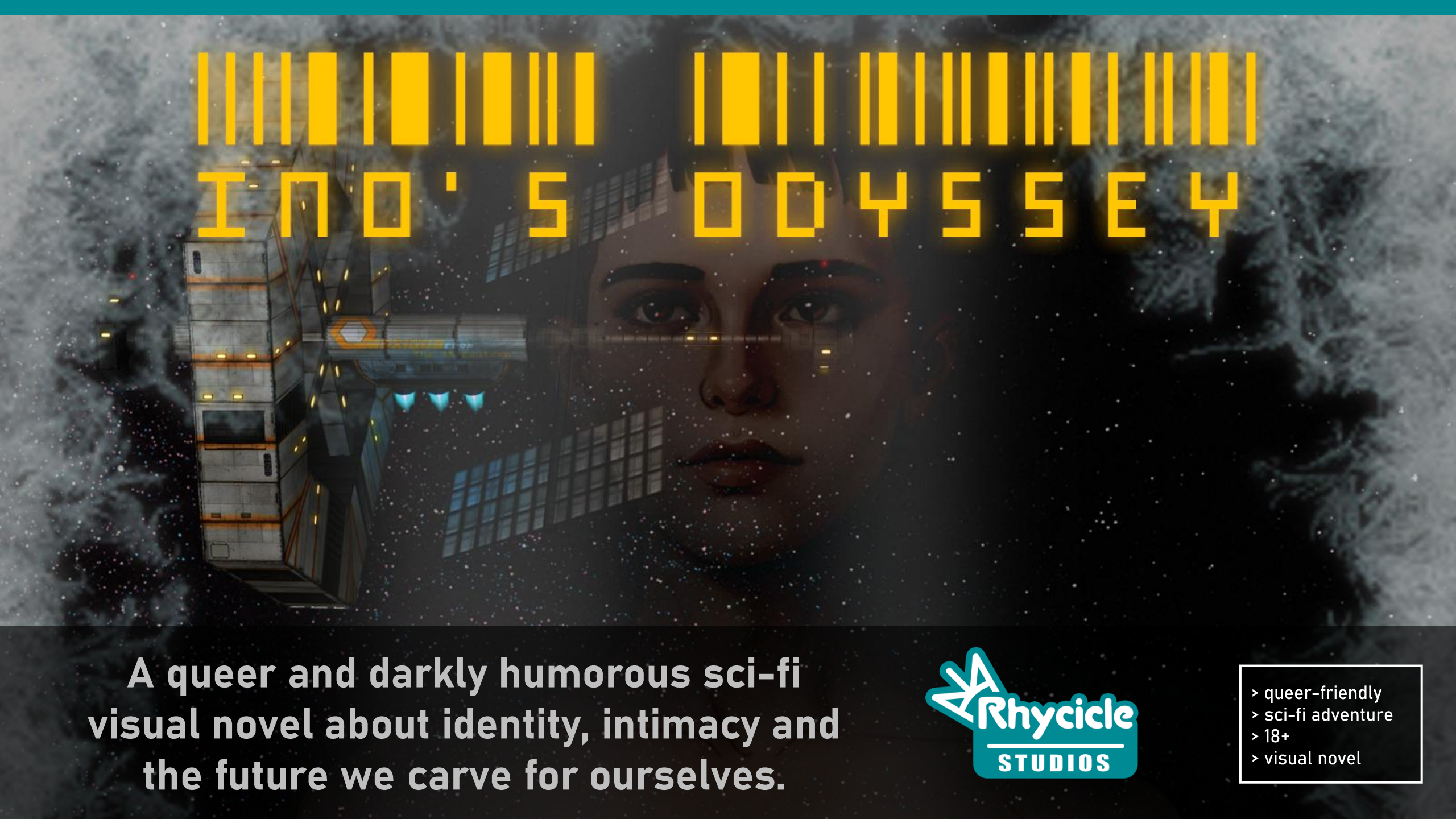




INFO: 500455E4

**A queer and darkly humorous sci-fi
visual novel about identity, intimacy and
the future we carve for ourselves.**



- > queer-friendly
- > sci-fi adventure
- > 18+
- > visual novel

Odysseus ship is thrown off course on his journey home. His story is about surviving trials and temptations, finding his way back to reclaim his identity within an established patriarchal social order.

Homer Odyssey 400BC

Ino, a product, naive to anything outside their enclave.

