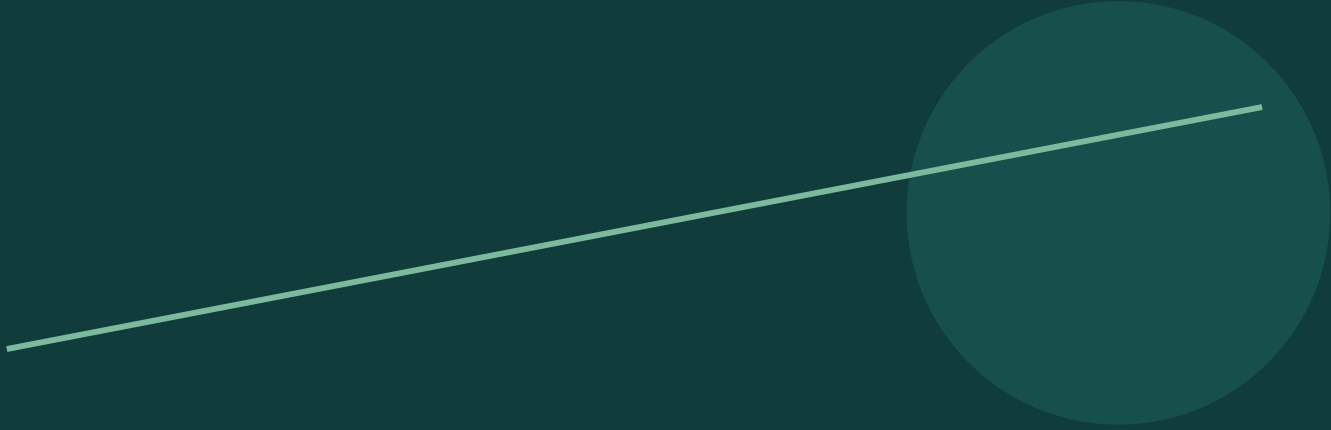




NARRATIVE GAME CONCEPT DOSSIER

COTé:PTC

Child of Terra: Promise to the Cosmos

A child reaches for the stars. Three million years later, the machine he became must remember why.

A narrative-heavy 3D existential science-fiction sandbox

Concept stage | Story and systems remain in refinement

A game about fulfilled promises, altered memory, and the distance between the person who begins a journey and the one who survives it.

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The game at a glance

COTé:PTC joins cinematic exploration, RPG world-state systems, nonlinear storytelling, and psychological horror around one question: what is left of a dream after its dreamer has changed beyond recognition?

FORM	PLAYER ROLE	NARRATIVE ENGINE
A narrative-heavy 3D existential sandbox with science-fiction scale.	Explore as a protagonist who becomes a Federation Man O'War: a weaponized human-machine hybrid known as the Death Machine.	Player actions, altered control, NPC deaths, and the interface reshape the world-state and can uncover a hidden finale.

The central proposition

A child sees a brilliant phenomenon cross the night sky and decides to go up. He reaches space, keeps his promise, and spends roughly three million years crossing the cosmos aboard an advanced starship. The journey succeeds in its literal goal while eroding the person who first wanted it.

The story is not about failing to achieve a dream. Its tragedy is achieving exactly what was wanted, then becoming someone who can no longer understand why it mattered.

Four design pillars

- **Fulfillment with a cost.** The promise is kept; the self who made it is nearly lost.
- **Systems carry meaning.** Quests, warnings, mission structure, and combat consequences express the story rather than sit outside it.
- **The player shares responsibility.** Partial control during glitch episodes makes action, hesitation, and continuation morally legible.
- **Cosmic scale returns to intimacy.** A journey across deep time resolves in a quiet garden and a child looking up.

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02 / CONCEPT DOSSIER

Story foundation and central cast

The narrative grows from a small childhood moment, then follows the consequences of keeping one promise across a life extended far beyond ordinary human time.

The origin point

September 14, 2011 - 21:43. A five-year-old child is playing in a garden at night. An emerald-green streak crosses the sky and leaves a shimmering dusty-yellow glow. A flash brighter than the Moon is followed by a deep acoustic boom. The child cannot explain what he has seen. He looks upward and arrives at a single emotional instruction: "Up."

The protagonist

The child eventually becomes **KR-TRRa-sp MK.0**, a Federation Man O'War nicknamed **the Death Machine**. Flesh, cybernetics, weapons, logic, military programming, survival, and computation converge in him. He represents humanity turning itself into a weapon. His conflict is not simply whether he can survive, but whether anything connects him to the person who began the journey.

The Vessel

The Vessel first appears tied to the protagonist's past and to the girl associated with his original promise. The deeper reveal reframes the Vessel as an externalized part of the protagonist: forgotten innocence, inner life, vulnerability, and the younger self that existed before the Death Machine. The Vessel is a character and a mirror. Its appeal to be remembered with love ultimately asks the protagonist to remember himself.

