

Stranger Things

Chapter Nine: Down to the Core

Shockwave to the Past

**Level Design Document
AY 2019-2020 | Unstable Fox Team**



Team Composition



GIULIA CAPACCI (932322)
Level Designer
giuliacapacci95@gmail.com



MICHELE BONAPACE (939435)
Level Designer
michele.bonapace@studenti.unimi.it



NICOLO' CAVEDONI (921101)
Level Designer
o91vexac@gmail.com

Table of Contents

1	Changelog History	5
2	Vision Statement	6
	Game Genre	6
	High Concept	6
	Settings	6
	Themes	8
3	Main Story	9
	Introduction - 1st Act	9
	Progress - 2nd Act	9
	Conclusion - 3rd Act	9
4	Story Flowchart	11
5	Level Story & Level Description	12
	Contestualization	12
	General Aspects	12
	Part 1 - The Courtyard	13
	Part 2 - The Ground Floor	16
	Part 3 - The Underground Floor	20
	Part 4 - The Elevator and Floors	26
	Floor 1	27
	Floor 2	31
	Floor 4	40
	Floor 3	41
	Part 5 - The Twins	44
6	Level Diagram	55
7	Level Scope	56
8	Characters	57
	Bel	57
	Description	57
	Circumplex	58
	Relations Map	59

	Nate	62
	Description	62
	Circumplex	63
	Relations Map	65
	Demogorgon	67
	Description	67
	Circumplex	68
	Relations Map	69
9	World Diagram	71
10	Goal Outline	72
	Town Center	72
	North Hawkins	73
	Outskirts	73
	Mirkwood	73

1. Changelog History

Date	Description	Author
24/10/2019	Creation of the document, after a few group meetings	Nicolò
02/11/2019	Added Settings section	Nicolò
03/11/2019	Added High Concept and Synopsis sections	Giulia
04/11/2019	Added Character section: Bel	Nicolò
05/11/2019	Added Character section: Nate and Demogorgon	Nicolò
05/11/2019	Added Relation Maps to Character section	Michele
06/11/2019	Revision of the entire Character section	Giulia
06/11/2019	Added World Diagram section	Michele
07/11/2019	Added Story Flowchart, Goal Outline, Themes sections	Nicolò
08/11/2019	Inserted Cover Page ad Team sum up	Giulia
09/11/2019	Complete Review and little adjustments	Giulia
20/11/2019	Completed Synopsis section with the description of the three possible endings	Nicolò
20/11/2019	Changed "Synopsis" into "Main Story"	Giulia
20/11/2019	Added Character Tokens in Character section	Michele
22/11/2019	Rework of the Content Table: unified High Concept, Settings and Themes under the Vision Statement section	Giulia
23/11/2019	Inserted visual references in the Settings section	Michele
24/11/2019	First draft of the Level Design (team meeting)	All
25/11/2019	Inserted Level Story section	Nicolò
26/11/2019	Inserted all dialogues	Giulia
28/11/2019	Complete Review and little adjustments	Giulia
2/12/2019	First rough draft of the floors design	All
4/12/2019	Level Description of Courtyard and Underground	Nicolò
5/12/2019	Level Description of Ground Floor	Nicolò
5/12/2019	Level Description of Floor 1 and 3	Giulia
8/12/2019	Level Description of Floor 2 and 4	Michele
10/12/2019	Level Description of Floor 5	Giulia
12/12/2019	Complete Review and little adjustments	Giulia
4/01/2020	Combat System	Nicolò and Michele
6/01/2020	Collectibles	Nicolò
18/01/2020	Final Review	All
19/01/2020	Document Assessment	Giulia

2. Vision Statement

Game Genre

Stranger Things - Chapter Nine: Down to the Core is a single player Exploration/Adventure RPG, with a combat system derived from *Dungeons and Dragons: Stranger Things Edition*. 3D, in third person. The playable main character is Bel.

High Concept

The game tells about the journey through the creepy and threatening Upside Down of an enraged Bel - a Bad copy of Eleven - searching for the Demogorgon and aiming to kill it, once for all.

After vanishing from the Real World, Bel opens her eyes in the Upside Down, right where she was facing the monster. She quickly understands that the battle is not ended yet and the feeling of being so close to the victory makes her angrier every step she takes. She's completely mad and furious, her only purpose is to destroy the enemy that was so close to exterminate her friends, so she can't stop thinking about revenge. The Upside Down is a place full of dangers and pitfalls but that is not enough to frighten her; moreover, she apparently can rely on the help of a young and mysterious boy named Nate, a subject test kid with paranormal powers that Bel meets at the very beginning of the journey. The couple travels through the Upside Down, solving mysteries, defeating monsters and collecting memories of those who were once strong enough to maintain a little drop of their humanity, making Bel aware of the presence of a good part of her. The final battle will be settled only at the end of the journey, revealing the true nature of Bel and the real evil force behind the misty roots and trees of the Upside Down.

Settings

Stranger Things - Chapter Nine: Down to the Core is entirely played in the Upside Down, an alternative dimension that resembles the real world, but darker and creepier. Objects mirrored in the Upside Down, like houses and buildings, are decaying and are mostly surrounded by dark roots. This world has neither day nor night, but it's always covered by an omnipresent dark blue mist that does not allow to see what's beyond the treetops, while ash-like spores drift through the air.

The Upside Down contains its own unique biology and ecosystem: Flora is made of black-purple roots and trees which hint to be some sort of squirming and living entity, but mostly silent and still; Fauna is composed of various monsters, and most of them are ravenous and aggressive. Every inhabitant of the Upside Down was once the soul of a human being who was tied for some reason with the dimension and died in the real world; the only two exceptions are Bel (whose body is still alive in the real world) and the Demogorgon (which was born alongside the dimension itself).

More in detail, the story is set in the Upside Down version of Hawkins, covering the two Schools, the Police Station, the Laboratory, the Quarry, the Lake, the Houses and the Wood, but the player can also see the “real Hawkins” inside Bel’s visions and memories. Part of the history of this awkward and unfriendly place can be revealed through the memories of some creatures destroyed during Bel’s journey.



Figure 1: Some reference images for the Upside Down

Themes

Memories as bond between body and soul

A person without memories is like an empty husk. This is represented well in the oppressing environmental pressure that the Upside Down puts on souls, in particular on Bel. Bel's memories are fading and her soul is slowly departing from what she was in the real world. By remaining in touch with her memories, Bel keeps alive her human part.

Memories as a vehicle for emotions

Bel is mostly dominated by rage, but she progressively feels different emotions in empathy with the memories of other souls she relives. The player sees her character slowly becoming more stable and, in contrast, less deceivable by Nate, who'll need desperate measures to cancel her positive emotions.

Rage leads to self-destruction

Despite of what we're brought to think for the majority of the game, Nate is the first to be moved by rage and hate and his soul has already rotten into an aberration. Based on the player's game completion, also Bel can abandon herself to negative emotions and give up her soul to the Upside Down.

3. Main Story

Stranger Things - Chapter Nine: Down to the Core story develops in a 3-Acts structure, with three different endings based on the player's completion of the main objective.

Introduction - 1st Act, the Encounter

Bel wakes up in the Upside Down, enraged, aggressive and almost out of control. Her energy lures a swarm of enemies that attack her: She fights, blinded by her fury, but in the end, she's backed into a corner; only the intervention of a mysterious boy brings her back to safety. After the battle, the boy explains that the Upside Down is a kind of limbo where souls linger and decay into terrible monsters, and presents himself as "Nate". He too possesses psychic powers and shares with Bel the hatred towards the Demogorgon. The monster is the guardian of that place and his duty is to keep souls trapped into it, so there's a chance to get back in the real world if they kill it.

Progress - 2nd Act, the Journey

Bel and Nate team up together. He teaches her to "sense" monsters' soul and revive their last memories as humans, so that she can find clues about her past, the Upside Down and the Demogorgon. It's Nate that decides to call her "Bel", treating her like she was his little sister. During the journey, Bel collects memories of her friends and her past life that make her more fragile, so Nate decides to show her a memory about the Demogorgon killing him and everyone in his lab. Bel's rage against the monster rises and the couple goes for the kill. At the end, it's the Demogorgon itself to show Bel its soul and memories, unravelling the truth about Nate's will: He was manipulating Bel for all the time, to exploit her powers to find and kill the Demogorgon, then replace it as a new ruler. Nate feels no more need to disguise his true aspect, revealing to be a powerful Flameskull.

Conclusion - 3rd Act, the Chase and the Final Battle

The Demogorgon seems defeated, while Bel, hurt and betrayed by Nate, is abandoned in that cold and creepy place. She's shocked, but she also refuses to be overwhelmed, so she runs after him looking for the "Core", the place he needs to reach to complete his evil plan. Once at the core, it seems too late to stop Nate, but unexpectedly the Demogorgon rises again from the core. Here, based on player's behaviour, the game ends in one of three possible ways:

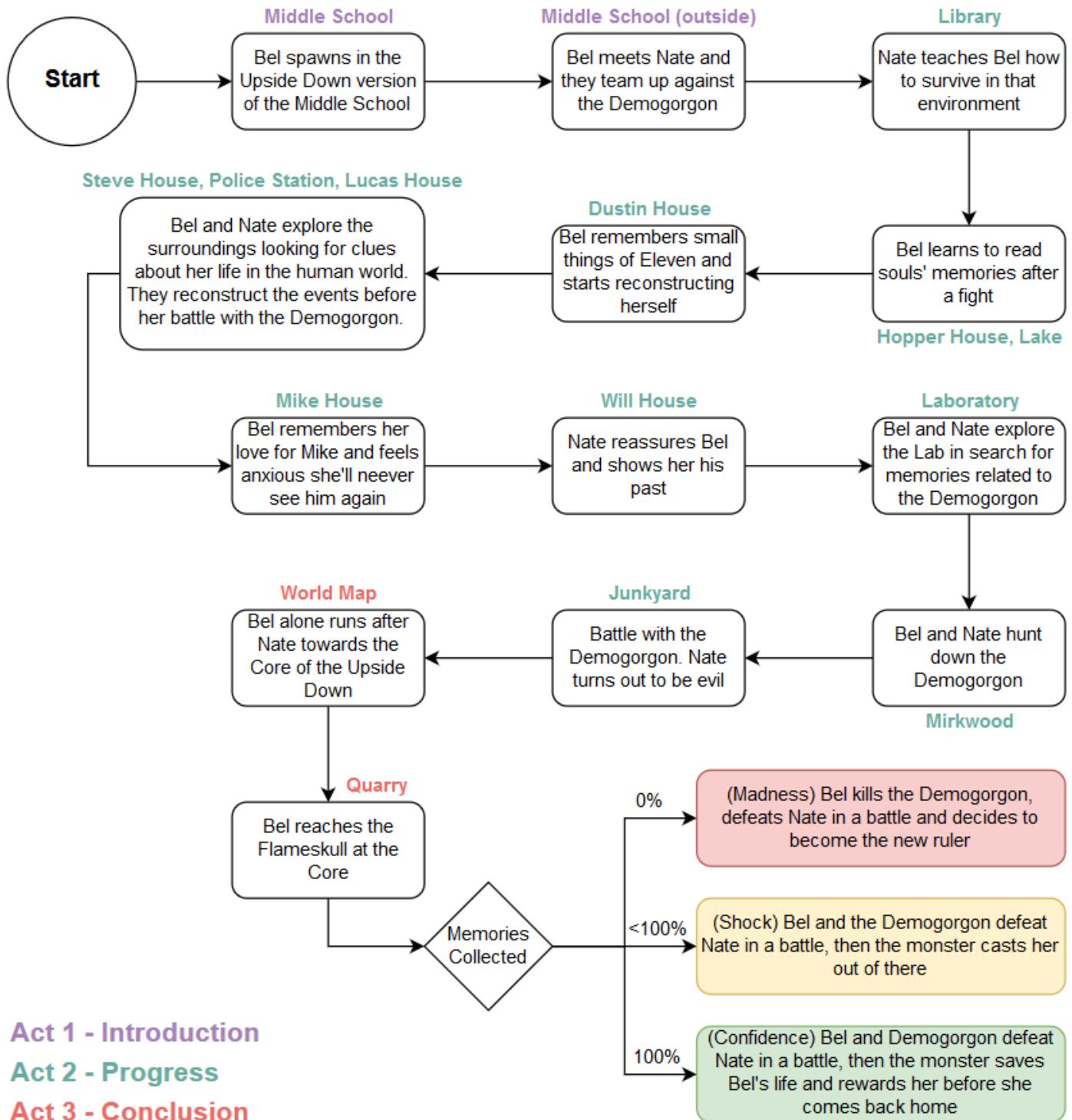
“Madness”, “Shock” or “Confidence”. The ending is triggered according to the number of Souls harvested by Bel:

> Madness (0 memories): Bel kills the Demogorgon crushing its soul in order to avoid Nate/Flameskull to absorb it becoming the new ruler of the Upside Down, then she battles and defeats him. Bel’s anger turns into pure hatred and fury, making her loose humanity and transforming her into a Monster.

> Shock (N memories): Bel interrupts Nate/Flameskull facing him in a fierce battle. She realises his plan to become the new ruler of the Upside Down and to conquer the Real World, destroying everything/everyone, so she starts remembering his friends and “family”, worrying for them. The Demogorgon gets back to battle “helping” Bel to destroy Flameskull, then it pushes the girl to the Real World.

> Confidence (ALL memories): Bel stuns Nate/Flameskull with a surprise attack and shares her lifeforce with the Demogorgon, which agrees to fight alongside her. Before unleashing the final blow, Bel reads his memories and feels pity for him and his tragic fate, deciding to spare him, but suddenly Nate/Flameskull unleashes a desperate surprise attack. The Demogorgon neutralizes it and slays the traitor; it approaches Bel and for a second time it voluntarily shows her what happened to her parents and that Brennan was seeking the same power Nate/Flameskull was about to obtain demonstrating that it was not her fault for opening the gateway, but it was actually all planned. After that, it makes her vanishing back in the Real World.

4. Story Flowchart



5. Level Details

Contestualization

The level chosen to be designed is the one that takes place into the Laboratory (see item n.8 in the World Diagram) and its title is “**Shockwave to the Past**”.

Bel and Nate are still looking for the Demogorgon and, since everything started in the Lab when the connection of the two dimensions had been established, they decide to examine and explore the building, believing that it could be the hideout of the monster.

General Aspects

To better understand the proportions of the areas compared to the main character, the unit of measurement ***u*** is set as **1,50 meters**, for the following reasons:

- it fits well with Bel's height, which is thought to be around 1,50m
- Bel takes exactly: 2 steps to walk 1 unit (0,75m per step)
3 steps in run to walk 2 units (1m per step)
- easy switch to combat mode: 1 unit can be directly translated to 5 feet

Unless otherwise stated, every square in a blueprint is supposed to be 1 unit per side.

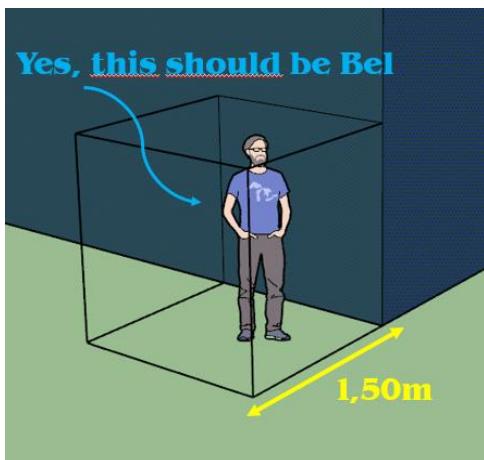


Figure 3: Character placeholder compared to the unit



Figure 4: Character compared to building dimensions

Symbols and Legend

Symbol	Meaning	ID
	Change map	C
	Item	I
	Rare item	R
	Key item	K
	Memory	M
	Locked door	L
	Electric door	-
	Mandatory battle	-
	Badge	B
	Enemy – basic behaviour	E
	Enemy – patrolling	EP
	Enemy – watchful	EW
	Enemy - sleeping	ES
	Enemy - boss	EB
	Puzzle	P
	Special Power	S
	Obstacle	O
	Safe zone	T
	Cutscene	Q

Map Links
Outside Courtyard
Ground Floor
Underground Floor
Floor 1
Floor 2
Floor 3
Floor 4
Floor 5

Part 1 - The Courtyard

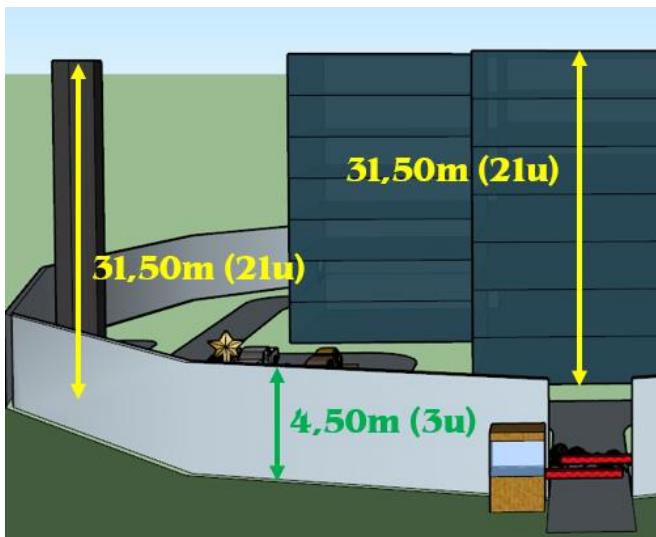


Figure 5:Building measurement - lateral view

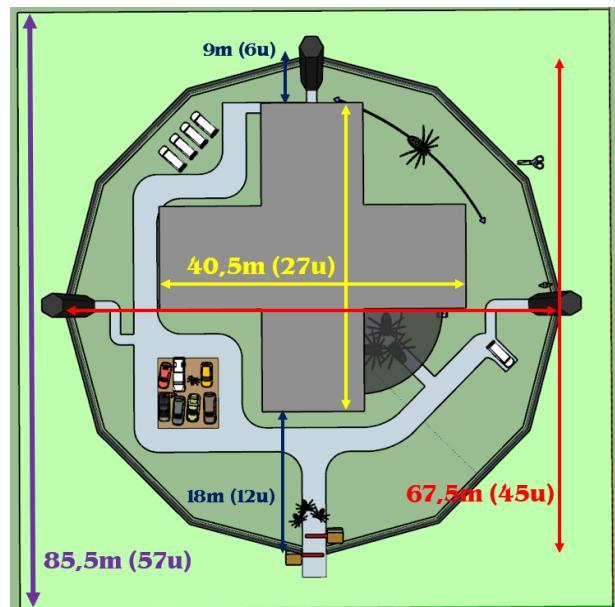


Figure 6: Building measurement - view from above



Figure 7: Courtyard map

Map Legend

- **C1** leads to the outer world, and it's the starting point of the level
- **C2** leads to the Ground Floor
- **C3** leads to Floor 1, but only after using **S2**
- **K1** is the pair of shears used to break in, through the security net
- **I1** is a *Chain Shirt +1* hidden between parked vehicles
- **I2** is an *Upside Fruit Slice* hidden at the watchtower base
- **I3** is next to the security net (can be glimpsed from inside through the net) and are 3 units of *Mysterite*
- **S1** allows the player to force the gate open, but lures **E1**
- **S2** allows the player to bring down a watchtower and use **C3**
- **E1** is a Slaad with its three Tadpoles
- **E2** is a sleeping Ettercap between parked cars
- **E3** is another Ettercap patrolling the back of the courtyard
- **E4** in front of the entrance are a Chuul and two Carrion Crawlers

Description

The level begins outside the security net of the Laboratory, next to **C1**. The cutscene **Q1** shows the couple approaching carefully to the gate. The commands in the cabin don't work, so they have to find a different solution.

N: *That stupid monster could be over there. No way I get stopped by a gate!*

B: *Yeah, let's get in.*

N: *...in my style, of course.*

The first possibility is to brutally force the gate to open (**S1**), exploiting Bel/Nate's powerful spells: breaking through the gate in such a violent and noisy way will lure a group of enemies **E1**, forcing the player to fight.

The second possibility is to look for another path: the player can find a pair of shears **K1** on the opposite side of the perimeter and use them to cut a hole in the net, allowing them to sneak in.

N: *Shears? Yeah, not exciting, but they could work.*

B: *Uhm.*

Both paths lead the player inside the courtyard. The area can be explored to find three items: **I1** is hidden between parked vehicles, and they prevent the player to reach it without using telekinetic powers; if the player is not cautious enough, removing the obstacles wakes **E2** from slumbering, and the battle

starts. **I2** is next to the base of the right watchtower, in a dangerous spot between **E4** and the patrolling **E3**, it needs caution too. The last item **I3** is actually on the external, it can be seen throughout the security net, but the player still needs to be out of the perimeter to collect it.

The objective is to get in the laboratory, but the main entrance **C2** is guarded by a group of monsters **E4** and they will attack the player if she gets too close, otherwise they mind their own business.

N: Again? Really?!

There's another path that leads into the lab, but it requires a bit of ingenuity. The watchtower on the left side is walkable, in contrast to the other two. It's nothing more than a spiral staircase with a control cabin, but the player can get a little hint if she climbs it to the top: A small cutscene shows a first-person view of Bel looking around, then looking at Nate who stayed on the ground and realizing something.

B: *looking around* *Nothing here... *stares at Nate, then looks up a bit towards the windows* but maybe...*

Then the player gets a textual hint about bringing down the tower with your powers (**S2**). There are three possible ways to do it:

- Slam a parked vehicle three times against the tower's base
- Slam a parked vehicle one time against the tower's base (only if the player has mastered *Telekinesis*)
- Slam a parked vehicle once against the tower's top, but from the back

The tower will fall diagonally and crash through the laboratory walls, making a hole in the windows (**C3**). Then the player can just use the fallen tower as a bridge, landing to the First Floor. The door is locked, so the player is forced to go down through the broken floor, switching to the Ground Floor.

N: After you, down the rabbit hole.

B: Uh? Not a rabbit!

N: Y-yeah, I know. It's a quote from Alice in Wonderland.

B: ...

N: The little girl that gets lost in a different dimension...

B: *frowns her eyebrows, not understanding* It is me.

N: Nevermind. *pushes her down the hole*

Part 2 - The Ground Floor

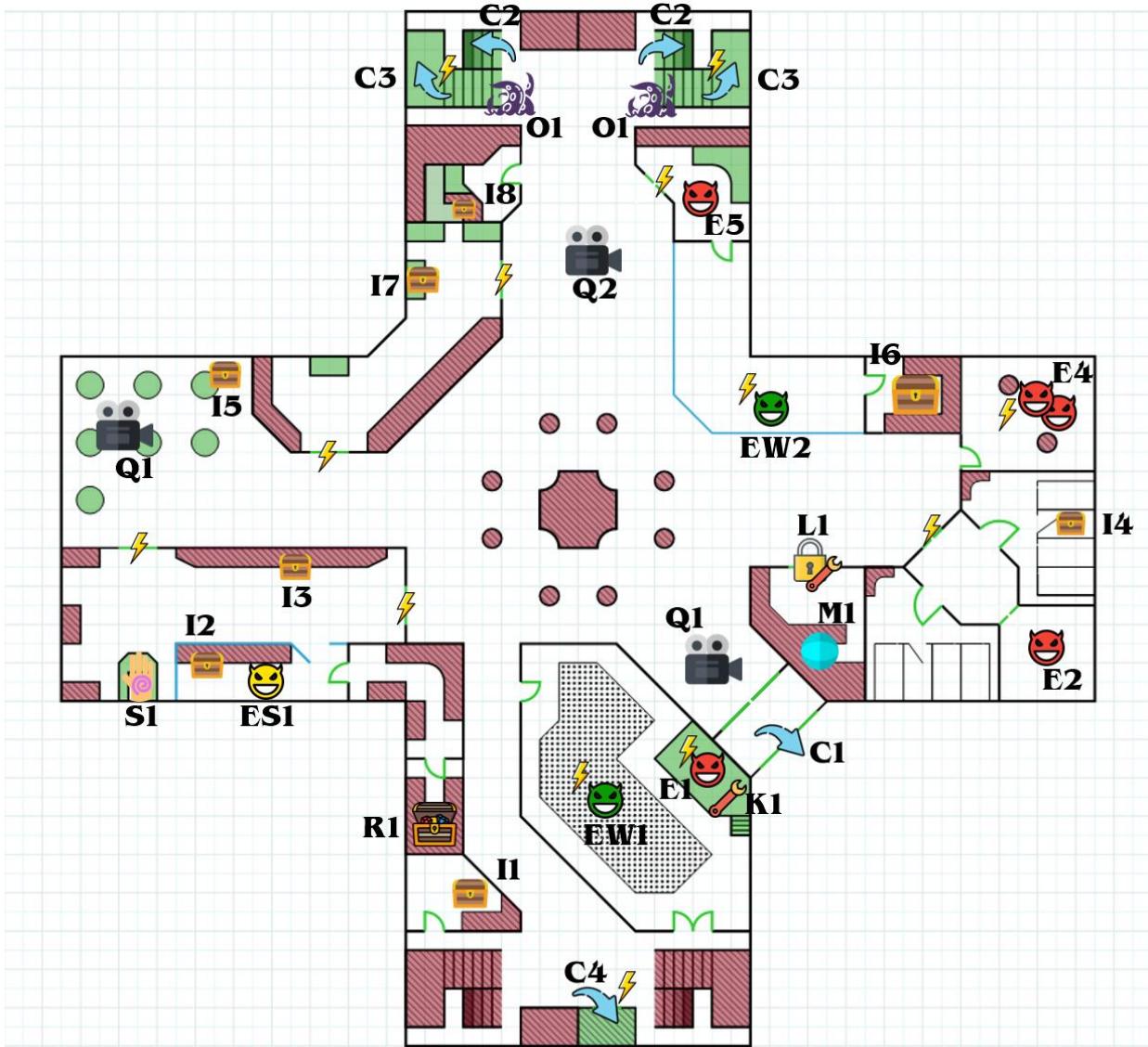


Figure 8: Ground Floor map

Map Legend

- **C1** leads to the Archive
- **C2** leads to Floor 1, but is constrained by roots **O1**
- **C3** represents the elevator, can lead to different floors after the player restores the electricity in the building (Floors 1, 2, 4 by default)
- **C4** leads to the Courtyard
- **O1** blocks the access to the ascending stairs until the light comes back
- **Q1** shows Bel and Nate struggling with the darkness
- **Q2** shows the chance to take the stairs and get to the underground
- **Q3** shows the stairs and the elevator blocked, disappears after the light comes back
- **I1** is an *Excerpt of Black Leaves* in a room next to the conference hall

- **I2** is a *Smoked Salmon Salad* in the kitchen, next to **ES1**
- **I3** is a box of *Nuggets* in the kitchen
- **I4** is in the women's bathroom, a piece of *Sachertorte*
- **I5** is under a table in the dining room, and it's a *Chilli Soup*
- **I6** is in the receptionist's wardrobe, a flask of *Upsidedownine*
- **I7** is the *Spell Scroll: Insect Plague* on a desk in the library
- **I8** is behind a pile of boxes to be climbed, a *Bonfire Toolkit*
- **R1** is a rare *Chain Mail of Psy & Poi* in the kitchen pantry
- **L1** can be opened through **K1**
- **K1** is guarded by **E1**, appears only after the current is restored
- **M1** is locked in a closet
- **S1** allows the player to spot and knockout **ES1** without waking it up
- **E1** is a Slaad on the conference hall stage, next to **K1**
- **E2** is a Carrion Crawler in a bathroom
- **E4** are a duo of Ankhlegs
- **E5** is a Displacer Beast
- **ES1** is a sleeping Displacer Beast in the janitors' space of the cafeteria
- **EW1** is a watcher Ettercap looking towards **E1**
- **EW2** is another watchful Ettercap standing the reception

Description

First Visit

When the player gets on the Ground Floor from **C4**, she discovers that the windows are opaque and the feeble greyish light of the Upside Down hardly passes through. **Q1** shows Nate trying to turn the lights on while Bel notices the automatic doors aren't opening (the scene is the same, but in different locations depending on which instance of **Q1** triggers).

N: *This place sucks. Hurry up and find that thing. Even better if we can light up a bit.*

B: *Doors don't open. But why did the main one?*

N: *Dunno, maybe it's just this floor.*

B: *But we can't climb this place up*

N: *Dunno, maybe it's just this floor. How about the stairs?*

Bel and Nate are forced to walk in the darkness, unless Bel has learned *Light*, that makes a wider portion of the path visible, with the objective to find the stairs. If the player pays the right attention, she can spot the directional signs over the walls and on the central pillar. For this first part, the map is pretty bare, and some apparently useless rooms will gain sense the second time the player

visits this floor. Besides the signs on the walls, the player can gain some advice from **Q3** if he takes the wrong direction.

N: *Crap, those stairs are really messed up... but I think this elevator could work!*

B: *Irony, I'm sure of it this time.*

N: *... I mean, if we restore the light first.*

B: *Oh... you were serious, so. I can't think of solution, and this makes me anxious AND THIS MAKES ME...*

N: *Cool down, coooool down, there can't be only one staircase in a place so big! There must be another one somewhere around.*

Q3 can be avoided if the player takes immediately the right direction towards the northern wing of the building. Just before the right staircase, another dialogue **Q2** informs the player that now it's the right way.

N: *Roots AGAIN?! WHAT THE... hey, how come you're so quiet!?*

B: *points the stairs going down*

N: *... alright, I couldn't wait to walk totally blind!*

B: *That was irony, friends don't lie.*

N: *Ding ding! Correct answer! I bet we can find a generator or something similar if we go down there.*

(These following lines appear only if the player has entered the floor through the hole at Floor 1)

B: *As the girl.*

N: *Uh?*

B: *The rabbit girl.*

N: *...oh, yeah, sure. The rabbit girl. How could I forget her.*

Second Visit

After coming back from the Archive, the couple sees the floor finally illuminated, and the roots that obstructed the stairs **C2** have retreated.

N: *This place with the light is a whole other story.*

B: *I still don't like it.*

N: *Yeah, sorry for that, I understand. How about a little tour? The stairs seem available now, you see.*

B: *I want to try the elevator. I wonder what it's like.*

N: *If it works, I think it's our best option, but take your pick.*

The player is now free to roam through the entire floor and use the elevator **C3** at it's best, and that means visiting Floor 1, Floor 2 and Floor 4, for now.

Along with the light, the monsters are back in the floor too. The left wing of the area features the lab's cafeteria, a dining room and a break room with a library. The player can find different collectibles (**I2**, **I3**, **I5**, **I8**) fetching around or could sneak in the janitors' place and then go south through the kitchen until the storage room, to find the rare Chain Mail of Psychic and Poison **R1**. But it's not as simple as that, because a sleeping Displacer Beast **ES1** is lying on the floor behind the desk, and it will attack the player if she doesn't notice it and makes silence. It can be avoided in another way if the player uses the *Telekinesis* on the cash register at the left of the desk (**S1**) and slams it on the monster's head, knocking it out. The next time the player lands on the area, the **ES1** will be sleeping as always and the cash register is back there again.

The south wing mainly contains the elevator and the conference hall, that's now inhabited by two monsters: The Slaad **E1** is standing on the stage, right above a key **K1**, that can be used to open a door on the right wing and get the memory **M1**; an Ettercap **EW1** is sitting on a chair in the stalls, looking towards **E1**. If the player makes too much noise, both enemies will attack her, otherwise she can dodge at least the sitting Ettercap sneaking at its back and picking it up alone in the fight, by surprise. Then the remaining Slaad can be fought 2v1. The player can also witness a funny easter egg if she waits for some time looking at **E1**. The monster will start babbling weirdly like it was talking to an audience, and **EW1** starts applauding happy. This animation won't affect their normal behaviour.

The west wing mainly features the locked room **L1** and the bathroom. In a toilet in the women's bathroom there's a Sachertorte **I4** hidden, while in the toilet arranged for invalid people, a Carrion Crawler **E2** is waiting for the player to open the door to attack her by surprise. The meeting room next to the bathrooms was once empty, but now has been invaded by two Ankhegs **E4**.

Finally, the player can access the reception through an automatic door in the north wing, after a sudden encounter with a Displacer Beast **E5**. The reception hosts a vigilant Ettercap **EW2**. The player can notice it through the reception glass, but it can do the same with her, and since the Ettercap is standing behind the corner, it will attack the player by surprise if she was spotted before. To avoid this, the player can crouch while passing before the glass or take a long turn around the central pillar and access the north wing coming from the left. In both cases, the monster doesn't see the player coming and it also "forgets" to have seen her if she takes the long route. The player can't avoid the battle if she wants to reach **I2**, but with the right tricks she can start the fight with a surprise attack.

Part 3 - The Underground Floor:

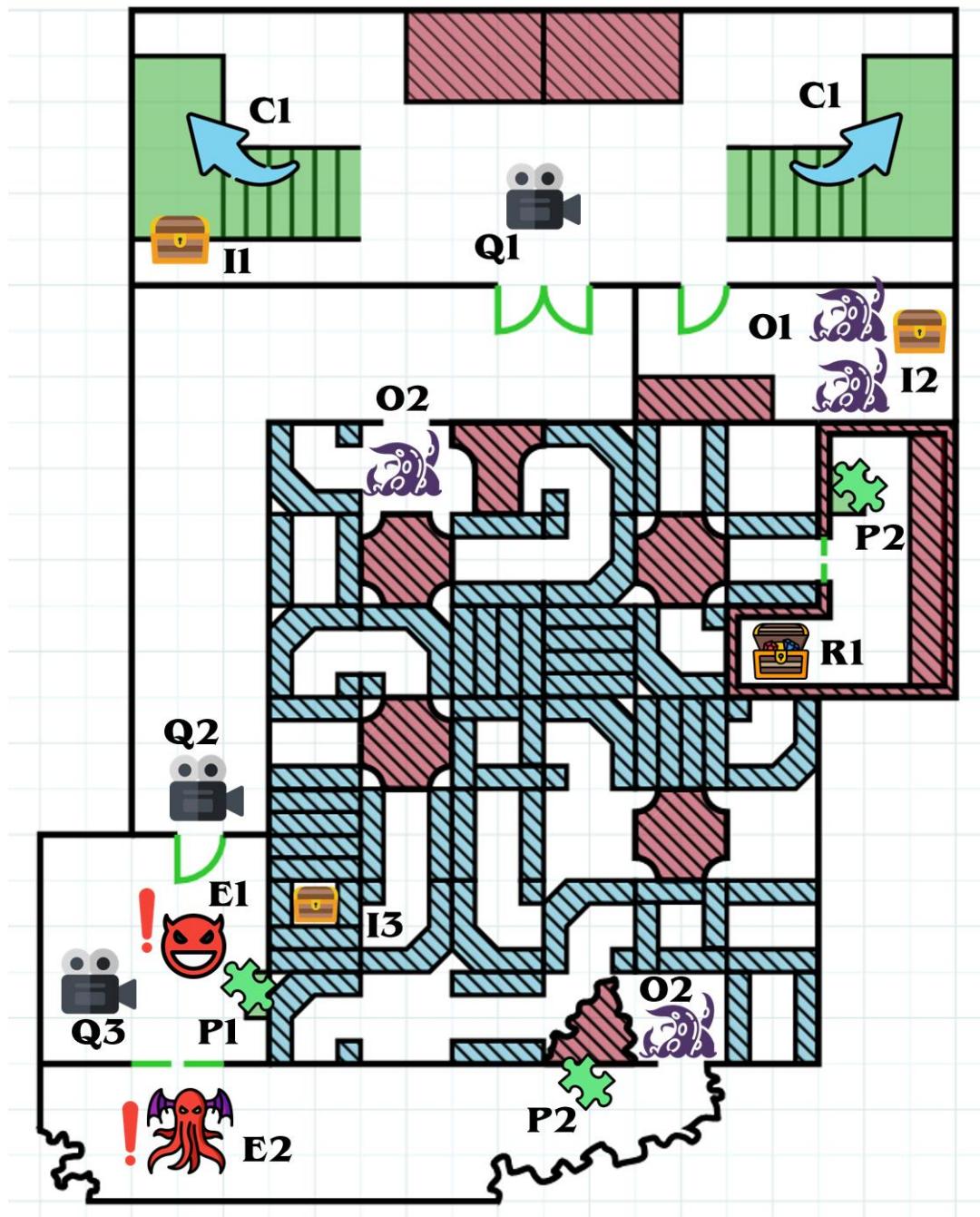


Figure 9: Underground and Archive map

Map legend

- **C1** leads to the Ground Floor
- **Q1** is Nate guiding the way into the dark
- **Q2** shows the Slaad **E1** eating some cables
- **Q3** is when the Hezrou **E2** breaks the door and rushes on the two
- **I1** is behind the flight of stairs, contains a *Potion of Wit*
- **I2** is a *Potion of Agility* strained behind the roots **O1**

- **I3** is on an archive platform, and the player needs to make a path towards it to get a *Camping Toolkit*
- **R1** is a *Staff of the Storm* in a secret room inside the archive puzzle
- **O1** are black roots coiling around **I2**, Nate can remove them with *Reaper*
- **O2** are roots invading the archive room floor. The player can only walk on the movable platforms because of them
- **P1** is the circuit puzzle to restore the current
- **P2** are the places in which the player can control the archive platforms
- **E1** is a mandatory Slaad around the electric panel
- **E2** is the dangerous Hezrou that comes straight after **E1**

Description

If the ground floor was dark, the underground must be completely a blind walk, due to the fact that there are no windows (and no current of course). After restoring the current, the whole area is enlightened around the walls with some white led bulbs. The player starts in the staircase area, and as soon as she lands on the floor, a small dialogue **Q1** triggers:

N: *That's gonna be darker than before, we can't walk like this.*
N: *ignites a little wisp on his palm* *Better than nothing, huh?*
B: *Darkness was less scary.*

Unless the player has learned *Light*, the only illumination will come from Nate's left hand, which he'll keep still until they arrive at the fuse box room (this happens independently from the skill).

The player can already access to the archivist's closet. There's a door in the wall behind the black roots, but it's not interactable, it should connect the closet to the archivist's workstation. The right side of the room has a knot of mysterious vines clenching around a Potion of Agility **I2**, and it can be set free only if Nate has learned *Reaper*.

The correct path to take is through the corridor, that's a simple empty aisle besides the archive room. In this area, the player could come across a hole in the walls, that connects the aisle with the archive room. If the player tries to get in, she can see Bel stumbling on the brink of the entrance and Nate holding the girl from the shirt.

(Only the first time) **B:** *What are you... ah, well... roots.*
(Every time) **N:** *You're not thinking to walk on those things?!*

The door that leads to the fuse box room is half-open, and a flebile intermittent light comes from it with a fizz sound, but it's definitely insufficient to enlighten even the vertical half of the area.

Once inside the fuse box room a brief cutscene **Q2** shows a Slaad **E1** who's busy devouring some cables. At the end of the cutscene, the enemy is interactable and can hear the player if she makes noise while approaching it.

N: *What in this damn hell is that... creep?!*

B: *We kill it!*

N: *Yeah, but quietly. Follow me, enraged girl.*

If the player walks silently, she can actually explore the room, which has two automatic doors that don't work without electricity. After the battle, the monster screams very loudly, making the walls tremble.

N: *Tsk, sucky and noisy, the worst ones. Let's move on and try to get this thing work.*

If Bel knows Mending, the player can fix the generator by default.

B: *Done. Easy.*

N: *"Easy game, easy life" someone says... if you can consider this as "life".*

Otherwise, there's a tube puzzle **P1** to resolve set to a high difficulty (See Puzzles sub-section).

N: *Okay, time to fix it without getting fried.*

If the player can't do it in time, a sparkle zaps the characters dealing damage equal to 5% of the total HP to both, and then she has to retry the puzzle with a different configuration (always difficulty 4). Once repaired, the light comes back.

N: *Yes! Done it!*

Then, the two try to go backwards when they hear a loud roar from the automatic door right in front of them.

N: *Oh. Not so good.*

The claws of the powerful Hezrou **E2** sneak from the slot of the door until the monster slams it, breaking into the room and assaulting them recklessly. Bel avoids the attack and it crashes on the wall behind her, making it collapse and blocking the path backwards.

B: *No, it's good. We kill.*

After the battle, **E2** collapses against the automatic door in front of the generator, obstructing that way too. The only way left is to go ahead, that's a partially crumbled one-way corridor around the archive. At the end of the road, the player can only walk into the archive, but the tentacles on the floor block the passage. A brief dialogue shows the player how to go ahead.

B: Stuck again. I'm shattering this whole place.

N: Wait wait wait! You're burying us alive!

B: ...alive...

N: Ok, but let's pretend we are, at least! Listen... how about that trick at the library? See if we can shape our way back like that time.

The camera switches to top view and the player starts the puzzle **P2**. The goal is to create a path to the opposite entrance that connects to the first corridor. Visually, the archive is a series of disordered shelves and racks, placed on platforms on rails. There are four big pillars in the middle of the room, probably sustaining the structure, and they function as an obstacle in the puzzle, since they can't be moved with psychic powers.

The upper-right part is the archivist workstation, and can be reached only through the puzzle, by making an alternative path. The workstation has a shelf on the entire right wall and a control panel with which an archivist would manage the moving racks (both pieces are not interactable). More importantly, there's the chest **R1** that contains the rare Staff of the Storm

Once completed **P2**, there's nothing else to do in the underground floor and the player is forced to take the stairs **C1** back to the Ground Floor.

Puzzles

The first puzzle **P1** is optional, depending on Bel having learned *Mending* or not.

The tube puzzle consists in connecting two points with a continuous road, made with straight and curve blocks. The player can only rotate the blocks clockwise, she cannot change their positions. There's a time limit to form the path, and once expired the puzzle has to be restarted with a different disposition (but same ends). In **P1**'s case, the puzzle takes shape of a box with an electric cable to connect. Moreover, after a failure both characters suffer 5% max HP damage from a zap.

The puzzle is procedurally generated and based on the difficulty it gives less time, more curve blocks or obstacles through the path. It takes inspiration from *Bioshock*'s hack puzzles, but without covering the pieces at the start.



Figure 10: Example for Puzzle 1, taken from BioShock

The second puzzle **P2** is a mandatory road puzzle, and it's the last one of its type in the game (there are 4-5 others in the levels before), so it's slightly longer to complete and may require more patience, due to the number of obstacles, useless blocks and the scarcity of holes.

