

Dark Waters – A Dredge Survival

A Permadeath Challenge from Survivor Incognito

<http://survivorincognito.co.uk>

Introduction

Welcome to Dark Waters, a permadeath survival challenge set in the unsettling world of Dredge. This series is part of Friday Fright, my broader dive into survival-horror-adjacent games—but Dredge deserved its own cursed spotlight.

The game might sell itself as a fishing sim, but let's be honest—it's a slow descent into oceanic madness wrapped in boat upgrades. And while Dredge doesn't come with a permadeath mode, I decided to add one. Because if I'm going to fish up nightmares, I may as well do it with consequences.

This ruleset is designed to turn Dredge into a true survival experience. Tense choices. Real consequences. No second chances.

Permadeath Rules

One Hull, One Life

If your boat is destroyed (all hull panels gone), the run is over. Save deleted. You are now chum.

No Save Scumming

No manual reloads, no 'whoops, my Switch died' excuses. What happens on the ocean, stays on your permanent record.

Critical Gear Clause

Lose a key item (rod, engine, light, or net)? You've got 2 in-game days to replace it. If you can't, the run ends.

Three Madness Strikes = Game Over

Because your mind matters (allegedly). You earn a Madness Strike if:

- Your panic meter maxes out and causes a hallucination (phantom rocks, ghost lights).
- You return to port after dark without a valid story reason.
- You take damage from hallucination-based threats.

Three strikes and your fisherman quietly rows into the fog. Forever.

Optional Chaos (Enable at Your Own Risk)

Greed Strikes

Sell a cursed or aberration fish before inspecting it = 1 Greed Strike. Three, and you're claimed by the ocean.

No Free Repairs

All boat repairs must be paid for at docks. No self-repairs or freebies.

One Map Check per Day

You can only look at your map once per in-game day. After that, it's fog, faith, and regret.

Closing Note

If you want to make Dredge feel like a true survival horror game—tense, risky, and unforgettable—these rules are for you. Play along if you dare. Or read my version and feel better about your life choices.

Quick Reference – Survival Summary

CORE RULES:

- One Hull, One Life: If your boat is destroyed, run ends.
- No Save Scumming: No reloads or backup saves.
- Critical Gear Clause: 2-day replacement rule for key items.
- Three Madness Strikes = Permadeath:
 - Panic + hallucination
 - Return after dark without valid reason
 - Take damage from hallucinations

OPTIONAL RULES:

- Greed Strikes: Sell cursed fish = 1 strike. 3 = permadeath.
- No Free Repairs: Must pay for all dock repairs.
- One Map Check Per Day: Trust your instincts (or not).

Permadeath Tracker

Day #: _____

Fish Caught: _____

Panic Level (1–3): _____

Madness Strikes: ____

Greed Strikes: ____

Hull Damage Taken: ____

Key Item Lost?: _____

Notes:

Credits & Info

Created by Survivor Incognito

Blog: <http://survivorincognito.co.uk>

Series: Dark Waters – A Dredge Survival (Part of Friday Fright)

Tagline: Not every catch is worth the cost.