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Playlab For inNovation in Games

LEVEL DESIGN DOCUMENT

STRANGER THINGS Secrets of the Upside Down **Level 15 - The Giant Chasm**



DEMON PARTY
Game and Level Design
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1 High Concept

1.1 Game

This is a single player adventure game, mainly focused on storytelling, exploration and real time combat. The player's avatar is a twisted version of the main character of Stranger Things: Eleven. This copy has the same memories as the original, so at the starting point they are identical. The game has, in addition to the main combat system, two main features:

- After a certain level, you can use demons to explore new areas that can only be reached through a mini-game.
- During the adventure, the player will be accompanied by several NPCs who will be able to give active and passive support.

Lastly, during boss battles, it will be possible to interact with some elements of the map that can change the flow of the fight, such as giving buffs, malus or damage.

1.2 Story

The story stars BAD Eleven, a copy of Eleven, looking for a way to leave the Upside Down. After learning the basic techniques of survival from a mysterious man named Kyle, Elby will undertake a journey in search of the Numbers, people on whom experiments have been conducted, just like his original counterpart. Each of these people has special abilities, which led them to have different survival methods and goals. They will therefore be described the rules behind the Upside Down and the events that will lead it to a radical change.

2 Settings/Fundamental concepts

The story is set in the Upside-Down, a dimension parallel to ours, in which there is little light and everything is covered with organic matter. The starting point is Hawkins, a small town in Texas, where there is a school and a library. The city is surrounded by a forest, called Mirkwood, at the center of which is the energy laboratory, connected by drains to Lake Hawkins. Crossing the Old Sabine Wildlife you can reach Lindale, home of the museum. Far more distant is instead Dallas, the only fortified city not covered by organic matter. Finally, using an underground tunnel, you reach Fort Worth, now in ruins and a creature's lair.

The following laws, theories and concepts that govern the dimension of the Upside-Down will be explained by characters and/or documents within the game.

- Time and Space: The Upside-Down is an alternative dimension that has the same characteristics and the same physical structures as our reality, but covered with organic material. It is therefore possible to hypothesize that this mass is produced by an organism that extends over an extremely large area, if not all over the globe. This non-sentient creature, called Upside-Down Core, has the Chronokinesis, a skill that allows it to replicate the structure of our reality at a given instant of time and apply it to the Upside-Down. This process takes place with a fixed and continuous cadence, but only in the areas in which its organic matter extends.
- Dimensional Travel: when a person with high kinetic abilities abuses his power, there is the possibility that he does not die but is transported to the Upside Down. Here, with the exception of fortuitous cases or particular abilities, it remains trapped there without the possibility of escape.
- DemoCreatures: Except for the DemoGorgon with which Eleven had come into contact, no other demon has the ability to open gaps between dimensions.

3 Synopsis

The death of the DemoGorgon, killed by Eleven, starts a paradox that, in addition to carrying the girl in the Upside-down, generates a reincarnation of the demon in the form of El herself, called B.A.D. Eleven (Biological Altered Demon #011), having the same memories and abilities as the original.

3.1 Act I

BAD Eleven (Elby for short) wakes up in Hawkins school, confused and scared. Wandering through the building, she sees Eleven escaping through a portal, but later, after trying to get in, discovers that she can't cross it. Escaped from the library, she meets in the courtyard Kyle, a survivor of the Upside-Down, who leads her to his shelter. Here, after having taught her the basics of survival, he suggests that she should go to the laboratory to escape from the Upside-Down through the portal opened by Eleven.

Elby then walks towards the structure, but once she reaches the gap, she again fails to cross it. While heading for the exit, she finds the data and photos of projects #003, #005 and #009. Back at the shelter, she uses her telekinesis to locate the three numbers and decides to go looking for #005, while Kyle will meet #003.

After crossing the Old Sabine Wildlife, Elby reaches Lindale and, inside the museum, meets #005. The latter, after listening to the story of the girl, decides to follow her as interested in the portal. Elby and #005 return to the shelter, where he begins to become suspicious of the identity of Kyle. Having no further clues about the portal crossing method, they decide to leave for Dallas to meet #009. Meanwhile Kyle managed to find #003.

3.2 Act II

Arriving in Dallas, Elby and #005 meet #009 and #010, who welcome them inside their hiding place. After several days of assignments, Dallas comes attacked by a horde of monsters. Kyle takes advantage of the chaos generated by the clash to kidnap #005. The true identity of Kyle is then revealed: he is #001, the first experiment.

Elby and #010 then start in pursuit of #001, reaching the Giant Chasm.

Reached the Upside-Down Core, Elby and #010 are captured by #001 and assist while he kills #005 and extracts its powers through the use of a parasite. Having now both the biocynesis and the mental synchronization with the demons, #001 is able to take control of the Core and use its chronocynesis at will. Threatening to kill #010, he forces Elby to open a portal, thus completing his plan to return home in the time instant he craves.

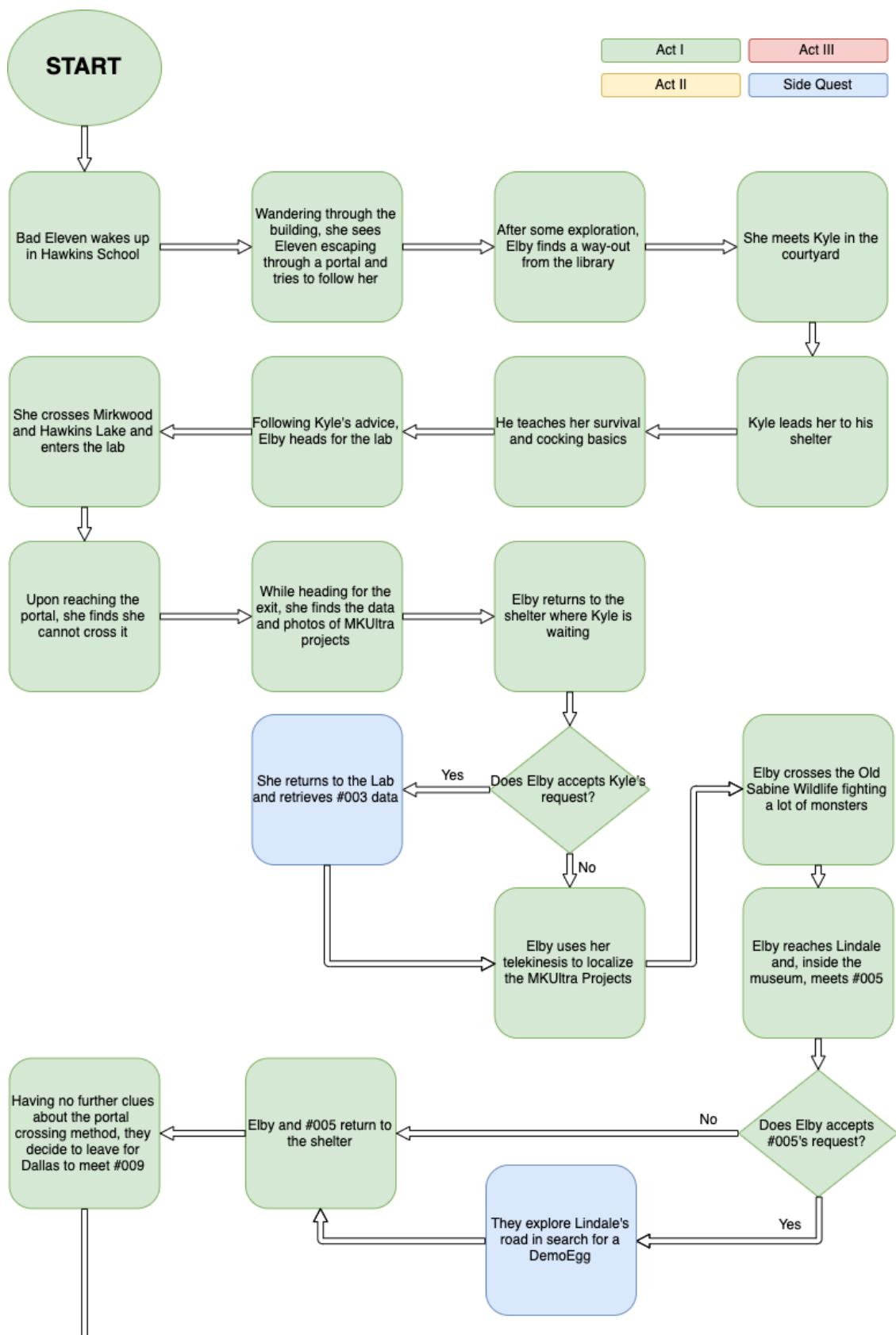
3.3 Act III

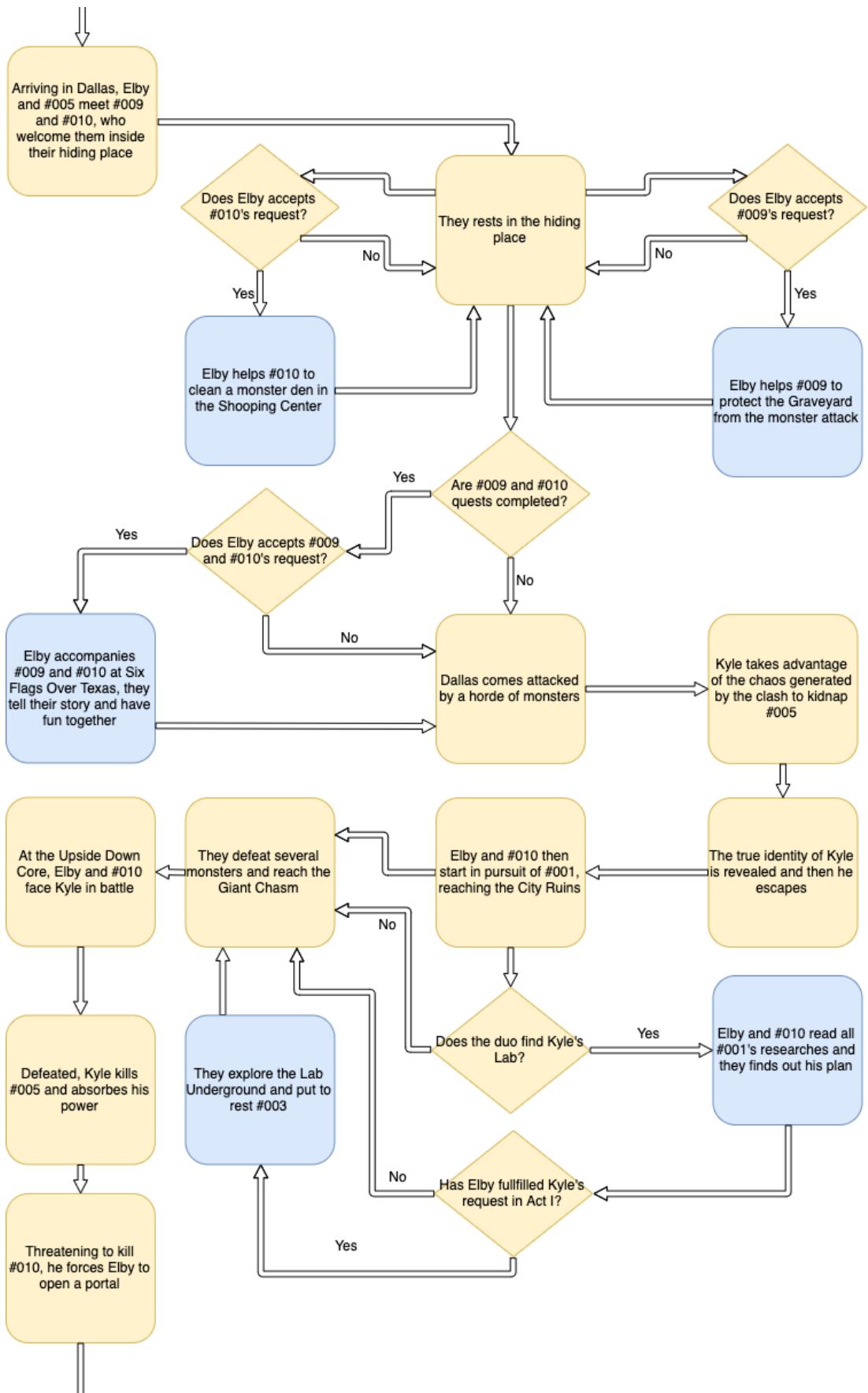
It is revealed that this is another alternative reality, and that it is therefore impossible to recreate the conditions to have the correct time and space. This causes a psychological breakdown in #001, which kills #010 and uses its powers to create a giant creature for the purpose of transporting the Core and expanding the Upside-Down to all realities, starting with that he came from.

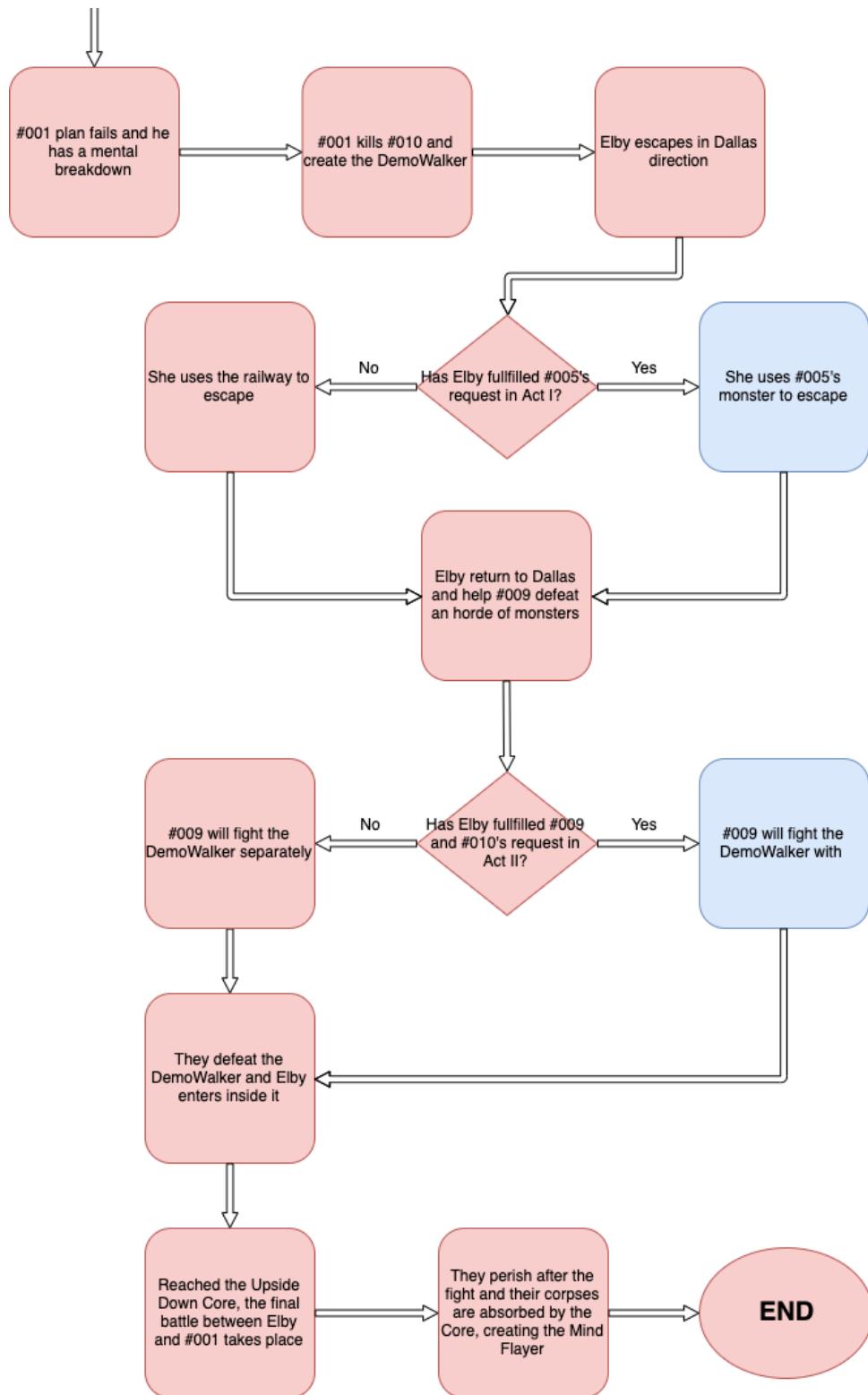
Back in Dallas, along with a desperate #009, Elby manages to break down the DemoWalker, allowing her to reach #001 hidden inside. Here, after a last exchange of ideals, the last battle takes place.

After the final battle, which foresees the death of all the surviving numbers, it is possible to see the Upside-Down Core, still active, while incorporating the corpses of #001 and BAD Eleven. This causes a mutation in the creature, which takes shape of a giant spider and becomes a sentient entity, later called Mind Flayer. Reference is therefore made to the will of the demon to invade other dimensions (influence of #001) and to the hatred it feels towards Eleven (influence of BAD Eleven), characteristics seen in the Second and Third Season.

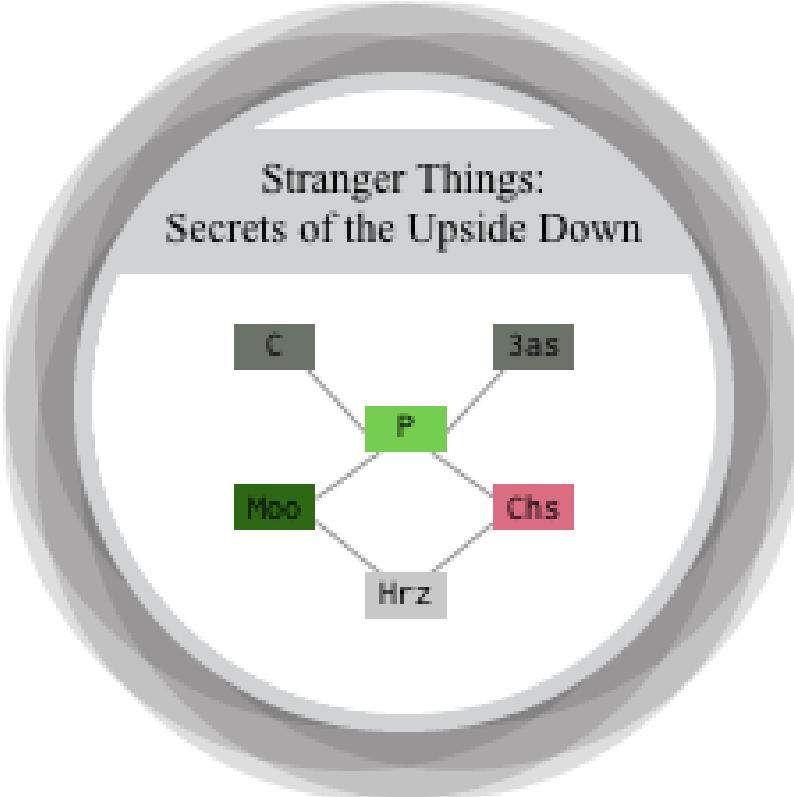
4 Story Flowchart







5 Periodic Table of Storytelling



Description of the elements:

[P] **Protagonist**: Bad Eleven is the protagonist of the story.

[3as] **Three Act Structure**: The story begins with a Setup act (introduction of characters setting and context), continues with a Confrontation and Evolution act (meeting with #009 and #010 encounters #001) and ends with a Resolution act (after the final battle the protagonist ends his evolution).

[C] **Conflict**: Kyle has a plan to control the Upside-Down Core and he kills #005 and #010 for this purpose. Elby will stop him with #009 help, who is looking for revenge.

[Moo] **Mooks**: The standard enemies, like Demonrats and Demondogs.

[Chs] **The Chessmaster**: Kyle gets the name of chessmaster from his ability to manipulate events. he uses the protagonist to obtain informations about the numbers and uses them as if they were pieces on a chessboard.

[Hrz] **Moral Event Horizon**: After the end of the Act II, Kyle'll have a mental breakdown and will become like a mindless man seeking only destruction. From that moment he will be pure evil.

6 Themes

What is right and what is wrong

Motivations and actions of the various characters are always analyzed from different points of view, questioning whether they are right or wrong.

Endless Isolation, Eternal Darkness

Each character faces the solitude and desolation of the Upside-down in its own way, leading to different psychological evolutions.

Oh, that's why...

A fundamental point of the game is the explanation of the laws and / or properties of the upside-down. The player must be able to fill in the gaps of the main series and understand why things have evolved in a certain way.

Land of monsters

The characters are constantly faced with the creatures of the Upside-Down, which are extremely lethal and always on the hunt for prey.