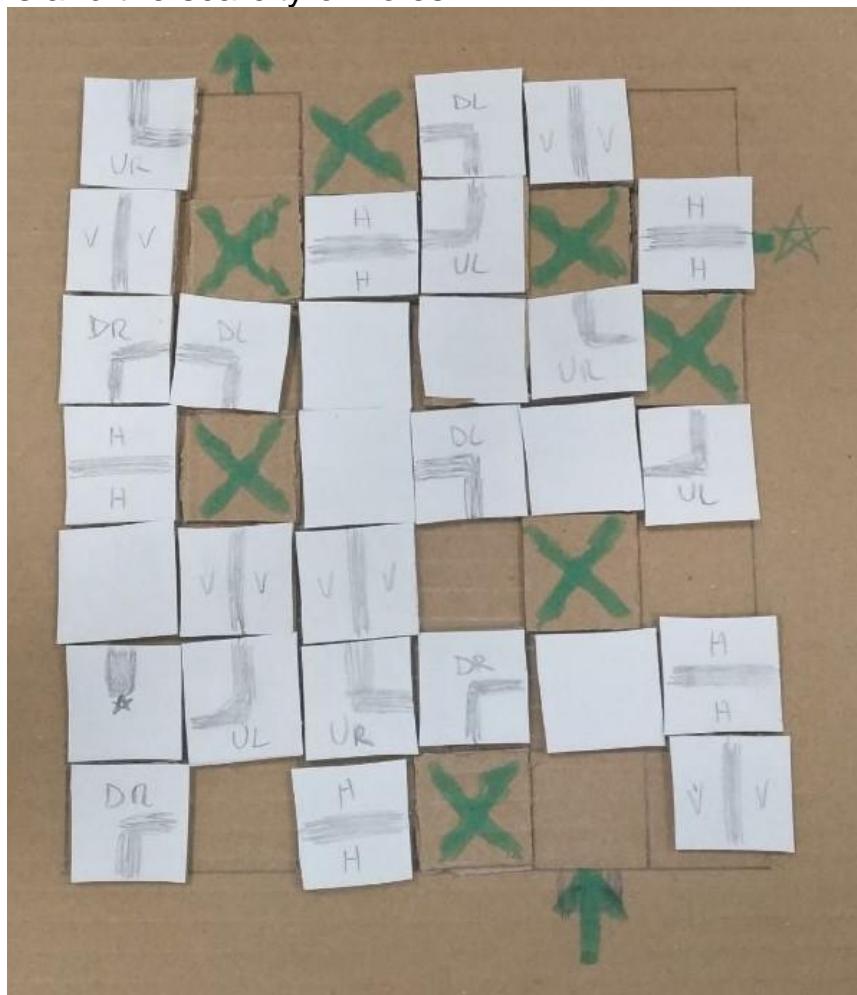
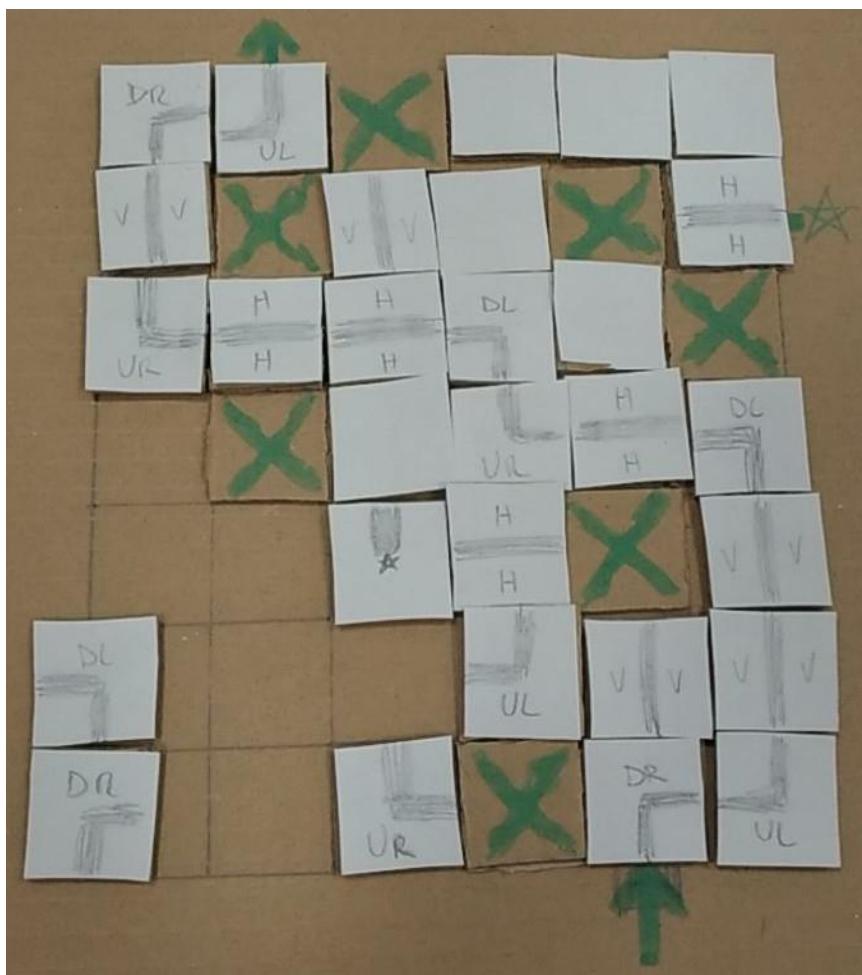


Figure 11: Puzzle 2 design

The road puzzle asks the player to move the blocks into an adjacent hole and form a path connecting the two ends. The player cannot rotate the blocks, so if she needs a specific curve for her path, she must rearrange the blocks in order to get that specific texel closer to her path. There are many solutions to this type of puzzles, but some final configurations are always harder to obtain than others. Once satisfied, the player can press [back] to return to the 3rd person view and take control back of the characters.

Puzzle **P2** has been playtested to be solved in around 7 minutes, using an average measurement between the designers (who are thought to be a little skilled) and external testers who never tried it before. We used a pen and paper prototype with cardboard texels to find an optimal starting configuration. The fundamental pieces to reach **A3** and **A7** (i.e. the last curves) are framed a little far from their final position, to make **P2** a little harder, most of all if the player starts building the road carelessly and ends up trapping the fundamental pieces.

Figure 11 shows the initial configuration, figure 12 show three possible solutions to the puzzle's objectives, including the treasure chest **I3**.



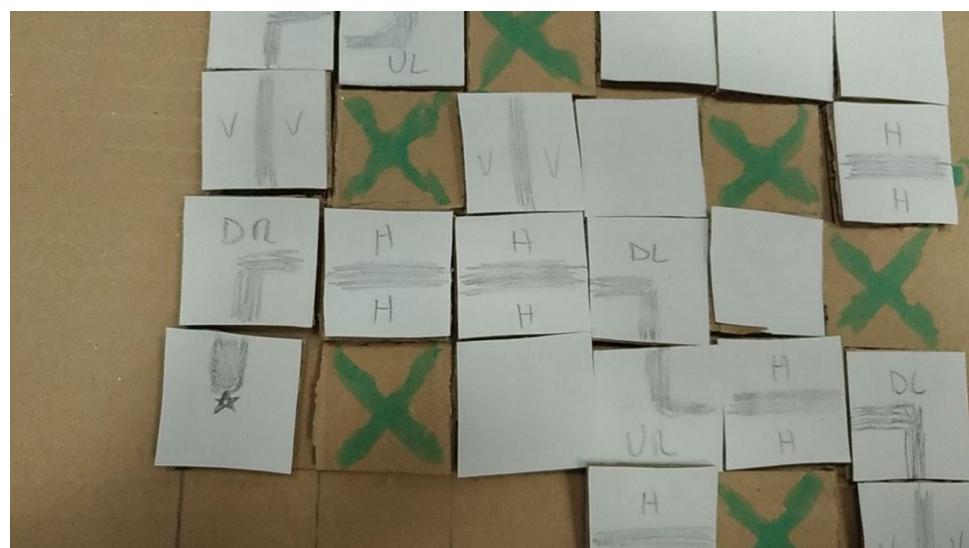
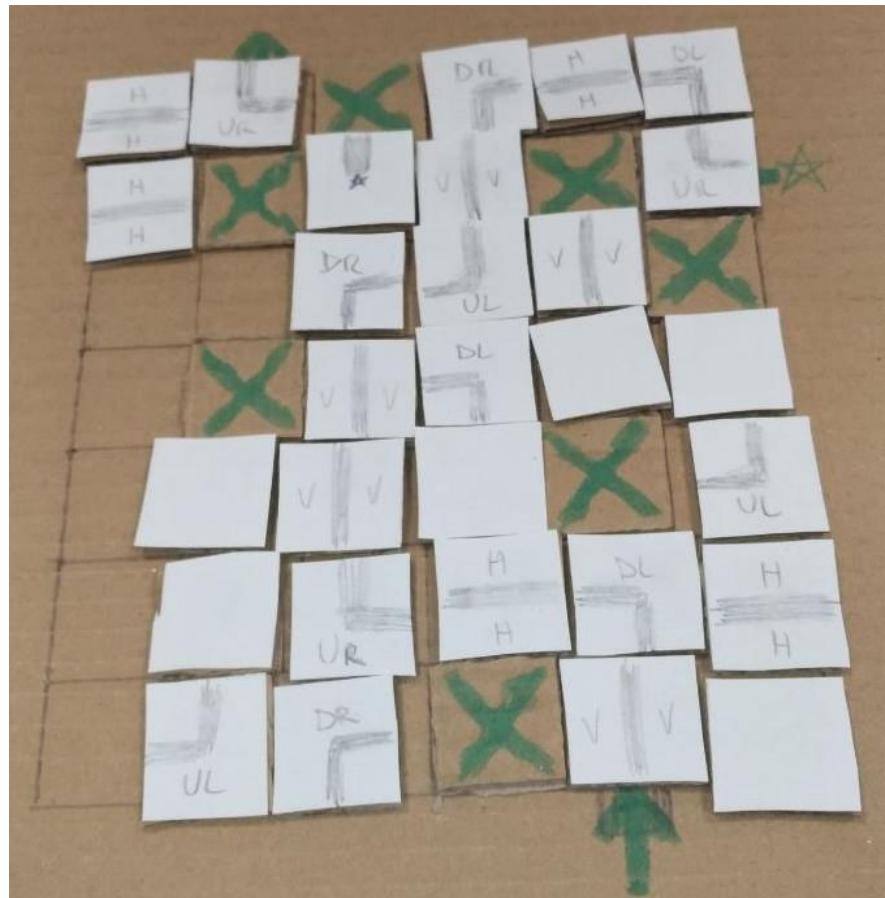


Figure 12: P1 possible solutions

Part 4 - The Elevator and the Floors

After coming back to the ground floor, some automatic doors are back in function, but the stairs are still unavailable.

The button panel of the elevator goes from -1 to 6, but floor 3 isn't working and 5 and 6 need a special badge to be accessed. Bel knows that it's likely that they had experiments on kids on the higher floors, and decides to go to the top, discovering that the floors are locked with special permissions.

B: *I remember. Children and electricity... very bad, must save them!*

N: *Bel, there is no one here.*

B: *You lie! They're up!*

N: *If someone like you would be here, I would have known!*

B: *But..! Save them! *hands on her head**

N: *There is no one to save here. But there is something to hunt. And slay.*

B: **intensifies her anger* Slay with blood.*

Now, the only available options are 1, 2 and 4 and the player can decide to explore them, looking for some ways to get to the higher floors.

There's no particular order of exploration, but the player can't get the special badges for higher floors (placed in Floor 3) without interacting with the Memory on Floor 2

Floor 1

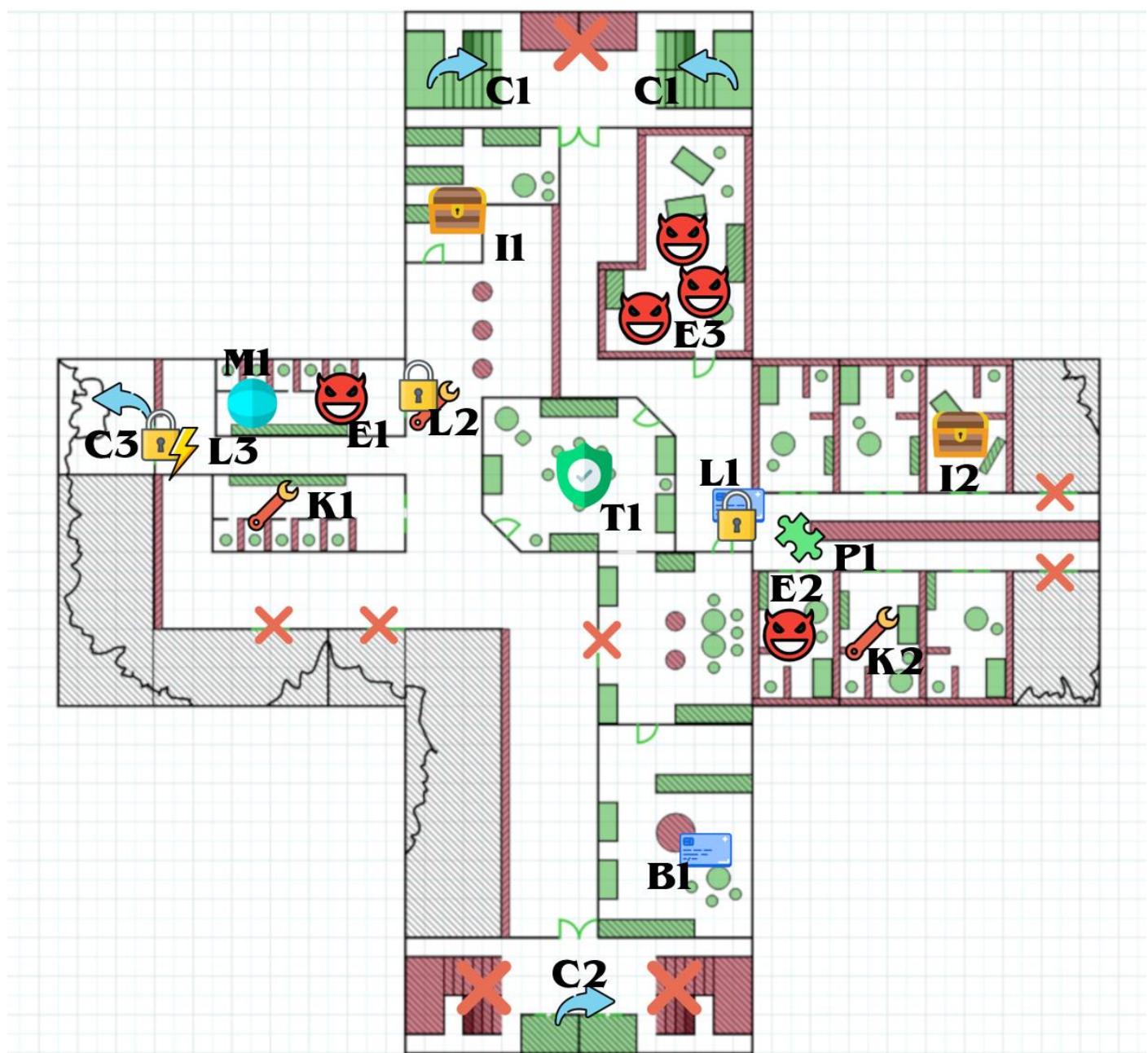


Figure 13: Floor 1 map

Map legend

- **C1** leads to the Ground Floor and Floor 2
- **C2** leads to the Floors 2 and 4
- **C3** leads to the Ground Floor
- **T1** is the Safe Place in the Restore Room
- **I1** item “*Similicorice*”, in the Supply Room
- **I2** item “*Eggos™*” in one child’s room
- **L1** locked door, opens with badge
- **L2** locked door, opens by crafting the crowbar

- **L3** locked door only at the beginning, opens when the power is restored
- **P1** is the Badge puzzle to open the door to Kids Rooms
- **E1** enemy protecting the Memory
- **E2** enemy hidden in the kid room
- **E3** group of enemies in the Farming Point
- **M1** Memory to collect after defeating **E1**
- **K1** first part of the Crowbar
- **K2** second part of the Crowbar

Description

Floor 1 is intended to be an easy and quite relaxing transition phase for the characters, slowing down the pace. A bit of exploration rewards the player with a safe place to restore health, some items and a Memory behind a malfunctioning door. There is a room meant to be a “farming point” to help the player to increase her stats and powers.

Details

The player can get to Floor 1 by 3 different ways:

- **C1**: the stairs placed in the North Area
- **C2**: the elevator placed in the South Area
- **C3**: a break in the wall building in the West Area. Notice that the break is present in the level only if the player decides to make the West Tower (in Courtyard) collapse onto the building while attempting to get in, also creating a hole in the floor, near the window. If this is the first time the player enters the Lab, the fallen tower can be used as a bridge to get to Floor 1, but since the electric power hasn't been restored yet, it's not possible to open the electric door (**L3**), so the player can decide to come back to the outside or to reach Ground Floor by jumping in the hole. If the player decides to get in by **C3** when the power is already up -so this is not the first time she enters the Lab-, she can easily open the door.

Floor 1 is an important spot for the player for one main reason: the Restore Room (**T1**) in the Centre Area. This room was once used as an informal meeting room, with a big round table in the middle of it, comfy chairs all around and a coffee machine (unfortunately not working anymore). Here, the player can completely restore her Health Bar interacting with a huge red armchair. The room is easily accessible whether the player comes from **C1**, **C2** or **C3**. The following dialogue is triggered the first time Bel and Nate reach the Restore Room.

N: Looks like a good place to put ourselves together, doesn't it?

B: What... means?

N: That we can stay safe and sound.

B: No monsters?

N: No monsters.

B: But I want to kill them.

N: That's good, but take some time to rest.

Exploring more the Restore Room and proceeding south, the player can find a Badge (**B1**) placed under a table: this item is the key to solve the puzzle of the East Area, since it allows the player to open the locked door **L1**.

N: Hey... what's that?

B: ...Card.

N: Oh, well, I think it's probably more than that. Look at the back of it: doesn't it look like a code to you?

The back of the badge presents a grid of letters and numbers: looking at the doors of the rooms in the East Area it's possible to read their ID, and, after inserting the right number code in the panel, finally open them.

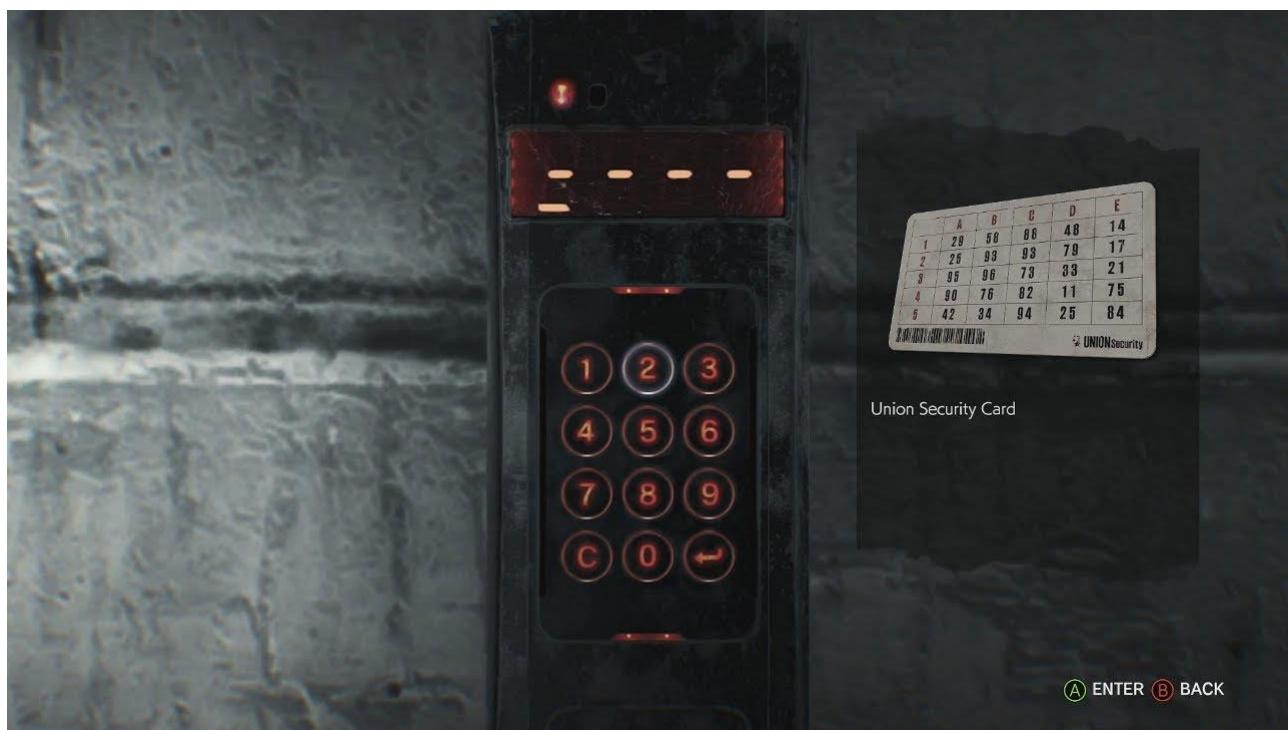


Figure 14: Example for the Badge Puzzle P1, taken from *The Evil Within 2*

These rooms are the “little bedrooms” of the kids captured/kidnapped by the MK Ultra association. Bel is frustrated and disappointed at the same time

because she feels to have been there, but she can't exactly remember what happened before.

B: *This place... it's familiar *shakes her head* but it's so dark... can't remember! Why!?*

N: *Only God knows what those bastards did to all of us*

B: *But it's not fair, not right!*

N: *You can and must be mad. We are going to take our revenge.*

In the rooms it's possible to get in touch with an enemy mob (**E2**) creeping and starving in one of the children rooms. It's also possible to find a box of "Eggos" (**I2**) or one part of the crowbar (**K2**) to craft in order to force and open the malfunctioning electric door (**L2**) in the West Area. The other part of the crowbar (**K1**) can be found in the same area.

After crafting the crowbar to open **L2**, the player gets a surprise attack by a mob: defeating it rewards her with a Memory (**M1**).

In the North Area it's possible to find a "Similicorice" (**I1**) hidden behind a book in a shelf in the little Supply Room on the left; moreover, on the right side of the Area, it's possible to enter the "Farming Point" and try to defeat a group of 3 enemies (**E3**) in order to improve the stats of the team. This special room is intended to be a "farming point" because every 5 minutes, the enemies respawn allowing the player to engage again.

Floor 2

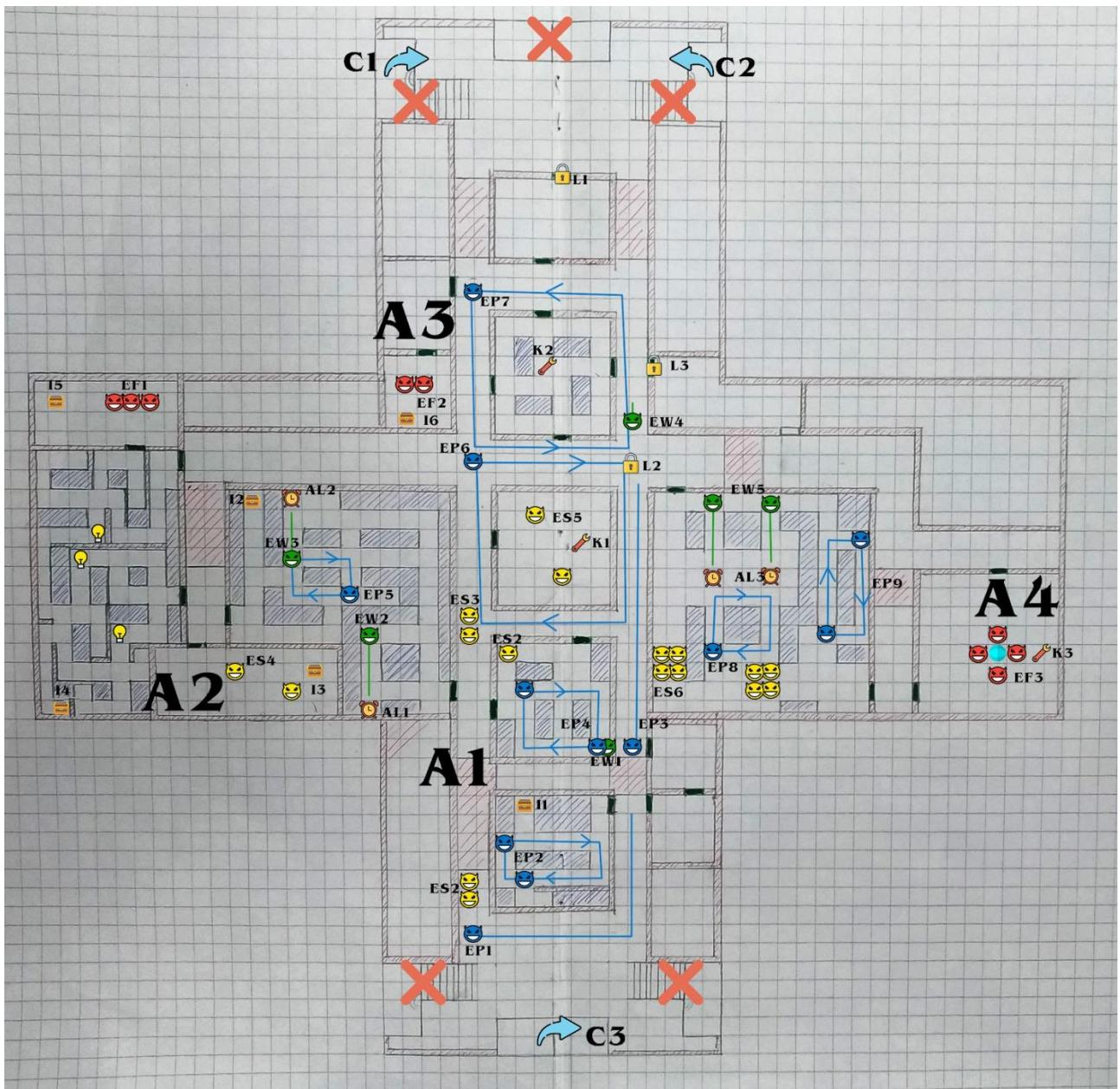


Figure 15: Floor 2 map

Map Legend

- **A area**
- **C1-C2** stairs to floor 3
- **C3** elevator
- **EP** are patrolling blue Slaads (no battle)
- **EW** are watchful green Slaads (no battle)
- **ES** are slumbering yellow Slaads (no battle)
- **EF1** is a trio of frightened Ettercaps
- **EF2** is a Slaad with its Tadpole

- **EF3** is a mandatory battle with six Tadpoles
- **AL** are alarms that can be activated in order to distract an enemy
- **L** are locks, need the key **K** with the same number to be opened
- **K** are the keys to open the lock with the same number
- **I1** is a *Tendon*
- **I2** is a *Potion of Appeal*
- **I3** is an *Excerpt of Black Leaves*
- **I4** is a *Ring of Sorcery*
- **I5** is a *Sword of Life Stealing*
- **I6** is an *Ether Flask*

Description

Second Floor is full of mobs, and a cutscene immediately shows that some of them are in circle around a Memory, studying it suspiciously. Bel guesses it could be useful to gather information about that place or at least a way to get a special badge. Other mobs are sleeping, fighting between each other or simply wandering around. Nate warns the player that's gonna be tough if you go all in against so many enemies, so she needs to stealth a bit, if she is seen by them, she'll be forced to restart from the beginning of the area.

The player has to do this floor stealth for the most part.

There are 3 types of enemies that the player has to avoid, if one of them attack her, the player has to restart from the last checkpoint (see Enemy section for further info about Mobs and Creatures).

- **The patrollers:** they patrol following a predefined path, when they see the player in a cone in front of them or the player goes too near to them, they attack the player.
- **The Sleepers:** they sleep, when the player goes too near to them, they wake up and attack the player.
- **The Watchers:** they stand still looking in a fixed direction, if they hear the sound of a computer near, they go to check to the computer and then go back to their initial position. When they see the player in a cone in front of them or the player goes too near to them, they attack the player.

Dialogue at the beginning of the level:

N: I bet you want to go face to face.

B: Face to face.

N: Yup, not the best choice.

B: *stomps her foot on the ground* *Why?!*

N: You'll be dead in a couple of minutes.

B: Wrong!

N: I'm right. Follow my advice: proceed slowly and stealthy till the end.

Don't face them all together and then you kill the ones protecting that shiny sphere you like so much.

Area 1

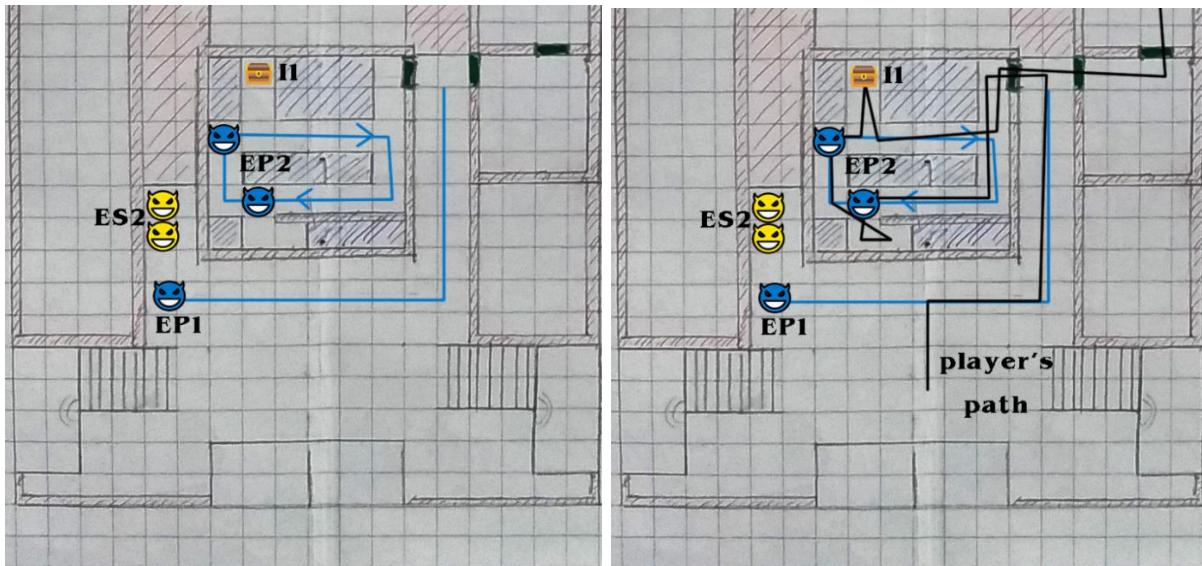


Figure 16: Area 1 details

One enemy (**EP1**) is patrolling following the blue path, the player has to wait until he is going back to pass

The player can choose to go right in the door, solve a puzzle and have a reward or go left and skip it.

If she goes left, she finds herself in a room where two enemies (**EP2**) are patrolling in circle, the enemies are faster than the player, that's why she has to follow the second, hide behind the wall, wait for them to make a loop, follow them again, get the item (**I1**), wait another loop and go out

Then the player accesses the area 2

N: See? It's not so hard to be quiet, I was pretty confident you were good at this.

B: Yeah...

Area 2

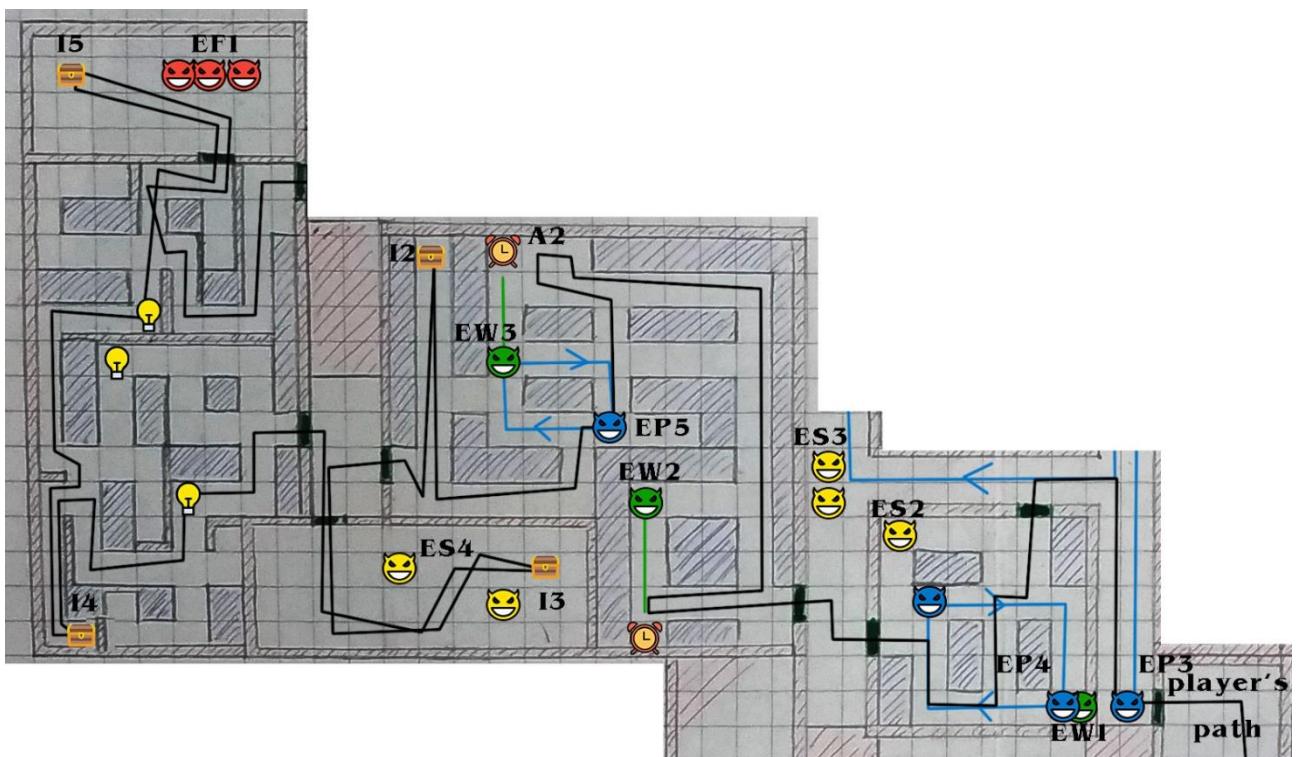
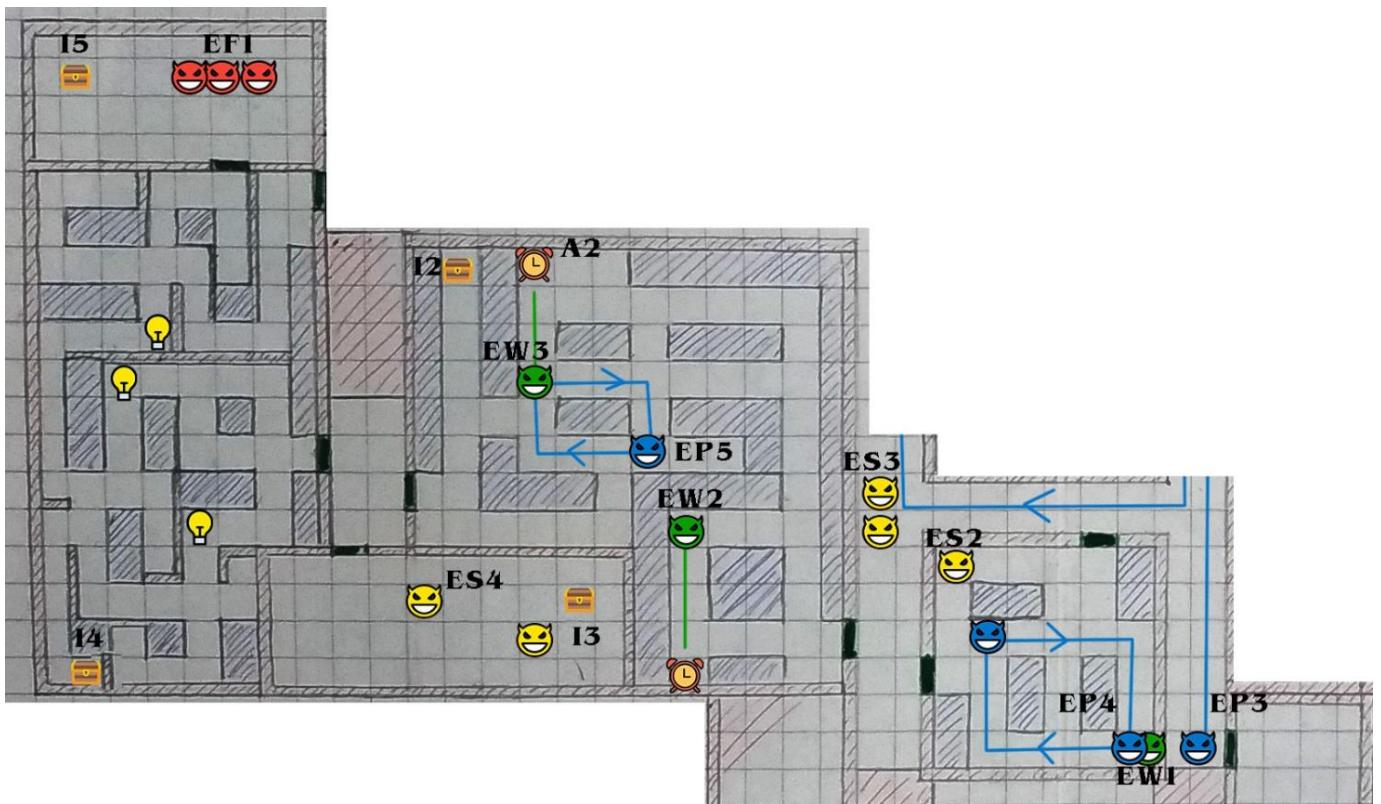


Figure 17: Area 2 details

The player has to go behind the enemy (**EP3**) until she can go left. Since the path is blocked by two sleeping enemies (**ES3**) the player can only enter in a door on her left

Here there are an enemy blocking a path (**ES2**), an enemy watching another one (**EW1**) and two enemies patrolling in circle (**EP4**)

In order to pass, the player has to wait the right time, go in the middle of the circle, wait again and then go on

After leaving the room, the player can see again the enemies sleeping (**ES3**) on her right

The player enters the next room, here there is an enemy (**EW2**) watching in the direction of the only path that the player can take, so, in order to pass through this the player has to use an alarm located in the bottom side of the room to distract the enemy and go on.

Then there is the same problem, but the player has to take into consideration the watching enemy (**EW3**) and a patrolling enemy (**EP5**)

After these enemies the player can collect an item in the corner of the room

Leaving the room, the player can choose between two doors: the first door takes her to a room in which there are two sleeping enemy (**ES4**) and an item to collect (**I3**)

In the second room the player enters in a dungeon in which there is an item to collect (**I4**). In the dungeon the player can turn on 3 lights that are initially off to have a better understanding of where she's been.

The dungeon leads to a room in which the player finds three enemies (**EF1**) that attack the player.

N: Luckily this room is well isolated, we should have no problem if we kill them fast and silently

B: Finally, I couldn't resist anymore!

The dungeon leads also to the area 3

Area 3

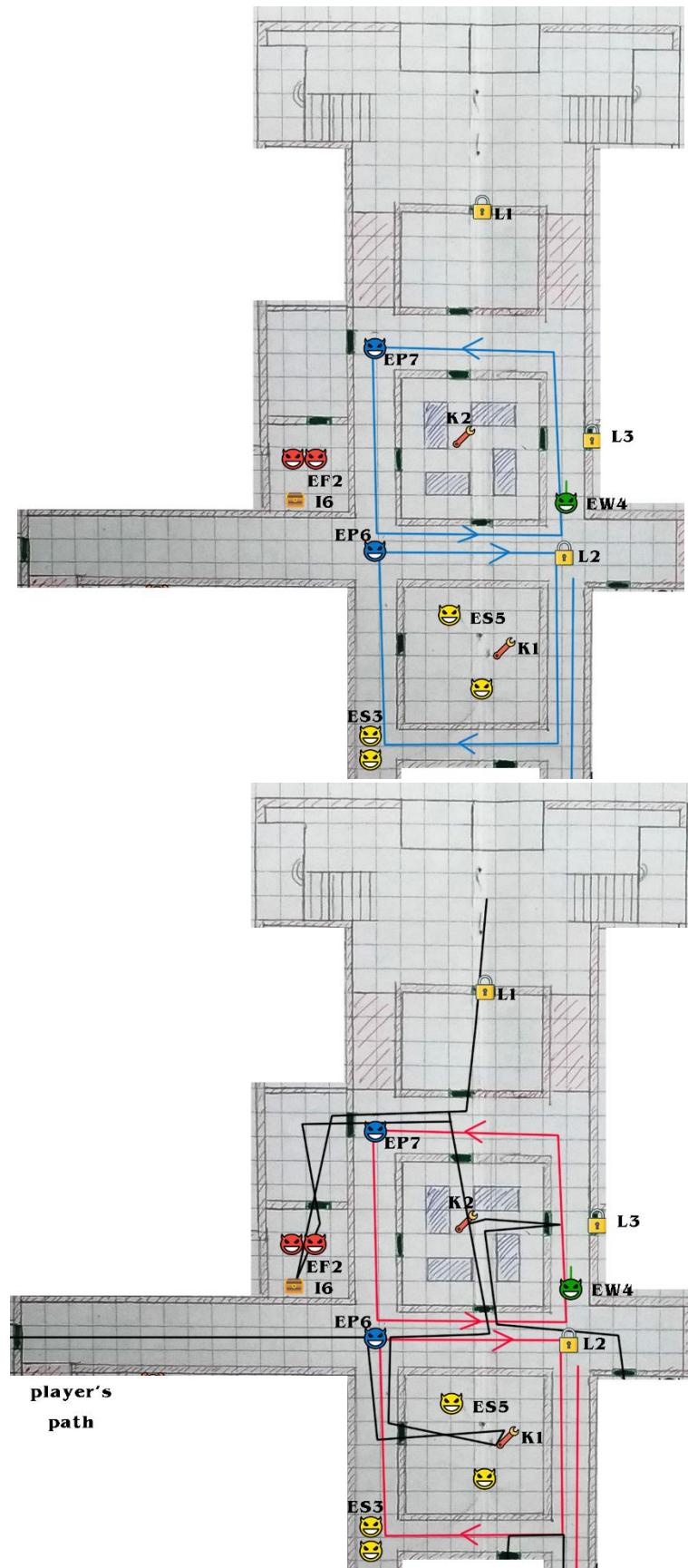


Figure 18: Area 3 details

The player must follow the corridor until he finds two enemy patrolling (**EP6** and **EP7**). She can see the previous sleeping enemy (**ES3**) on her right.

Here avoiding **EP6** and **EP7** she can enter in two rooms, but she can't go on to the right of the map because another enemy (**EW4**) is watching the intersection of the corridors.

Going in the bottom room the player finds two sleeping enemies (**ES5**) and a key (**K1**).

N: *whispers* *Look! a key! Take it fast so we can go away before they wake up!*

In the other room the player can find a throwable object (**K2**). From there the player can do 3 things:

- Go in the room on the right of the map where she finds 2 enemies (**EF2**) that attack them immediately

B: *Hehehe! We can't avoid them!*

- She can exit the floor using the key (**K1**)
- She can use **K2** to distract **EW4** and go to the area 4

Everything must be done avoiding the patrolling enemies.

