

BENEATH



CONTENTS

- Story.....03
- The Wayfinder Project.....04
- Who Are You?..... 05
- The Keyart.....06
- Characters.....10
- Creatures/Monsters.....14
- Ocean Floor.....17
- Bauer Station.....18
- Wikner Station.....23
- Ivanov Station.....29
- Emerson Station.....34
- Submarine.....39
- Girard Station.....42
- Shirazi Station.....47
- The Lost City..... 52
- Ending.....57
- Weapons.....61
- The Team Behind Beneath.....72



STORY

Noah Quinn is living his dream. As a seasoned diver he takes on jobs across the world to salvage sunken treasure, often taking his young daughter Amber with him. Sun, sea and sunken treasure, that's all he needs in this simple minimalistic life. All this changes during a salvage job off the coast of Portugal. What should have been a simple job turns into a nightmare when a sudden storm approaches and a mysterious creature attacks the ship – mutating his crew. With his daughter badly injured, Noah radios for help, only for the arriving helicopter to start firing on the vessel.

A giant tentacle emerges from the deep and wrecks both the ship and the helicopter. Noah floats on debris for hours, oblivious to what happened to his daughter. Hours later, he discovers an odd surface station in the middle of the ocean where he finds daughter unconscious and infected with a strange disease.

Searching for help, he finds that the only thing moving through the corridors are mutated former crewmembers. Noah eventually meets Nicole, one of the remaining survivors who has been able to stave off her mutation by taking experimental injections. Seeing the first signs of mutation on his daughter, Noah sets out to find a cure for this horrible disease.

Under Nicole's guidance, Noah ventures deeper into the base to uncover the truth behind the facility and the conglomerate responsible for it - 'Omnium'. After discovering the sites are constructed atop the Lost City of Atlantis, Noah reveals an even more ancient force at play – a creature known as The Old One.

Almost out of injections, Noah learns that in order to save his daughter he must awaken the ancient one.

THE WAYFINDER PROJECT

Omnium, led by the mysterious **Dorian Maxwell**, is involved in various high-tech industries. Maxwell's boldest project, the **WAYFINDER**, consists of underwater research stations in the Atlantic, exploring strange energy signals beneath the ocean. The mission is top-secret, with scientists kept in the dark about its true purpose—finding a submerged city and its dormant alien entity.

As the team attempts to reconstruct an ancient ocean creature through cloning, they trigger mysterious attacks from eldritch sea monsters. Scientists discover a frequency that repels the creatures temporarily, offering a glimpse of hope amidst chaos. Meanwhile, some team members dream of an underwater city and hear an alien voice, leading to paranoia and mental breakdowns initially attributed to their isolation. The crew is pushed to the edge when two team members turn on them, ultimately deciding to abandon the mission for their own safety.

However, Maxwell has already initiated a plan to awaken the alien entity to fulfill his vision, dismissing the team's concerns.

Claiming a virus threat, he orders the elimination of all personnel to prevent its spread. Under Kirillov's command, grim executions begin, targeting those in the research stations. Amidst the unfolding disaster, Noah Quinn, aboard a nearby research ship, becomes central to the unfolding drama and survival efforts.



WHO ARE YOU?

You play as **Noah Quinn** - a man of many mysteries and adventures, known for his fearless spirit and relentless pursuit of the unknown. His life's journey began in a quiet coastal town, far from the bustling cities and the chaotic world he would later come to embrace.

Noah's enigmatic past is deeply rooted in a military career that he seldom speaks of. The few glimpses he shared were of clandestine missions in distant lands, where danger lurked at every turn. The scars on his body and soul tell stories he prefers to keep locked away.

After his time in the military, he left behind the world of combat and chose a life submerged in the mysteries of the ocean. With a background in special operations, his relentless determination and ability to stay calm under pressure made him an ideal candidate for exploring the depths of the ocean, where danger was as real as on any battlefield.

Noah's greatest treasure is his daughter, Amber. She is the light of his life, and their bond is unbreakable. He raised her as a single parent, and their relationship is built on trust, love, and a shared sense of adventure. Amber has inherited her father's love for the sea, and her curiosity for the deep is nurtured by Noah's stories of shipwrecks, underwater caves, and the treasures that lay hidden beneath the waves.



