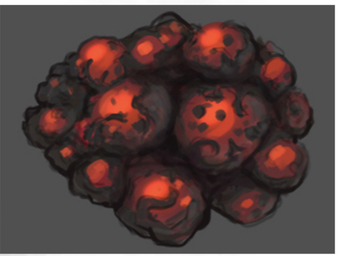




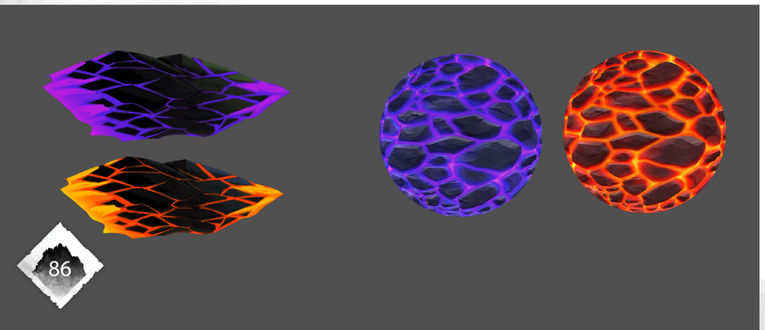














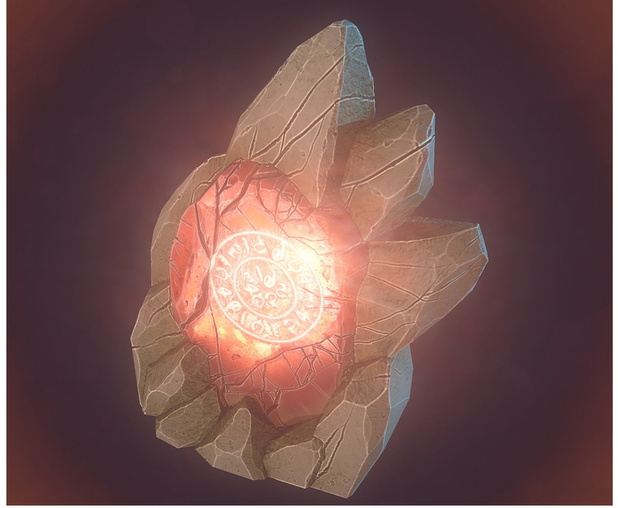


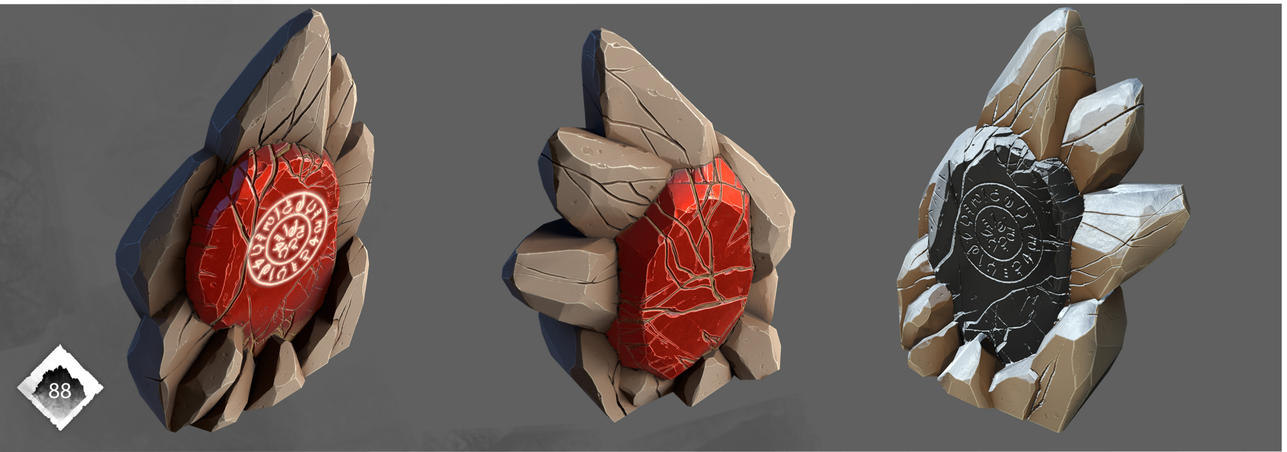








