Rosenrot

Pitch

A puppeteer who has committed a horrible crime finds himself performing the same play over and over in front of the same audience as punishment.
The player will have to make the right decisions to hope for the audience's forgiveness.

Data sheet

Narrative choices / QTEs

Dark / Tortured / Gory

Adult / Cynical Philosophy enthusiast

Solo

Synopsis

Plunged into a dark universe, the player takes on the role of a puppeteer serving his sentence in his own personal hell.

In his past life, this puppeteer, owner of a puppet theater, perpetrated an unspeakable sexual crime. Having dared to prey on children, he deserves his punishment. As his punishment takes the form of his darkest weaknesses, he finds himself having to perform the same play in front of an audience who will judge him unceasingly, inflicting eternal torment on him.

The play takes the form of a tale subtly twisted to reflect his guilt, where the puppets represent both the victims, the projection of his being and judgment, and his executioners.

Intentions

Twisting a well-known tale to serve another story.

Play with the narrative to mislead the player's deductions.

Use a narrative method that illustrates the moral to be conveyed to the player.

Develop a cryptic aspect to the narrative and make the player feel it.
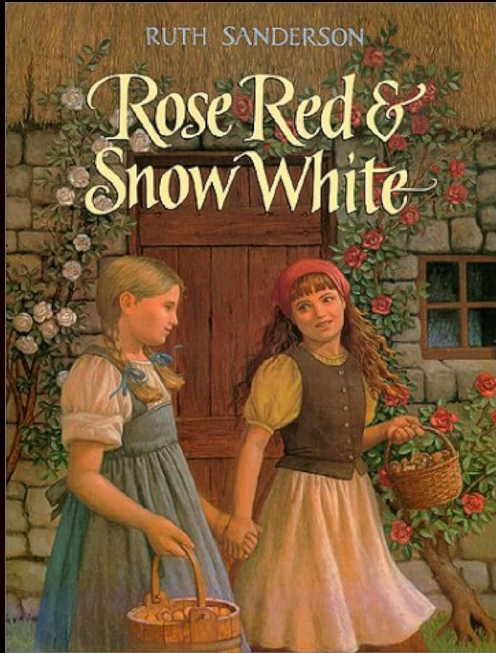
Perpetual punishment

Prometheus, the thief of fire, and the suffering being nailed to the rock, tortured by the vulture that comes to devour his liver, which is reborn every day.

Sisyphus, condemned by Hades to perpetually roll a huge boulder to the top of a mountain, from where it kept falling back.

References

Snow-White and Rose-Red (1837)

- Scenario based on the fairy tale

- Returning characters: Rose-Red, Snow-White, the bear and the dwarf

Snow-White and Rose-Red

Tale Summary

Snow-White and Rose-Red tells the story of two young girls living in a small house with their poor widowed mother.

One winter's night, there's a knock at the door. Rose-Red opens the door and sees a bear. At first she's terrified, but the bear tells her he just needs shelter to keep warm. They let the bear in and he lies down in front of the fire. Snow-White and Rose-Red remove the snow covering the bear, and soon become very friendly with him. They play with the bear until he warns them to leave him alone.

They let the bear spend the night in front of the fire. In the morning, he trots off into the forest. The bear returns every evening for the rest of the winter, and the family gets used to him. When summer comes, the bear tells them he has to go away for the whole season to guard his treasures from an evil dwarf.

During the summer, the girls are out walking in the forest when they find a dwarf whose beard is stuck in a tree. They rescue him by cutting off his beard, but the dwarf is ungrateful, and yells at the girls for cutting off his beautiful beard. The girls meet the dwarf several times during the summer, rescuing him from many perils, and each time, the dwarf proves to be very ungrateful.

One day, they meet the dwarf once more, and this time he's terrified because the bear is about to kill him. The dwarf argues with the bear, begging it to eat the girls rather than him, but the bear doesn't care and kills the dwarf with a swipe of its paw. Then the bear turns into a prince: the dwarf had bewitched him by stealing his gold and turning him into a bear, but the curse was broken by the dwarf's death. Snow-White married the prince and Rose-Red the prince's brother.