MARK GRAHAM - FREELANCE ARTIST & ILLUSTRATOR

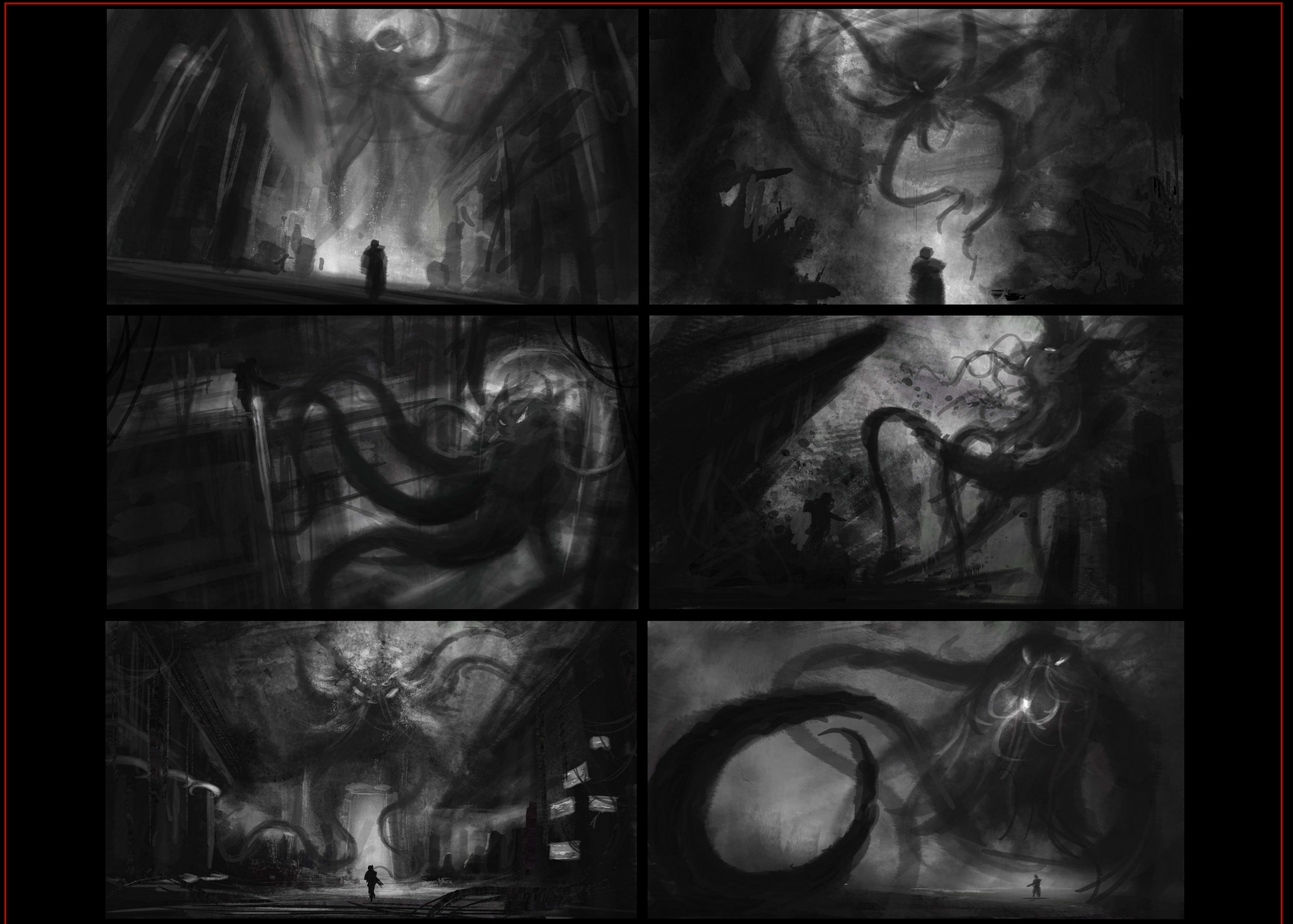
Mark Graham is a freelance artist with over six years of experience in the gaming and entertainment industry. Specializing in digital 2D illustration with elements of 3D, Mark brings bold ideas to life through concept art, book covers, illustration, 3D animation, and hard surface modeling. His work is defined by attention to detail, storytelling, and a commitment to delivering high-quality results on time for clients around the world.

