



UNIVERSITÀ
DEGLI STUDI
DI MILANO

PONG
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
Academic Year 2019/2020



Gerard Baholli

943594 - gerard.baholli@studenti.unimi.it

Edoardo D'Angelo

947729 - edoardo.dangelo1@studenti.unimi.it

Mihail Moraitis

953609 - mihail.moraitis@studenti.unimi.it

Revision History		
Who	Date	Comment
Gerard Baholli	03/11/2019	Creation of this document
Edoardo D'Angelo	05/11/2019	Added high concept
Gerard Baholli	05/11/2019	Added world diagram
Mihail Moraitis	05/11/2019	Added goals outline
Edoardo D'Angelo	06/11/2019	Added synopsis
Mihail Moraitis	06/11/2019	Updated goals outline
Gerard Baholli	07/11/2019	Added graphs, first milestone revision
Edoardo D'Angelo	11/11/2019	Story updated
Gerard Baholli	14/11/2019	Goals outline review
Mihail Moraitis	21/11/2019	Updated world diagram
Edoardo D'Angelo	25/11/2019	Added level design dialogues
Gerard Baholli	26/11/2019	Added graphs
Mihail Moraitis	27/11/2019	Added periodic table
Edoardo D'Angelo	28/11/2019	Second milestone review
Edoardo D'Angelo	01/12/2019	Level description updated
Gerard Baholli	02/12/2019	Added enemies
Mihail Moraitis	04/12/2019	Added skill chart and enemy chart
Mihail Moraitis	08/12/2019	Enemies review
Mihail Moraitis	09/12/2019	Added scope
Gerard Baholli	10/12/2019	Skill chart and enemy chart review
Edoardo D'Angelo	12/12/2019	Third milestone review

Summary

1 High Concept	6
1.1 Game	6
1.2 Story	6
2 Settings/Fundamental concepts	7
3 Synopsis	8
3.1 Act I	8
3.2 Act II	8
3.3 Act III	8
4 Story Flowchart	9
5 Periodic Table of Storytelling	12
6 Themes	13
7 Characters	14
7.1 B.A.D. Eleven	14
7.1.1 Circumplex	15
7.2 Kyle	16
7.2.1 Backstory	16
7.2.2 Circumplex	17
7.3 Minor characters	18
7.3.1 #005	18
7.3.2 #009	18
7.3.3 #010	18
8 World Diagram	19
9 Goals Outline	20
9.1 Hawkins: City	20
9.2 Hawkins: Surroundings	20
9.3 Lindale	21
9.4 Dallas	21
9.5 Core	22
9.6 Dallas (final)	22
9.7 Core (final)	22
10 Scope	23
11 Enemy Chart	24
11.1 Common	24
11.2 Boss	25
12 Skill Chart	26
13 Additional Mechanics	27
13.1 HUD	27
13.2 Skills and Items	28
13.3 Items and crafting	28
13.3.1 Consumable items	28
13.3.2 Initial inventory prediction	28
13.3.3 Collectible items	28
13.4 Checkpoints and Game Saves	29

14 Item Chart	30
14.1 Consumable items	30
14.2 Collectible items	31
15 Fight Outcomes	32
15.1 Turns to die	32
15.2 Turns to win	33
15.3 Easy encounter	35
15.4 Hard encounter	36
16 Level Design	38
16.1 Scope of the level	38
16.2 Level Map	38
16.3 Level Diagram	41
16.4 Level Description	42
16.4.1 Giant Chasm Outside	43
16.4.2 Section 1	44
16.4.3 Section 2	48
16.4.4 Section 3	51
16.4.5 Giant Chasm Core	54
16.5 Measures	55
16.6 Enemies	56
16.7 Dialogues	61
16.7.1 Section 1	61
16.7.2 Section 2	62
16.7.3 Section 3	62
16.7.4 Inner Section	62
16.7.5 After Boss Fight	63
17 Prototypes	65
17.1 3D Map	65

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.