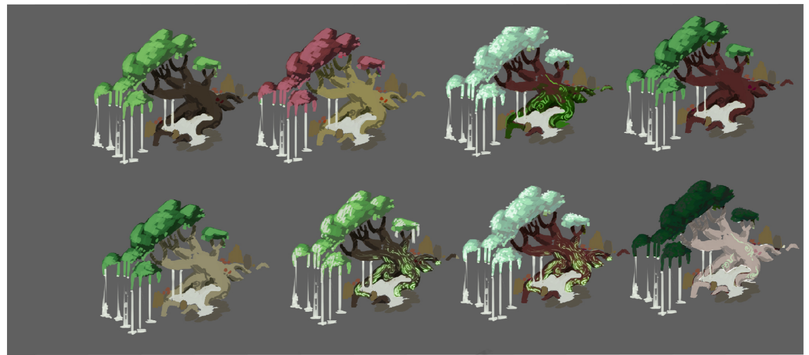


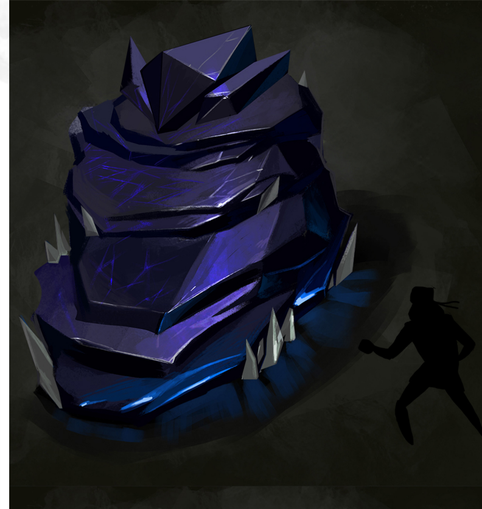


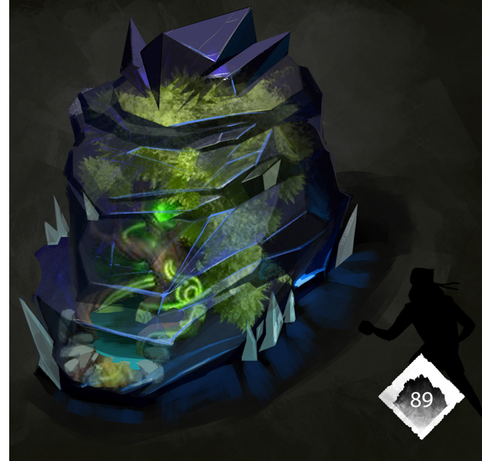




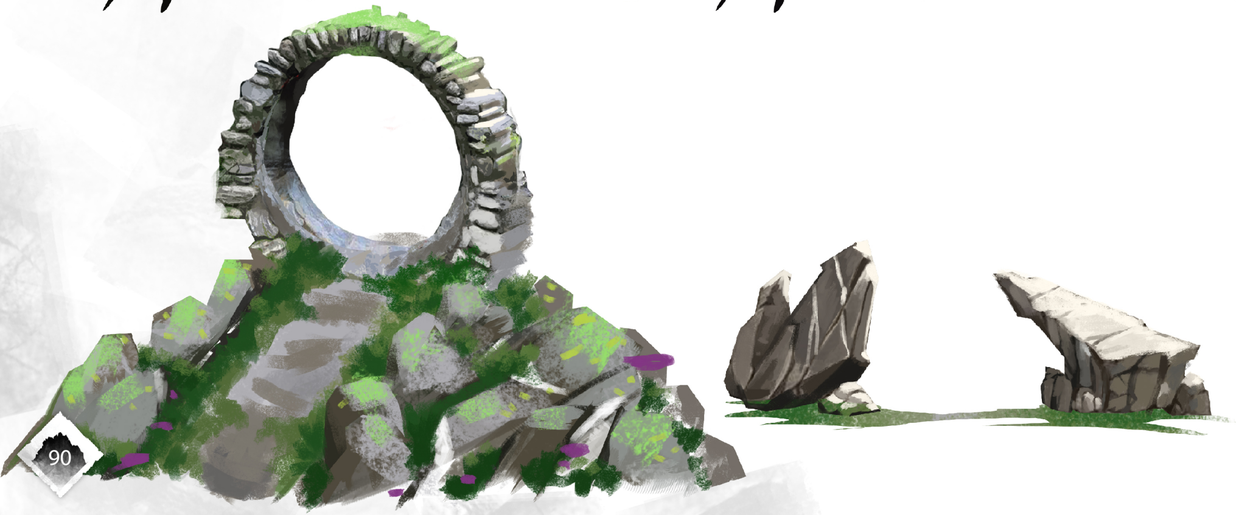








