

## **Design Document for:**

# THE CURRENT

"Prepare to go mental"

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## **Design History**

This is a brief explanation of the history of this document.

### Version 1.00

Version 1.00 contained all the early thoughts and ideas of the project with small amounts of text in each different area.

## Version 1.10

Reworked and expanded the Feature Sets and The Game World parts.

### Version 1.20

Added more information to The Game World and Game Overview parts.

### Version 1.30

Added new material to the Single Player part and revised the structure and headlines of the document.

### Version 2.00

Finalized the headlines and updated each part of the document.

### Version 2.10

Complete refinement of all texts and content.

## **Game Overview**

## Philosophy

We try to combine the best from two worlds by taking popular gaming recipes such as an interesting story and freedom of choice and then mix it with action. We wanted to create a game that would make the player scream in horror and a minute later laugh at the annihilation of his/her enemies.

## **Common Questions**

#### What is the game?

"The Current" is a story-driven/action single player game in a hospital environment and incorporates intense action elements set within a twisted dream world known as "The Current".

#### Why create this game?

We thought that our game idea felt original and would be something that we all wanted to create and share with others.

#### Where does the game take place?

The game takes place at a mental institute and in a twisted dream world known as "The Current".

#### What do I control?

You will play the character of "Jess" in a third person view. You will move and act like a patient in the real world but as a person with superhuman powers in "The Current" world.

#### How many characters do I control?

The player will control the character of Jess throughout the entire game.

#### What is the main focus?

The main focus of the game is escape and finding out the truth about why you are in this hospital and what "The Current" really is.

#### What's different?

The main difference lies in the connection between the two worlds and how they interact with each other. What the player does in "The Current" is reflected in the real world and vice versa. The player may also choose to tackle problems in different ways, in either world with different results and consequences. The combination of these different game play genres offers a different experience not commonly seen in today's games.

## **Feature Set**

#### **General Features**

- Two different worlds
- Two different types of play styles
- Dynamic storytelling
- Lightning action
- Player choice
- Inventory management
- 3D graphics
- Dialogue
- Boss fights

## **Gameplay Features**

- Perspective 3<sup>rd</sup> person (over the shoulder).
- Attacks/Abilities Upgrade and acquire new abilities and attacks based on the power of lightning.
- Armor Upgrade and acquire different sets of armor to enhance your characters appearance.
- Combat Hurl electricity/lightning based attacks. Take advantage of the environment to defeat enemies. Combine water and metallic surfaces/objects to create devastating combos with your powers.
- **Conversation** Talk to npcs. Deceive your enemies and convince others to assist you through intricate dialogue options.
- **Stealth** Avoid detection. Take advantage of sleeping guards and distracted personnel and reach new areas.
- **Problem/puzzle solving** Solve problems and puzzles. Defeat bosses by learning their weaknesses and exploit their surroundings.
- Sanity gauge Overcome your degrading mind by finding answers and solutions to problems you encounter, or choose to ignore the truth and descend into madness.
- **Dynamic storytelling** All the choices the player makes have consequences and have an impact on the story. Depending on how you decide to solve problems and complete your tasks the end results will be different.
- Replayability The game offers different endings to the story and ensures a long lasting gaming experience.

## The Game World

#### Overview

The game world is divided in two. The first world resembles an ordinary mental institute set in modern times. The other world is called "The Current" and is set within a twisted dream world. The two worlds are connected in a very intricate way. The character that the player controls (Jess) believes, at least in the beginning, that "The Current" is real and that her actions in that world can affect the real world. It could be so, but it can also be in reality that Jess still moves around/are unconscious in the real world while believing she is in "The Current".

Example; the player encounters a locked glass door which cannot be passed. On the front side of the door the player can observe a power socket that indicates an entrance to "The Current". The player is now led to believe that it is possible to enter "The Current" and pass the door. But in reality the player might actually be found unconscious in front of the door by guards and then be let through, but this is not always the truth since "The Current" could be real in the game world itself.

#### World #1 - The Mental Institute

The mental institute resembles a standard hospital with a somewhat futuristic environment with bright lighting and futuristic control/computer panels. It is inhabited by nurses, guards and other patients. The overall architecture is very practical and functional as a common hospital building. Long hallways with jail bars prevents movement to some sections, lots of smaller rooms, offices and a few larger rooms such as lounges and service areas make up most of the world. Colors are blue, white and with soft soothing colors. The main game play elements of the mental institute are exploration, access points to "The Current", dialogue, problem solving and stealth. As a patient your movement and actions are restricted by the nurses and guards. You are generally met with hostility and the overall atmosphere is depressing and claustrophobic.

#### World #2 - The Current

"The Current" is the dream world where the player ventures several times during the game. "The Current" is a very dark world with a grim atmosphere. It is inhabited by strange beings and characters. All characters you meet in "The Current" are one of the characters in the hospital but here they are manifested in a completely different way. The architecture resembles partially of what the real world looks like. Small subtle hints are given in the form of similar looking objects but with other shapes and sizes. Floors and walls are littered with pipes, valves, tesla coils, metal doors, moving parts and other unidentifiable objects. "The Current" is a lot larger in scale and with lots of open areas and rooms. Most living things in this world are outright horrifying and wants to consume the player, only a few characters are friendly.

## The Physical World

#### **Key Locations**

- "The Current" access points Each hospital level have a number of access points to "The
  Current" world that are in the form of electrical devices such as a power socket or a defibrillator.
- Starting Area Each level has a starting area. In the hospital you often start in a cell of some sort. In "The Current" you appear in relation to where you entered "The Current" in the hospital.
- Exit Area Each level has an exit area where the player can advance to the next level.
- Store In the hospital levels there will be a character that allows trading and exchanging of items.
- Player guide A player guide will be available in certain locations throughout the game in both worlds.
- Boss Area In "The Current" there will be a boss area on certain levels.

#### Travel

The player travels by foot and are unable to fast travel to different destinations. The player is also not limited to a level at a time and is able to travel between all previous levels.

#### Scale

The hospital levels are not large in scale and only cover a part of a single floor. The scaling of objects and characters are lifelike and normal. "The Current" world have much larger areas and the scale is significantly bigger than in the hospital levels. Objects, enemies and characters are very diverse in scale and can range from a few feet to over fifty meters in height. Some objects like a common plant in the hospital can be a large tree in "The Current".

#### **Objects**

Objects found in the hospital are all of realistic material and nature. Apart from a slightly futuristic touch on computers, access panels and other electric devices the hospital contains standard metal doors, common furniture and other machines present in a normal hospital. "The Current" contains some of the items present in the normal world but are represented in a different way as described in the overview part of this section. Besides cosmetic and design differences of the objects there are also certain objects that play an important part of the game play. Firehoses in the real world are transformed into large tesla-coils in "The Current". These stationary devices can be used by the player to gain immense firepower for a short duration while remaining close to the coil. "The Current" also features a special kind of floor that allows the player to gain energy while walking on it.

#### **Day and Night**

Day and Night cycles do not exist but the player may notice difference of time at certain points in the game while progressing through the hospital levels.

#### Time

Time is not a big factor in the game and there are no game play elements that are dependent on time. There is however gameplay elements that forces the player to act quickly.

## **Rendering System**

#### Overview

All areas and room on the hospital levels will be created in sections and will then be combined to create larger clusters that make up each level. "The Current" levels will be constructed using the hospital levels as blueprints and later altered and enhanced to match atmosphere in "The Current".

#### 2D/3D Rendering

We will be using the standard engine provided by XNA for all rendering.

#### Camera

#### Overview

The default view of the camera will be a "over the shoulder" position where the player will see the main character from behind at a slightly downward angle.

#### **Obstacles**

The camera will switch to first person when the camera view is blocked by obstacles.

#### Dialogue

During dialogue and scripted events the camera will shift position to provide a more cinematic experience.

## **Game Engine**

#### Overview

The game engine controls all the scripted events and triggers. Control of npc behavior and movement are also handled by the game engine.

## **Lighting Models**

#### Overview

We will use a mix of baked lighting and dynamic lighting. The different techniques will be used to enhance the gameplay experience but with focus on lowering the system requirements.

### **Baking**

A large percentage of all static and fixed objects such as furniture and non-animated items will have a baked lighting to increase performance.

#### **Player lighting**

The main character will have several light sources attached to create a brighter and more detailed atmosphere wherever the character ventures.

## **Level Design**

## The Current - Diagram

#### Level 1 RW. Tutorial - The Handkerchief

Key: The Hankie; Find it and take it to Miles Lock: Miles: Go to her with the Hankie

Result: PLAYER is (somewhat later) forced to the Current World through a Cut

Scene (CS)

#### Level 2 CW. Tutorial - The Power Switch

Key: Power switches; Restore the Power to the area

Lock: Nez: Go to him, and he will take Jess back to Real World

Result: PLAYER is forced to the real world through a CS

Sanity Gauge: If PLAYER thinks that CW is real, add 1 point. (PLAYER will be

asked by Miles immediately after arrival)

#### Level 3 RW. Tutorial to Upgrade 1 - The Rubber Gloves

Key: The Rubber Gloves; Find them and take them to the Painter

Lock: The Painter

Result: Miles will give the PLAYER a TWEEZER and it is now possibly to decide:

#### Level 4 RW. Should I stay or should I go insane? (Level of Choice)

Key: The TWEEZER

Lock: Power Socket A OR Whiner

Result 1/Choice CW: Use the Tweezers on Power socket A and travel to CW. This will destroy Socket A, and it will not be possible to use it any more. The PLAYER must now play in CW. The Cakes will never deployed in RW, The NPC Whiner will be removed/or change of dialogue

Sanity Gauge: If PLAYER goes to CW, add 1 point

Result 2/Choice RW: Exchange the Tweezers for a spoon with Whiner. He will commit suicide and destroy the socket A. Player must now play in RW.

The ECC will never be deployed in CW. Change of dialogue for Driller.

## Level 5 a CW- The ELECTRO CHEMICAL CELLS (ECC)

Key: The 3 ECC; find them and bring them to The Driller.

Lock: The Driller

Result: The driller will open the Machine Door. While The Driller opens the door he will explain that his Bird, Birdy, has been taken by a monster. He says that if Jess helps him to bring it back, a reward is waiting. You must get the Fear Machine (FM) from Nez; this can make the Head Banger open the door to the Nurse Boss.

## Level 6a CW- the Fear Machine (Level of choices)

Key: The Fear Machine/ N/A

Lock: The Head Banger in CW or Nez

Result1: Go to Nez and ask for the FM. He will give the PLAYER a chance to go back to RW. If denied PLAYER will remain in CW and go to the Head Banger and show the FM. Then must PLAYER fight Nurse Boss.

## Sanity Gauge: If PLAYER decides to stay, add 1 point.

Result 2: Go to Nez and ask for the Fear Machine. He will give the PLAYER a chance to go back to RW. If PLAYER accepts PLAYER will wake up in Cell 8. The PHOTO will now mysteriously be in the PLAYERs inventory. If PLAYER talks to Fatman he replies that someone has stolen his "secret item".

