

PSYCHOTIC BATHTUB

THE STORY OF AN
ESCALATING MIND.
AND DUCKS.



PITCH DECK

naisha

PSYCHOTIC BATHTUB –

THE STORY OF AN ESCALATING MIND. AND DUCKS.

created by **natsha**

PITCH

Psychotic Bathtub deals with Ophelia's experience with her slightly odd, highly disturbing, and entirely unique psychotic disorder in her bathtub. Interact with the environment through Ophelia's eyes. Each of your interactions may lead to death, great joy, or even worse: Your duck drowns, the wine turns into poison, the bathroom is flooded. Will you find a way out of the really scary parts of your mind? Maybe not.

GENRES

MULTI-LINEAR TEXT ADVENTURE, DUCK GAME

PLATFORMS

COMPUTER AND MOBILE

ESTIMATED RELEASE

Q2 2024

CURRENT PROJECT STATUS

PLAYABLE DEMO / 20 MINUTES PLAYTIME

ACQUIRED FUNDING

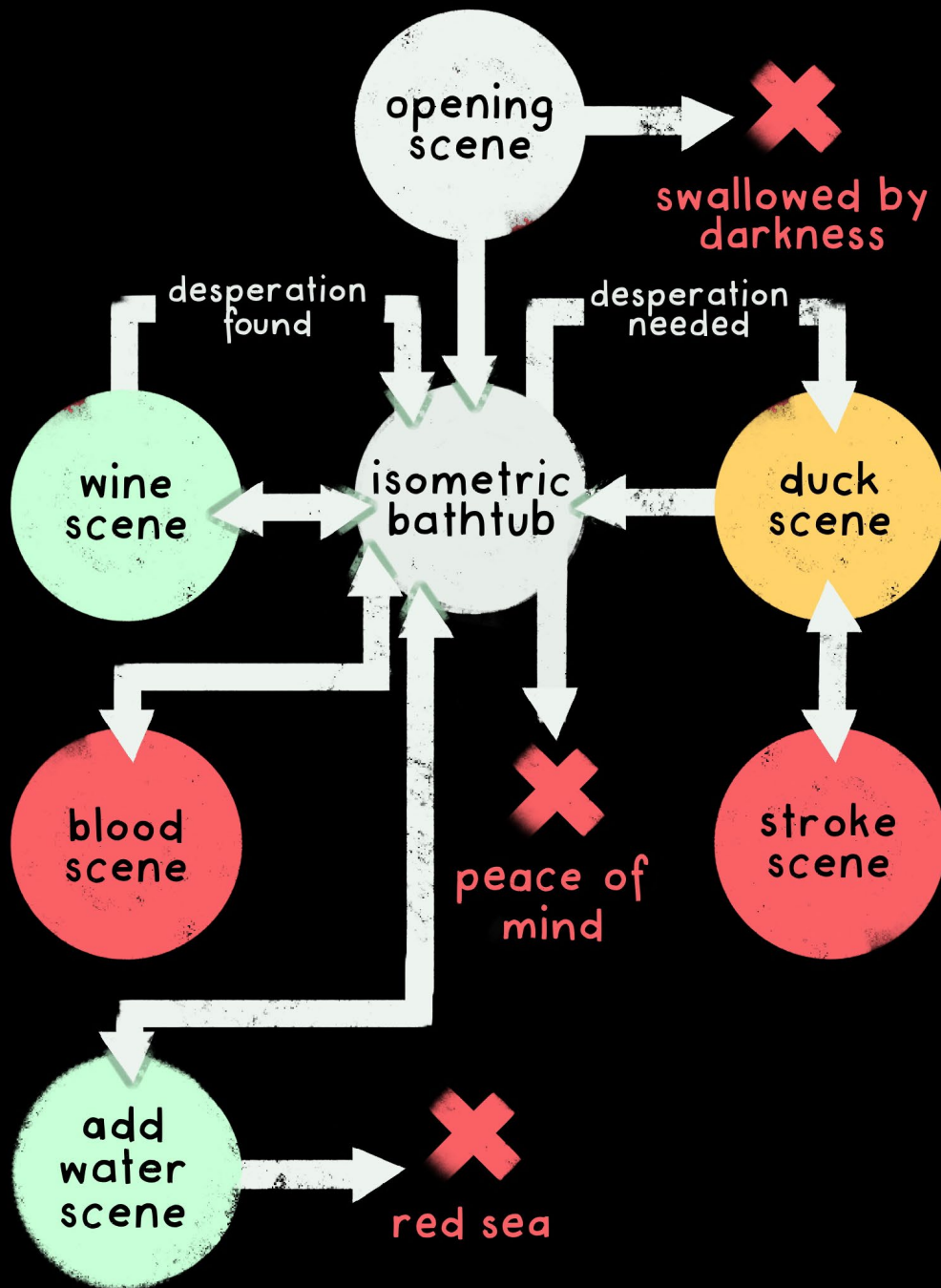
20'000 \$

FUNDING NEEDED FOR COMPLETION

70'000 \$

WE ARE LOOKING FOR A **SUITABLE PUBLISHER** AND **INTERESTED INVESTORS**. THANK YOU FOR YOUR TIME!





MULTI-LINEAR NARRATIVE. HIGH REPLAY VALUE AND SELF EFFICACY.

Psychotic Bathtub has a multilinear narrative with different endings. Its core gameplay is about making decisions with meaningful consequences. The multilinear narrative provides high replay value and gives the player a sense of self efficacy.

POINT AND CLICK GAMEPLAY. CASUAL AND BARRIER FREE.

Psychotic Bathtub is controlled exclusively by mouse. A mouse-over function opens up new interactive text blocks or animations. By left-clicking, an interaction is triggered, consequently a decision is made and therefore the course of the story determined.

WHY?

WHY A PSYCHOTIC DISORDER?

DESTIGMATIZATION THROUGH GAMING.

Psychotic disorders run in our (Natasha's and Tatjana's) family. We experience how destructive they can be. They push those affected to the margins of society. Stigma and fear are omnipresent. We want to change that: We make the disorder accessible and experienceable.