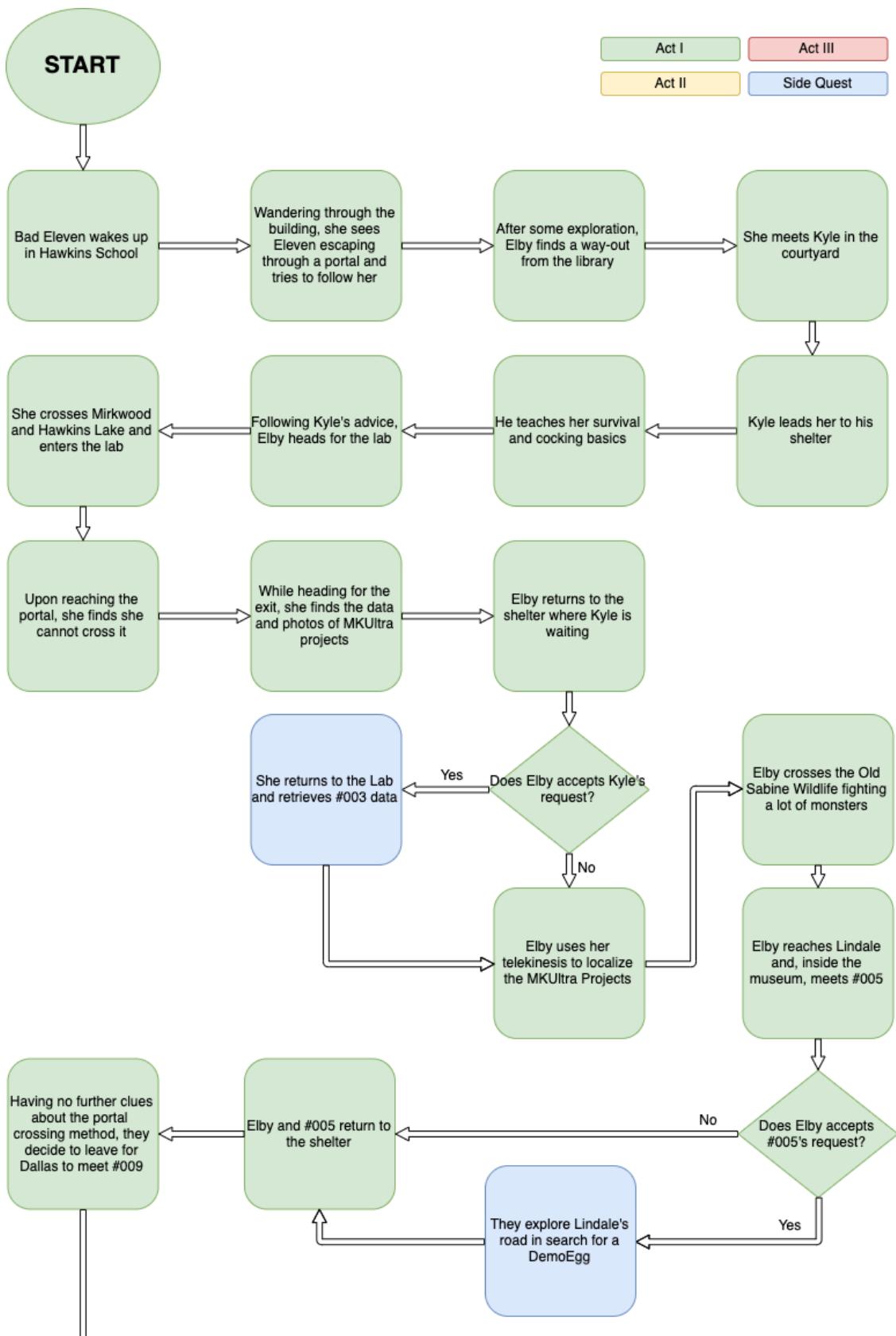
3.3 Act III

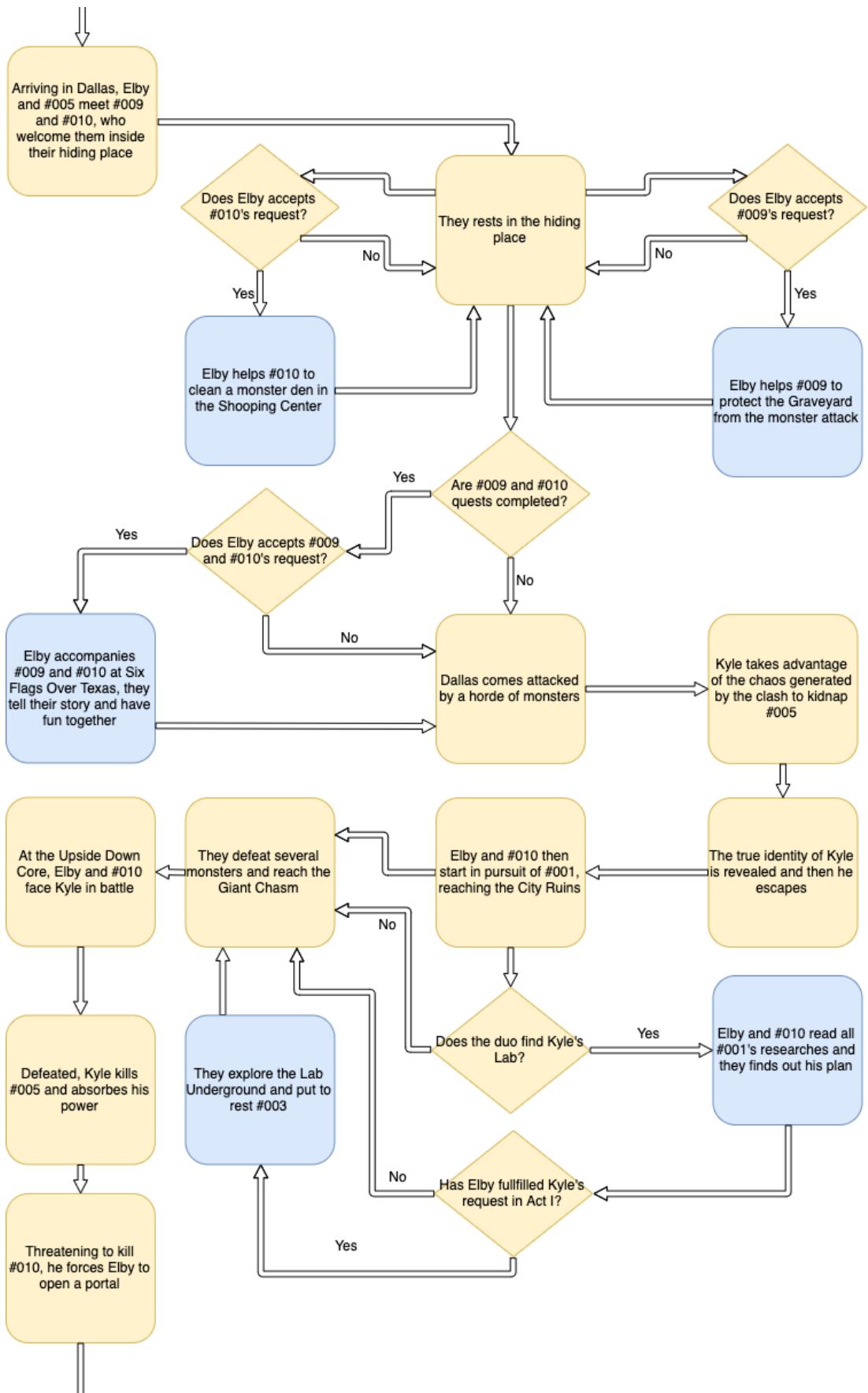
It is revealed that this is another alternative reality, and that it is therefore impossible to recreate the conditions to have the correct time and space. This causes a psychological breakdown in #001, which kills #010 and uses its powers to create a giant creature for the purpose of transporting the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

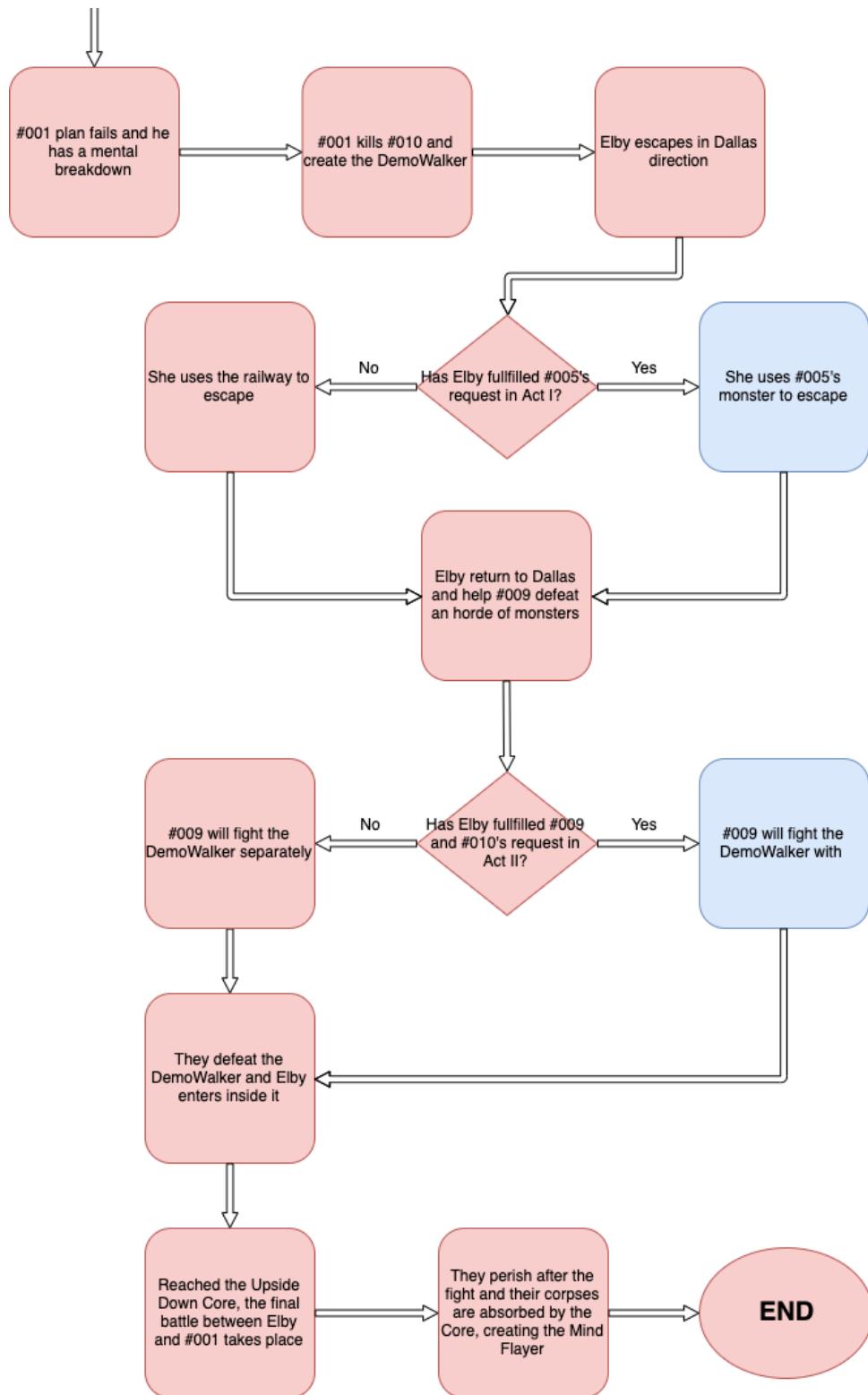
Back in Dallas, along with a desperate #009, Elby manages to break down the DemoWalker, allowing her to reach #001 hidden inside. Here, after a last exchange of ideals, the last battle takes place.

