

## Comrade Bear Undermines The Motherland

### Developer:

[Indifferent Penguin](#)

Based in Berlin, Germany

### Release Date:

TBA

### Platforms:

PC (Microsoft Windows)

### Website:

[Steam](#)

[Discord](#)

## Game Overview &

You are the last survivor of a sunken submarine. The system you served let your comrades die. Now, there's only one thing left to do: survive and make them pay. Dig through the seabed, secure resources, and keep your submarine running. Repair systems, upgrade your abilities, and transform your rusty wreck into the ultimate fighting machine. Face corrupt fleets and gigantic kraken, reach the coast, and bring the system to its knees.

This roguelike action miner with base-building elements combines the gameplay loop of *Dome Keeper* with the crisis management of *Faster Than Light* and a dash of creative freedom à la *Terraria*.

In *Comrade Bear*, efficiency is your greatest weapon. You don't need twitch reflexes, but you do need a plan. Build the ultimate logistics network, manage your submarine's failing systems, and pave your way to the surface.

# Core Features

- Logistics-Driven Mining:** Excavate the seafloor and master the weight mechanics. Every trip counts, so optimize your pathing with ladders, platforms, and automated transit systems.
- Modular Base-Building:** Your submarine is a shifting, interconnected fortress. Strategically wire rooms and systems to create an efficient flow of power and cargo. Rebuild your wreck into a streamlined, automated war machine.
- Tactical Crisis Management:** Combat is about decision-making, not aiming. Use your Sonar to prioritize threats and direct your automated defenses. Juggle localized hull breaches, failing oxygen, and power rerouting.
- Deep-Sea Systemic Loop:** Repair, upgrade, deconstruct. Every run offers a new layout of biomes and challenges. Use your gathered resources to unlock permanent upgrades and specialized tech, turning the chaotic seafloor into a personal playground of efficiency.
- Raw Revenge:** Progress through the pressure of the deep to spark the rebellion. Survive and bring the regime that sank your brothers to its knees.

## Welcome to the deep-sea rebellion.

*Comrade Bear Undermines The Motherland* is an intense, systemic roguelike action miner about one thing: making a corrupt regime pay for sinking your submarine and letting your comrades die.

## A Note on the Narrative

Yes, you caught the reference to the *Kursk*. Well done. And yes, this game would not exist without the ongoing conflict in Ukraine.

But let's be clear about what this game is and what it isn't: It's a piece of absurd, satirical fiction. It will not change the real world, it won't stop any wars, and it certainly won't stop the nightly news from being depressing. I mean... you are playing an anthropomorphic bear steering a submarine. However, I've always enjoyed it when a fictional game manages to touch the real world to create that friction where the absurdity of the game meets the grit of reality.

*Comrade Bear* is an "alternate history" fever dream. If you're looking for a sober political treatise, you're in the wrong place. If you're looking for a game where you juggle oxygen levels, manage power rerouting, and turn a rusted wreck into an automated war machine then welcome aboard. This is a game about systemic failure, revenge, and the logistical joy of dismantling a regime, one bolt at a time.

# Why I am building this

We live in a world defined by conflict and systemic decay. Lately, I've found it increasingly difficult to work on traditional fictional game worlds. I understand why many people retreat into "cozy games" to escape, but for me, that doesn't quite work. I need a sense of friction and a relevance to the non-fiction world.

*Comrade Bear* is my way of processing that. It's a space where I can turn the frustration of reality into a tactical, manageable problem. It won't change the world, but it provides a place to give vent to real-world frustrations.

Daniel Wichterich / Indifferent Penguin / Berlin, Germany