



GODRIDDEN

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Let's face it. You are weak. Nature is way stronger. When you look at a volcanic mountain, at the waves of the ocean, at the stars over your head, or when you feel the earthquake trembling under your feet, you can't do nothing else but feel small and insignificant. Games are an escape, an illusion of power and strength.

But what if a game would make you tremble in the face of nature just so you could appreciate it even more. What if a game would give you the opportunity to embrace and be part of nature's greatest and strongest embodiments.

GAME OVERVIEW

With this game, we want to set the bar higher. We want to give the players a gasping sense of awe over absolute grandeur, and through observation and skills, the power to master it. But to master that power, heartbreaking choices are ahead.

Target audience : A niche pool of gamers, very demanding, but very loyal and active on social medias which make them hyper valuable ambassadors. They want their games to be mostly solo (online or offline), 'pay once' economic model, well balanced, hard but with rewarding challenges, with no 'casual' features, where observation through repetition brings out the mastery of the game.

Genre : 3rd Person Action/Adventure/ARPG

Most influential games : FromSoftware titles (Elden Ring, Dark Souls, Bloodborne), Diablo II, Shadow of the Colossus, God of War.

Influences in other medias : Game of Thrones/House of the Dragons, Attack on Titans, anime with the *Mecha* trope (Gurren Lagann, Neon Genesis Evangelion, etc.), Godzilla, Lords of the Ring, Dune Part II, Avatar.

It distinguishes itself from other titles by the **bond** the player nurtures and the sacrifices they make.

GAMEPLAY

Objectives

Throughout the whole game, the main character stays relatively weak physically, but gathers in the palm of their hands the power to ride the foes they once faced. Their strength will not be measured by how hard they can hit, but by how strong the *ridden* they control are. Ultimately, they will rise to face and to control a god-like opponent who brought chaos into the world. In the end, the main character will become the new protector of the world and the new *Godridden*.

Environment

During the entirety of the game, the player will travel through beautifully crafted valleys between large mountains and rivers, where each point of view captures nature's glory and feels like a painting out of the romanticism period. Life thrives in this world. The player don't need to intervene to encounter animal interactions, such as carnivorous animals killing their prey, monsters playing sadistically with smaller animals, two partners *getting things done*. The player will get the overall feeling of wonder in enjoying a natural world that lives with or without them.

To pass certain areas, they will have to face Bosses. To be able to start climbing over the mountain tops, a dragon-like creature has to be defeated. Even after that triumph, the player won't be able to go over the mountains, since the sky will be protected by an even stronger flying being. When they finally control the sky, they travel to the Titans' land. Once they defeat the largest Titan, they'll be able to fight against the Titan-God. Once defeated, they'll have no other choice but to finally try to defeat the Unridden God-Daemon.

Progression and global structure

At the beginning of the story, the main character will be given a couple of **Nervendaggers** and be brought to a tamed animal to sacrifice. When an animal, a monster, or a holy beast is on the brink of death, the daggers can be plunged into its newly formed **cedenwound** (usually on the neck or the head) to possess it. As long as they keep the daggers planted, they can ride the now **ridden** at its full power. The more they defeat other monsters with their ridden, the more the daggers collect and stock **nerves** from it. When the rider brings their ridden to a **Water Checkpoint** to rest (a pond, a river, or a lake), they consolidate the nerves and they then strengthen permanently the daggers and the ridden with them. Stronger the Nervendaggers are, more powerful the monsters that they can attach to.

When the ridden dies in combat, so does the rider unless they run off. The ridden is spawned at the last Water Checkpoint. At the death of the rider, the daggers lose all their non-consolidated nerves and the player is spawned at the last Water Checkpoint alongside their ridden. As soon as the daggers are pulled from the neck of the ridden (for exemple to take control of another monster), the previous ridden starts to suffocate and eventually dies. It gives the rider a few seconds to try to plunge their Nervendaggers into the defeated monster's neck. If the daggers aren't strong enough, the rider will need to come back to their previous ridden before they die permanently. Throughout the different areas, the player will find **crusbones** to update their ride with more powers and skills. They can find them on enemies and bosses corpses.