## Level 5 b. RW- the Spoon and The three Cakes

Key1: The Spoon. Give it to Fatman and he will give PLAYER a mission (the Cakes)

Key2: The 3 Cakes; Find the 3 Cakes around Block 7 and bring them to Fatman

Lock: The Fatman Result: The Photo

#### Level 6b RW. - The Photo

Key1: The PHOTO; show it to the Head Banger and enter the Nurse's door.

Lock: The Head Banger

Result: It is now possibly to enter

Nurse's Area.

Key2: the S-PILLS (sedative). In CW this will be shown as a disgusting RED EYE. If the PLAYER never uses S-PILLS, which can only be used in RW, they will turn into ROTTEN EYE after the PLAYER has met Big Boss Janus.

Lock: take the S-PILLS

Result: PLAYER will find Miles on a bed unconscious. The PLAYER must search the Room and will find the S-PILLS and a Cut Scene will start: the Nurse will come in and electrocute PLAYER. This will force the PLAYER to CW and PLAYER must now to fight the Nurse Boss.



#### Level 7. CW- Nurse Boss

Key: The Nurse boss

Lock: Defeat the Nurse Boss

Reward: A strange HELIX. In RW this will be transformed to THREADBARE BOOTS. The HELIX in CW or THREADBARE BOOTS in RW can be transformed by The Painter into an upgrade; the POWER BOOTS.

Result 1: (if PLAYER has agreed to help the Driller Level 6a CW- the Fear Machine (Level of choices), result 1): When PLAYER has destroyed the Boss and exits, the Driller waits outside. He will thank the PLAYER for the rescue of his Bird and give PLAYER the SPECIAL WEAPON. He says that PLAYER should defeat the next boss. Suddenly there is a flash and Nez will appear and the Driller will vanish.

Result 2: (if PLAYER didn't agree to help the Driller (the Fear Machine 6a, result 2 or Level 4 RW. Should I stay or should I go insane? (Level of Choice) result 2): When PLAYER has destroyed the Boss and exits, the Driller waits outside. He will thank the PLAYER for the rescue of his Bird. He says that PLAYER should defeat the next boss. He says also that he managed to open the Machine door (not to happy that PLAYER didn't help him). The PLAYER can now move in this area. Suddenly Nez will appear and the Driller will vanish.

Other: The Nurse has disappeared and the door to the Nurse Office is now locked forever.

### Level 8. CW- After the Battle (Level of choices)

Key: Nez N/A

Lock: Accept Nez offer to travel to RW/ N/A

Result 1: If PLAYER denies, he will disappear. PLAYER is now locked in CW. If the PLAYER has a change a heart and goes to Nez's place he won't be there. PLAYER can now go to The Painter and he will transform the HELIX into the POWER BOOTS. Then the PLAYER must enter The Labyrinth and find the ARTIFACT.

Sanity Gauge: If PLAYER decides to stay, add 1 point.

Result 2: If PLAYER accepts, Nez will give Jessica a FLOWER and transit PLAYER to RW. Jess will wake up in the bed as usual. Jess now has 3 or 4 new item in the inventory:

- 1. The HELIX has become THREADBARE BOOTS. Go to The Painter and when PLAYER returns to CW these has become POWER BOOTS. The PLAYER must realize this or this upgrade will never be obtained.
- 2. The FLOWER has become the Z-MEDICINE (sleeping pills),
- 3. The RED EYE has become S-PILLS (sedative pills)
- 4. The SPECIAL WEAPON has become DRAIN CLEANER (But only if PLAYER played the 6a CW- the Fear Machine (Level of choices); result 1)

PLAYER must now drug Janusz the Guard with either the DRAIN CLEANER or Z-MEDICINE and buy The Burglars' services with the S-PILLS. Miles will also give PLAYER another TWEEZER

#### Level 9a. CW- The Labyrinth

Key: The ARTIFACT, find it in the Labyrinth

Lock: The Door to Big Boss Janus

Result: With the ARTIFACT the PLAYER can now enter Boss Janus area and fight him. The ARTIFACT will become the ISOLATION KEYS in RW as well.

#### Level 9b. RW- Good or Bad choices.

Key 1: Z-MEDICINE or DRAIN CLEANER, drug Janusz the Guard with either one of these by pouring the poison in the coffee cup that can be reached through the window hatch by stretching the arm in there. He will either run to the toilette or fall asleep. Bea the Burglar can now accept picking the door.

Lock: Bea the Burglar

Result: Bea the Burglar can now accept picking the door, but she requires S-PILLS and the TWEEZER. Z-MEDICINE will be useless, and removed from the inventory, if PLAYER did use the DRAIN CLEANER. But DRAIN CLEANER will remain, because it will transform to SPECIAL WEAPON in CW.

Key2: S-PILLS and the TWEEZER; give them to Bea the Burglar. She will pick The Guard Office door.

Lock: The Guard Office door.

Result: It is now possibly to enter the Guard Office. Bea the Burglar will now offer to give the TWEEZER back, but only if PLAYER is also willing to go to CW.

Key3: The TWEEZER or /and ISOLATION KEYS

Lock: Use TWEEZER on socket C or take ISOLATION KEYS

Result1: If PLAYER accepts the TWEEZER from Bea the Burglar, a Cut Scene will show how Jess takes the ISOLATION KEYS and electrocutes herself and enters CW. The PLAYER must now face Big Boss Janus.

#### Sanity Gauge: If PLAYER decides to go to CW, add 1 point.

Result2: If PLAYER doesn't accept the TWEEZER and has drugged Janusz the Guard with DRAIN CLEANER and has taken the ISOLATION KEYS; as soon as PLAYER leaves the Guard's office, Janusz will attacks from the toilette. This will throw PLAYER into CW where she must now face Big Boss Janus.

#### Sanity Gauge: If PLAYER drugs Janusz with DRAIN CLEANER, add 1 point

Result3: If PLAYER doesn't accept the TWEEZER and has drugged Janusz the Guard with Z-Medicine and has taken the ISOLATION KEYS; as soon as PLAYER leaves the Guards office a Cut Scene will start showing how other guards come and wake Janusz and curse him out. He will understand that Jess has drugged him. Later that night Janusz will comes to Jess and take her away to the Guard's Office. He will beat her up with an electric baton in the office. This will throw Jess into CW and PLAYER must now face Big Boss Janus.

#### Level 10. CW- Janus the Boss

Key: Janus

Lock: Defeat Big Boss Janus

Result: If PLAYER defeats the Boss he will fall as a pine and turn into a bridge over a ravine. He will also drop his mask, the GOLDEN VISOR. The PLAYER can now enter the next area. If the PLAYER has obtained The SPECIAL WEAPON, it will be used automatic, and decline the power of the Boss.

Reward: GOLDEN VISOR. This will later become the COSTUME in RW and can be transformed by the Painter into the HEAVY ARMOR.

Other: The guard Office will now be locked forever.

#### Level 11. CW- After the Big Boss Janus battle

Key: Enter the next area Lock: The next room

Result: When PLAYER enters the next room, a Cut Scene will start and a strong bluish light will dazzle Jess and throws her into RW, this is the first time she is transported there without help from Nez.

The PLAYER will now wake up in the bed with Miles sitting next to Jess. She will explain that the PLAYER has to go to Isolation because the Painter has now been moved there; He knows the truth about everything. The Isolation room is in the basement, which the key leads to anyway. Unfortunately Isolation is heavily guarded, but she will present you with a gift: another TWEEZER (this is only symbolic; it will never be used)

In the inventory PLAYER now also has the ISOLATION KEYS.

#### Level 12. RW- The Isolation

Key: ISOLATION KEY Lock: The door to Isolation

Result: PLAYER can enter the unguarded (for now) Isolation and talk to the Painter. He will explain that Miles is lying; he doesn't know the truth. But there is an archive on the top floor. Maybe the truth is in these files? He also explains that at the end of the hallway there is a key locker, and perhaps there is a key to the top floor.

The PLAYER now has the opportunity to make a choice: The COSTUME can be transformed into great help in CW as HEAVY ARMOR. But the Painter doesn't have anything to paint with... The PLAYER must now decide;

Result1: Let the Painter make the COSTUME into BLOODY COSTUME and in CW HEAVY ARMOR. With this choice the PAINTER will bite his wrist and paint in blood. This will kill him.

Sanity Gauge: If PLAYER decides to take the BLOODY CUSTOME, add 1 point.

Result2: Don't let him make it, and he will give PLAYER the SCISSOR.

Note: if the PLAYER didn't visit the PAINTER with the HELIX /THREADBARE BOOTS it can NOT be transformed now.

### Level 13. RW- The Key to the truth

**Key: TOP FLOOR KEYS** 

Lock: Go to the Key locker and take TOP FLOOR KEYS

Result: As soon as PLAYER takes the TOP FLOOR KEYS a group of guards will arrive and attack Jess with electric batons. She will now be thrown into CW.

### Level 14. CW- the pitch dark Isolation

Key: The monsters

Lock: Killing of the monsters attacking Jess, and the door will opens. If the PLAYER has chosen to let the Painter make the HEAVY ARMOR, it can now be found in a cage where The Painter lies dead in this area.

Result: As soon as Jess leaves this area and enters CW:s counterpart of the stairwell a Cut Scene will show Nez materialize. He will now have grave look on his face and force Jess without saying anything back to RW. But for the first time PLAYER will now not wake up in the bed, but on the floor outside stairwell. In front of Jess John Doe sits in his wheelchair and stares at her with a disturbing look. She tries to speak to him, but he will not reply.

The PLAYER must now go to the Top Floor. If PLAYER searches Block 7 or Isolation, Miles is nowhere to be found.

#### Level 15. RW- the truth?

Key: The TOP FLOOR KEY

Lock: The top floor door

Result: When PLAYER enters the room a strange machine driven by electricity is drawing Jess' attention. But she can't understand its purpose and PLAYER must search for the archives instead. When it is found PLAYER can read one of three different things; The Bad ending files, The Good Ending files or the Neutral Ending files. Which one is decided by how high the SANITY GAUGE has reached and this will result in 3 different endings of the game.

#### Level 16. RW-The mad bird

Key: The archives

Lock: read the Archive

Result1: When PLAYER has read the Good Ending files, a Cut Scene will start showing that Miles will come in. She is behaving psychotically and with hostility.

## Level 17a. RW- the Good Ending

Key: Sanity Gauge

Lock: Sanity Gauge points

Result: Soon Frank and hospital personnel will come in and take Miles away. Jess will realize that Miles was the Bad guy and that the Top Floor is not a science lab. The game ends with Frank being a good Uncle, John Doe is not Jess' brother and Jessica is released from the hospital.

### Level 17b. RW- the Birdy Situation (only Bad or neutral ending)

Key: The SCISSORS / N/A

Lock: Kill Miles with the SCISSORS or let her live

Result 1: If PLAYER kills off Miles the Birdy a bloody Cut Scene will show this.

