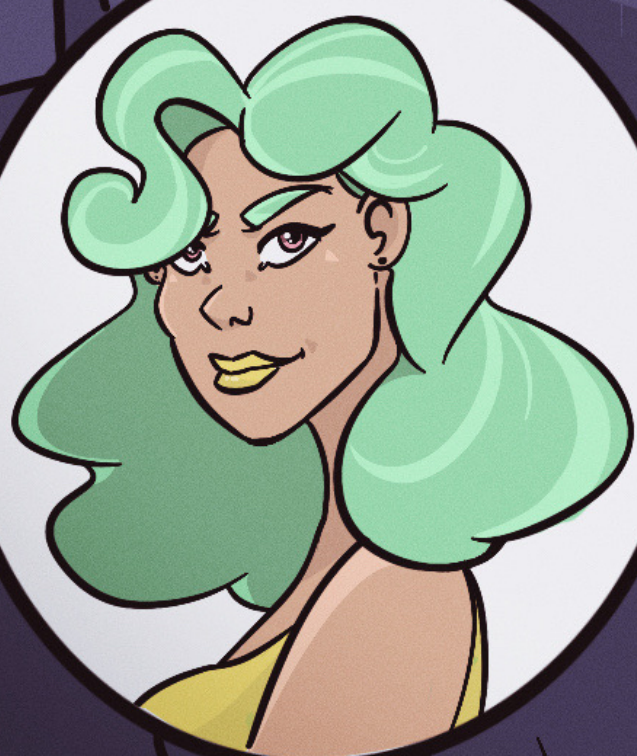


A MURDER MYSTERY STRATEGY GAME
BY HENDRÉ BASSON

TROPICAL SIN



TROPICAL SIN

1

Longline

Summoned to a tropical island to solve a high profile murder, a rookie detective must weave through a thick web of secrets, leading to a showdown against a greater evil he wasn't expecting to face.

Game Summary

In **Tropical Sin**, the player will take control of **Detective Derik James**, who has been invited to the town of Aquamarine to catch the murderer of the wealthy businessman, Icarus Crane.

Derik will ally himself with the locals, solve complicated puzzles, perform investigations, and conduct interrogations with devious suspects. However, a town holds secrets, some better left buried. As your investigation progresses to the truth, Derik will find himself facing off against a dangerous cult, for the sins of Aquamarine go deeper than just the surface.

**Images collected from Pinterest*



Protagonist

Derik James



A dashing and aspiring sleuth. Derik wants to walk in the footsteps of his parents, who have solved many high profile cases over the years. He is often underestimated and overlooked, but Derik strives to separate himself from his parents' legacy and form his own identity. He has the talent, but now he just has to show the world.

Game Mechanics

The gameplay experience is similar to many point and click mystery games.

What's different is that the player will be able to move around each key location when investigating/or talking to suspects. Clues will be highlighted, offering the player a selection of objects to search. **If the player desires a challenge, this option can be toggled on and off in settings.**

**Image collected from Google*



World

Welcome to Aquamarine

Set in the **Arupa Region (a nation of islands - think a larger version of Hawaii)**, Derik's first case takes place in Aquamarine, a coastal town given its name by the vibrant waters beating against its shores.

Unlike open world games, key locations will be highlighted on a map which the player will be able to fast travel to.