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 had an evil plan to obtain a great power and killed 009. 010 wants her 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...

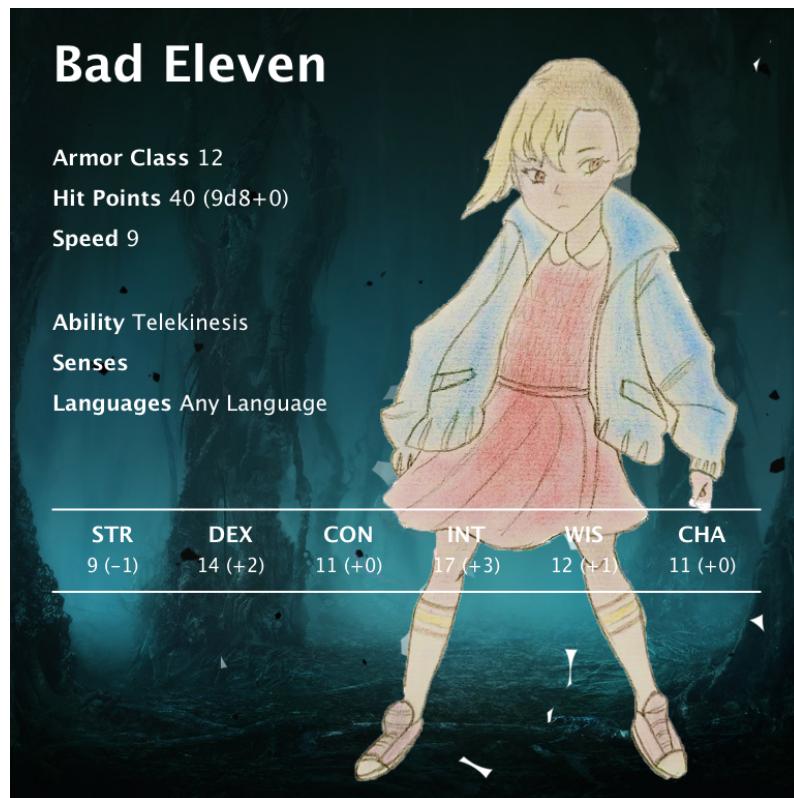
A fundamental point of the game is the explanation of the laws and / or properties of the upside-down. The player must be able to fill in the gaps of the main series and understand why things have evolved in a certain way.

7 Characters

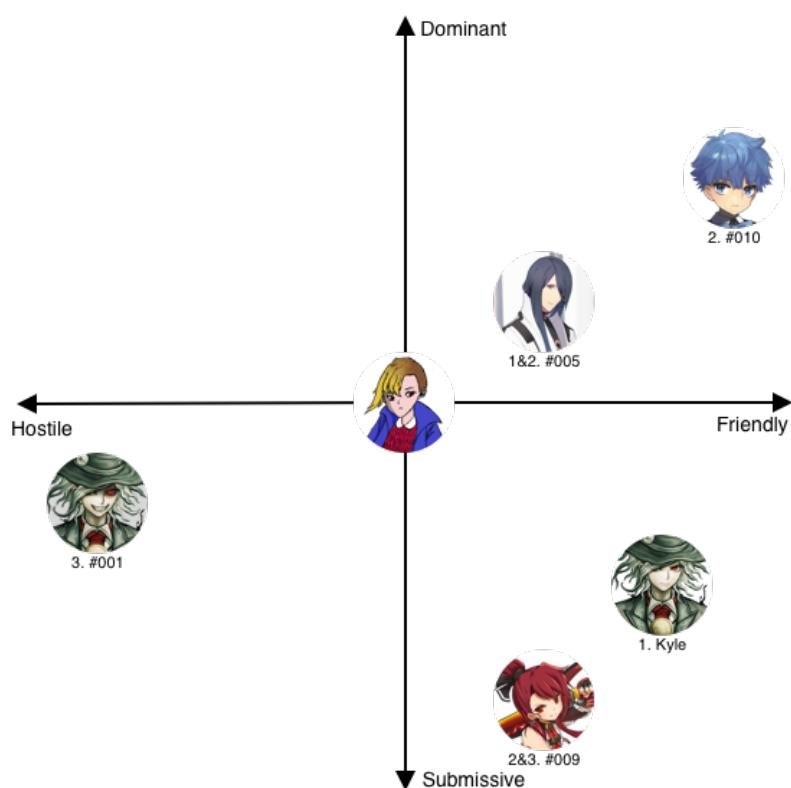
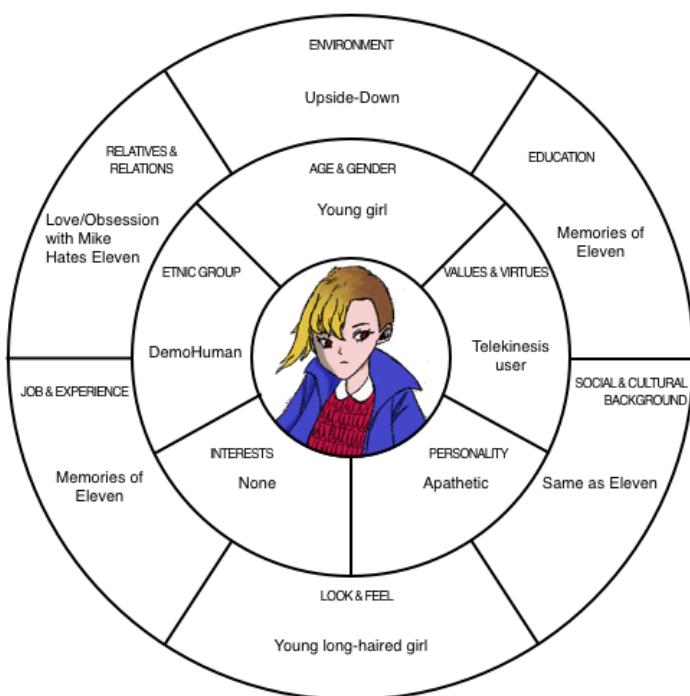
7.1 B.A.D. Eleven

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.