7 Characters

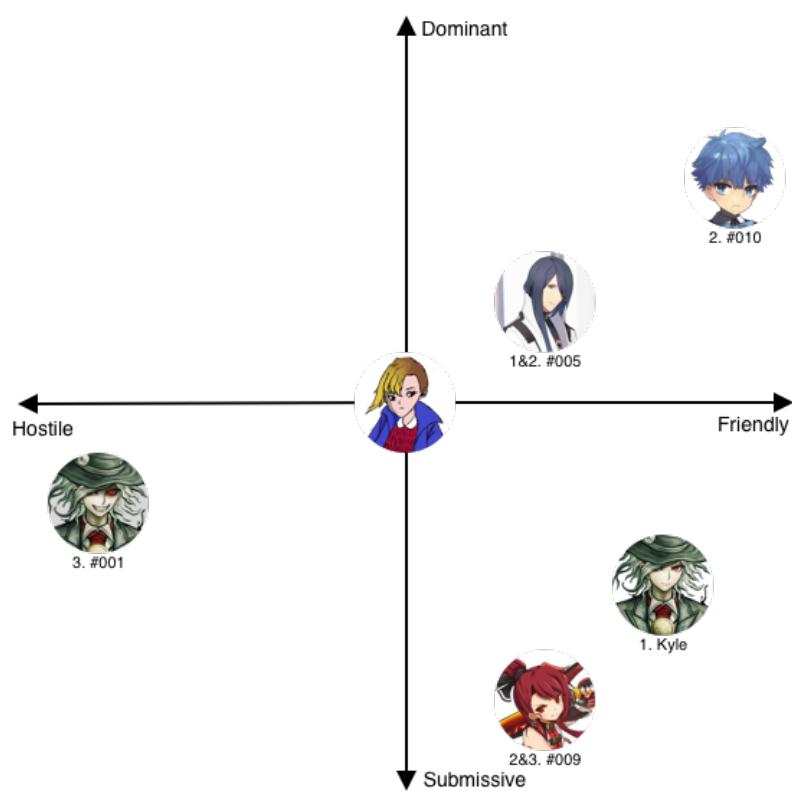
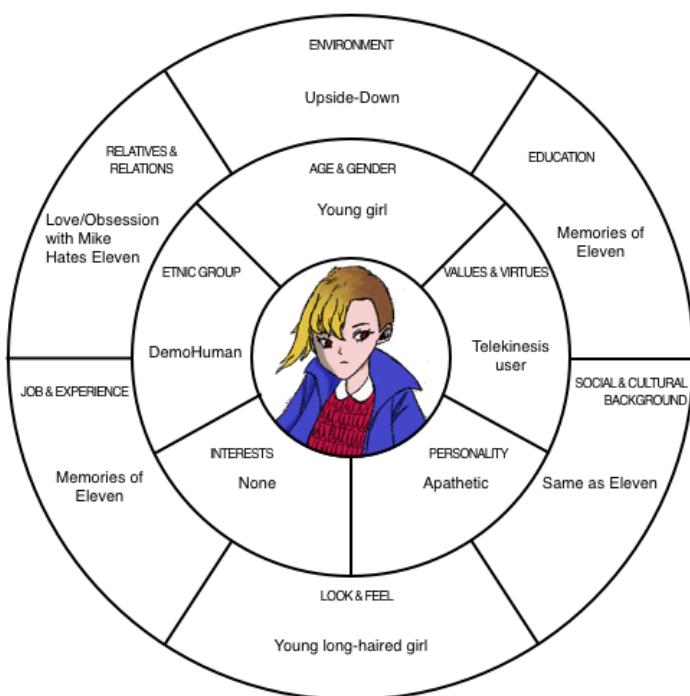
7.1 B.A.D. Eleven



Copy in everything of Eleven, BAD Eleven (Biological Altered Demon #011, Elby) initially shares with her physical appearance, memories and attitudes. However, during the course of the story, it will be increasingly evident that, unlike the original, Elby cannot manage her emotions, for example by transforming "her" love for Mike and the desire to see him again in pure obsession. This will lead her to be apathetic and unscrupulous, ready to eliminate any obstacle between her and her escape. Contrary to heroic protagonists fueled by a need to help others and pursue good-intention motives that involve enacting the moral kind of justice,

Elby's rogue path opts for a more personal and less moral kind of justice. She has the same telekinetic prowess as Eleven, but the side effect is greatly reduced and the development of her ability is clearly superior, probably due to the influence of the Upside-Down and her origins.

7.1.1 Circumplex



7.2 Kyle



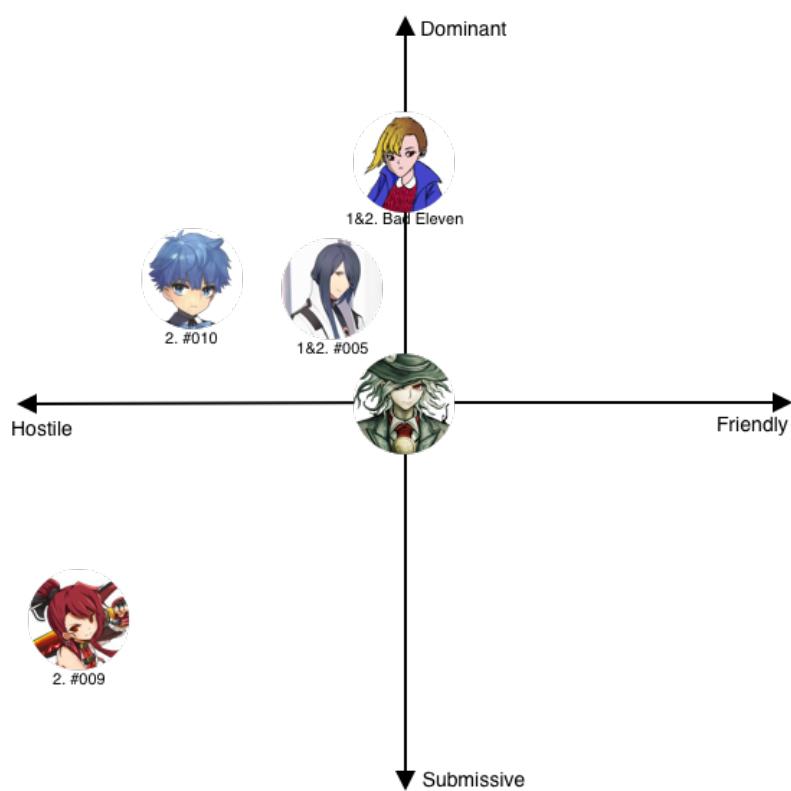
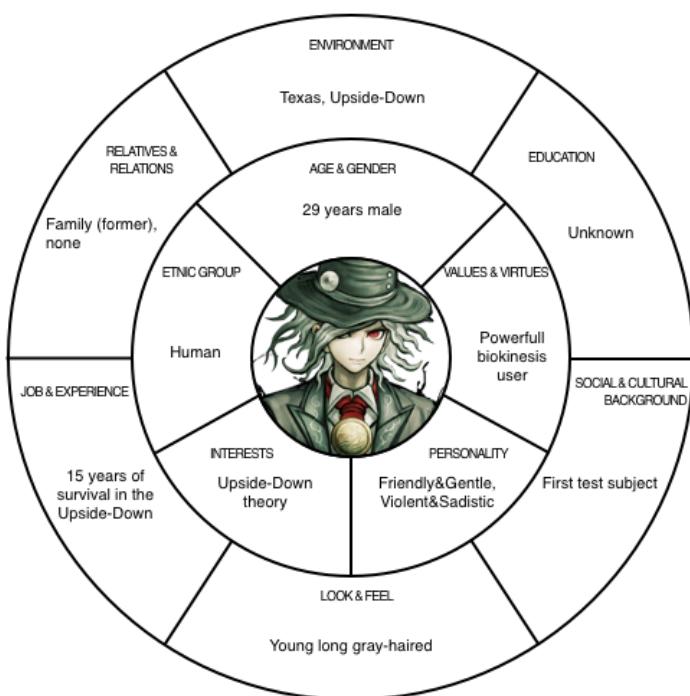
"Kyle first appearance [Artwork from Fate Grand Order]"

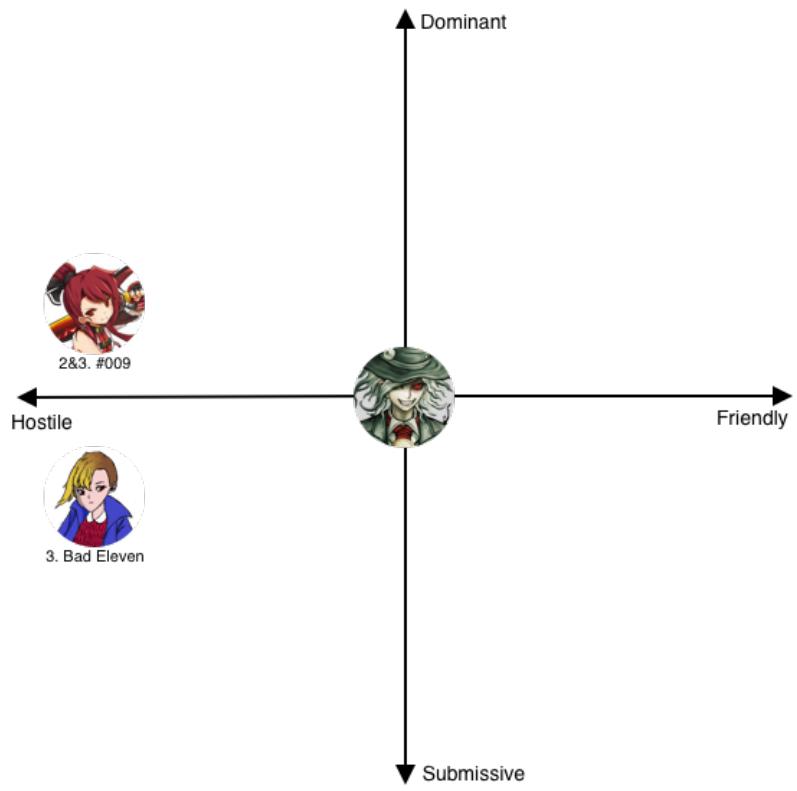
destined to fail. It therefore becomes extremely violent and sadistic, not even sparing the other numbers, which he believes are destined to suffer and need to be released through death. Moreover, he decides to transport the Core in various dimensions, in order to expand the Upside-Down and make all the inhabitants of the alternate realities suffer the same torture imposed on him.

7.2.1 Backstory

Born in a quiet Texas town, Kyle lives a happy and carefree life with his family. At the age of 6 he began to show the first signs of biocytosis, succeeding in bringing back a withered flower. Initially the use of his ability caused him violent migraines, but the more years passed and he became stronger, the less the side effects were intense. Although his ability had been kept as secret as possible, at the age of 12 he was tracked down by Brenner and, after witnessing the massacre of his family, he was imprisoned in an experimentation facility. In addition to continuous blood withdrawals, necessary for the creation of a serum to be used for the artificial production of test subjects, he was forced to use the biocytosis for war purposes, until the day when, exceeding the limit of his ability to attempt a escape, he was wrapped in a black cloud and disappeared.

7.2.2 Circumplex





7.3 Minor characters

7.3.1 #005



#005 is the fifth experimental topic of the MKUltra project. Together with #003, he is part of the first generation of test subjects on which the serum produced by Kyle's blood was tested. #005 does not appreciate the company of other people and prefers to spend his life in the Upside Down on his own, reading the few books he has found. Thanks to his ability, the Kinesis mental synchronization is able to partially control the monsters, keeping them away from his hiding place.

7.3.2 #009 and #010



Sister and brother, #009 and #010 are part of the second generation of test subjects on which serum from Kyle's blood was tested. While #009 is a very strong and passionate girl, so comfortable in the Upside-Down that she calls herself the Queen of the same, #010 is a very shy guy, always hiding in the shadow of her older sister.



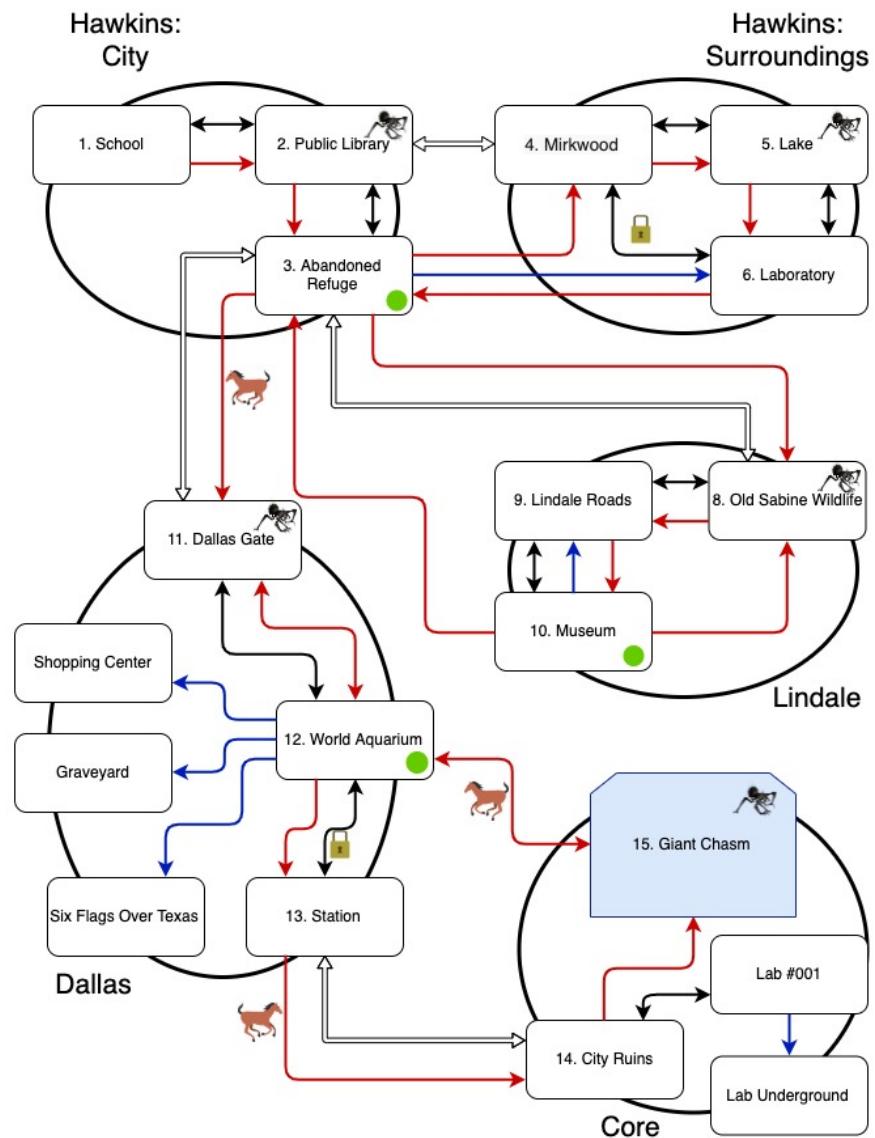
Despite the difference in character, the two rarely separate and collaborate to survive in their new "home". #009 prowess is the Pyrokinesis, the ability to accelerate atoms and create fire, while #010 has the Cryokinesis, the ability to slow atoms and freeze things.

7.3.3 Extra - #003



If the player completes Kyle's side quest and enters his lab, Elby will find secret documents containing #003 data, in particular on the moment of her arrival in the Upside-Down and her prowess, Healing. In the basement of the laboratory it is possible to put to rest #003 dead body, controlled and deformed by the experiments on her carried out by Kyle.

8 World Diagram



LEGEND

	Level		Environment
	Level of this document		Boss
	Main quest path		Locked road
	Side quest path		Fast travel
	Levels connector		Safe zone
	Environments connector		

9 Goals Outline

9.1 Hawkins: City

- Real World: Dream
 - Tutorial
- School
 - Find the East Hall Key
 - Defeat the DemoRats
 - Find the Public Library Corridor Key
- Public Library
 - Find the Library Section C
 - Defeat Barbara's Corpse
 - Exit from the Public Library
- Abandoned Refuge
 - Talk to Kyle
 - Survival tutorial
 - Cooking tutorial

9.2 Hawkins: Surroundings

- Mirkwood
 - Defeat the DemoBats and DemoRats
 - Craft a chain
 - Inspect the gate
- Lake
 - Find a route to the lab
 - Defeat the DemoLeviathan
- Laboratory
 - Find the elevator
 - Defeat the DemoDogs
 - Find an alternative route
 - Inspect the Dimensional Gate
 - Look for a way out
 - Read the documents
- Laboratory - Side Quest Kyle
 - Find the archive
 - Retrieve #003 Data

9.3 Lindale

- Old Sabine Wildlife
 - Open a new path (puzzle)
 - Look for food
 - Defeat the DemoAnts
- Lindale Roads
 - Find the key of the newsstand
 - Defeat the DemoWolves
 - Look the newspaper
 - Find a Rope
- Museum
 - Talk with #005
 - Find the backdoor
 - Defeat the DemoCerberus
- Lindale Roads - Side Quest #005
 - Find the Radio Tower
 - Protect the DemoEgg

9.4 Dallas

- Road to Dallas
 - Complete the DemoDog minigame
- Dallas Gate
 - Talk with #009 #010
 - Search for a way in
- Shopping Center - Side Quest #010
 - Find a path to the 7th Floor
 - Defeat the DemoDogs
 - Find the gate knob
 - Destroy the den
- Graveyard - Side Quest #009
 - Speak with #009
 - Find the 3 requested items
 - Defeat the DemoMoles
- Six Flags Over Texas - Side Quest #009 & #010
 - Try to have fun
- Dallas Gate (part 2)
 - Help #009
 - Help #010
 - Defeat the DemoNemesis
- Station
 - Clear the railroads
 - Defeat the DemoDogs

9.5 Core

- Road to the Core
 - Complete the DemoDog minigame
- City Ruins
 - Find the exit of the labyrinth
 - Find the Core entry
 - Open Kyle's Lab
- Kyle's Lab
 - Unlock the door
 - Defeat the DemoParasites
 - Destroy the lab
- Laboratory Underground
 - Kill #003's Corpse
- Giant Chasm
 - Explore Section 1
 - Explore Section 2
 - Explore Section 3
 - Defeat #001
 - Escape from the Core

9.6 Dallas (final)

- Return to Dallas
 - Complete the DemoDog minigame
- World Aquarium (destroyed)
 - Help #009
 - Defeat the DemoWalker

9.7 Core (final)

- City Ruins (fused with Giant Chasm)
 - Reach the dungeon core
 - Defeat #001

10 Scope

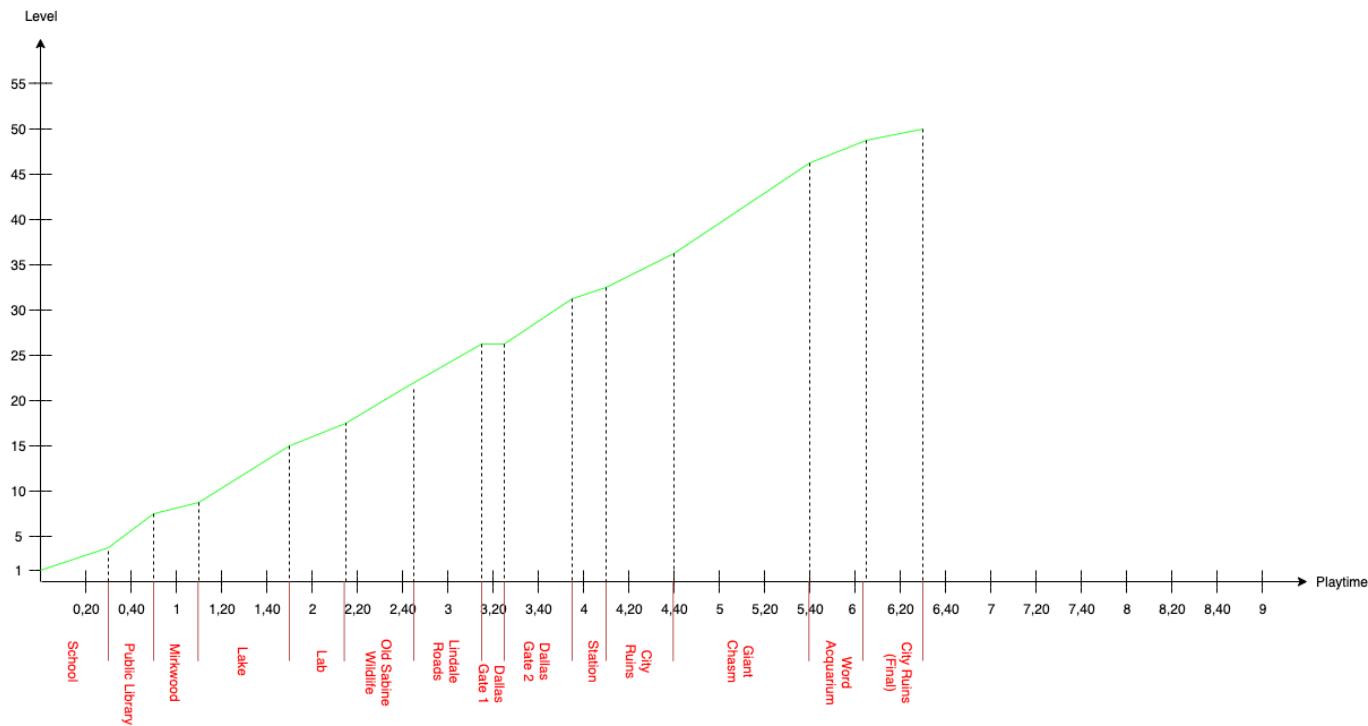
Level	Estimated time	Percentage
1. School	30 minutes	5.45%
2. Public Library	20 minutes	3.63%
3. Abandoned Refuge	-	-
4. Mirkwood	20 minutes	3.63%
5. Lake	40 minutes	7.27%
6. Laboratory <i>Laboratory (Side Quest)</i>	25 minutes 15 minutes	4.54% 2.72%
8. Old Sabine Wildlife	30 minutes	5.45%
9. Lindale Roads	30 minutes	5.45%
10. Museum <i>Lindale (Side Quest)</i>	- 15 minutes	- 2.72%
Road to Dallas (<i>Mini game</i>)	10 minutes	1.81%
11.1 Dallas Gate	10 minutes	1.81%
12.1 World Aquarium Shopping Center Graveyard Six Flags Over Texas	- 20 minutes 20 minutes 20 minutes	- 3.63% 3.63% 3.63%
11.2 Dallas Gate (<i>Part 2</i>)	30 minutes	5.45%
13. Station	15 minutes	2.72%
Road to Core (<i>Mini game</i>)	10 minutes	1.81%
14.1 City Ruins Lab #001 (<i>Side Quest</i>) Lab Underground (<i>Side Quest</i>)	30 minutes 20 minutes 20 minutes	5.45% 3.63% 3.63%
15. Giant Chasm	60 minutes	10.90%
Road to Dallas 2 (<i>Mini game</i>)	10 minutes	1.81%
12.2 World Aquarium (<i>Destroyed</i>)	25 minutes	4.54%
14.2 City Ruins (<i>Final</i>)	25 minutes	4.54%
Total Scope	9 hours 10 minutes	100%

*Our level is underlined in gray color.