(The PLAYER cannot get the DIVINE ARMOR now)

Result 2: If Player decides not to kill Miles, Jess will knock her out.

#### Level 18. CW- Neutral or Bad?

Key: Sanity Gauge

Lock: Sanity Gauge points

Result: As soon as Jess has read the files Frank is there in the Science lab office. He throws her at the Death machine, so she gets electrocuted and thrown into CW. But John the Wheelchair Man has mysteriously come into the office, and he pushes Frank (as well) into the machine and they both get electrocuted and thrown into CW. Now the final fight against the Super Boss, the Driller, starts.

## Level 19a. CW- Driller the Boss Neutral Ending (Medium range SG)

Key: Driller

Lock: Defeat the the Driller

Result: Nez will help Jess through the whole battle against the Super Boss. If PLAYER doesn't have the HEAVY ARMOR and let Miles live Nez will give Jess the DIVINE ARMOR, which is much stronger.

When the Driller is defeated Nez will send Jess back to RW.

Level 20. RW- the Neutral Ending

Key: ROOF KEY Lock: Roof door

Result: Jess wakes up on the floor in the science lab. Frank is lying on the floor dead, but John is missing, and the Death Machine is about to explode. The ROOF KEY is on the floor as well. PLAYER must take the keys, and run to the roof before the Death Machine explodes.

When PLAYER reaches the floor a Cuts Scene will start. It will show that the whole thing was a gruesome experiment, and that Jess is trapped beneath the ground.

## Level 19b. CW- Driller the Boss Bad Ending (High range SG)

Key: Driller

Lock: Defeat the the Driller

Result: Nez will help Jess through the whole battle against the Super Boss. If PLAYER doesn't have the HEAVY ARMOR and let Miles live Nez will give Jess the DIVINE ARMOR, which is much stronger.

At the end of the fight The Driller will be really near killing Jess. Nez will save her, but it will harm him so badly that he dies.

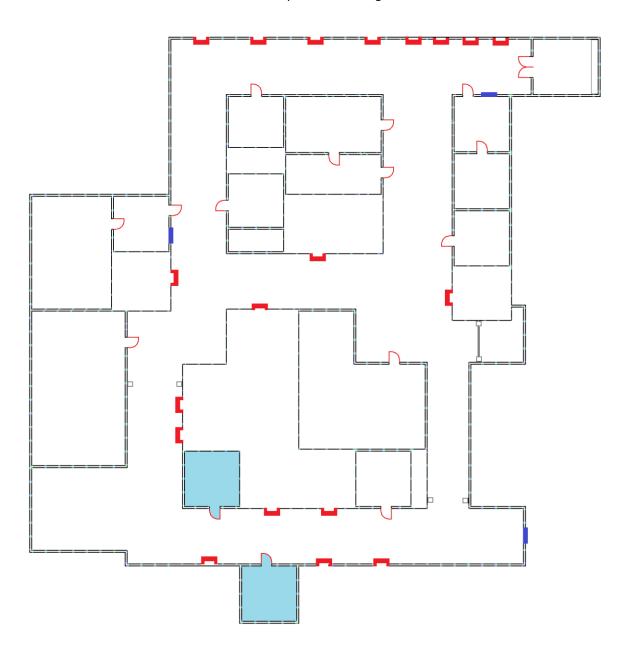
Jess is now trapped forever in a dream world.

## Overview

This section provides detailed information on all the different levels/areas in the game in the form of level diagrams and detailed instance walkthroughs.

"Block 7"

The first hospital area in the game



## "The Dark Corridor"

The first area in "The Current"



## **Complete Walkthrough**

This section contains a complete walkthrough for the entire game.

#### **Intro and Tutorial**

The purpose for the intro cutscene and tutorial part of the game is:

- To introduce the PLAYER to basic game play: A) Basic Movement. B) Investigate and pick up Items. C) The Inventory and the minimap. D) Dialogue and Dialogue Choices. E) Story implementation.
- To introduce the PLAYER to all main characters and the basic story Janusz. B) Nurse. C) John. D) Frank. E) Miles. Basic story line: Escape asylum!
- To introduce the PLAYER to Real World.

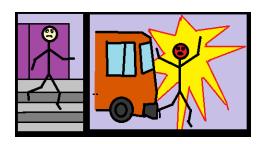


line. A) the



#### Intro

Jess is running out from a hospital looking house, down the stairs. It is not obvious what building she seems to run away from, or from what. She is apparent overstrained and perhaps scared of something, because she looks around her like a paranoid person. When she runs over the road she doesn't watch out and a car hits her.



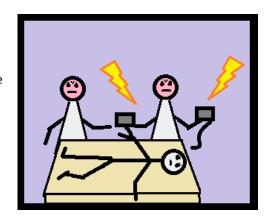
#### The resurrection

Men in white coats surround Jess, lying down motionless on a bunk. They look like hospital people or scientists. Jess seems to be revived or it is strange experiment of some kind? Her face expresses fear. A man moves towards her holding a defibrillator looking device. The man connects the device and suddenly there is a flash. Jess' motionless body springs to life, bending and twisting in agony. She takes a deep breath.

"Let me go."

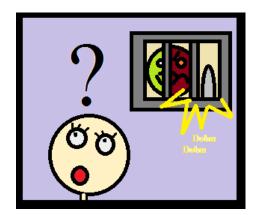
The man doesn't seem to hear her. Or care. "Please."

The man starts the device again and another electric shockwave surges through her. She loses her consciousness.



#### The Guard

Jess wakes up with flip. Some noise awaked her. She looks around. A man with a hard face stares at her from an opening in the metal door.



#### The Guard - continued

"Come here!" He orders.

Jess hesitates, but obeys slowly. The floor is cold to her feet and she is trembling.

"What is this? Where am I?" Jess asks.

"Shut up!" Order the man. Now can Jess see that he is some sort of guard. She can see the tip of a baton. The man seems aggressive and hostile. "Listen here, wacko. I'm guard Janusz and this place is mine. If you ever give me trouble, then hell will come to you. Understand?"

Jess hesitates once again. She doesn't like the way of the man, but she feels too weak and to confused. "Yes", she replies.

"Ah. You are a trouble maker, aren't ya? Well, I haven't had some fun for a while. So girl, it's your move."

The Guards face hardens even more. The baton hits the door

with a boom.



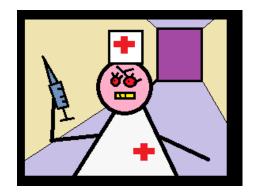
## The Guard – continued

Janusz looks aside and suddenly there is a change in his face. Big smile.

#### The Guard - continued

"Hi there, nurse! Looking good, as always!" The voice of the guard he soft and sleazy.

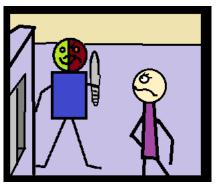
Jess can hear the nurse in the background "Time for your treatment. Follow me!"



#### The Guard - continued

Janusz looks again on Jess. "Remember what I said. But now, you have a visitor. It's your uncle."

"Oh, Frank." Replied Jess surprised. Janusz open the cell door and let Jess out. "Rule number 2. The inmate shall voluntary go to the cell at lockdown every evening. Got it?!" "Yes."

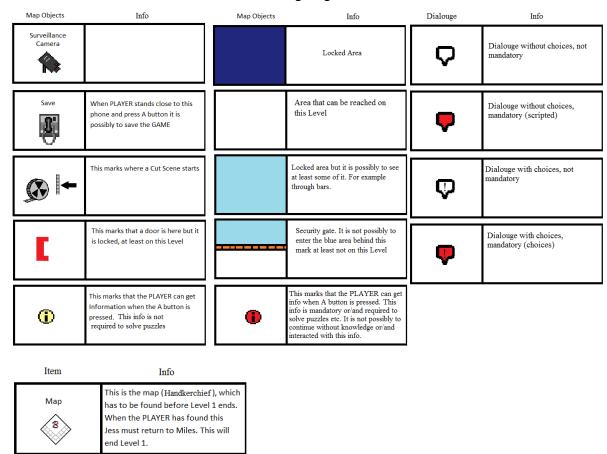


### Level 1 RW. Tutorial – The Handkerchief

This is the first actual game play in the game.

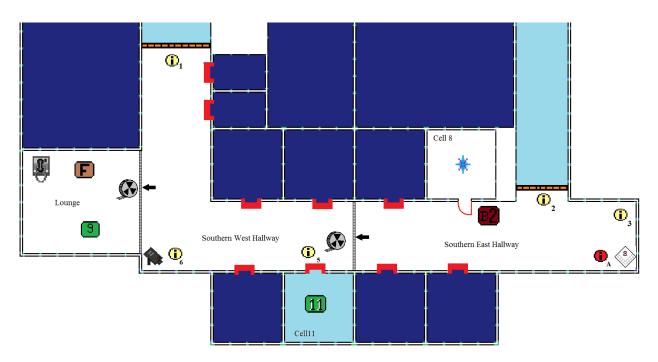
Mission: Investigate the Block and meet up with Uncle Frank. Realize the truth according to Miles. Find the Map. Get a glimpse of John.

#### Walkthrough Legend

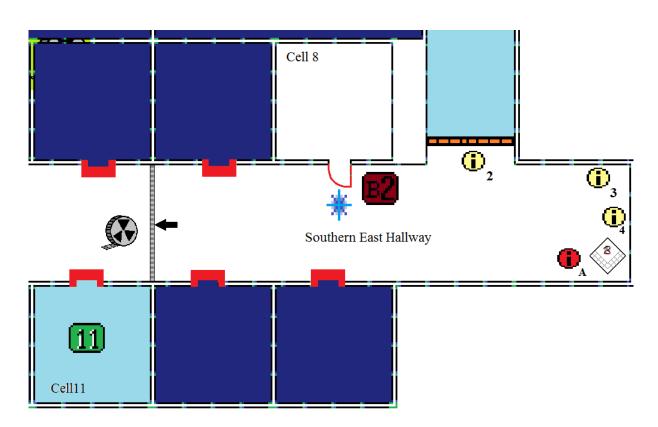


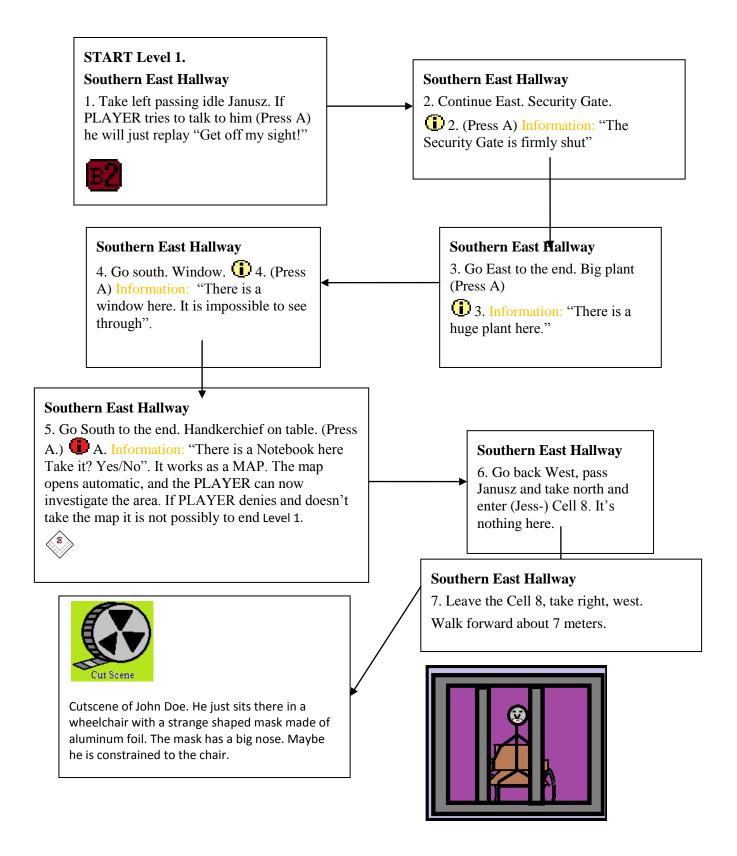
<sup>\*</sup> Note that left and right are always from the player's point of view.