When the player defeats an animal, a monster, or a holy beast, they will have to choose between **two options** :

- * To transfer their daggers from their ridden to this new one.
- * To kill it for a chance to gain a crusbone (most of the crusbones will be found on bosses rather than common enemies).

If they decide to transfer, they will have to watch their previous ridden suffocate and die in front of them. If they choose to take the crusbone and update their ridden with it, it will go through a mutation by gaining some of the physical and power attributes of the defeated monster. Those attributes will not, however, attain nor surpass the power of the slain enemy.

But the *dyad* (a rider with its ridden) don't form just a physical connection, but also a psychological one. Each ridden has **a unique hidden psychological ability** to help the rider in their quest. If the player chooses to abandon their ridden, they lose that psychological ability without knowing what is gonna be the next one. Only a dyad can unleashed the psychological powers. An animal/monster/holy beast alone cannot. In addition, if the choice of the crusbone over a new ridden will always result in a slight disadvantageous physical attribute, the **bond** between the rider and their ridden will increase, which on the long run, will positively impact the psychological power level of the dyad.

Those psychological powers combined to the mutations, plus the multiple enemies to choose to ride, are the key aspects of Godridden's replay value.

MECHANICS

Intentional delay of movements : since the player is given the control of the rider, a slight delay in the movements of the ridden is always felt in the same way it is done with, for example, the swing of a sword in other titles.

Classical 3rd person movement and actions

- * Camera on right stick; character movement on the left stick.
- * To enhanced the grand feel of things during gameplay, the camera always centers on the rider's point of view instead of the ridden's.
- * Lock system on enemy, once locked choosing target with right stick.
- * Dodge/Jump/Run action button (usually Δ on PlayStation)
- * Light attack trigger (depends on the ridden trait(s))
- * Heavy attack trigger (depends on the ridden trait(s))
- * Alternative attack trigger (depends on the ridden trait(s))
- * Psychological attack trigger
- * Switch main attack button (it's like switching weapons in other titles, only possible if the ridden possesses multiple types)
- * Switch alternative attack button
- * Switch Psychological attack
- * Draw/put away weapon button
- * Interaction button (usually X on PlayStation) : used to activate checkpoints, or to interact with elements of the environment (such as pick up consumables, plunge the daggers, etc.).
- * Feed/Health button (usually O on PlayStation) : used to give food to the ridden to increase health.
- * Pull the Nervendaggers button

Dynamic combat system

- * Non-telegraphed and some level of randomness in the enemies movements. Higher the enemy level, higher the level of randomness.
- * Combos are unique to every enemies and riddens
- * Heavy attacks have long reset times which gives some opportunities to counter attack
- * Patience is key
- * The combination of Dodging, Running, and Normal movements is vital to survive

Beautifully designed levels

- * All interconnected semi-open world
- * Hidden passages and keys to avoid certain enemies
- * Incentive to explore
- * Beautiful 'peaceful' landmarks visible from afar to create hope
- * Those landmarks are accessible after some boss fights and offer moments of peace and awe for the player.

Getting a Crusbone

As soon as the player finds and takes a crusbone, they can use it on their ridden. The ridden will then gain the trait from the defeated, or it will increase the level of that trait if it already possesses it.

Getting a new Ridden

To help them choose whether they want to keep their current ridden or to take a new one, the player will just have to trust their gut. They will not know at what level are all the stats of the new ridden until they plunge their Nervendaggers into it. The previous ridden dies immediately when the daggers have found a new host. And the bond level goes back to 1.

SPECIFICS

Ridden Traits

A ridden can naturally, or through mutation, possess multiple traits.

- * Clawed : more paws attacks (alternative attack)
- * Horned : charging head first (alternative attack)
- * Hard-jawed : strong bite (alternative attack)
- * Winged : strong dodge counter-attack (alternative attack)
- * Angel Winged : launching a fly-attack to a high point (alternative attack)
- * Cotton-gland : generating a web as a trap to stop or slow down an enemy (alternative attack)
- * Mud-vesicles : generating a mud trap to stop or slow down an enemy (alternative attack)
- * Long-limbed : reaching in the distance to bring an enemy closer (alternative attack)
- * Flamed : area fire attack (alternative attack)
- * Armored : generating a natural shield on command (alternative attack)
- * Sharpshifter : generating a natural damaging shield on command/porcupine effect (alternative attack)
- * Dynamic grow : generating objects to attack from distance (alternative attack)
- * Solarshine or Moonshine : laser beam (alternative attack)
- * Acidmouth : spiting acid (alternative attack)
- * Firemouth : spiting fire (alternative attack)
- * Clean-particule : teleporting from one position to another instead of dodging (alternative attack)
- * Mother's counterargument : When timed perfectly, this counter-attack transfers the hit to the enemy with double damage (alternative attack)
- * Sucker-punch : When timed perfectly, this counter-attack transfers the hit to the enemy with half the damage (alternative attack)
- * Envenomed : getting a physical hit (bite, claw, horns) poisons the enemy (passive)