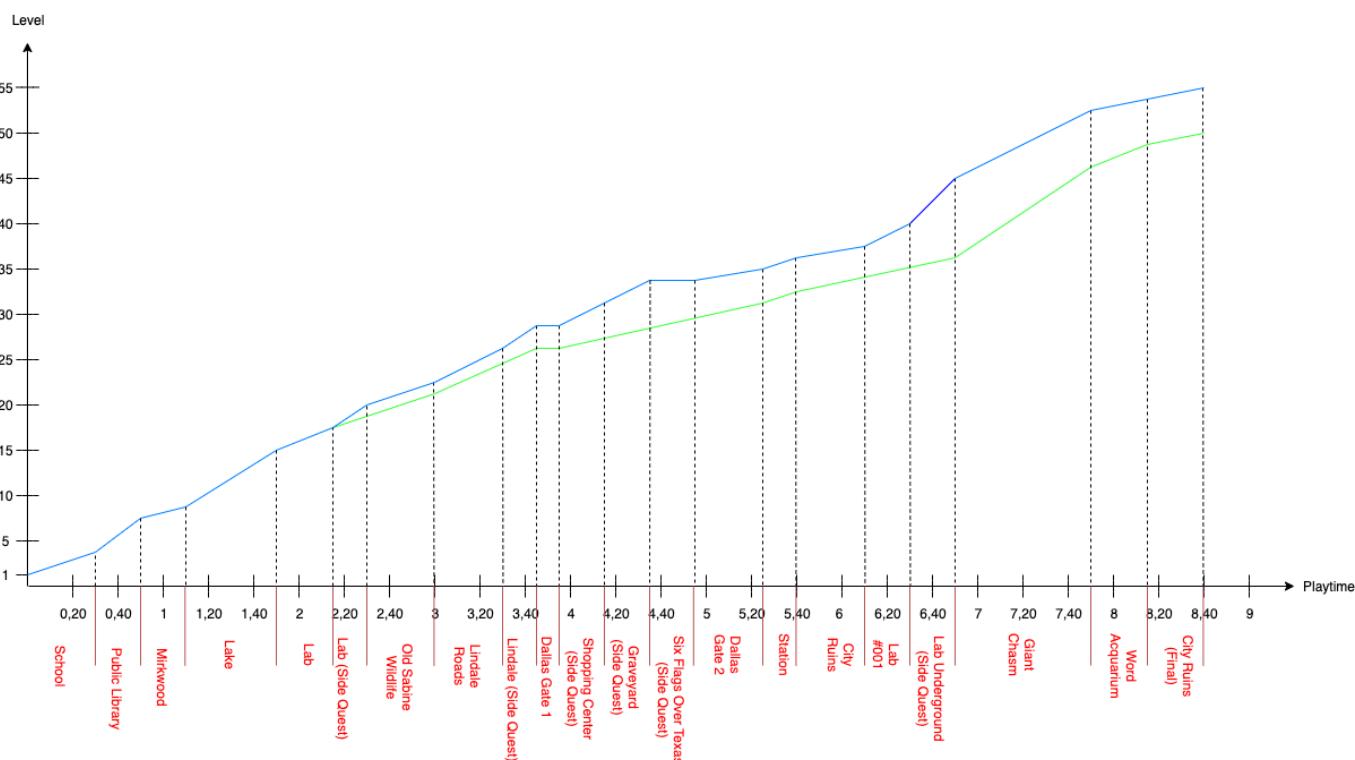
The levels are expressed by the number on the left. Side quests are not numbered but are placed inside the same cell of the level from which they can start.

Some levels number have a decimal digit, this is because that level is divided into several parts.

10.1 Experience over time



Expected exp/time with only main levels.



Expected exp/time with complete playthrough.

11 Enemy Chart

11.1 Common

	Demo Rat	Demo Bat	Demo Dog	Demo Ants	Demo Queen	Demo Egg	Demo Wolves	Demo Moles
School	Yes							
Public Library	Yes							
Abandoned Refuge								
Mirkwood	Yes	Yes						
Lake				Yes				Yes
Laboratory			Yes					
Old Sabine Wildlife			Yes				Yes	
Lindale Roads	Yes						Yes	
Museum								
Dallas Gate			Yes	Yes	Yes		Yes	
World Aquarium								
Station			Yes					Yes
City Ruins				Yes	Yes	Yes		
Giant Chasm	Yes	Yes	Yes				Yes	Yes
Laboratory (<i>Side Quest</i>)			Yes					
Lindale (<i>Side Quest</i>)		Yes					Yes	
Shopping Center (<i>Side Quest</i>)		Yes	Yes					
Graveyard (<i>Side Quest</i>)	Yes	Yes						Yes
Six Flags Over Texas (<i>Side Quest</i>)								
Ex. Lab Underground (<i>Side Quest</i>)					Yes			

*Our level is underlined in gray color.

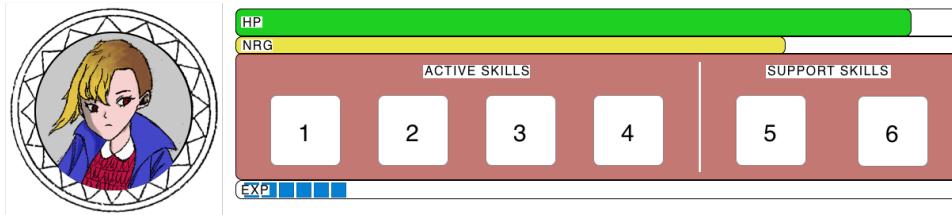
11.2 Boss

	Demo Barbara	Demo Leviathan	Demo Nemesis	Demo Walker	Demo Cerberus	#001
School						
Public Library	Yes					
Abandoned Refuge						
Mirkwood						
Lake		Yes				
Laboratory						
Old Sabine Wildlife						
Lindale Roads						
Museum					Yes	
Dallas Gate			Yes			
World Aquarium				Yes		
Station						
City Ruins						
Giant Chasm					Yes	Yes
City Ruins (Final)						Yes

*Our level is underlined in gray color.

12 Additional Mechanics

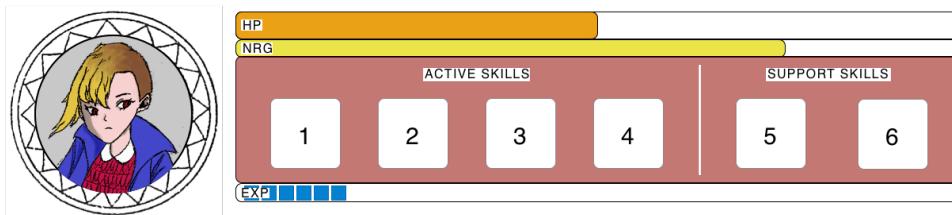
12.1 HUD



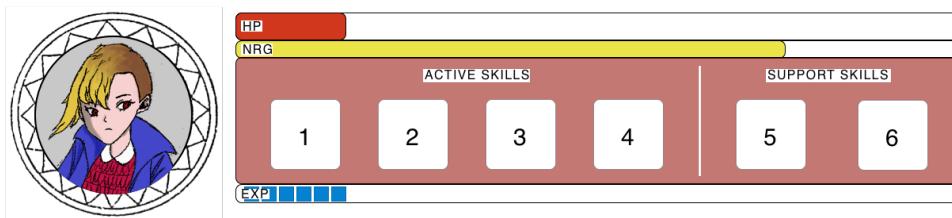
Alongside Elby's health bar (the green one in the picture above), players will see in the HUD also the energy bar (the yellow one in the picture). "Energy" represent the amount of Elby's telekynesia power, and it decreases when she uses her prowess to perform an active skill (see paragraph x).

A unique mechanic of this game is applied when Elby runs out of energy. The player is still allowed to make use of the active abilities drawing on the character's HP bar instead of using energy.

This double-edged sword allows the player to extend combat and exploration, but makes him vulnerable to fatal monster attacks. Therefore energy is essential for survival and for this reason we have decided to add an auto-recovery that allows the latter to regenerate over time, specifically 1 NRG/turn.



HP > 25% and HP \leq 50%



HP \leq 25%

The picture of Elby inside the circle of the HUD changes accordingly to the status of the energy bar. Her facial expression changes when she is in combat and her energy has dropped under 20%. In this case the figure will show blood dripping from the nose and will remain so until the fight is finished and the energy restored. For example, in the image above, Elby maintains the standard avatar although her life has fallen below 20% (in this specific case the edge of the game screen will start to flash red).

12.1.1 Skills and Items in HUD

During the adventure, the player will unlock several Elby abilities, called Active Skills. These skills can be assigned as the player wishes in the 4 slots available in the Active Skills section of the HUD and can be changed everytime Elby visits a checkpoint. We made this choice because we wanted to allow the player to create a personalized set.

Sometimes Elby will meet characters who decide to follow her on the journey. These NPCs have unique abilities, called Support Skills, which will be displayed in the Support Skills section of the HUD and they can not be changed. Every Support Skill will be explained below.

Items can be also be set in the Active Skills's HUD section, letting the player decide whether to use multiple skills with few objects or vice versa.

Being that a turn corresponds to 3 seconds, both Active and Support Skills provide a multiple cooldown of 3 based on the skill damage and effect.

12.2 Active and Support Skills

For Active Skills see chapter 13 (Character and Enemy Sheet).

Support Skills

#005

Beast Control (Passive): all damage from monsters is decreased by 1 (except Boss)

Self-Attack (Activate): use the target's melee attack to deal damage (3 turns cooldown).

#005 will be available as a companion in the Lindale Side Quest and in Dallas Gate 1 & 2.

#009

Blazing Heart (Passive): adds +2 bonuses to Elby's skills

Pillar of Fire (Activate): creates a column of fire that deals area damage (2d8, 7 turns cooldown).

#009 will be available as a companion in the Graveyard side quest and in Word Acquarium (Destroyed).

#010

Ice Armor (Passive): all damage taken by Elby is decreased by 1 (Giant Chasm Section1, 2, 3)

Glaciate (Activate): freezes the ground, blocking the movements of **#001** (Boss).

Ice Throw (Activate): throws a block of ice on all enemies (1d4+1, 3 turn cooldown).

#010 will be available as a companion in the Shopping District side quest and Giant Chasm.

12.3 Items and crafting

12.3.1 Consumable items

Item	Effect	Description
Fresh root	Restores 3d8 HP	An edible root filled with lifeblood. Restores HP.
Fresh moss	Doubles NRG recovery speed	An edible moss filled with lifeblood. Speeds up NRG recover.
Rotten root	None	A root corrupted by the upside-down. It can be used in items crafting.
Rotten moss	None	A moss corrupted by the upside-down. It can be used in items crafting.
Demorat Tail	None	A tail obtained from a Demorat. It can be used in item crafting.
Demowolf Tooth	None	A tooth obtained from a Demorat. It can be used in item crafting.
Monster meat	None	Meat torn from a monster. It can be cooked.

12.3.2 Craftable items

Elby can craft this items thanks to Kyle's teaching. She can do that only when she rests on a checkpoint.

Item	Effect	Description
Rotten potion (Rotten root + Monster meat)	A basic potion for the survival in the upside down	The most common potion. Restores 20 HP.
Fresh potion (Fresh root + Monster meat)	A potion of maximum purity	The most common potion. Restores all HP.
Rotten elisir (Rotten moss + Monster meat)	A basic elisir for the survival in the upside down	The most common potion. Restores 20 HP.
Fresh elisir (Fresh moss + Monster meat)	An elisir of maximum purity	The most common potion. Restores all NRG.
Bracelet	5 Demorat tails + X tails	A bracelet that boosts Elby's defensive stats. It powers up for every extra tail used.
Necklace	5 Demowolf tooth + X tooth	A necklace that boosts Elby's offensive stats. It powers up for every extra tooth used.

12.3.3 Initial inventory prediction

The potential inventory of the player at the beginning of the level could be:

- Fresh root x1
- Rotten root x4
- Demowolf tooth x4
- Bracelet x1
- Rotten potion x3
- Fresh elisir x1
- Rotten elisir x1
- Monster meat x2

12.4 Secret items

In certain location of the Upside-Down (in particular the Hawkins Laboratory and #001 Lab) players can find documents that contain detailed information on the experimental subjects and the observations collected by them of the Upside-Down Core and its effects on the environment. Collecting them is optional, but is essential for the complete understanding of #001 plan and his actions, as well as changing some dialogues and events throughout the gameplay.

12.5 Checkpoints and Game Saves



Scattered around the levels players can find safe places to take refuge and light a bonfire. These spots act as checkpoints.

In the Giant Chasm there are 3 of them, located in the Cerberus room (activated only after defeating the miniboss), at the beginning of the second section of the level and in the middle of the third section.

While Elby is at the bonfire, she can cook food, craft items, change her active skills and rest, fully recovering both hit points and mana points, allowing however the respawn of all the monsters in the section (only if they have been previously defeated).

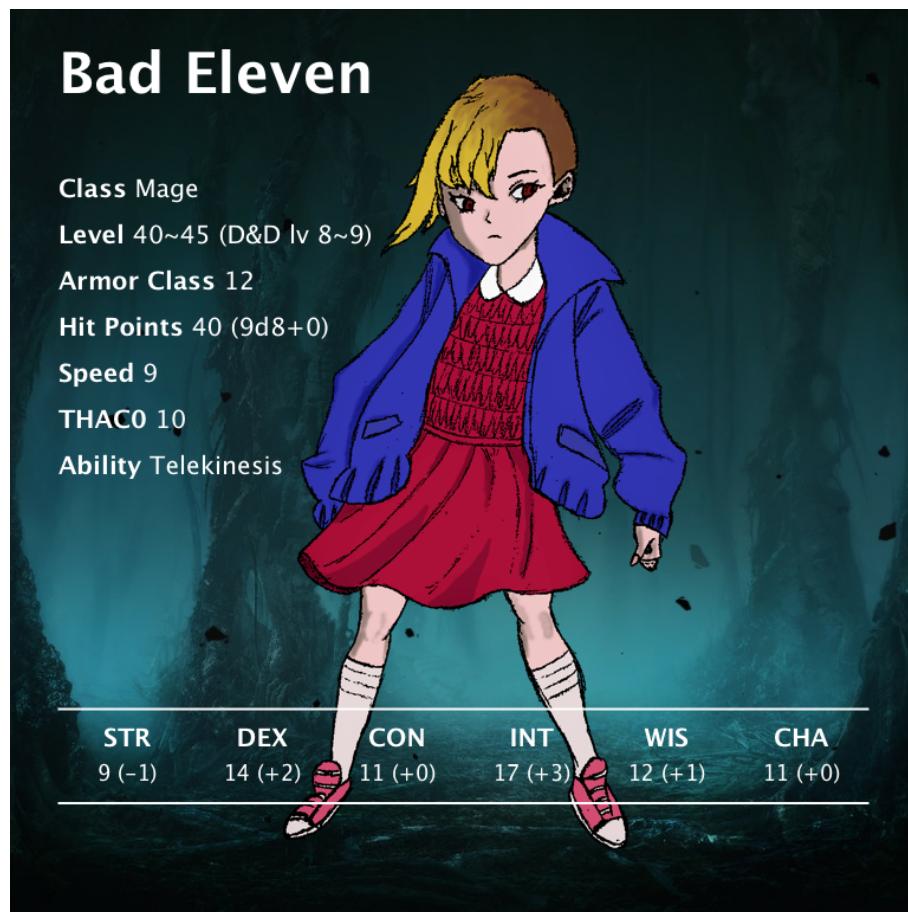
We have decided not to allow the player to use quick travel between the various checkpoints on the map to remain consistent with the theme of the game (the player can still use it to move between the game areas). We also thought that the best solution for saving the game is an auto-save every time the player visits a bonfire. This allows us to predict the player's actions and movements with more precision, incentivize him to plan a strategy to cross the maps and prevent him from passing certain key points of the level simply by saving and repeating, consequently increasing the difficulty and the overall challenge.

13 Character and Enemy Sheet

13.1 General information

- One turn equals to three seconds of real-time gameplay.
- In each turn a character can move maximum by its movement value (in meters) and can perform maximum one action from the list in its sheet.
- Although the attacks of every character corresponds to a weapon or a spell present in the GDD, ranges have been adapted to Elby's skills range
- Both characters and monsters have a cooldown linked to individual skills. The minimum value of the cooldown is one turn (three seconds of real time game play) and is applied for the basic skills of the characters. The more powerful the skill the greater the cooldown will be.
- Technical abbreviations:
 - **AC** Armor Class, the higher is this value, the easier is to hit the character.
 - **HP** Hit Points, the maximum amount of damage a character can take before being defeated.
 - **NRG** Energy points required for Elby's Active Skills.
 - **THAC0** To Hit Armor Class 0, the roll with a d20 a character needs to hit a enemy with an AC value of 0.
 - **d4** a dice with 4 sides.
 - **d6** a dice with 6 sides.
 - **d8** a dice with 8 sides.
 - **d20** a dice with 20 sides.

13.2 Bad Eleven



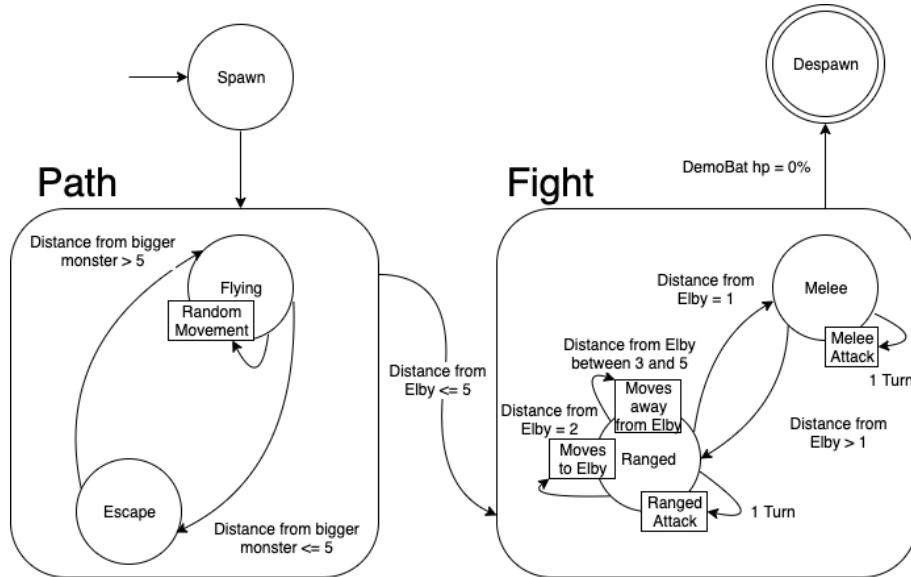
Skill	Damage	Range	Target	Energy	D&D Ref
Psyhit	2d4 (avg 5)	2m	1	-1 NRG	Magic missile (Lv. 1)
Psychain	1d4 (avg 2,5)	2m	1	-5 NRG	Web (Lv. 2)
Psypush	1d4 (avg 2,5)	2m	1	-10 NRG	Thunderwave (Lv. 1)
Psyslash	2d6 (avg 7)	3m	Front	-15 NRG	Airslash (Lv. 5)
Psyarrow	4d6 (avg 14)	5m	1 (pierce)	-25 NRG	Fireball (Lv. 3)
Psyburst	3d8 (avg 13,5)	6m (aoe)	-	-20 NRG	Explosion (Lv. 8)
Psyshield	-	0m	Self	-10 NRG	Prismatic wall (Lv. 9)
Mastermind	-	0m	Self	+4 NRG (per turn for 5 turns)	Prestidigitation (Lv. 0)
Focus	-	0m	Self	+10 NRG	Spell focus (Lv. 0)

13.3 Enemies

13.3.1 Demobat

<h2>DemoBat</h2>					
Armor Class 18					
Hit Points 18 (4d8+1)					
Speed 11					
THAC0 12					
Challenge LV x 23 XP					
Skills	Damage	Range			
Bite	1d4	1m			
Sonicwave	1d6+1	5m			
STR	DEX	CON	INT	WIS	CHA
8 (+1)	9 (+2)	9 (+1)	5 (-2)	7 (+1)	6 (-2)
Description: Similar to its real counterpart, the DemoBat emits ultrasounds which, after being bounced on the surfaces of what surrounds it, they are received by the vibration of the membrane of its wings. This ability makes the DemoBat a dangerous hunter, but it also represents a great vulnerability.					





Damage taken - Elby vs 1 Demobat

* Using only bite

$$12 - 7 = (\text{THAC0 Demobat}) - (\text{AC Elby}) = 5$$

$$(20 - 5)/20 = 3/4 = 0,75$$

$$0,75 * (1d4 = 2,5) = 1,875 \text{ damage per turn}$$

$$40HP/1,875 = 21,33 \text{ turns (after 22 turns Elby dies)}$$

* Using only sonicwave

$$12 - 7 = (\text{THAC0 Demobat}) - (\text{AC Elby}) = 5$$

$$(20 - 5)/20 = 3/4 = 0,75$$

$$0,75 * (1d6 + 1 = 4,5) = 3,375 \text{ damage per turn}$$

$$40HP/3,375 = 11,85 \text{ turns (after 12 turns Elby dies)}$$

Damage dealt - Elby vs 1 Demobat

* Using only Psyslash

$$10 - 10 = (\text{THAC0 Elby}) - (\text{AC Demobat}) = 0$$

$$(20 - 0)/20 = 1$$

$$1 * (2d6 = 7) = 7 \text{ damage per turn}$$

$$18/7 = 2,5 \text{ (after 3 turns Elby wins)}$$

* With Psyarrow

$$10 - 10 = (\text{THAC0 Elby}) - (\text{AC Demobat}) = 0$$

$$(20 - 0)/20 = 1$$

$$1 * (2d6 = 7) * 2/3 = 7 * 2/3 = 4,6 \text{ damage per turn of Psyslash}$$

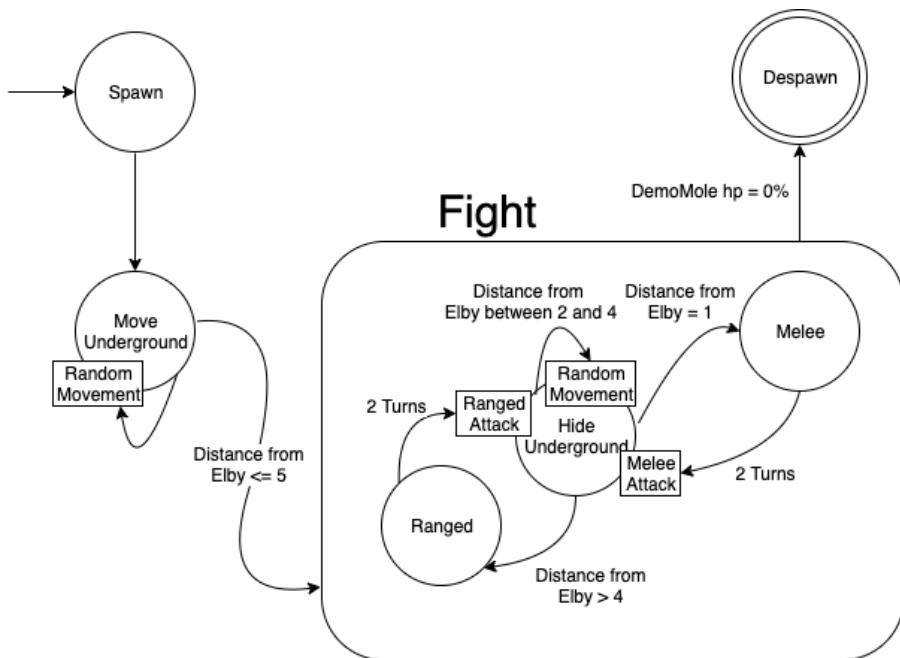
$$1 * (4d6 = 4,6) * 1/3 = 14 * 1/3 = 4,6 \text{ damage per turn of Psyarrow}$$

$$4,6 * 2 = 9,2 \text{ per turn}$$

$$18/9,2 = 1,95 \text{ (after 2 turns Elby wins)}$$

13.3.2 Demomole

<h1>DemoMole</h1>					
Armor Class 10					
Hit Points 24 (4d4+14)					
Speed 13					
THAC0 17					
Challenge LV x 20 XP					
Skills	Damage	Range			
Dig Hole	2d6	1m			
Sand Hit	1d6 (100% Hit)	4m			
STR	DEX	CON	INT	WIS	CHA
21 (+3)	16 (+3)	18 (+2)	6 (-2)	16 (+3)	9 (-1)
Description: Despite its less monstrous appearance, the DemoMole is one of the most dangerous and cruel creatures of the Upside-Down. Able to quickly dig underground tunnels, it positions itself under the prey and waits for the right moment to devour its legs and immobilize it. The DemoMole is extremely vulnerable when it emerges from the ground.					