Mechanical references

Mr. Hopp's Playhouse (2019)

Unhealthy/oppressive/dark atmosphere

Inscryption (2021)
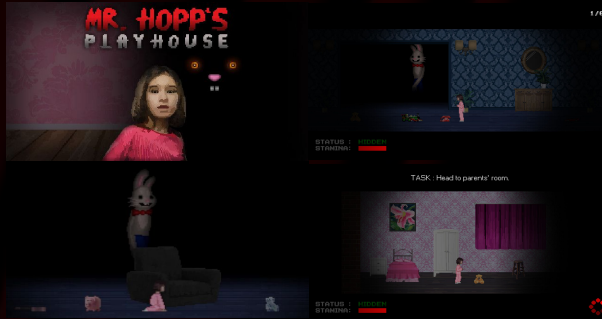
Artistic direction: silhouette in the dark

The Stanley Parable (2013)

Narrator / Player's choice of action versus narration

Bioshock (2007)

Fort Frolic
Unhealthy theater, mask, stage, music, narrative method
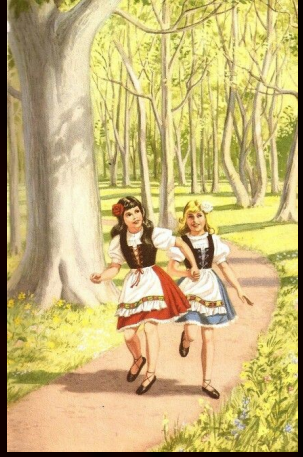
Art references

Coraline (2009)

Unhealthy/oppressive/dark atmosphere
stop motion art direction

Child's Play (1988)

Toys that come alive

MoodBoard Puppets

The Puppets

Snow-White and Rose-Red

The Bear

The Dwarf

The little girls represent the Puppeteer's victims.

They represent the innocence and naivety of children.

The Bear is the embodiment of the Puppeteer in the tale.

He plays on his teddy-bear appearance to get closer to the girls and pass himself off as a friendly, kind character.

The Dwarf symbolizes the judgment passed on the Puppeteer.

His ingratitude makes him the villain of the tale.

The Puppets

They are both the tool used to narrate the tale, and to play the role of executioners carrying out the sentence, pandering to the audience's demands.
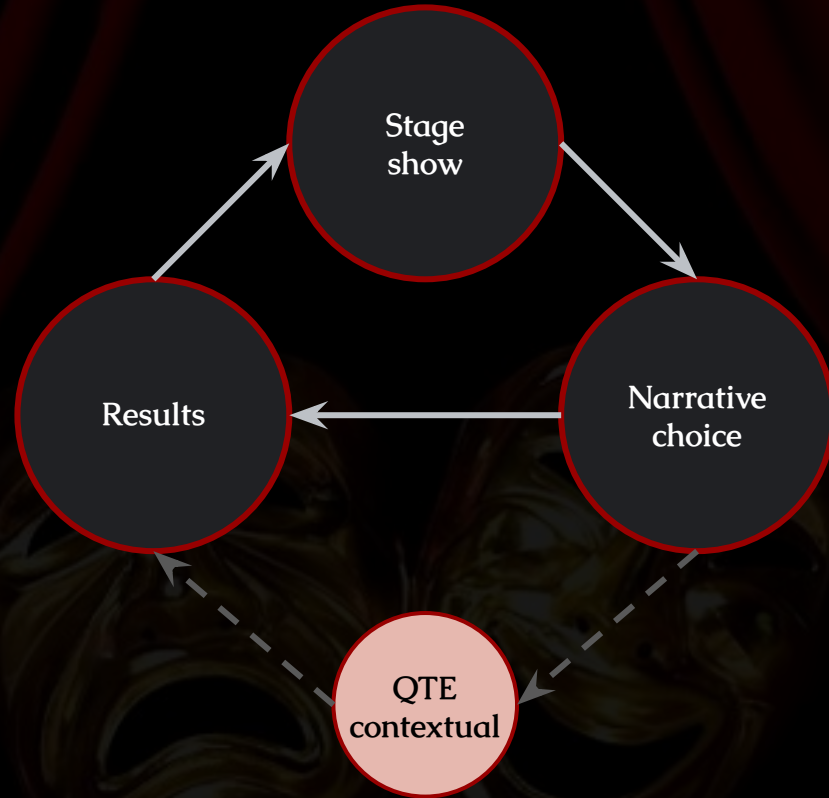
Mechanics