- * Contagious : getting a physical hit (bite, claw, horns) results in the enemy getting sick (passive)
- * Toxin sweat : using physical attacks can poison the enemy (passive)
- * Virus-overflowed : using physical attacks can make the enemy sick (passive)
- * Rosed : getting a physical hit (bite, claw, horns) results in the enemy getting hurt (passive)
- * Handed : possibility of using a weapon, and the level of ability to wield those weapons (passive)
- * Lowlanded : faster running and dodging (passive)
- * Cancer celled : auto-healing (passive)
- * Solar-skinned : getting boosts of energy from the solar concentrated light sources (passive)
- * Vampire : sucking health from successful attacks (passive)
- * Cold-blooded : getting energy from successful attacks (passive)
- * Insanity : When a psychological power is used, it changes for another one (passive)
- * Focus : The concentration level is doubled (passive)
- * Animus : doubled strong psychological attack (passive)
- * Monsteresque : the size of a monster (passive)
- * Holy : the size of a holy (passive)
- * Titanesque : the size of a Titan (passive)

Psychological Powers

A ridden can only have two psychological powers and it needs to be a certain psychological level to do so. In order, it goes from generic, to strong, to both. Psychological powers emerge from within the ridden itself.

Strong powers :

*Strong powers are all temporary. The amount of time, and the number of enemies that are affected depends on the **bond level** of the ridden.*

- * Expanse : the perception of time slows-down

- * Psychosis-inducing : the enemy affected attacks everything around it. If it's alone, it hurts itself.
- * Sopor transfer : the enemy affected instantly falls asleep standing until a certain time passes or until they get hit
- * Blind faith : the enemy affected goes back to its initial position before it saw the player and stay blind for a certain time.
- * Revulsion : the enemy affected regurgitates, which stops it from attacking.
- * Pity : attacks from the enemy affected are significantly less strong and effective
- * Hunter starvation : the enemy affected will stubbornly hunt and attack one specific animal, the closest to it. If there is no animals near it, it will just enter a frenzy and hit the same exact spot again and again.
- * Deep Warmth : the enemy affected will protect the player, unless the player hits it.
- * Mental Void : the enemy affected commits suicide. If it's a boss, it will hurt itself badly.

Generic powers :

*Generic powers are permanent or temporary. The amount of time and the number of enemies that are affected, or the amount of the provided advantage depends on the **bond level** of the ridden.*

- * Instillation (temporary) : Instill fear so the enemy affected will be petrified or hesitate longer to attack
- * Alpha charisma (semi-permanent) : in a sign of submission, the enemy affected accepts a determined number of hits before attacking again.
- * Reading (temporary) : When activated, visual cues will inform the player of the next movement of the enemies
- * Fortitude (permanent) : Transfers a large amount of energy into a modest amount of health

Riddens' Diet and Health System

- * Herbivorous : Generally weaker physically, but with a stronger psychological trait.

- * Carnivorous : Stronger physically, but with more generic or no psychological power.
- * Omnivorous : Both herbivorous and carnivorous, and generally strong psychologically.
- * Health consumables depend on the diet of the ridden.
- * Herbivores have no difficulties to find food, and therefore regain health. They just have to feed on the grass and the plants. But the player will be encouraged to stock food anyway since plants don't grow in certain (important) areas.
- * Carnivores, it's a little bit harder for them to feed since they have to kill their food, but the more the player progress, the more their stock of food will grow.
- * Finding food/health should never be the main purpose of the game, though. The player can stock a huge amount of both types of food at home with little restrictions.
- * Certain enemies can provoke sickness, which affect and decreases for a certain time the maximum level of energy and concentration.
- * Certain enemies can poison the ridden, which affect for a certain time the health by decreasing it slowly.