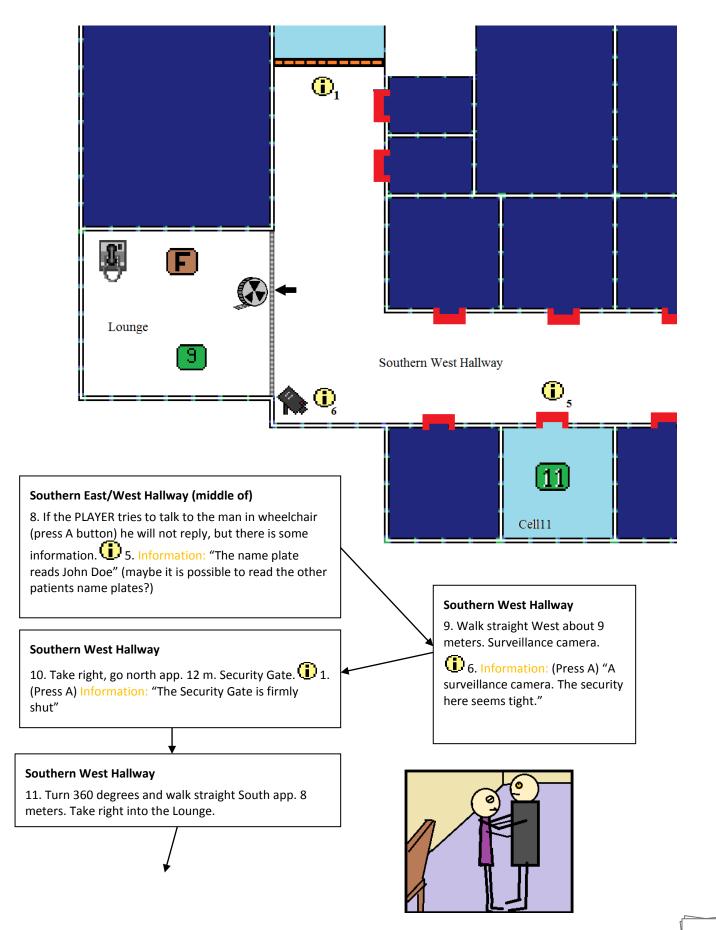
**Tutorial 1 - The Handkerchief area overview** 



## **Southern East Hallway detail**







Copyri



Cut Scene of Jess and Uncle Frank. They hug; he says "I will get you out of this Mental Institute. I will talk to the person in charge as soon as I can. Here, take it, it's your watch." Frank walks away. Jess stands alone with her old child's watch.



## Lounge

12. Before the PLAYER can leave Miles pops up. She has been sitting in a chair behind Jess.

Miles:"You're Uncle seems to be a nice man. One should be lucky to have such relatives.

PLAYER Possible answers: 1. "Do you always listen to other people's conversations?"

2. "Well, maybe you're right.

NPC Miles Possible answers: 1. "[Annoyed] Oh, I'm sorry, princess! [Somewhat calmer] One just tries to be kind.

2. "Believe me. I'm a kind gal, ya know. But nobody ever comes to see me."

PLAYER Possibly answers: 1. "[Flirty] you don't seem to be kind, naughty girl."

2. "I'm glad that you are a kind girl. We can be pals!"

NPC Miles answer: "Oh, I didn't know that you wanted that. [Pause] Anyway, I can give you a piece of advice. For free. Get the fuck out of here! I'm not kidding! Unfortunately it's not easy. But I can help you."

#### Lounge

13. Phonebooth. (Press A). Near the phone booth it's possible to save the game. Dialogue box: "Save game? Yes/No/Cancel"

#### Lounge

14. Near Miles (Press A) is it possible to start a dialogue with her.



A. If the PLAYER has not found the Notebook (always the same answer until). NPC Miles answer: "You should find a notebook or something so you can draw a map of this place. It's a start. I think I saw something at the end of the hallway, near that big plant.

B. If the PLAYER has the Notebook.

NPC Miles answer: "Ah, I can see that you have found a notebook. Good!"

PLAYER answers: "Why is it so important to have a map over this place?"

NPC Miles answer: "I know what you think now, but I am not a wacko. This is just a front for an advanced scientific testing facility. They have found out that there are other worlds. And we are the test subjects." PLAYER Possible answers: 1. "Oh, my god! You really belong here!" 2. "Oh, my god! It is true? We must contact the authorities now!"

NPC Miles answer: No! Listen to me. You must go to the other world. It's easy, actually. Just put something made of metal, like a tweezers, in an electric socket. They work as portals to the other world. I shall see if I can found one for ya!"

PLAYER Possibly answers: 1.Don't bother, Miles. Good night." 2. "Oh, thank you! I can't wait to electrocute myself and go there! Good night!"

A beeping sound can be heard. It's the signal for the lock down.

NPC Miles: "Oh, it's time for lock down. Think of what I said. See you tomorrow, Jess."

## Level 2 CW. Tutorial – The Power Switch





#### Hard treatment

Suddenly Jess is woken up by noise and voices. It's Janusz the Guard, the Nurse and two AC staff. They take her away to the ECT room. Jess is restrained. A metallic ring is attached to her head. "Electroconvulsive therapy", someone says. Flashes.

Fainting again. This time it's different.

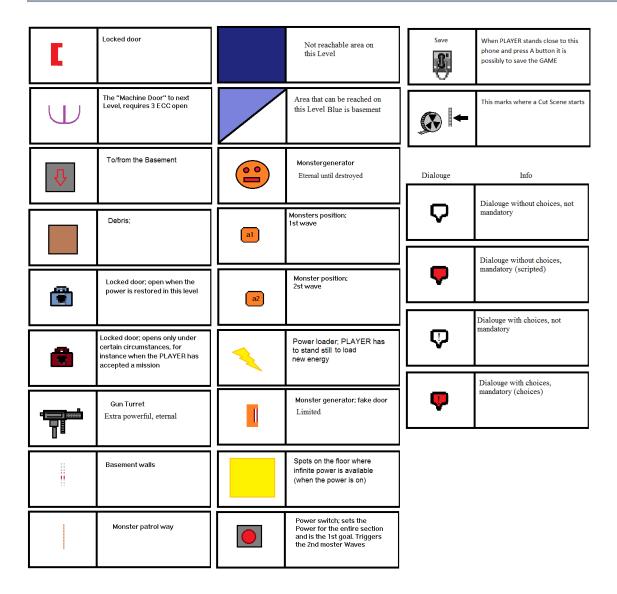
#### **Currents of the World**

Jess looks around. Where is she? The walls are black and look strange. It's familiar but not. Suddenly she hears something. Or someone. She turns around. Two red eyes stare at her. She starts to back up against the wall. Mucus drips from the teethes. Nowhere to run. The monster is closing in. Jess shuts her eyes. Whishes it away. She feels the monsters bad breath. Jess hold her hands out in front of her.

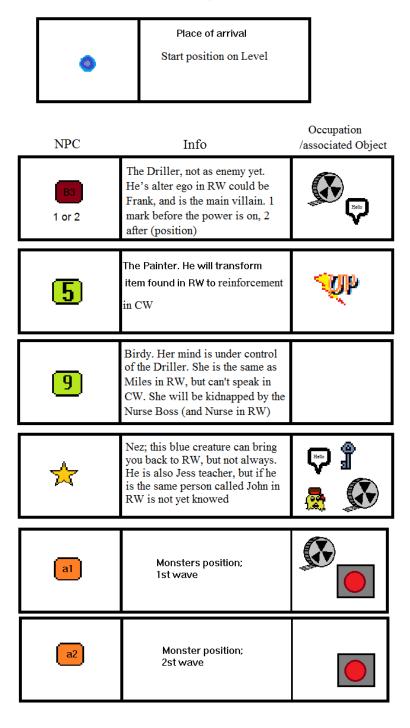
#### [Game Play] LEVEL 2: Current World

Mission: Investigate the strange world, meet The Driller and his weird bird Birdy, meet Nez and learn more about the world and fighting techniques. Turn on the power for this level. Meet lots of monsters.

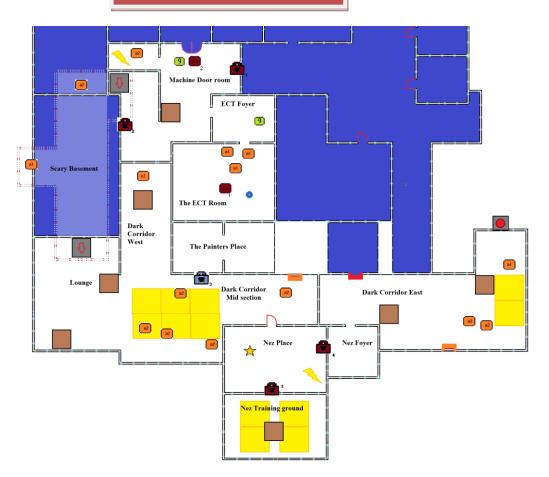
## Information and Map: Level 2 CW. Tutorial – The Power Switch



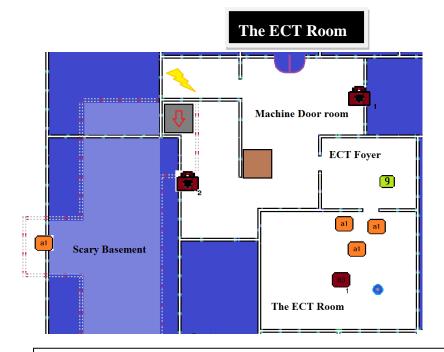
## Jessica and the Player



## Level 2 Map. Overview



# WALKTHROUGH



### Start Level 2.

## 1. ECT Room

Some monster will attack Jess. Kill them fast (press X to use Flash attack 1?) When the last monster(s) attack Jess her powers are drained, and she will have difficulties killing it(them).