Damage taken - Elby vs 1 Demomole

- * Using only sand hit
 $17 - 7 = (\text{THACO Demomole}) - (\text{AC Elby}) = 10$
 $(20 - 10)/20 = 1/2 = 0,5$
 $0,5 * (2d6 = 7) = 3,5$ damage per turn
 $40HP/3,5 = 11,42$ turns (after 12 turns Elby dies)

- * Using only dig hole
 This attack can't fail!
 $1 * (1d6 = 3,5) = 3,5$ damage per turn
 $40/3,5 = 11,42$ turns (after 12 turns Elby dies)

Damage dealt - Elby vs 1 Demomole

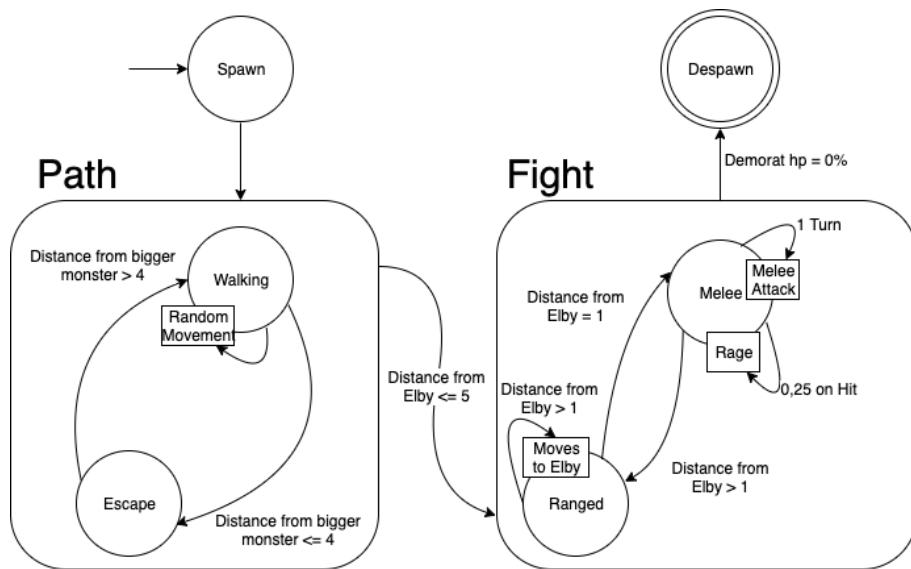
- * Using only Psyslash
 $10 - 10 = (\text{THACO Elby}) - (\text{AC Demomole}) = 0$
 $(20 - 0)/20 = 20/20 = 1$
 $1 * (2d6 = 7) = 7$ damage per turn
 $24/7 = 3,42$ (after 4 turns Elby wins)

- * With Psyarrow
 $10 - 10 = (\text{THACO Elby}) - (\text{AC Demomole}) = 0$
 $(20 - 0)/20 = 20/20 = 1$
 $1 * (2d6 = 7) * 2/3 = 5,25 * 2/3 = 4,6$ damage per turn of Psyslash
 $1 * (4d6 = 14) * 1/3 = 10,5 * 1/3 = 4,6$ damage per turn of Psyarrow
 $4,6 * 2 = 9,2$ per turn
 $24/9,2 = 2,6$ (after 3 turns Elby wins)

13.3.3 Demorat

<h1>DemoRat</h1>					
Armor Class 14					
Hit Points 14 (4d6+2)					
Speed 5					
THAC0 9					
Challenge LV x 22 XP					
Skills	Damage	Range			
Bite	1d4	1m			
Rage	+1d4	x			
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)
Description: Singularly very weak, the DemoRat becomes extremely dangerous when it is together with its colony. The rear legs allow lightning fast shots and the minute dimensions make it difficult to hit. Therefore, attacks with a big area of effect are particularly effective.					





Damage taken - Elby vs 1 Demorat

- ★ Using only bite

$$9 - 7 = (\text{THAC0 Demorat}) - (\text{AC Elby}) = 2$$

$$(20 - 2)/20 = 9/10 = 0,9$$

$$0,9 * (1d4 = 2,5) = 2,25 \text{ damage per turn}$$

$$40HP/2,25 = 17,78 \text{ (after 18 turns Elby dies)}$$

Damage dealt - Elby vs 1 Demorat

- ★ Using only Psyslash

$$10 - 10 = (\text{THAC0 Elby}) - (\text{AC Demorat}) = 0$$

$$(20 - 0)/20 = 1$$

$$1 * (2d6 = 7) = 7 \text{ damage per turn}$$

$$14/7 = 2 \text{ (after 2 turns Elby wins)}$$

- ★ With Psyarrow

$$10 - 10 = (\text{THAC0 Elby}) - (\text{AC Demorat}) = 0$$

$$(20 - 0)/20 = 1$$

$$1 * (2d6 = 7) * 2/3 = 7 * 2/3 = 4,6 \text{ damage per turn of Psyslash}$$

$$1 * (4d6 = 14) * 1/3 = 14 * 1/3 = 4,6 \text{ damage per turn of Psyarrow}$$

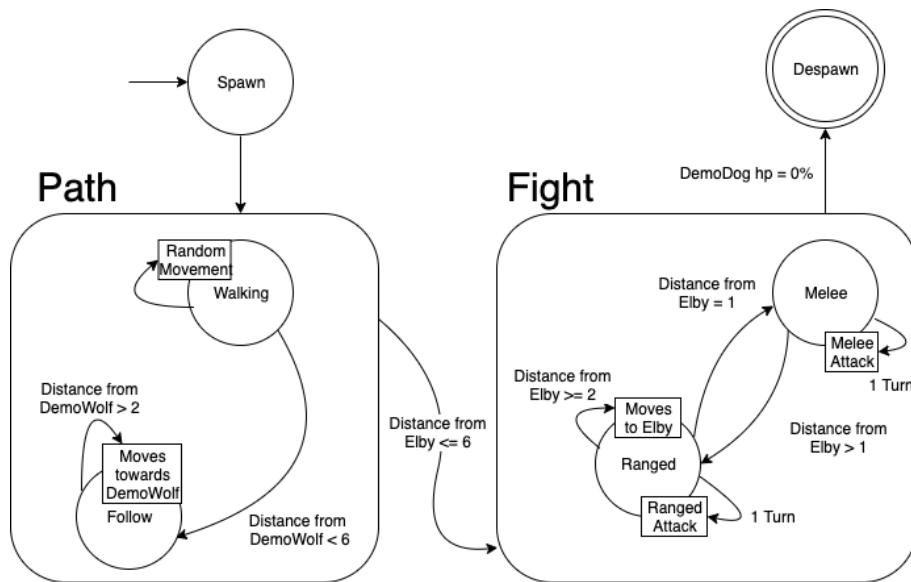
$$4,6 * 2 = 9,2 \text{ per turn}$$

$$14/9,2 = 1,52 \text{ (after 2 turns Elby wins)}$$

13.3.4 Demodog



Armor Class 6		
Hit Points 13 (2d8+2)		
Speed 9		
THAC0 15		
Challenge LV x 30 XP		
Skills	Damage	Range
Bite	2d4	1m
Growl	1d4	9m
STR	DEX	CON
11 (+0)	13 (+1)	12 (+1)
INT	WIS	CHA
8 (-1)	12 (+1)	5 (+1)
Description: A quadruped form of the DemoGorgon, the DemoDog is a creature with high predatory abilities. Its constitution makes it very agile and resistant, making it necessary to hit him several times to take it down.		



Damage taken - Elby vs 1 Demodog

* Using only bite

$$15 - 7 = (\text{THAC0 Demodog}) - (\text{AC Elby}) = 8$$

$$(20 - 8)/20 = 12/20 = 3/5 = 0, 6$$

$$0, 6 * (2d4 = 5) = 3 \text{ damage per turn}$$

$$40/3 = 13, 3 \text{ turns (after 14 turns Elby dies)}$$

* Using only growl

$$15 - 7 = (\text{THAC0 Demodog}) - (\text{AC Elby}) = 8$$

$$(20 - 8)/20 = 12/20 = 3/5 = 0, 6$$

$$0, 6 * (1d4 = 2, 5) = 1, 5 \text{ damage per turn}$$

$$40/1, 5 = 26, 6 \text{ turns (after 27 turns Elby dies)}$$

Damage dealt - Elby vs 1 Demodog

* Using only Psyslash

$$10 - 6 = (\text{THAC0 Elby}) - (\text{AC Demodog}) = 4$$

$$(20 - 4)/20 = 16/20 = 0, 8$$

$$0, 8 * (2d6 = 7) = 5, 6 \text{ damage per turn}$$

$$13/5, 6 = 2, 3 \text{ (after 3 turns Elby wins)}$$

* With Psyarrow

$$10 - 10 = (\text{THAC0 Elby}) - (\text{AC Demodog}) = 0$$

$$(20 - 4)/20 = 16/20 = 0, 8$$

$$0, 8 * (2d6 = 7) * 2/3 = 5, 6 * 2/3 = 3, 7 \text{ damage per turn of Psyslash}$$

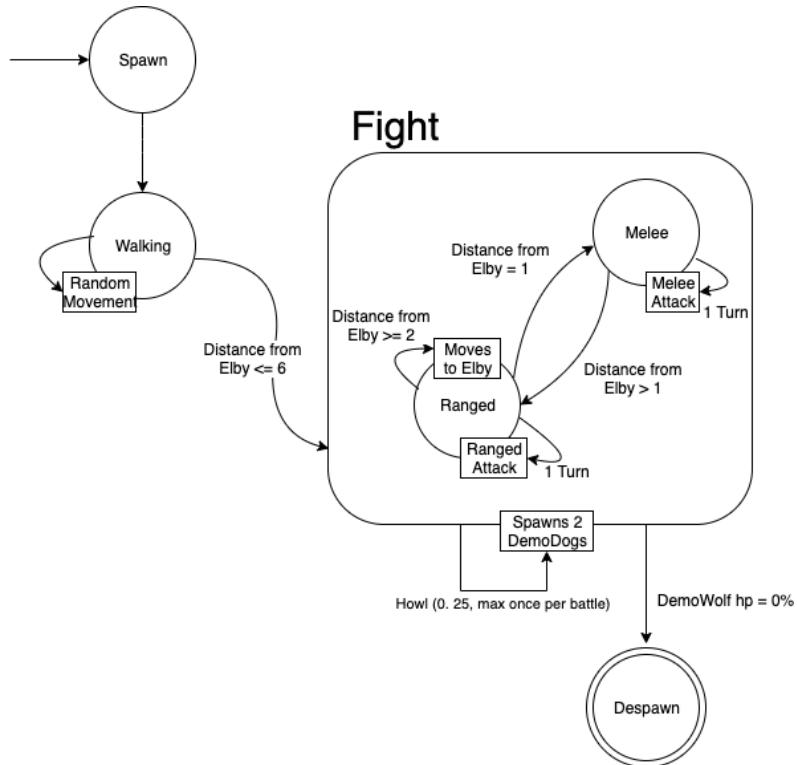
$$0, 8 * (4d6 = 14) * 1/3 = 11, 2 * 1/3 = 3, 7 \text{ damage per turn of Psyarrow}$$

$$3, 7 * 2 = 7, 4 \text{ per turn}$$

$$13/7, 4 = 1, 75 \text{ (after 2 turns elby wins)}$$

13.3.5 Demowolf

<h1>DemoWolf</h1>					
Armor Class 5					
Hit Points 17 (3d8+4)					
Speed 11					
THAC0 12					
Challenge LV x 50 XP					
Skills	Damage	Range			
Bite	2d4+2	1m			
Growl	1d4+1	8m			
Howl: recalls Demodogs					
STR	DEX	CON	INT	WIS	CHA
11 (+1)	14 (+2)	11 (+1)	3 (+0)	11 (+1)	6 (+1)
Description: The DemoWolf is a mutation of the DemoDog. This species has better physical and mental capabilities of the previous form, which led him to create a herd. In case of difficulty the DemoWolf can call his own herd of DemoDogs to protect him. Unlike its origin it does not possess a lot of stamina and resistance.					



Damage taken - Elby vs 1 Demowolf

★ Using only bite
 $12 - 7 = (\text{THAC0 Demowolf}) - (\text{AC Elby}) = 5$
 $(20 - 5)/20 = 3/4 = 0,75$
 $0,75 * (2d4 + 2 = 2,5) = 7 \text{ damage per turn}$
 $40HP/7 = 5,7 \text{ turns (after 6 turns Elby dies)}$

★ With growl (summon only one time the Demodogs)
 $12 - 7 = (\text{THAC0 Demowolf}) - (\text{AC Elby}) = 5$
 $(20 - 5)/20 = 3/4 = 0,75$
 $0,75 * (2 * 2d4 = 10) = 7,5 \text{ damage per turn}$
 $40HP/7,5 = 5,3 \text{ turns (after 6 turns Elby dies)}$

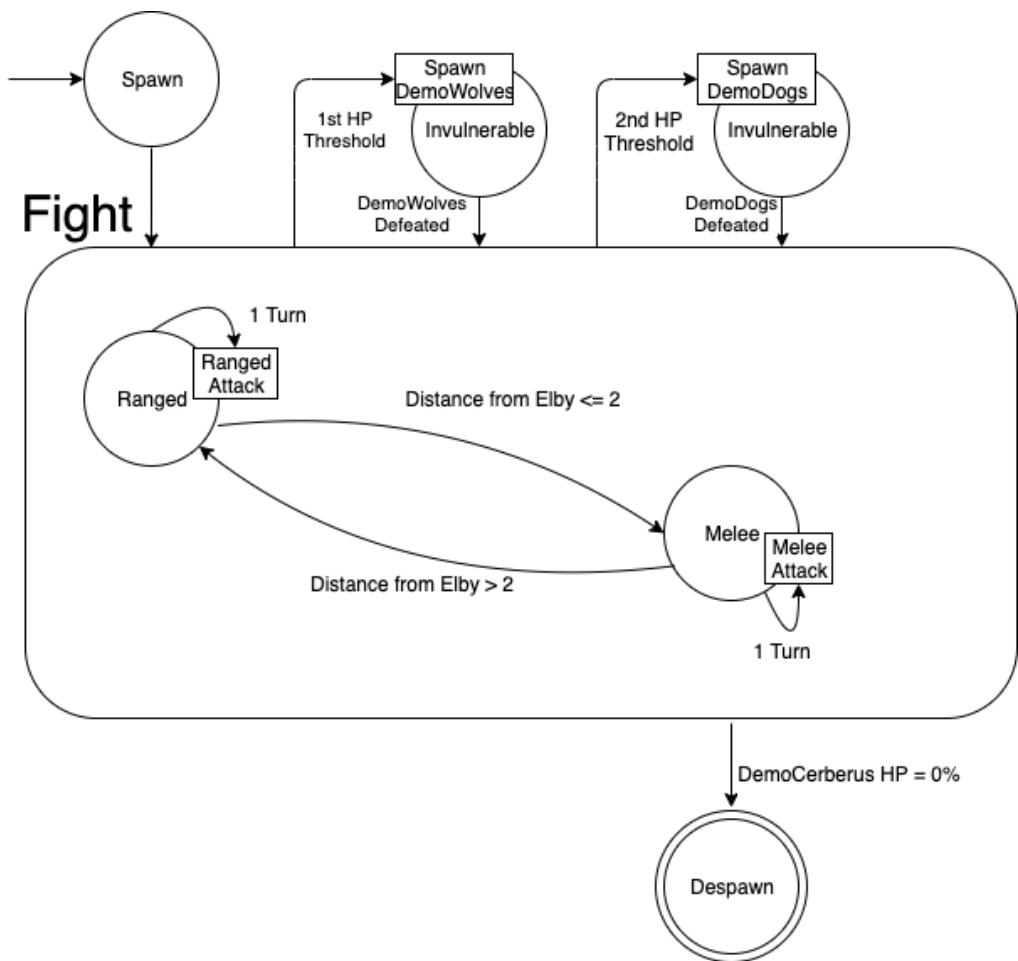
Damage dealt - Elby vs 1 Demowolf

★ Using only Psyslash
 $10 - 6 = (\text{THAC0 Elby}) - (\text{AC Demowolf}) = 4$
 $(20 - 4)/20 = 16/20 = 0,75$
 $0,75 * (2d6 = 7) = 5,25 \text{ damage per turn}$
 $17/5,25 = 3,23 \text{ (after 4 turns Elby wins)}$

★ With Psyarrow
 $10 - 5 = (\text{THAC0 Elby}) - (\text{AC Demowolf}) = 5$
 $(20 - 5)/20 = 15/20 = 0,75$
 $0,75 * (2d6 = 7) * 2/3 = 5,25 * 2/3 = 3,5 \text{ damage per turn of Psyslash}$
 $0,75 * (4d6 = 14) * 1/3 = 10,5 * 1/3 = 3,5 \text{ damage per turn of Psyarrow}$
 $3,5 * 2 = 7 \text{ per turn}$
 $17/7 = 2,42 \text{ (after 3 turns Elby wins)}$

13.3.6 Democerberus

<h1>DemoCerberus</h1>					
Armor Class 9					
Hit Points 60 (10d10+5)					
Speed 10					
THAC0 14					
Challenge 2000 XP					
Skills	Damage	Range			
Triple Bite	3d4	2m			
Growl	1d8	8m			
Beast Howl: recalls Demodogs/Demowolves					
STR	DEX	CON	INT	WIS	CHA
21 (+3)	16 (+3)	18 (+2)	6 (-2)	16 (+3)	9 (-1)
Description: Further mutation of the DemoDog, the DemoCerberus comes to life when a guest is consumed simultaneously by 3 embryos. Each head acts independently from the others, while body control is left to the most developed. The physical structure and the enormous mass prevent the DemoCerberus from moving quickly, making it vulnerable to ranged attacks.					



For the battle details see chapter 14 (Fight Outcomes).

13.3.7 NeoDemogorgon

NeoDemoGorgon

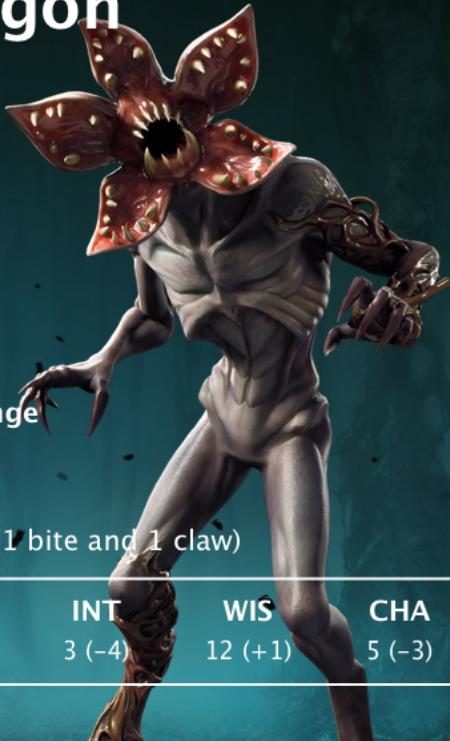
Armor Class 11
Hit Points 70 (11d10+10)
Speed 15
THAC0 10
Challenge 3000 XP

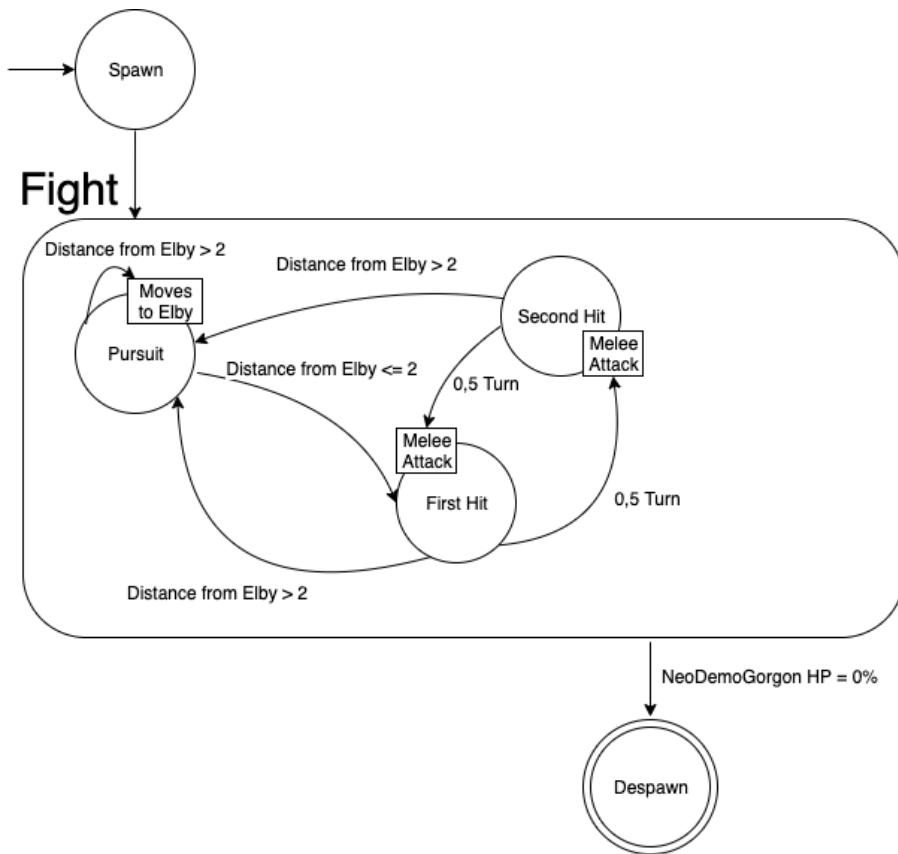
Skills	Damage	Range
Bite	3d4	1m
Claw	2d4	2m

Multiattack: makes two attacks (1 bite and 1 claw)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Description: An almost complete DemoGorgon, it stay silent and motionless near the core waiting to reach its evolutionary peak. Having access to Eleven's memory, Elby already knows how deadly and dangerous it can become...