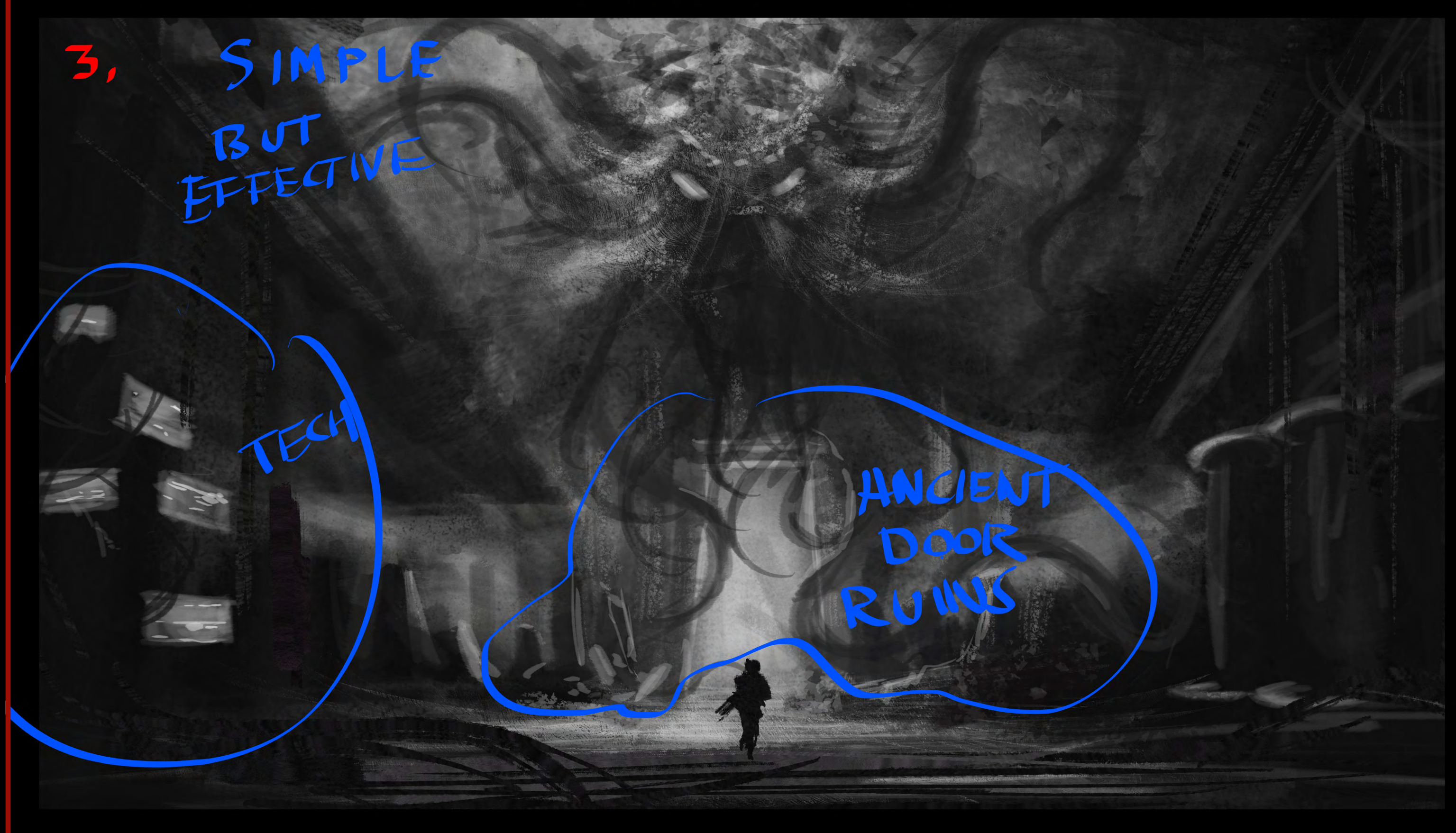
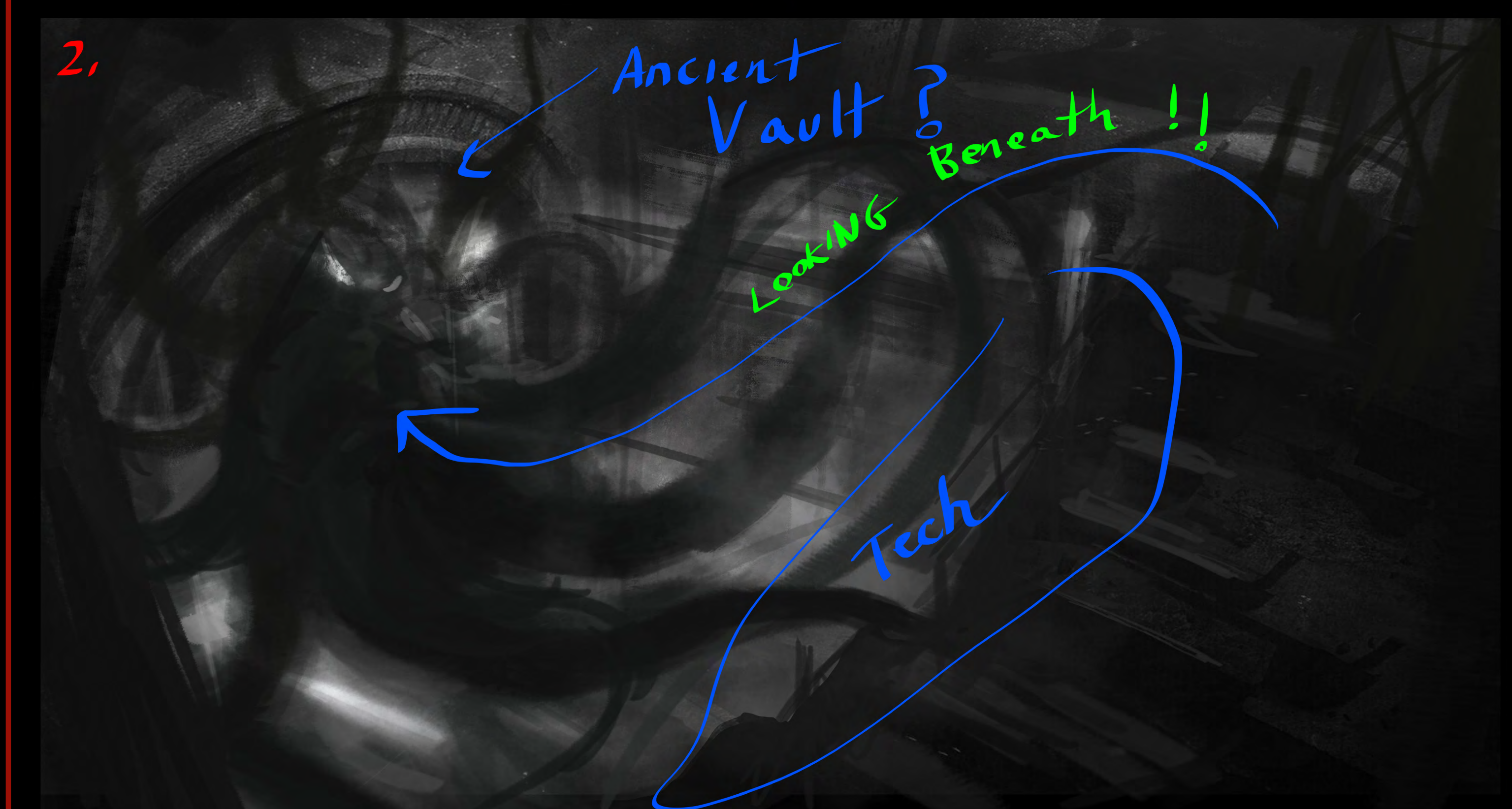
While digital art is his primary medium, Mark also enjoys working with traditional methods, blending both to create dynamic, cinematic visuals. His creative process is deeply collaborative - he thrives on working closely with clients to ensure every project not only meets expectations but exceeds them.