#### ECT Room

At the last second someone comes to the rescue. A strange creature in armor helps Jess against the monster. It is the Driller.

#### 2. ECT Room



The Driller: "You are indeed powerful"

Jess: [Panting]"Well, thank you... Didn't know I could do THAT." [Looking around]"What the hell is going on here?"

The Driller: "Everything that matters here is [strong] POWER. Power comes through the control of the Living Circuits'. [Lower reverential voice] The control of the Current."

Jess:"Ok...That sounds weird. [Thinking out loud] Maybe I really belong in the Nuthouse after all. I have to calm down."

The Driller: "Believe what you want, I do not possess the patience to convince you. What is urgent is that the power must flow through the Living Circuits. Otherwise a disaster will come to this world. I think you can find a way to get it back."

Jess: Well, since you helped me, maybe, but tell me...

The Driller: [Interrupting, with urgency] Search this vicinity to bring back the Power. Come back when you are ready. But be aware, monsters are lurking in the dark, and must be destroyed. If you remain uncharged you shall be an easy prey."

#### 3. ECT Room

If PLAYER talks to the Driller again (Press A) he will always reply in the same way: "Search this vicinity for reloads. And come back when you are ready."



#### 4. ECT Room

Walk past the Driller forward to the north into the next room.

# 5. ECT Foyer

In this room there is a cage. Walk to it. Cage. 1 (Press A) Information: "A weird looking bird. Probably belongs to the man in armor."



# 6. ECT Foyer

Go west through the door

# 7. Machine Door Room

Immediately walk forward to the north, walk app. 3 meters and turn right to the east, and walk to a smaller door.

Locked door 1



1. (Press A) Information: "It's locked."

#### 8. Machine Door Room

Do a 180 and walk app. 4 meter, and turn 90 to the north.

Machine Door. (Press A). Information: "It's locked with a strange looking mechanism."

#### 9. Machine Door Room

Do a 90 degree turn south, walk app. 7 meters west in the small space. There is a device attached to the wall. Power Loader.

Information: "It doesn't appear to work at this point."

# 10. Machine Door Room

Do a 180 and walk back east to the Machine Door. Go right to the south, pass the ECT Foyer on the left and some debris on the right and run approximate 7 meters. Go forward to the

west app. 4 m to the door. Locked Door 2. 2. (Press A) Information: "It's locked."

#### 11. Machine Door Room

Go north app. 3 meters. There is a hole (?). Jump down

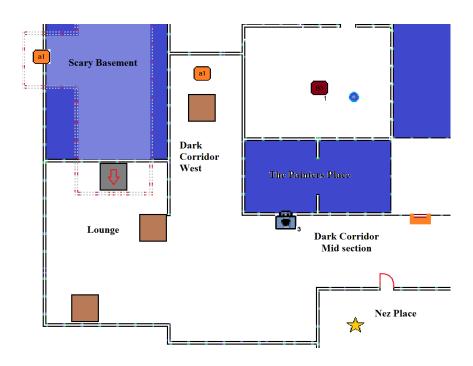
## 12. Scary Basement

Go west app. 4 meters, turn left south and walk forward app. 15 meters. Kill or run past any monsters lurking in the shadows.

# 13. Scary Basement

Climb (?) up out the hole.

## The Dark Corridor- South west



# 14. Lounge in CW

Run forward to the south 6 meters, take left to the east app. 2 meter, and run back south into the dark corridor app 8 m

## 15. Dark Corridor West

Run forward south 6 meters, take left east app. 2 meter, and run back south into the dark corridor app 8 m. A monster waits here. Kill it and return the same way 8 m south. Take notice of the floor; it looks a bit strange here. Take to the left 3 meters and turn to the north. There is a door here.

## 16. Dark mid Section

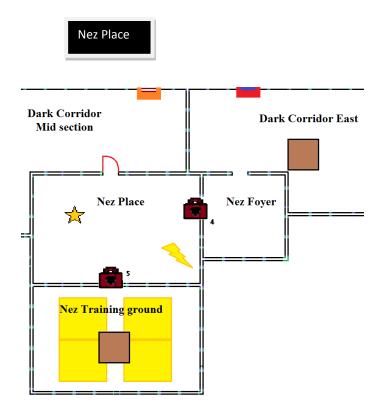
Locked Door 3. (Press A) Information: "It's locked. But this door looks a little different. Perhaps it will open if the power comes back?"

# 17. Dark mid Section

Run 7 meters to the east to another door. Monsters' Fake Door. (Press A) Information: "It's locked."

#### 18. Dark mid Section

Turn back to the west, walk 2 meters, go then south 3 meters to another door.





#### Nez Place

Jess walks in and sees an odd person. He has strange blue glowing skin and it seems like he is standing in the darkness itself with his feet, like he's floating in the air. The person doesn't look to nice, but doesn't seem hostile. He has a big nose and there is something familiar about this guy...

#### 19. Nez Place



Nez: "I have been studying you. Here the weary can rest."

Jess: [speaking fast]"Ok, nice. But before you interrupt me, where the hell am I?"

Nez: "Sacred is the place in your heart where the impatient are banned."

Jess: [Somewhat offended]"Okay. You want me to take it easy. I can do that."

Nez: [Smile]"Feel the calm drift into your marrow. The ease can restore you; bring a current flow from the Living Circuits through your body."

Jess: [Looks stronger]"Mmh, I feel a bit better, thanks. But it still doesn't change my question."

Nez: [Looking grave] "This place is not for you to be. Eventually it may eradicate your inner wits. Each time you stay here without need, your core will decay a bit. Bring you back to your home, is something I can do. From time to time."

Jess: "Maybe you can, but maybe I like it here."

Nez: "I cannot force your will, but remember: This place is sorrow, your mind will be lost forever if you come here too often. The Driller will eventually take you."

Jess:"Oh, that guy with the bird? He wanted me to restore some power. He saved my ass. So I gave him my word, ya know.."

Nez: "The ways of the iniquitous are illusive."

#### 20. Nez Place

Go east in the room. Locked door 4. 4. (Press A) Information: "It's locked." Go back to Nez.

#### 21. Nez Place

Near Nez (Press A) is it possible to start a dialogue with him.



# **PLAYER Possible questions:**

- 1. What is this place?
- 2. Who are you?
- 3. Is the Driller evil, and who is he?
- 4. Can you bring me back?
- 5. Can you let me stay here?

#### Nez possible answers:

- 1. This is the place where your core seeks its destiny, Jess.
- 2. I am Nez.
- 3. I cannot decide that, only the one, who seeks a truth that is not meant to be recognized and accepts it, can find out. But the price is always too high. Let him

4 and 5. "No, you must keep your promise to the Driller first. I will let you out to seek the controls of the source."

The door to the east (door 4) will open.

#### 22. Nez Place

If PLAYER talks to Nez again (Press A) he will always reply the same: "Search the vicinity for the controls of the source. Then come back."

(If the PLAYER hasn't ask all the questions except the 2 last, they can also be asked and answered)

## 23. Nez Place

There is a device attached to the wall. Power Loader. Information: "You can always reload yourself here."

# 24. Nez Place

Go south in the room. Locked door 5. "It's locked."



5. (Press A) Information:

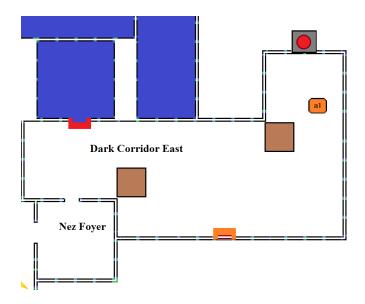
## 24. Nez Place

Go to the east in the room. The formerly locked door  $(door\ 4)$  is now open. Get out.

25. Nez Foyer

Turn to the north and walk out.

**Dark Corridor East** 



# 26. Dark Corridor East

## 27. Dark Corridor East

Do 90 to the east, walk 8 m. Turn left and walk 3 m. There is a door.

## 28. Dark Corridor East

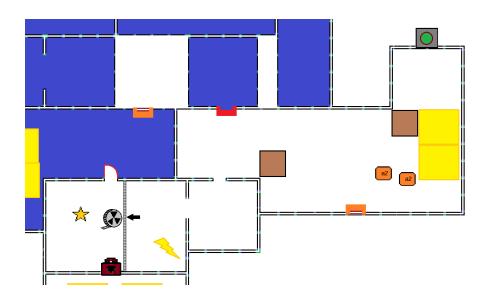
Go 6 m east. In front of you, there is a strange plant.

# 29. Dark Corridor East

Turn left to the north. Kill the monster. . Take notice of the strange floor here as well. Go 8 m to the power switch and turn it



Dark Corridor East – not so dark



#### 30. Dark Corridor East

Go back app. 4-5 meters. The floor is now loaded with power. And some new monsters will come running from the fake door.

Kill them and walk west app. 14 m, and enter the door to Nez Foyer.

#### 31. Nez Foyer

Go south 2m, and west 2 m into Nez Place.

# 31. Nez's Place

Go left 4 meters west toward Nez.



## Nez's Place

Nez: "Now, your work here is done. I will bring you back."

Jess: "But if I don't want to?"

Nez: "You will come back, and then you must seek me. But remember: If you do the work of the man from your world, the Driller, you may become powerful. But it will destroy your soul."

"What do you mean "from my world"?"

"Seek inside yourself, Jess. Here is a gift for you."

"Thank you. What is this?" [Jess receives a small BP]



"What you make it to."

Nez brings Jess back to her cell 8.

# **Level 3 RW. Tutorial to Upgrade 1 – The Rubber Gloves**

The Rubber Gloves

#### The purpose and goal of The Rubber Gloves Level:

- 1. Goal: to find the RUBBER GLOVES and deliver them to The Painter in cell 5. This works as a "lock" and PLAYER will receive a TWEEZER from B. "Birdy" Miles. With the TWEEZER it is possibly to enter the Current World.
- 2. 2: nd goal: to investigate the Block 7 and learn more about the hospital and its patients. For the first- time- PLAYER this is more important. The NPC will in this walkthrough only have the default dialogue, i.e. just inform PLAYER. (But this can easy be changed). This dialogue will give the PLAYER both explanation and purpose to do things, and to decide to stay or enter the Current World.
- 3. It's easy to put more "locks" before Miles delivers the TWEEZER so there is a freedom to implement other stuff if we want to.



#### **Horrific Discovery**

Cut Scene of Jessica and how she wakes up in the cell.

Jess [agonizingly] "Uh, what a dream." Jess rises from her bed. She sees the Children Clock on the shelf and remembers something. She put her hand in the pocket. There is something there. It's a battery, and it's exactly what is missing to make the clock work. She puts the Battery in the clock.