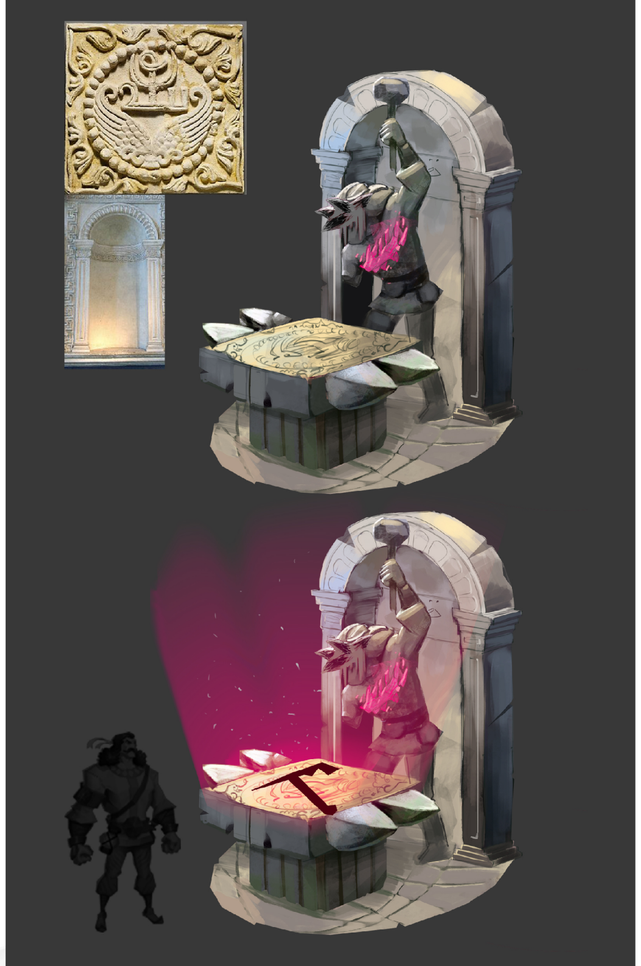


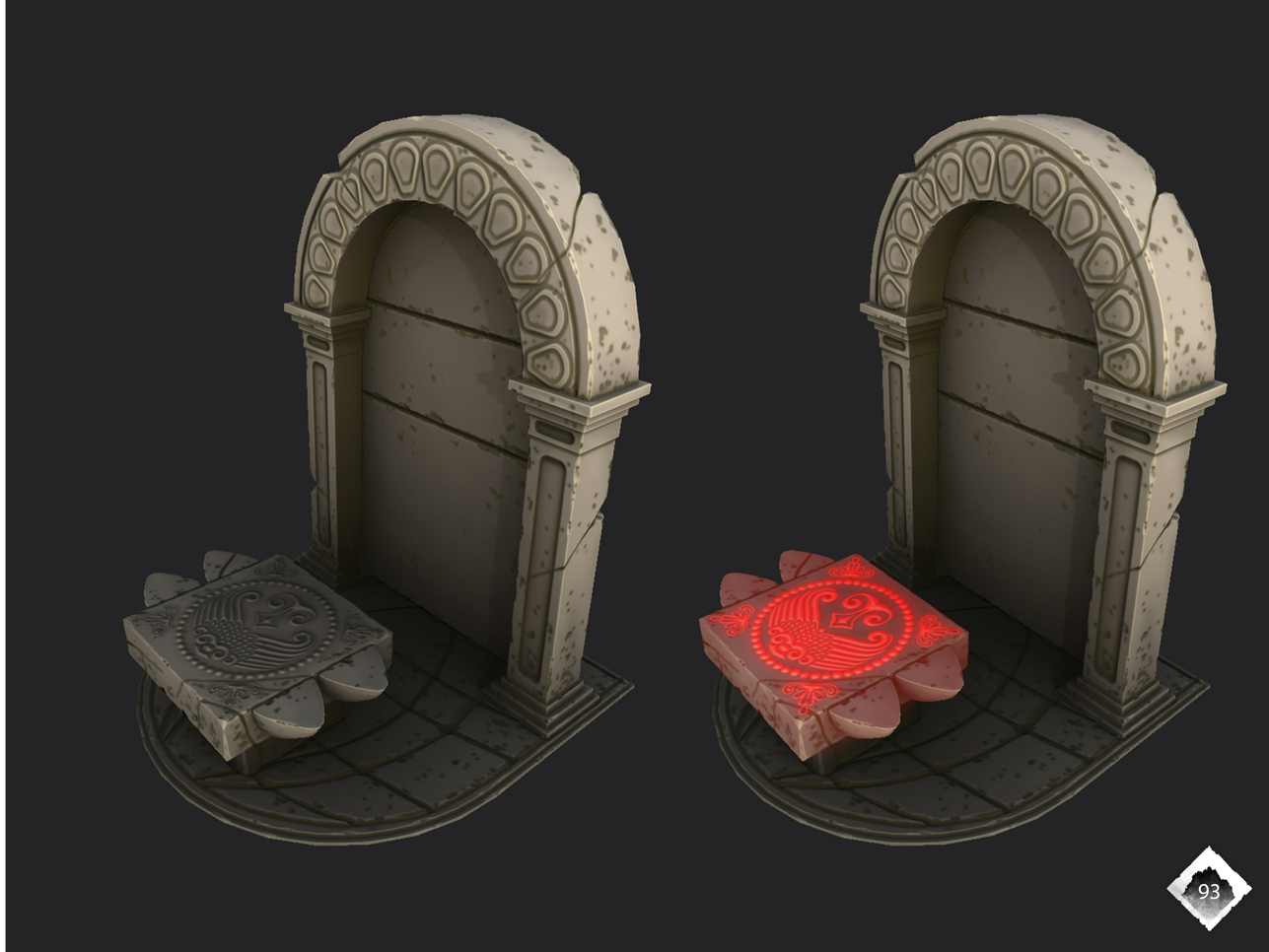










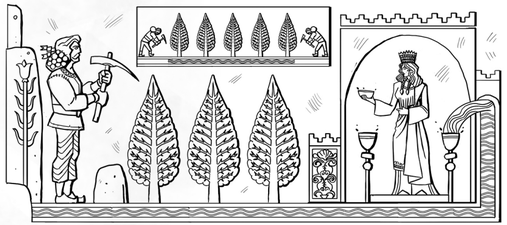


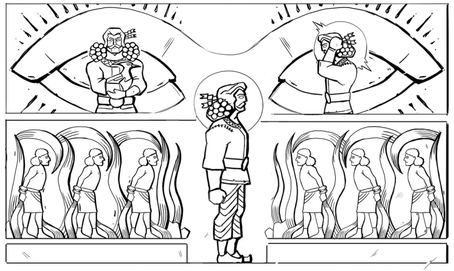
Assets
Architecture