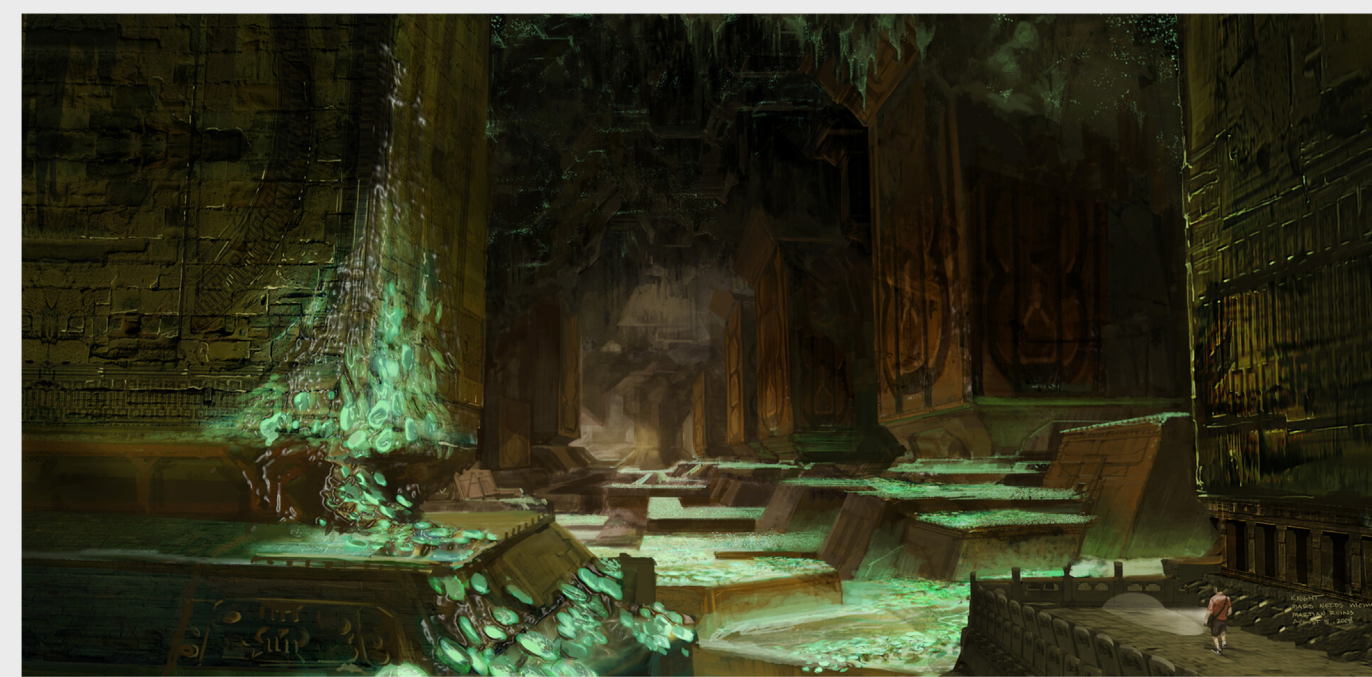
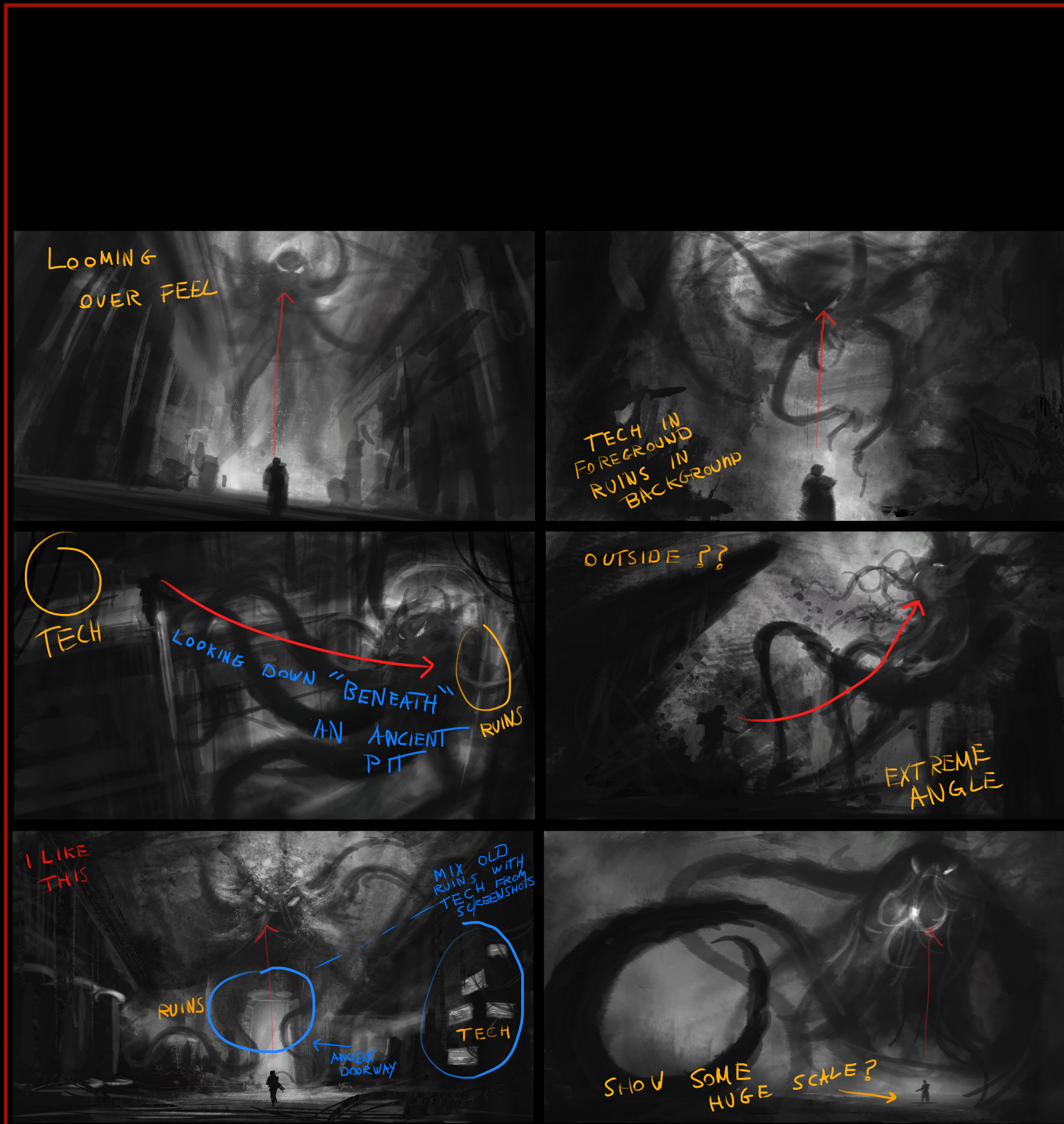
His illustration process begins with black-and-white composition sketches to explore perspective, framing, and lighting. Once a direction is chosen, Mark experiments with color palettes to establish the emotional tone of the piece. For accuracy and depth, he often builds simple 3D mock-ups as a foundation before layering in fine detail through countless brushstrokes - a process that results in the richly atmospheric artwork he's known for.