Damage taken - Elby vs Neodemogorgon

$$10 - 11 = (\text{THAC0 Elby}) - (\text{AC Neodemogorgon}) = 0$$

$(20 - 0)/20 = 1$ (Probability to hit)

$$1 * (4d6 = 14) = 14$$

$$1 * (3d8 = 13,5) = 13,5$$

$$1 * (2d6 = 7) = 7$$

Passive = 3

$$(14 + 7 + 13,5 + 3)/3 = 12,5 \text{ each turn}$$

$70/12,5 = 5,6$ (after 6 turns elby wins without using Shields)

Damage dealt - Elby vs Neodemogorgon

$$10 - 7 = (\text{THAC0 Neodemogorgon}) - (\text{AC Elby}) = 3$$

$(20 - 3)/20 = 17/20$ (Probability to hit)

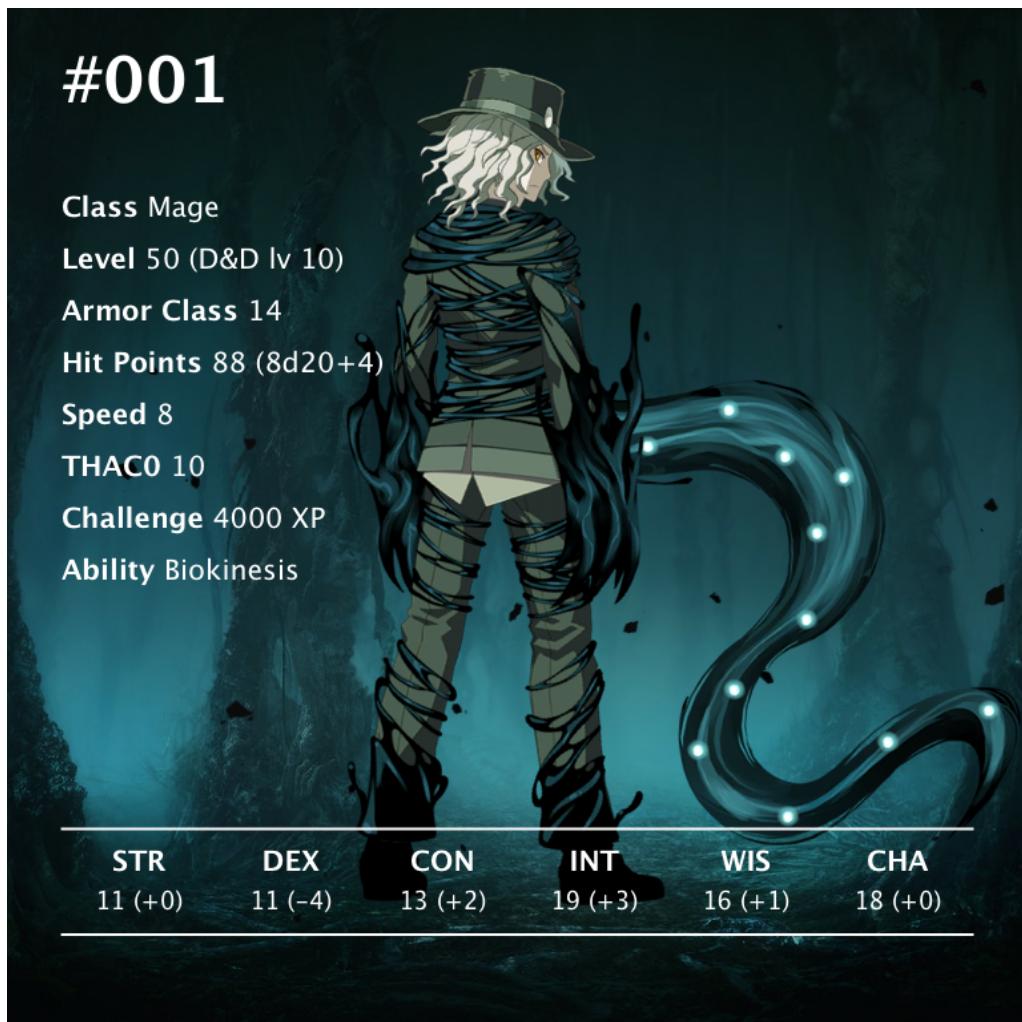
$$0,85 * (3d4 = 7,5) = 6,375$$

$$0,85 * (2d4 = 5) = 4,25$$

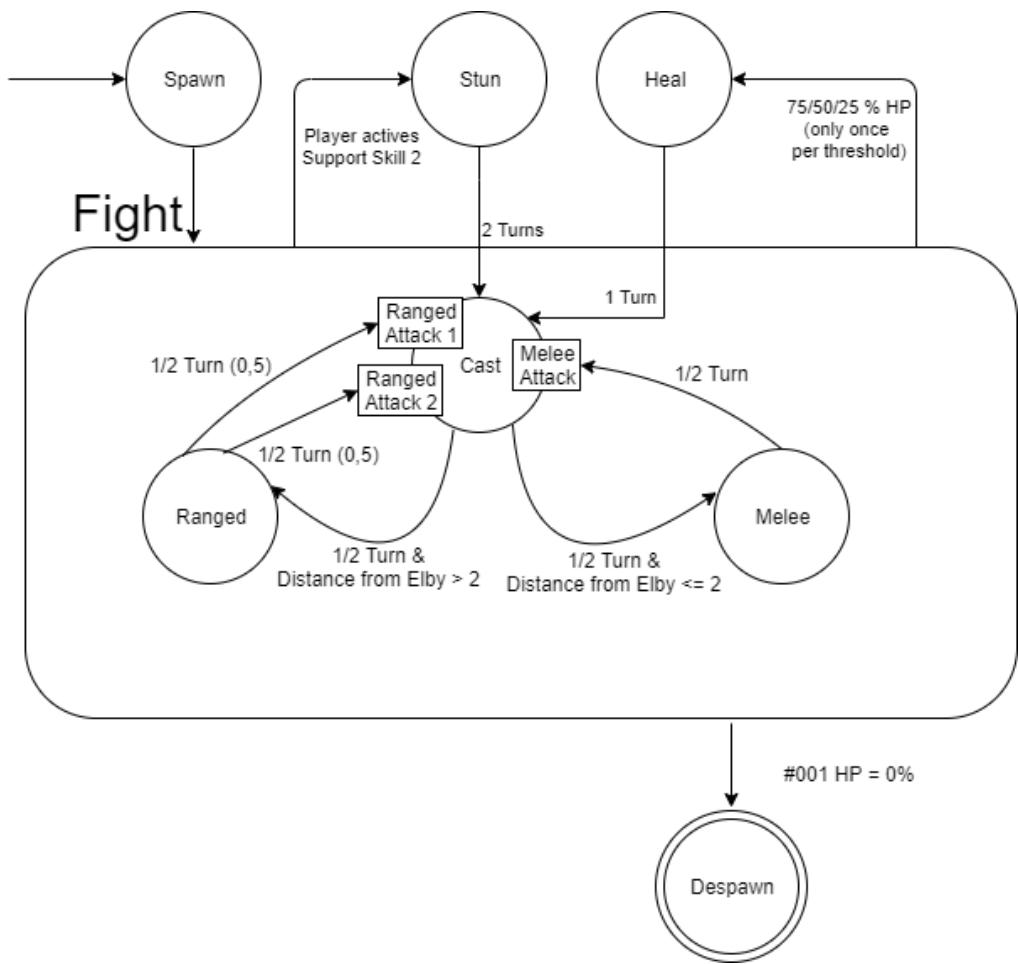
$$6,375 + 4,25 = 10,625 \text{ each turn}$$

$40/10,625 = 3,764$ (after 4 turns elby dies)

13.3.8 #001



Skill	Damage	Range	Target	D&D Ref
Biospears	1d10*(3/2) (avg 8,25)	5m	1	Pillar (Lv. 5)
Biovenom spit	8d6*(1/3) (avg 18,6)	5m	1	Fireball (Lv. 3)
Bioheal	Restore 6d8 HP (avg 27)	0m	Self	Wish (Lv. 9)
Biospikes ring	5d6 (avg 17,5)	3m (aoe)	Self	Ice wall (Lv. 7)



For the battle details see chapter 14 (Fight Outcomes).

14 Fight Outcomes

In this chapter we will see how many turns the enemies take to kill Elby. We will also see Elby's damage and the turns she needs to kill them. In the end we will discuss the easy and difficult encounters.

14.1 Easy encounter

The following calculations are based on turns:

$$TN \rightarrow T = turn, N = number\ of\ turn\ with\ n = 1, 2, \dots, infinite$$

2 Demomoles e 1 Demobat

$$2 * (3, 5) + 3, 375 = 10, 375\ damage\ per\ turn$$

$$40HP / 10, 375 = 3, 85 \text{ (after 4 turns Elby dies if no one of them dies)}$$

Best Fight

$$T1 \rightarrow Psyarrow\ hits\ Demomole1: 24 - 14 = 10HP$$

$$T1 \rightarrow Enemies\ hits\ Elby: 40 - (3, 5 + 3, 5 + 1, 875) = 31, 125HP$$

$$T2 \rightarrow Psyshield\ of\ Elby!$$

$$T2 \rightarrow Enemies\ don't\ hit\ Elby!$$

$$T3 \rightarrow Psyslash\ hits\ Demomole1: 10 - 7 = 3HP$$

$$T3 \rightarrow Enemies\ hits\ Elby: 31, 125 - (3, 5 + 3, 5 + 1, 875) = 22, 25HP$$

$$T3 \rightarrow (\text{Support Skill})\ Ice\ Throw\ hits\ all\ enemies: 3 - 3 = 0, 24 - 3 = 21, 18 - 3 = 15$$

$$T4 \rightarrow Psyarrow\ hits\ Demomole2: 21 - 14 = 7HP$$

$$T4 \rightarrow Enemies\ hits\ Elby: 22, 25 - (3, 5 + 1, 875) = 17, 875HP$$

$$T5 \rightarrow Psyslash\ hits\ Demomole2: 7 - 7 = 0HP$$

$$T5 \rightarrow Enemies\ hits\ Elby: 17, 875 - (1, 875) = 16HP$$

$$T6 \rightarrow Psyshield\ of\ Elby!$$

$$T6 \rightarrow Enemies\ don't\ hit\ Elby!$$

$$T6 \rightarrow (\text{Support Skill})\ Ice\ Throw\ hits\ the\ Demobat: 15 - 3 = 12$$

$$T7 \rightarrow Psyarrow\ hits\ Demobat: 12 - 14 = 0HP$$

Elby wins with 16HP

2 Demorat

$$9 - 7 = (THACO\ Demorat) - (AC\ Elby) = 2$$

$$(20 - 2)/20 = 9/10 = 0, 9$$

$$0, 9 * (1d4 = 2, 5) = 2, 25\ damage\ per\ turn * 2 = 4, 5$$

$$40HP / 4, 5 = 8, 8 \text{ (after 9 turns elby dies even if one Demorat dies because of rage)}$$

Best Fight

$$T1 \rightarrow Psyarrow\ hits\ Demorat1: 14 - 14 = 0HP$$

$$T1 \rightarrow Enemies\ hits\ Elby: 40 - (2, 25 + (2, 25rage)) = 35, 5HP$$

$$T2 \rightarrow Psyshield\ of\ Elby!$$

$$T2 \rightarrow Enemies\ don't\ hit\ Elby!$$

$$T3 \rightarrow Psyslash\ hits\ Demorat2: 14 - 7 = 7HP$$

$$T3 \rightarrow Enemies\ hits\ Elby: 35, 5 - (2, 25 + (2, 25rage)) = 31HP$$

$$T3 \rightarrow (\text{Support Skill})\ Ice\ Throw\ hits\ all\ enemies: 7 - 3 = 4HP$$

$$T4 \rightarrow Psyslash\ hits\ Demorat2: 4 - 7 = 0HP$$

Elby wins with 31HP

3 Demorat

$9 - 7 = (\text{THACO Demorat}) - (\text{AC Elby}) = 2$
 $(20 - 2)/20 = 9/10 = 0,9$
 $0,9 * (1d4 = 2, 5) = 2, 25 \text{ damage per turn} * 3$
 $40HP/6,75 = 5,9$ (after 6 turns elby dies even if one Demorat dies because of rage)

Best Fight

T1 → Psyarrow hits Demorat1: $14 - 14 = 0HP$
T1 → Enemies hits Elby: $40 - (2 * (2, 25 + (2, 25\text{rage}))) = 31HP$
T2 → Psyshield of Elby!
T2 → Enemies don't hit Elby!
T3 → Psyslash hits Demorat2: $14 - 7 = 7HP$
T3 → Enemies hits Elby: $31 - 2 * (2, 25 + (2, 25\text{rage})) = 22HP$
T3 → (Support Skill) Ice Throw hits all enemies: $7 - 3 = 4HP, 14 - 3 = 11HP$
T4 → Psyslash hits Demorat2: $4 - 7 = 0HP$
T4 → Enemy hits Elby: $22 - 2, 25 + 2 * (2, 5\text{rage}) = 15, 25$
T5 → Psyarrow hits Demorat3: $11 - 14 = 0HP$
Elby wins with 15,25 HP

14.2 Hard encounter

1 Democerberus

If he fights alone:
 $14 - 7 = (\text{THACO Democerberus}) - (\text{AC Elby}) = 7$
 $(20 - 7)/20 = 13/20 = 0,65$
 $0,65 * (3d4 = 7, 5) = 4, 8 \text{ damage per turn}$
 $40HP/4,8 = 8, 205 \text{ turns (after 9 turns Elby dies)}$

If he summons the Demowolves without the Demodogs:
 $12 - 7 = (\text{THACO Demowolf}) - (\text{AC Elby}) = 5$
 $(20 - 5)/20 = 3/4 = 0,75$
 $0,75 * (2d4 + 2 = 2, 5) = 7 \text{ damage per wolf} = 14 \text{ damage each turn}$
 $40HP/14 = 2, 8 \text{ turns (after 3+1(the summoning turn) turns Elby dies)}$

If the Demowolves summons the Demodogs:

* Using only bite
 $15-7 = (\text{THACO Demodog}) - (\text{AC Elby}) = 8$
 $(20 - 8)/20 = 12/20 = 3/5 = 0,6$
 $0,6 * (2d4 = 5) = 3(\text{damage per turn}) * 4(\text{number of Demodogs}) = 12$
 $40HP/12 = 3, 3 \text{ turns (after 4+2 turns Elby dies)}$

Best Fight

T1 → Psyarrow hits Democerberus: $60 - 14 = 46HP$
T1 → Democerberus hits elby: $40 - 4, 8 = 35, 2HP$
T2 → Psyshield of Elby!
T2 → Enemies don't hit Elby!
T3 → Psyburst hits Democerberus: $46 - 13, 5 = 32, 5HP$
T3 → Democerberus hits elby: $35, 2 - 4, 8 = 30, 4HP$
T3 → (Support Skill) Ice Throw hits Democerberus: $32, 5 - 3 = 29, 5HP$
T4 → Psyarrow hits Democerberus: $29, 5HP - 14 = 15, 5HP$
T4 → Democerberus summon 2 Demowolves!
T5 → Psyshield of Elby!
T5 → enemies don't hit Elby!
T6 → Psyslash hits Demowolf1: $17 - 5, 25 = 11, 75HP$
T6 → Demowolf hits Elby: $30, 4 - 11, 4 = 19HP$

T6 → (Support Skill) Ice Throw hits all enemies: $11,75 - 3 = 8,75$; $17 - 3 = 14HP$
 T7 → Psyburst hits enemies: $8,75 - 10,125 = 0$; $14 - 10,125 = 3,875HP$
 T7 → Demowolf2 hits Elby: $19 - 5,7 = 13,3HP$
 T8 → Psyshield of Elby!
 T8 → Enemies don't hit Elby!
 T9 → Psyslash hits Demowolf2: $3,875 - 5,25 = 0HP$
 T9 → (Support Skill) Ice Throw is useless.
 T10 → Psyarrow hits Democerberus: $15,5 - 14 = 1,5HP$
 T10 → Democerberus summon 4 DemoDemodogs!
 T11 → Psyburst hits all enemies: $13 - 10,8 = 2,2HP$ each *Demodog*
 T11 → DemoDemodogs hits Elby: $13,3 - (3 * 4 = 12) = 1,3HP$
 T12 → Elby use Rotten potion: $1,3 + 20 = 21,3HP$
 T12 → DemoDemodogs hits Elby: $21,3 - (3 * 4 = 12) = 9,3HP$
 T12 → (Support Skill) Ice Throw hits all enemies: $2,2 - 3 = 0HP$
 T13 → Psyarrow hits Democerberus: $1,5 - 14 = 0HP$
 Elby wins with $9,3HP$

14.3 Boss Fight

T1 → Elby use Psyarrow $80 - 14 = 66$
 T1 → #001 use Biospears $40 - (8,25 * 0,85 = 7,01) = 33$
 T2 → Elby use Psyshield!
 T2 → Elby takes no damage
 T3 → Elby use Psyburst $66-13,5 = 52,5$
 T3 → #001 use Biovenom split $33-(18,6*0,85= 15,81) = 17,19$
 T3 → (Support Skill) Ice Throw $52,5-3 = 49,5$
 T4 → Elby use Psyarrow $49,5-14 = 35,5$
 T4 → #001 use Bioheal $35,5+27 = 62,5$
 T5 → Rotten potion $17,19 + 20 = 37,19$
 T5 → #001 use Biospears $37,19-7 = 30,19$
 T6 → Elby use Psyshield!
 T6 → Elby takes no damage
 T6 → (Support Skill) Ice Throw $62,5-3 = 59,5$
 T7 → Elby use Psyburst $59,5-13,5 = 46$
 T7 → #001 use Biovenom $30,19-18,6 = 11,59$
 T8 → Fresh potion restores 40 HP
 T8 → #001 use Biovenom $40-18,6 = 21,4$
 T9 → Elby use Psyarrow $46-14 = 32$
 T9 → #001 use Biovenom $21,4-18,6 = 2,8$
 T9 → (Support Skill) Ice Throw $32-3 = 29$
 T10 → Elby use Psyshield!
 T10 → Elby takes no damage
 T11 → Fresh potion restores 40 HP
 T11 → #001 use Biospears $40-7 = 33$
 T12 → (Support skill) Glaciate
 T12 → #001 can't attack!
 T13 → Fresh elisir restores full NRG
 T13 → (Support Skill) Ice Throw $29-3 = 26$
 T14 → Elby use Psyburst $26-13,5 = 12,5$
 T14 → #001 use Bioheal $12,5+27 = 39,5$
 T15 → Psicoslash $39,5-7 = 32,5$
 T15 → #001 use Biospears $33-7 = 26$
 T16 → Elby use Psyarrow $32,5-14 = 18,5$
 T16 → #001 use Biovenom split $26-18,6 = 7,4$
 T16 → (Support Skill) Ice Throw $18,5-3 = 15,5$

T17 → Elby use Psyshield!
T17 → Elby takes no damage
T18 → Elby use Psyburst 15,5-13,5 = 2
T18 → #001 use Bioheal 2+27 = 29
T19 → (Support skill) Glaciate
T19 → #001 can't attack!
T20 → Fresh elisir restores full NRG
T20 → (Support Skill) Ice Throw 29-3 = 26
T21 → Rotten potion 2+20 = 22
T21 → #001 use Biospears 22-7 = 15
T22 → Elby use Psyarrow 26-14 = 12
T22 → #001 use Biospears 12-7 = 5
T23 → Elby use Psyarrow 12-13,5 = 0
Elby wins after 23 turns!

14.4 Final Considerations

For the calculation of the damage of the monsters we used the bite of a standard wolf from D&D as a reference for the bite of the Demowolf. Consequently we have increased and/or decreased the value to calibrate all the other common enemies.

We also decided to make many skills available to the player so that he can try different combinations of skills and create the set that best suits his playstyle.

The main problems with character calibration were the ratio between movement, damage, life and amount of enemies. To stay in the game themes we decided to make every single monster as lethal as possible and this led to the need to make Elby very powerful. To overcome this problem we have introduced the cooldown of the moves and consequently skill to stall the turns.

15 Level Design

In this section the sequences of the implemented level "Giant Chasm" are explained. The level is divided into 5 sequences.