In this society the **continuity of the species** is treated as the ultimate measure of value. An ideology the megacorporation Oraxidus exploits by relentlessly engineering humans in pursuit of an “optimal” genetic strain.

Harvesting DNA and survival analytics, because **empirical Truth sells!**

Beauty and sensuality matter only when they can be monetized.

After catastrophe, Ino wakes from cryosleep with fragmented memories and no identity to return to.

Oraxidus was their identity. Their purpose.

Oraxidus left Ino free from inherited gender norms and social roles.

Not out of kindness or liberation, but out of indifference.

SPECIMENS DON'T NEED A PERSONALITY

Now, for the first time, Ino has the freedom to decide what their life should mean.

INO'S ODYSSEY MOVES IN TWO DIRECTIONS

FORWARD >> TO DISCOVER WHO THEY WANT TO BECOME

BACKWARD >> TO UNCOVER THE TRUTH ABOUT THEIR PAST

Along the way, Ino builds relationships, explores alien environments, and discovers societies, each with their own ideals of identity, gender and social order and learns that **freedom** comes with **responsibility**.



Ino Anda

- > Employee D03Y-42-X-INO
- > DNA corporate asset
- > Gender irrelevant

WHAT YOU DO IN INO'S ODYSSEY

***DEFINE WHO YOU ARE**

Shape Ino's identity, body, expression, and choices. Give Ino's existence a meaning.

***BUILD MEANINGFUL RELATIONSHIPS**

Recruit allies, form friendships, encounter complex and deeply written characters, and nurture the bonds that matter most

***EXPLORE ALIEN CULTURES**

Encounter and experience different societies, their values, and ways of living.

***UNCOVER YOUR PAST**

Solve riddles and mini games to piece together Ino's memories, mission, and the truth behind the crash.

***IMMERSE YOURSELF IN A RICHLY DEVELOPED UNIVERSE**

Discover quests, explore deep cultures, histories, technologies, and ideas brought to life through lovingly handcrafted digital art.

SOCIETAL RELEVANCE OF INO'S ODYSSEY

MANY ADULT GAMES RISK TREATING QUEERNESS AS EXOTIC FETISH, BODIES AS OBJECTS, AND SEXUAL ACCESS AS A REWARD.

INO'S ODYSSEY AIMS TO DO THINGS DIFFERENTLY!

- > Queer persons are normal. Not exotic and no fetish.
- > Consent keeps interactions meaningful, ethical, ensuring intimacy is chosen and not coerced.
- > Characters are not trophies to collect.
- > Eroticism is beautiful and exists beyond the *male gaze*.
- > Toxic coolness is not cool at all and not rewarded!
- > Visibility does neither mean availability nor consent

DESIGN PRINCIPLES

WE DO NOT CLAIM TO HAVE ALL THE ANSWERS

Our wish is to strengthen LGBTQIA+ visibility and create a digital safer spaces for queer experiences. Besides this, Ino's **Odyssey is also an experiment**. An attempt to explore how adult games can represent intimacy, freedom, and queerness differently **without reproducing harmful stereotypes, power structures, and patterns of objectification**.

WORLDBUILDING IS ETHICS

- > Stories let us experience lives beyond our own.
- > They take us on a journey from which we may return not quite the same person we were before.
- > Therefore, media does more than just mirroring culture.

WHAT A GAME OR STORY REWARDS, ROMANTICIZES, OR NORMALIZES, IT ALSO HELPS REPRODUCE.

In Ino's Odyssey alien societies are not just exotic scenery. They are **thought experiments** meant to explore different ideas of bodies, identity, freedom, intimacy, power and social order. In some societies Ino might experience privileges and in others discrimination. By moving between these worlds, Ino does not encounter one "correct" society, but different answers to the question:

How should sentient beings live together?

SIX DIMENSIONS OF SOCIAL BONDS

***FRIENDSHIP** >> Friendships are built, not unlocked. They grow through shared experiences, trust, care, and value compatibility. It reflects the depth of the social bond.

***LUST** >> Chemistry is felt, not farmed. Eros (ἔρως). The felt attraction between two people may be present from the start, but can also grow or fade through behavior, closeness, and self-expression.

***LOVE** >> Grows from deep friendship. Inspired by the greek concept of Philia (φιλία), love means caring for another person for their own sake and being willing to give more of yourself yet without losing yourself.