When he's not immersed in creating art, Mark finds inspiration outdoors. Whether hiking through forests, exploring mountains, or riding his motorbike, he draws creative energy from his deep connection to nature. He's also passionate about music, film, TV, and a good cup of coffee - the essentials that fuel his creativity.

Always learning, always evolving, Mark continues to push his artistic boundaries - crafting immersive worlds and epic visuals that captivate audiences everywhere.







i like the idea of having the tech from the game in the foreground and then it recedes into ancient ruins into the background where the lovecraft monster lives





CHARACTERS

Amber Quinn

Amber Quinn is a remarkable young girl with a profound curiosity for the world around her. From an early age, Amber was exposed to the mysteries of the ocean, and her father's passion for exploration left an indelible mark on her.



Nicole

Nicole is a woman of enigmatic grace and quiet determination, living a life shrouded in secrecy. Her true nature is steeped in mystery as deep as the ocean itself – but her knowledge of the underwater labs makes her one of your greatest allies.



Bennett

Paul Bennett's career started as a young police officer in a coastal town, not too far from the waters he adored. His patrol included not only the streets but also the shores, where he helped maintain safety and order in a town heavily reliant on its maritime activities. As he gained experience, he found that his affinity for the sea served him well, both in land-based policing and in maritime law enforcement.



Dorian

Dorian Maxwell, a name synonymous with wealth, power, and a relentless pursuit of success, is a man of immense intellect and singular determination. He ascended from modest beginnings to become the architect of Omnium, a colossal business empire that spanned the globe. Born into a modest family, he was fueled by an insatiable desire to achieve his objectives and constantly reach higher, pushing the boundaries of what was possible.



Blake

Cynthia Blake is a brilliant scientist in the field of energy studies, a name that resonates in academic circles and laboratories alike. Her journey into the world of science began with a boundless curiosity that has fueled her aspirations since childhood.



Kirilov

Alexei Kirilov was once a proud member of the Russian military, rising through the ranks to become a respected and feared field commander. He was known for his unwavering discipline, unbreakable will, and his utter devotion to his country. But over time, Alexei began to realize that his country was not always on the right side of history. He grew disillusioned with the government's policies and the corruption that plagued the military from top to bottom.



Yang

Jason Yang is a prodigious talent in the field of medicine, and his journey into the world of healthcare began with an innate curiosity and an unwavering commitment to improving the lives of others.



Farmer

Jacob Farmer, a former member of the British Special Air Service, is a name spoken in hushed tones in the world of covert operations. He's the embodiment of a deadly and professional undercover agent, one who stops at nothing to complete his objectives. His story is one of relentless commitment to the safety and security of his country, and it has left him scarred in more ways than one.