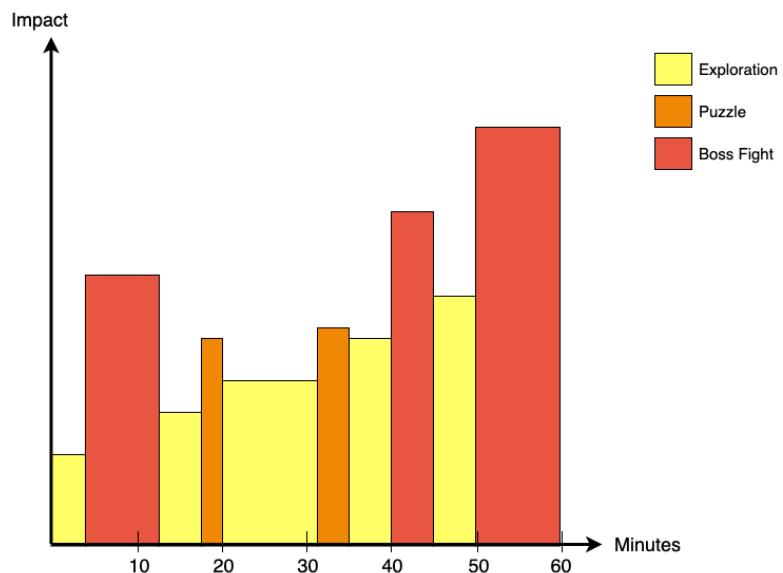
Under the representative map of the section are listed all the dialogues belonging to that specific time section.

15.1 Scope of the level

Section 1 - Entrance - Democerberus Boss Room - External Ovest Side	5 minutes 10 minutes 5 minutes	8,33% 16,66% 8,33%
Section 2 - External North Side - External East Side - Internal North Side	2 minutes 8 minutes 5 minutes	3,33% 13,33% 8,33%
Section 3 - Internal West - NeoDemogorgon Boss Room - External Sud Side	5 minutes 5 minutes 5 minutes	8,33% 8,33% 8,33%
Final Boss Room	10 minutes	16,66%
Total Scope	60 minutes	100%

*We only consider the playing time and not the dialogues (except for the final Boss).

15.2 Event Diagram



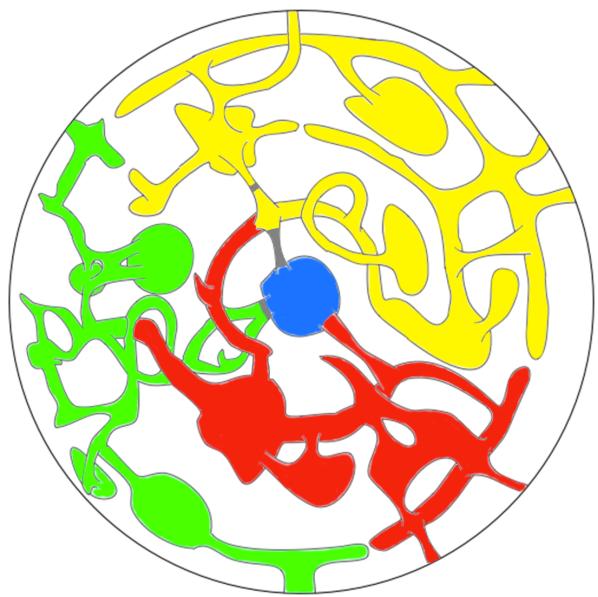
15.3 Level Map



Complete 2D map of the level



Brown = Ground, Black = Vines

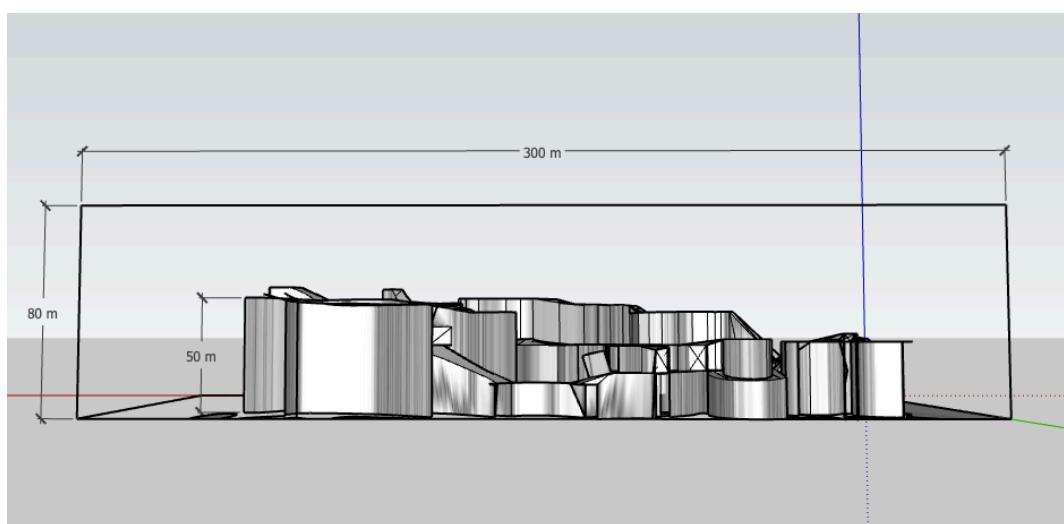
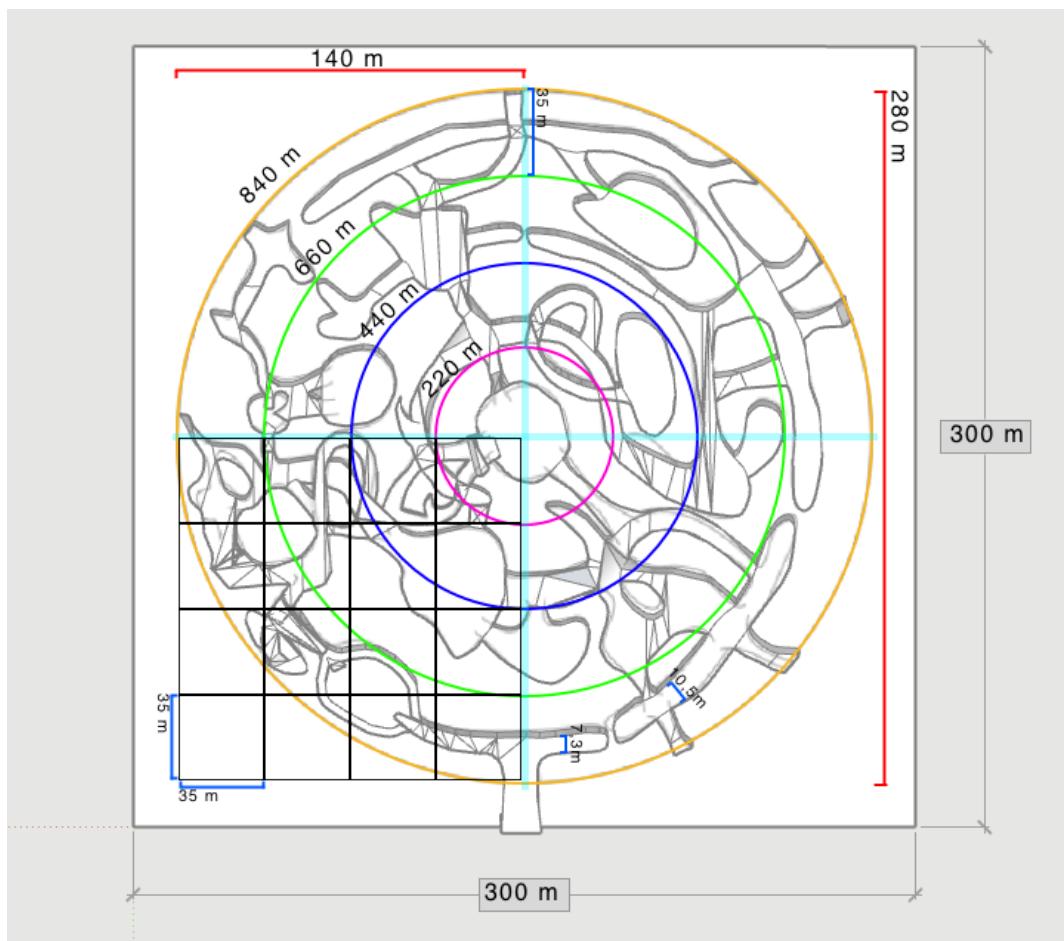


Section 1: green, Section 2: yellow, Section 3: red, Boss Room: blue

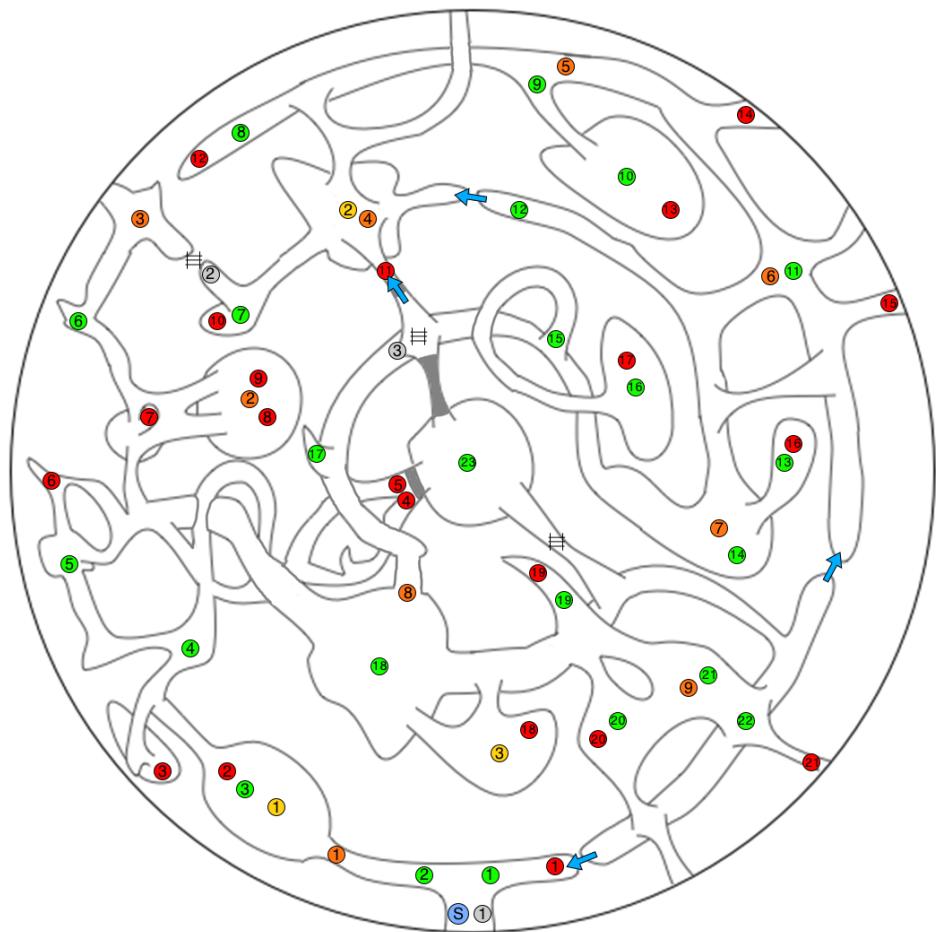


Gray areas cannot be walked on by the player

15.3.1 Measures



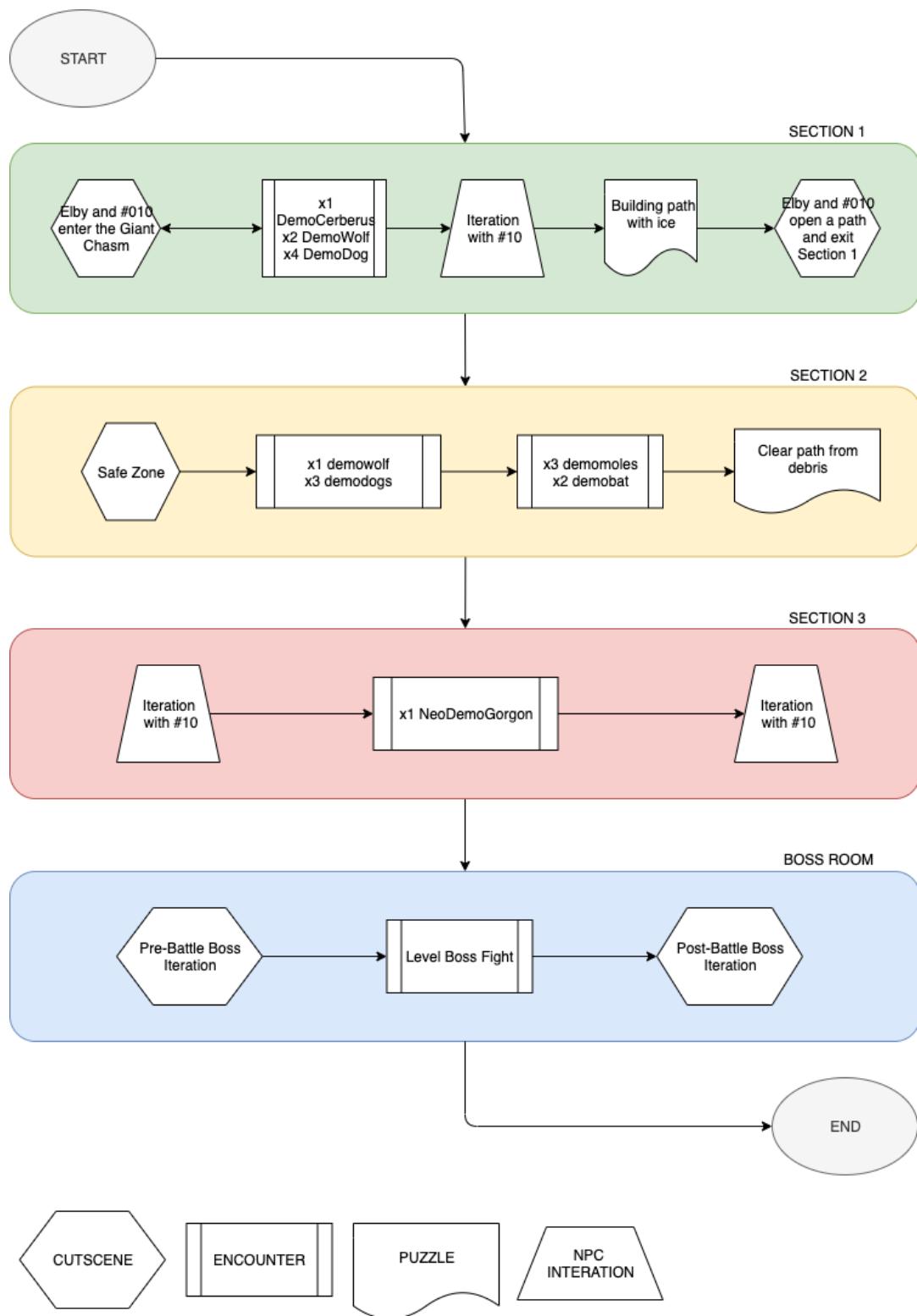
15.4 Level Diagram



● Item
● Enemies
● Safezone
→ Shortcut

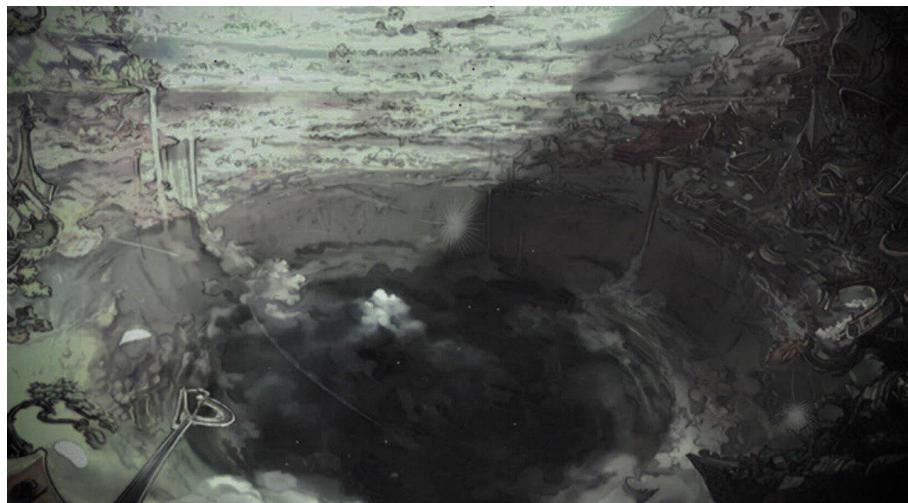
● Start
● Audio
● Light
● Section connector

15.5 Level Description



15.5.1 Giant Chasm - Outside

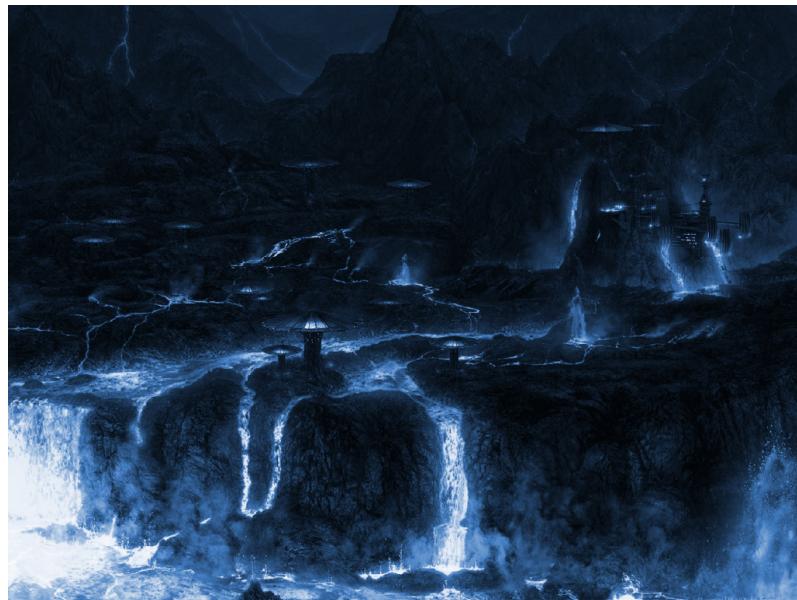
The level designed is the subarea 15 of the Core Enviroment. It is located in the north side of the City Ruins. The diameter of the giant chasm is at least 300m and its origins are unknown, even if in-game characters often assume that it originated from the impact of a meteorite. From the outside it is impossible to see the contents of the chasm due to the lack of internal light and for the thick crop of vines that surround the entire area. Fixed enemies are placed inside the rooms, while some monsters can randomly spawn along the way.



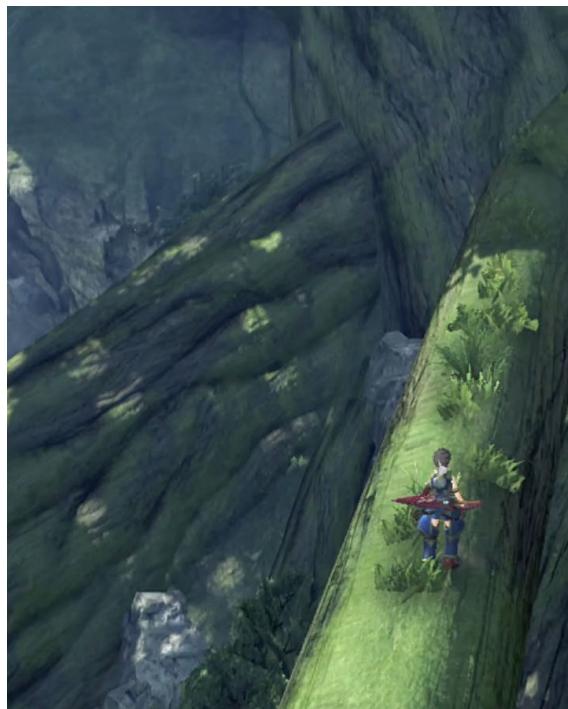
Overview of the Giant Chasm. *[Made in the Abyss]*

15.5.2 Giant Chasm - Section 1

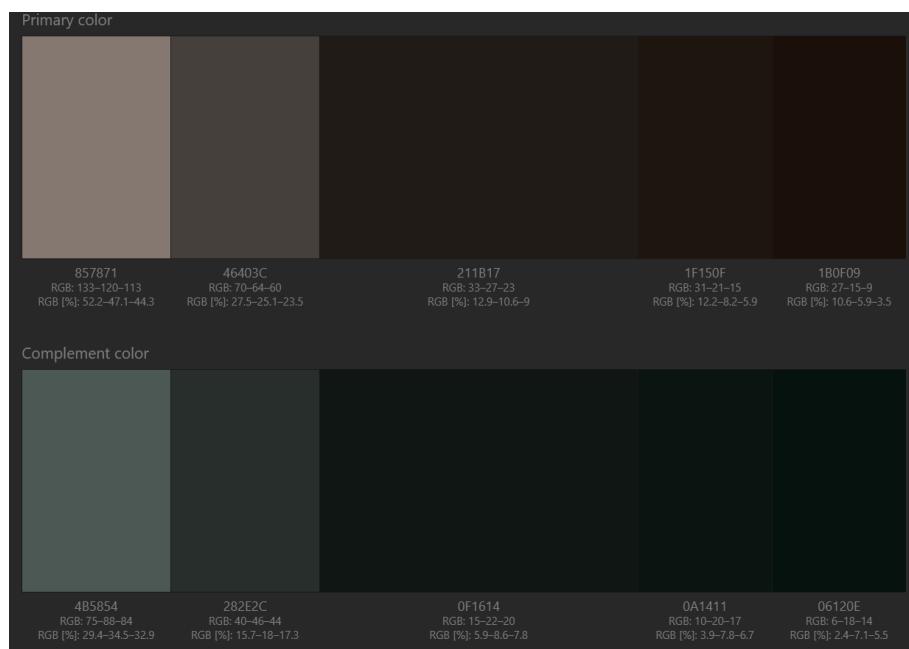
The first section is approximately 500m long and with a variable width depending on the type of terrain (land, vines, etc.). Players enter through a gap in the south side of the Giant Chasm. The left side of the path is blocked by vines and debris and players can only unlock it from the other side in Section 3. Proceeding to the right, players reach the ballroom, where the DemoCerberus stands guard. After the first ruin, players will be forced to continue on the big vines coming from the lower levels of the Chasm, until they returns to the ridge. At the point of descent for the Second Section, it will be necessary to explore the surroundings in order to find a way to break through the obstacle.



