# Two-Tape Tactics

## Story Trace

**Synopsis:**

**Gameplay**

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Goals

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Navigation

Navigation follows a similar pattern to that of other RPGs such as Final Fantasy and Dragon Quest; Movement is split between an open freeform "Field" navigation phase, and a more restricted "Battle" navigation phase.

Most of the game is played while navigating through Field phases. These are actual regions of the game world that are freely traversed by the player at a normal pace. In these phases, a single mouse-click over a tile will result in the party avatar moving to that tile, if reachable. Most of the map scenes using this method will consist of basic visual tiles, with a few interact-able tiles such as levers, portals, warpers, gates, buttons and destructible objects. NPCs will also be present in these scenes.

Though most NPCs in field scenes will be static, some NPCs will be animated, trigger-able or actively pursue the player as they travel around the field. Often baddy NPCs will be capable of pursuing the player until contact, at which point a battle will begin and the player will be introduced to the other navigation phase in the game.

In battle navigation the player no longer controls a singular avatar representing the entire party, but has all selected party members spread over a portion of the battle map. To move, the player selects a character for action before choosing an action from the battle action context menu. After selecting an action and completing any additional context menus, the selected character performs the action. Regarding movement, this includes an additional final step of selecting a destination tile to move to. An overlay highlighting the traversable tiles for that character will appear prior to destination selection. Once completed, the character will move to

that tile if there are no hidden obstacles blocking movement. Movement penalties, which are not present in field navigation, will also affect travel range. Battle maps are visually identical to field maps, with the exception of "battle borders". There may also be interact-able tiles on battle maps. NPCs present in battle maps will include party, baddy and neutral combat NPCs. This distinction between freeform and structured, deliberate, per-character movement is important in separating the two phases of gameplay.

## Quests

## Environments

# Kink Content

The main USP of the game is it's thematic focus on kink content; specifically ABDL, DL and Omorashi. This visible theming sets the game apart from other TRPGs, and is present in dedicated and integrated forms throughout the game.

Dedicated kink content includes:

1. Character-specific care menu
2. Kink-based battle mechanics
3. Kink-based emote system
4. Kink-specific items and equipment
5. Kink-based post-battle art
6. Viewable Art Gallery

Integrated kink content includes:

1. Subtle environmental design influences
2. Overt environmental design influences
3. Character design influences

## Care Menu

The care menu is a character-specific page that displays the current status of the character, including normal status effects, emotional state, and kink-related information. In the in-game menu, it will be accessible under the "CARE" tab, denoted by the bottle icon. This menu will primarily be used to manage status effects incurred during battle and roaming gameplay phases.

## Battle Mechanics

The battle phase of the game will include a few kink-specific features, intended to provide cute, softcore intrigue to an otherwise basic battle system. These take three forms:

1.  Character Clothing/Equipment State
2.  Character Emote Interactions
3.  Kink-specific Combat

Character Clothing States include changes to the equipment items, sprites, animations and sound effects associated with the affected character. These changes will clearly indicate the particular state the character is in, and should be tailored to inspire a thoughtful scene in the player's mind to the state of the character. Equipment may remain affected by these changes after battle, and other game features (Such as the Care Menu) may be used for further interaction with these states (eg. A diaper that is dampened during battle may be changed later in the care menu, out of battle).

In-battle interactions involving these states will function similarly to abilities; with effects such as blocks, parries, stat boosts, special effects, and enemy crowd control.

Current states includes:

1.  Clean
2.  Damp
3.  Soaked
4.  Messy
5.  Soiled

## Emote System

An emote system featuring a varied list of normal and kink-based icons will be an important feature of the game. These emotes will be accessible via a centralized single-button call menu, and will sometimes be limited to a selection of possible emotes.

Emotes will be displayed simply as a soft speech bubble containing a brightly coloured icon representing the expressed state above the head of the expressive character. These may be paired with a corresponding sound.

In-battle, emotes will occasionally be displayed in response to battlefield events (eg. Characters near a fearsome creature may display fear emotes) or to hint changes in character state.

Everywhere else, emotes will be displayed in response to dialogue or in-world interaction.

Current emotes include:

1.  Cheerful
2.  Melancholy
3.  Irk

4. Angry
5. Speechless
6. Blushy
7. Lewd
8. Embarrassed
9. Surprised
10. Regressed
11. Stalwart/Courageous
12. Fearful

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## Items and Equipment

Items and Equipment centered around kink-content broadly fall into three categories:
1. Consumable
2. Equipment
3. Key Items

Consumable items here include candy, pacifiers, bottles, various potions. These items will typically have normal effects but are themed appropriately. A smaller subset of items will have interactions with other systems, most frequently to induce state changes and trigger emote display. Some items will include dialogue upon use.

