

## Layer 1

A very basic overview of the game, an ideal version of what it would be like without any restrictions.

You begin in the training center, where all new recruits train. This is where your career, and life as a professional wrestler begins. Your time in the training center is relatively short. Will you be a tag team talent or a solo superstar?

You quickly make your way to the TKW roster, where you make sporadic appearances on television. Your fights are with not only fellow wrestlers, but also your inner demons personified.

As you become more prolific, you main event TV shows, and start appearing on PPV (pay-per-view) shows. You even win a mid-card championship! This really is the beginning of a shift in momentum for you!

You keep going, and as your career ages, you continue struggling with the demons in your mind. Impostor syndrome, anxieties, shame. But you manage to fight them with the skills you obtain as a professional wrestler. They become bigger rivals than your colleagues.

Despite these struggles, your momentum continues to grow. You become 'over' with the fans, and your gimmick slowly forms around you as a person. You become a consistent main eventer.

January brings one of the biggest events, the one big chance to prove yourself. It's a long, hard battle. In the end, though, you fail. Your chances are sabotaged by your inner demons showing up and costing you the win.

This is a huge hit to your self-confidence. Over the coming months, your opponents are replaced by your inner demons more and more often. You can't distinguish them anymore, and you begin to lose more and more often.

However, you have one chance. The opening match of the biggest show of the year. Win it, and you get to be a third competitor in the main event. *Your* chance to be world champion.

Despite your inner demons trying to sabotage you, you overcome all odds and earn your spot in the main event!

The main event is stacked. But the fans cheer for you. *You!* This support from the fans is the exact thing you need to fully overcome your inner demons. They try to invade but you immediately dispose them easily. Nothing can stop you now!

You fight, and fight, and fight.. And right as it seems to be over, you counter a move, hit your finisher and cover one of your opponents for the pin..

1..2..3! You are the champion! Despite everything, you are *the* world champion!

In an alternate world, you are a tag team superstar. You and your partner bond over the course of your training. You do have troubles though. You struggle with yourself, your own demons team up to take you on, 2-on-1.

You are now left with a choice. Do you betray your partner for your own personal gain? Or do you stick with him despite the struggles?

## Layer 2

Slightly more realized version. Contains the element of choices in the concept.

You begin in the training center, where all new recruits train. The choices you make dictate where your career goes. First you must determine what path you want to go down, solo or tag team.

Those that go for their own gold will struggle to find a place. These inner demons manifest themselves as opponents. They have strength in numbers and overwhelm you easily. The way you deal with these demons will only further shape you.

They don't just give up, though, and your biggest rival knows you're struggling. He uses these demons to his advantage to steal a victory from you and take the championship home.

Will you retaliate or will you persevere? Retaliation means a very sharp turn for your character, and possibly losing the support of the fans, but perseverance would mean not immediately getting another opportunity.

No matter the choice, the demons stay pestering you. They keep costing you victories, and you must find a way to deal with them, you can't keep going on like this.

The way you deal with the demons will shape your future even more than any decision you've ever made in your career.

Eventually, you find yourself in another championship opportunity, and you get to decide what kind of match it is. Will you be trapped in a steel cage? Or will you go the distance in an iron man match? The choice is up to you, pick what you think would work best.

The day of the match is finally here, and your biggest rival has one more trick up his sleeve.

He knows just what to do to make your demons appear and does not wait long before he uses this tactic against you. However, you know exactly how to counter him now. But do you do it now and risk it not working, or do you wait for the climax, risking losing the match before this can happen?

Eventually, throughout everything, you manage to overcome your demons, despite everything. And 1..2..3! You win! Your biggest rival is squashed, and you hold the title belt in victory!

## Layer 3

Even more realized version, including where choices go, but not strictly Energy Game choices. Choices are marked with \*

You begin in the training center, where all new recruits train. The choices you make dictate where your career goes. \*First you must determine what path you want to go down, solo or tag team\*.

Those that go solo, will slowly grow in popularity, slowly getting more and more over with the fans. Their inner demons are a struggle, however. \*Eventually, they must choose what title they want to go after\*. The intercontinental championship is the real workhorse title, and a preparation for the world title scene. The United States championship is a title in need of a real champion, who can hold on to it for a very long time.

Both champions come with a huge cost, though, and the current champion is not looking to let them go. They will use whatever means they have to keep the title, including using your own personal demons.

Whether you overcome the challenges now or take your time and find your approach, it won't be easy, and requires a lot of fortitude and strength. Your demons might even sneak a win from you, too.

This also applies during the main event of the biggest show of the year. But the stakes are higher now, the world title is on the line now.

Your opponent will once again try to use your inner demons against you, but \*because of your earlier methods\*, you now know how to beat them, overcome them, and beat your opponent to win the world title!

Those who go the tag team route will fair much the same, their inner struggles still manifesting as their opponents. Their partner will try to help, but they also aren't always there.

There will come a prime opportunity, though. Your partner will be vulnerable, and \*can be betrayed for your own gain\*.

You as a solo superstar will be more popular, though. And you will get a chance for the world title.

\*Whether you want your partner there or not,\* you should not let this opportunity go to waste.

You sure as hell don't, because despite everything, your biggest rival cannot get one over on you. You manage to hit your finishing move and cover him for the pin.

1..2..3!

## Layer 4

Actual energy game choices.

You begin in the training center, where all new recruits train. The choices you make dictate where your career goes. First you must determine what path you want to go down, solo or tag team.

Those who go down the solo path will find themselves slowly gain momentum, slowly but surely, victories will continue to build up. Eventually, though, they will reach their plateau, and the fans notice this. Your inner demons make their way into your matches and sneaking victories from you. You will eventually have to either train and build your physical capabilities or change your character.

If you decide to train, your coach will come with a plan, he claims to have the exact thing you need to change in a way that will benefit you and your career. Whether you take his word for it or create your own plan is up to you.

If you change your character, you can completely reinvent yourself, become someone unrecognizable to the fans or have management try and try to find what's right for you, even if you're not sure if they work.

This new direction works for you, and you find yourself winning more and more, and while you keep struggling with your inner demons, you manage to keep winning and winning, but when it's needed most, your inner demons cost you another win over your biggest rival. It's time for something else (this is where the hard and soft split is)

Those in a tag team will have to find their place in a packed division, and after a few hard-fought wins, your partner finds themselves in need during an important match. You can help him, but management has promised you a push into the world title scene if you get rid of your partner.

Should you help your partner, you keep going, and although your inner demons cost you a few wins, your partner seems to be struggling more. They have cost you many matches as well. You decide to talk to them, and here you can choose to take on both of your demons at once, or by giving them advice on how to tackle them.

If you decide to pave your own way, you do indeed get a world title shot. But your inner demons cost you the win. However, you are granted one more shot, on the biggest stage of them all. You just need to qualify. Do you tackle this match by trying a new move to put your opponent away, or do you study your opponent carefully?

In the end, you do win, and you do get that opportunity..

After the hard soft split, you play through the game again, but this time as the opposite allegiance (face vs heel) this is presented as a "what if" scenario, what if you were the bad guy instead of the good guy, or vice versa.

After this second time, the ending sequence plays. You are granted your world title shot, and despite your inner demons' best attempts, you manage to hit your finishing move, and cover your opponent and biggest rival for the 3-count and win! You are the world champion!