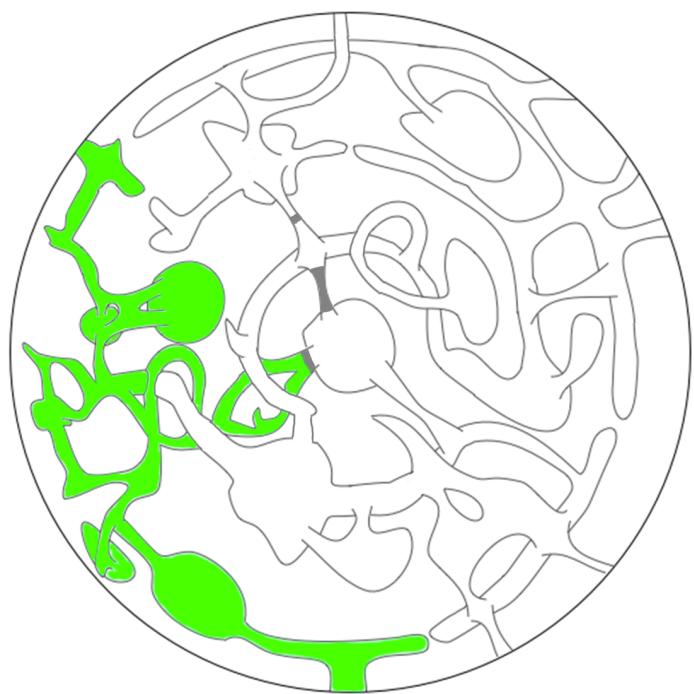
Path of the first section



Visual example of the player walking on a vine



Primary color = ground, secondary color = vines



Section 1



Section 1 main path

Encounters

- 1x DemoCerberus
- 2x DemoWolf
- 4x DemoDog

The Democerberus is considered a mini-boss and its statistics are proportionally reduced compared to its previous Level Boss version. At the entrance to the room, the DemoCerberus, previously in a resting position, enters an offensive state, remaining however to guard the exit of the ruin. Once the first damage threshold has been exceeded, the monster will recall two DemoWolves, which will immediately attack the players. Until the DemoWolves are defeated, the DemoCerberus will not attack and will be invulnerable. Ultimatly, upon reaching the second threshold, the Democerberus will call up four DemoDogs and it will apply the previous pattern.

- 1 - 50% Demorat, 30% Demobat, 20% Demodog
- 2 - 15% Demowolves, 35% Demobat, 50% Demodog
- 3 - Democerberus x1
- 4 - 50% Demorat, 30% Demobat, 20% Demodog
- 5 - 50% Demorat, 30% Demobat, 20% Demomoles
- 6 - 20% Demomoles, 60% Demobat, 20% Demodog

*Map points on chapter 15.4.

Sounds

DemoDog / DemoWolf howls can be heard randomly. Near the ruins there is a sound of landslides. The sound of Elby's footsteps changes according to the terrain on which she is located.

- 1 - Howling wolves
- 2 - Moaning monsters
- 3 - Landslide noise

*Map points on chapter 15.4.

Lighting

There's a soft white light coming from the few opening in the crop of vines. It is also possible to see a slight red light coming from the chasm center. The rooms in the ruins are illuminated by a strange luminous moss.

- 1 - Trigger light change

*Map point on chapter 15.4.

Drops

- 1 - Fresh moss
- 2 - Rooten potion
- 3 - Rotten root
- 4 - Demowolf Tooth
- 5 - Fresh root
- 6 - Rotten moss

- 7 - Rotten moss
- 8 - Fresh elisir
- 9 - Demorat Tail

*Map points on chapter 15.4.

Puzzle

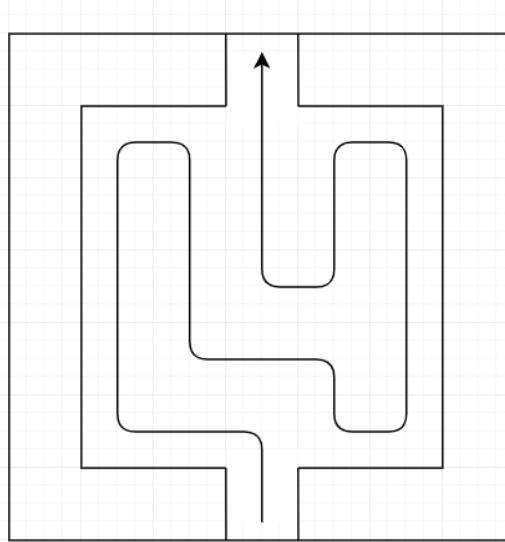
To change area Elby will find herself facing a bridge of dry and weak vines. At this point, in order to be able to move on, she will need to freeze the vines so as to strengthen them.

The path melts very quickly so that the protagonist can only cross each box once. Once all the quadrants are weakened, the block will break making it fall. Elby will therefore have to be at the point indicated by the X in the image below in order to continue his journey. If this does not happen, #010 will repeat the reconstruction of the bridge to prevent it from falling and injuring Elby. The latter will lose a quarter of its life and will have to repeat the operation.

The path can be solved as follows:

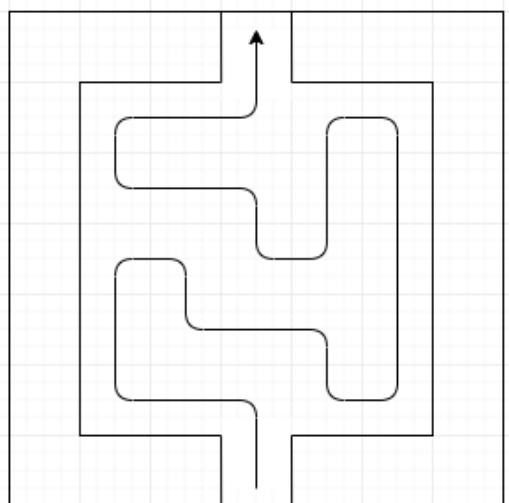
Main Solution

up / left x2 / up x4 / right / down x3 / right x2 / down / right / up x4 / left / down x2 / left / up x2



Alternative Solution

up / left x2 / up x2 / right / down / right x2 / down / right / up x4 / left / down x2 / left / up / left x2 / up / right x2 / up

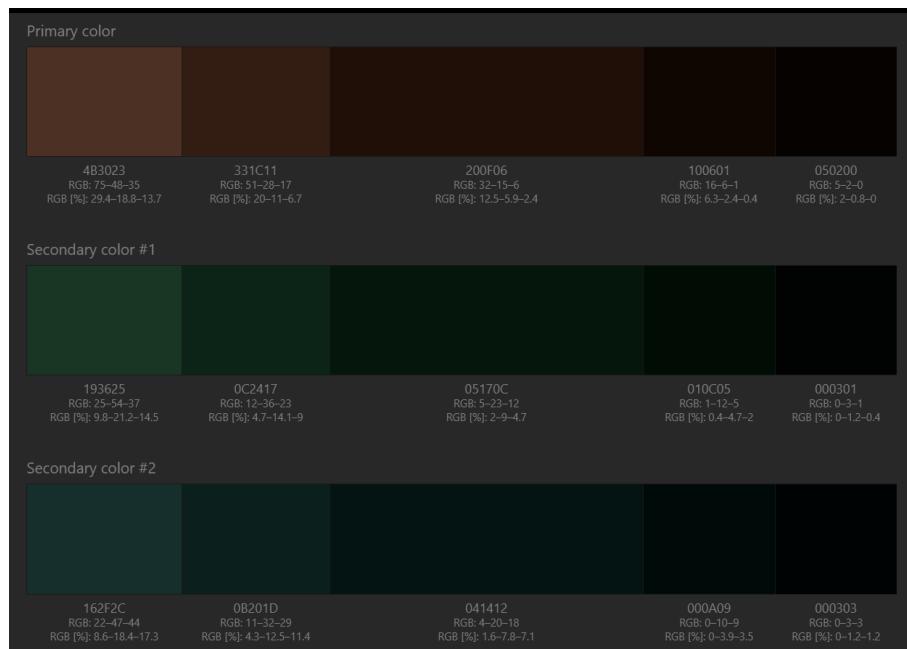


15.5.3 Giant Chasm - Section 2

The second section is about 600m long and takes players to the first underground layer. Compared to Section 1, the route is narrower and made up of tunnels that allow you to move upwards or downwards and reach platforms and / or ridges that cannot be accessed in other ways. Players will often be asked to use skills to open passages and / or move debris. The soil, where it is not covered with organic vines, is very irregular due to the proximity of the nucleus and the presence of many DemoMoles. Players will find a Safe Room near the beginning of Section 2, and they will unlock a path to reach the room again just before Section 3.



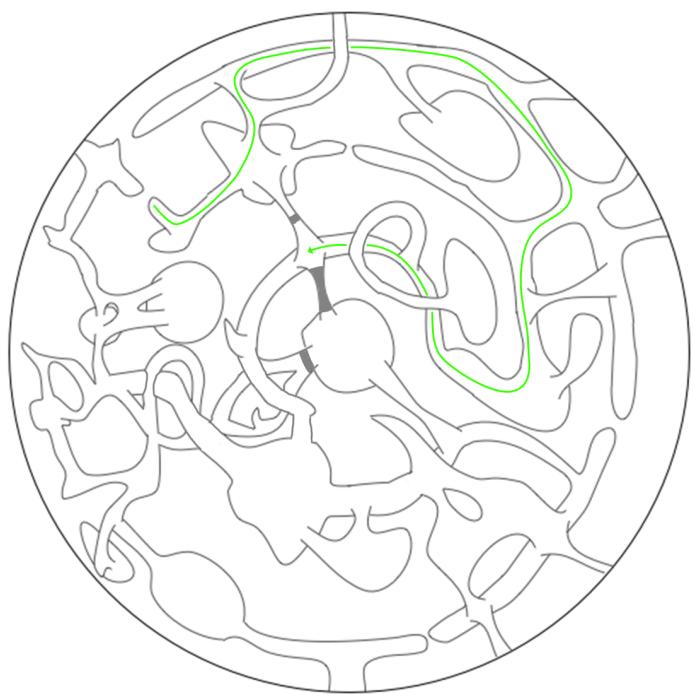
Path of the second section



Primary color = ground, secondary color = vines



Section 2



Section 2 main path

Encounter A

- x1 DemoWolf
- x2 DemoDog

A herd of DemoWolf. Players can kill DemoDogs one at a time to deal individually with the DemoWolf. Otherwise, if the DemoWolf is alerted, it will trigger all the DemoDogs in the room.

Encounter B

- x2 DemoMoles
- x1 DemoBat

Entering the ruin, the player will find it empty. Once in the middle of the room, Elby and #010 will remain stuck in the ground, and the player will have a few seconds to activate the Levitation skill to avoid taking damage (Quick Time Event). Finally, the DemoMoles and DemoBats will appear, starting the battle.

- 7 - 50% Demorat, 30% Demobat, 20% Demodog
- 8 - 20% Demorat, 60% Demobat, 20% Demodog
- 9 - 15% Demowolves, 35% Demobat, 50% Demodog
- 10 - 50% Demorat, 30% Demobat, 20% Demodog
- 11 - 20% Demobat, 60% Demorat, 20% Demodog
- 12 - 50% Demorat, 30% Demobat, 20% Demodog
- 13 - Demowolf x1, Demodog x2
- 14 - 20% Demorat, 60% Demobat, 20% Demodog
- 15 - 40% Demorat, 40% Demobat, 20% Demomoles
- 16 - Demomoles x2, Demobat x1

Sounds

The rustling of moving vines can be heard randomly. The sound of Elby's footsteps changes according to the terrain on which she is located.

- 4 - Landslide
- 5 - Flapping of wings
- 6 - Whoosh vines
- 7 - Landslide

Lighting

There's no light coming from above. The only lights are the white one coming from the moss and the red one coming from the core (more intense than Section 1).

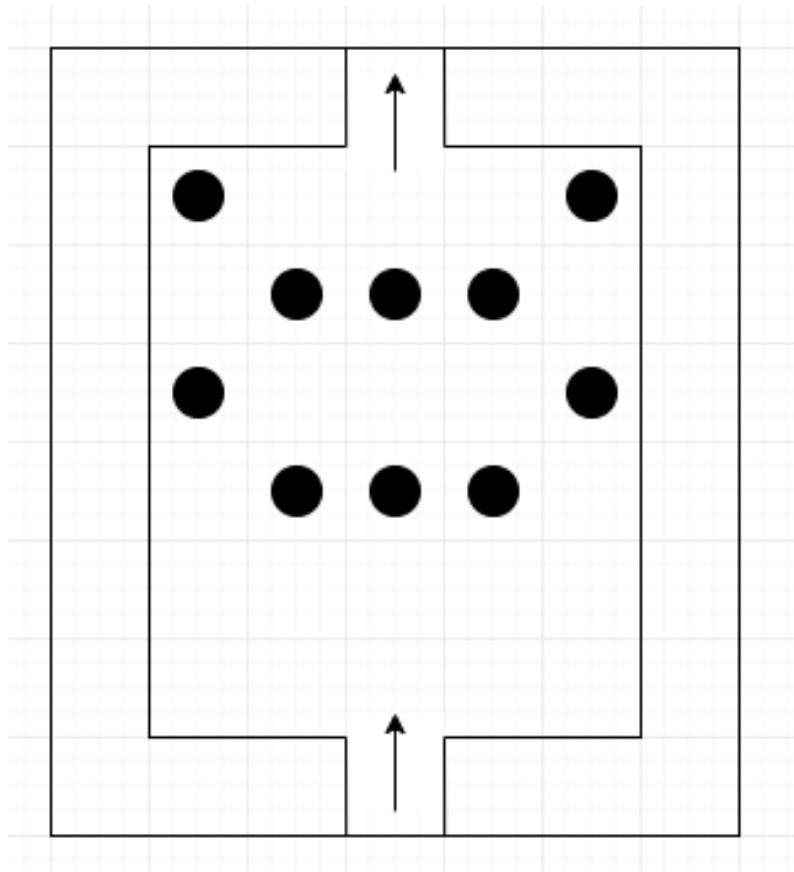
- 2 - Trigger light change

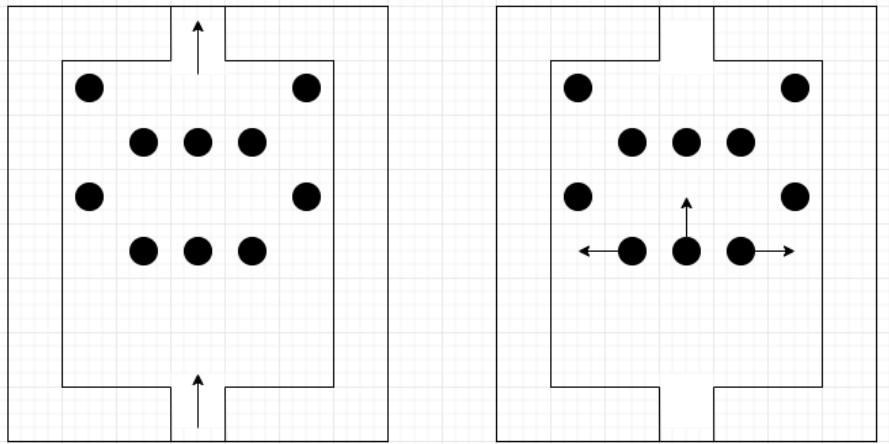
Drops

- 10 - Rotten elisir
- 11 - Monster meat
- 12 - Demorat Tail
- 13 - Fresh root
- 14 - Demowolf Tooth
- 15 - Rotten root
- 16 - Rotten moss
- 17 - Demorat Tail

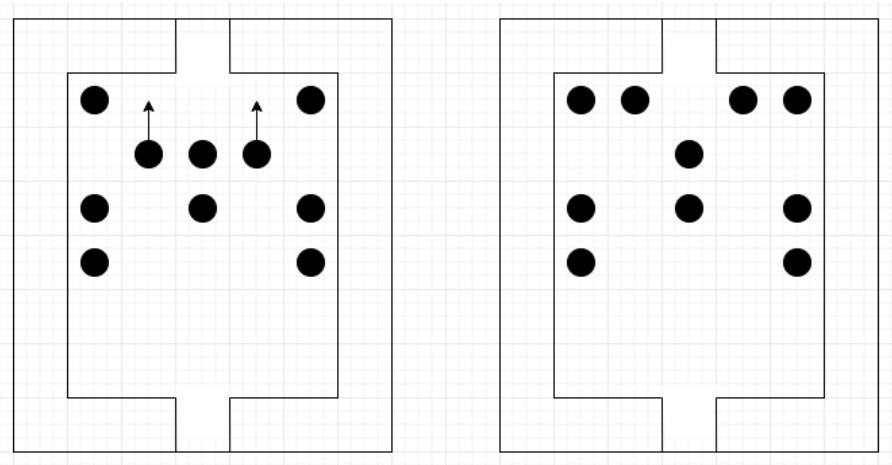
Puzzle

Bad Eleven will find the street blocked by a lot of rocks. So she has to push them away, in the correct order, with his special mental ability. When there are no more moves available or the puzzle is irreversibly unsolvable, a dialogue line of #010 will appear and then the room will be reset. The path can be solved as follows:

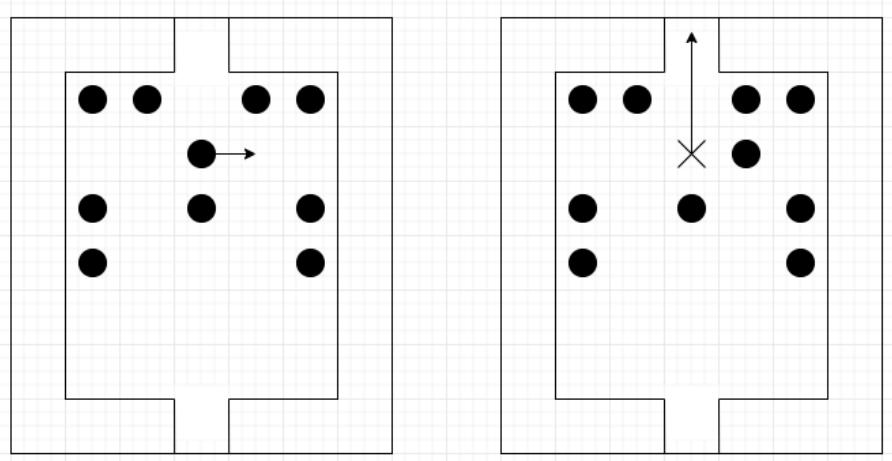




First step



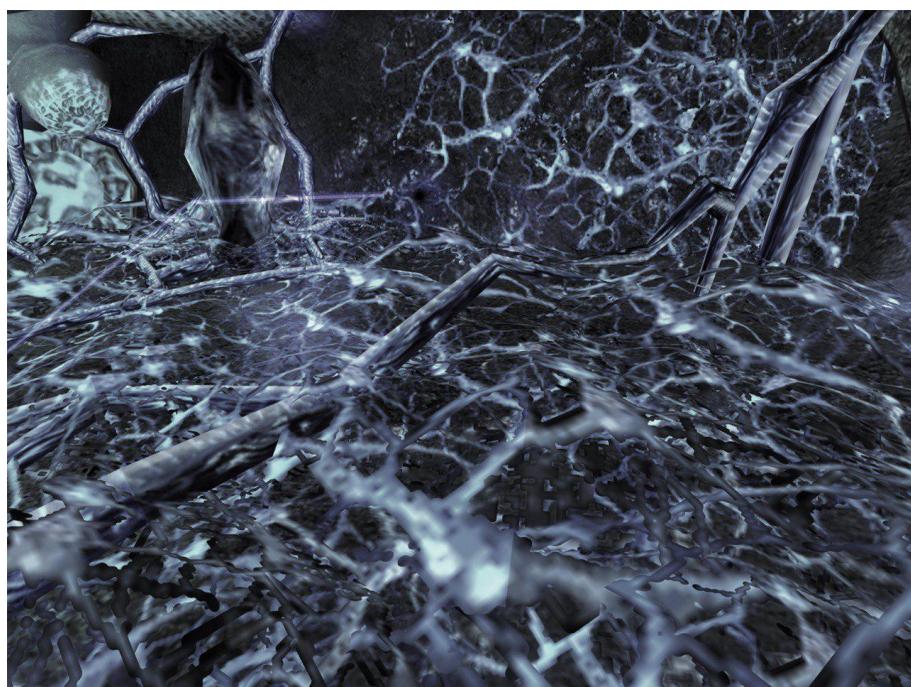
Second step



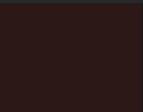
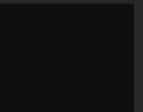
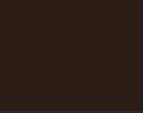
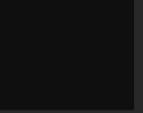
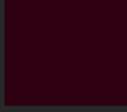
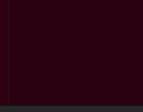
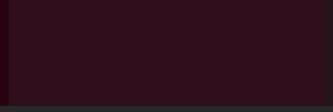
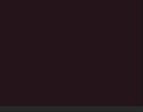
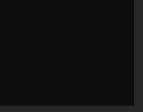
Third step

15.5.4 Giant Chasm - Section 3

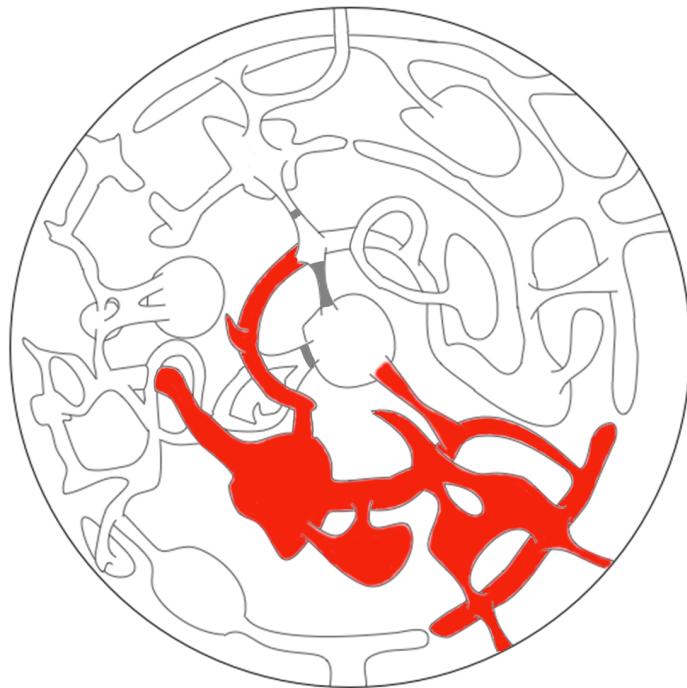
The third and final section is about 300m long and brings players to the second underground layer. It is not possible to follow any terrain course, forcing the players to climb and descend from the multitude of organic vines coming from the core, now extremely close. In this section players can explore the ramifications to obtain useful items and / or unlock the passage to the entrance of the abyss, allowing a possible backtracking. Following the main path and after facing the NeoDemoGorgon in his den, the player finally arrives in front of the gap for the heart of the Giant Chasm.