Area 4

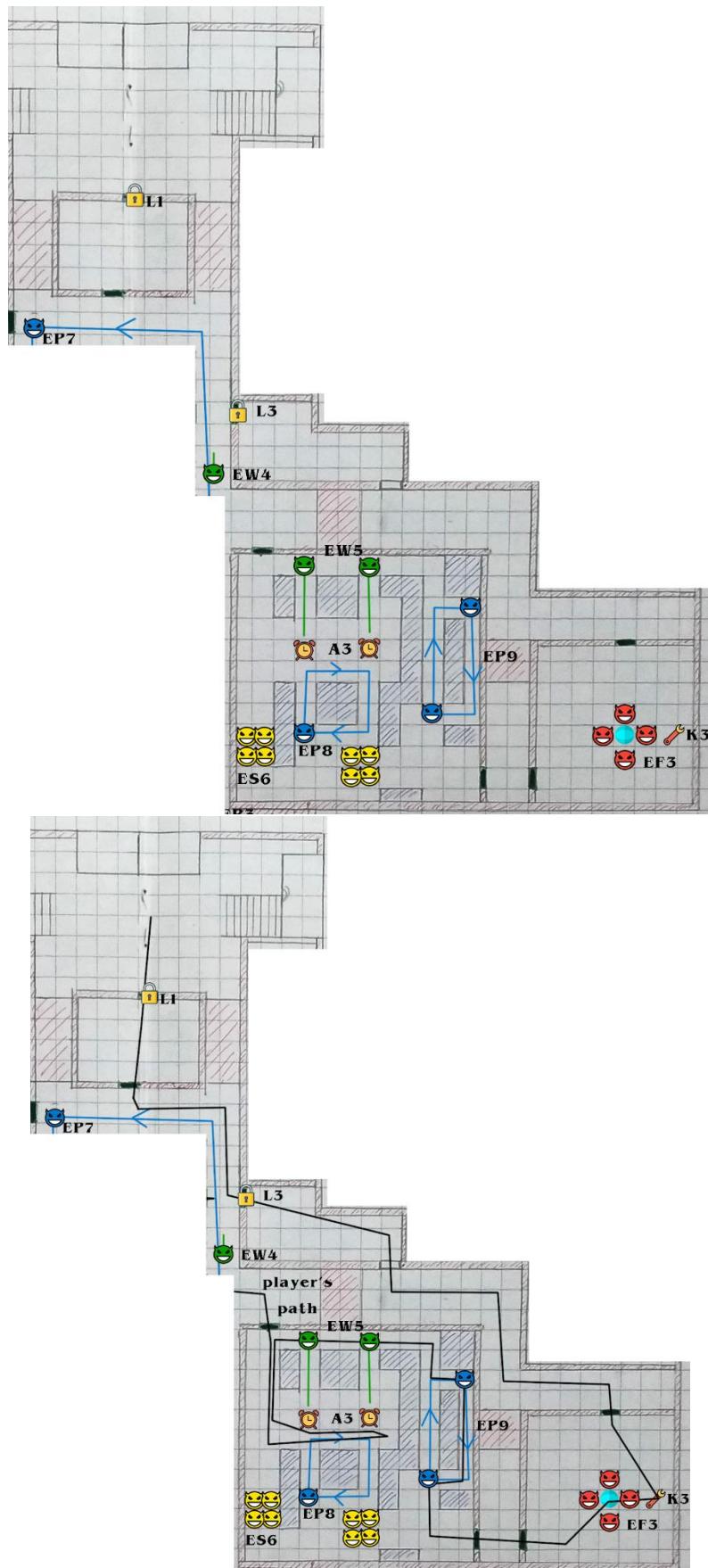


Figure 19: Area 4 details

After the player passes the **EW4** she can enter in a room full of enemies.

There are 2 groups of 4 enemies sleeping (**ES6** and **ES8**) and blocking a path, 2 enemies (**EW5**) watching and standing in another path and an enemy patrolling around a closet (**EP8**).

There are 2 alarms (**A3**) that the player can use to distract **EW4**.

N: *whispers* *If this sound wakes them up, we are dead!*

To use them correctly she has to activate the one on the right before the one on the left being careful to avoid **EP8**, after he passes these enemies the player finds herself in another corridor with 2 patrolling enemies (**EP9**) that she has to avoid following one of them being careful.

After this, the player arrives in the final room, where there are four enemies (**EF3**), a Memory and a Door Key (**K3**).

The last four enemies around the Memory are a compulsory battle, but not too hard one. The Memory gives the player a little flash of the secret code for a locked door, but Bel doesn't recognize where it is.

At this point the player can go out going on using **K3** and **K1**.

This stealth-puzzle floor has been digitally prototyped:

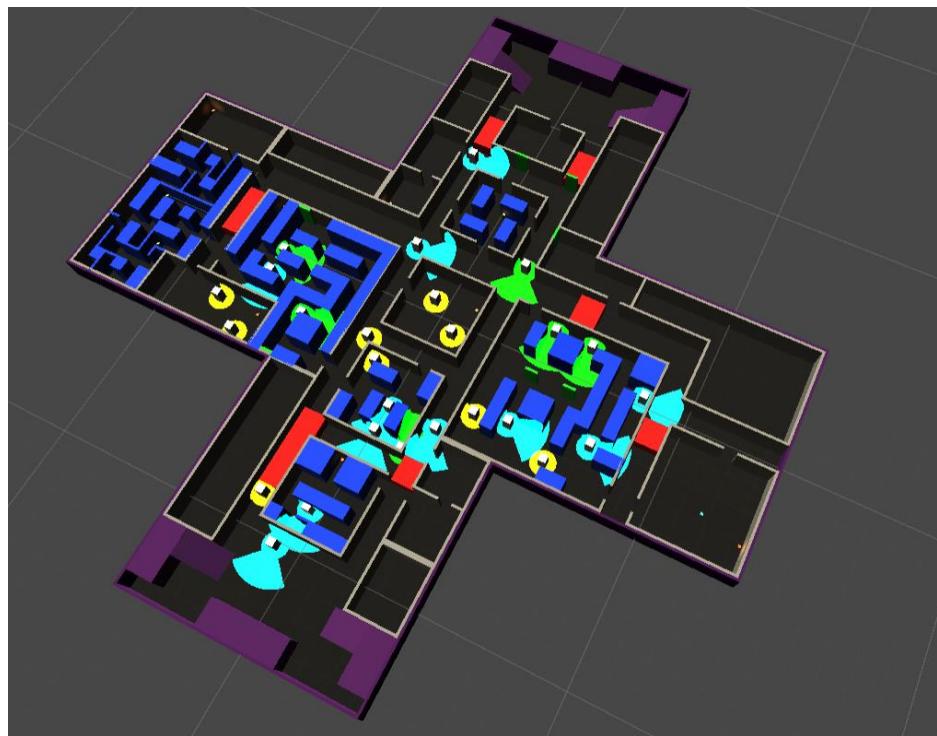


Figure 20: Digital Prototype of Floor 2 – view from above

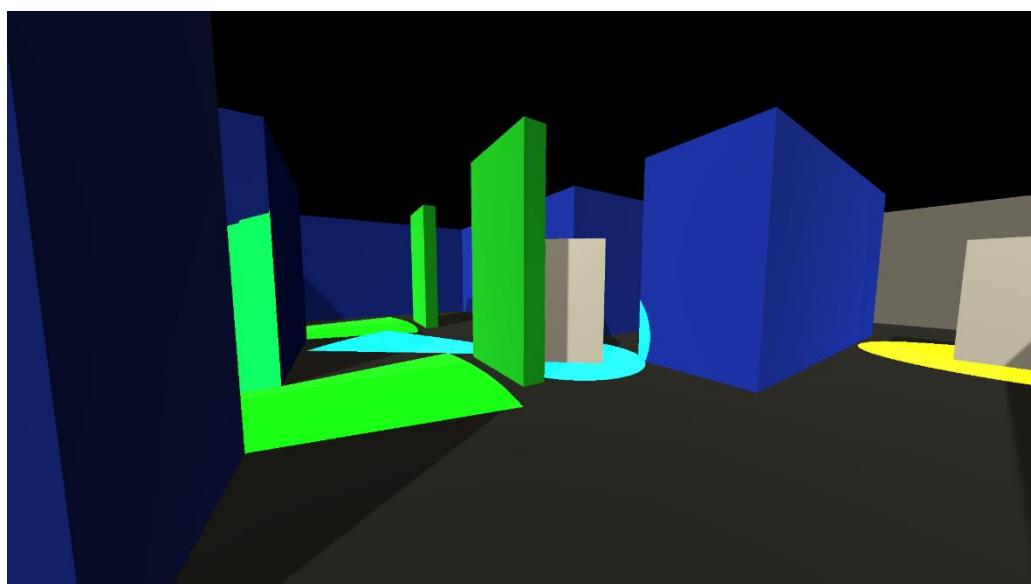


Figure 21: Digital Prototype of Floor 2 - agents

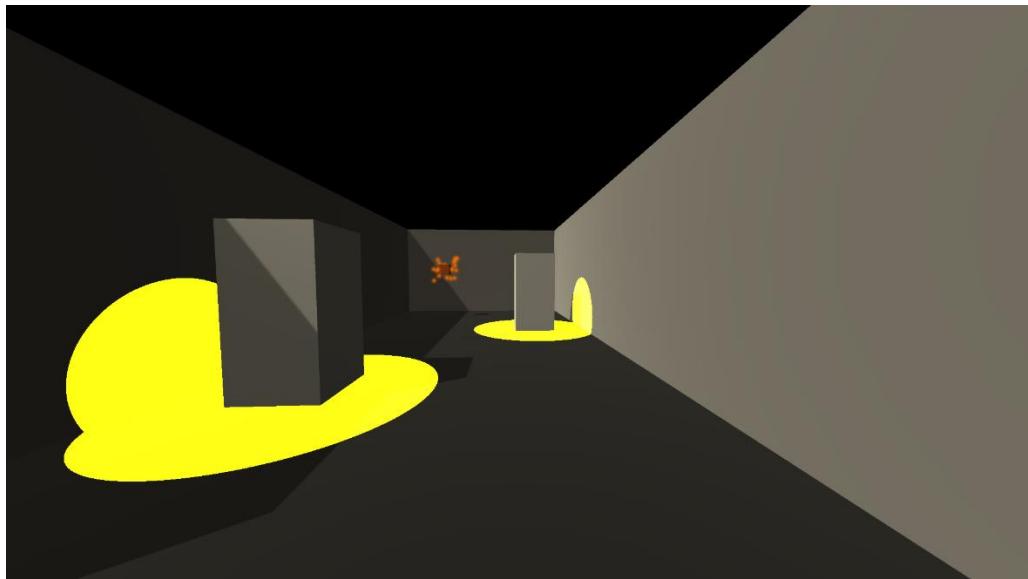


Figure 22: Digital Prototype of Floor 2 - agents & item

Floor 4

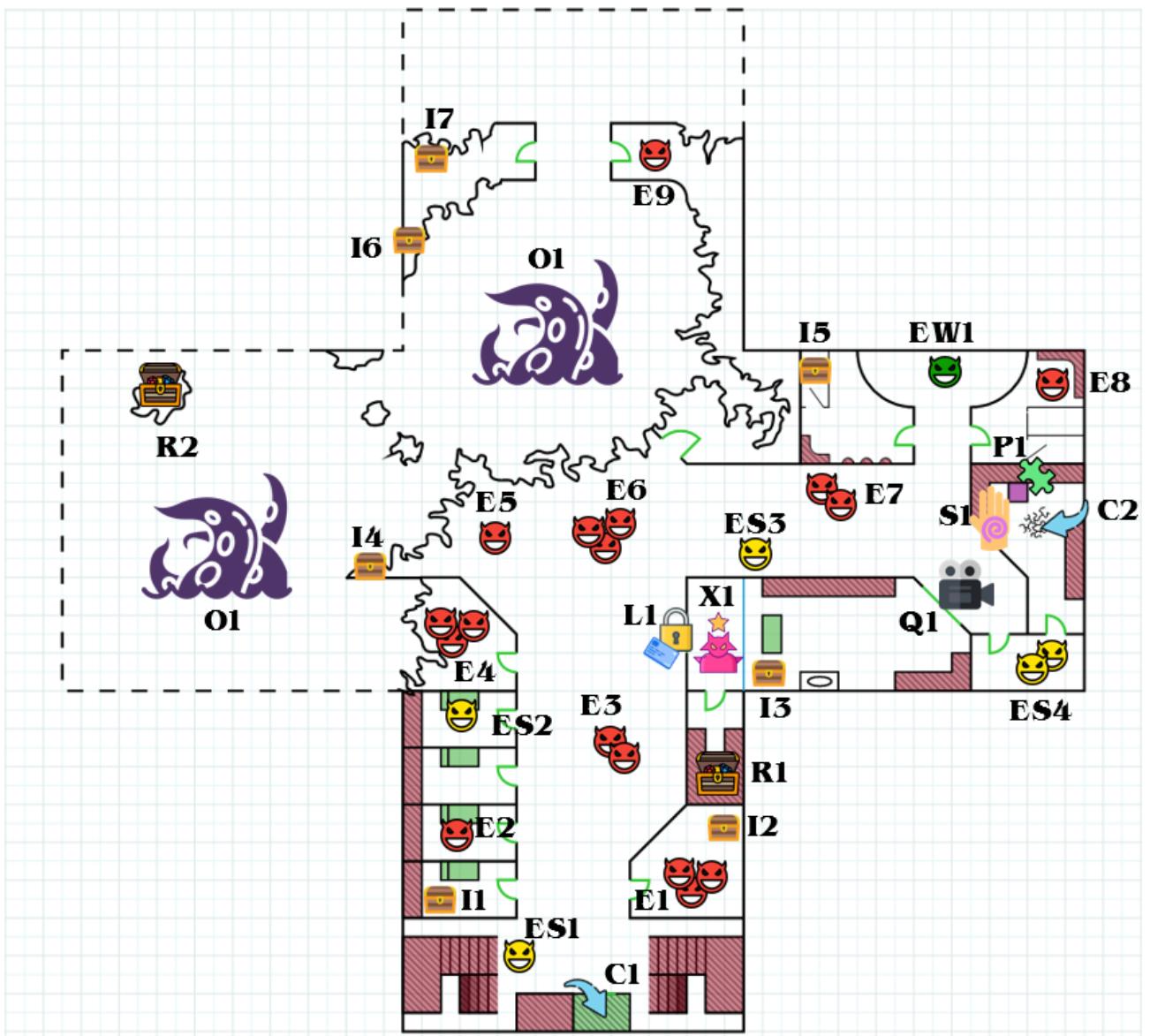


Figure 23: Floor 4 map

Map Legend

- **C1** is the elevator
- **C2** is the passage through the floor created with **S1**
- **O1** is a carpet of black roots that denies visiting half of the floor
- **L1** can be opened with the *Officer Badge*
- **Q1** shows Bel reliving her darkest memories in the experiments room
- **S1** is a safe that can be lifted in air to crash the floor and open **C2**
- **P1** simply asks the player the combination to unlock the safe
- **I1** shines through the books in a shelf, is a "Scroll: Phantasmal Killer"
- **I2** is an "*Upside Fruit Slice*" on the floor
- **I3** is a box containing a "Superconductor"

- **I4** is an “*Upside Fruit*” blossoming from a black twig
- **I5** are 3 units of *Yellow Slime*
- **I6** is a metallic box containing a “*Potion of Vitality*” and a “*Potion of Mind*”
- **I7** is an “*Adamantine Scale Mail*” shining between the roots on the walls
- **R1** is a golden box containing the “*Nine Lives Stealer*”
- **R2** needs good jumps and *Passwall*, but rewards with a *Ring of Free Action*
- **ES1** is a Chuul slumbering on a bed of roots on the staircase
- **E1** is a group of two Chuuls and an Ankheg
- **E2** is a Chuul
- **E3** is a couple of Displacer Beasts quarreling each other
- **ES2** is a dormant Ettercap
- **E4** is a trio of Carrion Crawlers falling from the ceiling (surprise attack)
- **E5** is an Ettercap
- **E6** is a Slaad carrying its two tadpoles on the shoulders
- **ES3** is a sleeping Slaad
- **E7** are a Chuul and an Ankleg
- **ES4** are two Carrion Crawlers playing dead like cockroaches
- **E8** is an Ettercap in the women’s bathroom
- **EW1** is a thoughtful Ettercap looking outside
- **E9** is a Slaad
- **X1** is the secret boss of this level, a Gibbering Mouther

Description

Floor 4 is the last accessible floor without having the *Officer Badge*, and it’s densely populated by monsters and roots. None of the floor’s elements are required to advance in the story, exception made for **S1**, that’s instead one of the pieces to meet the first twin. So the main objective of the floor is to use Bel’s telekinesis on a safe to dig a hole where’s a crack in the floor, and then descend to Floor 3. The game doesn’t advice the player on how to proceed, but at the end of **Q1** (that always triggers in proximity of the experiments room) Nate suggests finding a way to reach Floor 3.

N: Damn, this is... *turns towards Bel*

B: *steps back, rattling* No!

Flashes of Eleven’s past increasingly overlap. The water hub experiment, the sensory deprivation, the psychic devices, that time touching the Demogorgon...

B: I KNEW WE SHOULD HAVE NEVER COME HERE! *starts crying*

N: Nonono don’t... crap...

B: *cries noticeably*

N: Listen, if we’re here alive it’s just because of how strong you’ve

become!

B: *sniffs*

N: Your demons are nothing compared to the things we've just kicked!

B: ...So I'm the strong one? *smiles*

N: Don't flatter yourself, girl, the big brother is me!

N: By the way, is this an experiments room?! This devices are...

B: ...Different?

N: ...Pure barbarism! Of course they're different!

B: Have you ever been tied with that? *points towards a psychic scanner*

N: Of course not! Do you think I'm a rat?!

B: So I'm the strong one. *smiles brighter*

N: I grant you. However, I don't see anything relevant here, we should hurry to find a way to the missing floor.

B: ...Are you... scared?

Apart from these two core elements, everything else is optional.

Floor 4 is a great place to farm XP and loots if the player wants, and it's full of collectibles as well. Starting from the elevator, we can see a Chuul (**ES1**) sleeping on the left staircase. The elevator's ringing sound once arrived has disturbed its sleep, and it's shaking a bit. Standing still for some seconds is the only way to avoid it, otherwise the Chuul wakes up and starts chasing Bel and Nate. The first room at the right is a depot that contains two Chuuls and an Ankheg (**E1**). Beating them opens the way to an Upside Fruit Slice (**I2**). The room on the left is the first of four similar grey-white restrooms, with a bookshelf, a carpet, a desk and a basic bed, like a prisoner's cell. The first one hides the Phantasmal Killer Spell Scroll (**I1**) between the books, while the second and the fourth ones contain respectively a Chuul (**E2**) and a dormant Ettercap (**ES2**), with the same pattern as (**ES1**) not to wake it up (this time it gets disturbed by the door opening). Right after the fourth restroom, there's a hall partially devoured by black roots that's apparently empty; just some steps inside, and the characters are surprised by a trio of Carrion Crawlers (**E4**) falling from the ceiling.

The large corridor hosts two Displacer Beasts quarreling at each other (**E3**), and there's a locked room (**L1**) on the right wall: It's the observing room just behind the fake mirror in the experiments room, and can be accessed only with an *Officer Badge*. After having obtained the badge at Floor 3, the game forbids the player to come back on her steps, allowing only to visit Floor 5 and then Floor 6, so this room cannot be visited until the level is finished. Luckily for the player, because there's a dangerous Gibbering Mouther inside (**X1**), a secret boss that's too early to be fought safely. Defeating it will give the player access to the linked room that contains the legendary *Nine Lives Stealer* (**R1**).

The central hall is populated by an Ettercap (**E5**) and a Slaad with its tadpoles (**E6**), both of them prone to attack you. A forest of black roots literally created a sinkhole on half of the floor, and the player can spot the third floor by looking down from the edge. The player needs to be cautious when approaching the edge, because falling on the roots means taking 5% maxHP damage on both characters, and respawning back on the floor border. With a bit of shrewdness, the player can glimpse a small passage under the grey vines grasping the low of the western wing, in which she can find them flowering into an Upside Fruit (**I4**). The roots have left some floor platforms in the hole to jump on, with a bit of precision; once at the third platform, next to the last bit of wall left, Bel needs to know Passwall and use it to create a magic bridge and reach the rare Ring of Free Action (**R2**).

The upper part of the map can be reached if the player notices another fissure between the vines and the windowed wall, inside the room behind the Slaad. Walking along the windows leads the player against another Slaad (**E9**), quite hard to dodge because of the narrow space. Behind the monster, the door leads to the void, but it can be surpassed if Bel has learned Jump, with a bit of coordination and run-up. The player gets her athleticism rewarded with an Adamantine Scale Mail (**I7**) and the Potions of Vitality and Mind (**I6**).

Finally, the right wing begins with a dormant Slaad (**ES3**) and a Chuul and an Ankhleg (**E7**) roaming close to each other. Turning left from the corridor leads to the bathrooms surrounding a small semicircular hall with a thoughtful Ettercap (**EW1**) looking out of the windows, that can be taken by surprise. The men's bathroom hides three Yellow Slimes (**I5**), while the women's bathroom hides... another Ettercap (**E8**). Turning right from the corridor triggers **Q1** and then leads to the experiments room, in which the player can observe the devices used to make experiments on Eleven and can find a Superconductor (**I4**). Also, if Bel stands still in front of the fake mirror for three seconds, a number of yellow eyes (belonging to the Gibbering Mouther) blink on the mirror for an instant with a jumpscare sound effect and the lights dimming briefly (triggers only once). The room in angle connects the corridor to the safe depot and hosts two belly-up Carrion Crawlers (**ES4**), which can be dodged with a silent walk around them. The last room to visit is a storage room, with a big old black safe that has to be lifted up and thrown on the crackle to create a hole and finally the passage for the third floor (**C2**). The player can try to unlock the safe (**P1**) in different ways, but the only method is to learn the combination from a specific memory that can be found at the Quarry, at the very end of the game, or bruteforce it up to 1million times (6-digits). Solving **P1** requires the player to remember the combination, then restart the game from outside the Quarry and come back to insert it. The safe contains nothing at all, but rewards the player with one of two Achievement Trophies:

- The Trophy “Gamefaqs addict” if the player inserted the code in her first run of the game, without having learned it from a later Memory of course
- The Trophy “Burglar Bel” if the process was done correctly

Floor 3

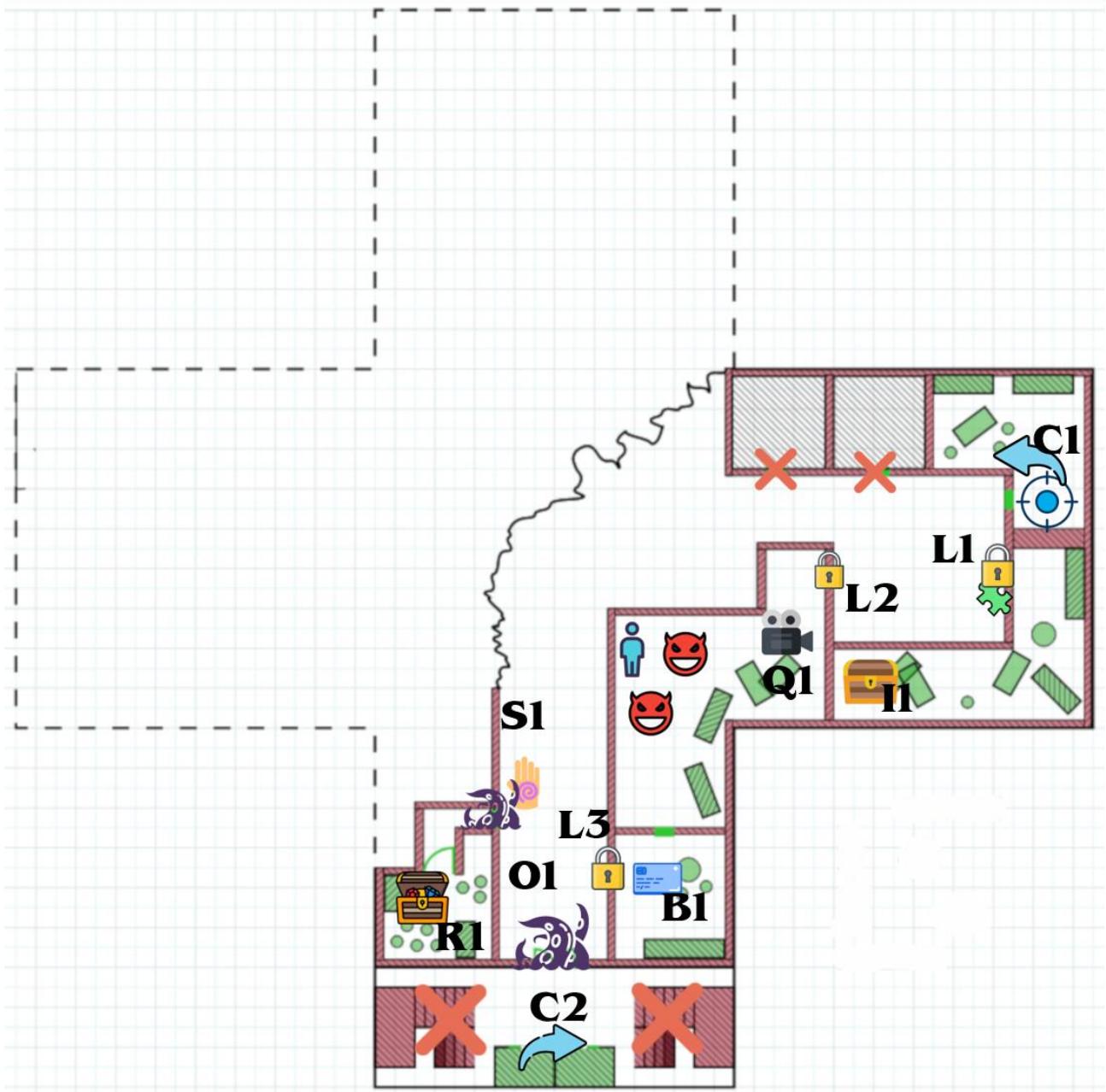


Figure 24: Floor 3 map

Map Legend

- **C1** leads to Floor 4
- **C2** leads to elevator
- **I1** item
- **R1** rare item
- **L1** locked door, opens solving puzzle badge
- **L2** locked door, opens only after collecting the Memory on Floor 2
- **L3** locked door, opens when the cutscene ends

- **Q1** Cutscene
- **B1** Badge for the elevator
- **S1** Obstacle to overcome with Spell
- **O1** Obstacle, disappears after cutscene

Description

Floor 3 is partly ruined, the elevator is not working and most of the doors can't be opened: in fact, all North Area, West Area and half of Centre Area are not accessible because of giant dark roots that are entangling everything.

The only way the player can get to Floor 3 is by jumping down a hole in the ground of Floor 4, previously made by smashing a huge and big safe onto it, and landing on the floor of an old studio. The safe, once on the ground of Floor 3, can be used by the player to get to the upper floor jumping over it and then jumping again in order to climb up the wooden boards (**C1**). This is useful because since the only way to go on with the story is to unlock **L2** and since there is no special order to visit Floors 1,2 and 4, it guarantees the player a way to not to be stuck on Floor 3, allowing her to come back and visit those missing part she needs to proceed.

Once on Floor 3, the player easily understands that basically everything is locked: only **L1** door can be opened, but only if she has got the Badge placed in Floor 1, solving the same kind of puzzle of the Kids Rooms. Once got in, the player can find a useful item to improve her skills.

If the player has a look at the conjunction point of Centre and South Area, she can notice that there is an obstacle made of little roots that can be easily overcome by using one of Bel's skills (**S1**): this will lead the player to a secret area containing a very rare item. At the end of the corridor placed in the South Area, if the player hasn't unlocked L2 yet, she can find out that another huge amount of roots (**O1**) is blocking the way out.

N: Weeeeell... I don't think this can be bypassed, at the moment.

Once collected the Memory of Floor 2 it's possible to proceed with the story, automatically unlocking L2 using the code got from it. Here starts a <Cutscene> (**Q1**) showing a ghost-like soul with the shape of a kid crouched in an angle of the room with some mobs roaring against him. Instinctively, Bel tries to protect the friendly soul, but as he turns his eyes on her, the boy screams aloud, annihilating the mobs next to him and causing a blackout on the entire 3 Floor.

N: *opens up his eyes, astonished*

B: I was right! Someone to save! *runs after the soul*

N: No!

S: *screams loudly*

lights off

N: Shit!

As Nate lights a little fire to see what's left in the room, Bel notice that the boy has disappeared and there's a badge on the ground (**B1**) that she collects.

</Cutscene>

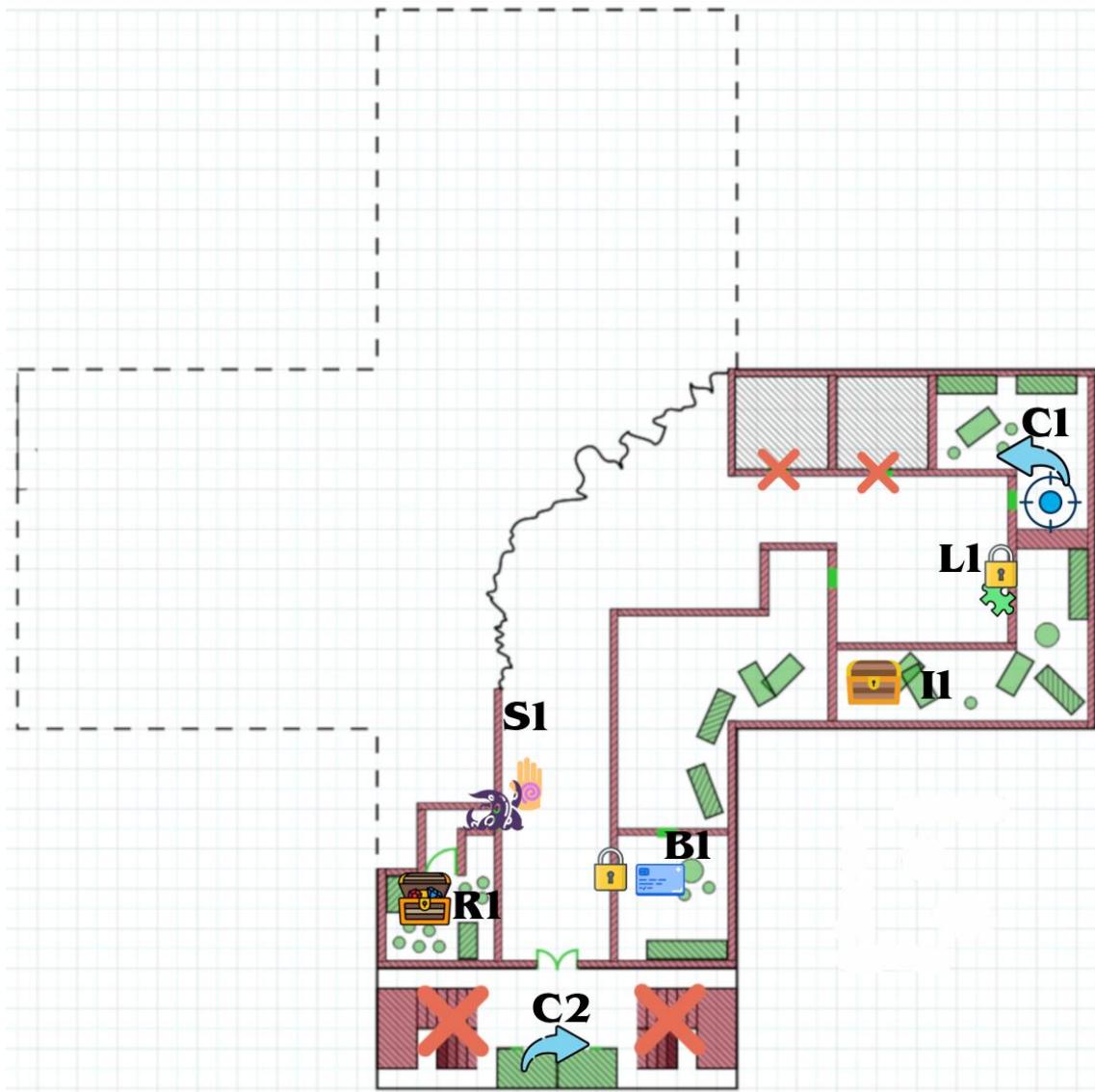


Figure 25: Floor 3 map after cutscene

Now, the door (**L3**) is unlocked and the corridor is finally free from the black roots. There's no choice here, the player is forced to visit Floor 5, using the Elevator.

Part 5 - The Twins - Floor 5

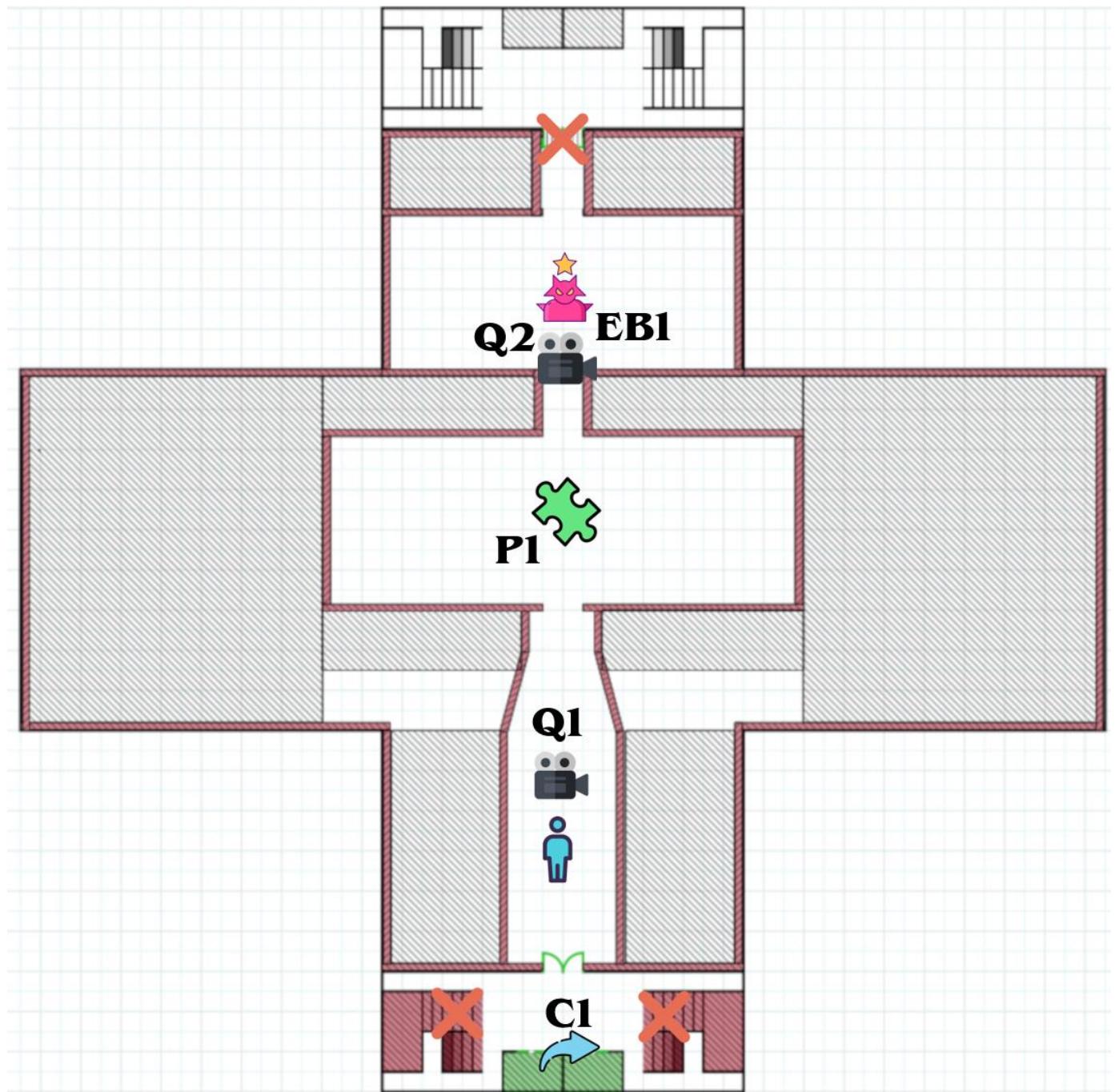


Figure 26: Floor 5 map

Map Legend

- **C1** leads to elevator
- **Q1** Cutscene
- **P1** Sequence of Puzzles inside the Illusion
- **E1** Enemy Boss

Description

<Cutscene> (**Q1**): As the player lands on Floor 5, she finds the ghost-like boy staring at Bel with his red left eye. As Bel tries to get in touch, the kid turns back and runs away.

B: *Wait!*

She tries to follow him but immediately notices that the area is not normal: she's walking inside of a sort of illusion spell that creates dangerous puzzles on her </Cutscene>.

Bel and Nate are now in the middle of some kind of distortion that present them different challenges to overcome (**P1**).

Puzzle 1

They find themselves in a strange round room in which there are 3 different doors with strange symbols painted on them. The player is in the centre of the room and can observe that there are 4 different moving circles with a kind of "path" carved into them.

N: *Where in the hell are we?!*

B: *I'm confused too.*

N: *What does this mean?!*

B: *Don't lose your temper. *disgusted face**

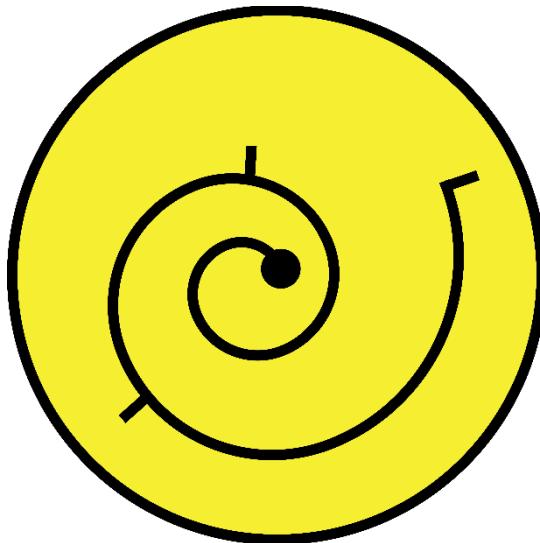


Figure 27: Symbol of Puzzle 1

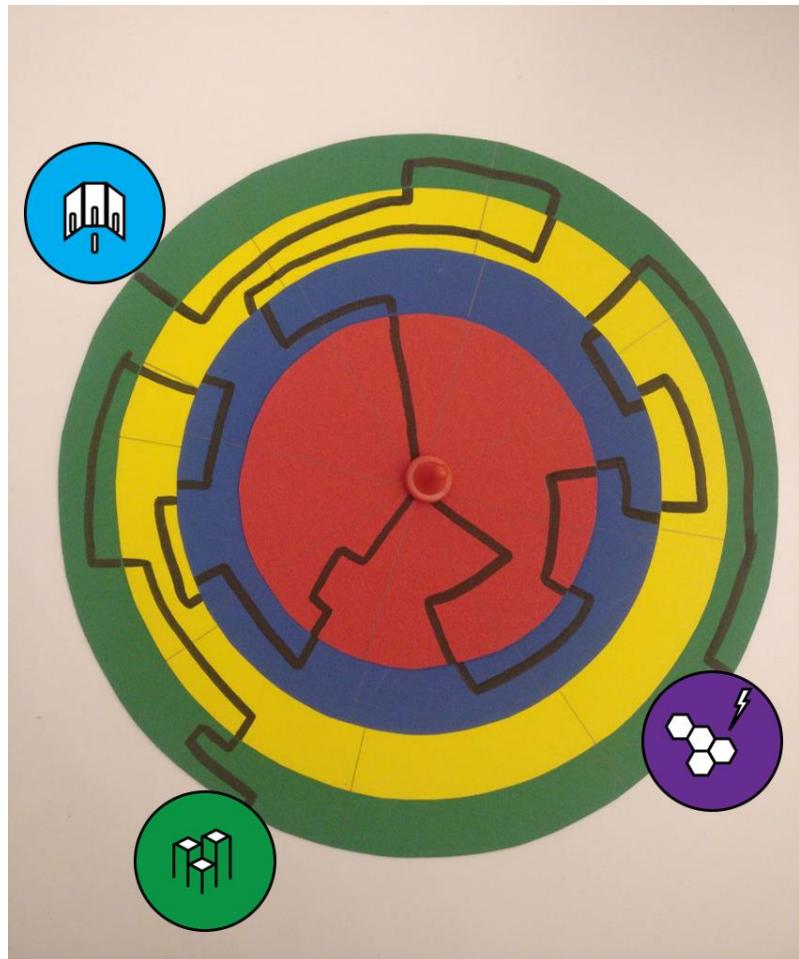


Figure 28: Physical prototype of Puzzle 1 – optimal solution

This is the first part of a big puzzle: the player has now the duty to move the circles in order to connect a path leading to all the three doors in the room. There is one solution that allows to reach all of them, while there is another (simpler) that open only one door at a time. Opening one of the doors makes the player discover what's behind (=another puzzle, of course).

From now on, this room will be called as “Puzzle 1”, aka “The Starting Dot”.

The doors in Puzzle 1 leads to:

- Puzzle 2: *Mirror Maze*
- Puzzle 3: *Hidden Path*
- Puzzle 4: *Growing Platforms*

The only way to get out the illusion is to solve them in the correct order. Every time the player solves the right puzzle, she will see the corresponding symbol appearing on the UI.

This puzzle has been playtested and prototyped in a physical form.

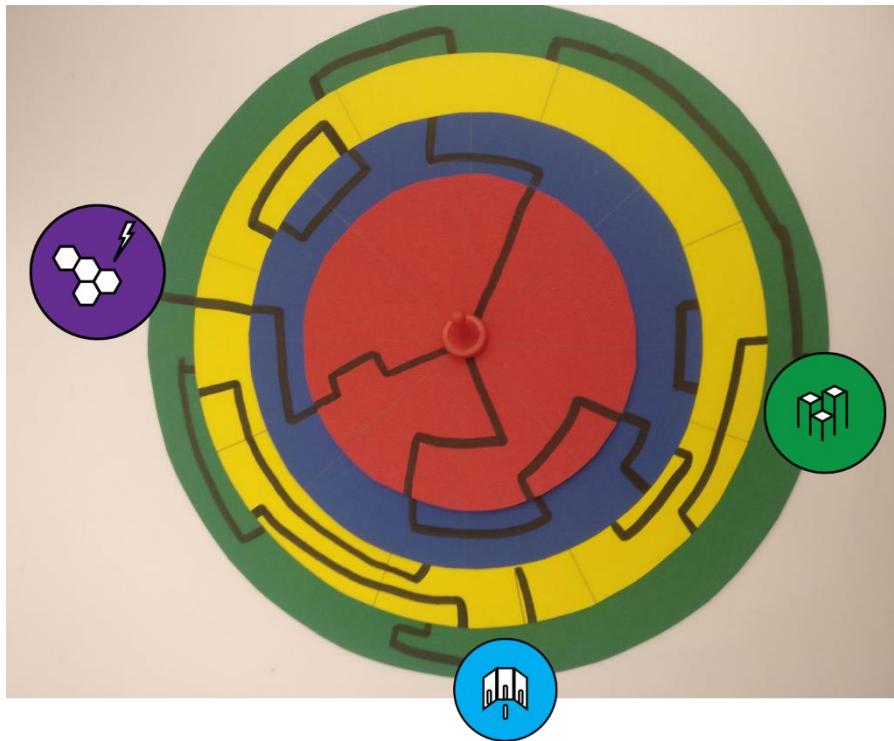


Figure 29: Physical prototype P1 - one solution

Puzzle 2

“Puzzle 2” is the Mirror Maze. This puzzle is entirely made of mirrors, and the player has to find the path leading to the doors and choose the right one in order to proceed and try to exit.

