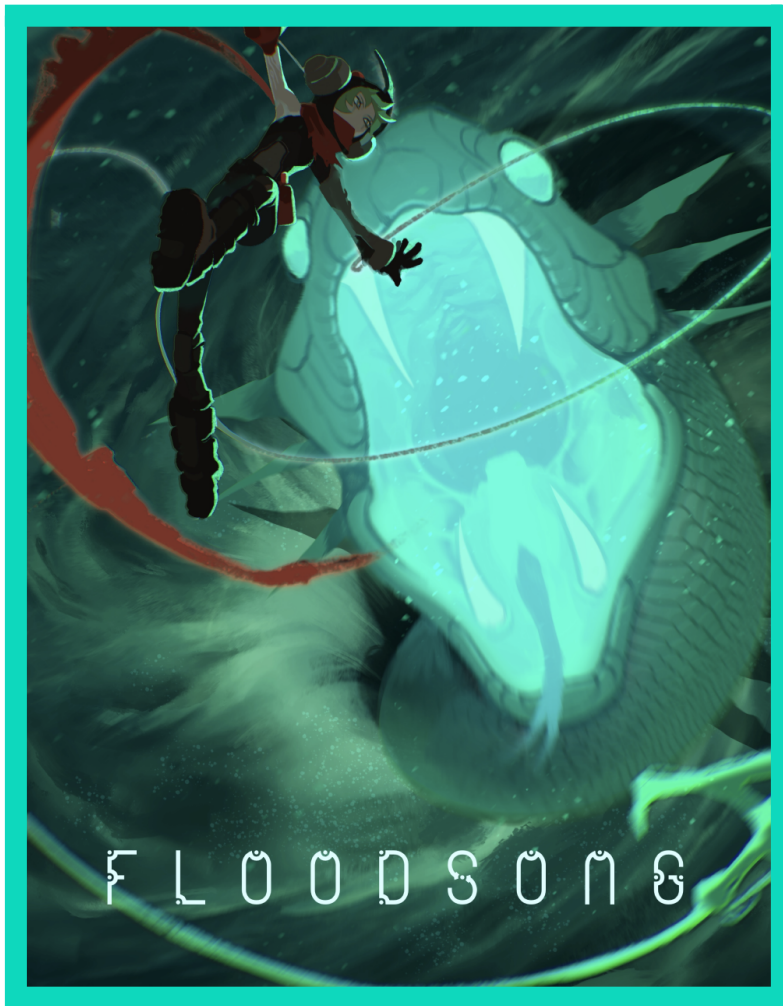




Global Narrative Documentation

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2/18/26	Ruiqian (Richard) Wang

Overview: *Floodsong* is a high-velocity third person action adventure where you surf through tsunamis, parkour over ruins, and battle leviathans.

Narrative Summary: A young nomad, Una, embarks on a journey to find her displaced family after a mad ouroboros God floods her world. Accompanied by her surrogate father, a serpent named Eyr, Una battles demigods and navigates storms. As her relationship with Eyr develops and the truth of the world slowly unfolds, Una must ask herself: Can she keep running from the flood, or will she risk it all for a chance to stop it?

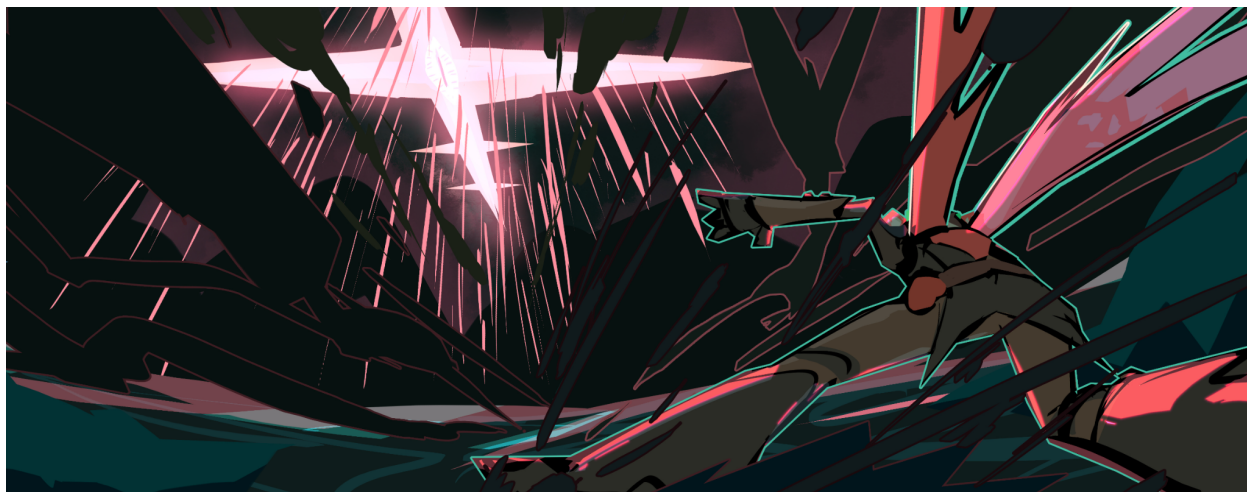
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1 – NARRATIVE OVERVIEW