Bjorn

Bjorn Vilmar is a brilliant and reclusive computer engineer, a quintessential computer geek whose life was defined by his unquenchable thirst for knowledge and an insatiable curiosity about the digital world. Born in Germany, he has always been captivated by the intricate workings of technology, finding solace in the intricate web of code and algorithms that define his world.



Jones

Dr. Emily Jones, a brilliant xenobiologist, is a rising star in the field of extraterrestrial biology and a remarkable scientist with an unquenchable thirst for knowledge. Her journey into the world of xenobiology began with an insatiable curiosity about life beyond Earth.



Omnium Soldier

Omnium PMC, a renowned private military company, is composed of a diverse and highly skilled group of individuals with a wealth of military experience. The company’s open recruitment policy accepts candidates from around the world, seeking those with the requisite skills and experience to join their ranks. This diversity is one of their strengths, as it brings together a wide range of backgrounds, expertise, and perspectives, contributing to their overall effectiveness as a force to be reckoned with.



Omnium Worker

The workers at **Omnium Corporation** are a highly skilled and diverse group of professionals responsible for a wide range of tasks necessary for the operation and maintenance of the underwater stations. Their expertise and dedication are crucial to ensuring the safety and functionality of these unique and complex facilities.



CREATURES/MONSTERS

Beneath presents players with a dynamic and diverse combat experience, with enemies ranging from highly trained humans to primal monsters.

Human foes, like Omnium soldiers, demand tactical awareness and precise aiming, utilizing cover and exploiting weaknesses in their armor or positioning.

In contrast, monstrous enemies challenge players to adapt to vastly different combat styles and otherworldly abilities.

The monsters of Beneath evoke a strong Lovecraftian atmosphere, embodying the terrifying unknown and cosmic horror often associated with the deep ocean.

Their grotesque forms, born from parasitic infestation (Drones) or evolutionary extremes (Crawlers, Vath'thag), represent the ocean's capacity to produce bizarre and terrifying life forms beyond human comprehension.

The Gaggith, in particular, embodies the overwhelming power and cosmic indifference of the deep, its very presence inducing psychological torment and fear.

Even the Skarn, with its masterful camouflage, reflects the ocean's ability to conceal and ambush, mirroring the sudden and unpredictable nature of its environment.

These creatures are not simply dangerous predators, but manifestations of a primal, alien horror lurking beneath the waves, mirroring the vast and unexplored depths of the ocean itself.



Drone

The drone is a grotesque and horrifying sight, a once human creature now reduced to a mindless, shambling vessel of terror. Its transformation is the result of a malevolent, enigmatic parasite that has taken over its body, leaving behind a nightmarish mockery of a living being.



Crawler

The crawler is a remarkable creature in the animal kingdom, a large crustacean boasting a robust exoskeleton that serves as both its armor and a testament to its evolutionary prowess. This exoskeleton, composed of layers upon layers of chitin, not only protects the crawler from external threats but also grants it a formidable appearance, reminiscent of a prehistoric behemoth.



Gaggith

The Gaggith, an abhorrent entity of grotesque proportions, manifests as an eldritch nightmare in the form of a gargantuan, writhing mass of serpentine tentacles. Within the sinewy expanse of its nightmarish visage lies a reservoir of unfathomable power, an indomitable force capable of unleashing destruction with a nonchalant ease that defies the boundaries of comprehension.



Skarn

The Skarn is a nightmarish and highly aggressive creature, an apex predator with a chilling ability to blend seamlessly with its environment. Its menacing presence is defined by its remarkable combination of agility, camouflage, and predatory instincts.



Vath'Thag

The Vath'Thag is a formidable and enigmatic creature, a reptilian biped that roams the hidden depths of a world shrouded in eternal darkness. Its sinister presence is marked by a combination of speed, resilience, and an adaptation to the lightless realms it inhabits.



OCEAN FLOOR

Quinn moves through the depths, encased in his trusty atmospheric diving suit.

Above him, the ship's radio operator provides guidance, leading him toward his target - an old German submarine, the U-571 Der Sturm.

Though Quinn has done this countless times, an unsettling feeling lingers, as if something bad is about to happen.

BAUER STATION

In the wake of the explosion, Quinn finds himself propelled into an ethereal realm, awakening amidst the nebulous embrace of an otherworldly surface platform.

The shroud of mystery veils his surroundings, leaving him adrift in an unfamiliar cosmos, devoid of discernable landmarks.







BAUER STATION





WIKNER STATION



Finding Amber was a hollow victory. Relief washed over Quinn at the sight of her still breathing, but it was quickly overshadowed by the grim reality of her mysterious infection.

The elusive Nicole disclosed that no ordinary medicine could treat her condition; the only hope lay in the depths of a submerged labyrinth of stations.

Driven by desperation and determination, Quinn presses on through the encroaching darkness, intent on finding the cure.











IVANOV STATION

Barely escaping the dock explosion, Quinn boarded a submarine and departed Wikner Station.

With Amber now safely under Nicole's care, Quinn's focus shifts to finding her cure. To reach the lab where the cure is stored, he must first make a detour to clear out hostile creatures blocking the path.

Nicole mentioned that the biology team at Ivanov Station has a method to repel these creatures.

Determined, Quinn heads to Ivanov to seek their assistance.