The girl and the original promise

The journey is initially framed around a promise made to a girl. Her fate remains deliberately uncertain: she may have died, disappeared, been lost to the timeline, or ceased to exist as the protagonist remembers her. The apparent relationship and the meaning of the goodbye are later recontextualized. The story turns toward the protagonist's relationship with himself and the child he used to be.

The title

COTé:PTC expands to *Child of Terra: Promise to the Cosmos*. The lowercase form also evokes the French *côté*, meaning side or aspect. Here it suggests a hidden inner facet of consciousness where an earlier self remains preserved.

The girl's fate and the identity behind the apparent goodbye are narrative mysteries in the current concept, not answers this dossier resolves.

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How play and narrative meet

The player moves through a conventional mission structure that can become unstable as combat, impaired control, and persistent world changes accumulate.

Conceptual activity sequence

- **Receive objectives.** Corporate missions and interface guidance establish the expected direction of travel.
- **Explore and act.** The player moves through a cinematic 3D science-fiction world and enters necessary combat.
- **Encounter compromised control.** Glitch episodes can desynchronize actions, impair controls, and make the protagonist unpredictable.
- **Live with consequences.** Killing major personnel can remove, create, or alter quests, shift NPC behavior, and change later events. The player can reload to preserve the intended timeline or continue and accept accumulating consequences.
- **Recognize the structure.** As consequences build, the intended corporate storyline can collapse. The player may stop obeying its direction and discover the hidden Finale state.

Cyberpsychosis and the glitch state

A glitch episode does not simply take the controls away. The player retains partial control, but inputs may be impaired or desynchronized. Emerald-green flashes and system warnings may occur; the protagonist may attack or kill important characters. The player might try to stop it, fail, allow it, or continue afterward. That uncertainty makes the player part of the event rather than a spectator to a cutscene.

World-state consequences

A major personnel death is not treated as a simple quest failure. It can reroute the causal graph: quests disappear, emerge, or change; NPC behavior shifts; future events become impossible; and new event chains can take their place. The game warns that killing major personnel may harm the mission. The warning is meaningful, but it does not prevent the player from proceeding.

"You have killed a major personnel. Continuing might have negative effects on your mission."

The interface as pressure

Mission objectives, corporate priorities, quest markers, and warnings help preserve the expected timeline. Over time, the player may recognize that the interface is defending a narrative path that no longer serves the deeper story. Resistance is expressed through behavior: stop following the expected route, accept the consequences, and act without a conventional prompt.

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The hidden Finale and its mechanics

The Finale is a hidden world-state uncovered through accumulated action and consequence. It is not presented as a selectable mission path or completion meter.

Discovering the Finale

The player gradually disrupts the normal narrative structure. Corporate objectives and the interface attempt to preserve the intended trajectory, while the player can continue to deviate from it. There is no "Finale Route - 63% Complete" tracker. Discovery is meant to feel organic: the route emerges from what the player has done and what the world has become.

The Not-in-Action Damage Loop

Combat remains necessary; a perfect pacifist run is not the premise. During combat, however, the player can deliberately stop acting. While inactive, specific damage accumulates. That damage feeds historical glitch static into the protagonist's cache. The player allows the machine to be damaged in order to recover fragments of something buried inside it.

The Dead Zone of Terra

A Finale component asks the player to leave normal corporate objectives behind and steer the ship toward forbidden coordinates. The Dead Zone has no conventional waypoint, obvious reward, quest marker, or clear initial reason to go there. It holds the Ruins of Terra: barren and silent.

After landing, the player must remain. The real-time silence and lack of conventional activity are part of the mechanic; staying stabilizes the protagonist's core coordinates. The location asks the player to stop treating every space as a source of XP, loot, quests, or rewards. It exists because the player needs to sit there and remember.

What is established, and what remains open

The current concept establishes the purpose and emotional meaning of these mechanics. It does not yet specify exact thresholds, durations, or the full set of conditions that establish the Finale state. Those are implementation decisions for a later design phase; this dossier leaves them open.

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Finale sequence and temporal revelation

The hidden route brings the story back to the garden, where the protagonist encounters the childhood origin that his future helped create.

Hour of the burning skies, in the Garden of Eden

During the final mission, corporate fleets burn, the Federation interface begins to melt, and conventional environment assets fall away. The world transforms into a warm, dusty-yellow grassy garden. The cosmic scale of the journey contracts to the place where the child first looked up.

VESSEL "You should remember this place by now, don't you?"

MC "I do."

VESSEL "Then, that kid over there. That should be you, isn't he?"

MC "..."

VESSEL "It is about time, isn't it?"

The Vessel crosses the grass and approaches the five-year-old child. It squats beside him and whispers: **"Up."**

A closed causal loop

The green phenomenon from 2011 is not an alien message, god, or intelligence from outside the story. After roughly three million years, the future protagonist reaches back through time through the effects of extreme technological or quantum decay. He becomes the voice and phenomenon that inspired the child, causing his own origin.

FUTURE	PAST	RETURN
The Death Machine reaches back through time.	The child sees the phenomenon and decides "Up."	That childhood promise drives the future that creates the phenomenon.