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



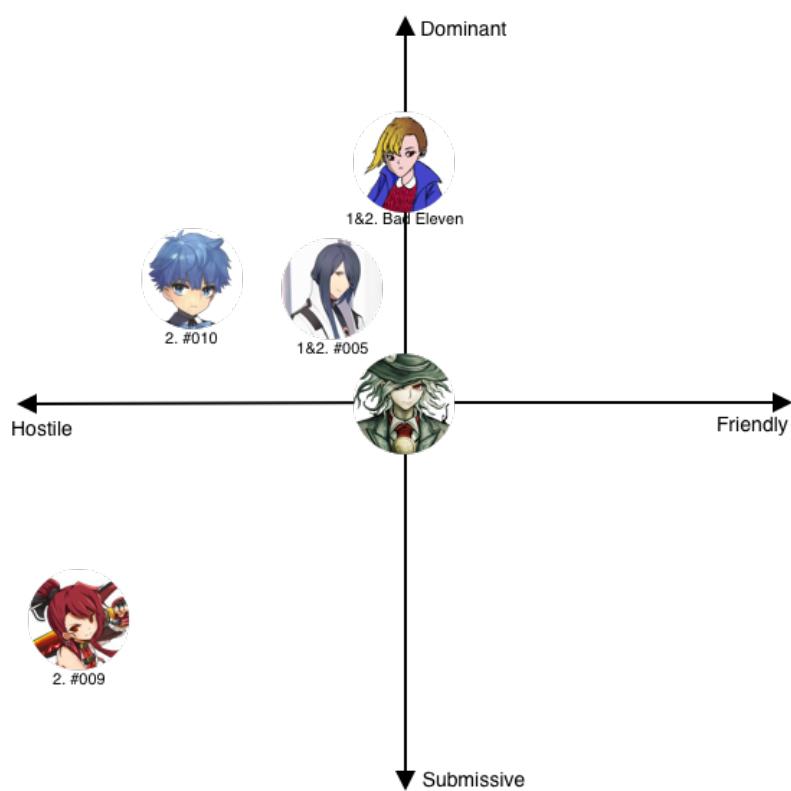
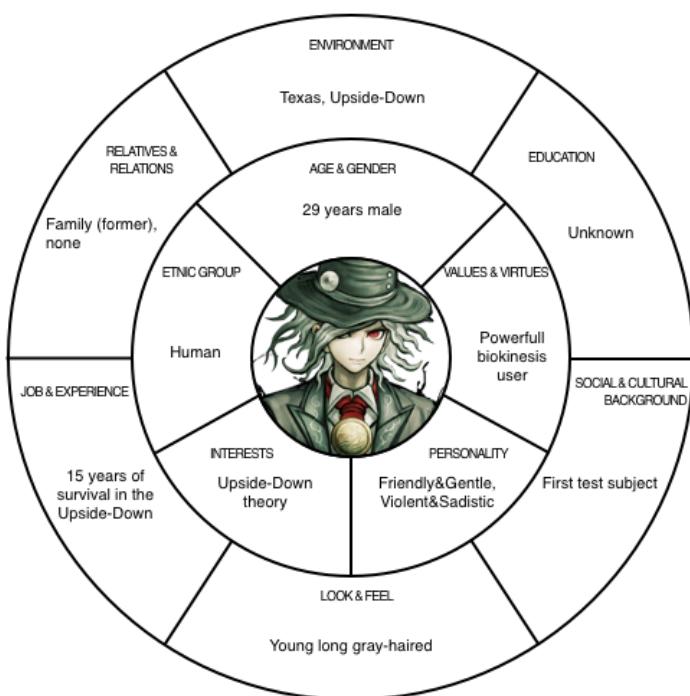
7.2 Kyle

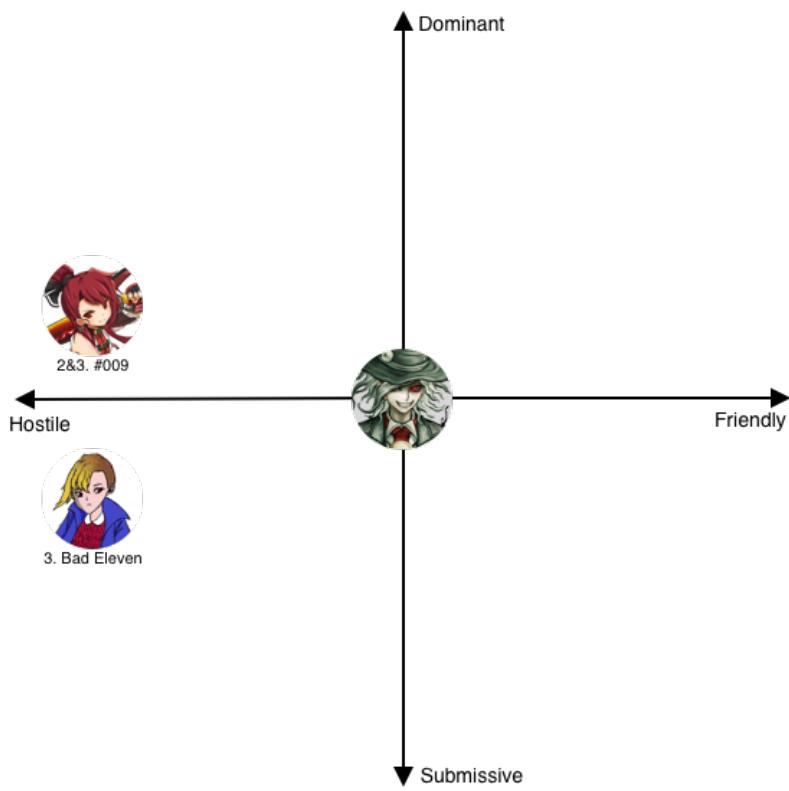
Kyle, alias #001, is the first experimental subject of the MKUltra project. He's a 29-year-old boy, trapped in the Upside-Down since he was 15. Despite the friendly and gentle attitude, the long period spent in darkness and solitude has greatly affected his mental stability, making him bipolar and easily irritated. Since birth he has the mental ability of biocytosis, the control and manipulation over organic matter. This ability applied to the Upside-Down allows him to control the ramifications of the Upside-Down Core, on condition that he is quite far from it. His goal is to return home, not in the present time, but when he was kidnapped for experimentation, so that he could regain life and happiness denied to him. To do this he requires the temporal ability of the Core and Elby's telecynesia to open the gap. His personality changes drastically after discovering that, due to the laws of the multiverse, his plan is 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

A shut-in, he doesn't like be with others.
 He has the Mental Synchronization Kinesis, the ability to control beasts, with the condition of them being weaker than him.

