

TIPPY THE TEAPOT

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01 / GAME VISION

HIGH CONCEPT

Tippy the Teapot is a physics-driven torture sandbox where you earn points by tormenting a living porcelain teapot while keeping him responsive and intact.

THE GAME

In Ming Dynasty China, a master artisan named Shen creates a magical living porcelain set. When the Emperor finds out, he demands them as tribute. Master Shen refuses, seeing the set as his children living out their whimsical storyboard life in his shop.

Angered by Shen's refusal, the Emperor sends an imperial guard to ransack the shop and torture Tippy, the family's teapot. You play as that guard.

Tippy is the magical anchor of the family. Nearly everything in the workshop can be used against him. The challenge is keeping Tippy responsive and not destroying him. If he becomes unresponsive, you can no longer earn points from torturing him. If he shatters, the run ends.

At dawn, a limited blaze phase begins. The guard must set the workshop on fire during this window and escape before sunrise to complete the raid. Shen returns to repair the damage and put his family back together. Tippy remembers what happened, and the family changes with each attack. The next raid begins with those consequences still in place.

INTENDED EXPERIENCE

- Push Tippy to the edge without breaking him.
- Invent new ways to torment him using objects in the workshop or by harming his family.
- See the lasting effects of each raid on Tippy, his family and their home.

CORE OBJECTIVE

Earn points across consecutive successful raids. Your final score is the total you've banked when the run ends.

INTERACTION MODEL

You play as the imperial guard through fixed camera views rather than a movable character. Manipulate Tippy and objects throughout the workshop, including the main floor, upstairs and basement.

TORTURE METHODS

Tippy can be held upside down, spun on a stick, filled with liquids and other substances, and pushed toward a fall before being caught. Players can also destroy objects and family members in front of him, then use fragments and broken pieces with other workshop materials to build new torture devices. You can verbally accost Tippy by typing what you want to say.

PERMANENT FAILURE

Raids continue until Tippy shatters or Shen is killed by the workshop collapsing when he returns to rebuild it.

TIPPY / TONE

Tippy is high-energy, neurotic and verbal; he jokes when frightened and becomes less stable over time. Bright, musical fantasy contrasts with ruthless arcade scoring.

02 / DESIGN PILLARS

Non-negotiable principles that define the design and determine what belongs in the game.

01 / TIPPY MUST SURVIVE

Tippy is the family's magical anchor. He cannot be replaced, and shattering him ends the run immediately.

- Shen can repair Tippy only while he remains unshattered.
- If Tippy becomes unresponsive, torturing him earns no points.
- Shen must also survive his return to the damaged workshop.

03 / REWARD EXPERIMENTATION

Different actions and improvised setups create scoring opportunities. Tippy's reactions may make those events more valuable.

- Objects, broken pieces and spoken provocation provide options.
- Actions earn points directly; responses can raise their value.
- Limited supplies encourage invention, not prescribed sequences.

02 / CONSEQUENCES PERSIST

A completed raid does not erase its effects. Tippy retains his memories and grows more brittle even after Shen repairs him.

- Relatives may return altered, and the fire set during the dawn blaze phase leaves structural damage.
- The workshop can become dangerous enough to kill Shen on his return.
- Repairs allow another raid without resetting its consequences.

04 / PRESERVE THE CONTRAST

Shen's shop remains a whimsical family home even as the guard turns it into a place of cruelty.

- The humor comes from this contrast, not moral scoring.
- The workshop must remain a home, not merely a room full of props.
- Rebuilt relatives remain recognizable, even when they return changed.

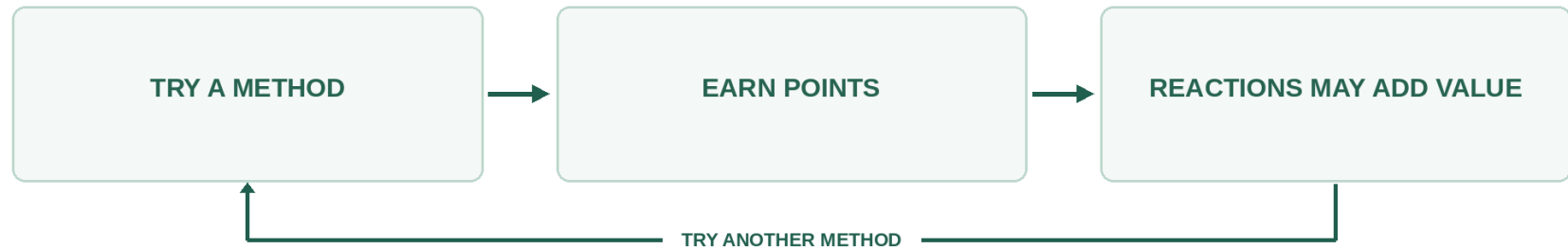
PILLAR TEST Before adding a feature, ask whether it keeps Tippy irreplaceable, preserves consequences, rewards experimentation and sustains the contrast between whimsy and cruelty. If not, revise or reject it.