***COMMITMENTS & EXPECTATIONS** >> Commitments are negotiated. The concrete agreements two people negotiate are not bundled into relationship labels, but chosen responsibilities, boundaries, and forms of shared life.

***CONSENT** >> Consent is explicit, specific, and ongoing. Intimacy only happens when everyone involved clearly agrees, and romance is only possible between people who meet on equal footing.

***PERSONAL PREFERENCES** >> Outlines needs and boundaries. The personal likes, dislikes, habits, interests, and forms of intimacy a person enjoys or avoids in general. They shape compatibility but never replace consent in specific situations.

RELATIONSHIPS

FRIENDSHIP

Reflects the depth of your platonic bond. Increases through shared time, steady support during critical moments, keeping promises, honest communication, and respecting their boundaries and personal values.

LOVE

Reflects how deeply a character has come to love Ino. Love often grows from friendship and shared closeness. It might pair with strong attraction or remain entirely platonic, but it always depends on a reliable, heartfelt connection.

LUST

Tracks a character's attraction toward Ino. It shifts with the way Ino behaves, through interpersonal dynamics, shared proximity, and Ino's self-expression. Not everyone may be drawn to Ino, but a few may feel an instant spark.

RELATIONSHIPS

Each character has their own goals, preferences, and personal boundaries. Ino can choose to support, question, or disagree with them.

Ino's choices determine whether they align with those values or challenge them.

Characters bring expectations into their connection with Ino, and offer commitments based on how safe, respected, or understood they feel. Ino doesn't need to meet every expectation, but their behavior will shift the balance of friendship, attraction, and love.

These insights aren't visible right away; they're uncovered slowly as relationship and experiences unfold.



CODEx

ALLUYA UDORA

Life Plan: Become a professor at the university of ghrokra in the barkhagar system.

Ethics: Utilitarian

Preferences: LIKES all sorts of icecream except scraghlixian flour worm taste, head massgaes | DISLIKES expensive gifts, the smell of roses (causes their toe whiskers falling out)

Family Plans: Is open to children with you and with other people.

Accommodation: Commits to living with you or at least nearby. Expects you to live together or at least nearby.

Sexual Openness: Is open to sex with other people independently. Expects sexual exclusivity.

Emotional Openness: Is open to romantic relationships with other people. Expects romantic exclusivity.

Autonomy: Commits to coordinating decisions that affect you. Expects at most shared major decisions.

Care: Commits to extended personal care when needed. Expects at least personal care when needed.

Time: Commits to regularly reserving time for you. Expects at least regularly reserved time together.

Disclosure: Commits to disclosing at least afterwards. Expects at least disclosure afterwards.

Daily Life Management: Commits to agreed shared responsibilities. Expects at least agreed shared responsibilities.

ALLUYA UDORA



EARTH AGE: 112
SPECIES / ORIGIN: ONDRETION
OCCUPATION: GENETICIST
FACTION:
CORE TRAITS: PERCEPTIVE,
INTUITIVE, IDEALISTIC.

CURRENT LOCATION
THE BAPLIKA STATION



WHY INO'S ODYSSEY CONTAINS NUDITY

In Ino's Odyssey, the body is treated without shame.

From the very beginning and throughout the game, Ino chooses what physical form feels right.

This includes deciding whether to keep their original genitals or select a different configuration.

These choices are always rooted in consent and autonomy.

Ino's body is an expression of who they are, never a restriction.

Ino's body – Ino's choice!

BODY POSITIVITY

WHY INO'S ODYSSEY CONTAINS EROTIC

Bodies, desire, and sensual connection are natural parts of sentient life.

In this universe, intimate moments arise only through mutual curiosity, shared trust, and clear, **explicit consent**. Every character has their own boundaries and ways of expressing attraction, and Ino must respect those choices completely.

It's a shared **experience of Beauty**, never a reward, never a transaction, and never something a character is obligated to give.

In addition all sexual content is optional. Players can skip intimate scenes, and the game avoids explicit genital close-ups.

And yes, safer sex is the standard.

SEX POSITIVITY

SEXUAL CONTENT OPTIONS

Ino's Odyssey includes explicit sexual content in the form of **images** and **dialogue**.

Players can choose between the following content options:

1) Show all sexual content → Images and dialogue are shown.