Equipment in this category will typically involve undergarments. Shorts, training pants, diapers etc. are included here. The base player equipment layout has a dedicated slot for kink-themed undergarments. When worn, these items will subtly influence character stats related to state changes and hidden kink-based combat, in addition to potentially having additional effects like sound effects and sprite changes.

Other non-undergarment equipment will typically function like normal armour, but may include additional effects in the future.

Key Items in this category include special kink-based items that cannot be equipped or consumed, but may provide various uses to players. They will function similarly to other Key Items, and can be divided into similar categories as key items, but with kink-specific purposes.

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## Post-Battle Art

A key gameplay element to Two-Tape Tactics is the ability to "convert" an enemy player to an ally on the battlefield, instead of defeating them normally. This is in pursuit of one of the game story themes of transformation.

This will only occur for special baddies, typically bosses, and involves breaking the baddy's will in battle before casting a transformation ability as a finishing move on the weakened baddy. If the baddy was sufficiently weakened, a special animation and sound will play, accompanied by dialogue as the baddy is changed into a happier ally, purged of malevolence. At the end of this sequence, an image (also called a CG) depicting the defeated baddy at some moment during the transformation encounter will be shown to the player, before being stored for later viewing. This entire system is rooted in Kink-centric themes.

This post-battle art and it's associated gallery were the principle ideas behind TTT's original inception in early 2022, but have over time become a less-solitary feature as the game's concept developed.

There will be a total of 16 CG art pieces in the completed game.

## Gallery

The gallery is a menu for viewing in-game art. Once unlocked during playtime, any post-battle art, defeat screen art, story exposition art and screenshot will be visible for viewing in the game's gallery menu. This menu will be accessible from the main menu and from designated picture booth locations in-game.

## Environmental Design Inclusions

In keeping with the intended look of the game, the in-game world design will include elements of the various kinks that it intends to include. The visual design of in-game regions such as towns, cities, and fields as well as monuments and sites included in the game's world will be influenced both subtly and overtly by these kinks. A full list of examples cannot be listed here, but many examples will be listed in the environmental design document (appendix).

## Change Chart

The change chart is a simple display UI that shows a record of diaperstates resolved at a particular changing station. States will be tracked by character and displayed horizontally next to the character portrait in a left-right order. These changerows will be ordered vertically in chronological order as more players are changed at the location. The in-game time of the changing will be visible as a tooltip when hovered by the player.

The rows will hold a fixed number of icons depicting each changestate until full. Players will be given the option to erase a player from the board to start the record anew. The purpose of this system is purely aesthetic for the enjoyment of players.

# Game Flow

## Splash Screens

There will be one main splash screen for loading.

## Menus

There will be one main menu with elements:

1. New Game
2. Continue
3. Options
4. Exit

There will be one pause menu with elements:

1. Resume Game
2. Options
3. Exit

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## Maps

The game's story is set on Myris; a large continent represented by a single, contiguous land mass. Myris is divided into four main "biome-zones" or "provinces" that represent the four broad terrain types that the game's maps will be designed with. These provinces include Elmglade, Hotaru, Cinnabar and Aleph.

These provinces are further divided into "regions" that designate finer geographic detail and scale within them. These regions often represent unique "sub-biome-zones" of their broader biome zone. For example, Elmglade, being a province characterized by a "forested" or "woodsy" design, contains 12 regions, one of which being Ochrewood. Ochrewood is characterized by special old growth forests comprised of a unique species of tree with distinct coloration and visual design. This region is visually very different from the other regions of Elmglade.

The various roaming, domestic and combat maps of the game will all be set in these provinces, generally representing smaller, more specific subregions of their parent province.

# Marketing

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## Promotion

This game will be shared on social media including, but not limited to:
1. Twitter
2. Cohost
3. Discord
4. Fantia

Social media marketing will include Pre-release "teaser" images, video, audio, and statements, Release announcements (including images and links to any jams submitted-to) , and Post-release update announcements.

## Promotional Artwork

There are 3 main promotional art pieces planned:
1. "Untitled Group Piece"
2. "Untitled Grassland Piece"
3. "Untitled Candy Land Piece"

## Release Date

Chapter 0 (Demo) is planned for release in December 2024.