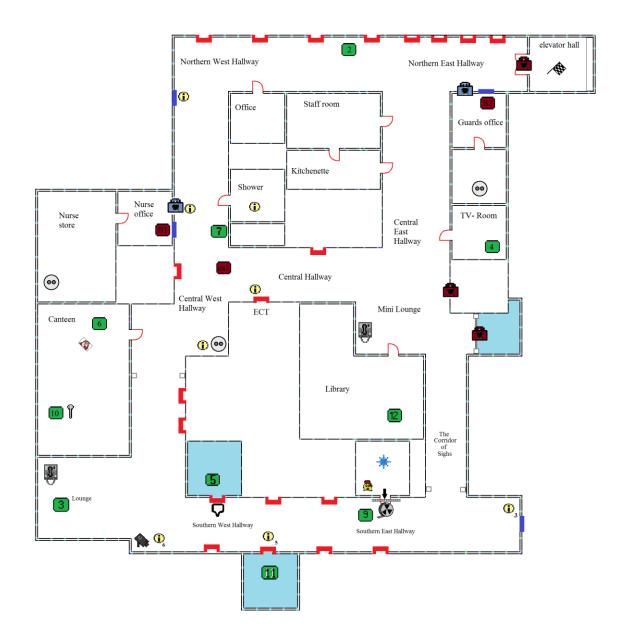
Jess [Doubtfully horrified] "It's impossible..." Tick tock.



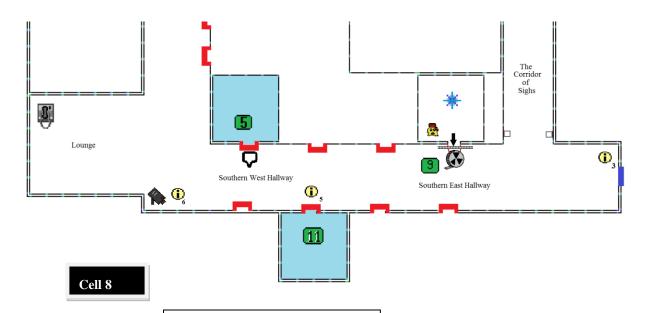
#### [Game Play 3] Level 3: Real World

Mission: Investigate the Block and talk to the inmates. Find the rubber gloves and deliver them to The Painter.

**Information Level 3 and** 



# WALKTHROUGH



**Start The Rubber Glove** 

Cell 8

1. Walk out, south



## Cutscene

As soon as Jess walks out the cell Miles comes by. Miles: "Hi! [Slightly sardonic] Happy dreams? I know what you gone thru, gal."

Jess: "Oh, yeah? You don't know anything."

[Short silence]

#### Southern east hallway

#### Southern east hallway



### PLAYER possibly answers:

1. "Well I had a bad dream, that all Miles".



# [Decrease 1 point of SANITY]

2. "Oh, I was in a world full of demons but also mystic and interesting persons. It was the world of living electricity. And I just wanna go back!

#### Miles possibly replies:

- 1. "Mmh, well maybe you need some time to believe. Anyway, I will get a tweezers or something like that for ya. So you can travel back, you know in the power socket. There is one in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."
- 2. "Oh, good! I will get a tweezers or something like that for ya. So you can travel back, you know in the power socket. There is one in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."

#### Miles Default reply:

"There is a power socket in front of the canteen. In meanwhile you should speak to the Painter, Mick Clark in cell 5. He can help you through your journey."

#### Southern east hallway

3. Walk left, east. The gate is now open and it's possibly to take this way.

#### Southern east hallway

4. Do 180 and walk app. 16 m west and make a stop in front of cell 5.

#### Southern west hallway, outside cell 5

1: st Mission: [See below!]

# 5. Outside the Painters cell 5. (Press A).

The Painter: "I can see that you have a strong aura, sister. I can help you. Find a fetish and then I can make it to a great talisman. In the world of the spirits it can enhance you, make you more powerful. They won't unfortunately give me anything. They know my powers. If they found out... Not good."

Jess: "I have absolutely no idea what you talking about."

The Painter "Find an item that can protect your limbs."

Mick "The Painter" Clark Default reply:

"Find an item that can protect your limbs."

Go east to Southern east Hallway

Southern east hallway

6. Go west to the Lounge.

Lounge.

#### Lounge.

7. Here is patient (No.3) Helen Warren.



Warren: "The Nurse is watching over George Savall, because she thinks he's suicidal. But he is just seeking her attention. Someone that really is suicidal for real is "Whiner". Don't care about him. By the way, don't trust Miles. She's full of shit. It's better not to trust anyone here at all."

#### Lounge.

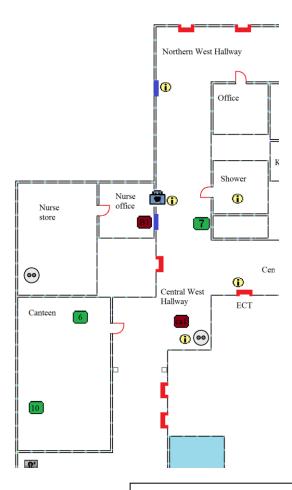
8. Leave the Lounge; go left and then north forward in the corridor app. 12 m.

Turn right and go 3 meter.

### Central West Hallway

#### **Central West Hallway**

9. Power Socket A. (Press A). Information: "It's a power socket here."



**Central West Hallway** 

10. Do 180. Go 12 m east into the Canteen

Canteen

#### Canteen

- 10. Go left south. Here sits patient (No. 10) Abe "Whiner" Weiner. (Press A) There are two possibly sentences that Whiner can deliver.
- 1. PLAYER doesn't have the TWEEZER:

Weiner: "I have been here for years... I can't take it anymore. Get it? Anyway, do you have TWEEZER I'm willing to trade it. I can give you a real spoon in return, not the plastic ones the other patients have.

2. PLAYER has the TWEEZER:

Weiner: "So you have a TWEEZER. Give it to me and I can give you that SPOON. Deal?

PLAYER possibly replies:

1. "No, I think I keep for now."

#### Canteen

11. Do 180. And walk back 13 m. Here sits Patient (No. 6) "Fatman" Dean Wild. (Press A)

Wild: "Urgh, I hate these plastic SPOONs! And I love to eat. You know, the CAKEs they have here is absolutely delicious. You! Maybe you can get me a normal SPOON, you see? I know that "Whiner" over there has one. But he refuses to give it to me. Anyway, the most important for me is CAKE. If you can get me 3 CAKEs I can give you something in return. But I want that SPOON too! Convince Whiner if you can. The CAKEs won't be available until after lunch, but then after that can you start to search for them."

#### PLAYER possibly answers/questions:

- 1. "No way! You are humongous! You shouldn't eat so much.
- 2. "What do you have to trade with?"
- 3. "Tell me more about "Whiner".

#### NPC Fatman possibly replies:

- 1. Fuck you. If you change your mind come back.
- 2. That my, friend is a secret. But it's spectacular!
- 3. He's an old patient that has been here for decades. He's always complaining and is whiny about everything. I guess he has his reason but I get feed up hearing his nagging.

Fatman Default dialogue: "Get me <u>3</u> CAKEs and I can give you something in return. But I want that spoon too! Convince Whiner if you can."

[As long as PLAYER hasn't asked all the questions it will be possibly to ask them later on. As soon as the PLAYER has obtained the SPOON it will be possibly to collect the CAKES. If PLAYER has delivered 1 or 2 CAKEs but not 3, the red underscored number will change.]

#### Canteen

12. Go back out in the Central West Hallway

#### **Central West Hallway**

#### **Central West Hallway**

13. Take left passing the Socket A. When the two corridors meets take immediately right east and go a couple of meters and turn to face south opposite a door. (Press A)

**Information:** "It's locked. A sign on the door reads "ECT – Room. Staff Only!""

#### **Central West Hallway**

14. Turn 90 degrees right to the west, and go back to the corridor. Take right and go north until NPC (No. 7) George "The Head Banger" Savall is opposite. (Press A). (Always this default dialogue)

Headbanger [Psychotic laughter]: "Watch it, he he. Watch it, missy. He he"

If PLAYER has the PHOTO and select to show it (USE) from the menu The Head Banger will start to bang his head to the wall. This will triggers the NURSE, which will come running for him, and give the PLAYER a chance to enter the Nurse office.

#### **Central West Hallway**

15. Do 180. On the opposite side of the Headbanger is the Nurse office. Behind a bulletproof glass is it possible to see the Nurse working. Sometimes she looks on the Headbanger.

#### **Central West Hallway**

16. Take a few steps west and another few steps north. There is the Nurse Office door.

(Press A): Information: "It's probably not locked, but the Nurse is on the watch here. It is impossible to enter when she is close by."

#### **Central West Hallway**

17. Do 180. Go back a few steps to east to the Shower door and enter.

# Shower

#### Shower

18. Go to the three shower cranes. (Press A) Information: "3 Shower cranes. But it's something strange here..." [Possibly puzzle to get a collectible?]

#### **Shower**

19. Go back out to the Central West Hallway.

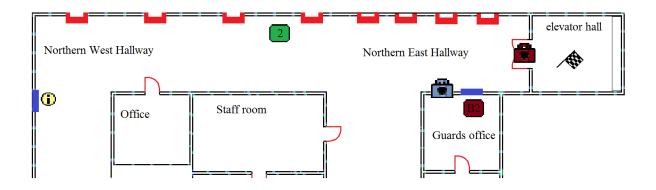
## **Central West Hallway**

#### **Central West Hallway**

20. Go app. 8 m north, at Northern West Hallway. Turn left to west and go to the low window near the floor (Press A). Information: "It's a window to the sports hall. The hall is in the basement, but cannot be reached from here."

Take a few steps north, and turn east.

**Northern West Hallway** 



#### **Northern West Hallway**

21. Other cell doors can be seen here. Walk app. 3 meters and turn right to south. There is the door to the Computer Office. Go in.

#### Computer office

#### Computer office

22. Go to the computer in the middle of the room. (Press A). Pass word is required to log on."

Walk out the same way.

#### **Northern West Hallway**

23. Walk to the middle of the Northern Hallway to NPC (No.2) Bea "The Burglar" Ross.

#### **Northern Hallway**

24. Near Bea "The Burglar" Ross. (Press A)

Bea: [Looking nervous] "I used to be a thief. And a good one to. My area of expertise was lock pick. I can open any door. You hear me: any door. But today, my nerves... I need something for my got damn nerves..."

[Later: With the V-Med PLAYER can buy The Burglar services.]

Continue east to Northern East hallway as long as it's possible, to a double door: The locked Door.

Northern East Hallway, the Locked Door.

25. In front of the double door (Press A) This is the door to the freedom. The goal."

#### Northern East Hallway, the Locked Door.

26. Do 180 and go a few steps. On the right to the south is Janusz the Guards office. The first time the PLAYER comes near the guard's window a Cutscene will be played. Later there will just be some information [se below].

The PLAYER must hire Bea the Burglar to pick the door to this office. When the PLAYER is inside the Guards office the coffee cup has to be poisoned, either with DRAINCLEANER or Z-MEDICINE (tranquilizer). The guard must not come meanwhile. It is also possible to enter the Current World via Socket C inside here.



