**Official names of each wold**

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  WORLDS NAMES

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 ENGLISH

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World 1: Ethereal Jungle ⭐ [Requires 0 stars]

World 2: Crystal Swamps ⭐ [Requires 0 stars]

World 3: Nebula Wastes ⭐ [Requires 1 star]

World 4: T.E.C.H. Fortress ⭐⭐ (Hard Death) [Requires 4 stars]

(Max possible: 5 stars)

World 5: Hyper Deserts ⭐⭐ [Requires 5 stars]

World 6: Molten Sanctuary ⭐⭐⭐ [Requires 7 stars]

World 7: Halls of the Null Reflection ⭐⭐⭐ [Requires 7 stars]

World 8: Stormed Citadel ⭐⭐⭐ [Requires 13 stars] (Hard Death)

(Max possible: 16 stars)

World 9: Frozen Abyss ⭐⭐⭐⭐ [Requires 16 stars] (Hard Death)

World 10: Obsidian Anomaly Forge ⭐⭐⭐⭐ [Requires 16 stars] (Hard Death)

World 11: Celestial Storm ⭐⭐⭐⭐⭐ [Requires 24 stars] (Hard Death)

World 12: World's End Sanctum ⭐⭐⭐⭐⭐ [Requires 29 stars] (Hyper-hard Death)

(Max possible: 34 stars)

(Secret) World 13: Negative ⭐⭐⭐⭐⭐⭐⭐⭐ [Requires 38 stars] (Hyper-hard Death)

(Secret) World 14: Unstable Heaven ⭐⭐⭐⭐⭐⭐⭐⭐⭐⭐ (Hyper-hard Death)

(Max possible: 6 stars)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

31 32 33 34 35 36 37 38 46 56

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 ESPAÑOL

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World 1: Jungla Etéra

World 2: Pantános Cristalinos

World 3: Yermo Nébula

World 4: Fortaleza T.E.C.H.

World 5: Hiper Desiertos

World 6: Santuario Derretido

World 7: Pasillos de la Nula Reflección

World 8: Ciudadela Asediada

World 9: Abismo Congelado

World 10: Forja de Anomalías de Obsidiana

World 11: Tormenta Celestial

World 12: Santuario del Fin del Mundo

(Secret) World 13: Negativo

(Secret) World 14: Cielo Inestable

**LAYER 1**

**World 1: "Galactic Meadows"**

* **Difficulty**: ⭐ (1-star)
* **Theme**: A serene, lush alien meadow floating amidst space, filled with bioluminescent plants and glowing stones.
* **Enemies**: Peaceful-looking alien creatures that turn hostile as players advance.
* **Music**: Light rock with bass riffs to keep things energetic but relaxed.
* **Unique Mechanic**: Occasional fog that briefly reduces visibility, adding an element of surprise.

**World 2: "Crystalline Caverns"**

* **Difficulty**: ⭐ (1-star)
* **Theme**: A cave with towering crystals that reflect ambient light, casting colorful reflections.
* **Enemies**: Insect-like creatures, some of which camouflage against the crystals.
* **Music**: Groove-driven bass, a bit heavier than World 1.
* **Unique Mechanic**: Reflective surfaces make it tricky to locate enemies until they attack.

**World 3: "Nebula Fields"**

* **Difficulty**: ⭐⭐ (2-star)
* **Theme**: Set on an asteroid with floating, gaseous clouds in the distance, giving a dreamlike nebula effect.
* **Enemies**: Teleporting enemies that hide in the gas clouds.
* **Music**: Intense, building rock.
* **Unique Mechanic**: Gas clouds offer enemies a chance to disappear and reappear, adding difficulty.

**World 4: "Tech Fortress"**

* **Difficulty**: ⭐⭐ (2-star) with Hard Death
* **Theme**: A futuristic, sci-fi structure with pulsing lights and automated defense systems.
* **Enemies**: Cyborgs and drones.
* **Music**: Heavy techno bass with sharp percussive beats, gradually intensifying.
* **Unique Mechanic**: Limited respawn rule, adding higher stakes. Players only respawn if they survive each wave, making it a true test of skill.