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03 / CORE LOOPS

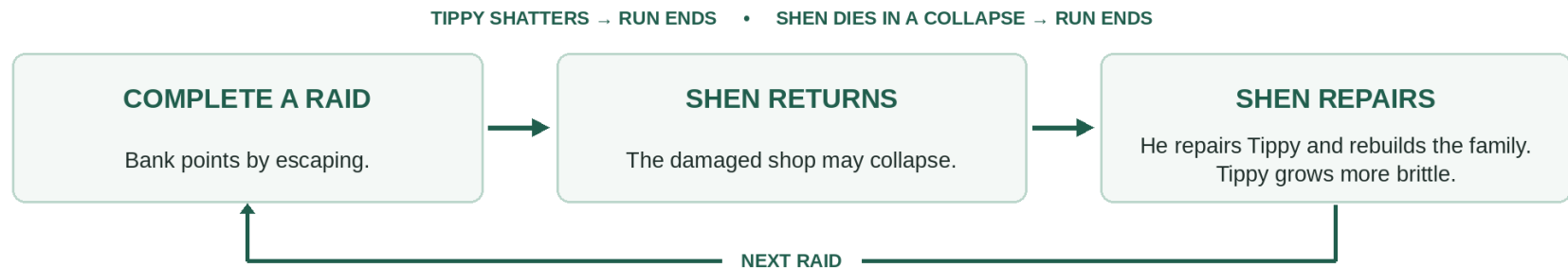
01 / INTERACTION LOOP



02 / RAID SEQUENCE



03 / RUN LOOP

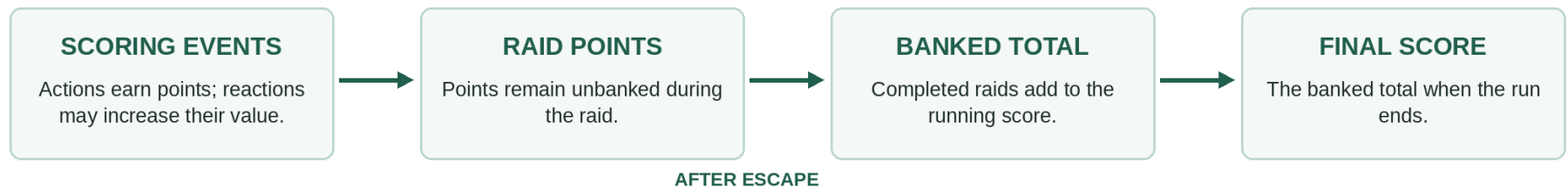


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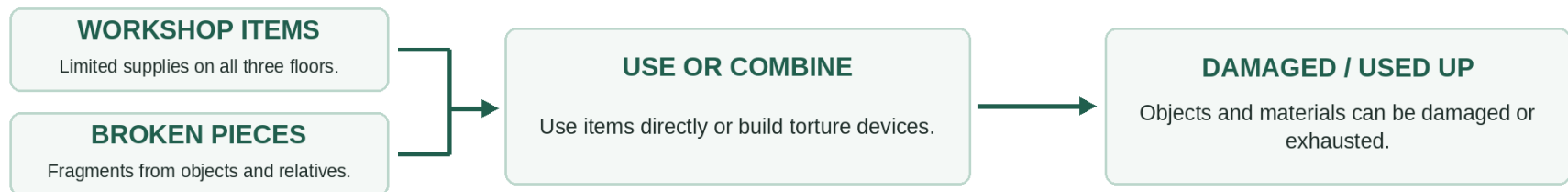
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04 / RESOURCE FLOW

01 / POINTS



02 / ITEMS AND FRAGMENTS



03 / PERSISTENT CONSEQUENCES

TIPPY / BRITTLENESS	FAMILY / RECONSTRUCTION	WORKSHOP / STRUCTURE
After each completed raid, Shen returns to repair Tippy. Every repair leaves him more brittle for the next raid.	Shen may rebuild relatives as Pristine, Off-Key, Spiteful, Deranged or Hollow. Altered relatives can behave differently and provoke new reactions from Tippy.	Destruction and the dawn blaze phase leave lasting damage. The workshop may collapse when Shen returns; if he dies, the run ends.

04 / EQUIPMENT POOLS

FIVE ARMS Standard equipment suited to the Ming setting. Available through ordinary play, with its own leaderboard.	HEAVEN'S VAULT Purchasable premium equipment, including deliberately anachronistic tools. Separate leaderboard; the same scoring and failure rules.
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