#### Cutscene

Janusz the Guard can be seen drinking coffee. Zoom in on the cup. He raises and goes out of the office. The door closes after him, and a clear locking sound can heard. Suddenly he turns around, and sees Jess. Janusz makes a foul grin, mumbling shaking his head: "Fools..." he walks away.

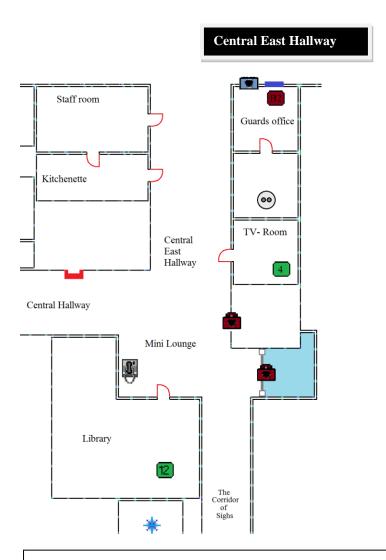
#### **Northern East Hallway**

27. (Press A). Default info: "It seems that the guard sometimes leaves the office for a patrol round. The coffee cup is left... It can be reached through the window hatch by stretching the arm in there."

#### **Northern East Hallway**

28. Go west 1 meter, to the of the guards door. (Press A). "It's locked. If the guard comes by when someone tampering with the lock, it won't be good."

Go east a couple of meters and then turn left to the south, to Central East Hallway



# **Central East Hallway**

29. Go app. 2 m south and then turn right to east. There is a door to the Staff room. Enter the door.

## Staff room.

30. Go to the middle of this room and then turn left and continue south to the Kitchenette door. Enter.

#### Kitchenette

31. Go to the Sink. Search it by pressing A.

There is the RUBER GLOVES and the mission is the completed. [Now can the PLAYER go to Southern West Hallway outside Cell 5 and give them to The Painter. See below. But the Walkthrough will continue here] Continue out east to the Central East hallway.

#### **Central East Hallway**

32. Go south, then left and enter the TV-Room

#### TV-room

33. Near (No.4) NPC Joyce "The hacker "Patrick. (Press A) "My shrink said that I have to stay away from computers. I am obsessed with the, you know. Suppose that's why they think I belong here... Anyway, if you help me, I will help you. I can get you the code to the computer." [Later]

Go back to the central East Hallway.

#### **Central East Hallway**

34. Go immediately left 3-4 m. and turn to the east. There is a door. (Press A) information: "The door is locked. Maybe there is a way to open this? The sign reads "Store""

#### **Central East Hallway**

35. Do 180 and go 3 m, then turn left to south and enter mini Lounge

#### Mini Lounge

36. Do 180 and go 3 m, then turn left to south and enter mini Lounge. Here is a telephone, and it's possibly to save.

Continue south and enter the Library door.

#### Library

37. Go south and near NPC (No.12) Sam "The dealer" Brown (press A)

The dealer: "I buy and sell anything. If you have something, come to me. By the way, if you somehow can get in to the Nurse Office there is plenty of good things."

[Player can later exchange stuff]

Go back out to the Mini Lounge and turn right and go to "the corridor of Sights"

#### The corridor of Sights

38. To the east is a corner behind a security gate. Something can be seen there. [a collectible]. PLAYER has to fish the game once and then will the bars be gone, and PLAYER can claim the collectible.

It's time to give the RUBBER GLOVES to The Painter.

Run north trough The Corridor of Sights to Southern east hallway. Take right, and run forward the corridor to Cell 5.

Southern west hallway, outside cell 5

**First Mission Completed!** 

39. Outside the Painters cell 5. (Press A).

The Painter: "I can see that you have a found an item that can protect your limbs. Give to me!



# **Game Characters**

#### Overview

Overview of what notable characters exist in the game. Each different attribute and information of the characters may differ between the two worlds. This is separated by the character *backslash* ( / ) where the left part contains information about the real world and the right part "The Current".

# **Main Characters**

This part describes the main characters of the game. These characters are often part of the story and play an important part in one way or another.

# Nez

Name: John Doe (John Coloumb) / Nez

Sex: Male

**Background**: This particular characters background is determined by the actions performed by the player. One possible outcome is that John is in fact the brother of the main character Jess and serves as her guide and protector in the "The Current" in the form of the character Nez. Another possible background can be that the player never finds out about his real identity and that Nez is just an imaginary character.

Story: See the complete walkthrough for details.

**Occupation**: Key character / Player Guide **Location**: Cell 11 / Various locations

**Appearance**: John is a wheelchair bound patient with standard weight and height. He wears standard patient clothing and has black hair, blue eyes and pale skin. / Nez resembles John in regards to height and weight but the wheelchair is gone. Nez is almost transparent with blue glowing skin and white veins that flows throughout his entire body. Nez's face is covered in a strong white light.

**Behavior**: John does not speak at all and remains in a vegetative state sitting on his wheelchair in his cell. / Nez is calm and speaks in a soothing and calm way. He shows great intelligence and seems to know a lot more of what's going on in "The Current".

Attacks: n/a / n/a

**Abilities**: n/a / Teaches the player how to use new abilities and weapons. Nez also recharge the players' energy during certain fights in the game.

**Limitations**: John is always confined to his cell and has very limited movement. / Will only be able to appear at certain locations.

Weaknesses: n/a / n/a

Player strategies: None. / Certain dialogue options will allow Nez to reveal secrets in The Current world.

### **Enemies and Monsters**

# **User Interface**

#### Overview

There are no visible buttons or gui elements in the viewport except the energy-bar in "The Current" world that appears at certain combat events. Textboxes and hints shows up when the player is close to an interactable object such as an npc or door. There are several menus that can be opened during game play. The player has access to an inventory, a minimap, a character screen and a log.

#### In Game Menus

#### Inventory

The player can access an inventory screen at any time. This screen shows what items the player are carrying and shows detailed information about each item giving gameplay hints.

#### **Minimap**

The player can bring up a minimap during any part of the game. In the real world this is represented by a handkerchief that the main character scribbles on when new areas are discovered. In "The Current" this handkerchief is transformed into a device resembling a modern PDA or hand-computer.

#### **Character Screen**

This screen shows the current state of the player's health, sanity gauge and detailed information of what type of armor, abilities and attacks you currently have.

#### Log

The log contains records of conversations and current objectives/missions.

# **Interface Element Descriptions**

#### **Sanity Gauge**

The sanity gauge is illustrated by a portrait of Jess in the character screen that changes in appearance depending on what level of sanity the player has. The face and portrait of Jess becomes more twisted and damaged the lower the sanity is. High sanity is portrayed by a smiling Jess and a less damaged picture. During the course of the game certain actions and events affect this gauge.

#### **Energy Bar**

In "The Current" the player will have a visible energy bar at the bottom of the screen illustrated by a pulsating light blue line during certain events such as the player taking damage or attacking.

# **Attacks and Abilities**

# Overview

This part describes the different abilities and attacks that exist in the game.

# **Lightning Bolt**

The standard attack used by Jess, the player controlled character. This attack emits a short bolt of lightning from the right hand.

# **Lightning Strike**

A more powerful attack used by Jess acquired later in the game. This attack causes Jess to combine her hands and hurl a much larger bolt.

# **Musical Scores and Sound Effects**

# **Overview**

We will be using ambient music throughout the entire game with transitions during action-events and dramatic in-game sequences.

# **Sound Design**

The overall sound design contains subtle effects from electrical and artificial sounds to reflect the games focus on electricity.

# **Sound Effects**

All sound effects will be created digitally and sampled using available raw material from recording sessions combined with free material available on the web.

# **Single-Player Game**

#### Overview

The single-player game mode in "The Current" is filled with horror and intense action. The player will get the feeling of helplessness several times during the game but also the feeling of being unstoppable. By taking away and giving the player powers at certain key-points in the game we can tailor the experience to be as fulfilling and immersive as possible.

# **Background Story**

#### The Current

- Coulomb is the unit of electric charge, named after Charles-Augustin de Coulomb
- Jessica Coolum could be a remote relative of the French physicist.
- Jessica is born 9 November 1984, Glendale, California, USA
- When Jessica is five years old her parents die. She and her baby brother John move to their father"s brother Uncle Frank Coolum in Phoenix, Arizona.
- They live in a suburb in a pretty big but rundown house.
- Frank works at Standard Biotech Company (SBC) and associates with Chairman Marc O"Bannon, who is the biggest stockholder in the company. Later O"Bannon buys majority in St Mariel"s Mental Health Institute (MMHI) and other companies that have interests in human medical care.
- On the summer of 1991 a large cardboard box addressed to the family arrives from France. It contains an old wooden box. On a brass signboard the year 1806 is etched. What it contains is secret.
- Uncle Frank works all the summer in the basement with some strange experiment. He says that he so the idea from whatever is in the wooden box. From day to day the electric power supply stops working, but the children get used to it. Frank forbids the children to enter the basement.
- Jessica is always looking after her brother, especially when Frank is occupied with his weird experiments, either in the basement or with his job at SBC. She calls her baby brother "Little Nose", because she thinks he has a cute nose.
- That autumn things are going to change forever for Jessica.
- One night she is awake, watching a scary movie on the TV she"s too young to see. In the movie a strange monster with razor fingers kills off youngsters (A nightmare on Elm Street?). Suddenly there is a loud cry. At first Jessica is too scared to do something, but the cry resembles that of her younger brother John. When she goes out form the living room she can hear voices from the basement. It sounds like its uncle Frank and John. Frank sounds angry at the person who screamed, but she cannot hear clearly. She sneaks down to the forbidden area. The revelation scars her for life.
- It seems that her brother is strapped to a strange chair. She can"t see her brother clearly since Frank is standing in the way. There is smoke and a strong smell of burnt flesh. Frank is holding something. A terrible gurgling sound seems to come from her baby brother. Frank"s voice is harsh and orders John to sit still. Frank is holding a drill. The sight scares Jess into revealing her presence with a noise.
- Later Frank will say that it was a terribly accident. He claims that John has sneaked down into the basement and played with the gadget without his knowledge. He didn"t notice him until it was too late.
- When Jess reveals herself Frank drills John in the arm so the blood splashes, meanwhile he is turning around to see what is behind him (Jess).
- All the blood make Jess scream, meanwhile Frank is trying to remove the drill. When Frank has removed the drill he turns to Jess and yells that she should leave. But she refuses and runs down the stairs to the next chock.
- Her baby brother"s face is badly burnt. His nose has charred to a skeleton hole. He moves spastically and splashes blood all over and on Jessica.