NOT A SERIOUS GAME.

AWARENESS AND ACCESSIBILITY.

Psychotic Bathtub shows a fictional disorder that follows psychotic symptoms. This game is **NOT** a serious game, but is intended to draw awareness to mental illness and to make this serious topic accessible. It addresses symptoms as: intrusive thoughts, escapism, self-destruction and guilt.

INTRUSIVE
THOUGHTS

ESCAPISM

SELF-
DESTRUCTION

GUILT

HUMOR: PSYCHOSES AND DUCKS. RESPECT AND COMEDY.

HUMOR

Psychotic Bathtub approaches questions of mental health with great respect and uses humor to make this serious topic accessible. **Psychotic Bathtub's** humor is absurd and dark: Ophelia converses with a rubber duck who claims to be her deceased father. A balance between seriousness, tragedy and comedy emerges.





NATASHA SEBBEN
GAME DESIGNER



TATJANA SEBBEN
COMMUNITY MANAGER



MARTIN HODLER
PROGRAMMER



ESTEBAN UMIGLIA
COMPOSER



JONAS ROULET
SOUND DESIGNER

natsha

WE DESTIGMATIZE. WE MAKE A DIFFERENCE.

natsha was founded by the game and narrative designer Natasha Sebben in 2022. We create story driven games about mental health and approach this serious topic with great respect and use humor to make it accessible. We are aware of our social responsibilities. We want to make a difference. This is why 50% of **Psychotic Bathtub's** profit will be donated to mental health research.

STUDIO

TRACTION

RECEPTION SO FAR.

FESTIVALS. EXPOSITIONS. 20K FUNDING.

Psychotic Bathtub's reception so far was extremely positive. The game received 20'000 \$ funding by Pro Helvetia a swiss funding body. Additionally, was **Psychotic Bathtub** invited to several festivals and featured in international expositions:

REFRESH X Fantoche

6. – 11. September 2022
Baden, Switzerland

GAMES WEEK BERLIN

16. – 17. September 2022
Berlin, Germany

MEDO. FEAR. ANGST.