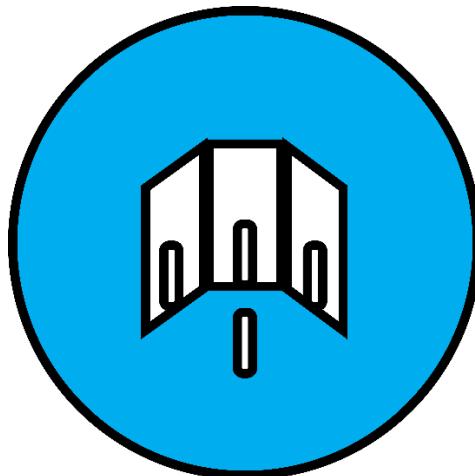


Figure 30: Symbol of Puzzle 2

As shown in the figure below, there are 4 doors in total, leading to:

- Puzzle 1: *The Starting Dot*
- Puzzle 4: *Growing Platforms*
- Puzzle 5: *The Stairs*
- A rare item: *Staff of the Storm*

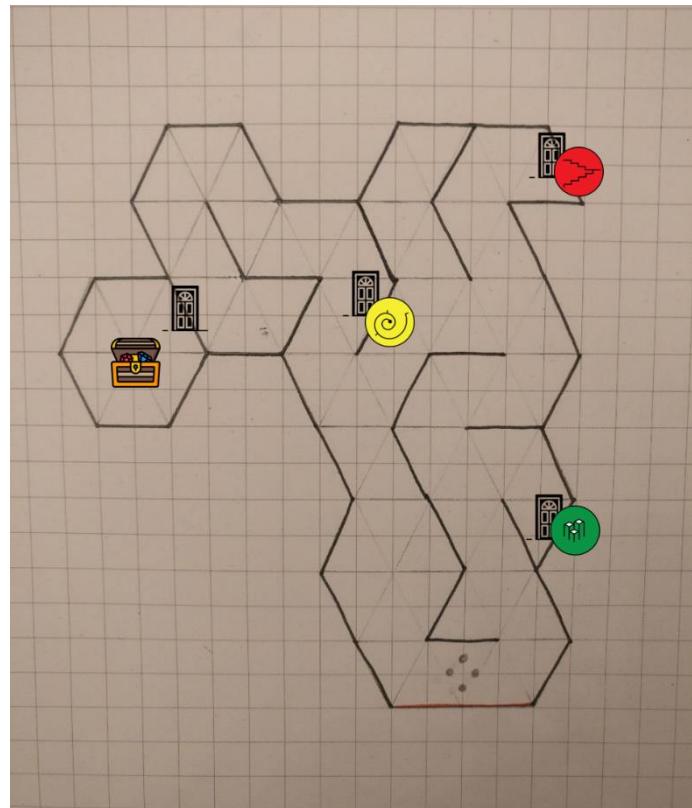


Figure 31: Design sketch of P2

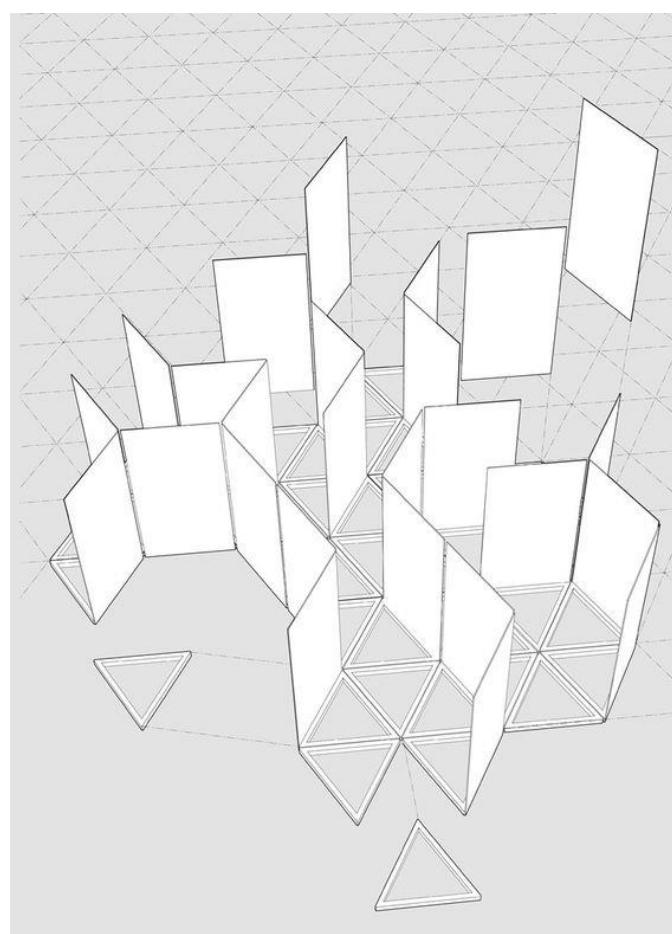


Figure 32: 3D reference for P2

This puzzle has been playtested and prototyped in a digital form.

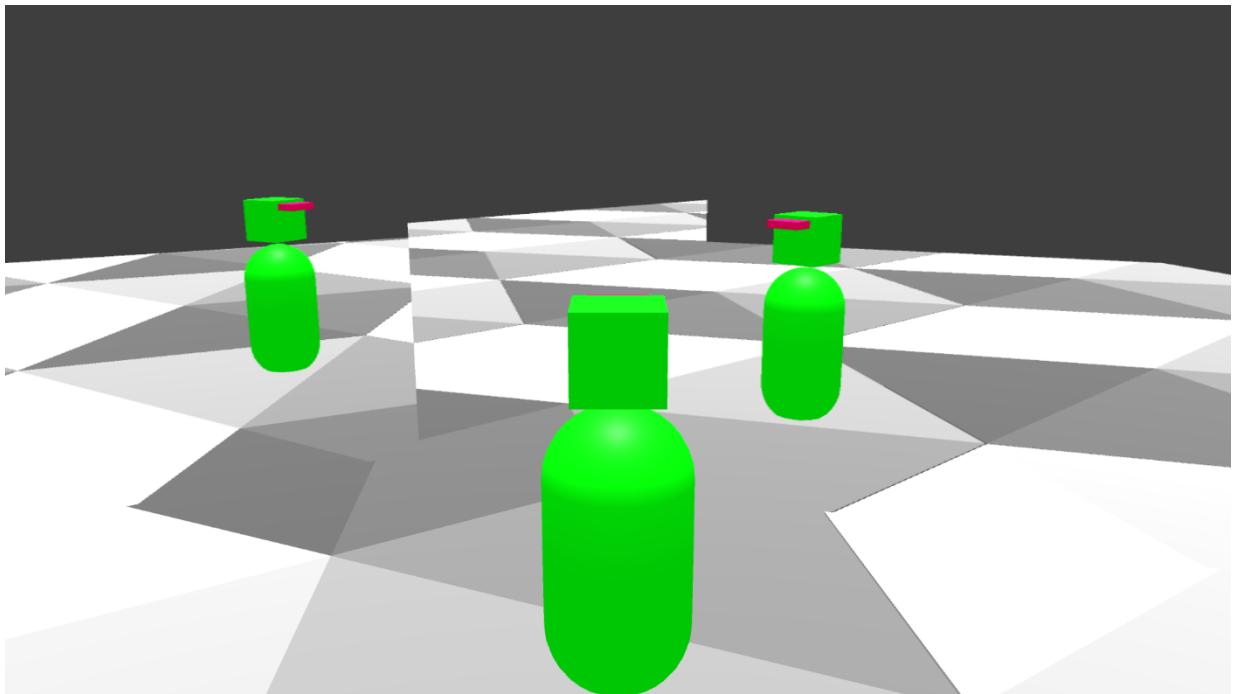


Figure 33: Digital Prototype – some mirrors ahead

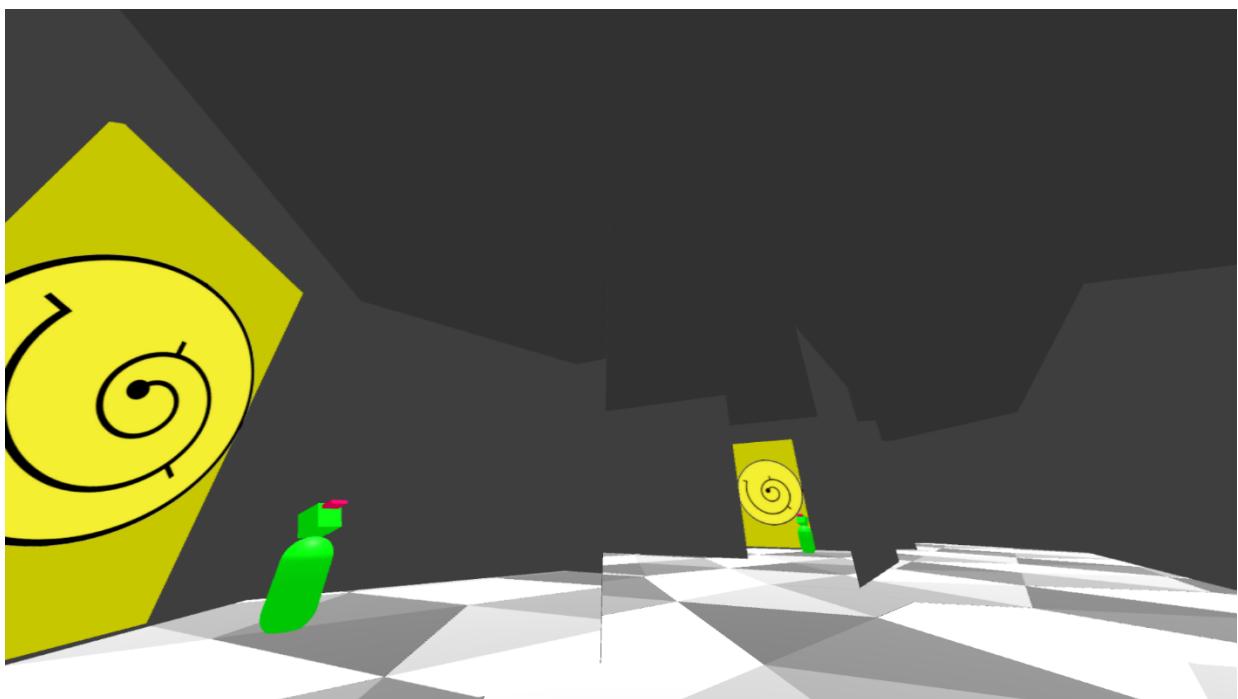


Figure 34: Digital Prototype – mirrors and door

Puzzle 3

Opening the door with 3 dots will lead to “Puzzle 3”, aka The Hidden Path.

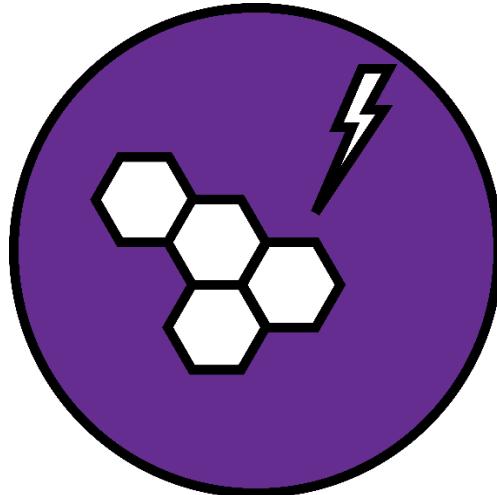


Figure 35: Symbol of Puzzle 3

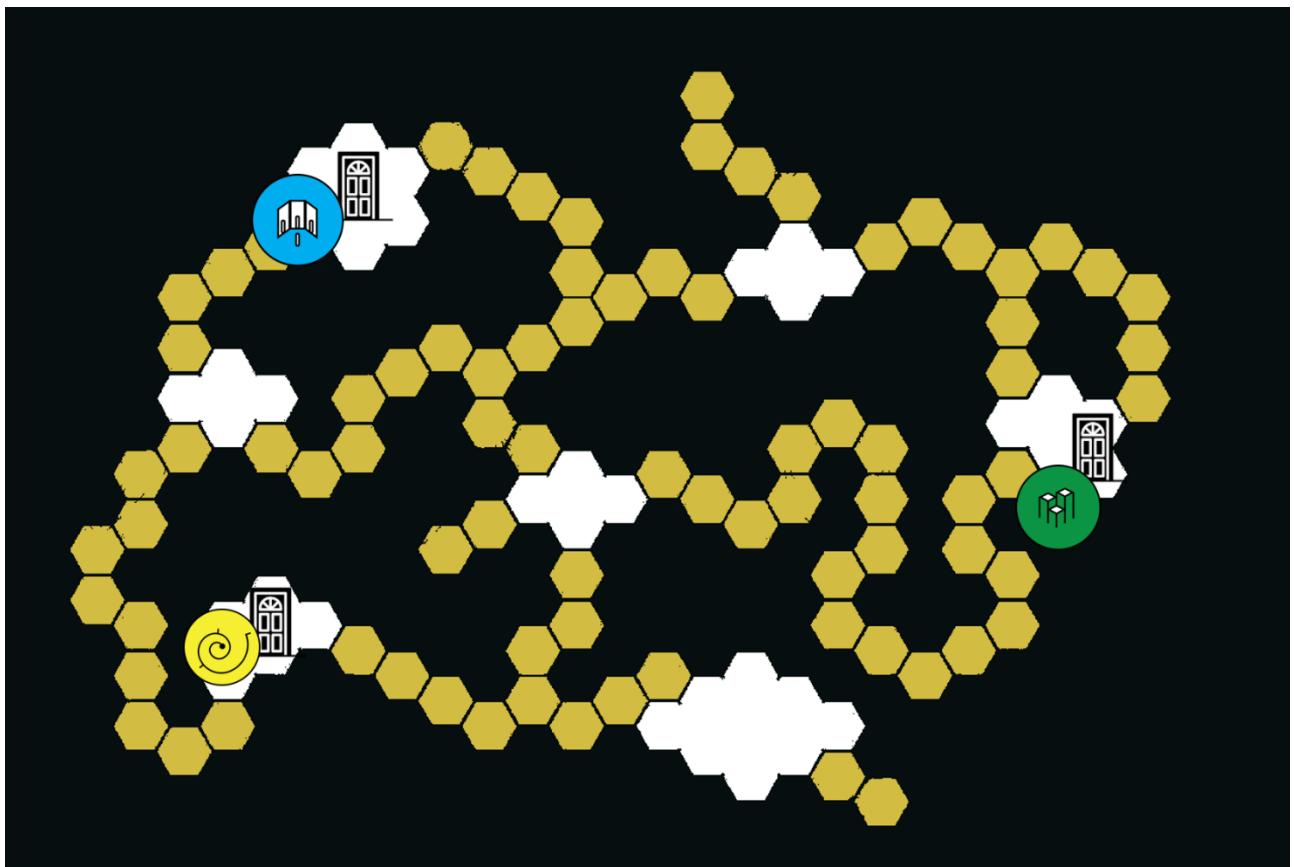


Figure 36: First sketch of P3

In this puzzle, darkness reigns supreme and the player can't actually see. The only visible things are some shining white platforms placed around with apparently no clue: it's necessary to wait for a beam of light enlightening everything to understand that they are connected! So, the yellow hexagons are

visible to the player only for a very short time, but the “flash” happens in a frequency of 3/5 seconds. As usual, the aim is to get to the door that leads to the next right puzzle.

This puzzle is connected to:

- Puzzle 1: *The Starting Dot*
- Puzzle 2: *Mirror Maze*
- Puzzle 4: *Growing Platforms*

This puzzle has been playtested and prototyped in a digital form.



Figure 36A: Digital Prototype - no lights

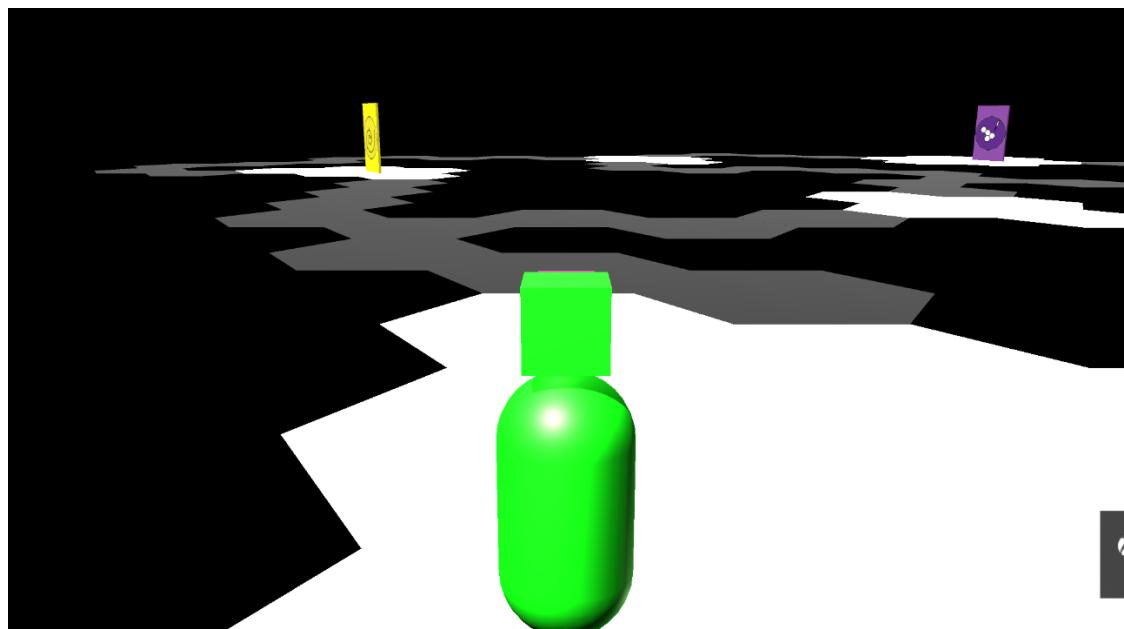


Figure 36B: Digital Prototype - with light beam

Puzzle 4

Opening the door with 4 dots will lead to “Puzzle 4”, aka Growing Platforms.

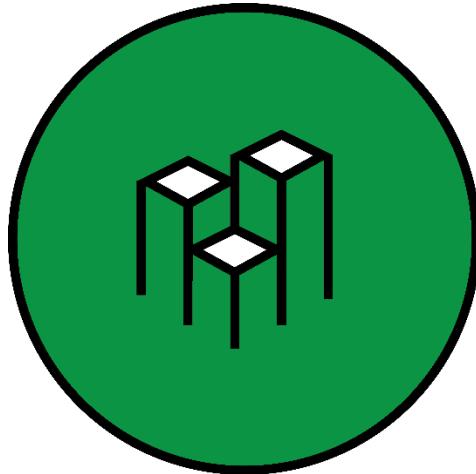


Figure 37: Symbol of Puzzle 4

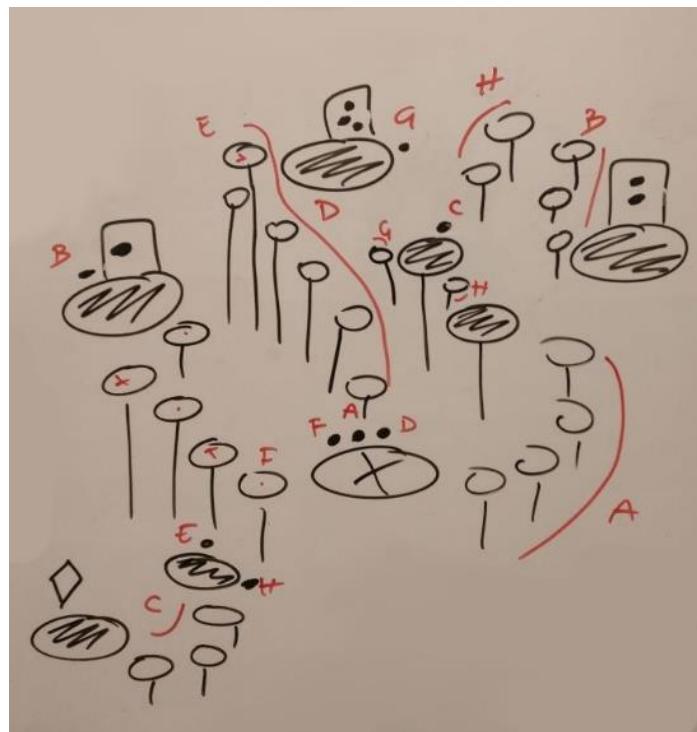


Figure 38: First sketch of P4

The puzzle presents two different kinds of platforms: still and moving. The “still” ones usually contain one or more switches that can enable/disable the platforms of the same colours, making them move bottom-up/down. Again, the aim is the same.

This puzzle is connected to:

- Puzzle 1: *The starting Dot*
- Puzzle 2: *Mirror Maze*
- Puzzle 3: *Hidden Path*

This puzzle has been playtested and prototyped in a physical form.

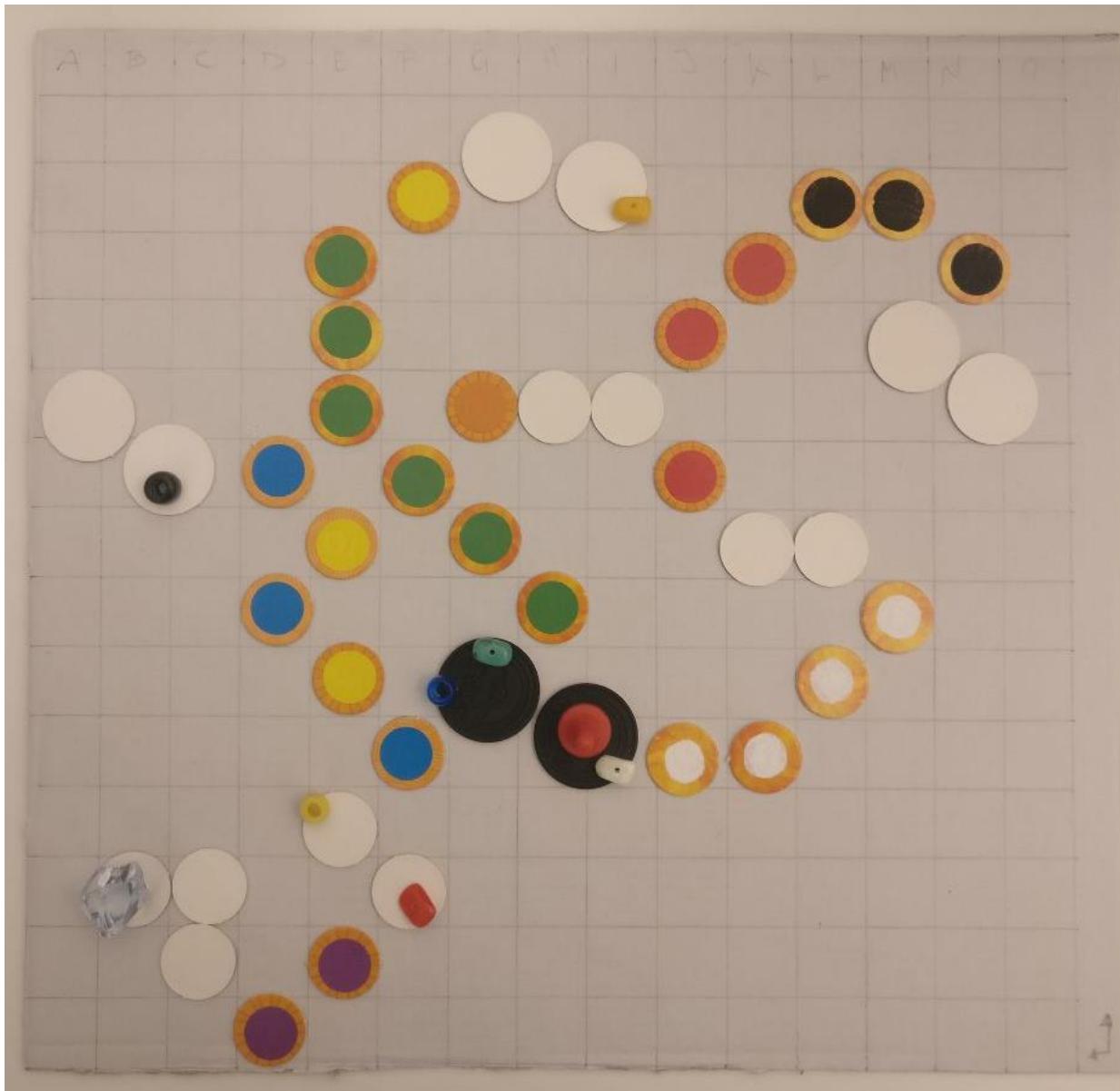


Figure 39: Physical Prototype: view from above

Puzzle 5

The last one, “Puzzle 5”, is called “The Stairs” and it’s connected to:

- Puzzle 1: *The starting Dot*
- Exit

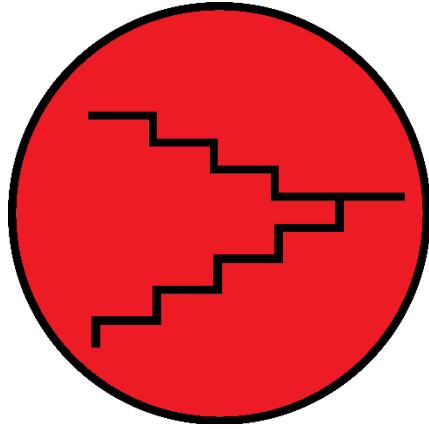


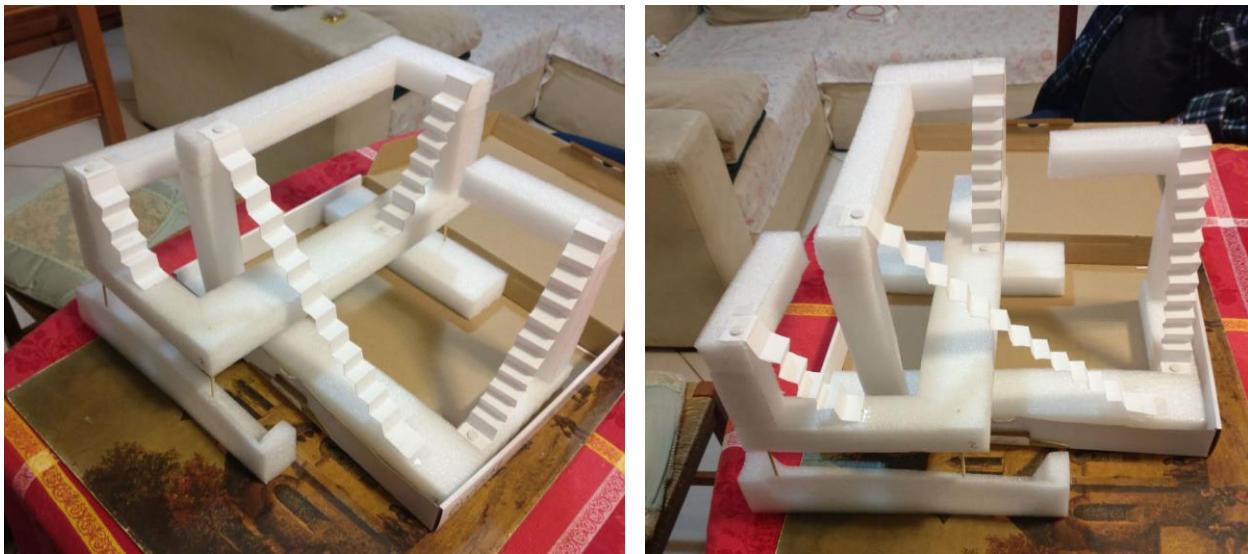
Figure 40: Symbol of Puzzle 5



Figure 41: Reference image for P5

As the first puzzle, this one is more relatable to a “transitional phase”, since there is very little to do: the player can proceed only if the other puzzles have been solved in the right order, and this is traduced in game by the presence or not of the stairs connecting the parts of this particular and strange building.

This puzzle has been playtested and prototyped in a physical form.



Puzzle Connections & Solution

Here's a table to sum up the connection of the puzzles:

Order in Solution	Puzzle Number	Puzzle Name	Connection with others
1	1	The Starting Dot	2, 3, 4
2	3	Hidden Path	1, 2, 4
3	4	Growing Platforms	1, 2, 3
4	2	Mirror Maze	1, 4, 5
5	5	The Stairs	1, exit

Here's a graphic representation of connections and solution:

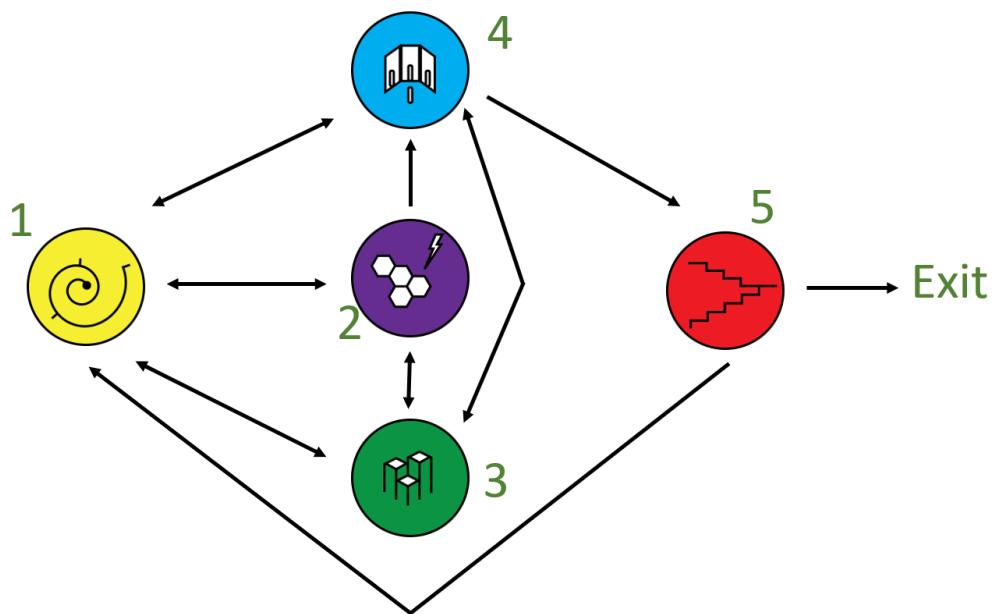


Figure 42: Connections and Solution

When the player manages to get the solution, the team finally exits the illusion, triggering <Cutscene> **Q2**.

Bel finds the boy sitting and looking quietly at his feet, so she asks him his name.

B: Who are you?!

The boy lifts his head silently, revealing a red right eye. Nate yells.

N: He's not the same!

The camera tilts backwards revealing another identical kid, the red-left-eyed one, that screams his rage at her, turning the room in darkness once again. In the complete obscurity, the camera follows two little red lights (the eyes) getting closer and closer, then aligning and starting to grow up and up again. The light comes back, and the player faces an enormous rotting two-headed giant, that broke the ceiling and the walls around </Cutscene>.



Figure 43 The Twins

Boss battle **E1** starts.

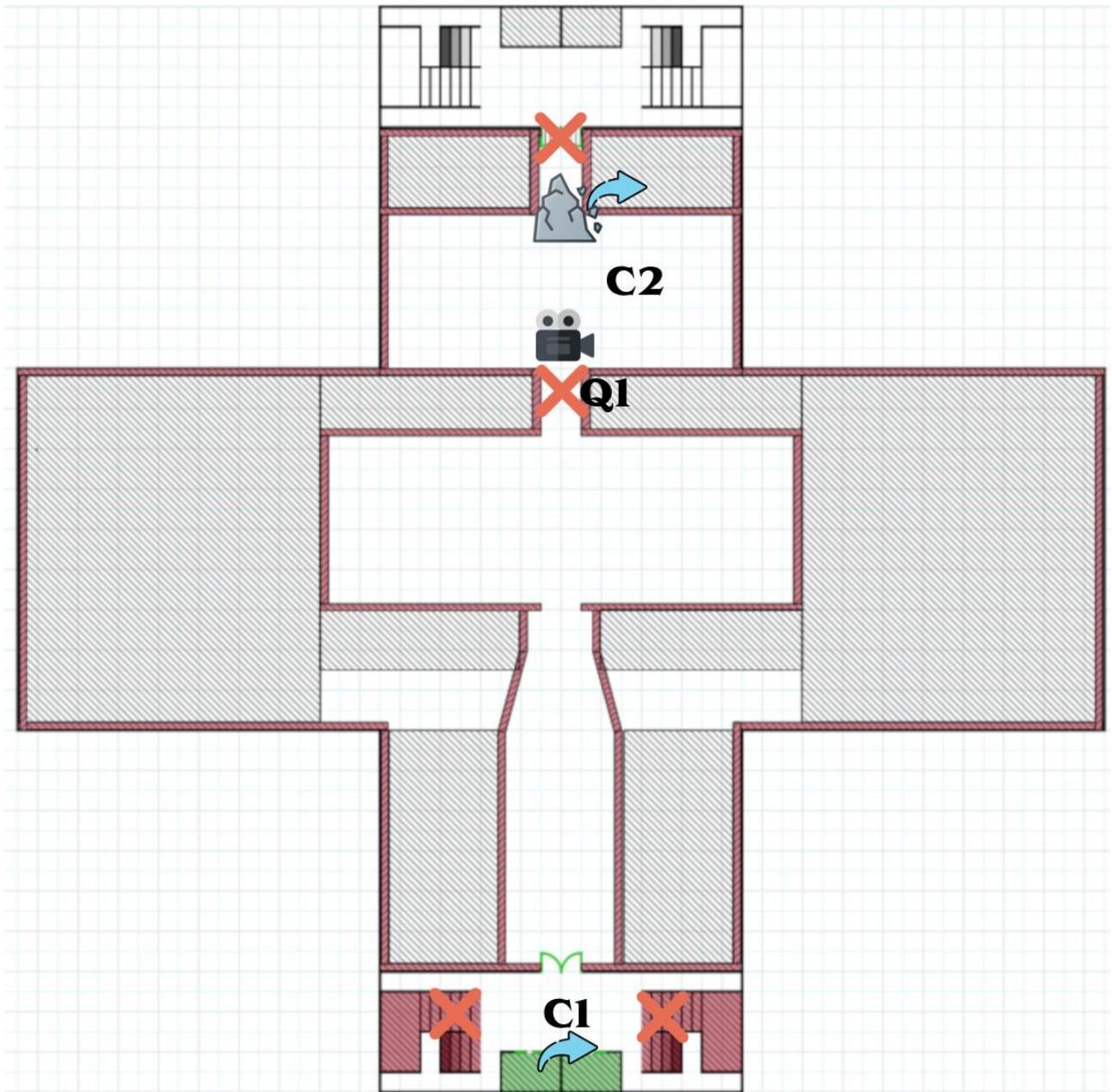


Figure 44: Floor 5 map after boss battle

After defeating the boss, the two boys lie on the ground and Bel starts reading the memories of one of them.

<Cutscene representing the Memory> (**Q1**): Bel sees a laboratory very similar to that place, but there's more space and in a certain way it vaguely recalls a feeling of home. She knows that she's living his Memory, as she were him. The light is warm and there are some green areas. She can see kids getting along with scientist in a garden, and an emblem on the walls that definitely does not belong to her lab. Then she's flashed in a test room, on a chair looking at a monitor, she turns her head and sees one of the twin brother some meters away on another chair, looking at another monitor too. Then a scientist raises an opaque wall between her and the brother and asks her to describe what

she's seeing in the monitor. After the description, the scientist asks her to do the same, but covering her left eye: now she sees that the monitor has a different landscape depicted, the opaque wall is on the other side and the scientist has just changed shape, a girl's shape. The wall is removed, and she can see a kid with a hand over his left eye looking the other way around. She spots the kid removing his hand from his face and finds herself back again on the previous chair, looking at her left arm. It seems that she and her twin can switch and share the sight by simply covering one eye. Another flash and she's in her bedroom, just woke up with a start. There's an emergency siren and she can hear kids crying and people screaming out of the door. She looks at her left hand and bring it closer to her left eye...

...when suddenly a different flash interrupts the Memory vision, and the player is in her real shoes back again, screaming.

Bel never experienced something like that while reading Memories, but she immediately recognizes Nate to have killed the other twin.

B: WHY?!

N: *It was still moving, it could harm you, kill you! I've saved you!*

Bel is furious, because she felt really close to unravel something important and starts yelling at Nate. The dispute is interrupted by an unmistakable roar: it's the Demogorgon! But where is it? </Cutscene>.

The player is back in control of Bel and she can move around, but not so much. The fight made the ceiling collapse, and she can't reach the elevator anymore because it's behind the rubble.

She climbs the rubble and reaches Floor 6, the highest one, and immediately spots a sinister light through the window coming from the Junkyard. Nate casts an explosive spell on the base of the nearest watchtower that makes it fall right beside you, crashing through the windows.

N: Are you coming or what?

B: ... *starts following him*

The couple then goes down the tower as it was a bridge and starts running in the Mirkwood, towards the Demogorgon's base.