EMERSON STATION

Nothing could have prepared Quinn for the nightmarish reality of Ivanov Station.

In the midst of the chaos, Dr. Blake and a handful of surviving security guards came to his aid, helping him activate the tower signal—a beacon that promises to make the waters safe again.

With this tenuous hope secured, Quinn plunges toward Emerson Station, driven by urgency to retrieve the mutagenic accelerator, a crucial element for crafting Amber's antidote.



EMERSON STATION





EMERSON STATION





SUBMARINE

After enduring the torment of Emerson Station, a place where reality itself could not be trusted, Quinn stumbled upon the mutagenic accelerator.

Now, he must reach the lab to synthesize the antidote.

As he pushes onward, he battles to suppress his overwhelming doubts, fears, and the erosion of his sanity...





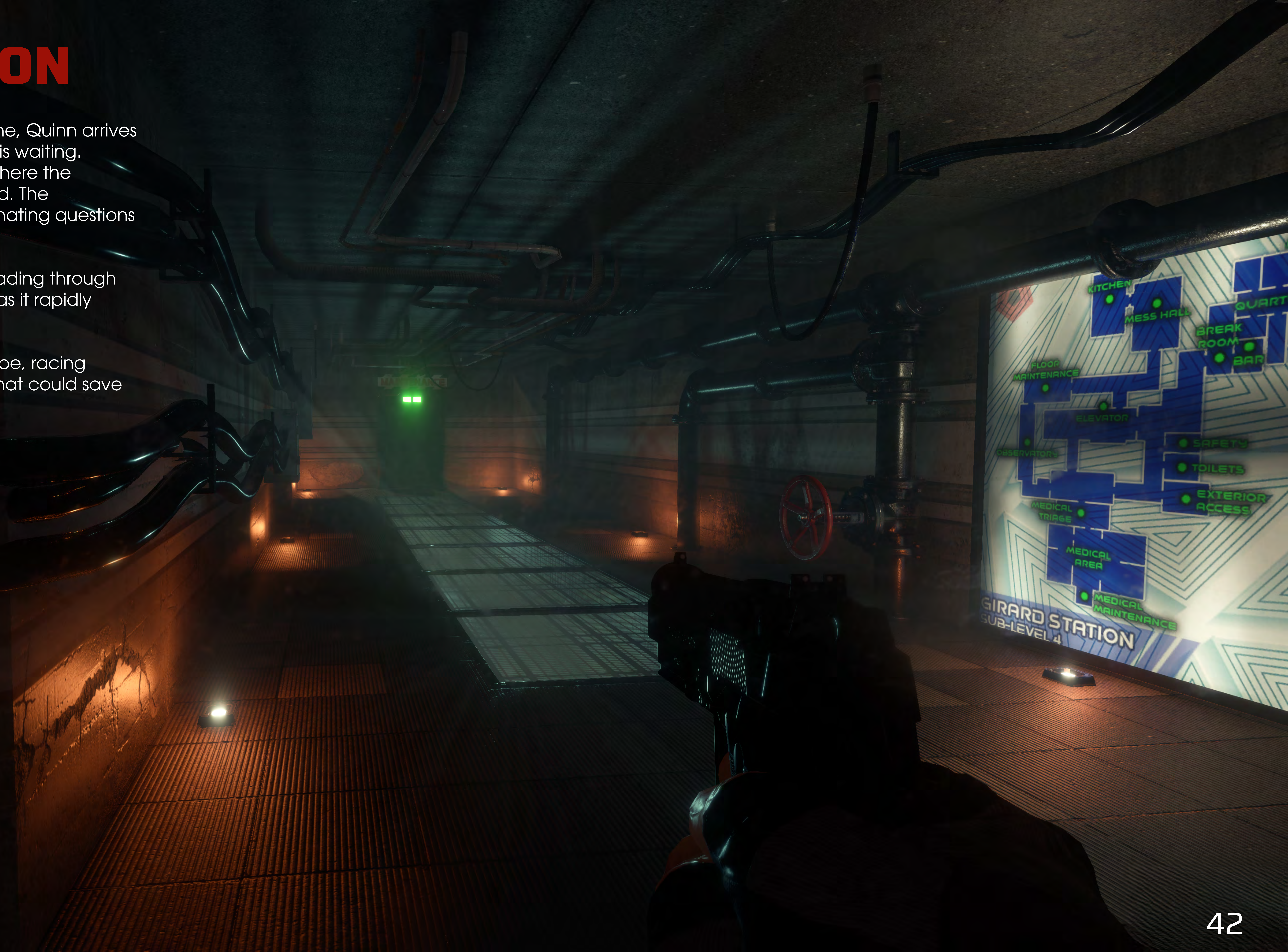


GIRARD STATION

Resuming his mission to create the medicine, Quinn arrives at Girard Station, where his enigmatic ally is waiting. This location also happens to be the site where the mutagenic accelerator can be synthesized. The convergence of these factors sparks fascinating questions in Quinn's mind.

Meanwhile, the infection is insidiously spreading through Amber, making time her relentless enemy as it rapidly progresses.

In this mysterious crisis, Quinn is her only hope, racing against the clock to decipher the puzzle that could save her.











SHIRAZI STATION

As the infection tightens its grip on Amber, Quinn, driven by desperation, reluctantly embraces Nicole's plan.