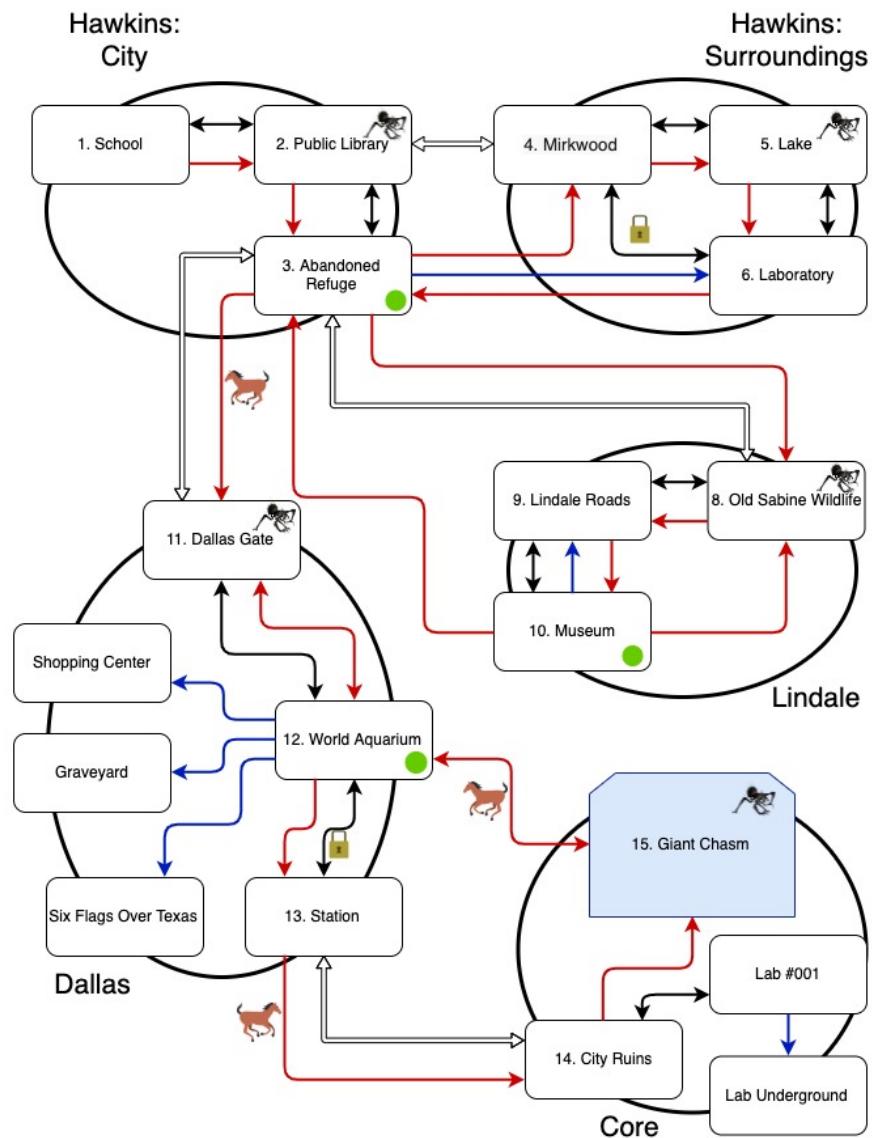
7.3.2 #009

Self proclaimed Queen of the Upside-Down, she is a very strong and passionate girl.
 Her prowess is the Pyrokinesis, the ability to accelerate atoms and create fire.
 She is extremely protective towards her little twin brother #010.

7.3.3 #010

A very shy guy, always hiding in the shadow of her older twin sister #009.
 He has the Cryokinesis, the ability to slow atoms freeze things.

8 World Diagram



LEGEND

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

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 present the decimal place in the number, this is because that level is divided into several parts.

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								
Laboratory			Yes					
Abandoned Refuge								
Old Sabine Wildlife				Yes				
Lindale Roads						Yes	Yes	
Museum								
Dallas Gate								
World Aquarium								
Station			Yes					Yes
City Ruins				Yes	Yes	Yes		
Giant Chasm	Yes	Yes	Yes				Yes	Yes
Shopping Center			Yes					
Graveyard								Yes
Six Flags Over Texas								
Ex. Lab Underground		Yes					Yes	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						
Abandoned Refuge						
Old Sabine Wildlife						
Lindale Roads						
Museum					Yes	
Dallas Gate			Yes			
World Aquarium				Yes		
Station						
City Ruins						
Giant Chasm					Yes	
Giant Chasm (Final)						Yes
Shopping Center						
Graveyard						
Six Flags Over Texas						
Ex. Lab Underground						

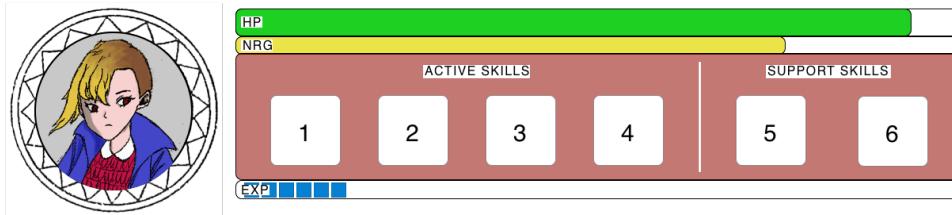
*Our level is underlined in gray color.

12 Skill Chart

	Damage	Energy	Area	Range	Description
Focus	-	-	-	-	Regenerate 6 mana.
Psicohit	2d4	0	1	3m	This is a small hit that Bad Eleven uses to hit small enemies.
Barrier	1d4	1	1	-	This spell is a simple barrier that blocks a small ammount of damage.
Shield	-	3	-	-	This spell is a strong barrier that blocks half of the damage received and repel 3d6 to the enemy.
Psicochain	1d4	1	1	3m	This is a stun that blocks 1 enemy for 1 or 2 turns.
Psicoslash	2d6	2	1x3	3m	Bad Eleven hits the enemy with a mental sword.
Psicoarrow	4d6	5	5x1	5m	The distance is a strong factor in the game so Bad Eleven hit the enemy with a beam.
Psicobomb	3d8	3d8	3x3	1m	This spell can hit more enemies at a time and slows them by 20%.
Mastermind	-	-	-	-	It's a passive ability that regenerate 2 mana and deals 3 damage each 3 turn.
Psicopush	1	1	1	1m	Pushes the object or the enemy 2 meters away.
Bloodpower	-	-	-	-	It's a passive ability that can be used only if Elby loses all her Energy Points. This ability doubles the damage Elby does to the enemies but she takes the normal damage.

13 Additional Mechanics

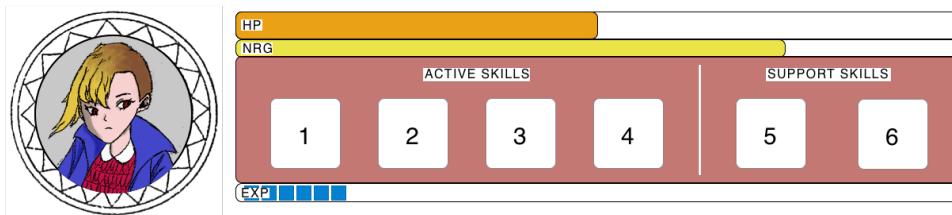
13.1 HUD



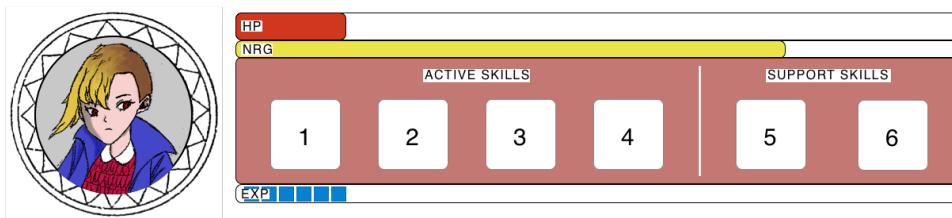
Alongside Elby's health bar (the green one in the picture above), players will see in the HUD also the energy bar (the yellow one in the picture). "Energy" represent the amount of Elby's telekynesia power, and it decreases when she uses her prowess to perform an active skill (see paragraph x).