6. Level Diagram

Here's a brief vision of the Level Progression:

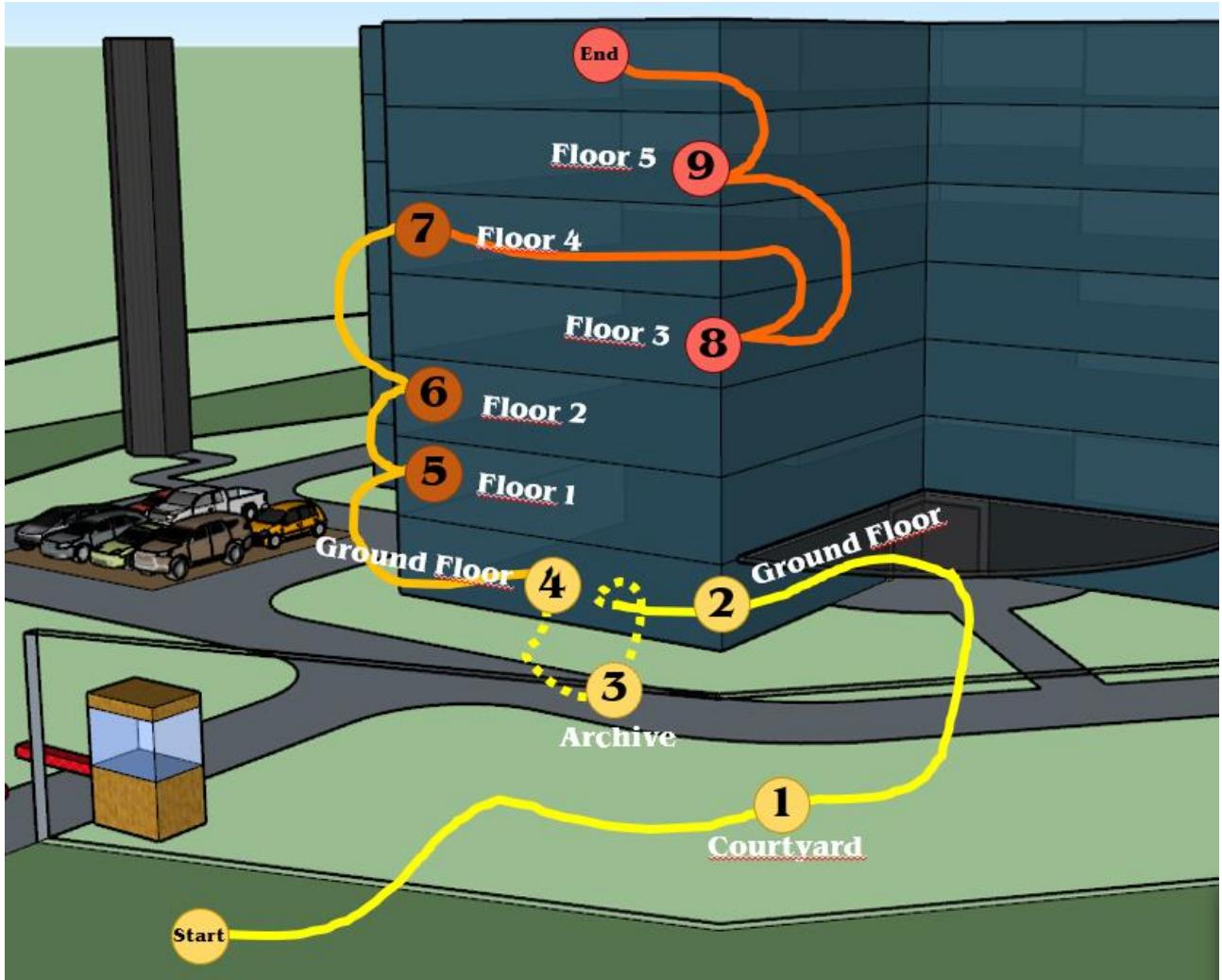


Figure 45: Representation of the Level Diagram

X. Level Flowcharts

This is the representation of the flow of the level “Shockwave to the Past”:

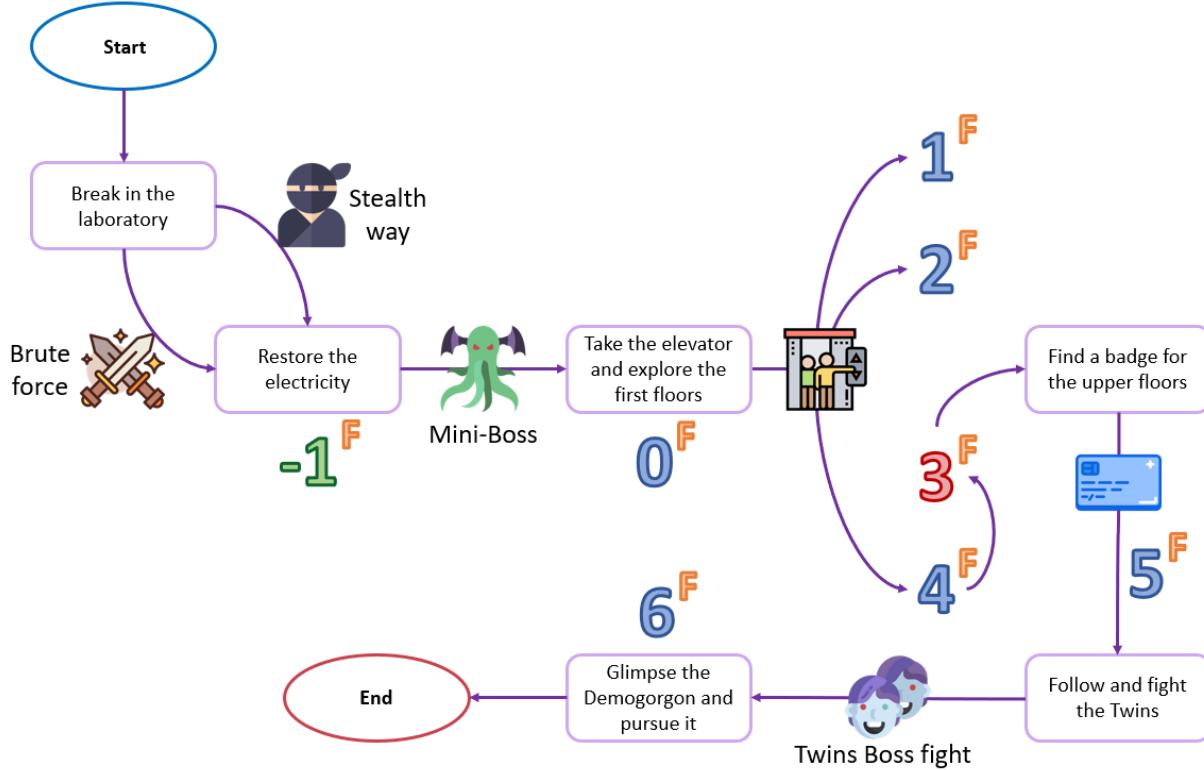
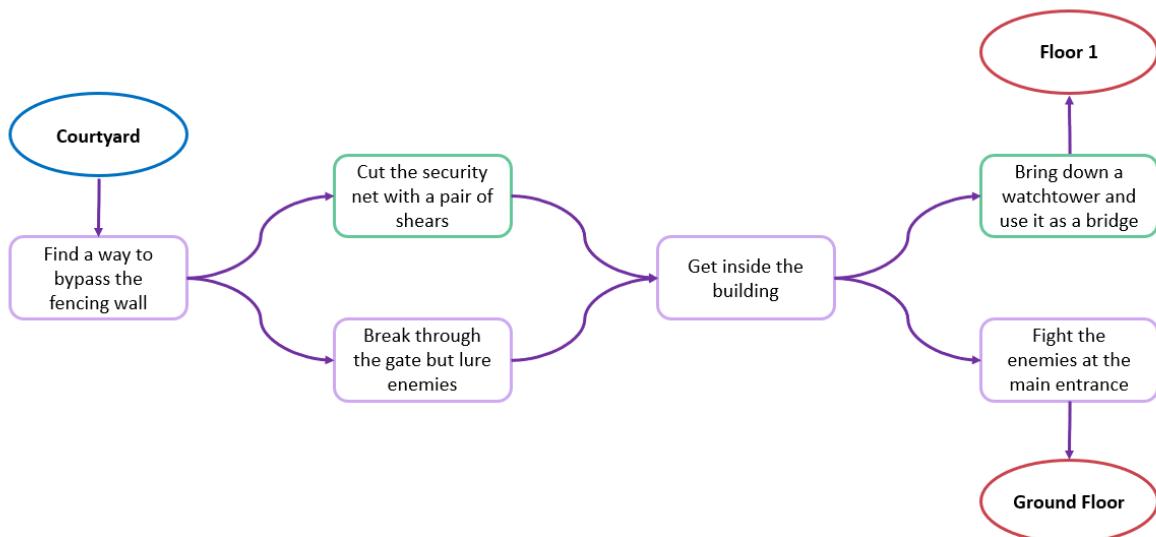


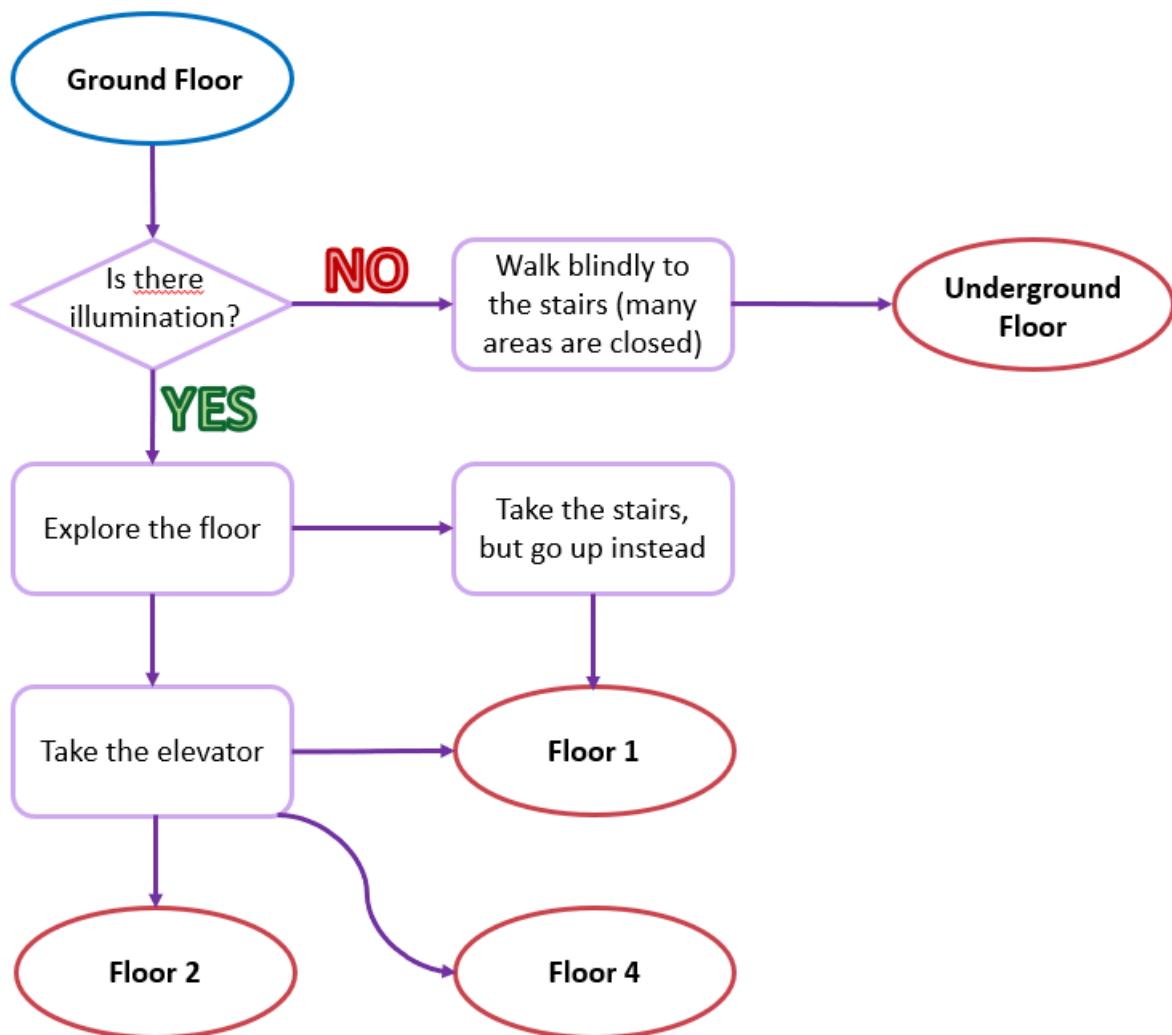
Figure 46: Level Flowchart

Now let's go into details of each part of the level (Floors):

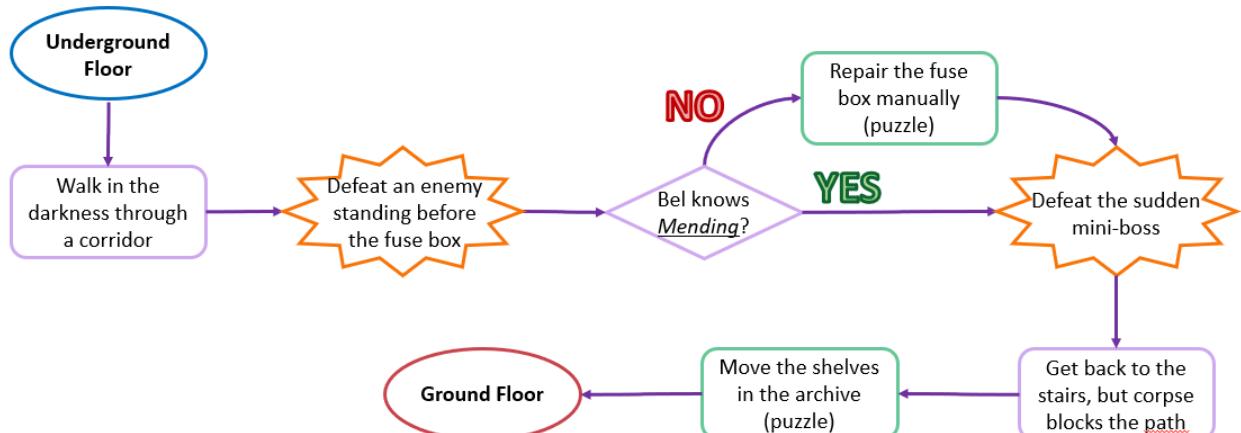
Courtyard:



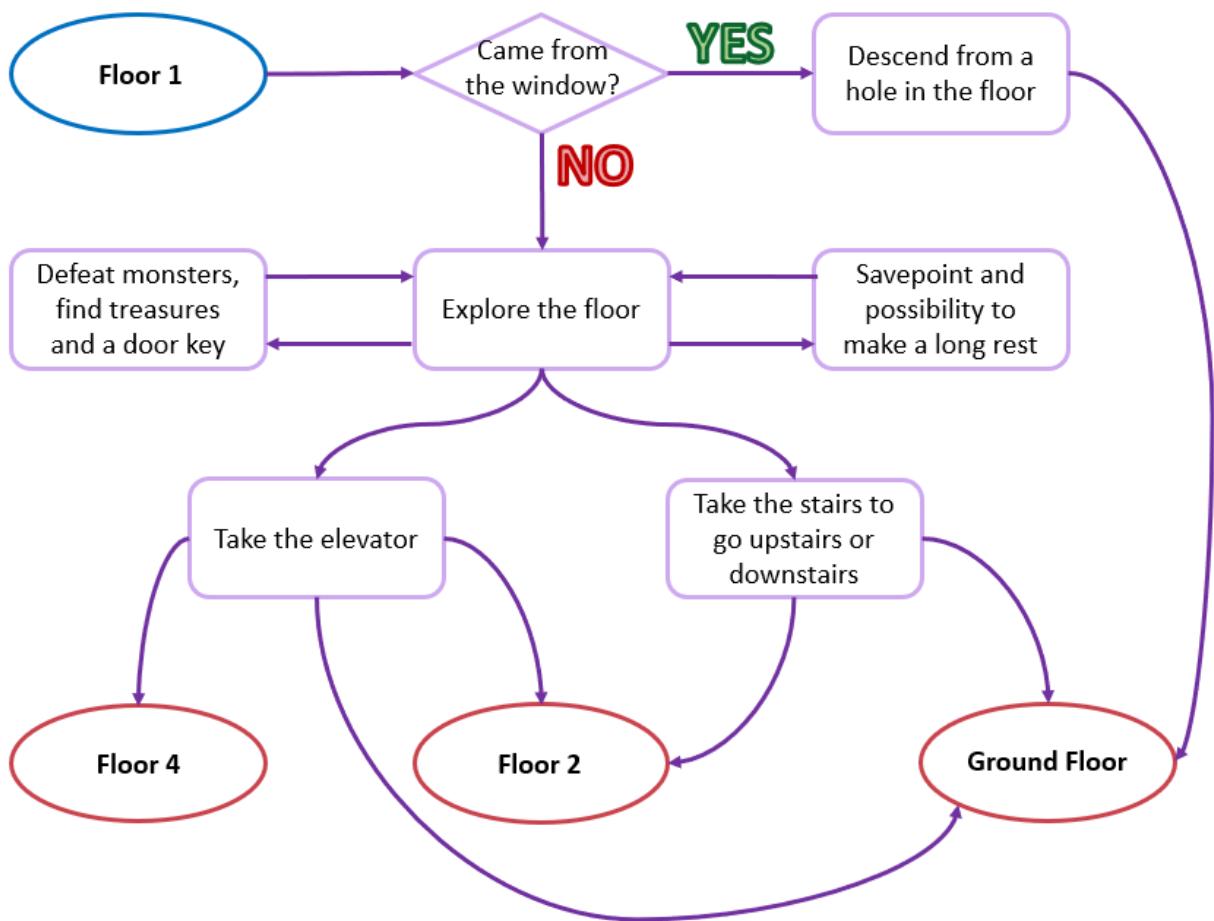
Ground Floor:



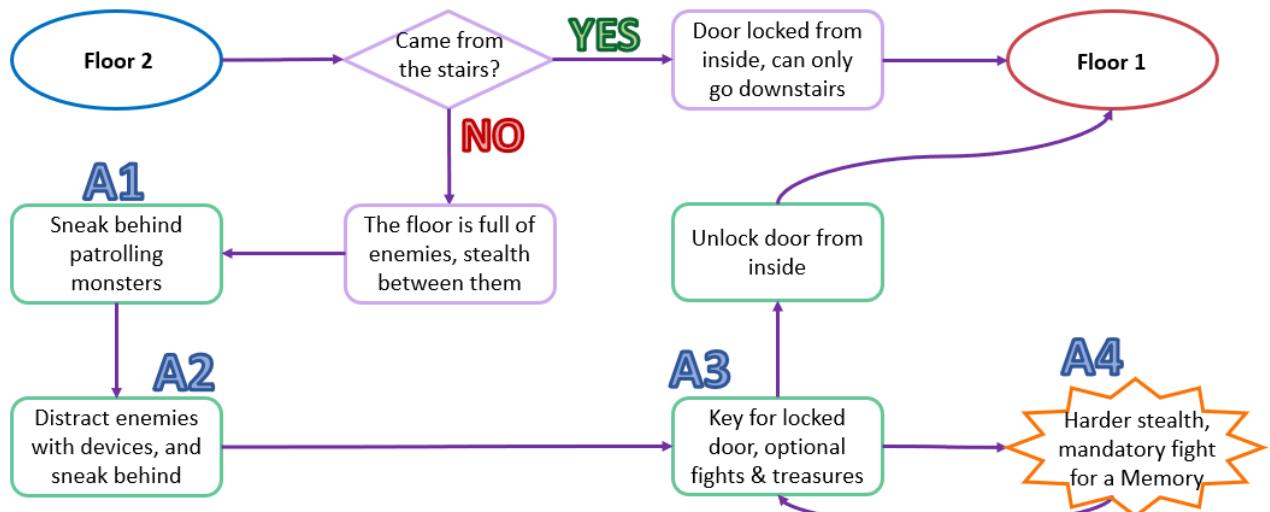
Underground Floor



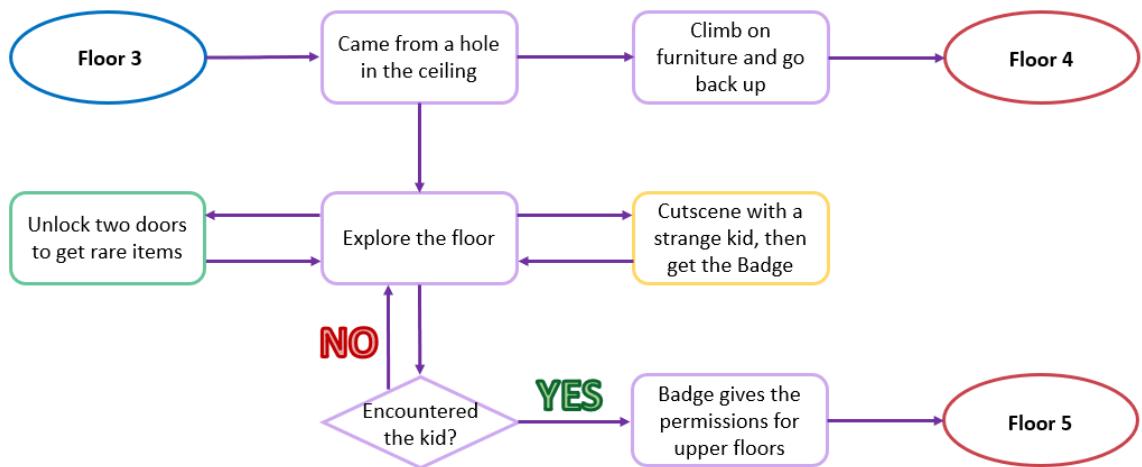
Floor 1:



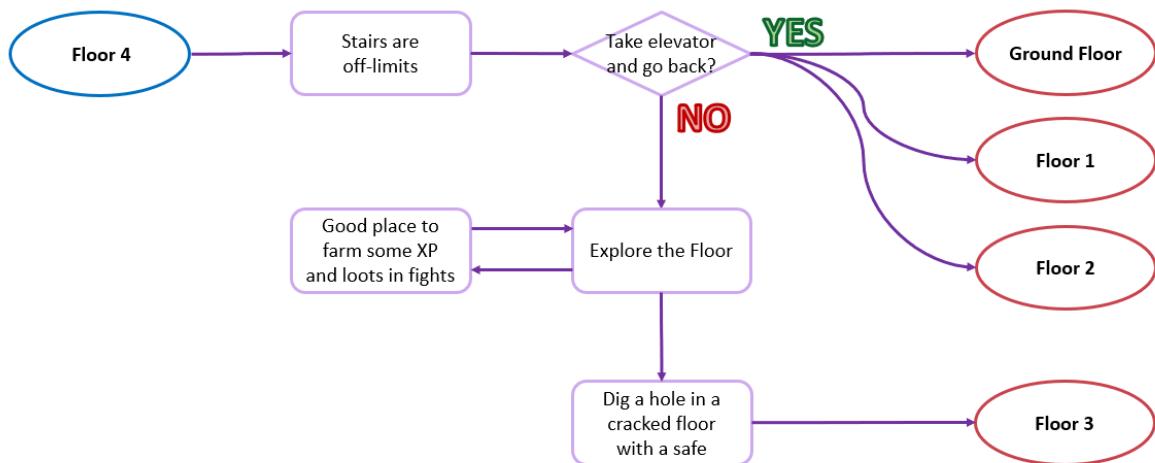
Floor 2:



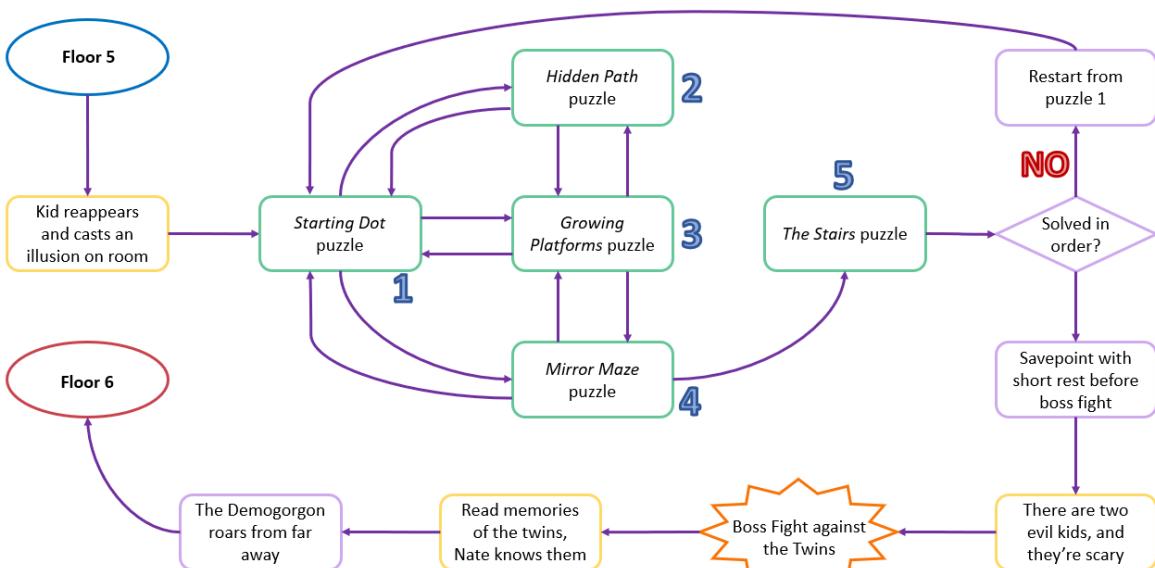
Floor 3:



Floor 4:



Floor 5:



Floor 6:



Figure 47: Levels Flowcharts

Event Diagram

This is an evaluation of the events that take place in the Level, ordered by the effective timeline of the gameplay. It takes into account the average duration of each part and the intensity of thrill experienced by the player.

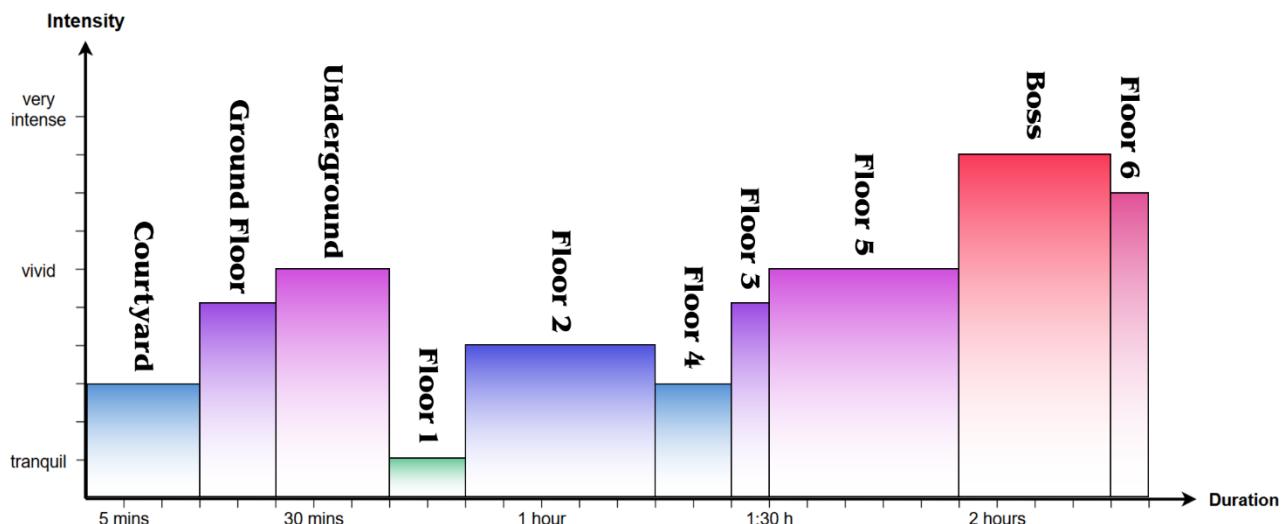
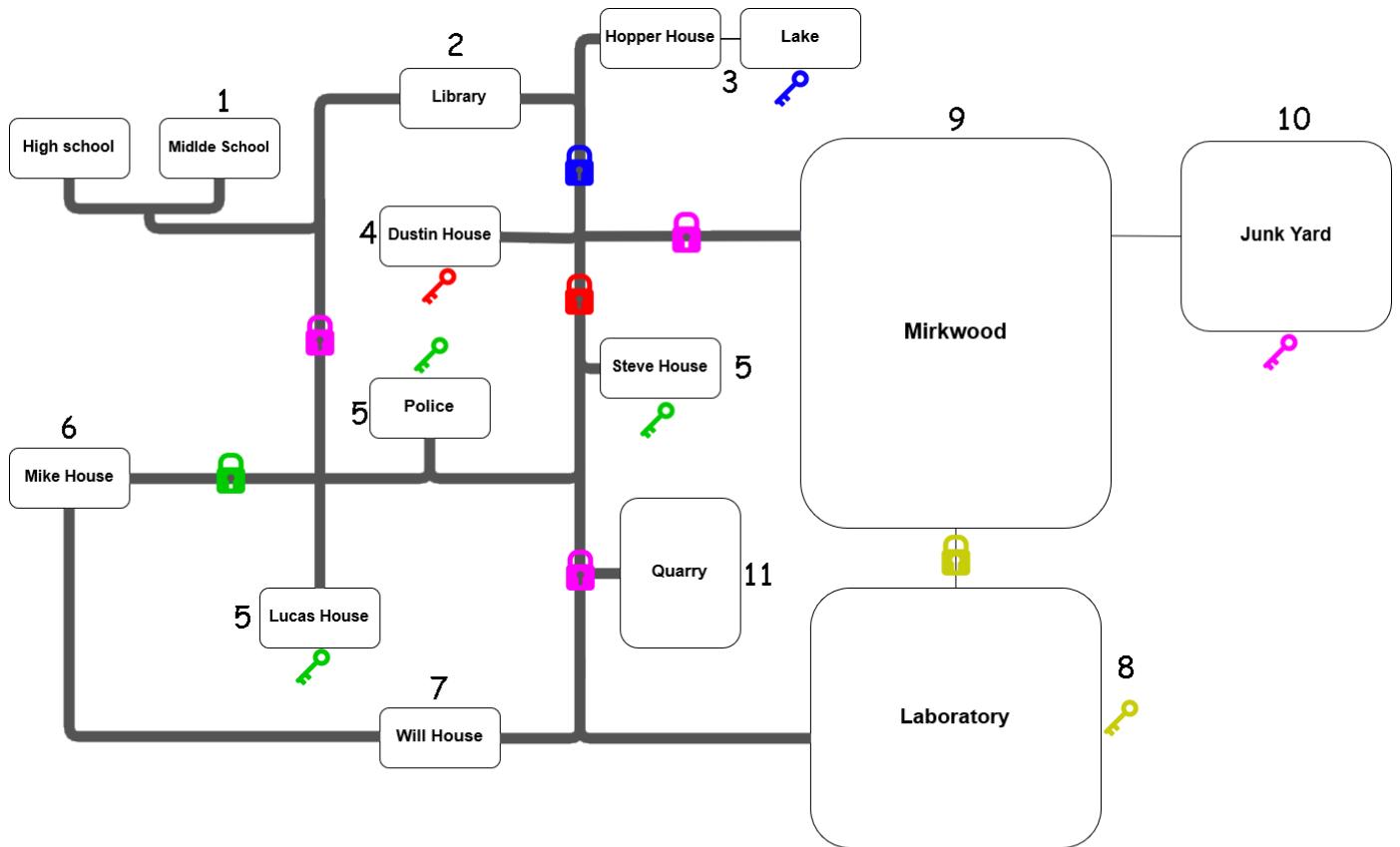


Figure 48: Event Diagram

9. World Diagram



Map Legend

	Location		Locked road/link
	Playable road		Lock's key
	Location link	1-11 Storyline	

Figure 49: World Diagram

7. Level Scope

Legenda:

- Mandatory battles are included in “Puzzles” column, others are optional
- “Secrets” includes additional cutscenes, puzzles and (possibly) additional exploration time in unlocked areas

Level Area	Estimated Minutes			Optional Time		Avg. Time to Complete	Avg. Play Time
	Cutscenes	Puzzles	Explore	Secrets	Battles		
Courtyard	3	5	6	2	9	25	15
Ground Floor	1	0	4	4	10	20	10
Underground	4	10	2	5	0	20	15
Floor 1	0	0	8	2	6	8	10
Floor 2	2	20	10	3	10	35	25
Floor 4	2	2	10	0	25	40	10
Floor 3	3	0	2	1	3	6	5
Floor 5	5	20	0	0	0	25	25
Boss	10	-	-	-	10	20	20
Floor 6	5	0	0	-	-	5	5
Total	~30min	~1 hour	~40min	17min	~1 hour	~200	140

X. Global Game Scope

Level Name	Location	Map Area	Time	%		
Waking up in Hell	Middle School	Town Center	30 min	3,8		
	Library					
Risky Business	Hopper's House	North Hawkins	90 min	11,5		
	Lake					
	Dustin's House	Town Center				
Hollow Town	Police Station	Town Center	180 min	23,1		
	Lucas' House					
	Mike's House					
	Steve's House	Outskirts				
	Will's House					
Shockwave to the Past	Laboratory	Mirkwood	140 min	15,4		
Blade Runners	Wood	Mirkwood	120 min	18		
	Junkyard					
The Final Countdown	Hawkins Town	-all areas-	~ from 30 to 140 min	28,2		
	Quarry	Outskirts	80 min			
TOTAL TIME			~ 780 min			

X. Combat System

Overview:

Stranger Things Chapter 9: Down to the Core derives its combat system from Dungeons and Dragons: Stranger Things Edition. Characters' stats and the player's choices are combined to determine the outcome of the actions in battle, as well as those elements determine the results of enemies' actions. Please refer primarily to Dungeons and Dragons: Stranger Things Edition and secondarily to the official manuals for the 5th edition of Dungeons and Dragons when looking for detailed explanations about the battle part of this game. The following chapter includes each object and mechanic that's been changed for game design purposes, and it's considered to replace the original content for this game.

Battle Mode

The battle is a core mechanic for this game, and happens separately from the adventure/exploration part. When the player encounters a monster or a group of monsters roaming in the Upside Down, she can choose to approach the enemies and start the battle or avoid them, even though that could mean running away, moving silently or taking a longer route. Whenever the playable character, Bel, and an enemy collide, a brief transition transforms the surroundings into a true Dungeons and Dragons battleground, and the Battle Mode begins.

Once switched to Battle Mode, the player can control both Bel and Nate alternately and choose how to perform their turn with a selection menu. During the selection, other fighters (allies and enemies) don't act and wait for their turn to make their move. The transposition of the Dungeons and Dragons battle system into the video game made us cut some rules here and there (like every "interpretative" action and actions that involve to interact with the Dungeon Master) and adapt few other mechanics to the video game normal flow of events.

What has been cut out

- there is no dash action
- there is no dodge action
- there is no help action
- there is no hide action
- there is no search action
- there is no ready action

- there are no Death Saving throws. The character simply stays unconscious.
- there is no disadvantage for range attacks or spells in close combat
- there is no partial cover, but only total covering
- there is no Material spell component

What has been changed

Initiative

Each playable character and each enemy rolls for initiative and sums its own modifier. Then, instead of ordering the turns from highest to lowest, the game computes the average roll for both teams and then establishes order using those results. The whole team (allies or enemies) who got the better score moves first, then the opposite team takes its turns. The turn order between team members is computed normally by ordering the singular initiative rolls from highest to lowest.

Example: Bel rolls 16, Nate rolls 12, En1 rolls 19, En2 rolls 9, Eny3 rolls 13.

Allies average is $28/2=14$. Enemies average is $41/3=13.66$.

Turn order is Bel, Nate, E1, E3, E2 instead of E1, Bel, E3, Nate, E2

Spellcasting

Because of the peculiar progression system (see section below) and of the different paces between rests compared to a classic campaign, we opted for the old-fashioned “mana points” to cast spells. Dungeons and Dragons already offers this feature to Sorcerers in form of Sorcery Points, that’s the term we borrowed to use it as the “fuel” to cast spells. Simply said, spells and some special actions (e.g Divine Strike) cost a fixed amount of Sorcery Points (SP): The caster can use the spell only if she has enough SP remaining, and the SP are decreased after the cast, regardless of hitting or not. The character increase their maximum SP by obtaining new spells in the Growth Tree (see section below) and with certain items and equipment.

We used the spell slot conversion table from the Sorcerer class to determine how to price spells of higher levels:

Spell Level	SP Cost
1	2
2	3
3	5
4	6
5	7
6*	9*

* Level 6 spells are not described in the rules book, so the rule follows the other levels' trend

Characters Advancement

The two playable characters follow the same progression system that's a milestone of role-playing games, which is the **Growth Tree System**. Bel and Nate do not learn new spells and features by simply increasing their class levels as characters do in *Dungeons and Dragons*, but the game instead offers the player the choice to follow the path she prefers, being it focused on offense, defense, support and even exploration of the Upside Down. This choice also leads to build **multiclass characters from the start**, to add complexity and replayability to the game.

This means:

- Spells are not relying anymore on the spellcasting table. If the player focuses more on a spellcasting path, she will be able to cast higher level spells than the ones originally thought for that class level
- There are no multiclass prerequisites. Characters are able to learn different classes' features from the beginning
- There are no single class levels. Ability score improvement occurs every 4 levels
- Whenever a spell or feature refers to the Class Level, it's used instead the character's level
- Whenever a spell or feature refers to the Spellcasting Level, it's computed as Character's Level / 4
- Characters don't obtain starting equipment for classes

The Growth Tree System

The **Growth Tree** (GT) is the primary source of character progression in the game. It's structured like a weighted and directed acyclic graph evolving from six starting nodes, which represent the characters' starting spells and features. A vertex in the graph represents a spell or feature that can be learned by visiting that node. An edge in the graph always has a positive weight and represents the cost in *Growth Points* (GP) needed to visit the next vertex. To learn a new spell or feature, the character must **both**:

1. Have visited all the previous nodes. Node A "previous" to B means that A needs less steps than B to reach the nearest starting point, for any couple (A,B) of nodes directly connected with an edge. Otherwise we say "A is previous to B" if the connecting edge's direction goes from A to B.
2. Pay an amount of Growth Points equal to the sum of the weights of every edge entering that vertex

Then the node is considered visited, the spell or feature is learned automatically and the player advances in that character's progression.

The two main characters have two different GTs as regards the nodes' content, but the topologies are similar. They both advance towards six main branches, that occasionally overlap and entwine, and each branch orients the character's growth towards a peculiar play style shaped around a *Dungeons and Dragons* class (but not necessarily). For example, Bel can be build as a physical attacker shaped around the *Barbarian* class or as a supportive ally shaped around the *Paladin* class.

The Growth Points

Every time a character levels up by obtaining Experience Points from battles, that character also gains a predetermined amount of Growth Points, based on the character's new level. Nate gains slightly less GP than Bel because his growth tree has less nodes than Bel's, but proportioned to make sure that both character advance at the same speed rate. At level 20, both characters have gained the exact total of GP needed to visit every node in the GT.

Progression Curves

Advancing in the Growth Tree

The Growth Tree System gives the player huge flexibility in character building: Similarly to the build of a multiclass character in Dungeons and Dragons, the player can opt for a versatile character or a more focused one, that means levelling every class proportionally or favour one over the others. The player behaviour towards the characters' progression cannot be foreseen, but

experience from Dungeons and Dragons teaches that focusing a multiclass characters is a dominant strategy compared to the versatile one, because of the strong synergies that high level spells and features have with basic traits from other classes. Moreover, some of the downsides of being multiclass in 5th edition have been functionally cut to make the GT System work, so it's going to be way more effective to focus on few branches instead of visiting the GT proportionally.

Having said this, we don't intend to discourage the player to visit the GTs depth-first (instead of breadth-first) but the deeper/outer nodes of each branch must require a great amount of GP to be learned, so that the player has to accumulate points through the levels and probably sacrifice many available nodes from other branches. Achieving great results through sacrifice is very satisfying for the player, but it's better to avoid excessively powerful characters at the earlier stages of the game.

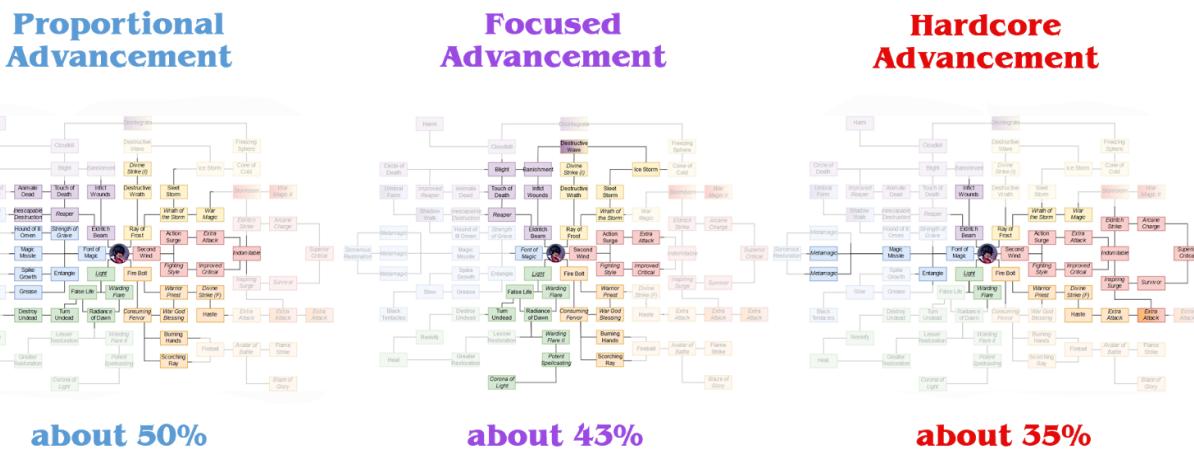


Figure 50: Advancement of Nate according to 3 different styles

The figure above depicts three different scenarios for a LV12 Nate. In all the three cases, the character has obtained the same amount of GP, which is the exact half of the GP needed to complete the tree, as table below states for a LV12 character. Percentages counted in the picture refer thus to the ratio between nodes acquired and total nodes, and the numbers are proportional only in the first scenario, in which the player advances the same in every branch, balancing the character; the middle case analyses an example of GT focused on offensive magic (the one we chose for our battle tests), that sacrificed a bit of cheaper nodes (and roughly a 7% of the total) to focus on obtaining two outer features; the third scenario is an example of hardcore building a character, extremely focused on his Fighter path (see section for details) who sacrificed pretty much everything on different branches to unlock the costly final nodes of that path. The three examples will lead the player to experiment three different fighting strategies in the first half of her adventure.

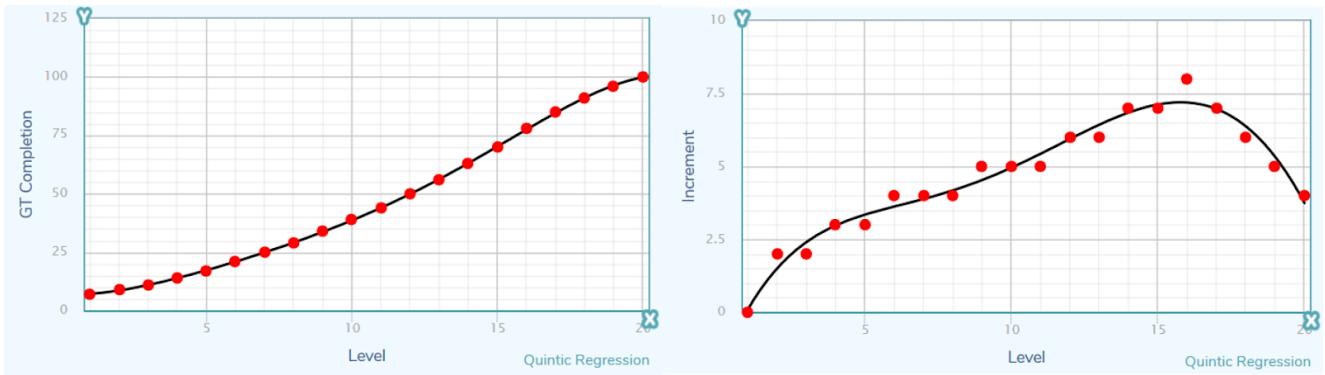


Figure 51: Pace of the Growth Trees

Figure above and on the right show the pace we intended to set for the advancement in the characters' Growth Trees. We estimated that an average run would bring the player against the Demogorgon around LV16 for both characters, if we consider the player not to spend much time in levelling up, side-quests and optional battles. We used this information to set a differential curve that has its peak exactly at LV16, so that the player can feel a true escalation of power flowing within his characters as long as the pace of the story escalates as well. This means that from the start of the game, the characters are going to improve constantly in their features and abilities, learning a little bit more each time they level up. We believe that escalating the story to its climax in parallel to the characters' powers makes the player become more attached to her characters and feel the same exact emotions Bel feels at the crucial turning point of the story: **Betrayal** from a friend as well as betrayal from the game; **loss** of everything Bel (and the player) were building towards Nate; consequent **rage**, with a “back to basics” for Bel, who suddenly loses all the self-confidence she had built so far and gives up to her primal instincts once again.

Growth Tree Advancement Chart

LV	Diff GT%	Total GT%
1	+7%	7% (Starting)
2	+2%	9%
3	+2%	11%
4	+3%	14%
5	+3%	17%
6	+4%	21%
7	+4%	25%
8	+4%	29%
9	+5%	34%
10	+5%	39%
11	+5%	44%
12	+6%	50%
13	+6%	56%
14	+7%	63%
15	+7%	70%
16	+8%	78%
17	+7%	85%
18	+6%	91%
19	+5%	96%
20	+4%	100%

We just hope to be far enough in the story not to lose the player at this point of the game, but maximum awareness it could happen.

Advancing with the Levels

DUNGEONS & DRAGONS PROGRESSION CHART

LV	To Next	Total XP	LV	To Next	Total XP
1	300	300	11	15000	98000
2	600	900	12	20000	108000
3	1800	2700	13	20000	128000
4	3800	6500	14	25000	153000
5	5500	12000	15	30000	183000
6	9000	21000	16	30000	213000
7	11000	32000	17	40000	253000
8	14000	46000	18	40000	293000
9	16000	62000	19	50000	343000
10	21000	83000	20	-	-

Figure 52:D&D progression chart

THIS GAME PROGRESSION CHART

Characters start from here in this level

LV	To Next	Total XP	LV	To Next	Total XP
0	300	300	10	2810	12840
1	375	675	11	3515	16355
2	470	1145	12	4395	20750
3	590	1735	13	5500	26250
4	735	2470	14	6875	33125
5	920	3390	15	8600	41725
6	1150	4540	16	10750	52475
7	1440	5980	17	13435	65910
8	1800	7780	18	16800	82710
9	2250	10030	19	21000	103710

Figure 53:This game progression chart

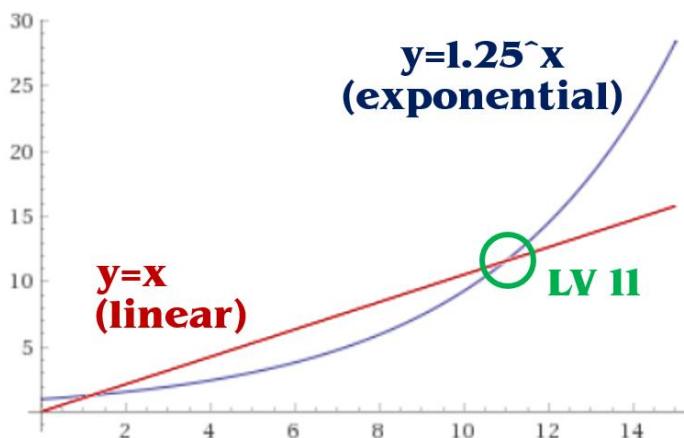


Figure 54: Required XP to next LV

The figures show how fast the characters are thought to progress with their levels, in the 5th edition of Dungeons and Dragons and in this game. The first noticeable thing is the huge difference in XP needed for levelling up between the two games: In Dungeons and Dragons is way harder to grind than in Stranger Things Chapter 9, but actually most of the campaigns are not thought for training and the characters just progress linearly from session to session; moreover, Dungeons and Dragons rewards XP for good role-playing, solving puzzles, completing side-quests and making good choices, where in this game XP is rewarded only after battles. Even though this big difference in raw numbers means nothing (it depends of course on how much XP enemies reward), we wanted for our characters to advance with that pace because of the rhythm we set for the advancement in their powers: Knowing that the first levels are rewarded with less GP, and consequently with less new features to learn, we set a level progression curve that speeds up in the first half (compared to a linear progression) and then slows down in the second half, respecting the golden rule of “big effort, big reward”.

8. Characters



Bel



Nate



Demogorgon



Flameskull

Figure 55: Characters' Tokens

Bel

Description

Eleven's soul in the Upside Down is called Bel under Nate's suggestion. Bel does not understand to be only a soul until she meets Nate, who explains her that probably the real Eleven (her body) is already gone for good, but he's in her same condition and he's looking for a way out to possibly rejoin his body in the real world. Before the encounter, Bel is a mix of emotions: Fear, loneliness, anger, anxiety and sorrow guide the girl towards Nate, that calms her down and focuses her rage against the Demogorgon, responsible for all of this.