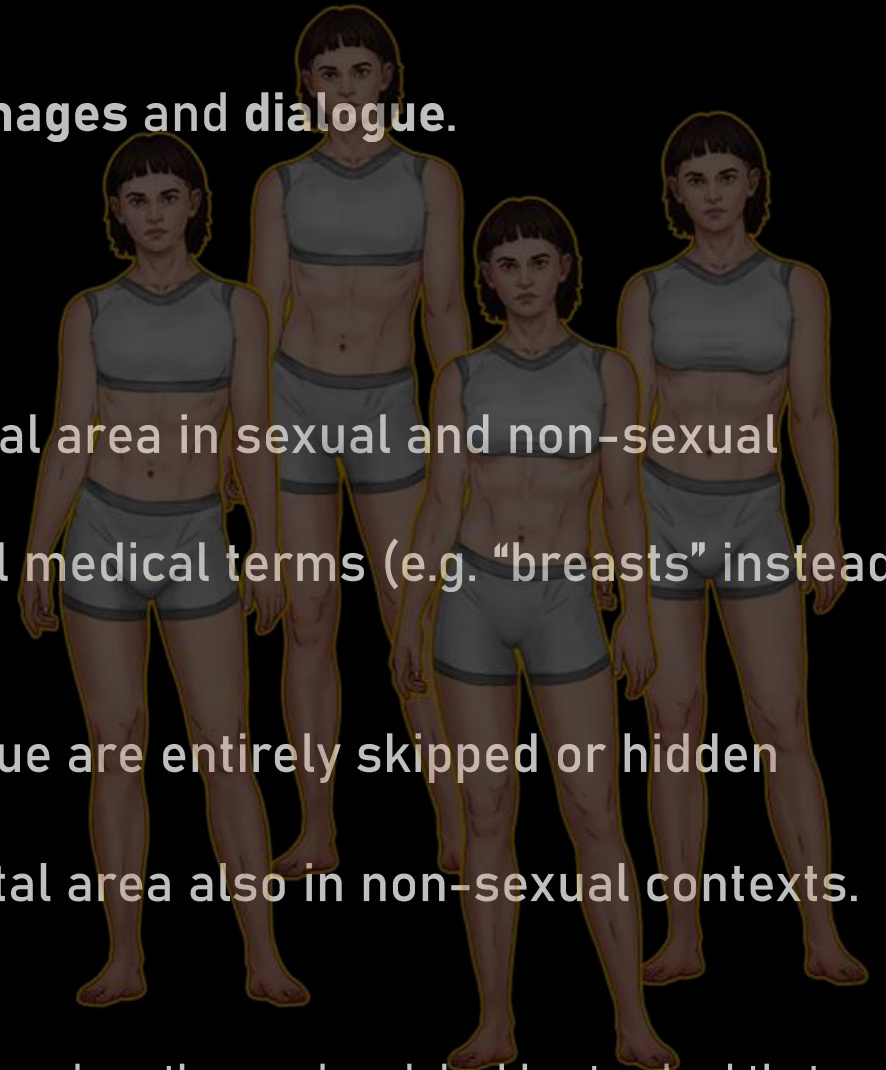
1a) Additional option: Blur/cover nipples/chest* area and genital area in sexual and non-sexual contexts.

1b) Additional option: Replace playful sexual slang with neutral medical terms (e.g. "breasts" instead of "boobies", "testicles" instead of "balls")

2) Skip or hide all sexual content → Sexual images and dialogue are entirely skipped or hidden (does not affect/change gameplay and story).

2a) Additional option: Blur/cover nipples/chest* area and genital area also in non-sexual contexts.

*Nipple/chest blurring is applied equally to **all characters**. We chose not to reproduce the gendered double standard that considers some nipples acceptable to show and others inappropriate. At the same time, this gives equal consideration to **asexual** players and players who may experience discomfort or shame around any kind of chest nudity.



SEXUAL CONTENT OPTIONS

In any setting, Ino's Odyssey does not contain:

- >Rude, insulting, degrading, or dehumanizing terms for genitals, body parts, or people.
- >Language that presents genitals or bodies as dirty or shameful.
- >Close-ups of genitals in sexual contexts.
- >Non-consensual, dangerous, or unsafe sexual actions, including player choices that would enable them.

Why can players not view sexual images without the dialogue?

Because consensual intimacy relies on open and explicit communication about preferences, boundaries, likes, and dislikes. Showing only the images would remove the intimate scenes from their emotional and communicative context. It would reduce the people involved to visual content and marginalize their thoughts, feelings, and (worst of all) their consent.



Rhycycle Studios and Ino's Odyssey is a game project
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