

Immandrue

Story Pitch

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Genre	1
Camera	1
One-Line Description	1
Game Story Summary	1
Story	1
Player character	2
Gameplay	2
Setting	3
Experience	3
Enemies and bosses	4
NPCs	4
References	5
Player character	5
Sirens (Aestus)	6
Failed experiments	8

Genre

- Game genre: action-adventure open-world with RPG elements.
 - *Immandrue* is a game where there's both combat and puzzles. The player will explore a vast underwater kingdom while fighting sea monsters that lurk around every corner and deciphering the extinct language of their civilization.
- Story genre: dark fantasy
 - When everything in the world is menacing and dreadful, including yourself, is there still room for hope? Set in a deep dark ocean, home to monstrous creatures, *Immandrue* has a dark tone that shapes the world, the story, and the characters.

Camera

Third person

One-Line Description

A semiology student turned into a sea mutant fights a group of sirens that kidnap women to experiment on them.

Game Story Summary

Hundreds of years after the war against humans, the few surviving sirens of the Immandrue kingdom are capturing women and subjecting them to a series of experimental rituals that will turn them into sirens. Unlike the rest, Ondine manages to break free, but instead of fleeing, she sets out to save the other women.

Story

Hundreds of years after what they call the "False Apocalypse," the few surviving sirens of the Immandrue kingdom devised a plan to avenge their near annihilation. However, to be able to carry it out, they first have to find the solution to the worst consequence of the war. Their near immortality allowed them to survive the years after the conflict, but without being able to reproduce and increase their numbers, revenge, which they believe will be the beginning of the rebirth of their kingdom, is unattainable. In order to solve it, they've been capturing women and subjecting them to a series of experimental rituals that will turn them into sirens. Yet, after many tries, their method remains unsuccessful, for all the women have died or become irrational beasts.

Ondine, a semiology student who works on a fishing boat, was kidnapped and exposed to the same torturous rituals. Despite being considered another failure, she's the first to have managed to stay self-cognizant.

The game starts with Ondine escaping and discovering that Aestus, their leader, has dozens of women trapped waiting fearfully to be exposed to her magic. In order to save them, Ondine must use the abilities of her new body—such as the ability to breathe underwater and see in the dark—as well as her knowledge of semiotics, to explore the ancient underwater city, decipher the extinct language of the sirens, and learn as much as she can about the creation, development, and demise of the Immandrue civilization in the hopes of discovering Aestus's plan and figuring out how to thwart it. While searching for the answers, she will learn that the sirens have a baby human that they will experiment on and who she'll eventually believe is the child of her missing sister. At the same time, she'll meet a group of sirens who, seeking peace but not their demise, are certain that Aestus's actions will be the cause of their utter extinction. They will ask her for help to find a cure for their infertility and thus stop the experiments. Whether she allies with them or not, her main goal is to find the baby and save all the women.

Player character

Ondine, a human turned monster, will face the dilemma of fulfilling her goal through what remains of her humanity or making use of her new power.

Ondine and her younger sister, Mara, had worked on their father's fishing boat since they were in high school. While Mara wanted to inherit the family business, Ondine had always dreamed of getting away from her life on the coast and becoming a semiotician. So, when turning thirty-two, she decided to follow her dreams and started studying semiology at the university.

A couple of years later, after revealing her pregnancy to her sister, Mara fell overboard and disappeared under the waves. A year away from getting her degree, Ondine was forced to return to work on the boat due to her father's financial and physical problems. Months later, she disappears too.

Abducted by supposedly extinct sirens that seek to find a way to reproduce by experimenting on women, Ondine is turned into a monster who, despite everything, manages to retain her humanity. Due to her physical mutation, she's unable to return to land and therefore to her life, but upon finding out that her sister was also part of the experiments and that the sirens have a living human baby, she sets out to save Mara's child and the rest of the women who can still return. This can be achieved by allying with whom she believed to be her enemies or by using force, killing everything and everyone who gets in her way.

Gameplay

Ondine's main goal is to save all the women and her sister's child and defeat Aestus. In order to do so, the player will have to explore, fight, collect items, and solve puzzles.

In a destroyed underwater city full of monsters, the only way to survive is by facing them with weapons that can be found on sunken ships, destroyed submarines, and caves or obtained as a reward for defeating bosses. These weapons are knives, spears, harpoons, rifle-type weapons, fishing nets, and a grappling hook. To combat enemies, the player can also use the latter to “fish” them as if the hook was a fishing rod. By catching the species the different enemies eat, the player can use them as bait, with which they can lure the enemy and then kill or imprison them. Likewise, it will help the player to move faster. When shooting it against hard surfaces, the grappling hook will pull the player toward it.

In addition to collecting weapons and fish, the player can collect diaries with more information about the history and language of the sirens. Besides these, written on walls and stone tablets, the player will find passages written in the sirens’ extinct language, which they must decipher. The understanding of the language structure will be tested through simple puzzles that will uncover information and important items, and open doors.

By discovering hidden knowledge, defeating enemies, and saving women, the player earns XP. Every time the player reaches a certain amount of experience points, they will be able to increase stamina, life, swimming speed, and distance reached by the hook, among others abilities. With the knowledge, weapons, and skills gained, the player will be able to free the women and, using whatever method they see fit, bring them to the surface.