**Event Sequence for Layer 1**

1. **Prelude**: Set the mood with a shorter, building rock intro.
2. **Wave 1**: One enemy type (e.g., in "Galactic Meadows").
3. **Intermission**: Short break for item purchases or character adjustments.
4. **Wave 2**: Two enemy types (e.g., in "Crystalline Caverns").
5. **Intermission & Shop**: Restock and strategize.
6. **Wave 3**: Three enemy types (e.g., in "Nebula Fields").
7. **Intermission & Scenery Change**: Prepares players for the boss fight.
8. **Final Boss Wave (FBW)**: Faced in "Tech Fortress" with heavier, high-energy rock music.

**LAYER 2**

**World 1: "Dust Storms"**

* **Difficulty**: ⭐⭐ (2-star)
* **Theme**: A barren, sandy planet constantly buffeted by dust storms, with visibility going in and out.
* **Enemies**: Swarms of armored beetle-like aliens that can withstand multiple hits.
* **Music**: Light metal with synthesizer accents to reflect the harsh environment.
* **Unique Mechanic**: Sudden gusts reduce visibility and knock players back, making it harder to avoid enemies.

**World 2: "Molten Crags"**

* **Difficulty**: ⭐⭐ (2-star)
* **Theme**: An active volcanic landscape with lava flows and periodic eruptions.
* **Enemies**: Heat-resistant rock creatures and lava-spitting drones.
* **Music**: Heavier guitar with drums and synthesized sounds to match the high-intensity surroundings.
* **Unique Mechanic**: Lava periodically floods certain areas, forcing players to keep moving and strategize positioning.

**World 3: "The Halls of Reflection"**

* **Difficulty**: ⭐⭐⭐ (3-star)
* **Theme**: A mystic, metallic labyrinth with reflective walls, giving players an eerie sense of déjà vu.
* **Enemies**: Enemies with illusions that mirror the players’ movements; some even appear as copies of the players.
* **Music**: A haunting, metallic melody with a gradual build, introducing a powerful electric guitar riff in the background.
* **Unique Mechanic**: Enemies mirror players’ abilities and are sometimes indistinguishable until they attack. The maze also shifts, making paths unpredictable.

**World 4: "The Lost Sanctuary" (Mini-Boss Level)**

* **Difficulty**: ⭐⭐⭐ (3-star, harder version of World 3)
* **Theme**: A deserted temple-like structure with ancient symbols and artifacts, pulsating with an ominous energy.
* **Enemies**: Mystic guardians with high defense and magical abilities, each unique to this world.
* **Music**: Darker, heavier tones with an intense beat that shifts as players approach the mini-boss.
* **Unique Mechanic**: A timed event involving puzzle-solving to unlock a chamber where a mini-boss awaits. Players must quickly defeat it, facing off against summoned minions.

**World 5: "Storm Citadel" (Final Boss Level)**

* **Difficulty**: ⭐⭐⭐ (3-star with Hard Death)
* **Theme**: A fortified stronghold set in the middle of a raging storm on an isolated space platform.
* **Enemies**: Elite soldiers, drones, and a high-level boss with electric attacks and area-wide skills.
* **Music**: Intense, metal-heavy track with rapid, bass-driven drum beats and synthesizers layered with piano for an epic climax.
* **Unique Mechanic**: Lightning strikes periodically hit the arena, dealing damage to players and enemies alike, while the boss uses electric-based attacks.

**Event Sequence for Layer 2**

1. **Prelude**: Short intro with a mix of electric guitar and piano, setting a somber yet intense mood.
2. **Wave 1**: Two enemy types (e.g., in "Dust Storms").
3. **Intermission**: Players take a break to adjust equipment or stock items.
4. **Wave 2**: Three enemy types (e.g., in "Molten Crags").
5. **Intermission & Scenery Change**: Transitions to "The Halls of Reflection" with a mid-layer minigame or mini-boss.
6. **Wave 3**: Four enemy types, now facing more complex mechanics.
7. **Intermission**: Another chance to prepare for the upcoming challenge.
8. **Wave 4**: Harder version of Wave 3, set in "The Lost Sanctuary."
9. **Intermission & Shop**: Last shop visit before the final boss.
10. **Final Boss Wave (FBW)**: Encounter in "Storm Citadel" with the heaviest music of the layer.