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.



$HP > 25\% \text{ and } HP \leq 50\%$



$HP \leq 25\%$

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).

13.2 Skills and Items

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.

13.3 Items and crafting

13.3.1 Consumable items

13.3.2 Initial inventory prediction

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

- Coal x2
- Fresh root x2
- Demorat tail x1
- Stick x3
- Bracelet x1
- Small potion x1
- Energy potion x1
- Bag x1
- Rock x3
- Demodog meat x2
- Sand x1

13.3.3 Collectible items

13.4 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.

14 Item Chart

14.1 Consumable items

Item	Place	Description
Small potion	Map/ Ampoule + Meat + Fresh root	The most common potion. Restores 10 HP.
Potion	Map/ Ampoule + 3 Meats + Fresh root	The most common potion. Restores 20 HP.
Big potion	Map/ Ampoule + 7 Meats + Fresh root	The most common potion. Restores all HP.
Energy potion	Map/ Ampoule + 2 Meats + Shoal root	The most common potion. Restores 10 Energy.
Bracelet	Map/ 3 Demorat tails	It's a magical object that gives +1 to your passive.
Necklace	3 Demowolf teeth + bracelet	You have infinite mind Energy.
Ammulate	Demobat wing + Bracelet	At the beginning of the fight you have +5 HP. If you attack you gain 1HP for each attack.

14.2 Collectible items

Item	Place	Description
Coal	Map	This item restores a few amount of Energy (1d4), but it can be used to craft somethink new.
Fresh root	Map	In the upsidedown you can find a lot of this element.
Shoal root	Map	In the upsidedown you can find a lot of this element. it's generated with the death of 1 Fresh Root.
Sand	Map/Demomoles	The most common object you can craft with it is glass.
Powder	Map	You can use it to escape from small animals!
Small stick	Map	You can hit the enemy with it dealing 1d4-1 damage or use it for create a more usefull object.
Fire	Coal + Smal stick	You can cook with it.
Rock	Map	You can hit the enemies with it and deal 1d4 damage.
Ampoule	Map/ Sand+fire	The most common object you can craft with it is potions.
Demodog Skin	Map/ Demodog	Demondog drops this item after a fight with a 1/10 probability
Demowolf Tooth	Map/ Demowolf	It's an important element in the magical world.
Demorat Meat	Map/ Demorat	Restores 1d4-1 HP, but it can be used to craft somethink.
Demorat tail	Map/ Demorat	Even if there is only a 1/11 probability that a Demorat can drop it after a fight, you can find a lot of them. This is a common magical item.
Cooked meat	Map/ meat+fire	Restores 1d6 HP and 1d4 Energy.
Demowolf meat	Map/ Demowolf	1/7 probability to drop it after a fight. Restores 1 HP and 5 Energy.
Demodog meat	Map/ Demodog	1/6 probability to drop it after a fight. Restores 1d3-2 HP and 2 Energy.
Demobat wing	Map/ Demobat	You can use it for create a more usefull object.
Bag	7xFresh root	You can carry infinite objects with you.

15 Fight Outcomes

In this chapter we will see how many turns it takes to kill Elby by enemies. 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.

15.1 Turns to die

Elby vs 1 Demorat

* Using only bite

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

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

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

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

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 soniwave

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

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

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

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

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 groul

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

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

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

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

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 groul (summon only one time the dogs)

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

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

$0,75 * (2 * 2d4 = 10) = 7,5$ damage per turn
 $40HP / 7,5 = 5,3$ turns (after 6 turns Elby dies)

Elby vs 1 Demomole

- * Using only sand hit
 $17 - 7 = (THACO Demomole) - (AC Elby) = 10$
 $(20 - 10)/20 = 1/2 = 0,5$
 $0,5 * (2d6 = 7) = 3,5$ 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)

15.2 Turns to win

Elby vs 1 Demorat

- * Using only psicoslash
 $10 - 10 = (THACO Elby) - (AC Demorat) = 0$
 $(20 - 0)/20 = 1$
 $1 * (2d6 = 7) = 7$ damage per turn
 $14/7 = 2$ (after 2 turns Elby wins)
- * With psicoarrow
 $10 - 10 = (THACO Elby) - (AC Demorat) = 0$
 $(20 - 0)/20 = 1$
 $1 * (2d6 = 7) * 2/3 = 7 * 2/3 = 4,6$ damage per turn of psicoslash
 $1 * (4d6 = 14) * 1/3 = 14 * 1/3 = 4,6$ damage per turn of psicoarrow
 $4,6 * 2 = 9,2$ per turn
 $14/9,2 = 1,52$ (after 2 turns Elby wins)

Elby vs 1 Demobat

- * Using only psicoslash
 $10 - 10 = (THACO Elby) - (AC Demobat) = 0$
 $(20 - 0)/20 = 1$
 $1 * (2d6 = 7) = 7$ damage per turn
 $18/7 = 2,5$ (after 3 turns Elby wins)
- * With psicoarrow
 $10 - 10 = (THACO Elby) - (AC Demobat) = 0$
 $(20 - 0)/20 = 1$
 $1 * (2d6 = 7) * 2/3 = 7 * 2/3 = 4,6$ damage per turn of psicoslash
 $1 * (4d6 = 14) * 1/3 = 14 * 1/3 = 4,6$ damage per turn of psicoarrow
 $4,6 * 2 = 9,2$ per turn
 $18/9,2 = 1,95$ (after 2 turns Elby wins)

Elby vs 1 Demodog

- * Using only psicoslash
 $10 - 6 = (THACO Elby) - (AC Demodog) = 4$

$(20 - 4)/20 = 16/20 = 0,8$
 $0,8 * (2d6 = 7) = 5,6$ damage per turn
 $13/5,6 = 2,3$ (after 3 turns Elby wins)

★ With psicoarrow

$10 - 10 = (THACO Elby) - (AC Demodog) = 0$
 $(20 - 4)/20 = 16/20 = 0,8$
 $0,8 * (2d6 = 7) * 2/3 = 5,6 * 2/3 = 3,7$ damage per turn of psicoslash
 $0,8 * (4d6 = 14) * 1/3 = 11,2 * 1/3 = 3,7$ damage per turn of psicoarrow
 $3,7 * 2 = 7,4$ per turn
 $13/7,4 = 1,75$ (after 2 turns elby wins)

Elby vs 1 Demowolf

★ Using only psicoslash

$10 - 6 = (THACO Elby) - (AC Demowolf) = 4$
 $(20 - 4)/20 = 16/20 = 0,75$
 $0,75 * (2d6 = 7) = 5,25$ damage per turn
 $17/5,25 = 3,23$ (after 4 turns Elby wins)

★ With psicoarrow

$10 - 5 = (THACO Elby) - (AC Demowolf) = 5$
 $(20 - 5)/20 = 15/20 = 0,75$
 $0,75 * (2d6 = 7) * 2/3 = 5,25 * 2/3 = 3,5$ damage per turn of psicoslash
 $0,75 * (4d6 = 14) * 1/3 = 10,5 * 1/3 = 3,5$ damage per turn of psicoarrow
 $3,5 * 2 = 7$ per turn
 $17/7 = 2,42$ (after 3 turns Elby wins)