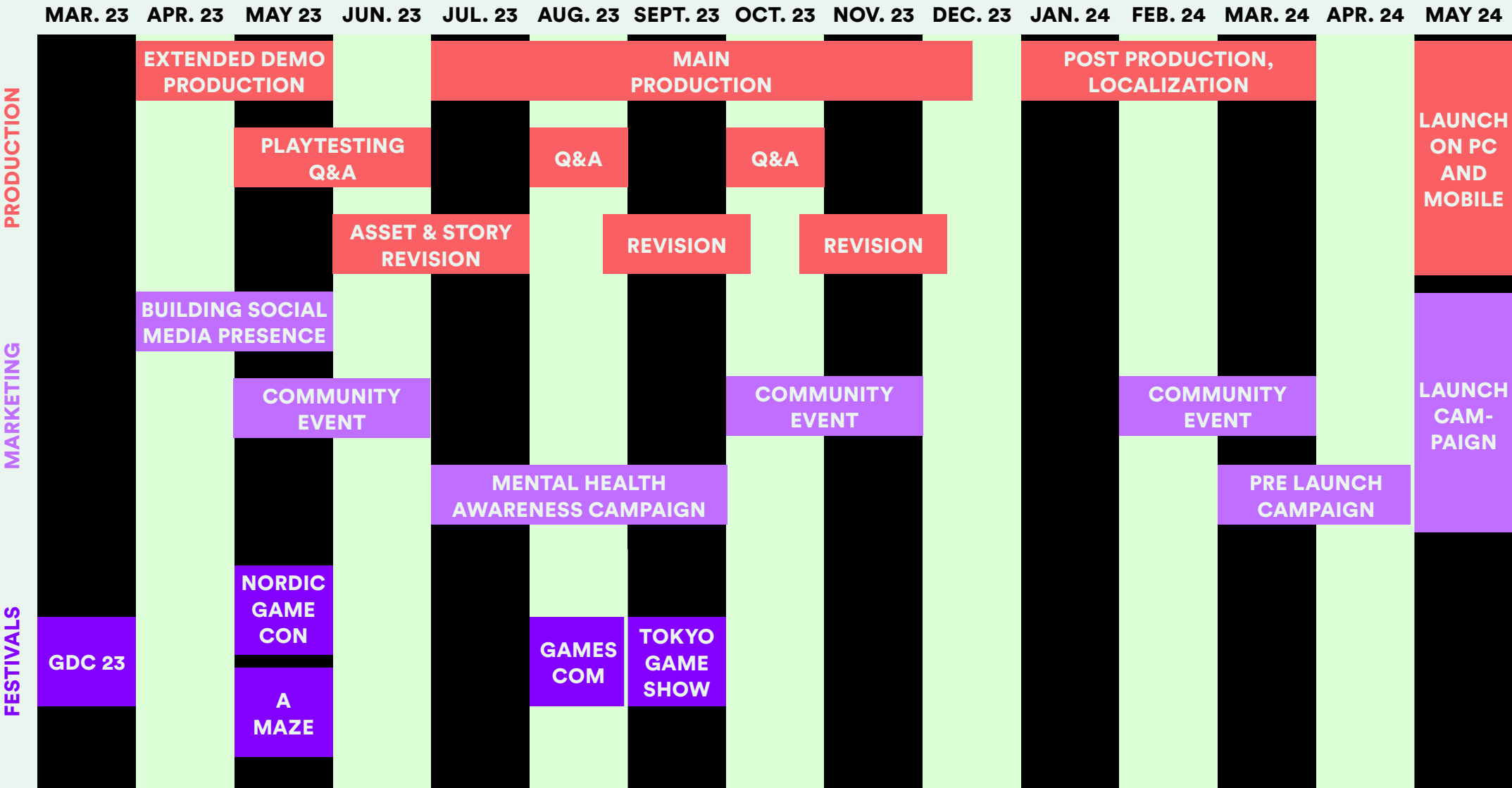
09. October – 30. November 2022
Lisbon, Portugal

FESTIVAL
iNViTATiONS
FEATURED
EXPOSiTiONS
RECEiVED
FUNDiNG

RELEASE Q2 2024

Psychotic Bathtub's will be released in May 2024. The current prototype provides 20 minutes of gameplay and offers three different endings. The final game will offer 4 hours of gameplay and 19 different endings.

PRODUCTION MILESTONES



WHAT WE ARE LOOKING FOR

70'000 \$ NEEDED FOR COMPLETION.
50% OF PROFIT WILL BE DONATED.

We are looking for a suitable publisher and interested investors. To finalize **Psychotic Bathtub** we need 70'000\$.

We are aware of our social responsibilities and take those seriously: 50% of **Psychotic Bathtub's** profit will be donated to mental health research. Support our journey. Make a difference.

PUBLISHER

FUNDING

CONTACT



website

psychoticbathtub.com

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