Consumables

Plants/Meats : used to feed the ridden, dropped by enemies or found around the land.

Antiseptic roots : used to stop poison or sickness to affect the ridden.

Bonebough : used to update the inventory space. It can only be found in one specific area halfway through the game.

Keys

Keys can be found in hidden places or on corpses and are used to open passages.

Armor and clothes

Hidden in certain places, on corpses, or dropped by enemies, the player can find armors for their ridden and clothes for them. While the clothes are mostly for aesthetic and can also affect

(positively or negatively) the dyad's bond, the armor offers protection and passive upgrades to the ridden. Not all armors can be worn by a ridden. They are divided by groups of enemies. A Titan size armor can't be worn by a small animal, for example.

Injectons

Injectons are passive upgrades that can be found in hidden places or on corpses. They improve automatically one specific stat of the ridden.

Weapons

A ridden can only carry one weapon (or dual weapons that act as one) at a time and has to possess the *handed* trait.

Most weapons are the property of monsters and holy beasts.

Inventory

The inventory is embodied by bags placed on the sides of the ridden. Those biological stringy bags are deployed by the Nervendaggers. Food is administered through the daggers like an umbilical cord.

Inventory Interface

Inventory is a list of objects grouped into a few tabs : consumables, keys, weapons, passive upgrades, crusbones.

Home and Water Checkpoints

Home is the hub where the player can always come back to in order to automatically restock their food inventory, and rest their ridden.

Water Source

Near a Water Checkpoint, the player can always find a *Water Source* where they can bring their ridden to consolidate the nerves and choose the stats they want to upgrade.

Nest

The Nest is where the player can view all of the collected items that they can't place in their inventory due to space constraint. If they collect food for example, and they already have the maximum amount of food in their inventory, it will be added to the Nest. They can get to the Nest from any Water Source.

User Interface

HUD

The HUD has to be very simple and not overcrowded. The main focus of the player has to be on the environment itself.

- * Health bars : The health bar is divided in two sections. The one for the main character (the base), and the one for the ridden (the upper). Once the player is a rider, their bar 'hides' behind the ridden bar since the ridden takes all the hits. When the ridden bar goes to zero, the rider falls from their ridden and therefore have only their own health bar to rely on (which is very weak).
- * Energy bar : this is the ridden energy. It decreases when it runs, dodges, or jump. It goes back up on its own if none of the previous actions are used.
- * Concentration bar : this is the ridden concentration. It decreases dramatically when it uses a psychological attack, and has a long recharging time.
- * Alternative traits : it shows which alternative attack you're using.
- * Food : it show the number of food pieces left in your inventory.
- * Bond level : it shows how strong is the bond between the rider and the ridden.
- * Nerves collected : it shows how many nerves collected are waiting to be consolidated.
- * Poisoned warning : appears when the player is poisoned and is slowly losing health
- * Sickness warning : appears when the player is sick and the energy bar is lower

Ridden Stats and Modifier Interface

When the player brings their ridden to a Water Source, if they reach a certain amount of collected nerves, they can consolidate them to level up.

The Nervendaggers level goes up by 1 point every time the player levels up. They need to be to a certain level to be able to plunge into any specific enemy.

When leveling up, the player has to chose which stat they want to upgrade on their ridden.

They can choose between :

- * Health : increases the health level
- * Energy : increases the energy level
- * Concentration : increases the concentration level
- * Strength : increases the physical hit, the kind of weapon they can carry, and if they can upgrade the inventory
- * Speed : increases the speed of movement, running, and dodging.
- * Mental : increases the chances of success of the psychological attacks
- * Bond : increase the bond level (the strength of the psychological powers)

BESTIAIRE

There are four groups of animals and enemies : animals, monsters, holies, and titans.

Animals are common throughout the land. They can be passive or aggressive, all types of diet.

Monsters are also mostly common, but always aggressive, carnivorous or omnivorous.

Holies are bosses, rare, very powerful and very aggressive and mostly omnivorous. They are impervious to psychological powers except one.