Elby vs 1 Demomole

★ Using only psicoslash

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

★ With psicoarrow

$10 - 10 = (THACO Elby) - (AC Demomole) = 0$
 $(20 - 0)/20 = 20/20 = 1$
 $1 * (2d6 = 7) * 2/3 = 5,25 * 2/3 = 4,6$ damage per turn of psicoslash
 $1 * (4d6 = 14) * 1/3 = 10,5 * 1/3 = 4,6$ damage per turn of psicoarrow
 $4,6 * 2 = 9,2$ per turn
 $24/9,2 = 2,6$ (after 3 turns Elby wins)

15.3 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

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

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

Best Fight

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

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

$T2 \rightarrow shield of Elby!$

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

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

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

$T3 \rightarrow passive of Elby hist all enemies: 3 - 3 = 0, 24 - 3 = 21, 18 - 3 = 15$

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

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

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

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

$T6 \rightarrow shield of Elby!$

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

$T6 \rightarrow passive hits the Demobat: 15 - 3 = 12$

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

Elby wins with 16HP

2 Demorat

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

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

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

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

Best Fight

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

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

$T2 \rightarrow shield of Elby!$

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

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

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

$T3 \rightarrow passive of Elby hist all enemies: 7 - 3 = 4HP$

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

Elby wins with 31HP

3 Demorat

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

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

$0, 9 * (1d4 = 2, 5) = 2, 25 damage per turn * 3$

$40HP / 6, 75 = 5, 9$ (after 6 turns elby dies even if one Demorat dies because of rage)

Best Fight

T1 → psicoarrow hits Demorat1: $14 - 14 = 0HP$
 T1 → enemies hits Elby: $40 - (2 * (2, 25 + (2, 25rage))) = 31HP$
 T2 → shield of Elby!
 T2 → enemies don't hit Elby!
 T3 → psicoslash hits Demorat2: $14 - 7 = 7HP$
 T3 → enemies hits Elby: $31 - 2 * (2, 25 + (2, 25rage)) = 22HP$
 T3 → passive of Elby hist all enemies: $7 - 3 = 4HP$, $14 - 3 = 11HP$
 T4 → psicoslash hits Demorat2: $4 - 7 = 0HP$
 T4 → enemy hits Elby: $22 - 2, 25 + 2 * (2, 5rage) = 15, 25$
 T5 → psicoarrow hits Demorat3: $11 - 14 = 0HP$
 Elby wins with 15,25 HP

15.4 Hard encounter

1 Democerberus

If he fights alone:

$$14 - 7 = (THACO Democerberus) - (AC Elby) = 7$$

$$(20 - 7)/20 = 13/20 = 0, 65$$

$$0, 65 * (3d4 = 7, 5) = 4, 8 \text{ damage per turn}$$

$$40HP/4, 8 = 8, 205 \text{ turns (after 9 turns Elby dies)}$$

If he summons the wolfs without the dogs:

$$12 - 7 = (THACO Demowolf) - (AC Elby) = 5$$

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

$$0, 75 * (2d4 + 2 = 2, 5) = 7 \text{ damage per wolf} = 14 \text{ damage each turn}$$

$$40HP/14 = 2, 8 \text{ turns (after 3+1(the summoning turn) turns Elby dies)}$$

If the wolfs summons the dogs:

- ★ Using only bite

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

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

$$0, 6 * (2d4 = 5) = 3(\text{damage per turn}) * 4(\text{number of dogs}) = 12$$

$$40HP/12 = 3, 3 \text{ turns (after 4+2 turns Elby dies)}$$

Best Fight

T1 → psicoarrow hits Democerberus: $60 - 14 = 46HP$
 T1 → Democerberus hits elby: $40 - 4, 8 = 35, 2HP$
 T2 → shield of Elby!
 T2 → enemies don't hit Elby!
 T3 → psicobomb hits Democerberus: $46 - 13, 5 = 32, 5HP$
 T3 → Democerberus hits elby: $35, 2 - 4, 8 = 30, 4HP$
 T3 → passive hits Democerberus: $32, 5 - 3 = 29, 5HP$
 T4 → psicoarrow hits Democerberus: $29, 5HP - 14 = 15, 5HP$
 T4 → Democerberus summon 2 wolfs!
 T5 → shield of Elby!
 T5 → enemies don't hit Elby!
 T6 → psicoslash hits Demowolf1: $17 - 5, 25 = 11, 75HP$
 T6 → Demowolfs hits Elby: $30, 4 - 11, 4 = 19HP$
 T6 → passive hits all enemies: $11, 75 - 3 = 8, 75$; $17 - 3 = 14HP$
 T7 → psicobomb hits enemies: $8, 75 - 10, 125 = 0$; $14 - 10, 125 = 3, 875HP$
 T7 → Demowolf2 hits Elby: $19 - 5, 7 = 13, 3HP$
 T8 → shield of Elby!
 T8 → enemies don't hit Elby!
 T9 → psicoslash hits Demowolf2: $3, 875 - 5, 25 = 0HP$

T9 → passive is useless.
T10 → psicoarrow hits Democerberus: $15, 5 - 14 = 1, 5HP$
T10 → Democerberus summon 4 Demodogs!
T11 → psicobomb hits all enemies: $13 - 10, 8 = 2, 2HP$ each Demodog
T11 → Demodogs hits Elby: $13, 3 - (3 * 4 = 12) = 1, 3HP$
T12 → Elby use Medium Potion: $1, 3 + 20 = 21, 3HP$
T12 → Demodogs hits Elby: $21, 3 - (3 * 4 = 12) = 9, 3HP$
T12 → passive hits all enemies: $2, 2 - 3 = 0HP$
T13 → psicoarrow hits Democerberus: $1, 5 - 14 = 0HP$
Elby wins with 9, 3HP

16 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.

16.1 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 - Entrance - Democerberus Boss Room - External Ovest Side	2 minutes 8 minutes 5 minutes	3,33% 13,33% 8,33%
Section 3 - Entrance - Democerberus Boss Room - External Ovest 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).