His mission now is to find the entrance to a legendary lost city, which is said to contain the cure for Amber's condition. According to Nicole, the gateway to this mysterious city lies in Shirazi, the final stop in the complex underwater network.

Amidst a growing sea of unanswered questions, Quinn readies himself to confront the uncertainties lurking within the station.

As the enigma deepens, he faces the challenge of the unknown, preparing for whatever mysteries lie ahead in the shadowed corridors of the station.





SHIRAZI STATION



SHIRAZI STATION



THE LOST CITY

The enigmatic and fabled lost city stands as a testament to the defiance of logic and reason. Its sprawling, colossal towers and intricate constructions evoke a surreal landscape that defies all sense of scale. At first glance, it conjures the impression of a realm conceived by giants, where the boundaries of human comprehension are stretched to their limits.

Nestled at the ocean's inky abyss, it appears to be cocooned within an eerie, unending void, as though isolated from the natural world by an impenetrable shroud. An inexplicable sensation of isolation envelops the city, as if it exists in a parallel dimension, secluded from the familiar realms above. It is a place where the very laws of physics and reality seem to unravel, leaving one to question the boundaries of possibility.









ENDING

Emerging from the depths felt like waking from a nightmare. The lost city was a blur of inexplicable horrors, a haunting echo in his mind. Nicole's betrayal was a bitter pill to swallow, but he had cherished her, and her tragic end was a shadow that would haunt him forever.

Amber was a flicker of light in the abyss, a fragile hope that pulled him from the depths of despair. Now, with her safe, their only path was forward - find Farmer and escape this living nightmare.

ENDING



ENDING



ENDING



WEAPONS



HANDGUNS - Beretti 92

A trusty 9mm pistol known for its accuracy and toughness.

With a smooth, comfortable design and easy-to-use action, it delivers dependable performance, whether on the battlefield or for personal protection.



HANDGUNS - Talon G17

Reliable 9mm semi-automatic pistol with a lightweight polymer frame and a striker-fired system.

Known for its simplicity and durability, it delivers consistent performance and quick handling, making it a trusted choice for professionals and civilians alike.



SHOTGUNS - BOOMSTICK

Traditional break-action shotgun featuring twin barrels for quick follow-up shots.

Built with rugged craftsmanship and a classic design, it delivers devastating power at close range, making it ideal for hunting or self-defense in tight quarters.



SHOTGUNS - Vangaurd 500

Rugged pump-action shotgun with an 18.5-inch barrel and a tactical rail, built for reliability in close-quarters and demanding conditions.



SMGs - Viper MX5

Compact 9mm submachine gun renowned for its precision and control.

Designed for precision and dependability, it delivers excellent performance in close-quarters combat and tactical situations, thanks to its smooth and consistent firing system.



SMGs - Viper MX9

Lightweight 9mm submachine gun designed for high mobility and rapid firepower.

Built with a compact frame and advanced polymer construction, it delivers exceptional handling and reliability, making it ideal for close-quarters combat and personal defense.



SMGs - AVI

Iconic 9mm submachine gun with a compact, rugged design and an open-bolt blowback system.

Known for its simplicity and reliability, it delivers rapid firepower, making it a trusted choice for close-quarters combat and urban operations.



ASSAULT RIFLES - XN-SKAR

A versatile, modular battle rifle designed for adaptability in various combat scenarios.

It features a lightweight, durable construction with a gas-operated, short-stroke piston system, offering reliable performance in harsh conditions.



ASSAULT RIFLES - KV-12

Modern 5.45mm assault rifle designed for superior versatility and adaptability in diverse combat environments.

Engineered for the battlefield, its lightweight, rugged build and gas-operated short-stroke piston system ensure reliable, high-performance operation under the toughest combat conditions.



ASSAULT RIFLES - DK-416

High-performance 5.56mm assault rifle designed for precision and reliability in modern combat.

With its short-stroke piston system and modular design, it delivers outstanding accuracy, minimized recoil, and superior durability in any environment.



THE TEAM BEHIND BENEATH

Camel 101

Camel 101 are an award-winning game development studio dedicated to crafting unforgettable gaming experiences.

Their visionary team pours passion and creativity into every project, from engaging casual games to challenging tactical wargames and thrilling horror adventures. They strive to captivate gamers worldwide by pushing the boundaries of game development and unlocking the full potential of interactive entertainment.

At Camel 101, they're not just creating games; they're creating lasting memories that stay with players beyond the final credits.

Join them in their mission to enhance the gaming landscape—they love playing, making, and discussing games. It's in their DNA.

Wired Productions

Wired Productions is a true indie publishing house that develops and nurtures free thinking and innovative creatives who have a real story to be told.

Wired started at ground zero and has had to fight to become a successful publisher. By going through this journey, it has become Wired's mission to support special talent who need the right help to succeed.

Each game is designed for fans of diverse yet rewarding entertainment experiences, across the mature, music, management and multiplayer genres, and is delivered by a publishing team that is passionate, cares about the developer, and who has a genuine motivation to nurture the community, whilst promoting in a way that breaks the rules, and sticks 2 fingers up at any gatekeeper that says no.

Loyalty is integral to Wired. Loyalty to partners, loyalty to fans, loyalty to the team.

Wired are building a brand that people can trust and is 100% **DRIVEN BY PASSION!**