**Music Breakdown**

* **Early Waves (1W-2W)**: Lighter metal with melodic elements.
* **Minigame/Mini-boss**: Special music with unique riffs.
* **Late Waves (3W-4W)**: Heavier music with intense electric guitar and drums.
* **Final Boss**: Unique, climactic track, blending piano, guitar, and synthesizers for a high-energy finish.

**LAYER 3**

**World 1: "Frozen Abyss"**

* **Difficulty**: ⭐⭐⭐ (3-star)
* **Theme**: An icy, barren planet where snowstorms obscure vision, and chilling winds sap players’ energy over time.
* **Enemies**: Frostbound creatures with high resilience, and wolf-like beasts that move in packs.
* **Music**: Djent-style with somber guitar riffs, gradually building with drums for intensity.
* **Unique Mechanic**: Cold effects reduce players’ stamina gradually, forcing them to keep moving or find heat sources to recover.

**World 2: "The Obsidian Forge"**

* **Difficulty**: ⭐⭐⭐ (3-star)
* **Theme**: A cavern filled with volcanic vents and molten rock flows, echoing with industrial sounds.
* **Enemies**: Lava golems, flame spirits, and drones equipped with fire-based attacks.
* **Music**: Heavy, percussion-driven beats with deep electric guitar to match the intense heat and danger.
* **Unique Mechanic**: Certain areas erupt with lava, creating temporary barriers, and players must time their movements to avoid damage.

**World 3: "Crystalline Labyrinth" (Miniboss Level)**

* **Difficulty**: ⭐⭐⭐⭐ (4-star)
* **Theme**: A surreal labyrinth of reflective crystals that distort light and sound, making navigation tricky.
* **Enemies**: Crystal guardians and reflective foes that mimic players' attacks, adding complexity to each fight.
* **Music**: Fast-paced djent guitar with ambient, echoing sounds to enhance the maze’s disorienting atmosphere.
* **Unique Mechanic**: Players encounter a crystal miniboss that can split into mirror images, and they must identify the real one to defeat it.

**World 4: "Celestial Storm" (Special Wave Level)**

* **Difficulty**: ⭐⭐⭐⭐ (4-star)
* **Theme**: A floating arena in the heart of a cosmic storm, surrounded by electrified clouds and high winds.
* **Enemies**: Electrically charged drones, storm elementals, and powerful warrior foes with lightning abilities.
* **Music**: Intense, high-energy track with layered guitar, drums, and orchestral undertones for a grand atmosphere.
* **Unique Mechanic**: A "special wave" where lightning bolts randomly strike the arena. Players must avoid electrified areas, or they risk paralysis and high damage.

**World 5: "Void Sanctum" (Final Boss Level)**

* **Difficulty**: ⭐⭐⭐⭐⭐ (5-star with Hard Death)
* **Theme**: A dark, ethereal realm filled with swirling void energy, making it feel like the fabric of reality is unraveling.
* **Enemies**: Shadow creatures, phantasms, and an ultimate boss with dark, reality-warping abilities.
* **Music**: Epic, orchestral djent with crashing drums and roaring guitar riffs, creating a sense of finality.
* **Unique Mechanic**: The boss can manipulate the environment, creating temporary void zones that either drain health or randomly teleport players.

