



THE KRIKRAK

A DORMANT VOLCANO, RUMORED TO CONTAIN THE GATEWAY TO HELL LOOMS ABOVE YOUR VILLAGE. YOUR FRIEND DARES YOU TO FIND IF THE STORIES TRUE. YOUR TASK: FETCH AN ITEM AN OLD FOLKTALE TO PROVE IT. THE STORY TELLS OF A VILLAGER TURNED MONSTER THAT HAUNTS THE MOUNTAIN. IT COULD BE DANGEROUS TO GO ALONE, BUT ALL YOU HAVE IS A BRITTLE WALKING STICK.

CHARACTERS/ENEMIES

MAIN: PLAYER CHARACTER (UNNAMED) - A YOUNG VILLAGER PEER PRESSURED INTO CLIMBING THE VOLCANO.

NPC: FRIEND (UNNAMED) - A YOUNG VILLAGER CHALLENGES THE PLAYER, THE PLOT CATALYST.

THE KRIKRAK: ONCE A PERSON TURNED INTO A MONSTER, DISMEMBERING ANYONE WHO STRAYS ONTO THE MOUNTAIN.

THE DEMONS: SAID TO LIVE IN THE CALDERA, IF THEY CATCH THE PLAYER, THEY WILL TURN THEM INTO A KRIKRAK.

LIVING VINES: SAID TO ENTANGLE AND TRAP TRESPASSERS ON THE MOUNTAINSIDE.

FRUIT WITH FACES: THE SOULS OF THE DEAD. DOUBLES AS A COLLECTIBLE THAT SIMULTANEOUSLY BENEFITS & HARMS.

UNIQUE QUALITIES

THE GAME PAYS HOMAGE TO HISTORY GRIMM FAIRYTALES.

YOU HAVE NO WAY TO HEAL IF YOU ARE INJURED.

THE WALKING STICK BREAKS SHORTER AND SHORTER UNTIL YOU HAVE NO WEAPON LEFT.

MIC INTEGRATION (CONCEPT FOR THE FUTURE) WOULD DETECT SOUND FROM THE PLAYER OUT-OF-GAME & AFFECTS YOUR ABILITY TO STAY HIDDEN IN-GAME.

SINGLE PLAYER, TOP DOWN, THRILLER ADVENTURE GAME



CORE MECHANICS:

STEALTH

SURVIVAL

DETERIORATING COMBAT

MAPLESS MAZE NAVIGATION

SUSPENSE BUILT WITH SOUND

SIDE QUEST TO REVEAL FULL FOLKTALE

MIC INTEGRATION (CONCEPTUAL)



DON'T EVER CLIMB THE MOUNTAIN. DON'T TOUCH THE LIVING VINES. DON'T EAT THE FRUIT WITH FACES. PAY ATTENTION TO THE SIGNS. WHEN YOU HEAR THE TREES RATTLE WITH A CLATTER AND A CLACK RUN HARD, RUN FAST, AND MOST OF ALL DON'T EVER, NO NEVER LOOK BACK! ELSE SURELY MEET YOUR PAINFUL END AT THE CLAWS OF THE BEAST: KRIKRAK.