Titans are super rare and are all bosses. They are only aggressive towards those of approximately the same size or those who dare attack them first. They are impervious to psychological powers except one.

The more an enemy is strong psychologically, the less the chances to achieve a successful psychological attack against them.

Bosses don't reappear after being beaten once. Other animals and enemies are respawned when the player get at the Nest or when they rest at a Water Source.

Small animals (*impossible to ride*)

* Insects : butterflies, fireflies, and beetles.

* Squealer : a shy giant rat that only defends itself when attacked and cornered.

* Bloodhog : a red six-legged fury boar with four pointy tusks, herbivorous, non-aggressive except when attacked.

* Bluehopper : a bird that can't fly, but uses their wings to jump high and to swim. They eat insects. When approached, they run away to the nearest water source to hide.

* Skydivers : colorful flying monkey-squirrel that jumps from tree top to tree top.

* Hoverflower : Small bird that flies in a flock. Each individual is a different color.

* Vermen : type of marten that hides mostly in trees and eats insects. When approached they run away to the nearest tree.

- * Wildeer : small deer with a horn on its nose, fast, herbivorous. When approached they run away.
- * Khamal-tiger (poisonous) : chameleon-like six-legged lizard that changes color to hide in the environment, and eats insects. Its retractable tongue is covered with poisonous needles. It is aggressive when approached too closely.
- * Moledog : aggressive blind naked dog that lives in deep caves. It attacks anything that makes a sound.
- * Sheppard's lycaon : a shy but aggressive dog when in packs.
- * Bubble : a jellyfish that floats in the air. It just pops into thin particles when it is attacked to reform farther away. Therefore, it's basically impossible to kill.
- * Beacon-worm : a worm that looks like a garden eel, but that lives in groups in plains and glades. It lights up in blue when it feels safe.
- * Mudgator : Wetlands crocodile, aggressive.
- * Giant Clam : A giant shell that snaps when you walk on it.

Animals

- * Elkersire (horned trait) : first ridden, deer-like animal with dangerous intricate antlers, herbivorous, non-aggressive except when attacked.
- * Panthera lupus (hard-jawed, and clawed traits) : type of large wolf with a flat nose, huge fang and claws, carnivorous, aggressive.
- * Kænoxen (horned and handed traits) : A buffalo with two pairs of legs with hooves and one pair of arms with three-fingered hands, herbivorous, non-aggressive except when attacked.
- * Kænceros (horned, and armored traits) : A rhino with two pairs of legs and one pair of arms with rock boulders for hands, it can densify its skin on command to make it like a rock armor, has a pair of sharp horns on the nose, herbivorous, aggressive.
- * Râhopper (winged traits) : a large bird with scales and four legs that can't fly, but uses its wings with horns to attack, carnivorous, aggressive.

- * Bruinspine (clawed, hard-jawed, and sharpshifter traits) : Huge bear that can run on two or four legs, with strong arm and jaw, and retractable spines on the rear to fight against attacks from behind, omnivorous, aggressive.
- * Headeater (armored, and clawed traits) : large pangolin-like biped with retractable scales, the head of a wolf and retractable front sword-like claws. It likes to chop the head of its prey and it can't bear to be near another living being (including another Headeater), carnivorous, aggressive.
- * Solar Ray (solarshine, and solar-skinned traits) : A manta ray that flies gracefully over the tree tops. Its wings absorb the solar energy. It gets aggressive only when attacked. It defends itself with a laser beam shot from its horn-shaped face, herbivorous, aggressive when attacked.
- * Swamp Heron (winged trait) : Slender but muscular heron with broken wings. Very fast on its feet, it attacks with its beak, legs and wings, aggressive, carnivorous.
- * Landbeetle (horned and winged trait) : Large fat beetle with double-horns, it can't fly because of its size, but it can jump rapidly from side to side with the help of its wings, herbivorous, aggressive.
- * Turtledragon (lowland trait) : very fast snappy turtle that can leap on its two back legs to attack.
- * Landragon (envenomed, acidmouth, and lowland traits) : large and fast lizard with venomous bite and acid spit. It can hide in water, carnivorous, aggressive.
- * [BOSS] Snokdragon (envenomed, long-limbed, and lowland traits) : huge rampant lizard with four fast legs and a long tongue to grab and pull its preys to its mouth, and a tail with poisonous tip, carnivorous, aggressive.