**Event Sequence for Layer 3**

1. **Prelude**: Builds tension with a dark, resonant guitar intro and faint orchestral undertones.
2. **Wave 1**: Two enemy types (e.g., in "Frozen Abyss").
3. **Intermission**: Players take a quick break to strategize.
4. **Wave 2**: Three enemy types (e.g., in "The Obsidian Forge").
5. **Intermission & Shop & Scenery Change**: Transitions to "Crystalline Labyrinth," where players face a miniboss.
6. **Wave 3**: Harder wave with the crystal miniboss, requiring players to defeat its mirror images.
7. **Intermission**: Preparation for the special wave.
8. **Wave 4**: Special wave in "Celestial Storm," with the added hazard of random lightning strikes.
9. **Intermission & Shop & Minigame**: A shop break and optional minigame for rewards before the final battle.
10. **Final Boss Wave (FBW)**: The ultimate battle in "Void Sanctum" with the heaviest, most intense track.

**Music Breakdown**

* **Early Waves (1W-2W)**: Lighter, atmospheric djent music.
* **Miniboss Encounter**: Special echoing guitar track with ambient effects.
* **Late Waves (3W-5W)**: Heavy, intense music with layered guitars and drums.
* **Special Wave (4W)**: Unique storm-themed track.
* **Final Boss**: Climactic orchestral and djent fusion for an epic ending.

**WORLD 12 AND NORMAL ENDING**

**The Ending Sequence**

After players triumph in **World 11: Celestial Storm**, they receive a congratulatory message from the program's automated narrator. It's an impersonal but oddly triumphant announcement, congratulating them on completing the most difficult challenge the arena has to offer. The voice explains that they've “succeeded in all possible simulations” and that the program, in recognition, will be officially terminated.

**The Calm Before the Disturbance**

The narrator then details their supposed reward: teleportation to a safe, secluded world where they can live out their days in comfort—far from the dystopian, overpopulated megacities that define most of their world. This, it promises, is a chance to “start anew,” leaving behind their past as death-row inmates.

However, as the narrator continues speaking, there’s a faint buzzing sound. The audio crackles, the visuals on their screens start to flicker, and the lights throughout the entire arena station begin to fail. The players are left in silence as a chilling darkness falls.

**A New World Revealed**

Amid the darkness, a single light blinks on, illuminating a previously hidden door or teleportation chamber. As they approach, they realize that this was never part of any announced arena or map—it's a malfunctioning, rogue gateway to **World 12: World's End Sanctum**. The narrator’s message attempts to resume, stammering as if something or someone is trying to reassert control. It warns them not to enter, that the arena they’ve completed was “all that was intended,” and that **World's End Sanctum** is “not for human presence.”

Despite the warnings, the temptation to explore this final, unknown world becomes overwhelming. It’s clear this arena wasn’t meant to be accessible, but somehow, it’s fully operational.

**Final Atmosphere of World’s End Sanctum**

Inside, the sanctum is unlike any previous world: dark, surreal, and hostile, with visuals and sounds that make it feel like it exists outside of reality itself. As players progress, they encounter a harrowing array of enemies and environmental hazards beyond anything faced before. Every moment in the sanctum feels like reality itself is fracturing around them, as if the world is pulling itself apart.

THE SPECIAL WAVE IS DESTROYING AN ANOMALY WITH A LOT OF HEALTH WHILE ENEMIES TRY TO KILL THE PLAYERS, THIS IS KIND OF A “MINI BOSS” I GUESS. And of course the scenery changes after destroying it

**The Final Message**

If they complete the sanctum, the players are left in silence, standing alone in the void of the arena. There are no congratulatory messages, no victory announcements. After a long silence, the narrator finally reconnects one last time a bit agitated talking a bout a earthquake felt on every planet on the galaxy, then he tries to make it seem like nothing happened, just technical issues and that the inmates would be given their reward, a capsule is open and the final sequence credits play while the players are on the ship, after those, the screen darkens, comes back and an earth looking planet is visible though the window of the space shuttle.  Then the shuttle assistant ai says “Arrived at destination, landing sequence initiating soon…”

After that the “THANK YOU FOR PLAYING!” shows on the screen of every player and a text says, “It’s over, right?

You can travel back to the Program station by pressing the button at the back of the ship”

If they do come back to the station, It’s all shut down. Then an npc guides them with hints on how to unlock the hidden layers, telling them what to do on what worlds. To get the secret ending.