1.1 Prologue:

Act 1

The Depths, a world of water, once was ruled over by **Kayo** and **Ordo**, the two heads of a conjoined ouroboros god capable of manipulating the tides through the power of **Floodsong**. But when Kayo would go mad with power, he'd kill his brother and attempt to build his own kingdom by flooding out the rest of humanity with the aid of his demigod vassals: **The Tidecallers**. The brightest of humanity— **The Technocrats**, would sacrifice their lives trying to stop him to no avail. Now, as Kayo's floods continue to rise, the last days of humanity count down upon them. However, one day an unlikely hope would come in the form of an outcast nomad girl, **Una**, who, on a journey to reunite with her family in the chaos would— in retribution— fell a **Tidecaller** in battle and cause the tides to recede.



Una at the outskirts of The Reefbottom River

1.2 Narrative (Act 2 – Act 3):

Act 2

Awaking in the middle of an underground cave, **Una** holds in her hand one half a strange family heirloom which hums to the tune of a distant song. Travelling with her surrogate father, a serpent named **Eyr**, she finds in these caves glowing engravings that pulsate to the same song as her heirloom. Eventually arriving at an underground lake filled with engravings, Una and Eyr discover the source of the song: A **Tidecaller**, who plays a cacophonous **Floodsong** through a

massive **Tidebrass** instrument to manipulate the lake to attack them. While Eyr would help her parry attacks, Una would use her steampunk technology to maneuver and destroy the Tidecaller's Tidebrass, causing the lake to drain and reveal below them a whole new ecosystem. The Tidecaller would then become strangely docile. Despite Eyr's objection, Una, following the hum of her heirloom, would dive down into the land of **Eden**.

Act 3

As Una looks outwards to Eden's horizon, purveying a massive **Tower** and luminescent **Chaos Storm** in the distance, the massive shadow of **Kayo** passes below her. Following the banks of the verdant ecosystem, she would come across the ruins of unrecognizable monuments, encountering species of hostile amphibians but no sign of human life. Determined to find her people, Una would eventually come across the entrance of a ruined church adorned with engravings, but get swept up by a passing storm before entering it. Following Eyr's advice, Una would grapple between debris for cover instead of attempting to outrun the storm. Eventually, she'd escape through an opening in the storm and find herself at the base of the Tower she first saw on Eden's Horizon.

Entering the Tower, Una would find it lit entirely by engravings even larger and more complex than what she's seen before. With nowhere to go but up, Una would have to navigate through makeshift steampunk traps and unknown ancient water-powered apparatuses alike. While everything told her to turn back, her heirloom, humming stronger than ever, pushed her forward. Arriving at the peak of the Tower, an open area in the clouds of Eden, she'd find murals painted onto monolithic pillars depicting the truth of her world: When Ordo was killed by **The Technocrats**, Kayo flooded the world out of grief— not madness; the Tidecallers, being his vassals, would too become infused with his grief through their Tidebrass. Una would be discovered by **The Curator**, a mysterious loner who has lived in The Tower for decades. He'd reveal that Una was descended from a nomadic diaspora of **Musicians** who dedicated their lives to adopting Kayo and Ordo's Floodsong in their Tidebrass; as Eden flooded, her people would sacrifice themselves to save her, hoping she would one day redeeming humanity by curing reconciling with Kayo. The Curator, the last living Musician, would give Una the other half of her heirloom, which contains the last aspect of Ordo's Floodsong and the key to her family's wish. Confronted with the harsh truth, Una would not even have time to process it when a violent storm would engulf the Tower with a second Tidecaller. In a moment of courage, Eyr would use his body to fuse the other half of the heirloom, forming a powerful Tidebrass instrument. During the fight, Eyr would not hold Una back, allowing her to use her full speed and Ordo's Floodsong to destroy the storm-attuned Tidecaller's instrument, causing the clouds to part, revealing that Una is at the forefront of The Chaos Storm— Kayo's domain. Una accepted that even though her family was gone, Eyr was not, and neither was she. Turning away from the past, Una would dive downwards to fulfill her family's wish and secure a future for both her, Eyr, and what remained of humanity.

Now in the heart of the Chaos Storm, Una would have to navigate the tumultuous environment by parkouring between pieces of Ordo's body, surfing over tsunamis, dodging violent waterspouts, and fighting predators enhanced by the Chaos Storm. Arriving at the **Well**, a tempestuous whirlpool at the bottom of Eden, Una would encounter the mad God himself: Kayo.

Scaling the body of the antediluvian leviathan, Una and Eyr would be able to subdue Kayo and use her family's Tidebrass heirloom to return Ordo's Floodsong to Kayo.



