

# DOOM TOWER

"Adding a dash of madness to your science since 1953"

# Game Overview

## Goals

### Goal #1

To create a living simulation of a mad science factory

### Goal #2

To create a working game in a week

### Goal #3

To create an altar in Jerusalem over the site of the Inner Temple dedicated to the glory of GnomeLogic

## Common Questions

### What is DOOM TOWER?

DOOM TOWER is the answer to a question: where the hell did that mad scientist get a black-hole-in-a-box?

### Where the hell did that mad scientist get a black-hole-in-a-box?

DOOM TOWER, America's leading creator of cosmic calamities.

### Where is DOOM TOWER?

DOOM TOWER is located in a secret facility somewhere in Fairfield, New Jersey.

### Why are we making a DOOM TOWER video game?

So everyday Americans can enjoy the thrills of mad science without worrying about oppressive government intervention.

### What can the player control?

Hiring and firing employees, DOOM TOWER expansion, acquisition of new technology, and workplace flow.

### What is the player's goal?

To utterly dominate the world of mad science related products and services.

### Why not just play THEME HOSPITAL?

Shut the hell up

### DOOM TOWER

"Now with 18% more maniacal cackling than any other leading provider of mad science"

# Labs

## BOOM!

For when you just want things to go BOOM!

- <Placeholder> bomb

- Destroy <placeholder>

- Time bomb

- Destroy time

- Gravity bomb

- Destroy gravity

- Culture bomb

- Destroy culture

Price: \$5,000

Upkeep: \$500

Decommision/recommision: \$1,000

Income: \$1,000 per sale

## Biological

Create and manipulate life

- Supervirus

- A highly contagious virus with no known weakness

- Hybrid

- Part man, part animal, all horrifying

- Re-Animator

- Who says death has to be the end?

- Shapeshifter

- Fool your friends and foes

Price: \$10,000

Upkeep: \$1,000

Decommision/recommision: \$2,000

Income: \$2,000 per sale

## Psychological

Control the minds of lesser beings (i.e. everyone else)

- MIND CONTROL RAY

- I am become Beth, employer of squirrels!

- MIND CONTROL DRUGS

- Remember: alcohol's not a drug, it's a drink

Price: \$5,000

Upkeep: \$500

Decommision/recommision: \$1,000

Income: \$2,500 per sale

## Informatics

Catch the wave!

- Broadcast-jacker

- Make a giant masterpiece for all the greatest world newspaper nerds!

Price: \$1,000

Upkeep: \$100

Decommision/recommision: \$500

Income: \$500 per sale

## Cosmic

God has a you complex

- Planet smasher

- Chuck them about for your sport

Price: \$10,000

Upkeep: \$2,000

Decommision/recommision: \$2,500

Income: \$8,000 per sale

# Entities

## Clients

