



THE BEAR

A STORY FROM THE
WORLD OF GRA

Game Booklet
02.02.2024

Vision

The Bear - A Story from the World of Gra is an interactive good night story for mobile.

It is an intergenerational bed time experience and an introduction into the extensive storyworld World of Gra.

Two friends, the bear and the little one, go on a journey through a dreamy little universe, collecting stories and stars.

Help them move through the world and read their story with them, as the wholesome atmosphere, cozy music and charming characters reconnect you with that intimate, emotional time that exists just before falling asleep.



Fact Sheet

Name **The Bear**
A Story from the World of Gra

Platform iOS, iPad & iPhone

Genre Interactive Picture Book

Number of Players Singleplayer

Playtime Approx. 40 Minutes

Target Audience Young Adults

Region, Language Worldwide, English/German/French

Release Date 16. April 2024



The Story

The Bear tells the story of the little one and the bear, as they find one another and go on an adventure.

The little one finds a scared bear in the long forgotten caves. It has nearly become too big to fit through the tunnels, but the little one does everything he can to help it out. Once at the surface, the little one can finally reach other planets thanks to the help of the giant bear. They go on an adventure: hopping from



one planet to another, as the bear learns to use its size to its advantage. As the little one wants to see more and more exciting things, he incites the bear to learn to swim and they visit even further places. But the bear grows and grows – and becomes slower and slower. The little one learns the beauty of

staying a little longer, taking things slow and fully experiencing the things around him. But as the bear takes over more and more of the screen the little one has to decide one last time if he wants to stay or if he wants to leave.

Characters

When the bear and the little one first meet, they are very different. The bear is a calm dreamer, that is rather anxious about trying new things. The little one on the other hand can't wait to finally see the world - full of energy he will stop at nothing to get to the next planet!

Bear
&
Little One



As the two go on their journey together, the little one helps the bear get out of its shell. They climb towards new planets and the bear even learns to swim! The bear learns to handle its fears, to try new things, to have confidence in itself.

The little one finds kindness in the gentle nature of the bear. For the first time ever, the little one wants to hold onto something: the connection he found with his unlikely friend.

Gameplay

The player moves both characters through the world to progress the story. The bear is moved by dragging, the little one by tapping. The gameplay has a constant interplay between the bear and the little one, only together can they get out of the tunnels, form a bridge to the next planet, swim through the stars and listen to stories.

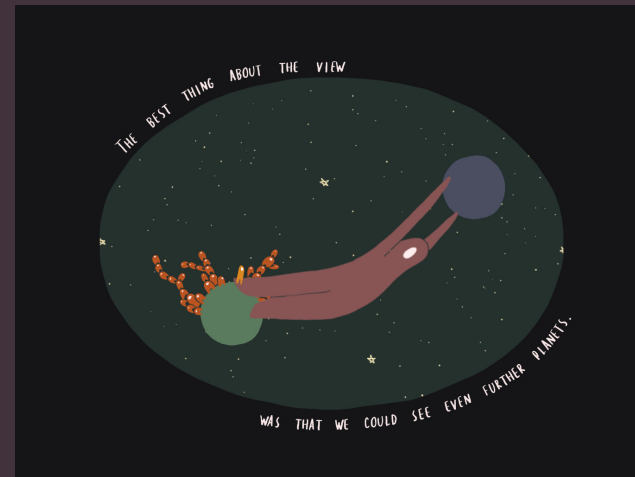


The Bear

The bear is a heavy, giant being. To move the bear the player drags parts of the bears body across the screen. They might drag its legs towards a better position in the tunnels, its arms towards a new planet, its entire body to walk.