- Chocked at the sight Jessica runs outside and screams hysterically. The neighbors are alerted and call the police. Ambulance personnel also come and take John away. Also Jessica is transferred to the hospital.
- This is the last time Jessica sees her brother. At least as a child.
- A couple of days later Jess feels a little better, but most of all she hates the hospital and does anything to get out of there.
- The authorities believe in the version Frank gives about the event and no more actions are taken. A kind police officer convinces Jess that her uncle isn"t actually responsible for the event. Even if she has doubts she eventually accepts her uncle"s version. But she refuses to live in the house, and a couple of months later she moves to Frank"s parents in Chicago.
- Jessica never speaks of the event. Sometimes her uncle comes and visits them, and later on he also makes sure that Jessica can study in an institution of higher education.
- Jessica studies chemistry and computers
- She works a couple of years in Chicago but later her uncle Frank offers her a job at SBC in Phoenix, Arizona.
- Jessica accepts the job and moves to Phoenix.

#### **Game Story**

- Jessica will only have vague memory of the first couple of days in Phoenix, and then nothing.
- Maybe she suffers from PTSD and the arrival to Phoenix makes her remember things she has tried to forget a long time and/or; Maybe her uncle Frank is conducting some secret experiment on her, without her knowledge
- Jessica will find her old diary and slowly remember more of the event from her child hood. (the psychiatrist has it; probably it is Frank that has given this to psychiatrist) Some of the pages will be torn out, and this could only be found if the Player makes certain choices, in other words; if the PSYCHE GAUGE is too low some stuff cannot happen and vice versa.
- She will also find Research Chiefs (RC) notes, and other staffs notes, some on paper other in computer files. Who the RC is at classified. Depending on how the game is played it will later be revealed that RC is Frank. (Jessica knows that he is a RC in SBC, but this could be a coincidence. Maybe she is just nuts and mixes things together)
- Jessica"s first meeting with someone that not is a monster in Current World is the uncles mirror person (Super Boss the Driller aka The Hood). If Player doesn"t play too much in CW The Driller won"t be her uncle OR she will never meet this boss.
- In the beginning Jess will not know anything about the man called John in cell 11, except that he has the same forename as her baby brother. Because of the time that has passed, and his face is hidden and he can"t speak, it is impossible for her to know. In CW he will not even remind her of her baby brother, but the name COULD imply this; Nez. (I also think if we have a flashback of Jess youth Johns room could be bluish as the room Nez is in). In the end she has to choice (or the Player): either he is NOT her brother, John is dead long gone, and she is not mentally ill (at least not totally), or he IS her brother and she could be mentally ill (depending on how one interprets the non- implicit story.) and Current World is real. Nez also explains about the Living Circuits. It gives life in CW. The electrical currents flow through it. If Jess is in contact with this she can use her attacks as much as she wants. Otherwise she has to be more careful and not waste the power she has charged.
- In CW both Hood/The Driller and Nez are guides, but it obvious that Hood has an agenda. He gives the quests; "collect three artifacts and kill off anyone in the way" and so on. He wants her to stay in CW. Nez is more of a "Yoda type", he will teach Jess fighting techniques and so on. He also tries to convince her to return to the real world.
- Miles (aka Birdy CW) will be the guide in real word (RW). She is controlled by Hood in CW, but not necessarily in RW, depending on how the game is played. She has three different possibly outcomes, depending on how the player plays:
- 1. ("Good ending"): If the player doesn"t believe that Frank is evil and he is not Hood/the Driller and doesn"t control Miles and John is dead (and not the same as John in cell 11) and that CW is her psychosis;

Jess is not mentally ill. Miles is then the "bad guy"; it was she that tried to convince Jess that CW is real and that she should electrocute herself. In this end Miles will commit suicide, with a gruesome death scene, in a socket. This will clearly tell the player that it is not good to electrocute one self.

- 2. ("Bad Ending"): If the player believes that Frank is evil and that he is the evil Super Boss the Driller and the RC in RW and he is manipulating Miles in RW, Nez and John are the same and CW is the reality; The Driller will kill Miles the Birdy. (She is his caged red pet bird in CW) because she has turned the Player against him. If she dies in the real world or not is never revealed.
- 3. ("Medium Bad ending") If Jess believes that her uncle Frank is evil (same as 2 above), Nez is her brother (same as 2) but she thinks that CW is another dimension(see below) and that everything is a disturbing experiment, Player will have an opportunity to kill Miles with a pair of scissor in RW.
- The Painter (Mike Clark) could be under influence of Miles, or not depending on the ending (if this is even mentioned). He paints strange patterns on different stuff (like gloves and clothes). This pattern becomes the Living Circuits the electric current flows through. (He creates powerful equipment). Nez could probably enhance this stuff. At the beginning he is in Block 7 but after that the Player has used his services he will be transferred to solitary confinement. In RW the Player has to collect stuff and give it to Clark. This can be done without affecting the basic story (at least to the very end). At the beginning he is only needs a pencil to help the player, but in the end the player, Jess, has to decide; if the player wants the most powerful "something" Clark has to die. He will sacrifice himself for what he believes is the greater good. To make a last powerful device he has to rip his wrist open and paint it in pure blood. This will probably end his life. If the player chooses not to take advantage of him Nez will probably present a gift; this one will probably be at least as powerful as the "something".
- Jess moves between Block 7 and Solitary. In the beginning she can"t reach Solitary, but after solving some problems she can move fairly freely between these two.
- Block 7(RW)/ The Dark Corridor (CW) can be solved completely separately; the Player doesn"t have to be in CW or RW at all.
- In Solitary/"some evil place" Jess has to do something in CW go back to RW and back to CW and so on. A few things can be solved either way, but not as freely as B7/DC.
- Via the elevator at the end of B7 Jess can go to solitary, deep down. There is also another floor, which can be reached through the elevator, but it requires a key. This key leads to the end, and can only be acquired at the end of Solitary/"some evil place".
- When the last level is finished, Jess has to go to the elevator in RW. The more crazy/bad Jess has acted, the more the PSYCHE GAUGEs are filled. She will now go to the top floor via the elevator. The final events will take place here.
- There are three possible endings if the Player beats the boss, and one if the player dies;
- 1. "The Sanity (good?)". The PSYCHE GAUGE is low. Jess reaches the top floor. When she logs on in the main frame computer she sees that Frank is trying to convince the personnel that Jess doesn"t belong as a patient in MMHI. She can read that her brother died when she was a kid and that now she has had some drinking problems and PTSD. Frank is going to meet with the chief psychiatrist at this very moment. Jess logs off and can now see a sign that this is not a Science office; it is just the chief psychiatrist office. Jessica realizes that it is Miles that has fooled her into doing stupid things. Frank and the chief shrink come in, and Jess is eventually free to leave MMHI. She is healthy and she can finally grieve her brother. The birds sing and everything is beautiful, and no Super Boss will ever bother her. This end will require that the Player has solved extra hard problems.
- 2. "The crazy (bad?)": The PSYCHE GAUGE is very high. Jess reaches the Office of the Chief Scientist at top floor. When she logs on in the main frame computer she sees that Frank is actually the RC. He is an evil master mind who is trying to take over the world, but also the Current World. He has conducted some cruel experiments on her brother John and gone nuts in the process. But John has become very powerful in CW, so Frank/The driller has to kill him off because he stands in the way of the Driller"s becoming the leader of CW. To do so he was hoping that Jess would help him, but she has turned against him, so she has to die. The problem is that she has also become strong in the process so Frank has built a Death Machine. It can kill both Jess and Nez. Frank doesn"t want to kill Jess in RW because this should make her even more powerful in CW. As soon as Jess logs off Frank is there in the office. He throws her at the main frame computer, so she gets electrocuted and thrown in CW. But John the Wheelchair Man has

mysteriously come to the office, and he pushes Frank (as well) in the main frame and they both get electrocuted and thrown into CW. Now the end fight against the Super Boss, the Driller, starts. He has fingers that are big drills and out of his flesh pop other drills. Nez helps Jess through the fight, but he will die at the end.

When the boss is defeated Jess will be locked forever in a dream (?) world.

3. "The middle way": The PSYCHE GAUGE is at medium. Jess reaches the Office of the Chief Scientist at top floor. When she logs into the main frame computer she can read that Frank is actually the RC. At first he didn"t conducted any experiment on her baby brother but he got inspired from the stuff he found in the wooden box. It implied that it was possible to travel into another world, another dimension. The problem was that only a few people could easily travel to CW without special gadgets. John had the right DNA, or as the old notes said: one with the ability to withstand high electric currents. Frank has to construct special equipment for himself, so he"d be able to travel to CW. After the incident in the basement Frank continued to test John at the hospital. He was an associate of the hospital biggest stockholder Marc O"Bannon so there was never a problem. The accident in the basement had made John insane, so he grew up in different hospitals. Frank always suspected that Jess hade this ability as well and therefore brought her to the hospital. He didn"t dare to do so before, but at this point he felt he had no choice. Nez/John is not any longer under Frank"s control, and he had to have a specimen that could travel to CW without any special gadget and had the power enough to challenge Nez. But Jess refused to attack Nez so he has to kill them both, before they destroyed his experiment. As soon as Jess logs off Frank is there in the office. He throws her at the mainframe computer, so she gets electrocuted and thrown in CW. But John in the wheelchair has mysteriously come to the office, and he pushes Frank (also) in the main frame and they both get electrocuted and thrown in CW. Now the end fight against the Super Boss, the Driller, starts. He has fingers as big drills and out his flesh pops other drills. Nez helps Jess through the fight, and in the end he helps her back to RW.

When Jess wakes up in the office, both Frank and John lie on the floor, dead. She stumbles to the elevator just to find it is broken. She finds an exit which leads to the rooftop. When she reaches the top she discovers the truth; the whole building is just a fake. The building and its surroundings is just scenery, everything seems to be built underneath the ground. What was real, and what was fake?

4. The Super Boss wins over Jess and Nez with the Death Machine: In both RW and CW cruel experiments will be conducted on both Jess and Nez.

#### **Hours of Gameplay**

Depending on the players style of play the game will take anywhere from 15 to 30 minutes to complete.

#### **Victory Conditions**

There are several different victory conditions and outcomes when the game is completed but the main victory condition is escape from the hospital.

# **Items Appendix**

Real World		<b>Current World</b>	
Name/What	Usage	Name/What	Usage
Pills	Currency	PU	Strong Attack
Tweezer	CW key/Exchange Item	?	?
Spoon	Key to Foto	N/A	N/A
Foto	Key to Nurse Office	ВР	Machine door/N/A
Cake slice	Exchange Item/Currency	Healing mixture	Healing Item
N/A	N/A	ECC	Combine to BP
V-Med	Key to Guards office	N/A	N/A
Drain cleaner	Drug the Guard	Special Weapon	Weaken Guard Boss
Z-Medicine	Drug the Guard	Flower	None
Key Card	Use on front door	N/A	N/A
N/A	N/A	Electric Cord	open door to Nurse
Tazer	Access to CW	N/A	N/A
Paper Clip	CW key	N/A	N/A
Defibrillator	Access to CW	N/A	N/A
Plastic Gloves	Currency	<b>Lightning Fists</b>	Weapon
Toy Watch	Story	Toy Watch	Story