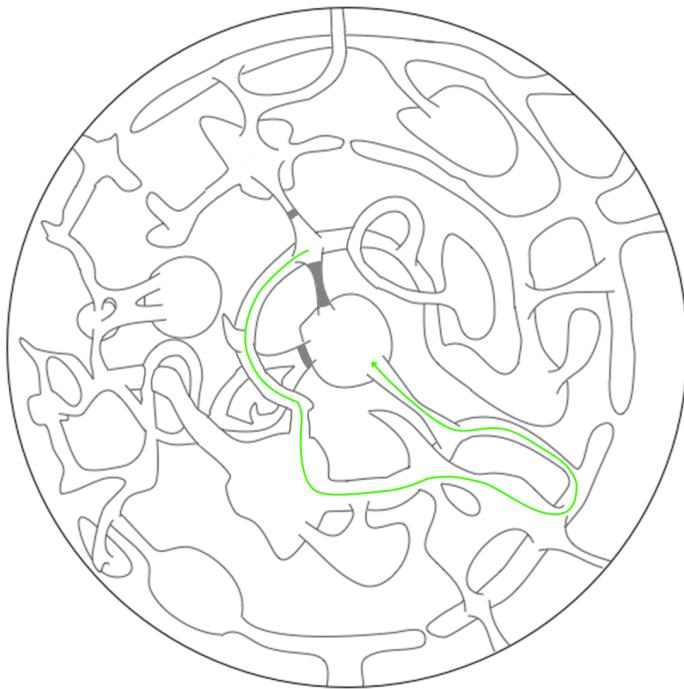
Ground in the third section

Primary color					
					
350100 RGB: 53-1-0 RGB [%]: 20.8-0.4-0	2F0302 RGB: 47-3-2 RGB [%]: 18.4-1.2-0.8	381211 RGB: 56-18-17 RGB [%]: 22-7.1-6.7	2C1817 RGB: 44-24-23 RGB [%]: 17.3-9.4-9	100FOF RGB: 16-15-15 RGB [%]: 6.3-5.9-5.9	
Secondary color #1					
					
351200 RGB: 53-18-0 RGB [%]: 20.8-7.1-0	2F1102 RGB: 47-17-2 RGB [%]: 18.4-6.7-0.8	381E11 RGB: 56-30-17 RGB [%]: 22-11.8-6.7	2C1E17 RGB: 44-30-23 RGB [%]: 17.3-11.8-9	100FOF RGB: 16-15-15 RGB [%]: 6.3-5.9-5.9	
Secondary color #2					
					
2E0011 RGB: 46-0-17 RGB [%]: 18-0-6.7	290110 RGB: 41-1-16 RGB [%]: 16.1-0.4-6.3	310E1B RGB: 49-14-27 RGB [%]: 19.2-5.5-10.6	26141B RGB: 38-20-27 RGB [%]: 14.9-7.8-10.6	0E0D0D RGB: 14-13-13 RGB [%]: 5.5-5.1-5.1	

Primary color = ground, secondary color = vines



Section 3



Section 3 main path

Encounter

- x1 NeoDemoGorgon

Just before entering the room, Elby will have chills down her spine. When Elby and #010 will enter the den, after a brief iteration between the two, the NeoDemoGorgon will awaken and charge the player aggressively. Upon reaching the 50% life threshold, the beast will start using the same dimensional travel power as the original one, only limited inside the den. Defeated the beast, Elby will go berserk and starts mutilating the corpse of the NeoDemoGorgon, until #010 manages to calm her down.

- 17 - 50% Demorat, 30% Demobat, 20% Demodog
- 18 - NeoDemogorgon x1
- 19 - 15% Demowolves, 35% Demobat, 50% Demodog
- 20 - 50% Demorat, 30% Demobat, 20% Demodog
- 21 - 40% Demorat, 40% Demobat, 20% Demomoles
- 22 - 50% Demomoles, 25% Demobat, 25% Demodog

Sounds

The rustling of moving vines is more intense than Section 2, and a sound similar to the noise of a falling tree can be heard randomly. Elby makes a squelching sound when she walks on a organic branch.

- 8 - Monster roar
- 9 - Rustling branches

Lighting

The environment is lit up with a bright red light emitted from the core. The same light shines slightly from the vines coming from the center of the pit, giving the impression of coming from a liquid similar to blood.

- 3 - Trigger light change

Drops

- 18 - Rotten potion
- 19 - Fresh potion
- 20 - Fresh elisir
- 21 - Fresh elisir

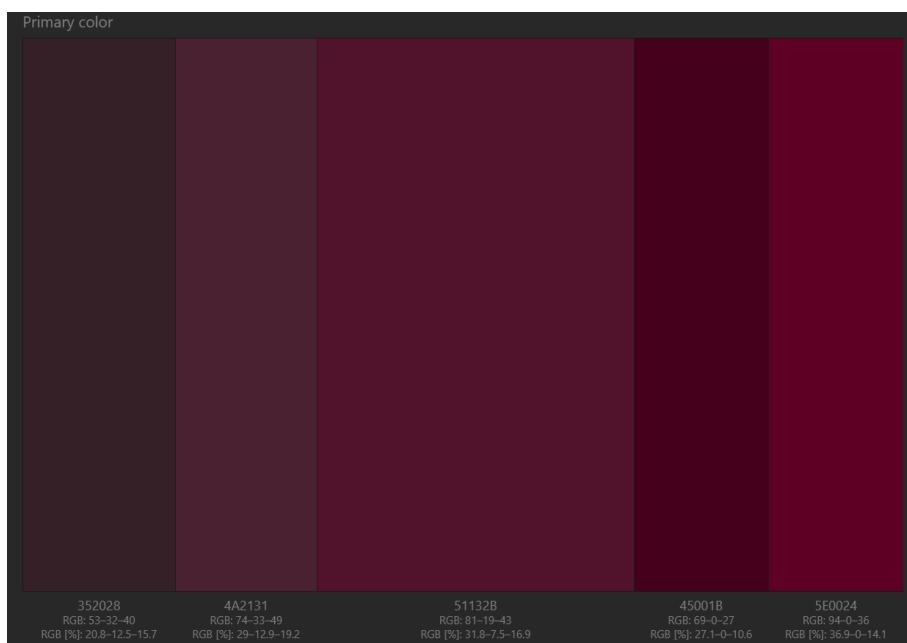
15.5.5 Giant Chasm Core

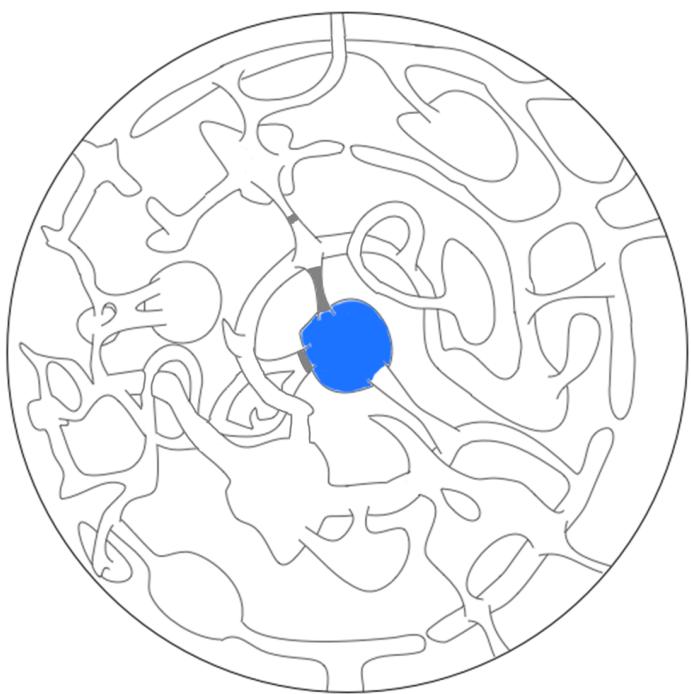
The Core room is located in the center of the Giant Chasm, it has a circular shape with a diameter of 50m. In the center of the room stands the heart of the upsidedown, four times Elby high and at least three times wide, in front of which #001 awaits the arrival of the player.



Core of the Upside-Down (in-game it will be more organic and it will emit more red light)

[Metroid Prime]





Boss room

15.6 Dialogues and Level Story

15.6.1 Section 1

Entered the Giant Chasm, Elby and #010 remain stunned by the dense network of ramifications that cover the whole area.

#010: [Astonished] "So this is the place where the core of the upside-down resides. It looks like a giant crater, it is possible that ..."

ELBY: "I have no time or interest in your hypotheses, we must reach Kyle."

#010: "Oh, you're right ... I see a light in the center, I think it's our destination"

After a quick inspection, the two decide to continue along the edge and look for a route to the center.

If the player tries to go on the right:

#010: "This tangle of vines is too thick, we will not be able to pass this way. Let's find another path."

Reached the remains of a building that collapsed inside the crater, Elby and 10 arrive in what appears to be an old ballroom. Suddenly they hear the roars of monsters, which appear one after another around them.

#010: [Worried] "We are in their den after all, just try to save as much stamina as possible!"

Once the monsters are defeated, they continue along the cliff to reach a second room divided in half from a pit.

#010: "I don't think I can jump so much, I'm sorry ..."

ELBY: (That branch ... Maybe with my skills I can create a path)

After using his telekinesis to cross the pit, Elby and #010 follow the ramifications to continue on the track until they reach a third room, where they find several monsters impaled by vines.

#010: "All these pierced monsters, I think it was #001."

ELBY: "You should be happy."

#010: "Why?"

ELBY: "..."

#010: "Ah, if he killed them it means he doesn't have the power to control them, so #005 is still alive!"

ELBY: [Nods towards #010]

Once at a dead end, they begin to look for a route inland.

#010: "This is the only point from which we could descend, but the vines are too thick! Do you have any ideas?"

ELBY: [Looks around]

ELBY: [Indicates a building on the edge of the crater]

ELBY: [Smiling] "Freeze it"

#010: [Excited] "Maybe by combining our skills we can bring it down. Let's try!"

After freezing the vines that stabilized the structure and having destroyed them by means of telekinesis, the building begins to collapse and the debris, after rolling along the wall, hit the barrier of vines, opening a gap.

#010: "Now we can pass, but let's stay on guard."

15.6.2 Section 2

#010: [Coff coff]

ELBY: "The density of the air has changed, we are getting closer"

Entering the Safe Room:

#010: [Relieved] "We should be safe in here, we can make a brief stop to regain strength"

Leaving the Safe Room:

#010: "Let's go, we should be halfway there"

15.6.3 Section 3

The proximity to the core is increasingly evident: the ground is completely covered with organic vines and the air density is skyrocketing.

#010: "We're getting closer to the core, the light that emanates is much more intense than before"

ELBY: [Angered] "Don't distract yourself!"

#010: "Sorry!"

Unable to follow the ground path, Elby and #010 decide to continue the journey using the ramifications of the core as a route

#010: "The branching of the core is extremely dense at this point"

ELBY: "We are almost there"

Section one link, post skill:

#010: "We can now reach the entrance from here"

ELBY: [nods]

Finally they arrive on a non-natural path, certainly created by Kyle to reach the center of the giant chasm.

#010: "#001 must be close, are you ready?"

ELBY: "Yes" or "Not yet"

If answer is "Yes":

#010: "Ok, let's go ..."

If answer is "Not yet":

#010: "Make it quick, #005 needs us!"

15.6.4 Inner Section

#010: "#001!"

KYLE: [Joking] "Oh, finally. I was starting to think you were dead along the way!"

#005: [Squirms]

KYLE: "Hey hey, calm down, wait for your turn"

If the player has visited Kyle's lab:

#010: "We've been in your lab, we know what you've done and what you are up to!"

KYLE: "So you found out everything ... Great, you saved me a lot of explanations"

If the player has not visited Kyle's lab:

#010: "Why all this?"
KYLE: "I just want back what was taken from me, nothing more"

#010: "And are you going to kill us all for your purpose?"
KYLE: "Not everyone, just the two of them in case they don't want to cooperate" [Points ELBY and #005]
KYLE: "By the way, you are staring at me with a fierce look, do you have something to say?"
[Watching ELBY]
ELBY: [Really angered] "Friends ... don't ... LIE !!!" [Gust of energy]
KYLE: "Haha, so you consider me a friend, how nice!"
KYLE: [Serious look]
KYLE: "Chatting time's over, now give me your powers!"

15.6.5 After Boss Fight

KYLE: "... The effect of the core is more intense than I thought ..."
ELBY: "Free #005. NOW!"
KYLE: "..."

The constrictions around #005 are released, allowing him to move.

#005: : "Thank y-"

#005 stops moving and suddenly blood starts to come out of his mouth.

KYLE: "You didn't give me a choice."

A branch pierces the chest of #005, extracting a DemoParasite.

#010: [Desperate look and vomit from horror]
ELBY: [Tear from left eye]
KYLE: "And now ..."
KYLE: [swallows the DemoParasite]
KYLE: [closes his eyes]

Elby launches a mental attack, but a barrier of vines block it

ELBY: "????!!?"
KYLE: [Open his eyes]
KYLE: "I have control over the core, there's nothing more you can do."

The whole Giant Chasm begins to tremble. In a few moments, hundreds of vines emerge from the ground, trapping Elby and #010.

KYLE: "If you do not want to follow the same fate as #005 do not resist and open the portal"

A branch wraps around the neck of #010, starting to strangle him

ELBY: [Initially reluctant] "Okay. I'll do it ..."
KYLE: "Great!"

Kyle closes his eyes again, entering a state of deep concentration. Suddenly, the air inside the core changes, almost as if all the space there was in a continuous changing state

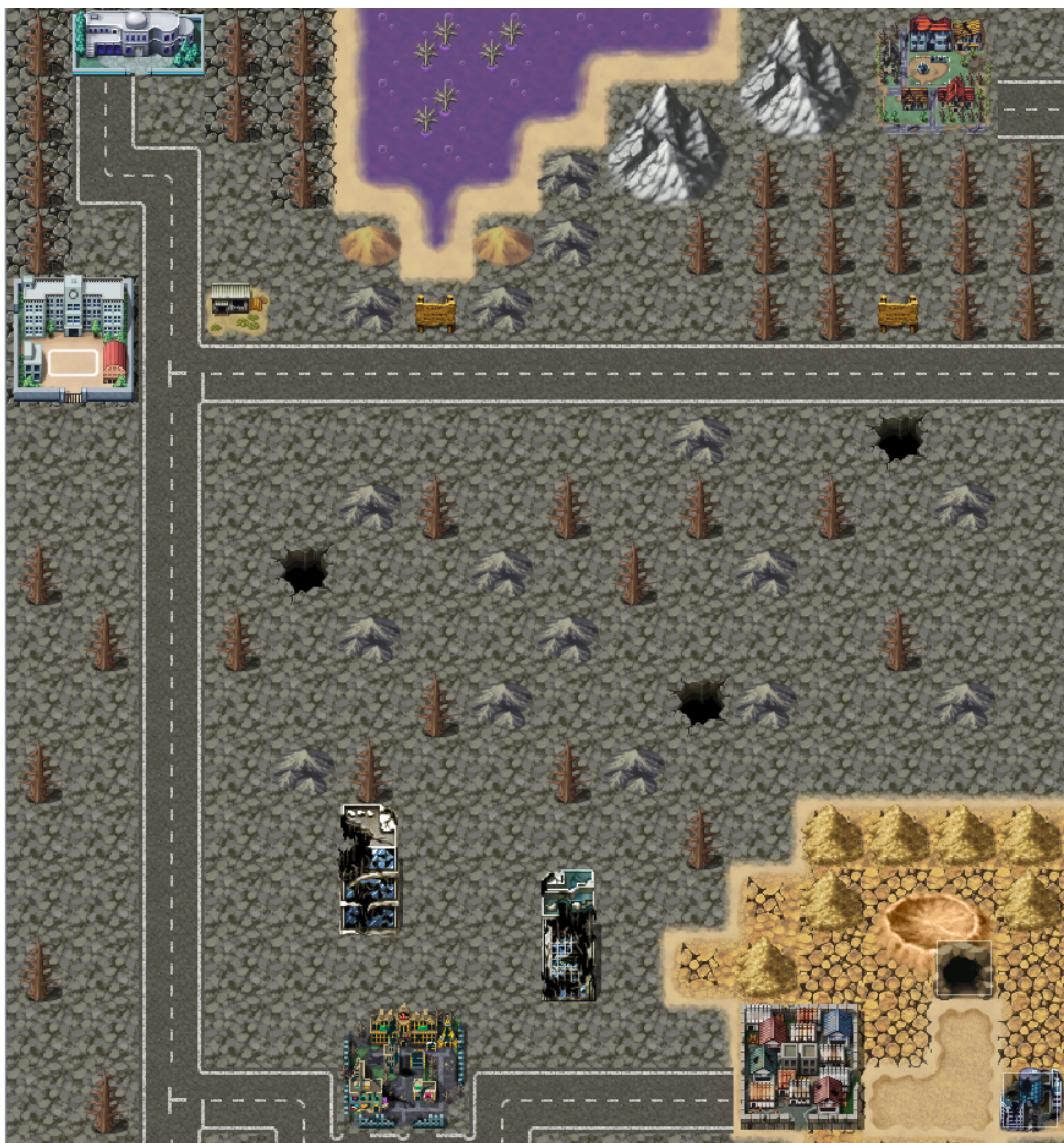
KYLE: *"The time is right. Go on!"*

Elby starts to focus. The chasm begins to tremble again and in few seconds a portal appears in the room. Kyle watches it with a satisfied look and tears running down his face.

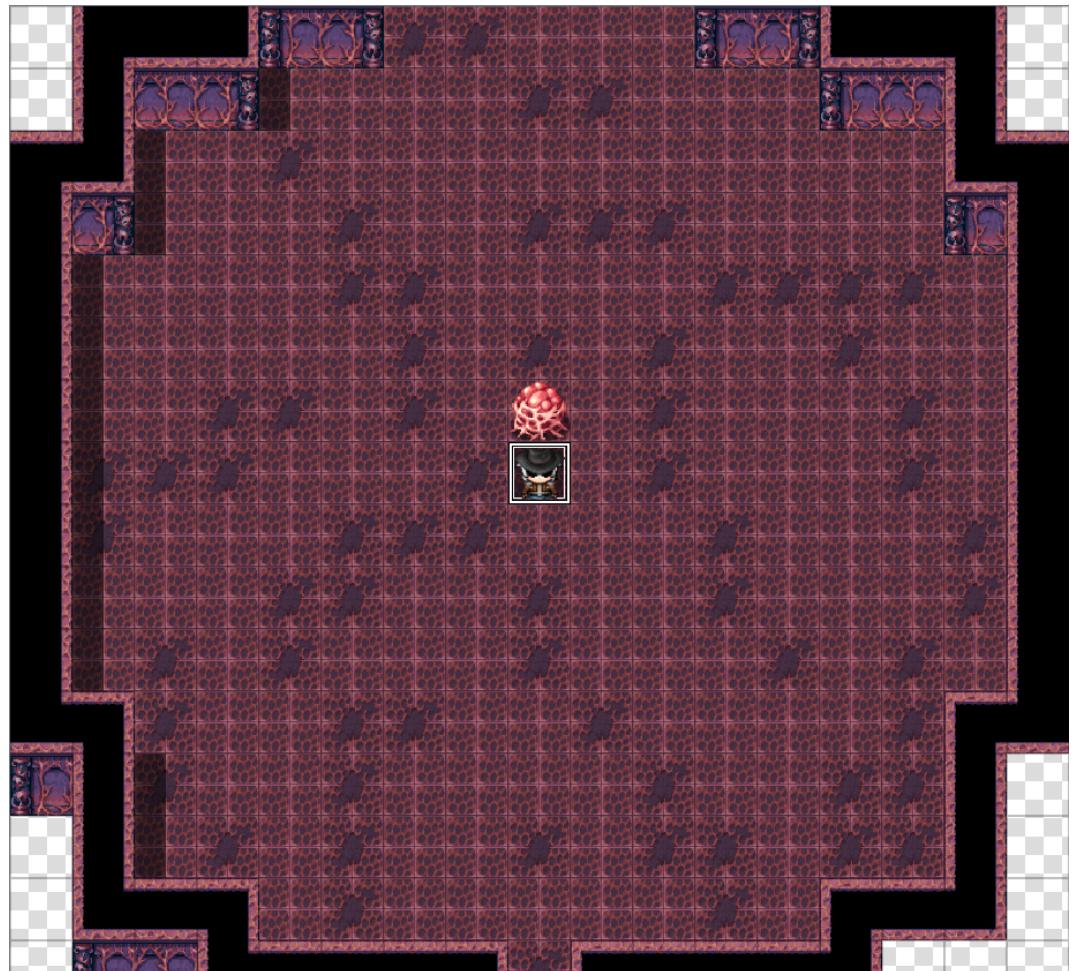
KYLE: *"Now I can finally go home ..."*

16 Prototypes

16.1 RPG Maker



Upside down on RPG Maker



Boss room on RPG Maker

16.2 3D Map