Monsters

All monsters have the handed and monsteresque traits.

- * Harmonic Tailor (dynamic-grow trait) : A very agile reptile-ish monster with only one leg and one arm, and a split tail to help its balance, that can grow spines and shoot them, carnivorous.
- * Droséras (rosed trait) : Worm-like creature with dozens of sticky long spikes all around its body that acts as legs. The player gets hurt when attacking with physical attacks, herbivorous.
- * Dregs Hoarder (no traits) : A giant with four arms that wields dual shovels, omnivorous.
- * Frugal (clawed, and vampire traits) : skinny fleshy pale rampant half-lizard half-badger with a leech face, four long legs, two skinny arms and clawed fingers, carnivorous.
- * Chérubin (sharpshifter trait) Huge gluttonous fat naked humanoid with its thumb constantly in its mouth. When it blows in its thumb, spines cover almost all of its body except its face, hands and feet, the glutes and part of its back neck. It fights with a big mace. Omnivorous.
- * Lionhead (hard-jawed trait) : Ape-like figure with the head of a lion. It fights with a gold halberd, carnivorous.
- * Mud Lionhead (hard-jawed, and toxin sweat traits) : Wetlands ape-like figure with the head of a lion, and the skin and hands of a frog. It fights with a rusty halberd and has poison attacks, carnivorous.
- * [BOSS] Mud Lord (toxin sweat, mud-vesicles, and flamed traits) : Wetlands huge blob of mud for its first phase. For its second phase, fire coming from it blows the mud off, and reveal a scorpion-like monster with multiple arms and hands. Omnivorous.
- * [BOSS] Peste (cotton-gland, contagious, and virus-overflowed traits) : Nightmarish naked caterpillar-like monster with bubonic skin and five pairs of crooked legs and two pair of arms with slender fingers. It shoots web traps. And from the same material as its webs, it is able to grow a long and sharp ivory staff that breaks after one impact. Herbivorous.
- * [BOSS] Hunchback Siamese (long-limbed, and cancer celled traits) : Six strong 'elastic' limbs, two headed gorilla-like monster with a crooked back. It is slow, but it can grab the

player with two of any of its six limbs, and bring them closer to combat. It also carries two massive wooden clubs as weapon, omnivorous.

- * [BOSS] Heercomes the Penumbra (can't be ridden, vampire, and sucker-punch trait) : A very fast and territorial blood-thirsty primate-bat that looms over its full of beacon-worms plain.
- * [BOSS] Nightskin (can't be ridden, concentration, and animus traits) : Human-like black creature with transparent skin, a glimmering inside, a raindrop-shaped head, and a long tail to attack. Impervious to all psychological attacks.
- * [BOSS] The Wolf-Dwarf, Defender of the Clay Gorges (hard-jawed trait) : A giant of pure force that wields a double-hand hammer and attacks with a strong wolf bite, carnivorous.
- * [BOSS] Ostein the Heartless (dynamic-grow, and cold-blooded traits) : A distorted being with a bone outer shell and a cavity in the chest that acts as a shotgun canon. It fight with a bone axe. Omnivorous.
- * [BOSS] Blazestone the Merciful (firemouth, and winged traits) : A griffon that can only 'jump-fly' a few meters with orange scales and black fur that wields a hammer and spits fire, carnivorous.

Holy Beasts

All holy beasts are BOSS and have the handed and holy traits.

- * The Mad Sliced (cold-blooded, rosed traits, and insanity) : A giant with the right half of its human body covered in thorns and blood, and the left half resembles a lizard with burned flesh. In constant pain, it attacks hysterically with no discernment, sensitive to Psychosis-inducing psychological attack, herbivorous.
- * Swords of Decadence (vampire, and clean-particule trait) : Very fast angel-like being with cut bloody wings. It carries two long swords and it can teleport itself from one position to another. Sensitive to the Blind faith psychological attack. Omnivorous.