There is no first cause: future causes past, and past causes future. The protagonist's existence becomes a monument to a child who wanted to see the stars.

Endings and epilogue

The concept names four conventional endings - **True Pacifist**, **Corpo**, **Bad**, and **Neutral** - alongside the hidden Finale. The Finale is a world-state reached through the player's accumulated actions and consequences, not a single dialogue choice. Its epilogue concept is *As tomorrow became yesterday*: for the child, space is tomorrow; for the future protagonist, space is yesterday.

The ending is at once an ending, an origin, a fulfillment, a tragedy, and a closed loop. The Death Machine's greatest achievement is not conquest, but remembering the child.

06 / CONCEPT DOSSIER

Presentation, sound, and themes

The audiovisual language moves between two scales: the cold enormity of space and the warm, fragile detail of a childhood memory.

Visual motifs

MOTIF	ROLE IN THE CONCEPT
Emerald green	The streak, flash, and glitch signal connect the childhood origin to the protagonist's altered state and temporal loop.
Dusty yellow	The glow left by the sky phenomenon returns in the garden that replaces the collapsing cosmic environment.
Cosmic scale / small spaces	Starships and deep time eventually give way to the garden, a place for stillness and memory.
Melting interface	The familiar mission layer loses authority as the expected narrative structure collapses.

The choir as a sonic ghost

A youthful male choir is intended to recur as more than background music. It carries youth, innocence, vulnerability, and the younger self that has been lost. Its presence follows the protagonist through execution loops and transformations, placing a sound of youth beside a figure who has become nearly inhuman.

Themes carried by play

- **Identity and humanity:** what remains when a person changes beyond recognition?
- **Memory and innocence:** can remembering restore a connection to what was lost?
- **Promises and achievement:** does a dream retain meaning if fulfilling it destroys the dreamer?
- **Time and causality:** can a person's future become the cause of their own past?
- **Player agency:** how responsible is the player when control is deliberately compromised?
- **Systems:** can mechanics, interface, and player habits become part of the story?

07 / CONCEPT DOSSIER

Influences and development vision

COTé:PTC is still a concept in refinement. Its creative references and production ambitions are exploratory material, not locked commitments.

Creative DNA

REFERENCE FAMILY	IDEAS THE PROJECT IS STUDYING
Cyberpunk	Cyberpsychosis, corporate power, cybernetic identity, humanity and machinery, and the consequences of technological transformation.
Honkai titles	Honkai: Star Rail, Honkai Impact 3rd, Amphoreus, and Cyrene/Elysia inform its use of remembrance, mythic storytelling, cosmic tragedy, temporal structures, and emotional character reveals.
Undertale and NieR	Player behavior, hidden routes, multiple endings, identity, memory, cycles, and the relationship between player and character.
Outer Wilds, Steins;Gate, Dark	Knowledge as progression, discovery through exploration, causal structures, and closed temporal loops.
Evangelion, Lain, Metal Gear, Persona, Omori	Human-technology boundaries, psychological identity, systems as antagonists, externalized inner worlds, and buried truths.

Exploratory directions

A possible connection to Cyberpunk continuity, including a future in which Adam Smasher survives and the protagonist becomes an extreme evolution of that path, remains undecided. In the proposed thematic contrast, Smasher treats humanity as weakness, while COTé's protagonist becomes a machine to reach a dream and later recognizes what that transformation cost.

CD PROJEKT RED and HoYoverse appear in the concept as possible future studio partners because of their respective strengths in cinematic RPG production, cosmic storytelling, music, and large-scale development. No studio choice or partnership is established.

Creative and production vision

The creator's intended long-term role is closest to Narrative Director and Art Director, maintaining the work's narrative identity, themes, symbolism, visual language, character direction, worldbuilding, and intended player experience while a professional team handles production and technical scale.

The current process is to absorb, analyze, combine, and refine lessons from games, anime, literature, music, film, and interactive storytelling before crystallizing a script and design. The stated ambition is to create a game that could contend for *best game of all time*, while leaving the concept open to change until those phases begin.

Open decisions for the design phase

The concept establishes the narrative and emotional purpose of its systems. Their exact implementation rules remain open.

Intentional story ambiguity

The girl's fate and the identity behind the apparent goodbye remain deliberately unresolved. The closed loop also has no first cause. These are part of the concept's mystery, not missing answers this dossier needs to supply.

Mechanics and route questions

AREA	DETAILS TO DEFINE
Glitch episodes	Which inputs remain available, how desynchronization behaves, and when warnings appear.
Damage loop	What damage qualifies, how accumulation is bounded, and how recovered static is communicated.
Consequence graph	How major personnel are identified and how far changes propagate through later quests and events.
Dead Zone stay	What the real-time wait requires and when core-coordinate stabilization completes.
Finale state	Which combination of actions and consequences leads the player to recognize the hidden world-state.

These are implementation questions, not changes to the premise or intended player experience.