During the journey, Bel comes in touch with different souls, and other people's memories make her feel strong emotions apart from the rage that guides her towards the Demogorgon. Every time she seems on the point of giving up the quest, Nate spurs the girl refuelling her rage against the evil monster. Being partner with Nate for all the journey makes her eventually feel



Figure 56: Bel's portrait

something strong for him beyond the friendship, but both her memories of Mike and Nate's giving her cold shoulder nip everything in the bud. Bel is the emotional character in the couple, that makes her powerful but at the same time a little unstable. She's primarily moved by rage, but experiments various kinds of emotions that show her frailty and make her a little dependent on Nate's coolness.

Circumplex

Bel inherits many traits from Eleven, being her soul and remembering pretty much everything Eleven knows, but she's even more emotional than her body counterpart because of the influence of the Upside Down. The world also holds a tight grasp on souls' memories to hasten their decay, and that's why she's got faint memories of her friends and even weaker memories of her past.

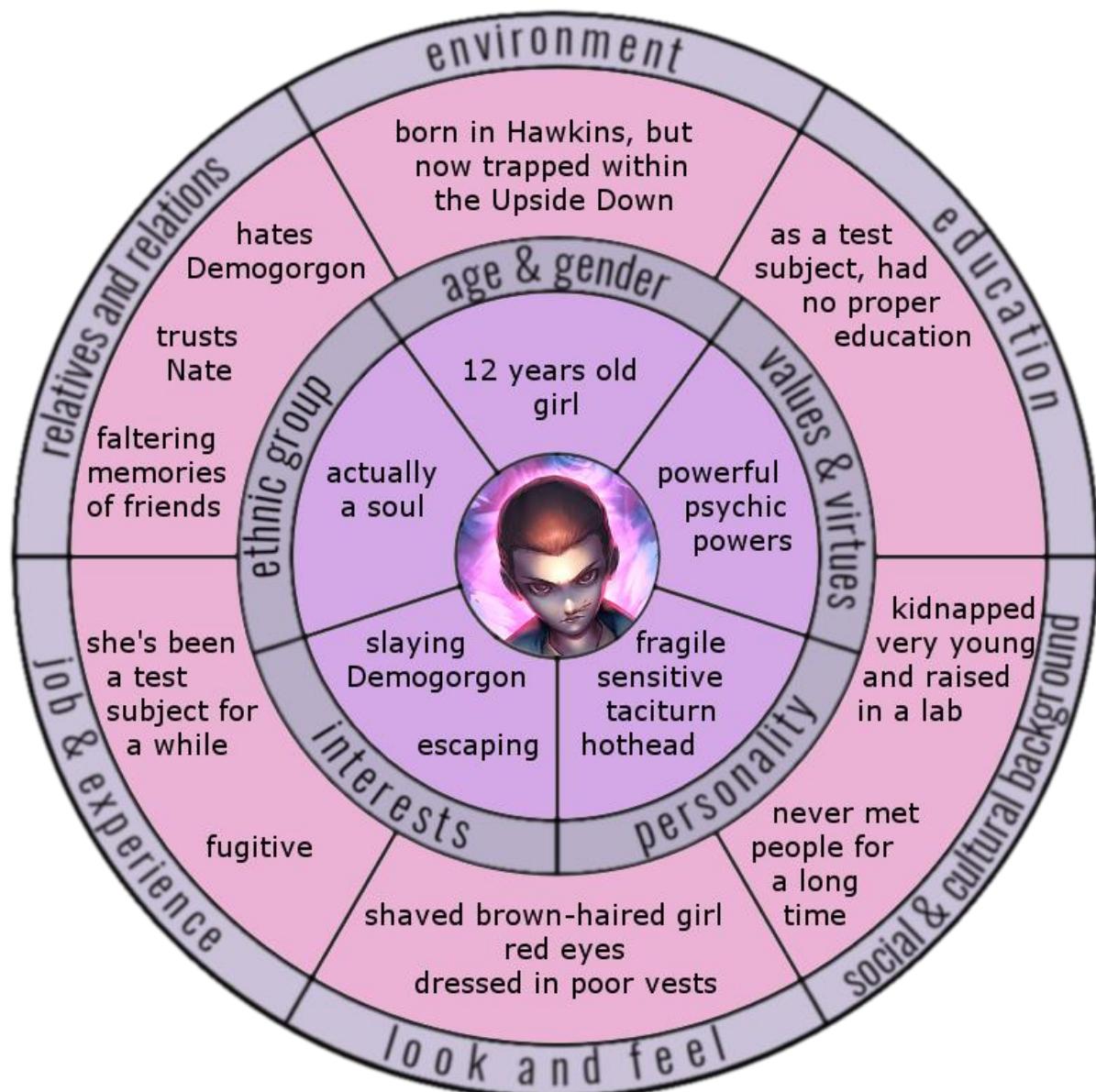


Figure 57: Bel's circumplex

Relations Map

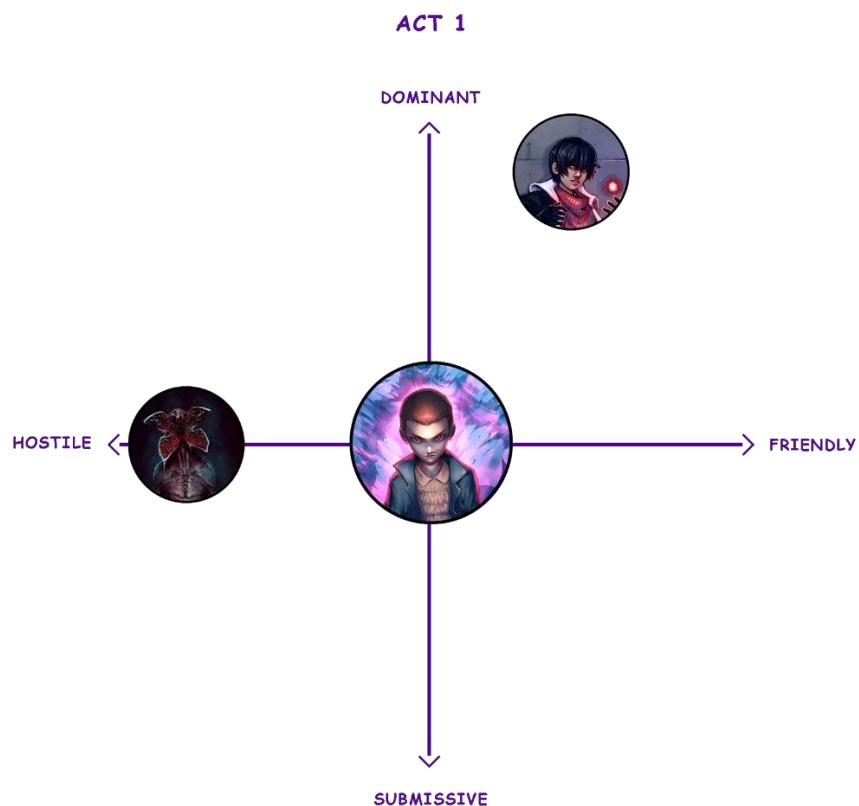


Figure 58: Bel's Relation Map of the 1st Act

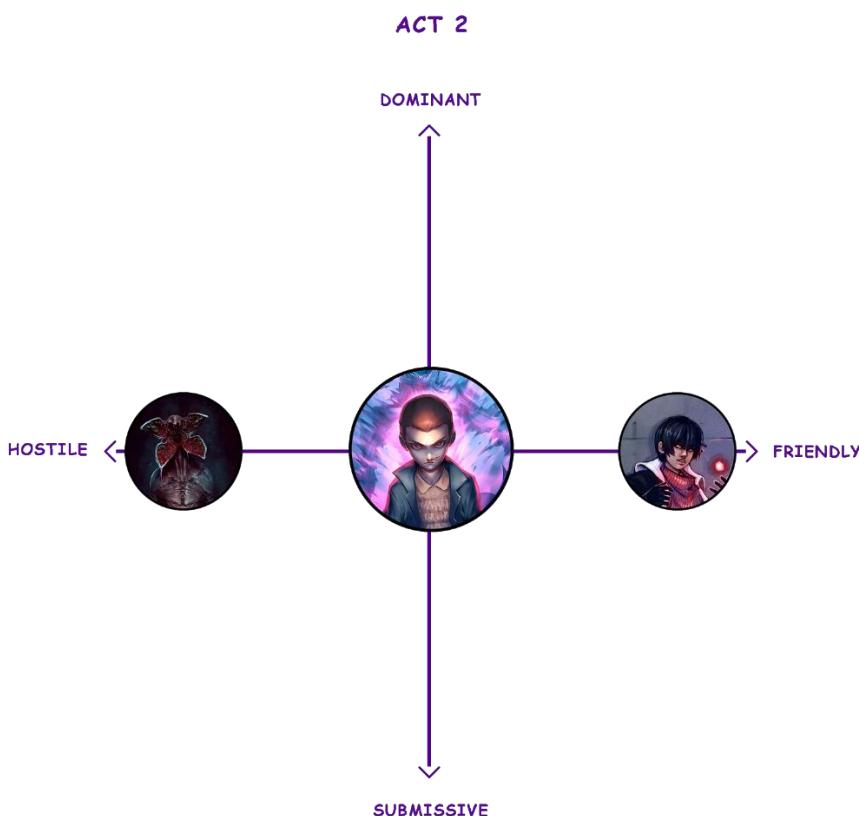


Figure 59: Bel's Relation Map of the 2nd Act

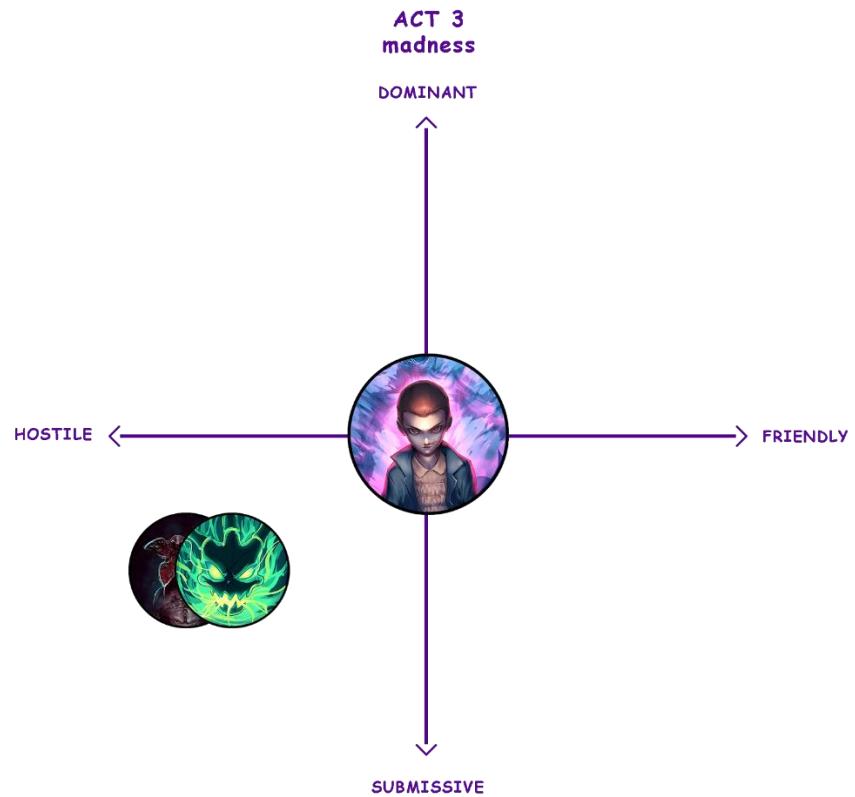


Figure 60: Bel's Relation Map of the 3rd Act - Madness Ending

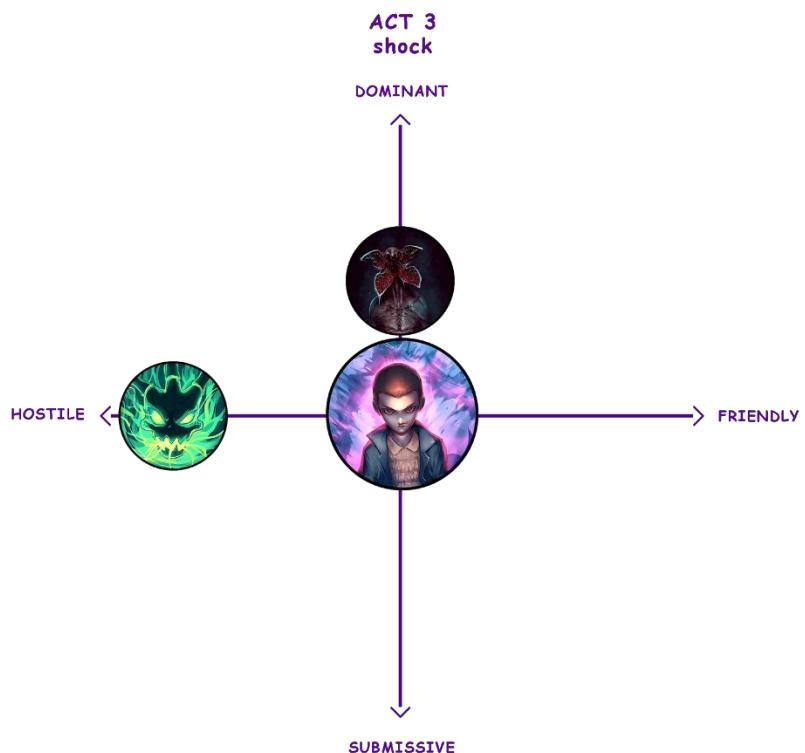


Figure 61: Bel's Relation Map of the 3rd Act - Shock Ending

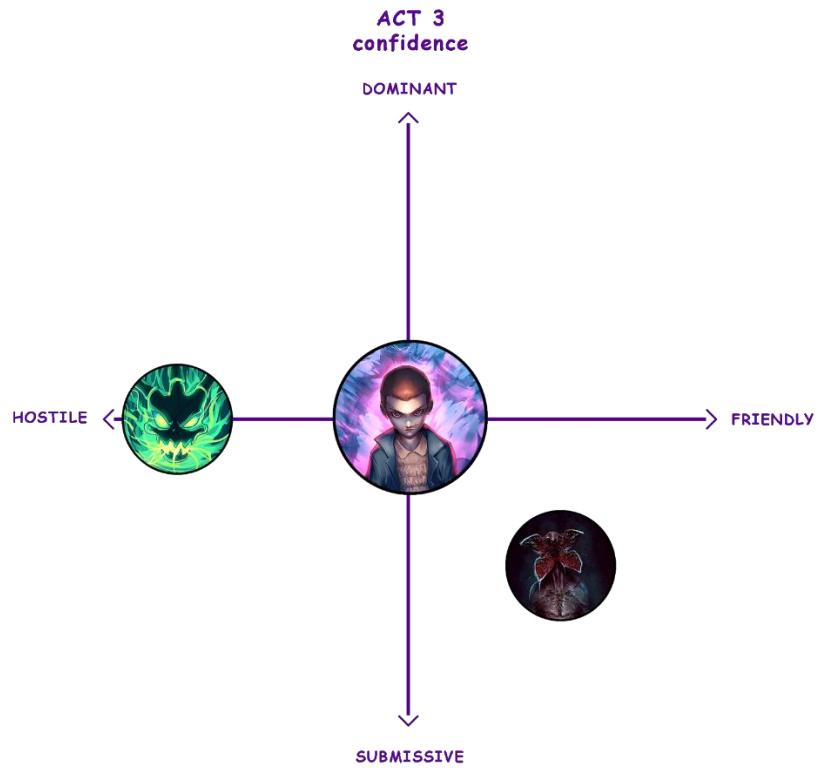


Figure 62: Bel's Relation Map of the 3rd Act - Confidence Ending

Bel's Growth Tree

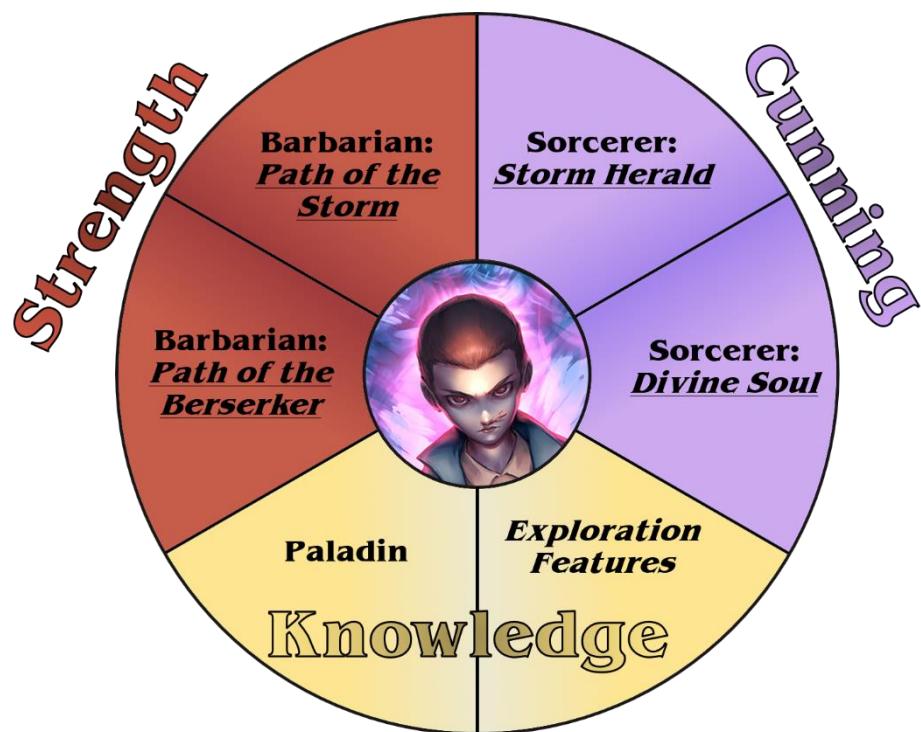


Figure 63: Possible growths

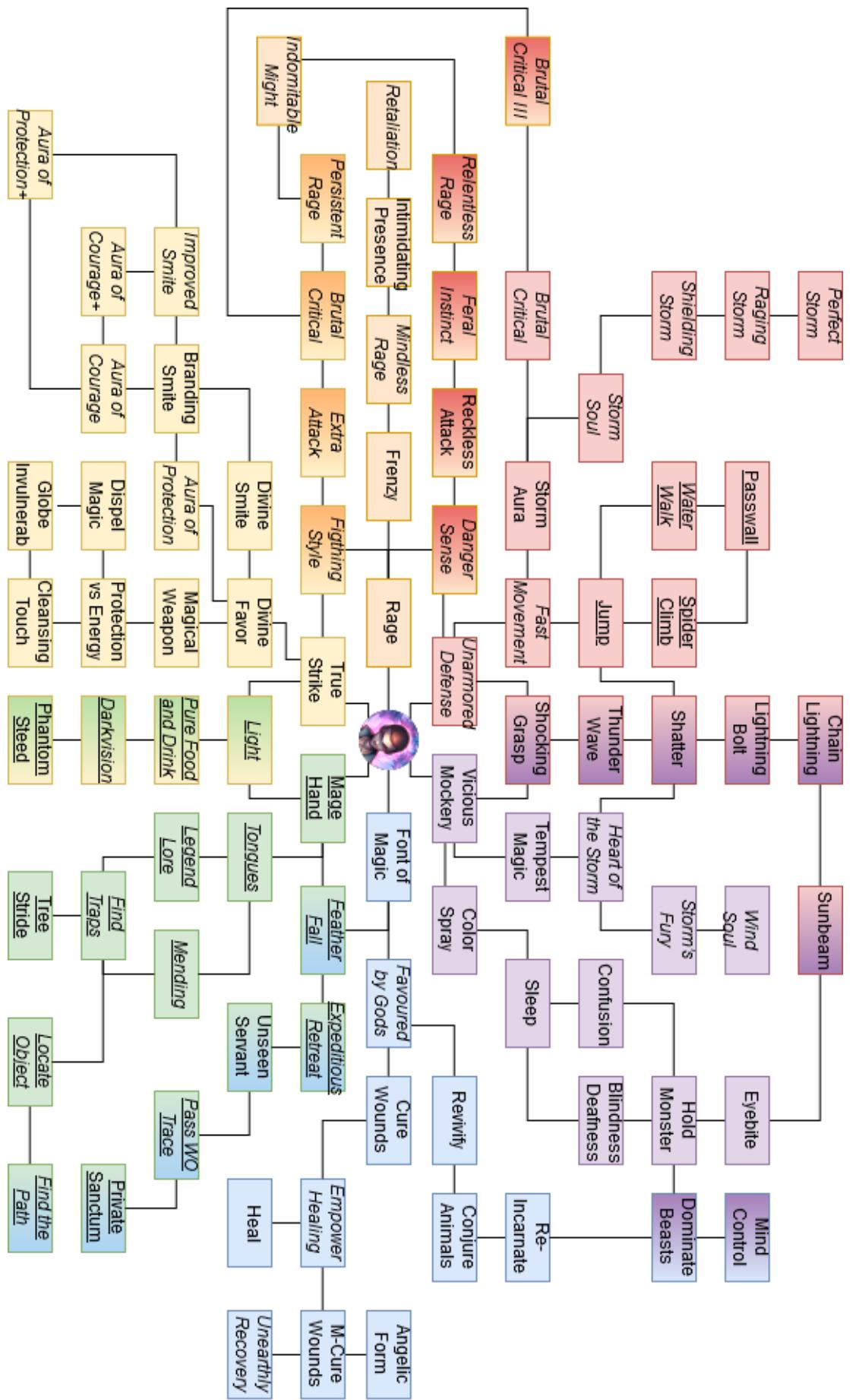


Figure 64: Complete Skill Tree

Legend:

- *Italic* names represent class features (aka “passive abilities” in many other games)
- Underlined names represent traits that don’t affect the battle outcome, and are useful outside the combat. Each of them has been reworked from the original
- Other nodes represent spells
- Parent nodes lead to child nodes from the center to the outside

Bel starts her adventure knowing Rage, True Strike and Vicious Mockery spells, with *Font of Magic* and *Unarmored Defense* feature and with the Mage Hand spell that’s the translation of her telekinetic powers and is used for interactions outside the battles.

She can grow following three main paths, as depicted before:

- The **Path of Strength** builds her like a brutal attacker, and it’s shaped around the **Barbarian** class and its peculiar Rage. The north-west branch takes traits from the *Path of the Storm* choice for the primal path, while the west one leads Bel to the *Berserker* primal path.
- The **Path of Cunning** builds her from a more spell-oriented **Sorcerer** side. The north-east branch mixes some traits from the *Storm Herald* origin with spells that cause adverse conditions to enemies, shaping Bel as a saboteur/debuff character. The east branch instead is focused around healing abilities from the *Divine Soul* origin, and synergizes very well with a tanky attitude (that can be from Nate or even from her Barbarian traits).
- The **Path of Knowledge** instead is centered around interactions with allies and with the world itself. The south-west branch gives bel every **Paladin** trait except for the Oath (that would have added too much complexity to the tree), making her able to buff the team and ease the longest battles. The south-east branch instead is something peculiar to this game, and offers a mix of features that help the player through the journey in the dangerous Upside Down. The next paragraph is dedicated to this explorative branch.

Functional Reworks

Light increases the field of view of the player, otherwise limited by the darkness. Darkvision completely erases the darkness in the field of view.

Purify Food and Drink makes possible to restore HP and SP by eating the world’s food.

Feather Fall nullifies damage when falling from too high.

Tongues makes possible to comprehend souls in the Upside Down (otherwise, dialogues with everyone except Nate are cryptic).

Expeditious Retreat makes Bel (and Nate who follows) walk faster outside the battle.

Jump allows higher jumps, to reach places otherwise locked.

Legend Lore stores all the cutscenes in a menu, and they can be replayed.

Mending allows the player to skip some mini-puzzles while repairing broken objects.

Spider Climb allows Bel to cling to walls once for a short time and then jump again.

Water Walk allows Bel (and Nate who follows) to walk on watery surfaces.

Find Traps notifies the player when ambushes and dangerous traps are around.

Pass without Trace makes harder for enemies to hear Bel and Nate walking near them.

Passwall creates a light bridge in proximity of blocking sinkholes.

Phantom Steed summons a spirit horse that carries Bel and Nate for a limited time. Enemies won't attack the player and the march will be faster. This is a spell and consumes 5 SP.

Tree Stride allows the player to teleport to the starting zone of each area she already visited, from the menu and outside the battles.

Private Sanctum transforms every short rest in a long rest

Locate Object shows enemies, savepoints, NPCs and other non-hidden objects in the map.

Find the Path shows instead everything including hidden objects in the map.

Bel's Character Sheet



Figure 65: Bel's Sheet

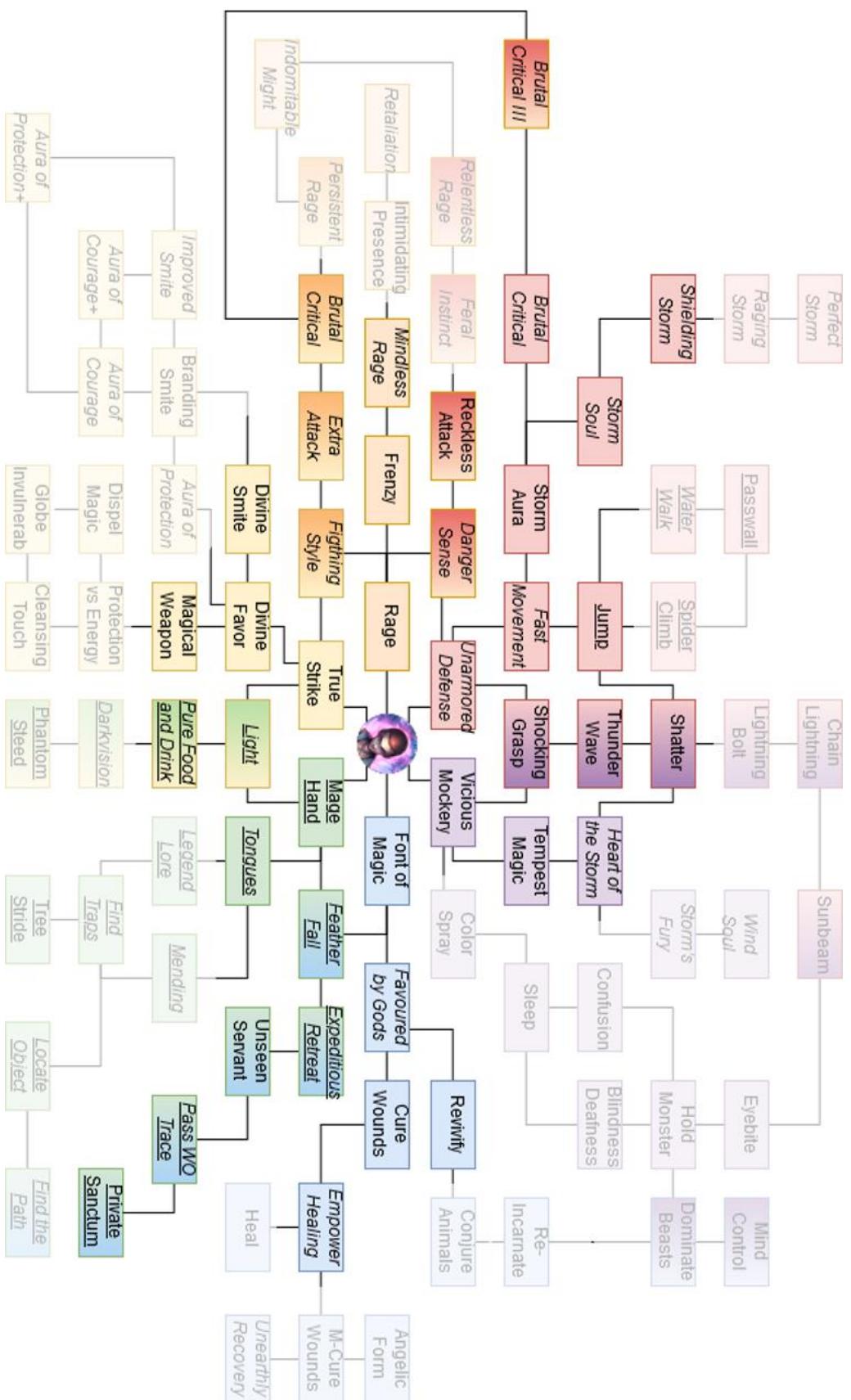


Figure 66: Bel's current advancement

Nate

Description

Nate is a mysterious boy who meets Bel while hunting down the Demogorgon. When he sees her annihilating some creatures, he perceives her strength, but thinks she would be easily manipulated. He's a soul, like Bel, and makes believe he's dead, but actually the circumstances of his death won't be revealed until the end of the game, when he admits to have intentionally separated his body and soul to get into the Upside Down, seeking for ultimate power. He's not from Hawkins but has a similar story to Eleven's, in which he was a test subject because of his extrasensory powers, coming from "a far place". For the majority of the game the player is pushed to believe that it was the Demogorgon who killed his whole family and destroyed his house/laboratory, but it was actually him the architect behind that evil plan. He even shows Bel pieces of his past, mixing truth and lies. He appears as a kind boy, rational and intelligent, and he takes the role of a mentor for Bel (and the player) at the start of the journey, transforming later into a friend. It's not hard for Nate to act like that, because he reflects his "human" personality. He was one of the oldest kids in the lab, and cared about the little ones when times were hard. Bel reminds him of one of his little sisters, but it's not clear if Nate feels something good for her, leaving the player with the doubt. He's got black hair and red eyes, he's a bit taller than Bel and wears a white lab cape. He's got a mark on his collarbone writing "N8", that he always interpreted as his name, pronounced "Nate". He says that kids born with ESP were marked with a "B", while those who obtained them via experiments were marked with an "N" (not born), so he suggests Eleven to be called "Bel", like she was his little sister.

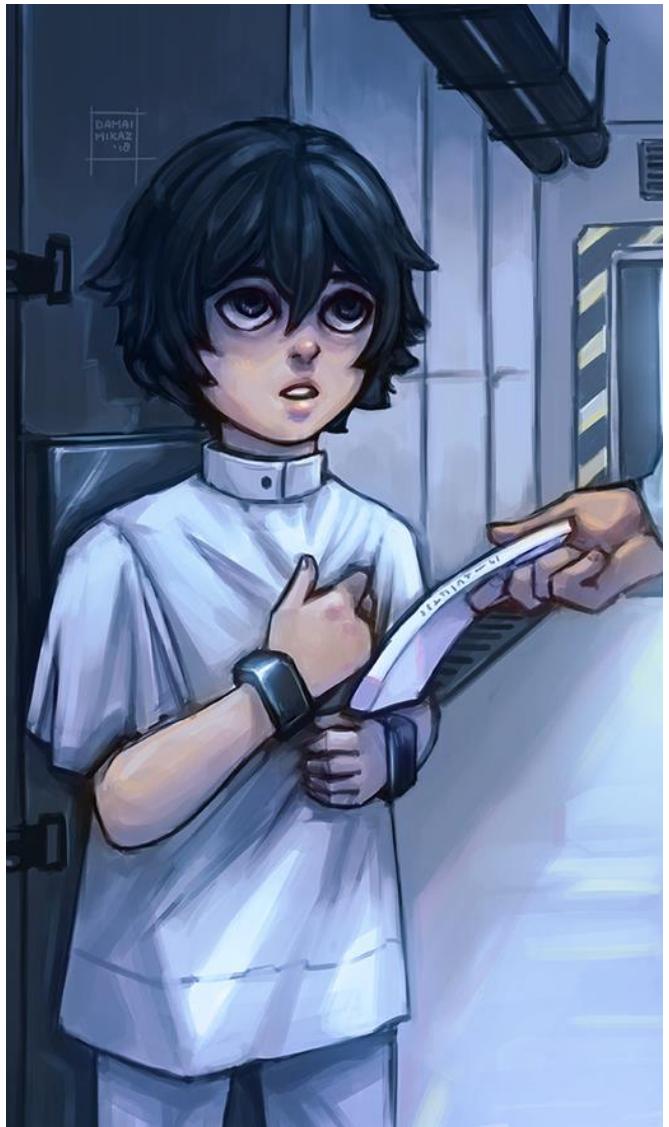


Figure 67: Nate's Portrait

Circumplex

Nate's circumplex before the turning point (Acts 1 and 2):

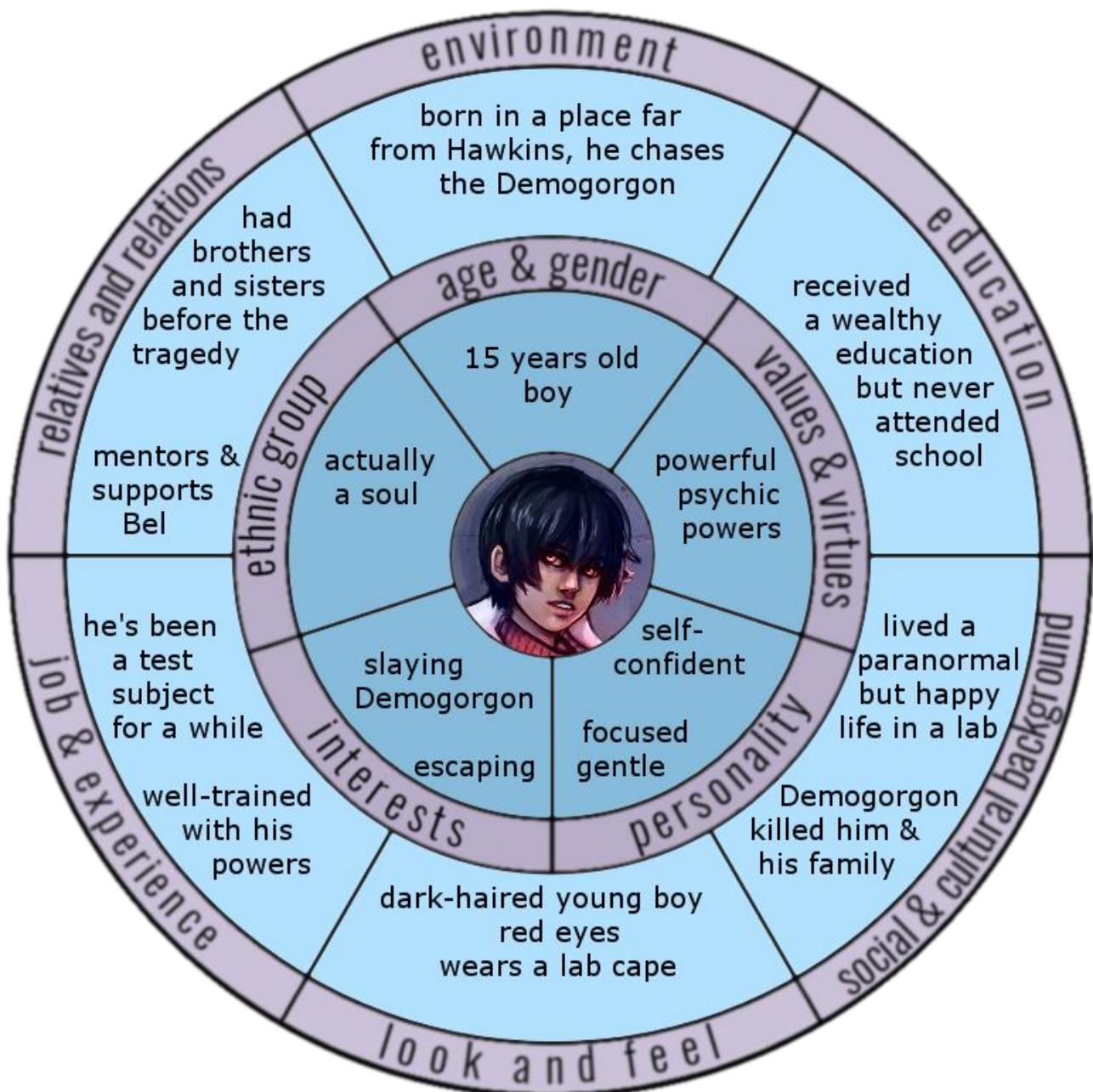


Figure 68: Nate's Circumplex in Acts 1 and 2

Nate's circumplex after the turning point (Act 3), unveiling his true decayed aspect of a Flameskull.

