

## Becoming Nemo

### Arctic Adventure

Step into the shoes of a young Captain Nemo and embark upon your first underwater adventure surveying the Arctic! Begin Nemo's legacy as the most accomplished seaman of this or any age and lead the *Nautilus* on a mission to map these unknown depths, recording every plant and animal species that dwells within untold leagues under the sea.



### Under the Sea

Control the *Nautilus* and its crew in a 2D side-scrolling game of exploration for consoles. Only the ship's spotlights can illuminate the obstacles and objectives in the player's path, requiring them to coordinate aiming the light with steering the ship via the left and right joysticks. Other buttons operate the ship's other functions. These abilities vary based on how the player has built and crewed their ship.

Pilot the ship to avoid protruding rocks, dangerous creatures, and armed poachers. Alternately, the ship may use some weapons to defend itself. These threats, in addition to increasing oceanic pressure, all have the potential to damage the ship. If the ship's hull breaches, or if all of its crew members are lost, the player loses everything and respawns at their harbor.

The ship's stats and inventory are determined by which crew the player hires and how many total workers are on the ship. The player has the ability to send crew members outside the protection of the *Nautilus* in order to gather specimens for their collection. The player will choose up to four crew members from among their current crew members and then assign each individual crew member with up to four pieces of gear from the ship's inventory. Each crew member will be able to perform predetermined actions based on the type of crew member they are. The player will control when these actions are performed by pressing specified buttons. The player can recall their crew members whenever they deem it necessary but can only recall one member at a time. While the crew is deployed dangers may appear. Sharks or a kraken can swim in and begin dealing damage to the crew.

Exploring the ocean is not an easy task and definitely not for the faint of heart. The crew of the *Nautilus* has a morale meter that measures how well they are handling the confined spaces and constant threats. The meter will have a slow but steady decline as the player explores. Surfacing and returning to port will improve morale as well as finding treasures in the depths. If a crew member dies during a deployment, then crew morale will take a large hit. If morale gets too low, then the crew receive negatives to

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their stats and if morale reaches zero then the crew will rebel and the player will lose everything they are carrying and respawn back at the harbor.

The player can purchase items from the shop at the harbor and use them to upgrade individual crew members when they deploy them. There will be an air gun that assists the attack of a crew member. Nets that will improve the catch speed of crew members. Warm dive suits to help protect against the cold temperatures at low depths. First Aid bags to help keep crew members safe. Fin improvements to increase mobility and recall speed.

### Riches and Rarities Await

The player's primary goals are to explore the ocean surrounding the North Pole, plumbing its depths for undiscovered species and lost treasures while avoiding obstacles both regional and randomized. The game will generate and curate a list of objectives that point the player toward different exploration goals, some of which may take in-game months or even years to complete. Plant and animal life can be photographed, studied, captured, and more as the player upgrades their equipment. Treasure they discover along the way becomes the currency used to hire new crew members or purchase add-ons to the *Nautilus* itself.

### Perfect the Nautilus

The gameplay is a straightforward combination of map exploration and discovery collection. As players explore, they earn currency and information, which spurs them to explore deeper and further from home with each dive. Dives can be interrupted by returning to harbor, which costs the player a nominal currency charge but gives them the opportunity to upgrade the ship, hire crew members, and repair damage. Ultimately, the player must explore the entirety of the Arctic ocean, including its floor, and catalog every possible finding for the historical record.

The game also engages players to collect friends for in-game rewards; activities and accomplishments are shareable via their existing console social account and can reward the player for certain achievements. In addition, each day, players can make one of their crew members available for "freelance," essentially renting the character for the day to their friends. Certain kinds of crew members even grant the owning player additional buffs based on being used for this purpose.

By the time the player has uncovered every secret in the ocean, they will have demonstrated their mastery as a captain and built an incredibly advanced submersible of their own design, with a hand-picked crew all their own. Upon game's end, the

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player's exploits are enshrined as the centerpiece of a world-famous exhibition for all of Nemo's discoveries.

### Assemble Your Crew

Hired crew supply the player with clues about how and where to find these undiscovered secrets. The map tracks information the player learns in addition to charting the sea. Many areas will require multiple visits to fully investigate, such as with different tools or during different seasons of the year. The captain's log records the player's missions and their results, recording achievements based on the in-game date and memorializing lost crew members.



Different crew members upgrade the *Nautilus* in different ways, such as extending the length of the spotlight's visibility, the durability of the hull, the efficacy of fishing equipment, and more. The market of available crew members is randomly generated, and the *Nautilus* has a carry limit, so missions revolve around the slots available and which personnel the player uses to fill them. The efficiency of a crew member relative to its price can vary, encouraging players to evaluate the market for the best deals: crew members whose stat buffs will remain useful for longer. The market itself resets every season. Other events, like exploration thresholds, may upgrade crew.

### Victorian Steampunk

The art style draws its inspiration from the Studio Ghibli movies. A beautiful hand-drawn environment renders what life is like in the seas of the Arctic ocean. The design of the ship itself draws on the castle in the Studio Ghibli movie *Howl's Moving Castle* (depicted above), moving within the water as though it's alive. The game's human characters feature a steampunk aesthetic similar to the main character of the anime series *Fullmetal Alchemist* (depicted right), including mechanical anatomy.