Setting

Immandrue is set in a dark and hostile underwater kingdom that humans destroyed during the war. The player, able to move in any direction, will explore this terrifying world while facing the repercussion of the conflict. In addition to the sirens’ infertility, there were other fatal consequences, such as extreme pollution, the transformation of the site, and even the death of a language.

Due to the destruction of the city, there are not only labyrinthine ruins that hide mysterious secrets, but The Abysses, a set of fearsome abysses that are home to many dangers, appeared. As for the pollution, it has contaminated the water making it turbid and thus difficult to cross and see through, and has mutated some animals, making them violent.

Finally, during the war, the sirens learned the language of their enemies in order to understand them, adapt to their strategies, and defend themselves against their attacks. Over time and due to the post-war chaos, sirens adopted their language forgetting their own. Nowadays, only few can still read it even though it can still be found written on temples and ritual tablets.

Experience

- Story experience
 - The player will experience a branching narrative. Decisions such as the alliance or enmity with the rebel group and the killing or negotiation with enemy leaders, among others, lead to different endings.

- In addition to the critical path, the player will find side quests by exploring the kingdom and talking to sirens.
- The story is experienced through cutscenes, dialogue, diaries, ambient dialogue, and environmental storytelling. While the player can experience the kingdom's history through audio, visual, and design techniques, they can also learn more about the past and its inhabitants' language through diaries written by humans during the war. As for the ambient dialogue, the player will hear sentient enemies talking to each other.
- Gameplay experience
 - Immandrue is a game in which both combat and puzzles complement each other. While the first requires agility and precision, the puzzles are solved by paying attention and exploring.
 - The overall feel of the game is one of a dark and violent world filled with creatures that will not hesitate to kill their enemy. However, the player shouldn't lose hope because there are still sirens that seek peace and therefore will help them.

Enemies and bosses

The player will find different enemies throughout the game. Here's a list of them ordered from most powerful to least powerful:

- Aestus- since she's the leader and most powerful siren, she's the final boss.
- Other sirens- bosses the player will find inside the temples where the women are confined.
- Failed experiments- all the women that didn't die but were turned into unaware beasts are strong enemies due to the magic used during the rituals.
- Sentient creatures- different creatures that obey the sirens.
- Mutated animals- due to the pollution, different species got larger, stronger, and more violent.
- Big animals- mainly found in deep areas.
- Medium size animals- found in different but specific areas.
- Small animals- they can be found anywhere.

NPCs

Regardless of the war and its consequences, not all sirens want to destroy humanity. Some think that what Aestus and her followers are doing will bring about a new war. If the player allies with them, they will help them defeat Aestus and save the women. Other sirens remain neutral to the conflict. From them, the player can get ammunition and potions to restore life.

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Player character



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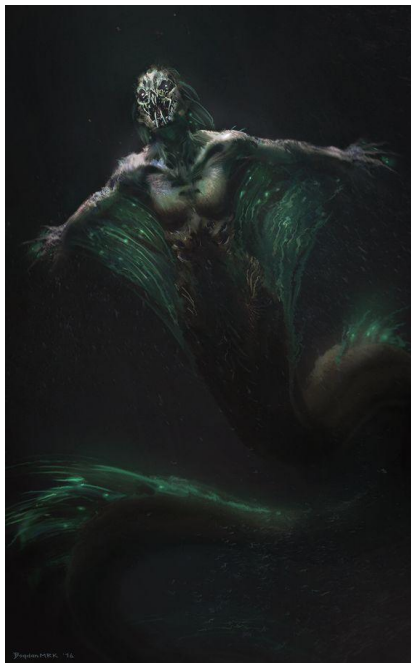


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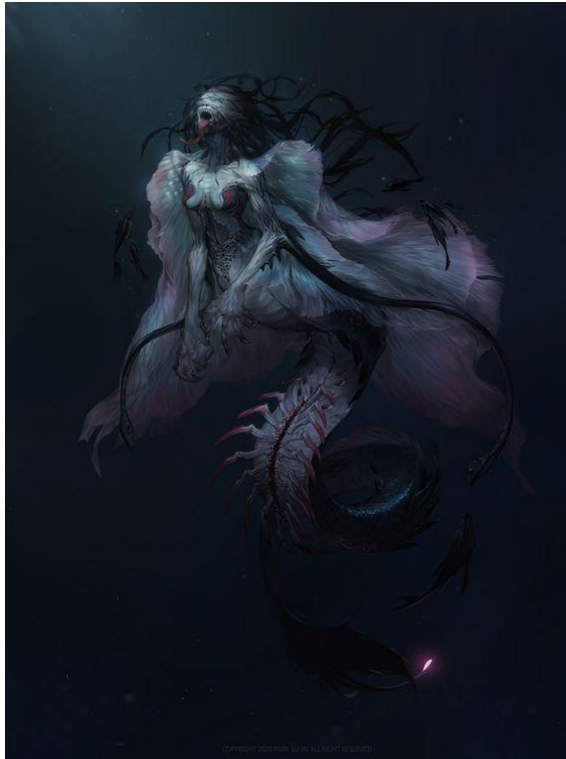


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