

World & Tone Lock

Type of World

A controlled competitive arena built purely for confrontation.

This world is not a living civilization or narrative landscape, it is a designed test space where every element exists to evaluate player decisions.

World Nature

- Artificial and intentional
- Repeated, ritual-like confrontations
- Minimalistic but tense
- Built to remove distraction, not create spectacle

The world does not support the player emotionally.

It observes, reacts, and records outcomes.

Core Purpose of the World

To pressure players into revealing their intent through choices, timing, and restraint.

Emotional Tone Rules

Before the Match

Intended Emotion: Focused anticipation

Player Feeling: "I am entering a test."

- Low visual noise
- Subtle motion
- Controlled ambient sound
- No dramatic build-up

Purpose: mentally prepare the player, not excite them.

During the Match

Intended Emotion: Urgency with control

Player Feeling: "Every action has weight."

- Fast, clear feedback
- Immediate cause → effect
- Escalation through consequences, not chaos
- No emotional exaggeration

Tension is created by decision pressure, not randomness.

After the Match

On Win

- Emotion: Earned dominance
- Feeling: "I played better."
- Feedback: Restrained, clean, confident

On Loss

- Emotion: Reflection
- Feeling: "I see where I failed."
- Feedback: Calm, slightly cold, non-punitive

The world never celebrates excessively and never mocks failure.

Tone Guardrails (Strict Rules)

Not Allowed

- Comedy or irony
- Over-dramatic heroism
- Excessive VFX or sound clutter
- Emotional manipulation through spectacle

Always Prioritized

- Clarity over flash
- Pressure through pacing
- Respect for player intelligence

- Emotional restraint

This is a world where decisions are louder than effects.