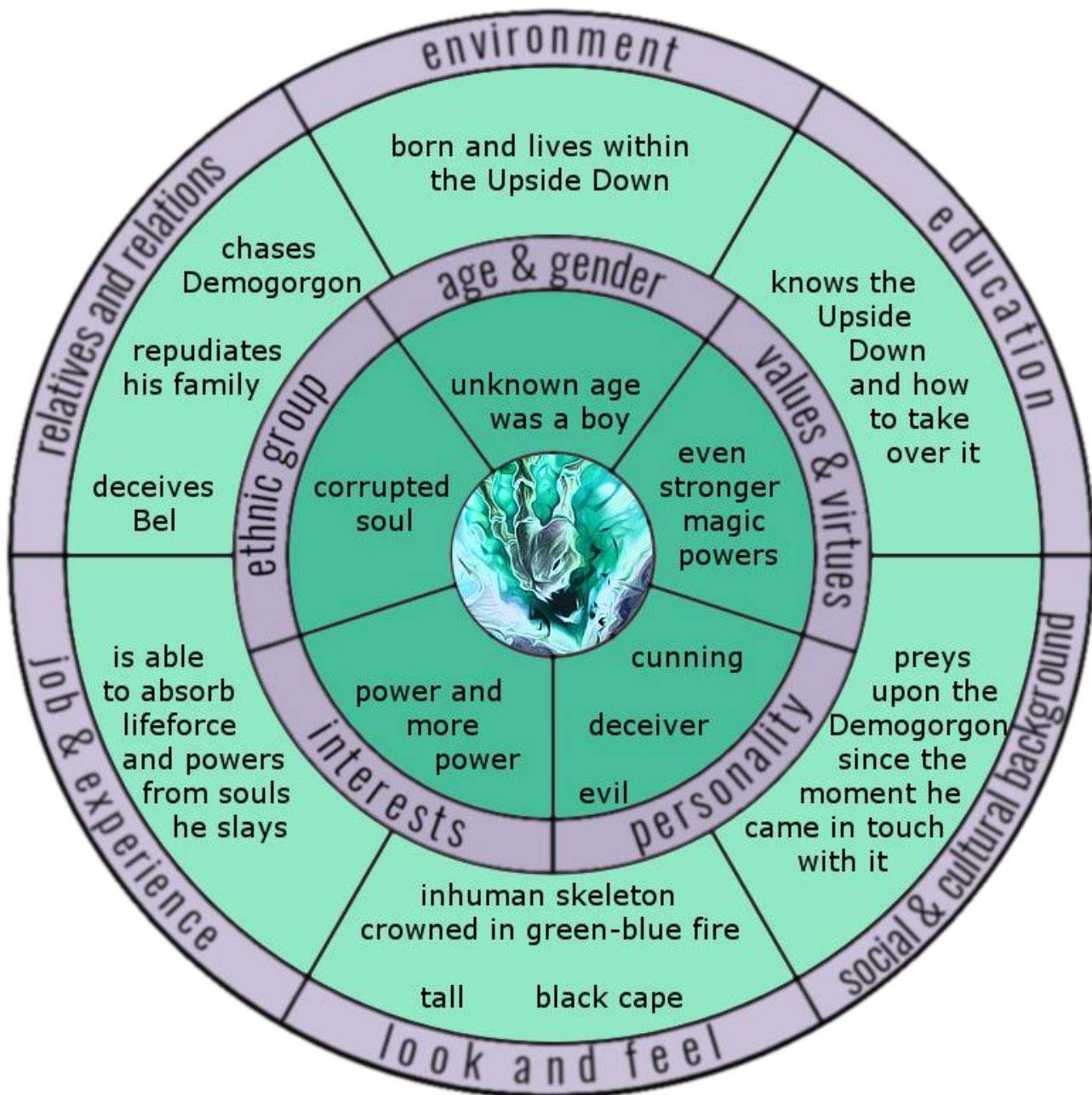


Figure 69: Nate's Circumplex in Act 3

Relations Map

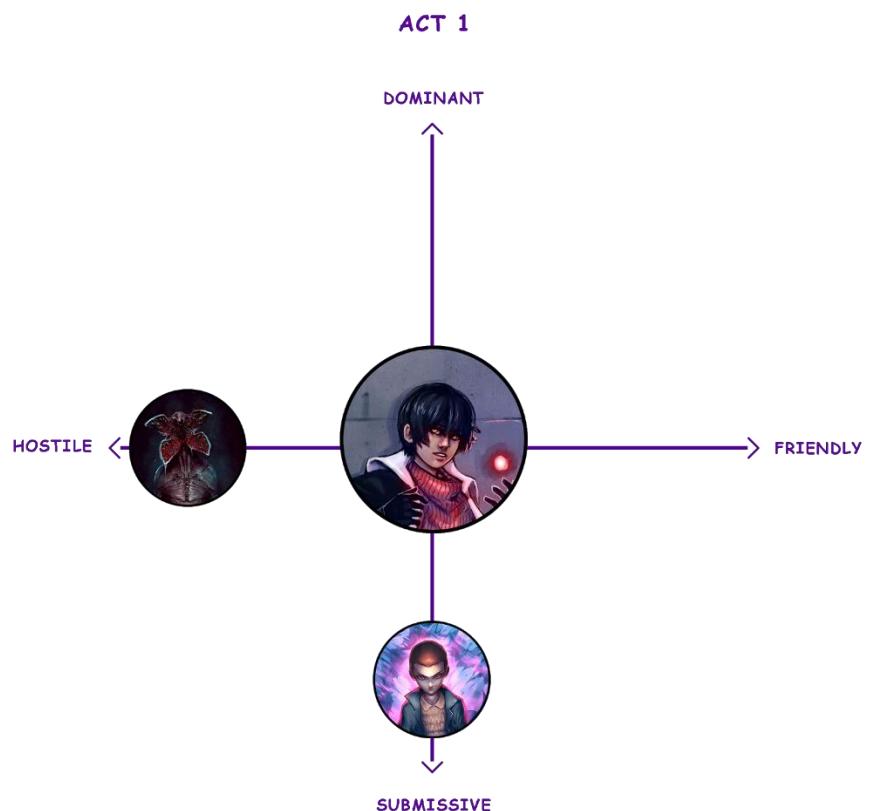


Figure 70: Nate's Relation Map in Act 1

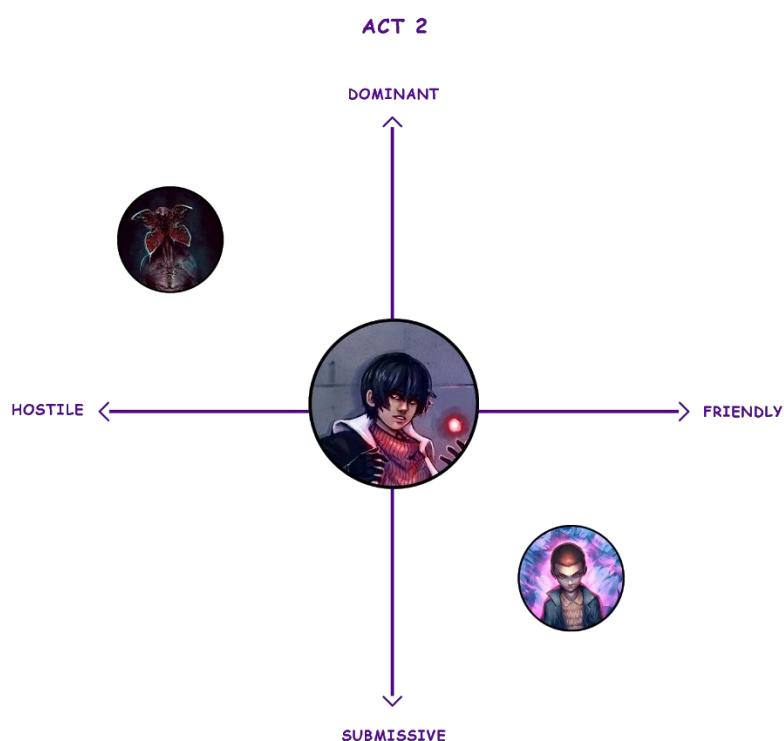


Figure 71: Nate's Relation Map in Act 2

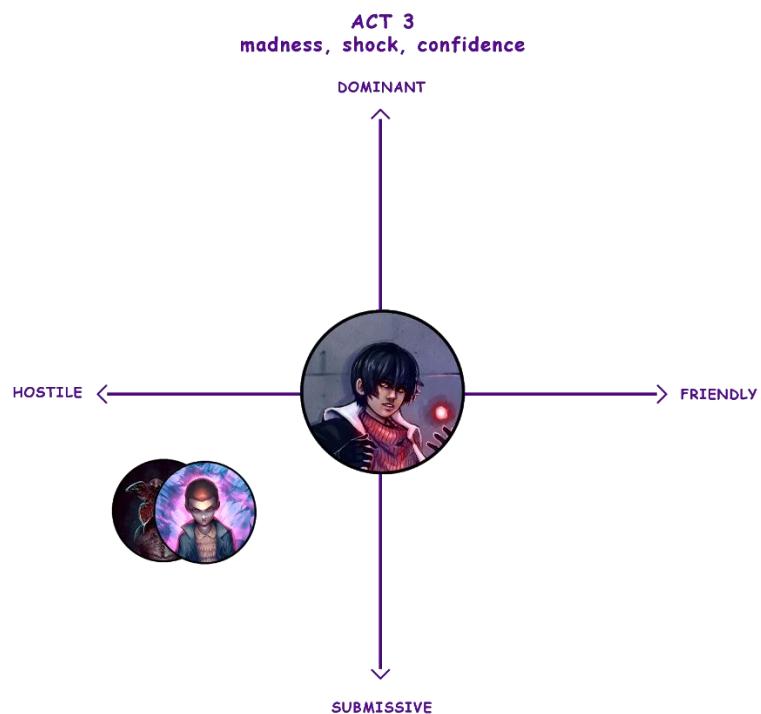


Figure 72: Nate's Relation Map in Act 3 - all Endings

Nate's Growth Tree

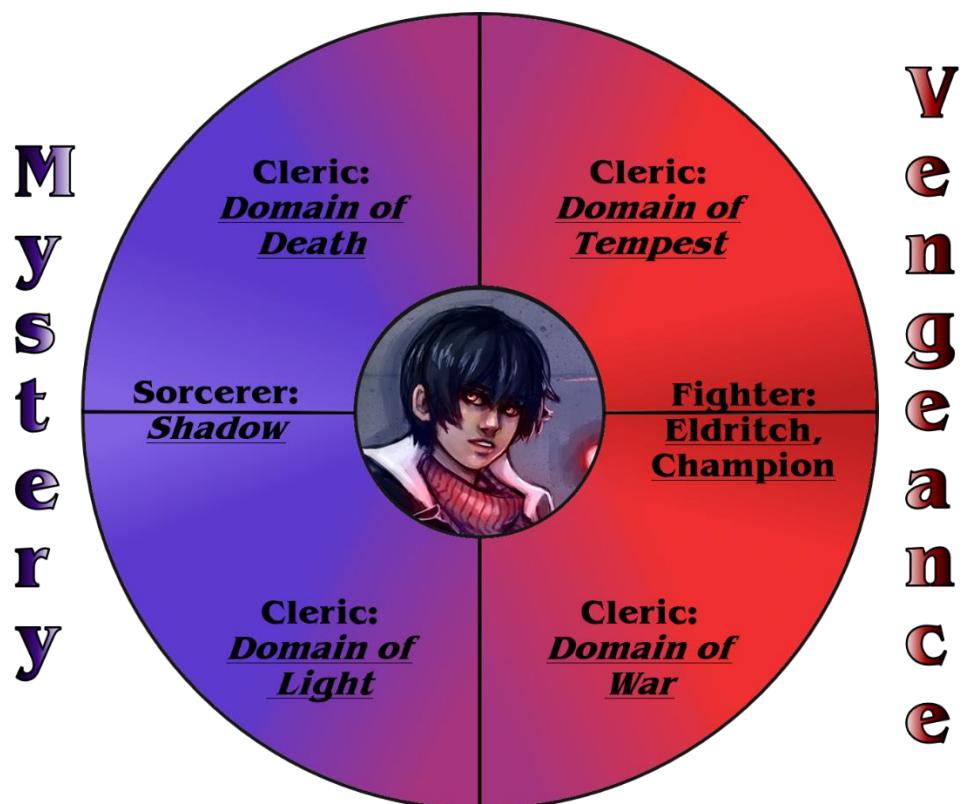


Figure 73: Nate's possible paths

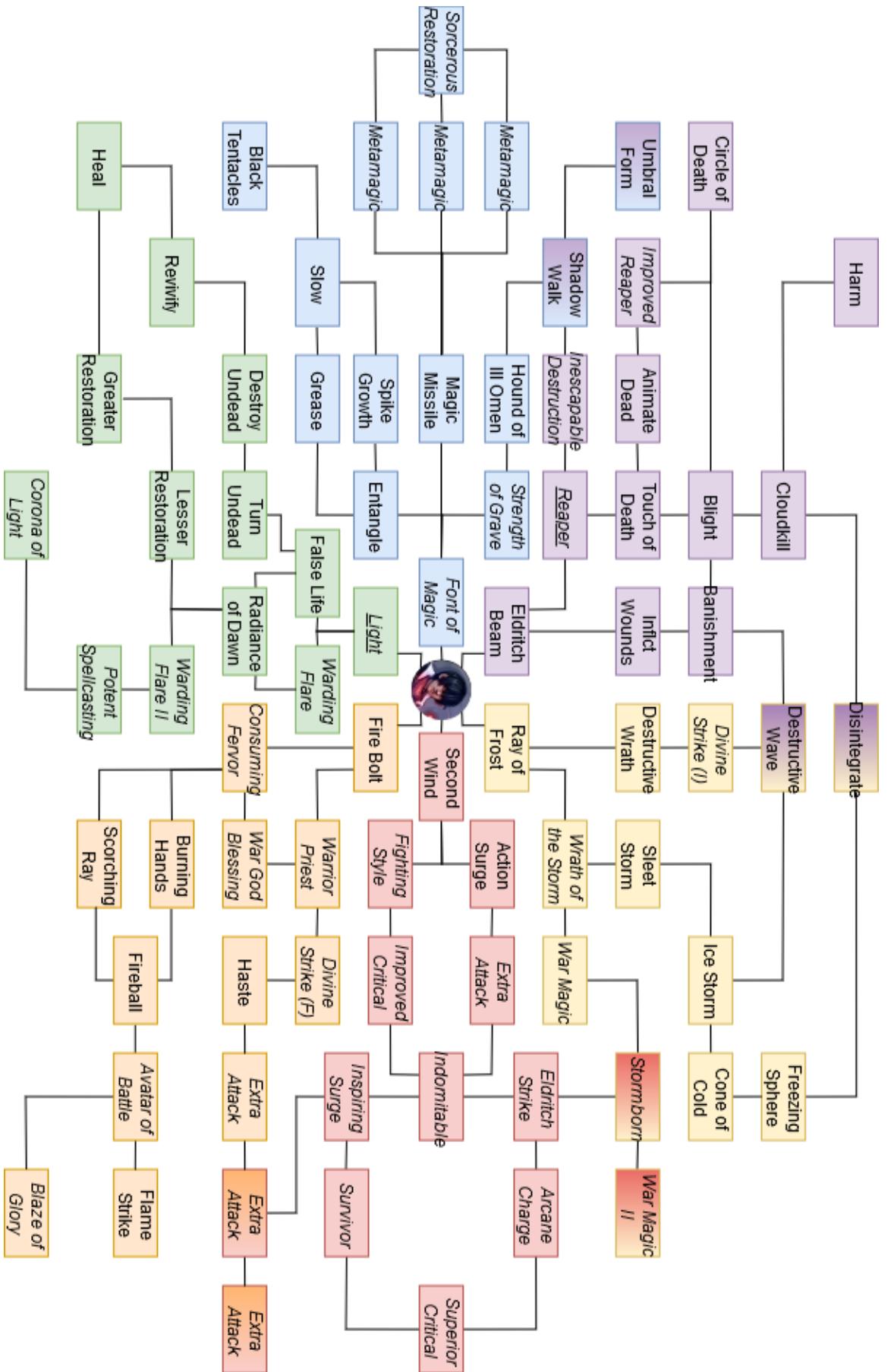


Figure 74: Nate's complete tree

Legend:

- *Italic* names represent class features (aka “passive abilities” in many other games)
- Underlined names represent traits that don’t affect the battle outcome, and are useful outside the combat. Each of them has been reworked from the original
- Other nodes represent spells
- Parent nodes lead to child nodes from the center to the outside

Nate starts his journey knowing *Light* and *Font of Magic* features, Fire Bolt, Ray of Frost and Eldritch Beam cantrip spells and the Fighter class bonus action Second Wind.

We can separate his advancement routes into two main paths:

- The **Path of Vengeance** develops the character into a full attacker that can bring down entire mobs of enemies alone. The north-east branch reworks the Domain of Tempest of the **Cleric** class a bit, to focus it on strong cold damage spells. The east branch includes only traits from the **Fighter** class, and specifically some Champion and Eldritch Knight features from the martial archetypes. The south-east branch mixes the domains of War and Zeal (that are actually very similar) of the **Cleric**, and alternates powerful fire spell to fast strikes.
- The **Path of Mystery** bestows Nate with spells and features that interact with enemies and with Bel. The north-west branch turns Nate into a necromancer with spells from the Domain of Death of the **Cleric** class. The west branch derives from the **Sorcerer** class, specifically from the sorcerous origin of Shadow and its darkness-related features, adding a touch of interactivity with spells that alter enemies’ conditions. The south-west branch is the only one that doesn’t concern damaging enemies, and turns Nate into a **Cleric** of the Domain of Light, borrowing some restoration spells from the Domain of Life.

Functional Reworks

Light works the same as Bel’s feature, improving the player’s field of view within the dark Upside Down. Being it active from the start, it’s hard to notice the difference, but there are some parts in the game in which Bel and Nate act separately (even before the third act), and if Bel doesn’t know Darkvision (or worse, her instance of *Light*), the journey without Nate gets tougher.

Reaper allows the player to eradicate some black roots and free the passage

Divine Strike (F) deals 1d8 extra fire damage on hit, where *Divine Strike (I)* deals 1d8 extra cold damage on hit. Having both allows the player to choose only one to apply.

Extra Attack from the Fighter path and *Extra Attack* from the Cleric of War/Zeal don't stack. The other two outer *Extra Attack* nodes stack instead, allowing to hit 3 or 4 times

Turn Undead doesn't require to Channel Divinity. It can be used to make minor enemies flee from the battle. Once the battle is over, the enemies that ran away are back in the map, but don't attack the player until she changes area, then the effect ends.

Banishment makes a minor enemy (doesn't work in mandatory battles) disappear instantaneously. At the end of the battle, it's not counted to award loot and XP.

Destructive Wave appears only in the *Player's Handbook*. It's a verbal, instantaneous wave of energy coming out from Nate in a 30ft-radius. Player can choose which creatures are affected from it and the type of damage resulting. It deals 5d6 Fire or Ice (at choice) damage and another 5d6 Necrotic or Light (at choice) damage. On a successful Constitution save throw, damage is halved.

Nate's Character Sheet

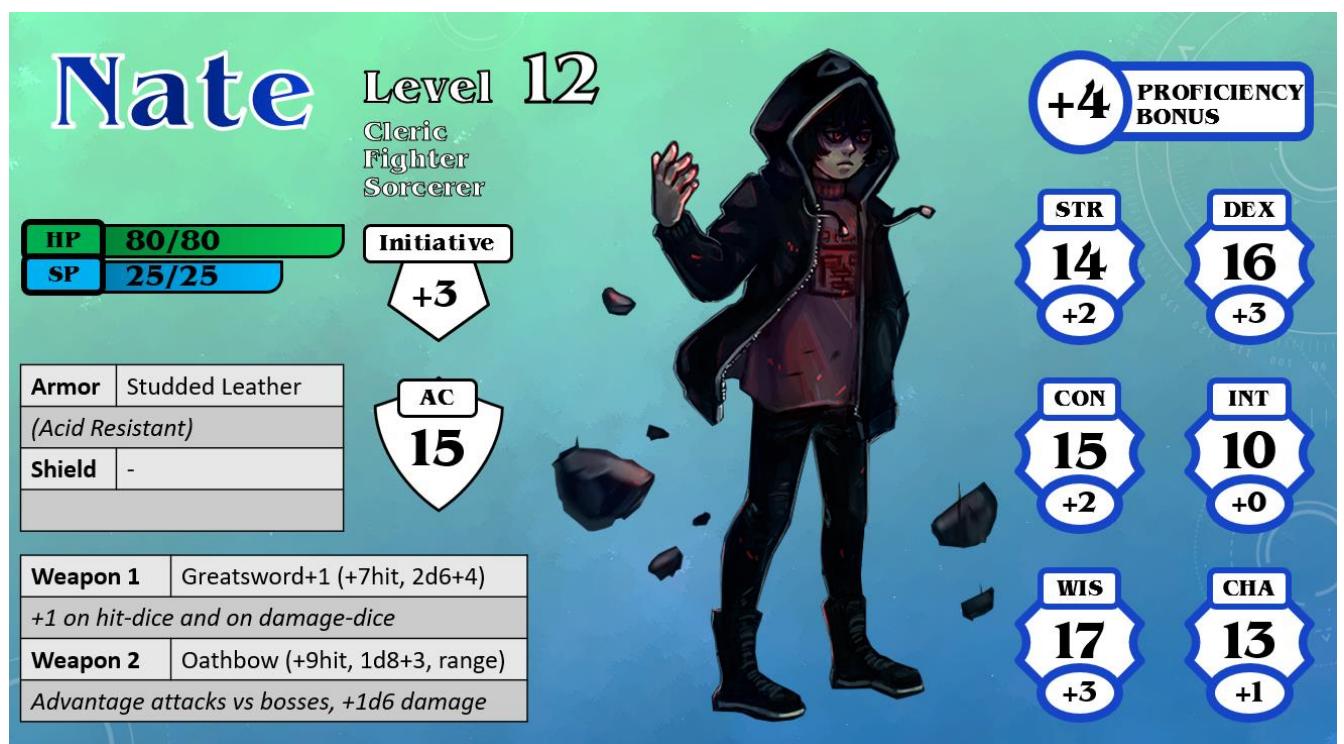


Figure 75: Nate's Character Sheet

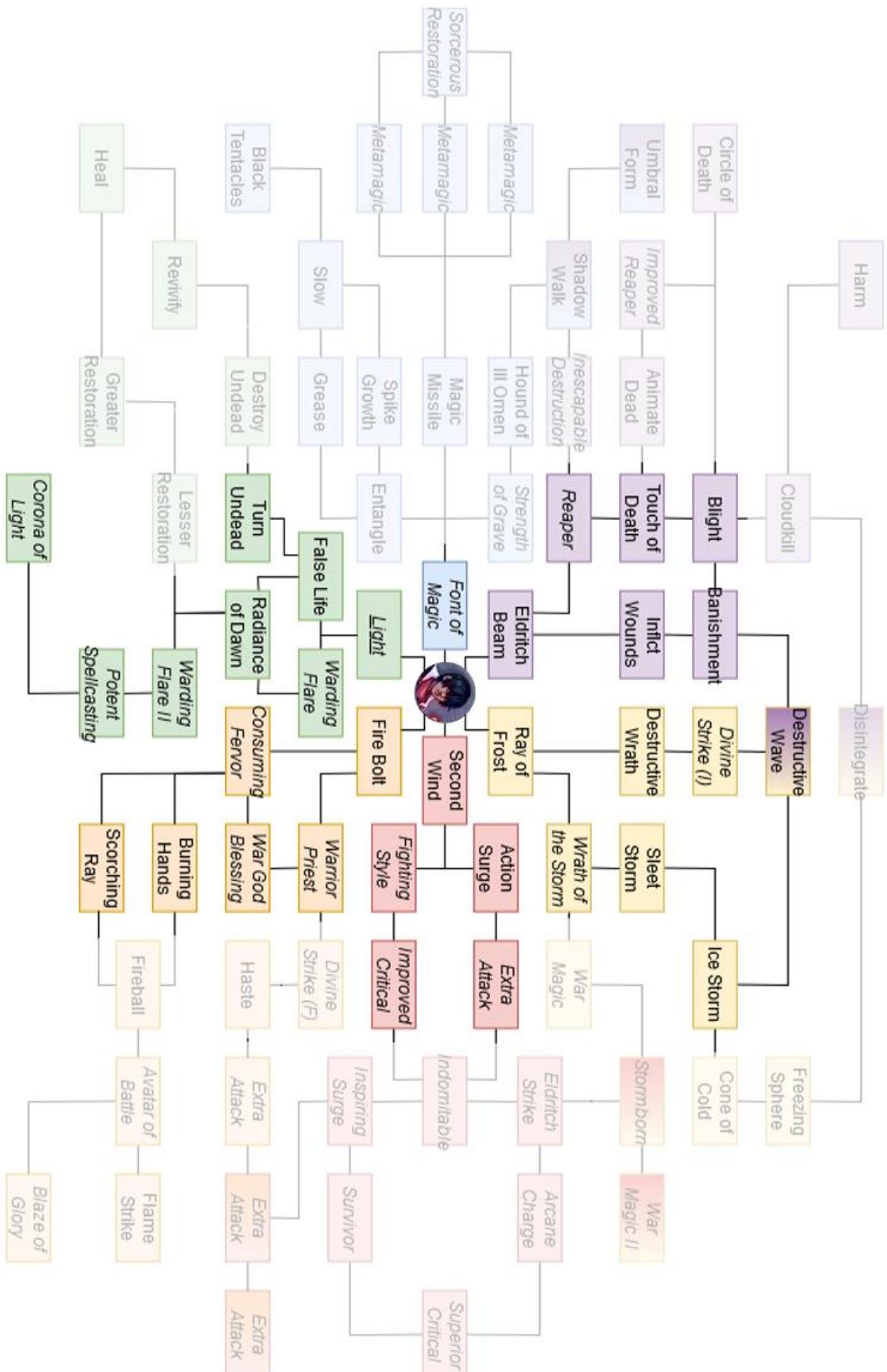


Figure 76: Nate's current advancement

The Demogorgon

Description

The Demogorgon is mainly seen as a threat to the human world, but its permanence up there is limited and it doesn't seek a conflict between the two parallel dimensions. It rules the Upside Down and is the keeper of the souls that linger inside of it. It has a soul as well, but it's not a decayed soul like the other creatures inhabiting the world, it's more like a guardian to the Upside Down. We don't know what happened before its birth, and Nate considers it like a primeval entity deeply tied to the dimension, and thinks it was born alongside the Upside Down. The Demogorgon has a phoenix-like rebirth ability that's linked to a place called "the Core" of the Upside Down, but we don't discover it until the very end of the game (although Nate already knew it). Originally, the Demogorgon didn't harbor any sentiment towards the human world, but since its first encounter with Nate in its lab, the monster started to fear and hate humans at the same time. After some time of truce, another human, Eleven, came in touch with the monster a second time, reawakening its bad emotions towards the human world. After the two fought to death, Eleven's soul was brought into the Upside Down and the Demogorgon was born again from the Core.



Figure 77: Demogorgon's Portrait

Circumplex

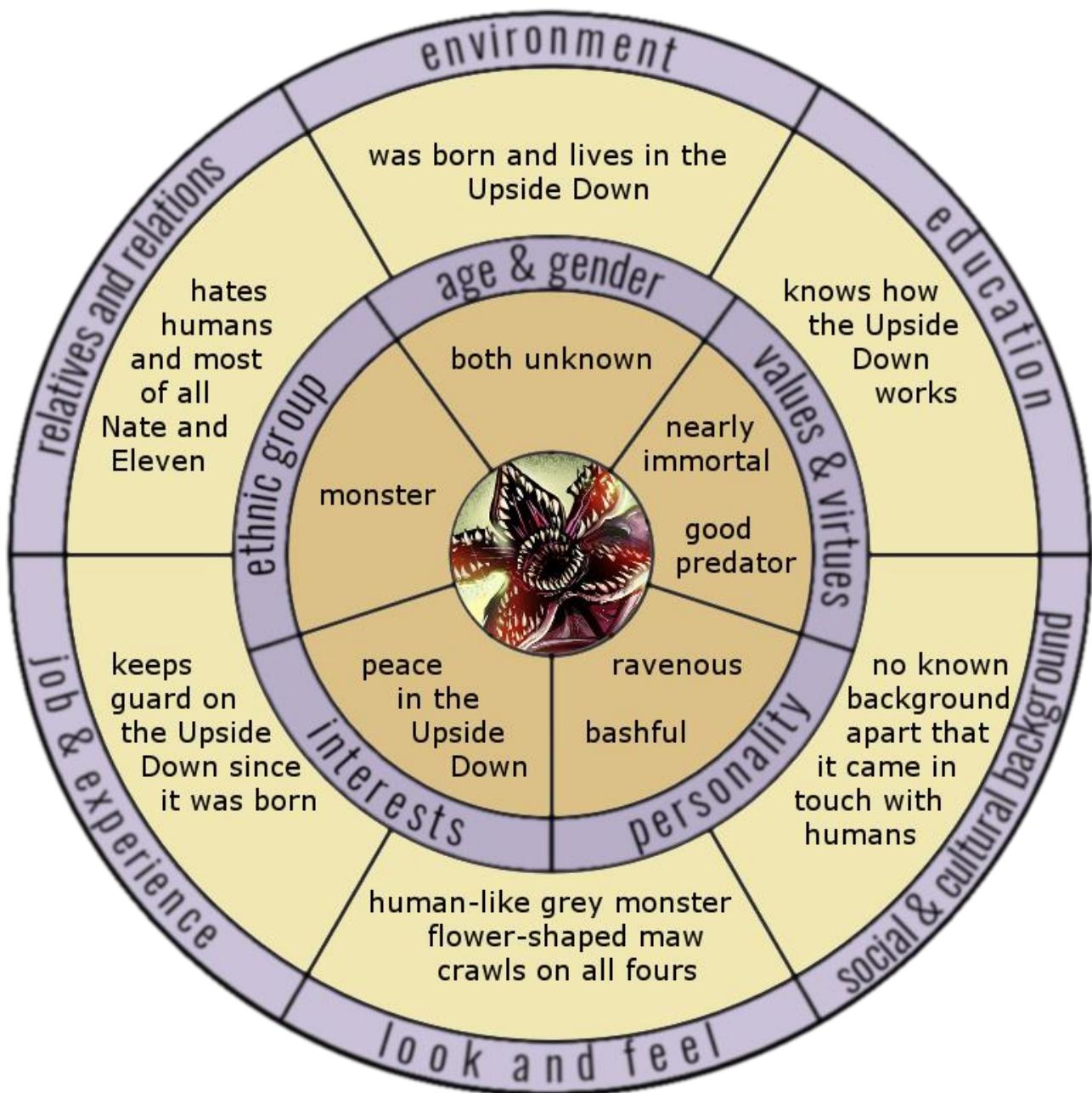


Figure 78: Demogorgon's Circumplex

Relations Map

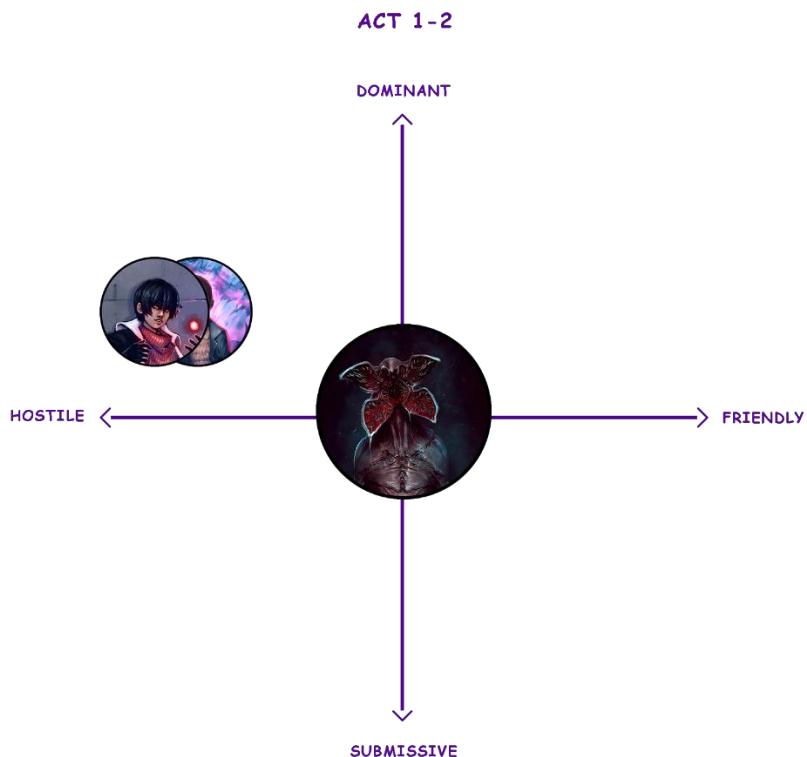


Figure 79: Demogorgon's Relation Map in Acts 1 and 2

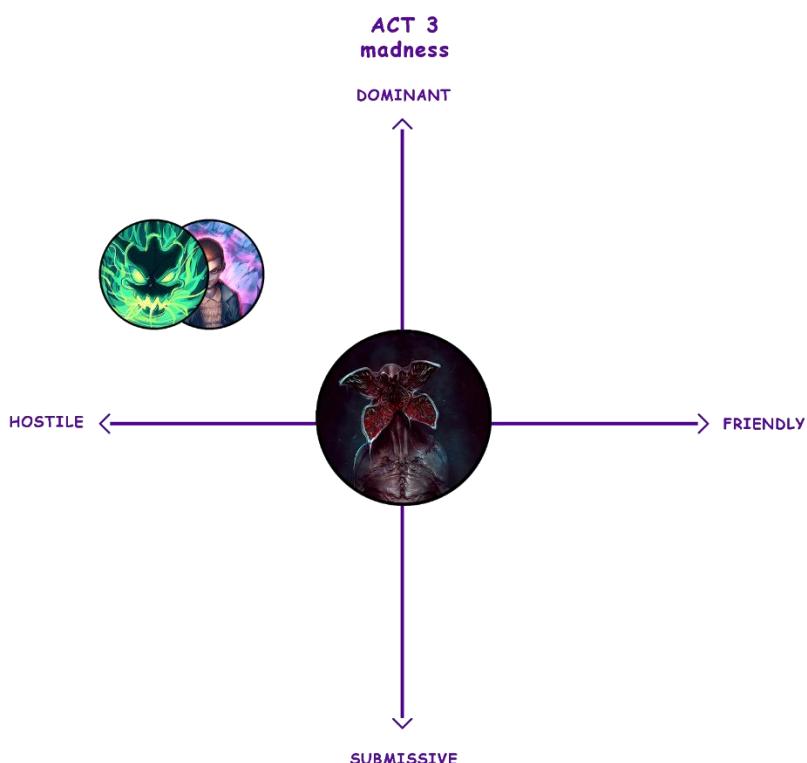


Figure 80: Demogorgon's Relation Map in Act 3 - Madness Ending

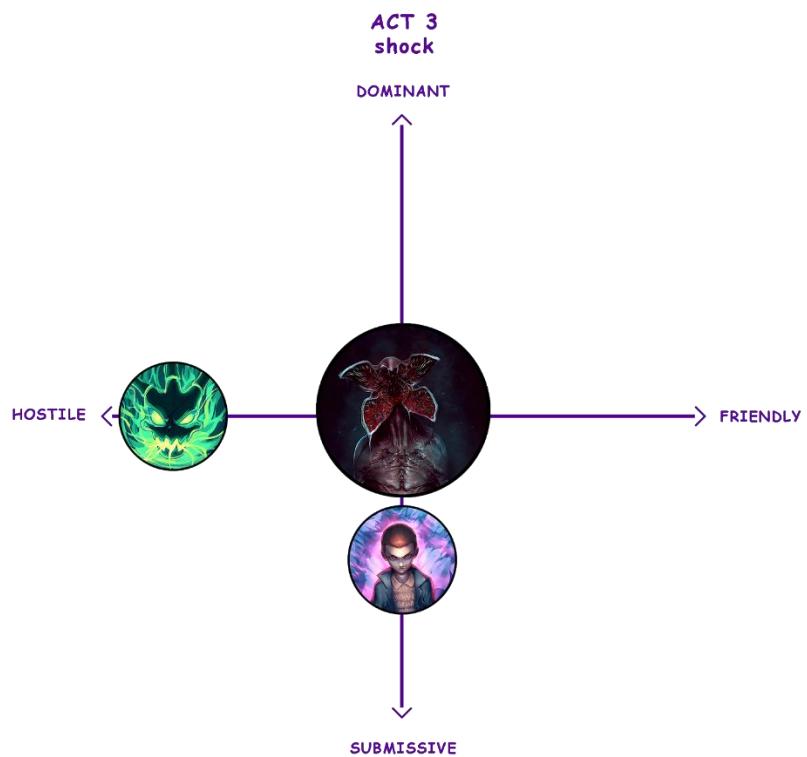


Figure 81: Demogorgon's Relation Map in Act 3 - Shock Ending

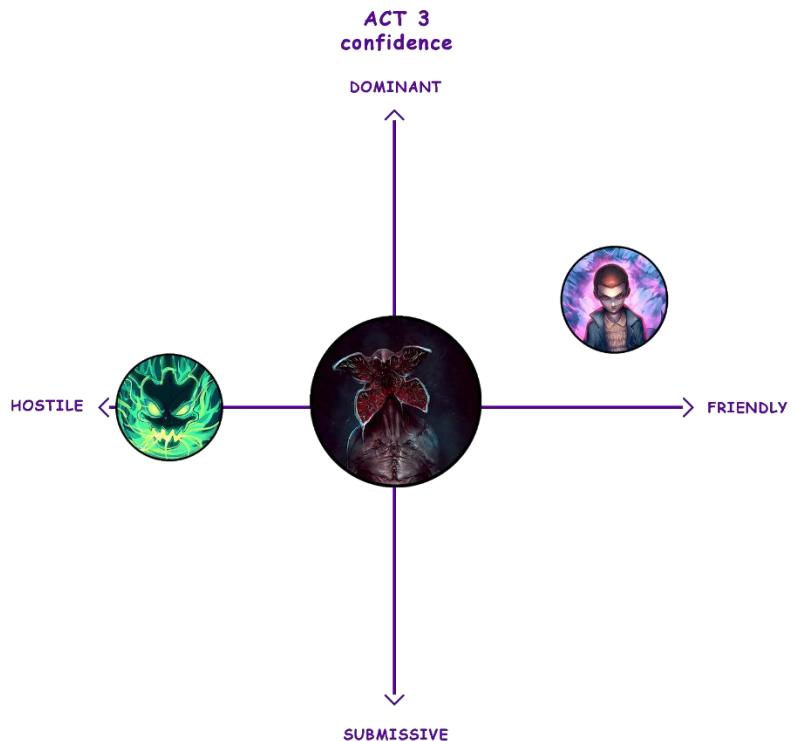


Figure 82: Demogorgon's Relation Map in Act 3 - Confidence Ending

Relevant Characters for the Level

The Twins

The twins are a couple of kids who were once in the same laboratory as Nate, and they consider him as an older brother. Their names or numbers are never revealed, and they arrived in the Upside Down (after being killed by Nate) at the age of 12. The Twins possess a unique ability that makes possible for them to share all the five senses between the two. By covering a single specific eye, different for both twins, one of the kids can transfer his consciousness into the other one and see, hear, think and feel everything the twin feels. During the connection, the eye-covered twin is like “deactivated” and unable to take decisions apart from removing his hand and stop the connection. The twins are powerful enough to maintain their aspect in the Upside Down, but they degenerate into a two-headed aberration when they feel they can get their revenge against Nate. The first contact the player has is with the “left” twin (the one with a red left eye), who seems one of the many frightened souls attacked by a monster. He reveals instead to be a scary presence, powerful enough to crash the lights off with a mix between a roar and a wail. As Bel and Nate decide to pursue that matter, they become trapped inside an illusory space in



The Twins - Humanoid form

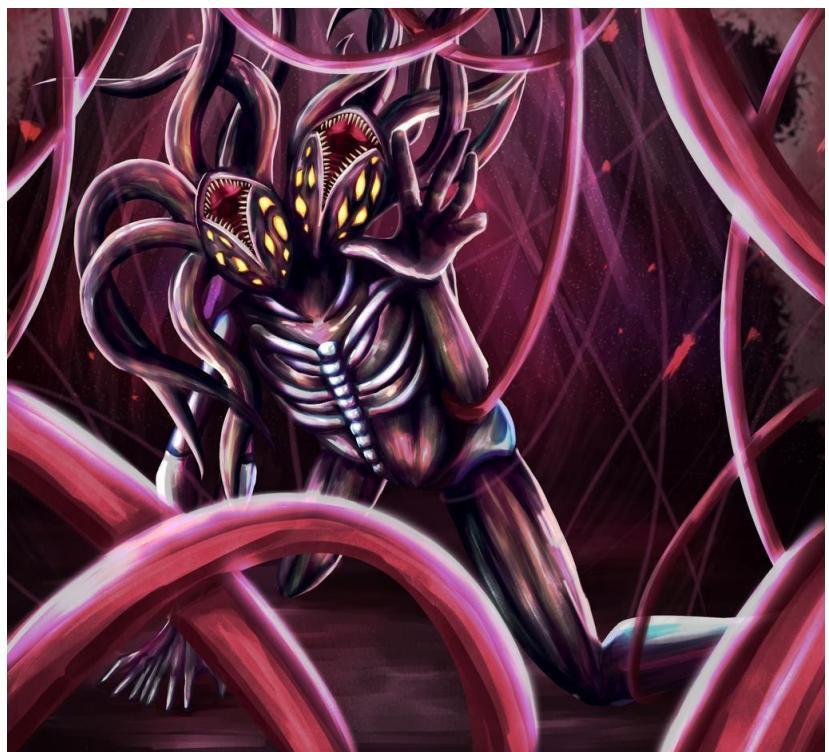


Figure 83: The Twins - real form

which the left twin lures them to follow him towards the brother. They find the other twin covering his right eye, and as soon as they notice he's not the same boy they pursued, the battle with the two-headed monster begins. During the reading of their memories, Bel can experiment the weird sensation of being transferred from a consciousness to the other, and every memory the twins created during a connection is shared between the boys. The player can recognize that the twins are from the same lab as Nate, and attend the tragical night in which the bloodcrazed brother killed every member of his family to drain their powers. But within their memories it's never shown Nate himself killing his sibling, so the player can raise some suspect on him when he decidedly interrupts the vision, but without having proof that he was the culprit instead of the Demogorgon.

Circumplex

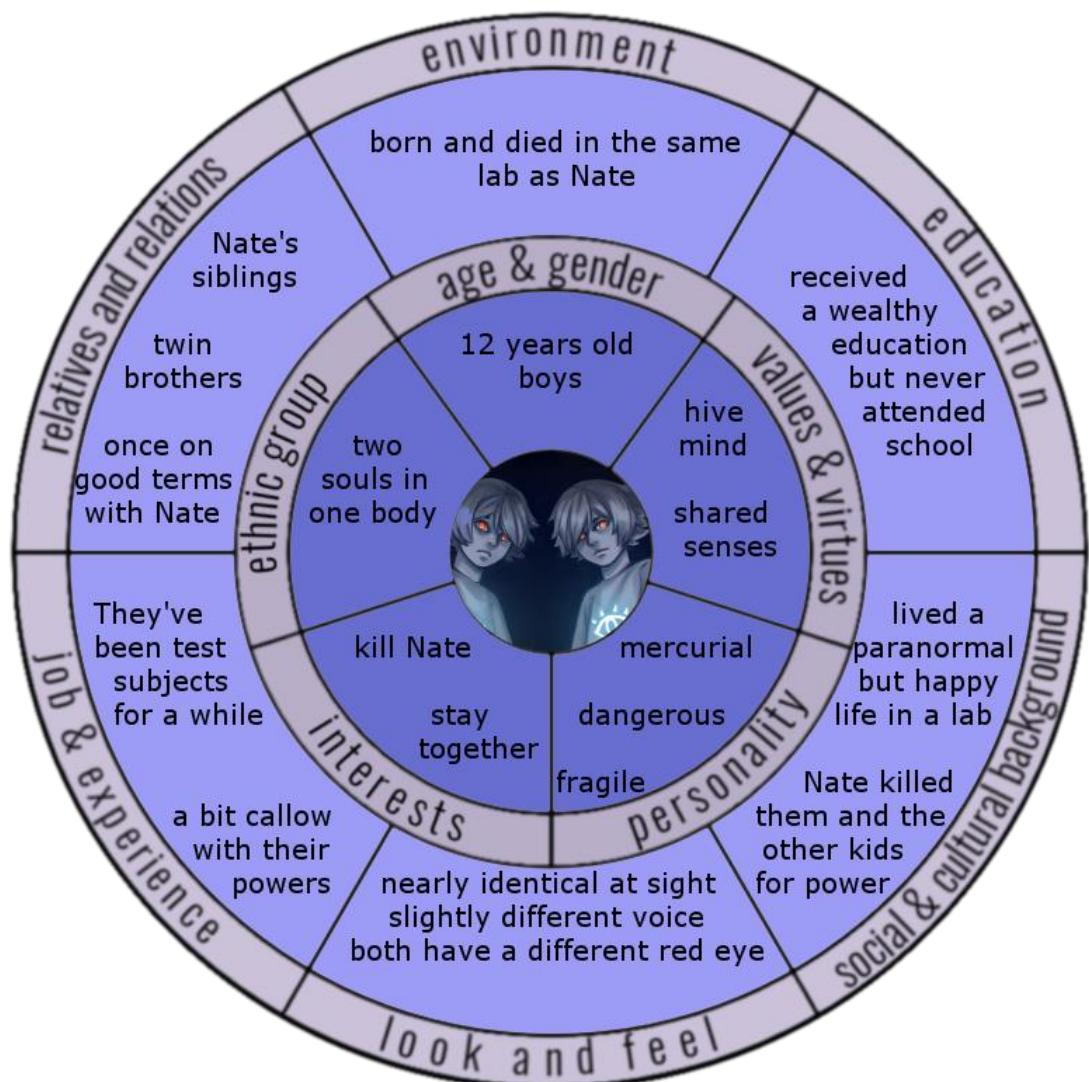


Figure 84: Twin Circumplex

Relations Map

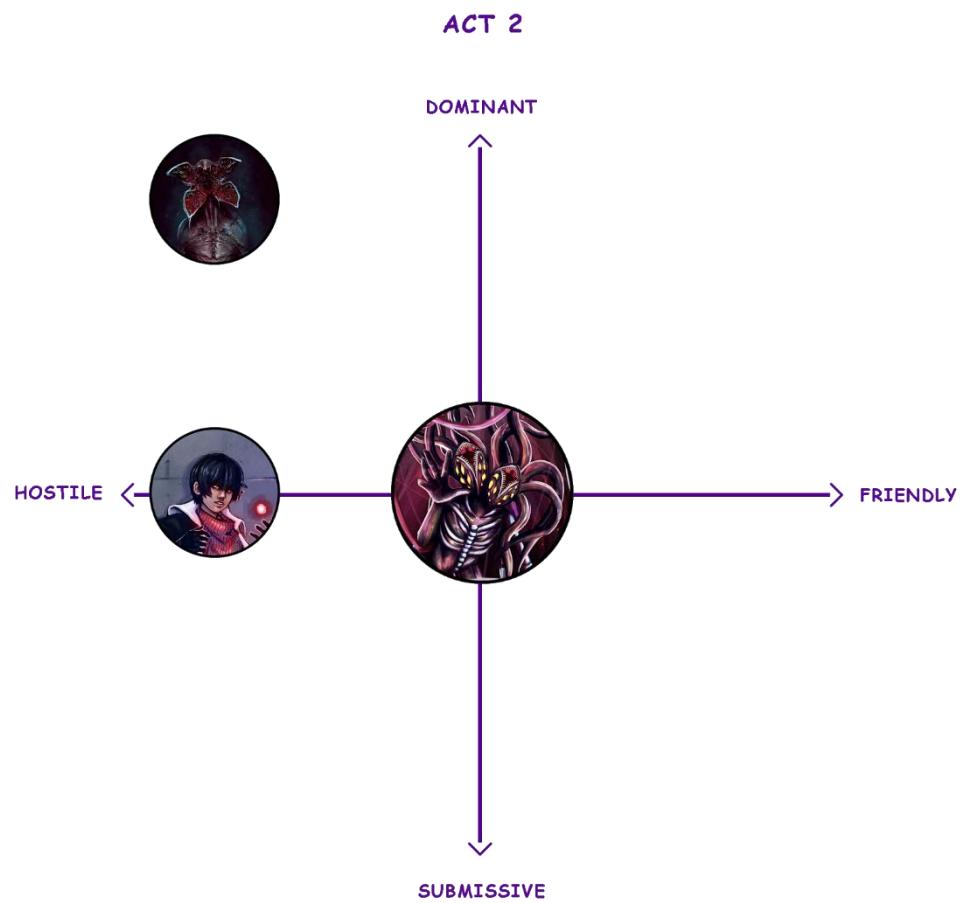


Figure 85: Twins Relation Map

X. Enemies

The Upside Down is populated by terrible monsters that are all but friendly. The monsters roam free in the various areas of the dimension and the player can see if they're ignoring the characters or if they want to pick up a fight instead. Outside the battle, the enemies have an artificial intelligence that controls their behaviour.

Behaviours

Generic Enemies



Each enemy in the Upside Down is able to **see and hear** the presence of Bel and Nate, and those senses are the switches for their change of attitude.

