

## Hooked on Charon: Reeling in the Underworld

### Project Brief for Mythology Consultation

**Developer:** TecVooDoo LLC

**Genre:** Cozy Fishing Simulation

**Platform:** PC (Steam)

**Art Style:** Low-poly 3D (stylized, not realistic)

**Tone:** Darkly whimsical - relaxing gameplay with dark comedy undertones



### Concept

Charon, the eternal ferryman of the dead, has an eternity to fill between soul deliveries. What does he do? He fishes.

*Hooked on Charon* is a cozy fishing game set across the five rivers of the Greek Underworld. Players cast lines in the Acheron, Styx, Lethe, Phlegethon, and Cocytus - each river with its own atmosphere, hazards, and mythological residents. The core tension: Charon just wants to relax, but souls keep arriving and duty calls.

The game treats Charon not as a grim horror figure, but as a tired professional - ancient, irritable, and deeply set in his ways. He honors his role (non-payers are left behind, no exceptions), but fishing is his escape.

## Mythological Framework

**Setting:** The Greek Underworld, specifically the five rivers and their surrounding geography. We want each river to feel distinct based on its mythological meaning:



River	Domain	Planned Atmosphere
Acheron	Pain/Woe	Dark, murky, souls wandering the banks
Styx	Hatred/Oaths	Purple-black waters, echoes of broken vows
Lethe	Forgetfulness	Misty, dreamlike, soft and disorienting
Phlegethon	Fire	Glowing red-orange, heat radiating from the water
Cocytus	Lamentation	Frozen blue, sounds of wailing in the distance

**Characters:** Each river has a merchant who sells fishing gear. Current planned merchants:

- **Acheron:** A damned merchant (punished to serve others for eternity)
- **Styx:** Hermes (already guides souls, god of commerce - natural fit)
- **Lethe:** Hypnos or a Dreaming Shade (sleepy, forgets your order)
- **Phlegethon:** A shade of Hephaestus (craftsman, fire-resistant gear)
- **Cocytus:** Nyx (primordial, cryptic, endgame equipment)

**Companion:** Scorch, a small hell hound (possibly one of Cerberus's pups). Helps locate fish through proximity detection - flames brighten as you get closer to good fishing spots.

### Where Mythology Consultation Would Help

1. **Ferry Passengers:** Souls needing passage across the rivers. Who would realistically appear? We want a mix of common shades and recognizable mythological figures (Orpheus as a repeat visitor, heroes mid-labor, oath-breakers seeking redemption). What would they offer as payment if they lack obols?
2. **Background Events:** Atmospheric moments visible in the distance while fishing - Sisyphus and his boulder, Tantalus reaching for fruit, the Judges deliberating, Persephone's garden. What scenes fit which rivers? What lesser-known myths could add depth?
3. **Fish and Creatures:** The rivers contain spectral fish with names tied to their domain (Memory Carp in Lethe, Oath-Breaker Eels in Styx). Are there mythological water creatures, river spirits, or beings associated with specific rivers we should reference?
4. **Authenticity Check:** Are we misrepresenting anything significant? Does Hermes as a merchant make sense, or would another figure fit better? Are there river-specific details we're missing?
5. **Deep Cuts:** What obscure myths, minor figures, or forgotten stories could add texture? The goal is a game that rewards players who know their mythology while remaining accessible to those who don't.

### Tone and Intent

This is not a horror game or a mythology lecture. It's a relaxing fishing game that happens to be set in the Underworld. We want the setting to feel lived-in - Charon has been doing this job forever, and the Underworld has its own rhythms and routines.

Think: *What if the afterlife had a slow day?*

The mythology should feel authentic but approachable. We're aiming for the specificity of Supergiant's *Hades* (which treated Greek myth with care while adding personality) rather than generic "River Styx and skeletons" shorthand.

### Consultation Format

We're not looking for extensive writing or design work - just occasional questions and gut-checks:

- "Would this character appear in this river?"

- "What might a soul offer as barter if they died without coins?"
- "Any interesting myths involving [specific river]?"

Credit would be given as **Mythology Consultant** in the game's credits.

If you have students interested in a creative application of their studies, we'd welcome their input as well - with appropriate credit for contributors.

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