

# Ignoble Gas – Astral Body Games Prototype Overview

Project Name: Ignoble Gas

## **Narrative Design:**

Narrative Genre: Dystopian Sci-Fi Adventure

Setting: Fictional Russian City of Sarovsk

Storyline:

Sarovsk is an active city with a growing population of working class families. Known for its abundance of underground depleted gas reservoirs, the city has been reformed into a predominantly gas management facility location with multiple gas facilities located around the area. The center of Sarovsk contains the biggest facility, the Svoboski Gas Plant that maintains and stores a majority of noble gases used for the city's infrastructure and medical development. Stored in the emptied channels of the underground reservoirs, these noble gases are regulated and managed by a team of professional gas management specialists from engineers, technicians and designers.

Due to an unforeseen event, the central underground chamber containing all the valves that regulates the pressure of the noble gases stored in the reservoirs beneath the facility have been struck with a leakage. Five of the noble gases – Hydrogen, Helium, Neon, Krypton, and Xenon, have leaked into the main chamber and could cause catastrophic damage to the facility or potentially the whole city if the infrastructure is not managed properly before it reaches critical levels.

You, the gas man, are a gas management technician. Under normal circumstances, the facility would require ladders and platforms to travel to different levels where the gas valves are located. However, as the whole chamber

fills up with copious amounts of each of the noble gases, it will be difficult to breathe upon entering. Equipped with an  $O_2$  tank, a gas storage tank and a wrench, you enter the facility to get those gases under control before it could all go wrong.

Using your gas chamber, utilising the gas exchange tanks located around each of the levels containing the gases where leakage has erupted will allow you to exchange and add gases into your tank to adjust your buoyancy upon entering the chamber.