Una faces Kayo amidst the Chaos Storm

1.3 Narrative Beat Sheet:

Moment	Narrative Intent	Player Conscious	Hero's Journey
Opening Cinematic	Set up context: Ordo was killed. Kayo (and the Tidecallers) are the antagonists. The Technocrats (and humanity) are the victims / protagonists. Defining Floodsong. Set up stakes: The world is ending, but there is still hope. Set up motivation: Una must find her family before it's too late	"I'm going to have to kill Kayo and his Tidecallers." "Where did Una's people go?" "I hope Una finds and saves her family."	Fearless and independent. Chasing the past.
The Cave	Reinforce motivation: Una is using a family heirloom to guide her. Set up relationship:	"Cool heirloom that glows." "Cool engravings. Now I know 100% I'm going	

	Eyr is Una's surrogate father. Eyr is fearful. Una is fearless. Set up expectations: Engravings look cool and imply a magical aspect of the world.	the right way." "Eyr needs to man up." "What's all this magical stuff mean?"	
The First Tidecaller	Reinforce relationship: Eyr holds Una back from performing dangerous maneuvers. Una doesn't like that Eyr is right sometimes. Reinforce context: Tidecallers use Floodsong to control water, just as Kayo and Ordo did. Reveal new info: Destroying Tidecallers' instruments pacifies them and causes the water to drain.	"Eyr's holding me back. But maybe he's right." "Whoa. Water magic!" "Destroying the instrument returned them to normal. Are the Tidecallers really bad?" "Destroying instruments is good."	
Title Card	Reinforce relationship: Eyr objects to jumping into something without a plan. Una doesn't care. Set up expectations: Eden is a magical land, judging from The Tower and The Chaos Storm. Reinforce context: Kayo is still here. Kayo is huge.	"Cool world. I'm going to go to The Tower / The Chaos Storm eventually." "I'm going to face Kayo at the end."	
Exploring Eden	Reinforce context: Una's heirloom	"Is the heirloom humming more? I	Slowly disillusioning. Is the past realistic?

	continues humming. She comes across more engravings. Reveal new info: Eden is ruined. It's as if no human life has been here for centuries. Set up expectations: Hum of heirloom and engravings reinforce a sense of hope that Una will find her family. Engravings mark special areas.	think so.” “This place is completely empty. Are Una's people still here?” “Engravings. Must be a good sign.” “This church looks special. What's in this church?”	Am I who I thought I was?
The Storm	Reinforce context: The weather in Eden is violent and volatile because of The Chaos Storm. Reinforce relationship: Eyr's timidity gets them out of a bad situation.	“AHHHHH” “How did Una's people live through all this?” “Maybe Eyr isn't all bad. Sometimes Una needs him.”	Still young. Still naive.
The Tower	Reinforce context: This place is full of engravings and magic. Set up expectation: Una's heirloom humming greatly means she's close. Makeshift traps means someone else has been here recently.	“Whoa. Cool new area with a bunch of magic. I'm in the right place.” “Who put all these traps here?”	Return of hope.
The Peak	Reinforce context: Common belief is a lie. Humanity killed Ordo. Kayo is the victim. Kayo	“We were the bad guys all along?” “I feel bad for Kayo	Full disillusionment. Low point.

	controls the Tidecallers through their Tidebrass.	now.” “I was right. Tidecallers aren’t bad at all.”	
The Curator	Reinforce context: Una gets the other half of the heirloom. Reveal new info: Una is descended from Musicians, who are all dead. Her family left her the heirloom. Una is humanity’s last hope.	“The heirloom was an instrument all along.” “Was Una descended from a Tidecaller?” “I feel bad for Una, her family is all dead.”	
The Second Tidecaller	Reinforce Relationship: Eyr lets Una go. Chooses to help her instead of holding her back. Reinforce context: Tidecallers are infused by Kayo. Tidecallers can use Kayo’s abilities.	“Eyr has always been there for Una. What a great guy.” “Eyr is the reason we’re gonna win.” “Cool new abilities. No holding back now.”	Dependent. Can’t do it alone.
The Chaos Storm	Reinforce Relationship: Una sees Eyr as family. Una lets go of the past for the future. Reinforce context: Up close, the Chaos Storm is huge.	“Nice warm moment.” “Whoa, that storm is huge. I’m jumping into <i>that</i>?” “Storm looks cool.”	Second fork in the road. Leaving the past behind.
Outside The Well	Reinforce context: Ordo’s body ended up here. Kayo’s influence transfers to the wildlife too. Reinforce Relationship:	“This area is so cool.” “Ordo’s is massive. I’m literally jumping on him. Kayo must be huge.”	

	Una and Eyr have to work together to traverse the area.	"Couldn't do this without Eyr."	
Kayo	Reinforce context: Una uses the heirloom to cure Kayo. Reinforce Relationship: Una and Eyr have to work together to subdue Kayo.	"I feel bad for Kayo. I want to save him. I want to save the world. "	