## Genre

Two-Tape Tactics is an isometric, turn-based strategy RPG with a grid-based battle system. The "Field" portion of the game plays like a traditional top-down RPG with freeform movement and interactions with objects/NPCs; while the "Battle" portion of the game plays like a typical grid-based strategy RPG.

The game caters to a variety of aesthetic audiences, particularly those in the "ABDL" community, and contains systems, artwork, audio, lore and environment design influenced by the interests, likes, and motifs seen in ABDL artwork and discourse.

## Similar Games

Two-Tape Tactics is an original work insofar as it is a combination of ideas, both new and old that have been creatively composed into a single, highly unique and coherent work that is definitively and significantly different from any game available at this time. Video games often draw inspiration from a variety of sources, and Two-Tape Tactics is no exception here. Influences to various design elements of the game include:

1. Fire Emblem Series
2. Final Fantasy Series
3. Octopath Traveler
4. Rune Fencer Illya
5. Megaman Battle Network Series
6. Animal Crossing
7. LaTale
8. Maplestory

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Look
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High Concept

Original Story Concept:

A party of good-natured troublemaking arcanists travel the world to put their magic to good use and end up saving the world from a consuming evil. Much clothing is changed in the process, and many trips to the nursery are in order too.

Gameplay Concept:

Control a party of up to 8 battlers and defeat your opponents in countless encounters of skill and tactical prowess. Make use of cute accidents, wardrobe malfunctions and the very elements themselves to defeat increasingly enticing enemies and unlock their humiliating last moments before freeing them from their own darkness.

# Story and Plot

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Cast
(A subset of these names is liable to change)

**[PROTAGONIST] CHAI**
**[PROTAGONIST] EMERALD**
**[PROTAGONIST] FLAN**
**[PROTAGONIST] JASPER**
**[PROTAGONIST] HITOMI**
**[PROTAGONIST] DANIELLA**
**[PROTAGONIST] LEFF**
**[PROTAGONIST] MACKENZIE**
**[PROTAGONIST] CLEOPA**
**[PROTAGONIST] DOLLY**
**[PROTAGONIST] NECIA**
**[PROTAGONIST] CALLIOPE**
**[PROTAGONIST] ULETKA**
**[PROTAGONIST] DARIA**
**[PROTAGONIST] MARIKO**

[PROTAGONIST] PENELOPE
[PROTAGONIST] HAMEL
[ANTAGONIST] SERAH
[ANTAGONIST] NEPTHA
[ANTAGONIST] SABLE
[ANTAGONIST] MAGDUS
[ANTAGONIST] GLOOMLYN
[ANTAGONIST] DOOMLYN
[ANTAGONIST] FRESNEL
[ANTAGONIST] JACK OF NAPS
[ANTAGONIST] PICOT
[ANTAGONIST] PRISCILLA
[ANTAGONIST] CYNTHIA
[ANTAGONIST] DIANA
[ANTAGONIST] TALIA
[ANTAGONIST] MAKA
[ANTAGONIST] GORTYN
[ANTAGONIST] HAWKEYE
[ANTAGONIST] SNIVEL
[ANTAGONIST] CORINA
[ANTAGONIST] WHYS
[ANTAGONIST] EKMAN

[COMPANION] CEL
[COMPANION] LYDIA
[COMPANION] LEO
[COMPANION] PALETIN
[COMPANION] OCTOPEIA
[COMPANION] LOTTE
[COMPANION] LIMERICK
[COMPANION] SYKES

[COMMON] ANISA
[COMMON] TOBIAS
[COMMON] MARISOL
[COMMON] JIANG
[COMMON] MARINA
[COMMON] CALLUM
[COMMON] MEENA
[COMMON] PASCAL
[COMMON] GIBBLES
[COMMON] JAFFIR
[COMMON] GLORIA
[COMMON] ALICE
[COMMON] PAGURAS
[COMMON] MATTHIAS
[COMMON] HEIDI

[COMMON] PAMELA
[COMMON] GORMA
[COMMON] MATYI
[COMMON] SEL
[COMMON] SEFI
[COMMON] TOMA

**[COMMON] CLARISSA**
**[COMMON] MAGGIE**
**[COMMON] PAMF**
**[COMMON] BENJAMIN**
**[COMMON] CELEDA**
**[COMMON] ARCHIA**
**[COMMON] AMBER**
**[COMMON] JENS**
**[COMMON] CAMILLA**
**[COMMON] GENMA**
**[COMMON] PERELLA**
**[COMMON] BELLE**