## Narrative choice

QTEs

The game is made up of a story in which the player can choose the twists and turns he or she wishes to follow. These choices impact the puppeteer's narrative, but also cause the audience and the puppets to react accordingly. Most branches lead the puppeteer to continue the story, but some can lead to an abrupt end that forces the player to start the story all over again.
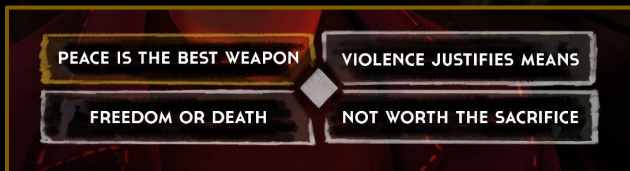
Certain branching choices in the story may require additional action on the part of the player. If the QTE is successful, the choice is validated and the story can continue in that direction. If not, the player is returned to the fork in the road after the puppeteer has paid the consequences.
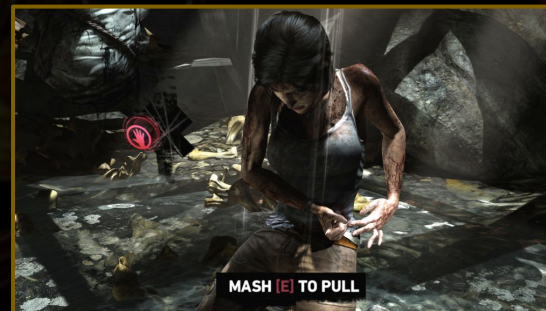
Mechanics

Judge

The audience takes on the role of judge against the puppeteer. It expresses the direction of its verdict through feedback to the player. It also has a gauge, hidden from the player's view, which, like a set of scales, weighs the pros and cons until it reaches a verdict.

Laughs
Cheers
Unhealthy frenzies

Evil

Good

Boo
Cries and shouts
Stoning

Award

End of the show

Executioner

The puppets take on the role of both executioner and instrument of justice, making the puppeteer endure his eternal torment. In the event of a verdict, the puppets take care of the puppeteer's score, so that the show can go on.

KSP
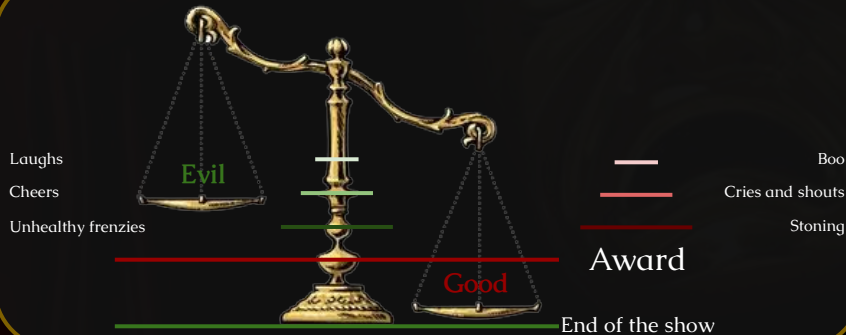
Replayability

- Thanks to a multiple-choice narrative, the story features several scenes that can only be explored if the player repeats the story several times and diversifies his or her choices.

- Hidden content: A number of forks with original scenes are hidden from the player until he or she has completed the story at least once. These additional choices make the game more complex and challenge the player again, giving them the desire and pleasure to play again, while providing new content.

Atmosphere

- The game's theme plunges players into a dark, tortured atmosphere, thanks to a sound design and an original, well-crafted visual aspect.

- The story also has a moral aspect of great importance to the player's experience. In particular, its cryptic allure will challenge the player to understand its ins and outs, and arouse intrigue and interest.

Annexes

In the Miro links at the bottom of the page, you'll find the following points (respectively from left to right):

- The complete origin story

- A summary of the story

- A breakdown of the story into sub-parts

- A reworked breakdown for gamification purposes

- In-game story details and narrative options (work in progress)

- A detailed iconographic representation of the game

Details of the scenario