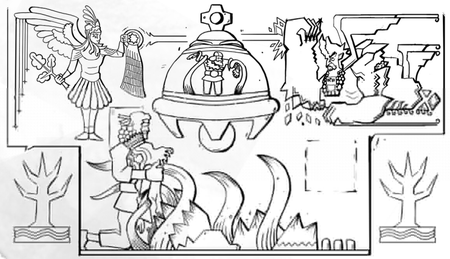


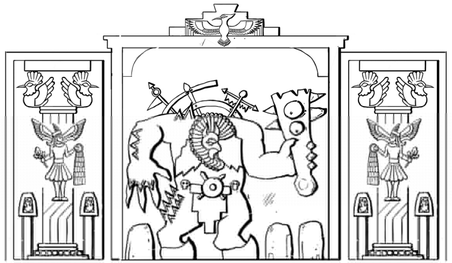


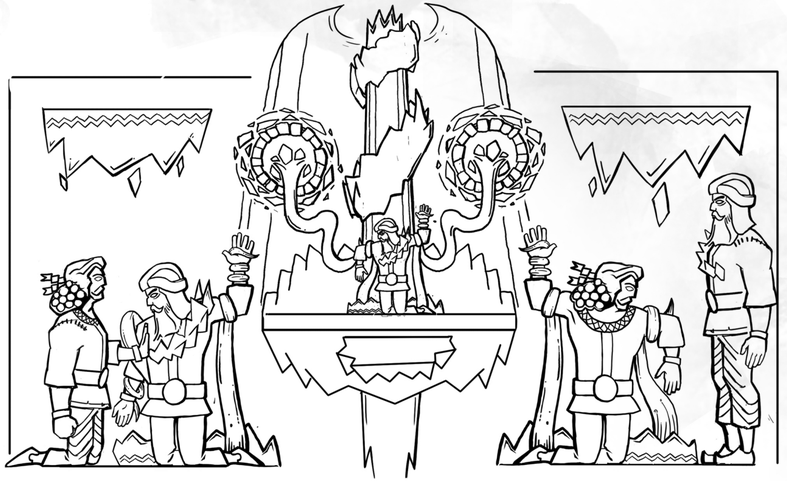


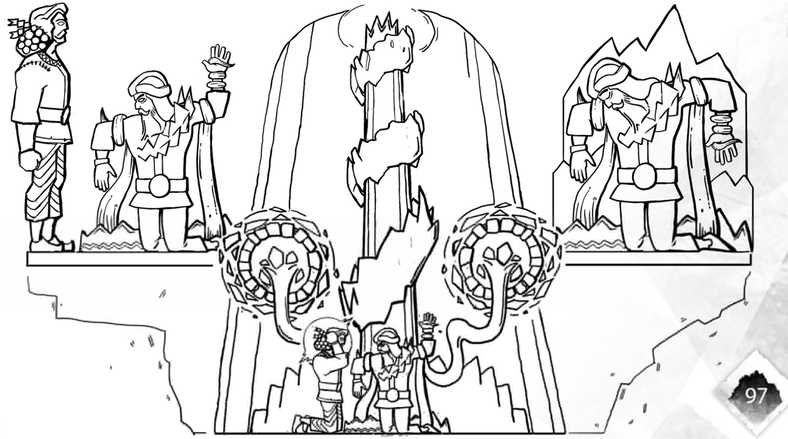