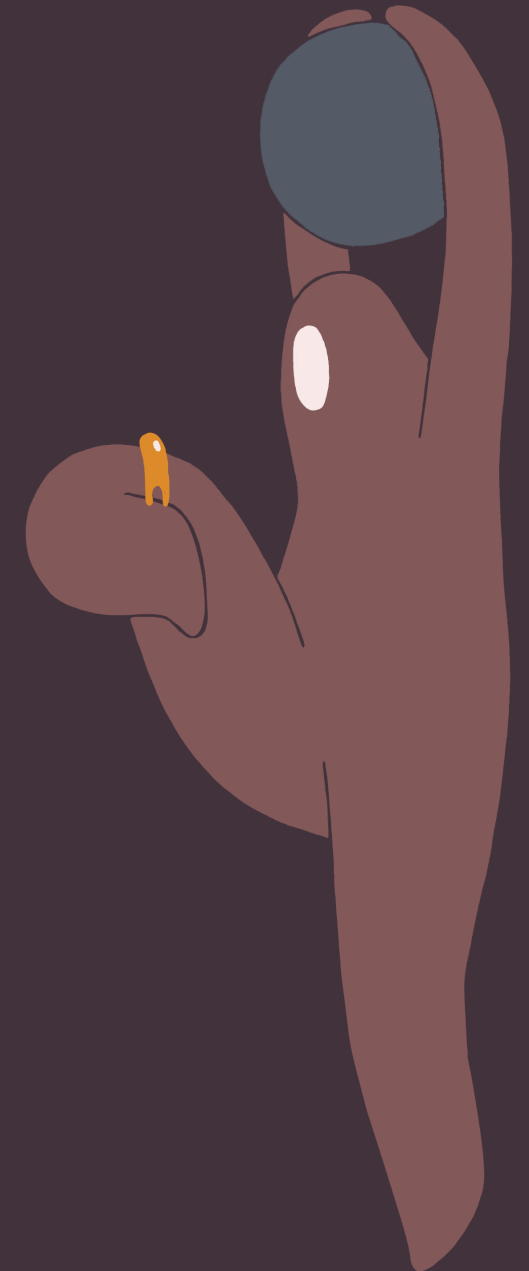
Little One

To move the little one the players taps on the screen. The little one then quickly runs towards the place they tapped if it is reachable. Compared to the dragging of the bear, it feels light and quick. But the little one needs the bear - as he can't reach many places on his own.



Stories

The two friends sometimes need to rest a little bit - so they tell each other stories. They also come across other characters of the World of Gra, beings that love to share their tales with them. The stories are told through text and little animations.



A Story that ends...

... so that you can play again

Decision Points

Ever so often, the bear and the little one will come to a fork in the road. The bear wants to go one way, the little one another. You help them decide which way they go.

Depending on which way you chose, you will see a different part of their little universe, before coming back to the main journey they are on.

This branching storyline creates replayability, so you can play the game again and again, discovering the other story paths.



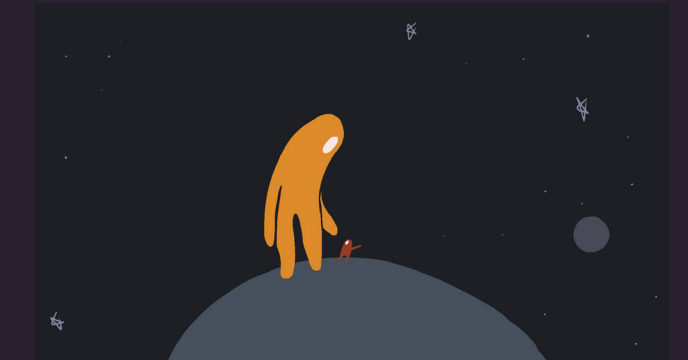
Ending

During their journey, the bear learns plenty of new things: to not be afraid, to climb planets, to swim. In its new found confidence and lightness, the bear starts growing.

The little one finds an ever-growing friend in the bear, rolling around on its belly while the bear swims through the universe.

But soon, the bear is so big, it takes over nearly all of the screen!

The bear has grown to its final size. It has found love, connection, purpose. The bear is ready go into a deep hibernation, rolling itself up into a planet.



In the very last decision point of the game the player decides, whether or not the little one stays with the bear. If he stays, they curl up together in a very big hug. As the bear becomes a planet, the little one falls asleep inside the bear, a little cave, mirroring the very first image of the game, where the little one found the bear in a cave.

If the little one lets the bear place him on another planet, he will see the bear curl up from the outside. But then, a new character arrives, the littlest one, and asks the little one for help to reach another planet. A new adventure begins.

Designed to be Calming

The Bear - A Story from the World of Gra is a bed time story. We have kept this in mind while developing the game at all times: it can be seen in the colors, the interaction design, the music and the story. All these elements together create an atmospheric and soothing experience.



Interaction

The calming progression is also found in the interaction design of the game. Whilst the first chapter is filled with little puzzles, the next chapters are more about repetition, then about story. The moves a player has to do become less complicated, slower and calmer. The urge to interact, tap, swipe is slowly replaced by a focus on story and atmosphere.

Music

The game has an original soundtrack, with special tracks for different chapters and characters. Jonas Vogler has composed the music, always keeping the calming and soothing atmosphere of the game in mind.

Colors

The visual language of the storyworld World of Gra uses muted and darker colors to be adapted to the later, quieter hours of the day.

The Bear - A Story from the World of Gra starts off with cooler tones, the deep blues of the cave. But as the story progresses the colors shift, become warmer. This not only limits the blue light emission of the end device, but also mimics the slow progression of a sunset.

Maybe you've seen us at....



Frankfurt Bookfair

As winners of the Ideentanke by the MFG we showed the World of Gra and The Bear - A Story from the World of Gra at the Frankfurter Buchmesse, the worlds largest book-fair.

At the bookfair, we have found great reception not only from our target audience - young adults ages 15-35, who were attracted to the quirky artstyle and wholesome atmosphere.



GAMES BW Developer Boost

In 2023, we were one of 5 teams to win the Games BW Developer Boost.



APD Talent Programme

For the Animation Production Days 2023 we have been selected from 37 project submissions to be part of the talent programme.



Gamescom

In August 2023 we showed the game at the Gamescom 2023 as part of the Länd Booth.

Get in Contact!

We are Mucks! Games: A strange bunch of storytellers, game designers and artists based in Ludwigsburg, Germany.

We would love to hear from you, get in contact!



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