

SUBMONTIUM — FACTSHEET (DRAFT 2025)

Version prepared for press and prospective publishers.

Title

Submontium

Developer

Submontium Games

Czech Republic

Lead Developer & Designer: Zdeněk Levý

Release

TBA (In development)

Platform

PC (Steam)

Engine

Unreal Engine

Genre

Strategic RPG / Alchemical Simulation (First-Person)

No combat. No weapons. Pure systemic progression.

Short Description

Submontium is a first-person strategic RPG set in early 17th-century Karlovy Vary.

Players progress not through combat, but through the mastery of alchemical principles, laboratory procedures, and the economic and political pressures of a real historical city. Every room, instrument, reagent, and reaction is physically and systemically simulated.

Long Description

Submontium is a science-driven RPG focusing on realistic alchemy, material interactions, and systemic world design. The game places players in Karlovy Vary at the beginning of the 17th century, a period marked by scientific curiosity, shifting power structures, and the hidden world of unofficial alchemists.

You begin as an apprentice operating in small workshops, baths, and backrooms. Through experimentation, reputation, and negotiation, you work your way toward becoming a master alchemist — all without combat or weapons. Progress depends entirely on the player's ability to understand real processes: distillation, calcination, dissolution, crystallisation, thermal control, resource acquisition, and the delicate economy of a town under constant pressure.

Submontium is fully handcrafted: its interiors, tools, glassware, and materials are modeled and textured with high fidelity using Blender, Mari, and Marmoset, then brought to life in Unreal Engine. The game's systems are designed to reward intelligence, planning, and scientific curiosity rather than physical power.

Core Features

No Combat – Knowledge as the Only Weapon

Submontium contains no weapons and no fighting. All progression is achieved through understanding, experimentation, and systemic decision-making.

Playable Historical Alchemy

Not fantasy magic.

Real procedures based on early modern sources and laboratory practice: heat curves, distillation sequences, glassware use, reagent purity, by-products, and process chains.

First-Person, Handcrafted Spaces

Laboratories, spas, workshops, guild houses, hidden rooms, and streets of Karlovy Vary built with attention to historical detail and physical materiality.

Strategic Urban Gameplay

Manage relationships with patrons, suppliers, rival alchemists, and city institutions. Resources, access, and opportunities depend on reputation and scarcity.

Systemic Interactions

Glassware can crack.

Furnaces overheat.

Solutions precipitate.

Reactions fail.

Every outcome is systemic and reproducible — not scripted.

Historically Grounded Lore

Rooted in early scientific thought, Rudolfine alchemy, municipal records, and real material culture. Narrative emerges from the player's choices, not from fixed quests.

Target Audience

- Players of systemic simulations and immersive strategy
- Fans of historically grounded worlds
- Readers of Umberto Eco, fans of *Pentiment*, *Pathologic*, *Obra Dinn*
- Anyone looking for a deep, non-combat, thought-driven RPG

Visual Direction

- Early 17th century (Rudolfine era)
- Handcrafted models and textures (Blender, Mari, Marmoset)
- Emphasis on materials: stone, metal, glass, organic reagents
- Warm interior lighting, fire, candles, lab glow
- Dense FPS environments with strong focus on detail

Key Message

Submontium replaces combat with authentic scientific mastery.

Instead of fighting enemies, players fight uncertainty, scarcity, flawed glassware, and the politics of a city that never stops watching.

Contact

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