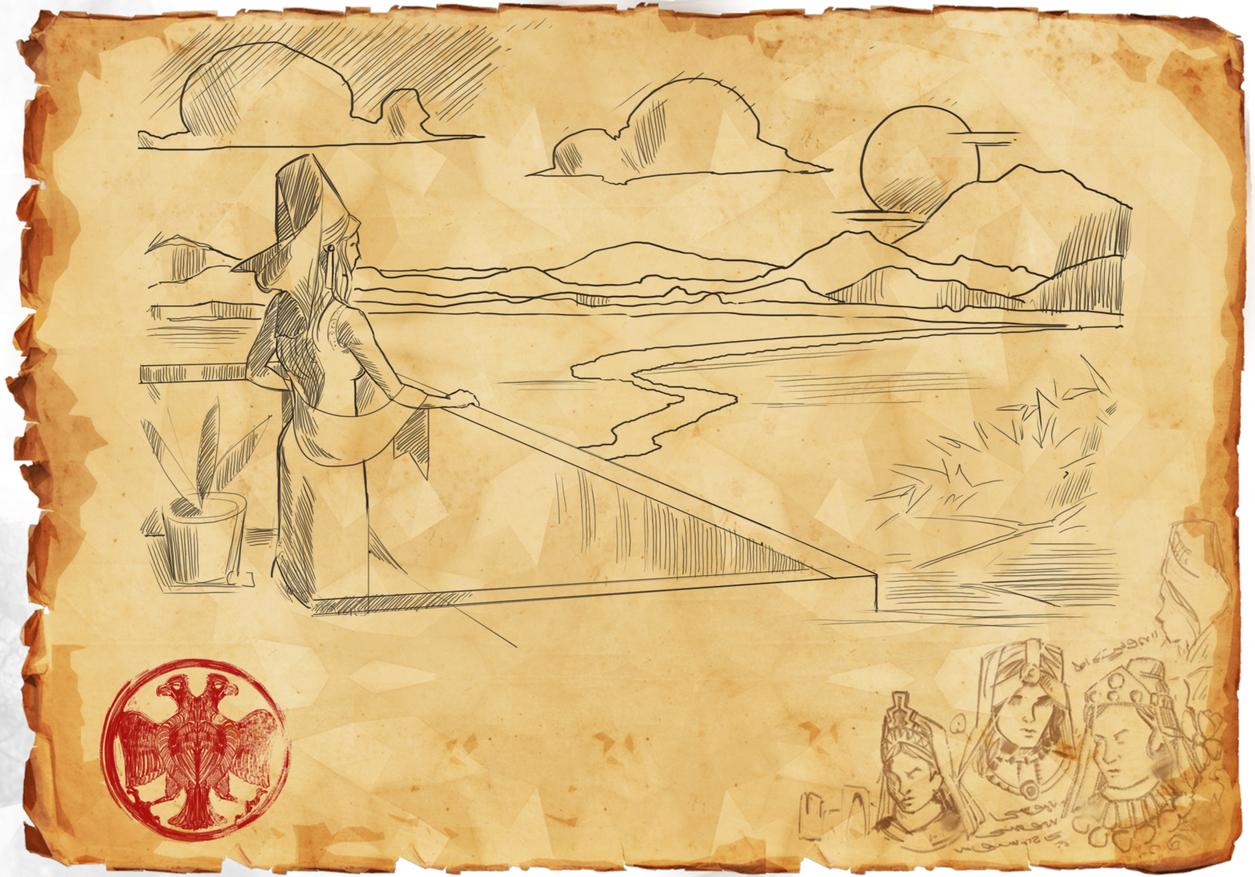



















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THE TALE OF

BISTUN

ART CAST

CONCEPT ART
NAVID SHADROKH

ANIMATOR
AMIN SHAHIDI

3D CHARACTERS
MOHAMMAD NAJAFI

3D ENVIRONMENT & CONCEPT ART
AHMADREZA KHAKSARI

VFX & UI
SOROUSH ABASIAN

ADDITIONAL 3D CHARACTERS
OMID AZHIR

PROMOTIONAL ART
MAHYAR CHAREJOO

BLACK CUBE GAMES