**SECRET ENDING**

**Unlocking the 6-Star Occult Layer**

The **Occult Layer** is a secret layer that players can only access after completing hidden objectives and collecting collectibles throughout each layer.

1. **Secret Collectibles**:
   * At the end of each **Difficulty Layer** (Layers 1, 2, and 3), there’s a hidden collectible to be found.
   * These collectibles may be hidden in areas that are out of sight or require players to complete unique mini-challenges or defeat specific hidden enemies.
2. **Special Tasks**:
   * After obtaining all collectibles, players need to complete certain **secret tasks** within the layers.
   * For example, players might have to find specific objects, interact with hidden NPCs, or achieve a set score in a minigame or a series of fights without taking any damage.
   * These tasks could even include revisiting completed worlds, allowing players to interact with previously inactive elements.
3. **Building the Secret Portal**:
   * Once players collect all the required collectibles and complete the tasks, they’ll gain access to a hidden crafting or interaction sequence. Here, they can build a **secret portal**.
   * This portal will appear on the top platform of the **last layer** players have completed, accessible only by reaching the top level platform.
4. **Entering the Occult Layer**:
   * Entering the Occult Layer transports players to a dark, hazardous environment with extremely tough enemies and extended waves with minibosses. Here, players face a true test of their combat skills and endurance.

**Occult Layer (6-Star)**

* **Theme**: An eerie, shadowy realm filled with environmental dangers—crumbling floors, sudden fogs, and shadowy voids that damage players if entered.
* **Wave Breakdown**:
  + **Prelude**: A suspenseful ambient intro, setting a haunting tone.
  + **Wave 1**: Two miniboss-level enemies alongside standard foes.
  + **Intermission**: A short pause for players to regroup.
  + **Wave 2**: Three minibosses appear with smaller enemies.
  + **Intermission & Shop & Scenery Change**: Transition to a darker, more distorted environment.
  + **Wave 3**: A miniboss with special abilities, plus two to three other minibosses.
  + **Intermission**: A brief rest, preparing players for the next challenge.
  + **Wave 4**: An even stronger miniboss and enhanced enemies.
  + **Intermission & Shop & Optional Minigame**: A rare chance for players to recharge before the finale.
  + **Final Boss Wave (FBW)**: A powerful boss with layered phases, each with distinct mechanics.
* **Music**: Ominous, deep djent with haunting vocal effects and orchestral elements. Each wave intensifies in tone, building suspense until the climactic Final Boss Wave.

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**Unlocking the 8-Star Unstable Heaven and about the level**

The **Unstable Heaven** level is the ultimate challenge, accessible only after successfully completing the **Occult Layer**.

1. **Clearing the Occult Layer**:
   * Players must defeat all waves in the Occult Layer, facing minibosses and environmental hazards with no respawn mechanics (permadeath). This level is designed to test players' skills and strategies to the utmost.
2. **The Long Dark Path**:
   * After clearing the Occult Layer, a **long dark path** appears, leading from the last platform to the entrance of Unstable Heaven.
   * This path **illuminates** gradually as players approach, creating a dramatic and suspenseful experience.
3. **Encounter with the Dark NPC**:
   * At the end of the dark path, players encounter a **dark NPC** who offers a cryptic warning. He informs them that what lies beyond is beyond comprehension and might not even belong to this dimension. This adds an eerie sense of foreboding and anticipation for what awaits.
4. **Entry to Unstable Heaven**:
   * Passing through this ominous encounter, players are transported to **Unstable Heaven**, a realm defined by an empty, celestial landscape of blue skies and hovering platforms.
5. **Wave Structure**:
   * The level features two main waves: the first is a lengthy battle against miniboss-level enemies, compounded by environmental hazards, with no shop intermissions.
   * The second wave is a multi-phase final boss battle that tests players’ endurance and adaptability.
6. **Music**:
   * **Unstable Heaven** features only **emotional piano music**, heightening the sense of gravity and emotional weight throughout the final battle.
7. **Final Battle and Credits**:
   * Upon defeating the final boss, the level transitions into a short cinematic or sequence that leads into the game credits, celebrating players' journey through all the challenges.