

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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