- * Hull the Repugnant (cancer celled, virus-overflowed, toxin sweat, envenomed, and contagious traits) : A walking sick and contagious cancerous organism that attacks with venomous tentacles. Sensitive to the Sopor transfer psychological attack. Omnivorous.
- * Papillon the Unfallen, Protector of the Sky (can't be ridden, angel-winged, and flamed traits) : Human-like figure with butterfly wings guarding the skies. It is impervious to all psychological powers and to fire, has multiple fire attacks and counter-attacks, and fights with a golden spear. When defeated, it loses its wings and turns back into a mere human.

Titans

All titans are BOSS and have the handed and titanesque traits. No Titans can be ridden, except the Unridden God-Daemon.

- * Fanatic the Moon-Titan (moonshine trait) : Hovering dark navy Titan that resembles a deep sea creature. It has multiple long range attacks.
- * Tor the Hermit (no traits) : Titan made of rocks hidden in a mountainside. He doesn't want to be approached so in phase one it attacks anything coming close to it without moving. It has only one weak point, under its chin. When the weak point is hit, it enters phase two where it jumps out of the mountain, creates earthquakes and throws boulders frantically at the attacker.
- * Child-Titan (no traits) : Smallest titan with just pure front force attacks.
- * Foremother, Bearer of all Titans (Mother's counterargument trait) : Largest Titan in the world. In phase one, she's covered with Child-Titans that protect her. Once they are dead, she enters phase two where she has devastating counter-attacks.
- * Mathematic the Titan Lecturer (animus trait) : When defeated, the player can choose any two new strong psychological powers to replace its current generic and strong ones.
- * Damascius the Philosopher (no trait) : This Titan has the most concentrated amount of nerves of the whole game. When defeated, the player should be able to upgrade three or four levels.

- * Republic the Titan-God : When defeated, all traits the player possesses increase their level dramatically.
- * Peace the Unridden God-Daemon

BACK STORY AND NARRATIVES

A few centuries back, the tradition of the riddens was flourishing. But it was soon considered cruel and inhumane. And now, it has been lost. Monsters rule the new world. Humans are back in caves, scattered in the woods, lost in prayers, at the mercy of nature. The Unridden God has perfect freedom, with no guidance, it falls into instinct and hunger.

In your home, the Flintcaves, you inherit the Nervendaggers from your master on his deathbed. He doesn't know what they are used to. The only thing he knows is that he has been instructed by his own master to keep them hidden. So that's what he did. And that is too your last order : to keep them safe and hidden.

But your curiosity got hold of you. The Nervendaggers brings you dreams of life and death, and they leaded you to a majestic animal falling the Whitecliff. The Nervendaggers showed you a way to put an end to the Elkersire's agony. They open a wound, and they want to feed on it.

When you plunge the Nervendaggers into the the cedenwound, you revive and heal the animal, and take control of it. Now you know that the Nervendaggers can always make you go further, and greater. Riding your new ridden, you leave the shadows of your cave to discover a world you never knew was out there.

Your appetite for more power grows stronger.

First, you roam over the scarce valleys of Clay Cabbage where the animals struggle to survive, and monsters fight to gain more territories. After defeating the Defender of the Clay Gorges, you discover the gorgeous, and abundant territories of Cerulean Lake. Forests flourish between the protective walls of the Green Cordillera. In the middle of this luscious territory, a giant flower, the Looming Golden Flower, is surrounded by wetlands. In the flower bud sleeps the Protector of the Sky. You will have to defeat it to go over the mountain chain.

On the other side of the mountains, you find the the Titans' territories of the Republic's Garden, where any given part of the world is guarded by only one Titan and nothing else. Animals and monsters fear this part of the world. Only small animals roam here and there. You have to travel empty territories to defeat the Titans. Each defeated Titan gives you parts of a key to the Gates of Peace Garden, a mountain-door. Once the Titan-God defeated and the mountain opened, you find the Peace Garden, a desolate world ravaged by the Unridden God-Daemon. Once the Unridden God-Daemon is unleashed, your enter an epic fight that destroys everything around you. In that single fight, separated in three phases, you travel from Peace Garden back to Whitecliff, sweeping away forests and mountains, burning plains and valleys, destroying the Looming Golden Flower, and killing all living things.

At the end, you will again choose to kill or to ride your last opponent. Your power being now unrivaled. But your combat with the Unridden God-Daemon left the world in ruins, with no more challenges, nowhere to find happiness. It leaves you with nothing else than to reminisce about the world that once was.