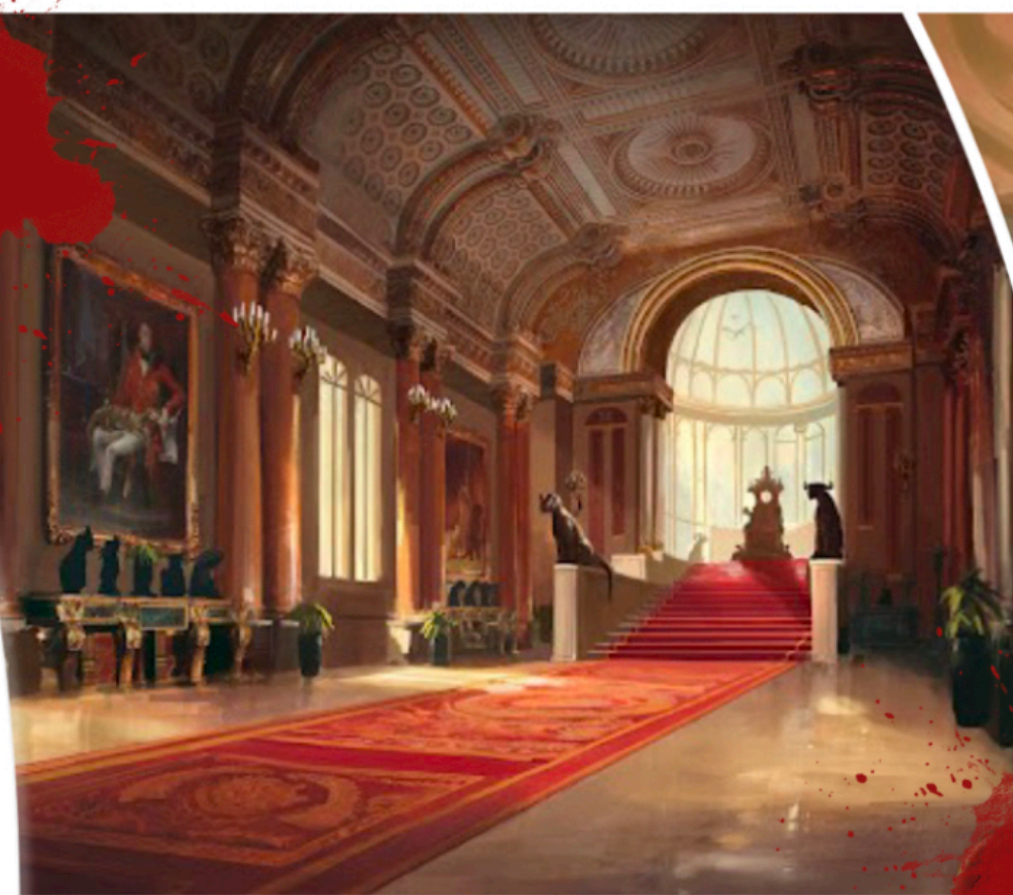
Each location will be explorable as you investigate for clues and question suspects.

Key Locations

**Images collected from Pinterest*

1

1. Crane House



2. Mayor's Office



3. The Clubhouse

2

3



Cult of Prosperity**A Deadly Foil**

A cult residing beneath Aquamarine. They kidnap lower-class residents and sacrifice them to a dark deity known as Tysceris to secure enduring wealth.

They are consumed by greed, and linked to the victim, Icarus Crane. What part did he play in this deadly organization?

**Suspects**

IN THE DEATH OF ICARUS CRANE



Pamela Henderson
Songstress



Hiram Gold
Adopted Son



Ingrid Crane
Widow



Bruce Baker
Ex - Business Partner

The Story

1. Shadows of Aquamarine

Once Derik arrives in town, he is greeted by the Mayor and escorted to the crime scene. He fends off armed thieves, finds a strange yellow mask at the Crane House, hears a rumour about a cult, and is threatened by the killer with a mysterious note. The investigation begins...

2. A Wealthy Appetite

Derik's eagerness for the truth sends him to the Clubhouse, an elite establishment, then a man hunt for a key suspect. When they are found dead hours later, Derik returns to the Clubhouse, seeking answers but is shot by a mysterious assailant. Has he failed?

3. Beware the Darkness

On the brink of hopelessness, Derik perseveres, the case leading him from a masquerade party into a fight with a cultist, and finally, the Crane House, where he discovers a secret passage into a dungeon. Derik descends...

4. What Lies Beneath

Derik finds the hideout of the Cult of Prosperity, where the identity of the killer is revealed. He is captured by cultists, forced to watch the execution of an ally, and is chained and thrown into the depths of the sea. Death surrounds him...

5. Grand Finale

After Derik survives and defeats the killer while trapped in a blazing inferno, he has earned the town's respect and has become the detective he has always dreamed to be. Now, with this success, onto the next murder...