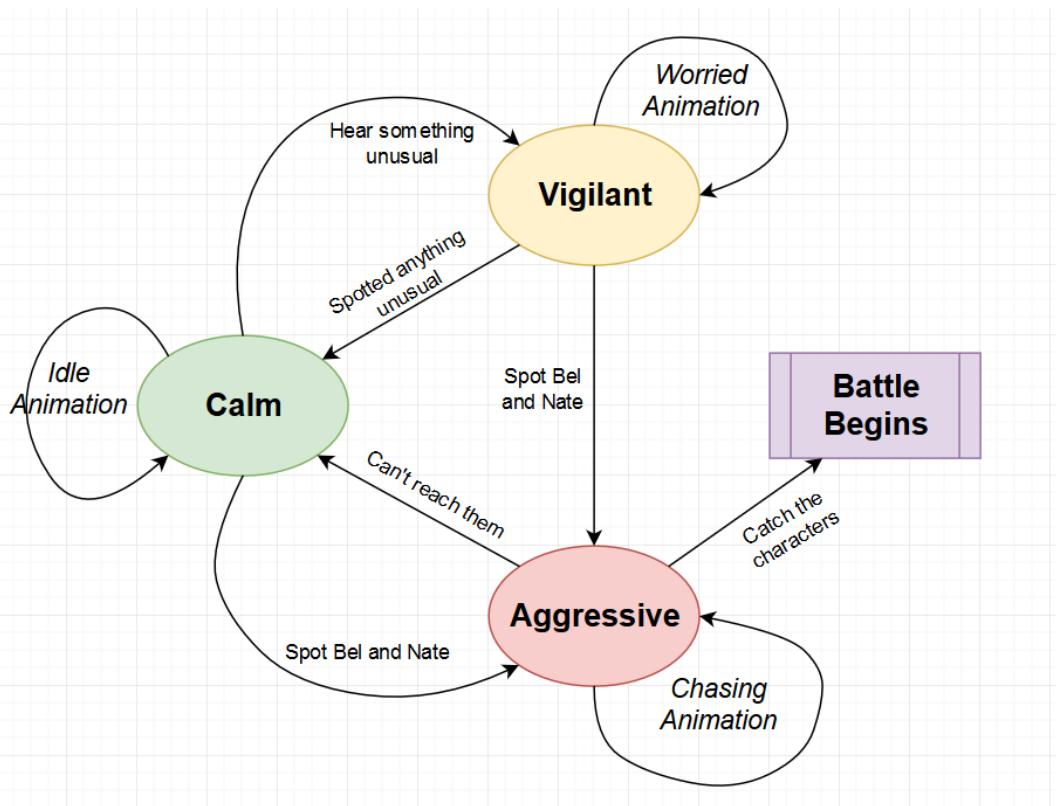


Figure 86: General Enemy Behavior

Generic enemies are indicated with the red enemy icon, and they behave like depicted in figure above. When the player is far enough to be sensed, they have a simple idle AI, a hearing sensor and a field of view that cannot spot her. Walking inside an enemy's field of view means turn it aggressive and be chased for some time (most of them are faster than Bel and Nate). Walking

near an enemy, but outside its field of view could make it worry if it hears something strange. A worried enemy has a simple AI that makes it look around in search for dangers, and it could spot the player and again turn aggressive. Most of the enemies follow this scheme, but there are three subcategories of enemies.

Sleeping Enemies 😎

Sleeping enemies are indicated with the yellow enemy icon, and as the name suggests they're taking a nap in the map. They can't see the characters as they pass in front of them, but their hear sense is sharper, and even lighter noises could wake them up, if close enough.

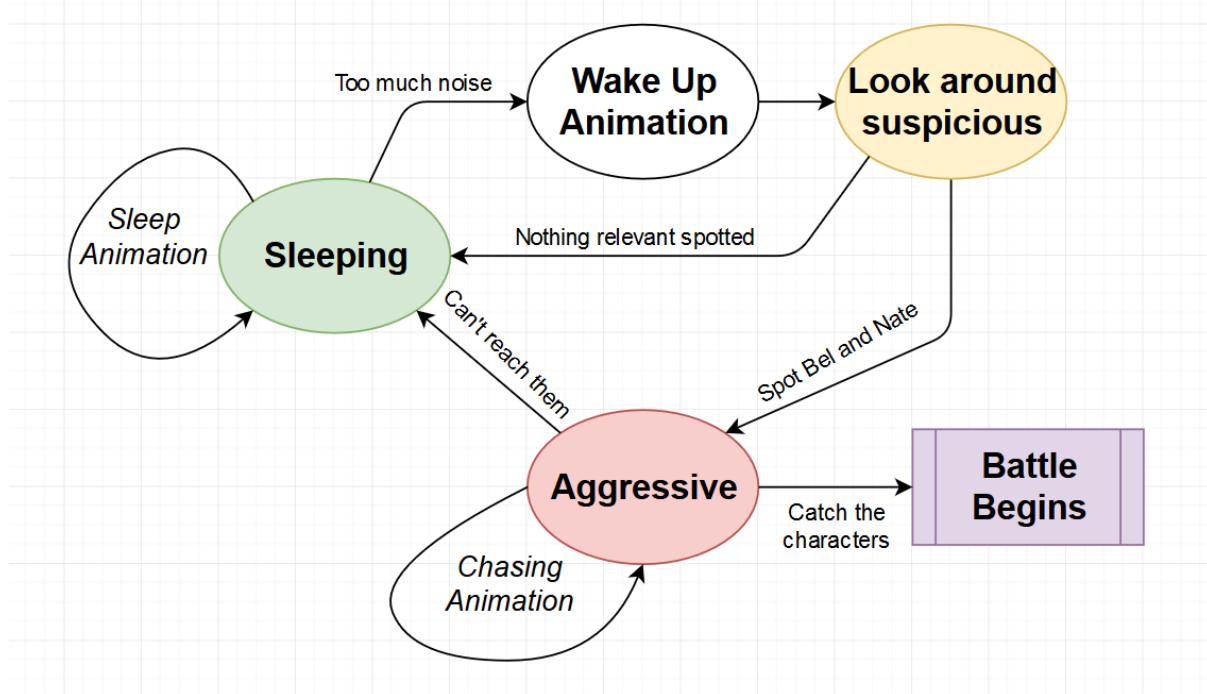


Figure 87: Sleeping Enemy Behavior

The player cannot choose to battle a sleeping enemy until it wakes up (it would be too easy), but they're easier to dodge instead if she doesn't want to pick up a fight.

Watchful and Patrolling Enemies 😷

This category of enemies is defined by the lack of hearing sensor and a fixed field of view.

Watchful Enemies are indicated with the green enemy icon, and they're peculiar because they don't move from their starting spot unless the player

walks in their field of view (and then they turn aggressive and chasing like any other enemy).

Similarly, Patrolling Enemies, indicated with the blue enemy icon, have a fixed and predictable movement route, that changes as well the direction of their field of view.

Generally, both of these type of enemies have a sharper sense of sight and can spot the player from farther. The player can also exploit their deafened hear to take them by surprise and start voluntarily a battle.

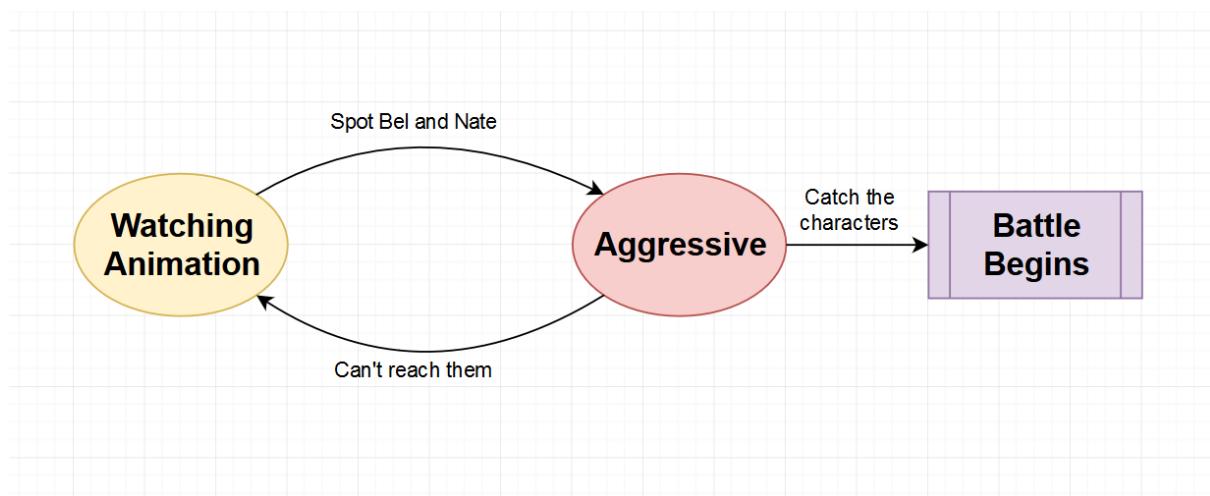


Figure 88: Watching & Patrolling Enemy Behavior

The figure above indicates as “watching animation” the basic behaviour of watchful and patrolling enemies, being it still or moving onto a fixed route. During aggressive state, they behave instead like any other enemy, chasing the player and trying to start a fight. If they don’t catch the player, they come back to their starting place and switch again to the watching AI.

Enemies of the Upside Down

Ankheg

Size Medium

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

Armor class 14

17(+3)	11(+0)	13(+1)	1(-5)	13(+1)	6(-2)
--------	--------	--------	-------	--------	-------

Hit points 39

Speed 30 ft

Challenge rating 2



Attacks

Bite

Type Melee

Hit +5

Damage 2d6+3 slashing
+ 1d6 acid

Acid spray

Type Ranged 30 ft

Hit +4

Damage 1d8+3 acid

Displacer Beast

Size Medium

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

Armor class 17

16(+3)	13(+1)	14(+2)	10(+3)	11(+0)	10(+0)
--------	--------	--------	--------	--------	--------

Hit points 58

Speed 40 ft

Challenge rating 3



Attacks

Multiattack: 2 Claw

Claw

Type Melee

Hit +7

Damage 1d8 +3 slashing

Psychic attack

Type Range 60 ft

Hit +4

Damage 1d10 +10 psychic

Chuul

Size Medium **STR** DEX CON INT WIS CHA

Armor class 16 14(+2) 13(+1) 16(+2) 1(-5) 12(+1) 5(-3)

Hit points 93

Speed 30 ft, swim 30 ft

Challenge rating 4



Attacks

Multiattack: 2 Pincer + Tentacles

Pincer

Type Melee

Hit +6

Damage 2d6 +4 bludgeoning DC 14 DEX grappled

Tentacles

Type Melee

Hit On grappled creature

Damage DC 13 CON poisoned, paralyzed, repeat ST each turn

Carrion Crawler

Size Medium

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

Armor class 13

14(+2)	13(+1)	16(+2)	1(-5)	12(+1)	5(-3)
--------	--------	--------	-------	--------	-------

Hit points 51

Speed 30 ft, climb 30 ft

Challenge rating 2



Skills

Ignore difficult terrain

Attacks

Multiattack: Tentacles + Bite

Bite

Type Melee

Hit +4

Damage 2d4+2
 piercing

Tentacles

Type Melee

Hit +8

Damage 1d4 +2 poison
DC 13 CON poisoned,
paralyzed, repeat ST
each turn

Ettercap

Size Medium

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Armor class 12

19(+4)	10(+0)	13(+1)	3(-4)	12(+1)	7(-2)
--------	--------	--------	-------	--------	-------

Hit points 90

Speed 30 ft

Challenge rating 3



Attacks

Claw

Type Melee

Hit +6

Damage 5d6 +4 slashing

Gibbering Mouther

Size Large **STR** DEX CON INT WIS CHA

Armor class 16 **29(+9) 14(+2) 20(+5) 16(+3) 18(+4) 18(+4)**

Hit points 230

Speed 50 ft

Challenge rating 13

Attacks

Multiattack: 2 Bites

Bite

Type Melee

Hit +14

Damage 6d6 +9
piercing



Hezrou

Size Large

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Armor class 16

19(+4)	17(+3)	20(+5)	5(-3)	12(+1)	13(+1)
--------	--------	--------	-------	--------	--------

Hit points 136

Speed 30 ft

Challenge rating 8

Attacks

Multiattack:

2 Calws + Bite

Claw

Type Melee

Hit +7

Damage 2d6+4
piercing



Bite

Type Melee

Hit +7

Damage 2d10+4
piercing

Skills

Magic resistance

advantage on saving throws against spells

Stench

any creature that start its turn within 10 ft of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until next turn

Slaad

Size Medium

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Armor class 14

14(+2)	13(+1)	16(+2)	1(-5)	12(+1)	5(-3)
--------	--------	--------	-------	--------	-------

Hit points 93

Speed 30 ft

Challenge rating 5

Attacks

Multiattack:
2 Calws + Bite



Bite

Type Melee

Hit +6

Damage 2d4+3 piercing

Claw

Type Melee

Hit +6

Damage 1d8 +3 piercing

Skills

Magic resistance
advantage on saving throws against spells

Regenerations

restores 10 hit points at the start of his turn

Slaad Tadpole

Size Tiny

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

Armor class 12

14(+2)	13(+1)	16(+2)	1(-5)	12(+1)	5(-3)
--------	--------	--------	-------	--------	-------

Hit points 10

Speed 30 ft

Challenge rating 1/8



Attacks

Bite

Type Melee

Hit +4

Damage 1d4+2 piercing

Skills

Magic resistance
advantage on saving throws against spells

Ettin

Size Large

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Armor class 17

23(+6)	16(+3)	18(+4)	7(-2)	14(+2)	12(+1)
--------	--------	--------	-------	--------	--------

Hit points 300

Speed 50 ft, climb 40 ft

Challenge rating 11

Attacks

Multiattack: Constrict + Bite

Constrict

Type Melee

Hit +10

Damage 3d10+12 bludgeoning
DC 16 DEX grappled

Bite

Type Melee

Hit +10

Damage 2d10+6 piercing

Skills

Lighting immunity

Swallow

when he bites a constricted creature, he can swallow it, the target is grappled, blinded, has total cover from outside and takes 6d6 acid damage at the start of each turn. He can only have one creature swallowed at a time. If he takes at least 25 damage from inside in a turn, the Ettin must success a 14 CON saving throw or regurgitate the creature that falls prone

Heal (1/day)

restores 20 d8 hp as a bonus action

Psychic attack (3 turns to recharge)

12 d10 psychic damage, DC 14 halves



Enemies Chart

		Enemies							
Zone		Gibberish Mouthers	Ettin	Hezrou	Slaad Tadpole	Slaad	Chuul	Displacer Beast	
Courtyard		x	x		x	x			
Ground F.		x	x	x					
Underg. F.						x			x
Floor 1	x			x					
Floor 2						x	x		
Floor 4	x	x	x	x	x	x			x
Floor 3				x					
Floor 5									x

Exp & Loot

Ankheg

XP	80	
Loot	Green Slime (40%)	Green Blood (15%)

Carrion Crawler

XP	90	
Loot	Yellow Slime (40%)	Carrion Crawler Mucus (15%)

Ettercap

XP	110	
Loot	Azure Slime (40%)	Ether Drop (20%)

Displacer Beast

XP	130	
Loot	Raw T-Bone (35%)	Sabretooth (10%)

Chuul

XP	150	
Loot	Chuul Legs (50%)	Claw (30%)

Slaad

XP	190	
Loot	Red Slime (50%)	Purple Blood (30%)
		Similicorice (15%)

Slaad Tadpole (CR $\frac{1}{8}$)

XP	20
-----------	----

Hezrou (Mini-Boss)

XP	1000	
Loot	Glaive +1 (100%)	Potion of Prowess (100%)

Ettin (Boss)

XP	2500	
Loot	Upside Fruit x2 (100%)	Ether Bottle x2 (100%)
	Lens of Swap (100%)	Lens of Swap (100%)

Gibbering Mouther (Secret Boss)

XP	2000	
Loot	Soul Fragment (100%)	

Battle Tests

This section registers some combat examples in detail, that we used to tune the encounters' difficulty and to verify the margin of error of our outcome prediction formulas. After every battle there's a casualties table that shows the impact of the battle on the characters' health, SP and uses of special features.

Legend:

- Rolls between brackets mean advantage or disadvantage
- Numbers in bold mean a critical hit
- Ability before a roll means that roll was a saving throw in that ability
- Damage rolls, some reactions and some saving throws are not shown

Outcome prediction

To predict the outcomes of the battles the following tables has been used:

Estimated Player stats at the beginning of the level

Name	Stats							
	HP	LP	CA	Weapon	Bonus to hit	Danno	Critical	N of hits
Bel	88	34	17	V warhammer	7	10,5	7	2
Nate	80	39	15	Great sword	7	17	0	2

Estimated Bel's spells

Spell	Damage
Shocking grasp	10,5
Vicious Mockery	2,5
Thunderwave	12,75
Shatter	16,125
Average	10,46875

Estimated Nate's spells

Spell	Damage
Radiance of the dawn	19,5
Burning hands	13,5
Ice storm	25,5
Destructive wave	28,5
Blight	29,25
Average	23,25

Enemies of the level

Name	Stats							
	HP	CA	Regen	Weapon	Bonus to hit	CR	Damage	N of hits
Ettercap	90	12		Bite	6	3	21	1
Displacer beast	58	17		Bite	5	3	8,5	2
Ankheg	39	14		Bite	5	2	13	1
Carrion Crawler	51	13		Tentacles	6	2	5,75	2
Chuul	93	16		Pincer	6	4	11	2
Red Slaad	93	14	10	Bite+claw	6	5	22	1
Slaad Tadpole	12	12		Bite	4	1 8	4	1
Hezrou	136	16		Bite+claw	7	8	37	1
Ettin	300	17		Bite+Constrict	10	11	45,5	1

Name	Average damage per turn						Rounds to die attacked by Bel and Nate
	From Bel Rolls	From Bell Spells	To Bel	From Nate Rolls	From Nate Spells	To Nate	
Ettercap	17,5	10,46875	10,5	27,2	23,25	12,6	3
Displacer beast	12,25	10,46875	7,65	18,7	23,25	9,35	2
Ankheg	15,4	10,46875	5,85	23,8	23,25	7,15	1
Carrion Crawler	16,45	10,46875	5,75	25,5	23,25	6,9	2
Chuul	13,3	10,46875	11	20,4	23,25	13,2	3
Red Slaad	15,4	10,46875	11	23,8	23,25	13,2	4
Slaad Tadpole	17,5	10,46875	1,6	27,2	23,25	2	1
Hezrou	13,3	10,46875	20,35	20,4	23,25	24,05	5
Ettin	12,25	10,46875	31,85	18,7	23,25	36,4	10

In this table, the additional damage of the rolls in case of critical hit it's not considered, but only the additional damage given by specific weapons (vicious warhammer); additionally, specific damage resistance is ignored (e.g. bel piercing / slashing / bludgeoning resistance in rage) and for each spell that can be halved with a saving throw, the damage is calculated as 75% of the total, as if in 50% of the cases the saving throw has had success.

Furthermore the player has a lot of other skills and spells that can be used, that make the player kill the enemies faster or survive longer to enemies attacks.

Damage Formula

$$[\text{number of attacks}] \times ([\text{average damage}] \times (21 + [\text{bonus hit}] - [\text{target AC}] + [\text{critical damage bonus}])) / 20$$

Where crit. chance is 1/20. The formula works only if the target has AC higher than the attacker bonus hit, so in our case works for every monster and character

Battle with two Displacer Beasts (Floor 4)

For this first test, we didn't want to move too far from a simple exchange of physical attacks. Outcome predictions says that a Displacer Beast lives 2 rounds before being killed by physical attacks, so we pushed Bel a little and killed the first with a level 3 Divine Smite, one round earlier. The second one satisfied the prediction instead.

TURN	ACTION	ROLLS	DAMAGE	OTHER
Bel	Move 30ft, Rage (Tundra) + Reckless Attack on DP1	(19,22), (9, 13)	10, miss	+4HP both

Nate	Move 30ft, Attack on DP1	16, 26	Miss, 11	
DP1	Attack on Bel	(10,14), (26,18)	Miss, 11/2	
DP2	Attack on Bel	(24, 8), (27, 21)	13/2, 16/2	
Bel	(Tundra Aura) Attack + <i>Divine Smite L3</i> on DP1	25, 14	45, miss	Kill DP1 +4HP both
Nate	Attack on DP2	20, 9	9, miss	
DP2	Attack on Bel	19, 9	7/2, miss	
Bel	(Tundra Aura) Attack on DP2	22, 25	10, 8	+4HP both
Nate	Attack on DP2	18, 17	8, 6	
DP2	Attack on Bel	12, 26	miss, 7/2	
Bel	(Tundra Aura) Attack on DP2	24, 10	7, miss	+4HP both
Nate	Attack on DP2	23, 11	10, miss	Kill DP2

Casualties

Name	HP	SP	Other
Bel	74 / 88	15 / 20	-1 Rage
Nate	80 / 80	25 / 25	

Nothing relevant here, with a total damage of 14 over 168 combined HP we can safely assume that Displacer Beasts are no special threat for the couple at this stage. Even without the Tundra Aura damage reduction, Bel would have taken only 22 damage. The 5 SP used to kill a monster one round earlier could easily have been saved for harder battles.

Battle with two Carrion Crawlers and a Chuul (Courtyard)

This second battle test was done mainly to study the effectiveness of spells and special attacks in a tougher, but still pretty doable, fight. If we ignore the first round of preparations, the battle lasted for 4-5 rounds, that's actually 2

rounds shorter than the sum of rounds needed to kill those enemies, only with attacks.

TURN	ACTION	ROLLS	DAMAGE	OTHER
Nate	Equip Oathbow, Flee 30ft			
Bel	Reach Nate, Magic Weapon -> Oathbow, Move 10ft			
CC1	Advances 30ft			
CC2	Advances 30ft			
CHU	Advances 30ft			
Nate	Sleet Storm in front of him			Difficult Terrain
Bel	Shatter on CC1 and CC2	CON 21, 11	21/2, 21	
CC1	(DEX SAV), Advances, Tentacle + Bite on Bel	(17), 22, 9	3 + paralyzed, miss	Paralyze Bel
CC2	(DEX SAV) -> Advances	(7)		Falls prone
CHU	(DEX SAV), Advances, Pinch x2 on Nate	(20), 13, 15	miss, 11	No grapple, keeps concentr.
Nate	Use Antidote on Bel			-Paralysis
Bel	Rage (Tundra), Attacks CHU	9, 27	28	+4HP both
CC1	(DEX SAV), Tentacle + Bite on Bel	(21), 15, 6	miss, miss	
CC2	(DEX SAV) -> Advances	(5)		falls prone
CHU	(DEX SAV), Pinch x2 Nate <i>(reaction Warding Flare)</i>	(8), (16, 8), (21, 9)	miss, miss	
Nate	Blight on CHU	CON 4	45	
Bel	(Tundra Aura) Reckless Attack + Frenzy on CHU -> Divine Smite L3	(15,11), (23, 14), (10, 9)	miss, 4d8+6 = 23, miss	Kill +4HP both
CC1	(DEX SAV), Tentacle + Bite on Bel	(17), (16,13), (8,21)	miss, 7/2	
CC2	(DEX SAV), Tentacle + Bite on Bel	(21), (14, 10), (9, 18)	miss, 6/2	

Nate	Banishment on CC1	CHA 5		Banished
Bel	(Tundra Aura) Reckless Attack on CC2	(14,21), (19, 11)	9, 14	+4HP both
CC2	Tentacle + Bite on Bel	(17,15), (19,18)	6 + paralyze, 10/2	Bel avoids paralysis
Nate	Attacks CC2	26	8	Kill

Casualties

Name	HP	SP	Other
Bel	55 / 88	12 / 20	-1 Rage, Exhaustion 1
Nate	69 / 80	7 / 25	-1 Antidote, -1 WFlare

As expected from premises, adding a Chuul (CR4) to a couple of monsters rated 2, like the previous test was, makes the battle longer and harder. If it wasn't for Banishment on the second Carrion Crawler and for the Antidote, probably the fight would have ended more roughly for the couple. The SP consumption by Nate makes difficult for the player to fight two encounters like this subsequently, but food (from *Purify Food and Drink*) and items restoring SP are pretty common, so it's not unlikely to think the player would use spells and SP-expensive actions to ease her life.

Battle with Ettin (Boss Fight, Floor 5)

TURN	ACTION	ROLLS	DAMAGE	OTHER
TWI	Advance, Constrict + Bite on Nate <i>Warding Flare</i> reaction	(27, 23), (21, 22)	41, 16	No Grapple, -1 WF
Bel	Advance, Rage (Tundra) + Reckless Attack	(16, 11), (15, 16)	miss, miss	-1 rage +4HP both
Nate	Corona of Light + Action Surge (Destructive Wave) + Second Wind	CON (14,10)	45, +15HP	-AS -SW
TWI	Constrict + Bite on Nate <i>Warding Flare</i> reaction	(27, 19), (13, 26)	38, miss	Grappled -1 WF

Bel	(Exits Rage), Max Healing Potion on Nate		+80HP	
Nate	Attacks TWI, <i>Channel Divinity: Touch of Death</i>	23, 18	12+29, 8	-CD
TWI	(Bonus Action) Heal, Lightning Breath on Nate	DEX 18	+48HP, 81/2	TWI in phase 2
Bel	Rage (Tundra) Reckless Attack, +Divine Smite (lv3)	(18,12), (21, 14)	16, 4	+4HP both
Nate	Blight	CON 5	39	
TWI	Constrict + Bite (<i>Swallow</i>) on Nate <i>Warding Flare</i> reaction	(12, 22), (28, 23)	miss, 27	Swallowed -1 WF
Bel	(Tundra Aura) + Reckless Attack + Frenzy	(22, 27), (18, 23), (19,24)	26, 8, 12	+4HP both
Nate	(Acid Swallow), Fire Bolt +CON SAV to not throw up	26, 14	-21/2HP, 26	Still Swallowed
TWI	Constrict + Bite on Bel	(30, 15), (17, 30)	58/2, 45/2	No Grapple
Bel	(Tundra Aura) Reckless Attack	(9, 12), (11,16)	miss, miss	+4HP both
Nate	Attacks	25, 22	12, 17	Kill Thrown up

Casualties

Name	HP	SP	Other
Bel	53 / 88	13 / 20	-2 Rage, -1 MaxPotion Exhaustion 1
Nate	11 / 80	12 / 25	- CD, -3 WFlare - Action S. - Second W.

From this battle test, we discovered that the boss battle needed to be refined a bit. This table refers to an Ettin (aka reworked Behir) with 200 HP who hit harder than we thought. If the Ettin physical attack can deal more than 50% of

maximum HP, the player is pretty much always under check, because the next hit is probably gonna be fatal, and no one wants to take a one-on-one against a boss.

For this reason, we cut 1 damage-die from each of the Ettin's attacks. The downside is that the battle becomes easier and we actually didn't like the fact it finished in five, mostly bad lucky, rounds. It could have easily ended in four, and that's not what the player expects from a boss battle, to be faster than a normal one with more enemies. So the other adjustment we made was to raise the maximum HP from 200 to 300, so the characters need 3-4 additional attacks, and this gives enough extra turns the Ettin to cast its signature move a second time, and maybe a third.

Even if it made the characters worry for a moment (when Bel needed to use a rare potion on Nate), the casualties table told us that both Bel and Nate had still their aces left, in term of Sorcery Points, and also finished with a 40% of total combined HP. A longer fight would surely be more fitting and more challenging.

X. Collectibles

This section defines some general lines about the items that characters carry in their backpack and how they can use them and gain benefits. Once again, the 5th edition of *Dungeons and Dragons* shapes the concept of these objects, but some of them and some rules were removed or reworked to better fit in a dark and mysterious video game atmosphere.

General Rules for Collectibles

What in *Dungeons and Dragons* is generically called “Item” is called **Collectible** for this game instead. A collectible is an object that the player can obtain in many ways and is automatically stored in a virtual bag. The player can access her **Bag** section from the main menu and the bag can be considered to have an infinite capacity. Any number of collectibles can be stored in the player’s bag, up to a maximum of 99 instances of the same collectible.

Each collectible has these fields:

Name	Qty	Description
Collectible	↑99	Any objects with these fields is a collectible
Potion	3	Restores 20 HP
Raw Sword	1	A simple blade stuck in a wood piece

This is what is needed to define a collectible. Please notice that fields like *price* and *weight*, present in *Dungeons and Dragons* rules book, have been removed because there’s no need to weight collectibles if they can be infinitely carried and because there’s no currency in the Upside Down, due to the fact that living entities are mostly scary monsters, and friendly souls are more attracted to bartering than to a functional economy.

Collectibles are then divided into three main subclasses, the **Items**, the **Equipment** and the simple **Materials**.

Materials

Materials are the simplest and commonest type of collectibles. As the name suggests, a material is a collectible that is needed to create something better, and they are in the player’s bag for no other reason.

Name	Qty	Description
Black Root	11	Black twig that no longer moves
Green Slime	4	Slime that produces acid when squeezed

All materials are stored and can be accessed in the Materials subsection of the Bag, along with a special kind of items called recipes. Once the player obtains her first recipe, she unlocks the Craft section in the main menu, in which she can finally get some use off the materials. Recipes allow to create items and boost equipment by mixing different materials in different quantities and then consuming them.

Materials as we intend them don't appear in Dungeons and Dragons, so every material in this game is a new object.

Materials that can be found in this level

We adopt a scale from 1 to 5 to define how rare is each collectible, translatable in:

1. **Very Common:** Used only for materials available in great quantities
2. **Common:** Items and materials that can be easily found or looted from enemies
3. **Uncommon:** Used for rare loots on minor encounters and generally collectibles that are hard to grind and accumulate. Equipment start from here.
4. **Rare:** Strong equipment and very useful items that reward the player for a strain
5. **Unique:** Any non-key unique collectible falls in this category, e.g recipes

Name	Description	Where	Rare
Mysterite	Mysterious mineral not known on Earth before	CY (I3)	2/5
Soul Fragment	Shard of a soul that did not give up to decay. It forms a complete memory when united with other 3 fragments	F4 (EB1)	5/5
Sabretooth	Monstrous long tooth, it's not easy not to broke it in a fight	Displ. Beast	3/5
Claw	Many monsters' favorite weapon	Chuul	2/5
Green Blood	It's probably not carrying oxygen. Quite for sure	Ankheg	2/5

Purple Blood	Seems that stronger beasts have it purple instead of green	Slaad	3/5
Tendon	Sometimes tendons dodge the usual decomposition of the meat	F2(I1)	3/5
Green Slime	Slime that produces acid when squeezed	Ankeg	2/5
Yellow Slime	Slime that produces electric current when squeezed	F4(I5), C.C.	2/5
Azure Slime	Slime that gets colder when squeezed	EtterC	2/5
Red Slime	Slime that gets hotter when squeezed	Slaad	2/5
Superconductor	Rare metal used in experiments	F4 (I3)	3/5

Equipment

An equipment is a collectible that can be **geared and brought in battle** to ease the fight. Equipment are not consumable, so once the player gets one, she can only assign it to a character within the **Equip** section of the main menu or rather keep it in the bag unassigned. In the *Craft* section, equipment can be boosted by adding the right materials onto them, but they can't be crafted just from materials, the player already needs to possess the equipment as a base. Every equipment is stored in the **Equipment** subsection of the *Bag*, and they can be filtered by equipment type.

There are 3 types of equipment:

- **Body** → Armors, plates, clothes and everything that can be weared [1 per character]
- **Weapon** → Everything that can be handled and used against monsters. Heavier ones can require two hands to be wielded [2 slots per character]
- **Accessory** → Rings, pendants, bracelets, and other wearables that don't fit into the previous categories. Ammunitions belong to this type too, they use a single slot, they're infinite and they're required to equip bows and crossbows [2 per character]

Every equipment provides its benefits to the character equipping it, that can be boosts to abilities or to damage done, offensive or defensive features and generally useful bonuses for the battle mode. Most of the equipment are borrowed from *Dungeons and Dragons*, but they can have some rework in name or bonuses they provide.

Equipment that can be found in this level

We adopt a scale from 1 to 5 to define how rare is each collectible, translatable in:

1. **Very Common:** Used only for materials available in great quantities
2. Common: Items and materials that can be easily found or looted from enemies
3. **Uncommon:** Used for rare loots on minor encounters and generally collectibles that are hard to grind and accumulate. Equipment start from here.
4. **Rare:** Strong equipment and very useful items that reward the player for a strain
5. **Unique:** Any non-key unique collectible falls in this category, e.g recipes

Equipment pieces named in bold are brand new or have been reworked.

Name	Description	Where	Type	Rare
Chain Shirt +1	Armor +1	CY(I1)	B	3/5
Adamantine Scale Mail	You don't suffer critical hits	F4(I7)	B	3/5
Chain Mail of PSY & POI	You are resistant to Psychic and Poison damage	UF(R1)	B	4/5
Glaive +1	Magic Weapon +1	UF(E2)	W	3/5
Sword of Life Stealing	When you roll a 20 to hit, deals +3d6 necrotic. You gain temporary HP equal to the damage dealt	F2(I5)	W	3/5
Staff of the Storm	Your fire, thunder and lightning spells deal +1d10 of the same element. Enemies hit have SAV disadvantage	F2(R1), F5	W	4/5
Nine Lives Stealer	[Sword] Magic Weapon +2. A critical on an enemy with HP<=100 causes a CON SAV with DC 15. On a failure, the enemy dies instantly (gives XP and loot)	F4(R1)	W	5/5
Ring of Sorcery	Grants 5 extra Sorcery Points	F2(I4)	A	3/5
Ring of Free Action	You are immune to Paralysis and Restrained. Difficult terrains and spells cannot reduce your speed/movement	F4(R2)	A	4/5
Lens of Swap *	Once during each turn (even enemies'), both wielders can swap their positions. Can be used	Ettin	A	5/5

Lens of Swap *	only if there are two different conscious wielders in battle	Ettin	A	5/5
--------------------------	--	-------	---	-----

*Lenses of Swap are rewarded after the Ettin boss fight, and they channel the twins' psychic power. An icon appears on the screen for 2 seconds during enemies' turn to indicate that it's possible to swap positions (by pressing F6) safely, without breaking the game or something else. Generally it's used to change targets of attacks or spells, but they can be exploited for some movement tactics too.

There's a functional easter egg in which if you fight the Demogorgon with both lenses equipped, you actually lose one of them. Then, during the final battle with the Flameskull, you can activate the lens and swap with Nate against his will (he won't do the same). Although this might seem useless, we hope player could find some funny exploit.

Items

Every collectible that is not a material or an equipment is defined as an item. Except for the special Key Items, items are consumable collectibles, and they can be used in battle, from the main menu or both. Items are stored in the Bag and they're divided into N categories:

- **Key Items** → These items are unique and they're crucial for the game progression, for example the Officer Badge used to unlock upper floors or recipes used for crafting. The player can't use them, but sometimes they're consumed as the story goes on. It's the only category of items that cannot be crafted from materials
- **Food** → Food is the principal source of recovery from wounds and diseases. Many meals also give temporary boosts when eaten. Crafted food is always edible (consumable), while food looted or obtained around the Upside Down needs Bel's Purify food and Drink to be eaten. Food can be used both in battle and main menu
- **Boosters** → A booster is a rare type of item that gives permanent bonuses to the target. Generally boosters increase an ability score by 1, but they can also bestow some other passive bonus, forever. Boosters can be used from the main menu only
- **Combat Items** → Spell scrolls, poisons and everything that has no use outside of a fight. They can only be used in battle
- **Generic Items** → Any other item falls in this category, and most of them are helpful throughout the adventure. They can be used only from the main menu

Items that can be found in this level

We adopt a scale from 1 to 5 to define how rare is each collectible, translatable in:

1. Very Common: Used only for materials available in great quantities
2. Common: Items and materials that can be easily found or looted from enemies
3. Uncommon: Used for rare loots on minor encounters and generally collectibles that are hard to grind and accumulate.
Equipment start from here.
4. Rare: Strong equipment and very useful items that reward the player for a strain
5. Unique: Unique collectibles, like key items or legendary weapons

Items named in bold are brand new or have been reworked compared to their Dungeons and Dragons version.

Food items starting with (!) are toxic and can be consumed only if Bel knows Purify food and Drink.

Name	Description	Where	Type	Rare
Upside Fruit Slice	Restores 50% maxHP	F4(I2), CY(I2)	F	2/5
Upside Fruit	Fully restores HP	F4(I4), Ettin	F	3/5
Ether Drop	Restores 50% maxSP	EtterC	F	2/5
Ether Flask	Fully restores SP	F2(I6)	F	2/5
Ether Bottle	Fully restores SP. Recharges 1 use of everything needs a rest to be recharged	Ettin	F	3/5
Raw T-Bone	Restores 50HP. Target makes a CON SAV with DC 11 or gets poisoned	Displ. Beast	F	2/5
Excerpt of Black Leaves	Doubles maximum SP for 1h. When the effect ends, target suffers 1st level exhaustion	F0(I1), F2(I3)	F	2/5
Similicorice	Removes any adverse condition	Slaad	F	2/5
Chuul Legs	Restores 25HP and removes poison and paralysis	Chuul	F	2/5
(!) Nuggets	Restores 30HP and 10SP	F0(I3)	F	2/5
(!) Chilli Soup	Restores 15SP and gives resistance to cold damage for 1h	F0(I5)	F	2/5

(!) Smoked Salmon Salad	Fully restores SP and removes any adverse condition	F0(I2)	F	3/5
(!) Eggos™	Raises every ability score by 1 for 30mins	F1(I2)	F	3/5
(!) Sachertorte	Fully restores HP and SP. For 30mins, target cannot be charmed or frightened and has resistance to psychic and force damage	F0(I4)	F	3/5
Officer Badge	The elevator will allow you to access the upper floors	F3	K	5/5
Door Badge	Opens a specific locked door		K	5/5
Door Key			K	5/5
Serum of Reflexes	Permanently increases DEX by 1	UF(R1)	B	4/5
Potion of Vitality	Gives HP bonus equal to 30% maxHP	F4(I6)	C	2/5
Potion of Mind	Gives SP bonus equal to 30% maxSP	F4(I6)	C	2/5
Potion of Agility	Increases DEX by 3	UF(I2)	C	2/5
Potion of Wit	Increases WIS by 3	UF(I1)	C	2/5
Potion of Appeal	Increases CHA by 3	F2(I2)	C	2/5
Potion of Prowess	Increases proficiency bonus by 1	UF(E2)	C	3/5
Poison: Carrion Crawler Mucus	Throw it to an enemy or imbue your blade. On hit, CON SAV with DC 13 or target is poisoned	Carr. Crawl.	C	2/5
Scroll: Phantasmal Killer	Casts Phantasmal Killer (4th LV illusion) on an enemy	F4 (I1)	C	3/5
Scroll: Insect Plague	Casts Insect Plague (5th LV conjuration) on any tile	F0(I7)	C	3/5
UpsideDownine	Fully restore your HP and SP. You gain bonus HP and SP equal to the respective amount healed. After the battle your HP and SP drop to 1	F0(I6)	C	3/5
Scroll: Irresistible Dance	Casts Irresistible Dance (6th LV enchantment) on an enemy	UF(I3)	C	3/5

Bonfire Toolkit	Use only in an area devoid of enemies (cannot use it in the world map). Make a short rest	F0(I8)	G	2/5
------------------------	---	--------	---	-----

*Lenses of Swap are rewarded after the Ettin boss fight, and they channel the twins' psychic power. An icon appears on the screen for 2 seconds during enemies' turn to indicate that it's possible to swap positions (by pressing F6) safely, without breaking the game or something else. Generally it's used to change targets of attacks or spells, but they can be exploited for some movement tactics too.

There's a functional Easter Egg in which if you fight the Demogorgon with both lenses equipped, you actually lose one of them. Then, during the final battle with the Flameskull, you can activate the lens and swap with Nate against his will (he won't do the same). Although this might seem useless, we hope player could find some funny exploit.

10. Game Goal Outline

This symbol “◐” means that the player exits the area and travels the open map connection area (Upside Down Hawkins, divided in four sub-areas).

Upside Down Hawkins

Town Center

1. Hawkins Middle School

- 1.1 First fight (tutorial)
- 1.2 Easy boss fight
- 1.3 Meet and team with Nate
- 1.4 Run away from swarm of creatures (◐)

X. Hawkins High School (unlocked at end of game)

2. Library

- 2.1 Look for a book
- 2.2 Dialogue about the Upside Down
- 2.3 First fight in couple (tutorial)
- 2.4 Head to the lake (◐)

4. Dustin's House

- 4.1 Look for a tool to remove the roots

- 4.2 Memory about her friends (unlocks memories)
- 4.3 Let's gather more memories (5A, 5B, 5C) (◐)

5A. Police Station

- 5A.1 Puzzles/fights for memories

5B. Lucas's House

- 5B.1 Puzzles/fights for memories

6. Mike's House

- 6.1 Explore Mike's House
- 6.2 Boss Fight and memories of Mike and her friends
- 6.3 Get over Will's house (◐)

North Hawkins

3. Hopper's House

- 3.1 Puzzle to unlock the back door

3. Lake

- 3.2 Bel masters her power to inspect souls' memories
- 3.3 Boss battle and first memory
- 3.4 Back to town (◐)

Outskirts

5C. Steve's House

- 5C.1 Puzzles/fights for memories

7. Will's House

- 7.1 Nate shows his past to Bel, to reassure her
- 7.2 Boss Fight
- 7.3 Head to the Lab through Mirkwood (◐)

11. Quarry

- 11.1 Final Boss Fight

Mirkwood

8. Laboratory

- 8.1 Puzzles and exploration of the lab
- 8.2 Boss fight and memories related to Nate
- 8.3 Chase the Demogorgon through the woods (◐)

9. Mirkwood

- 9.1 Puzzles/fights for memories
- 9.2 Bel starts doubting about Nate's behaviour and words

10. Junkyard

- 10.1 Die, Demogorgon! (Final Boss Fight?)
- 10.2 Nate was the true enemy, pursue him to the Core (◐)

X. Level Goal Outline

Laboratory

Break-in

1. Courtyard

- 1.1 Start outside the security fence and try to get in
 - 1.2A Destroy the gate, but alert enemies and fight
 - 1.2B Find a pair of shears and cut the fence
- 1.3 Enter the building in some way
 - 1.4A Use the main entrance, but fight some enemies
 - 1.4B Bring down a watchtower and pass through windows

Restoring the light

2A. Ground Floor

- 2A.1 Walk blindly towards the stairs and go down

3. Underground Floor

- 3.1 Walk blindly in search of a way to restore the light
- 3.2 Defeat a Slaad eating the light fuses

- 3.3 Repair the fuse box and restore the electricity
- 3.4 Fight against the aggressive Hezrou
- 3.5 Solve the archive puzzle to come back

2B. Ground Floor

- 2B.1 Floor exploration, fights, collectibles

Elevator

4A. Floor 1

- 4A.1 Just floor exploration and take a rest

4B. Floor 2

- 4B.1 Sense the presence of a memory
- 4B.2 The floor is very dangerous. Too many enemies
- 4B.3 Stealth your way through enemies, step by step
- 4B.4 Reach the memory and read a door passcode

4C. Floor 4

- 4C.1 Floor exploration, many battles and collectibles
- 4C.2 Relive Eleven's memories as a test subject
- 4C.3 Dig a hole in the floor with a safe to reach Floor 3

5. Floor 3

- 5.1 Roots block the elevator, and a room is locked
- 5.2 If completed 4B.4, the door unlocks automatically
- 5.3 First encounter with a twin, screams and disappears
- 5.4 Find the *Officer Badge* on the ground in that same room
- 5.5 The badge allows the elevator to access Floor 5

Upper Floors

6. Floor 5

- 6.1 The twin creates an illusory space in the floor
- 6.2 Starting Dot puzzle → [A,B,C,D] order or get back to 6.2
 - 6.3A Hidden Path puzzle
 - 6.3B Growing Platforms puzzle
 - 6.3C Mirror Maze puzzle
 - 6.3D The Stairs puzzle
- 6.4 The illusion is broken, the Twins attack
- 6.5 Ettin boss fight
- 6.6 Read the twins memories, Nate interrupts it

7. Floor 6

- 7.1 (Cutscene) Demogorgon roars in the distance, pursue it