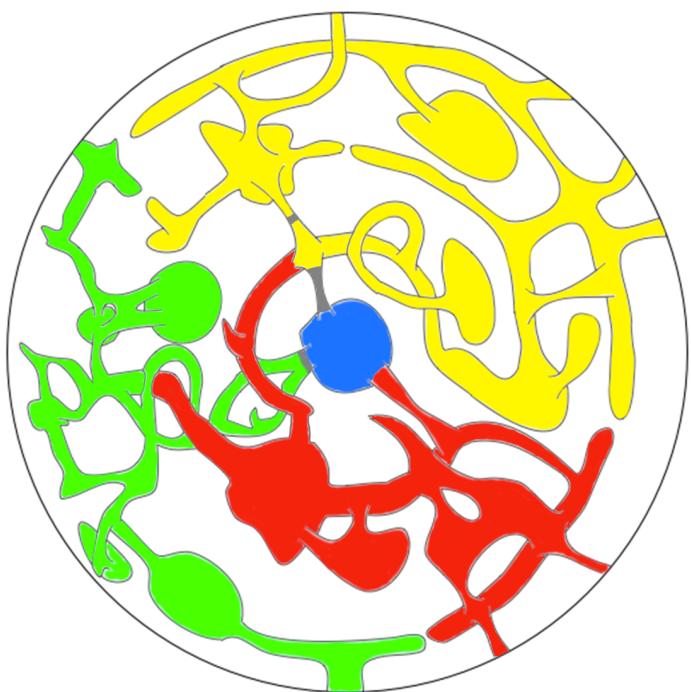
16.2 Level Map



Complete 2D map of the level



Color

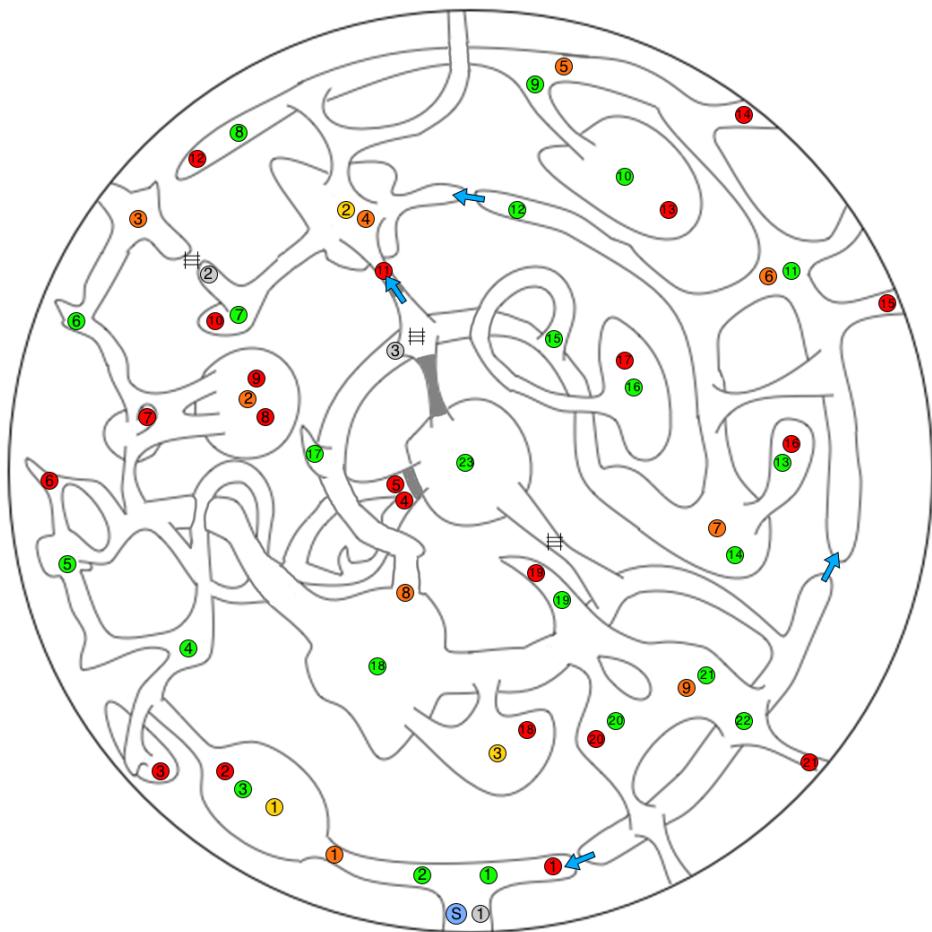


Section 1: green, Section 2: yellow, Section 3: red, Boss Room: blue



Gray areas cannot be walked on by the player

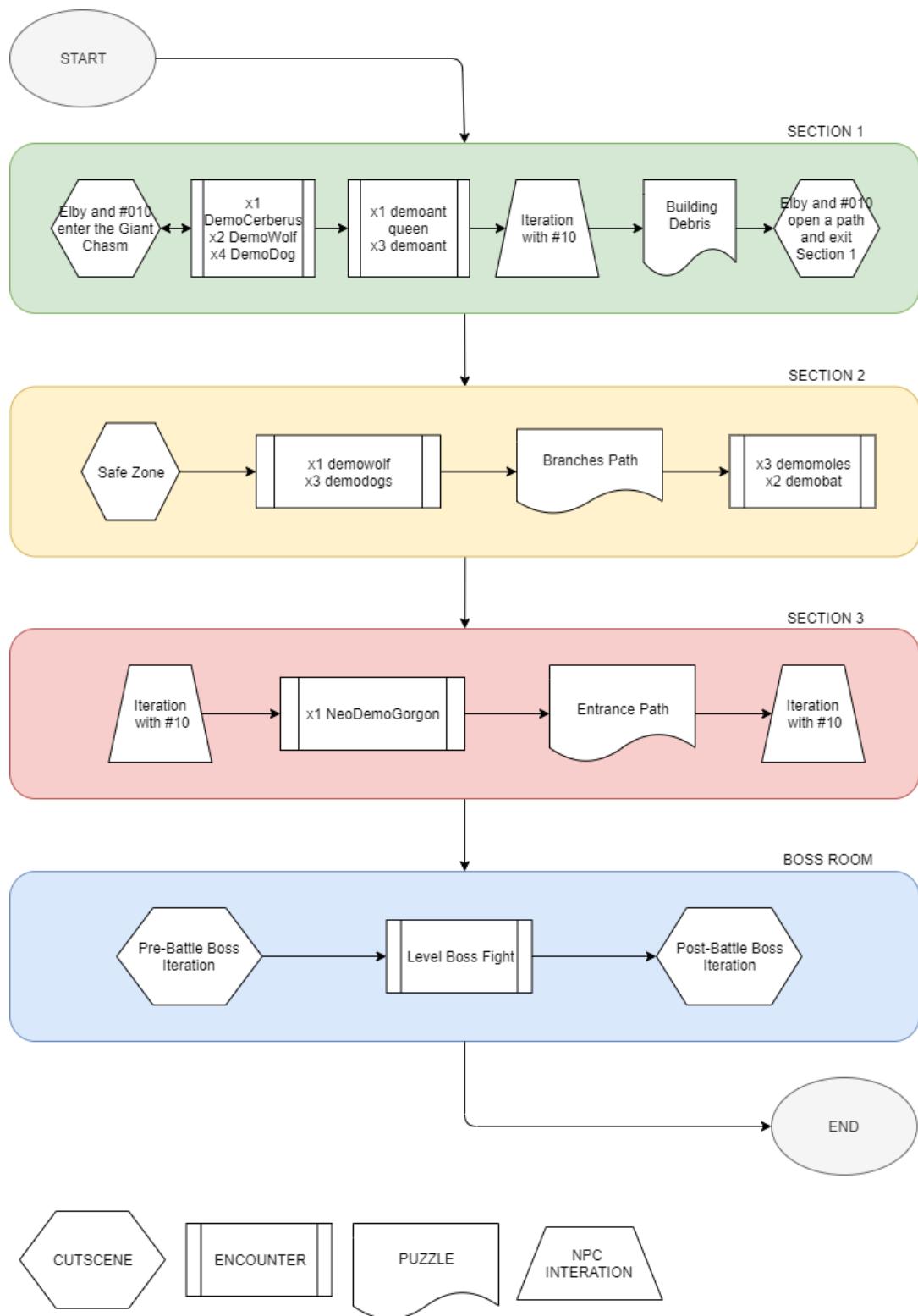
16.3 Level Diagram



● Item
● Enemies
● Safezone
→ Shortcut

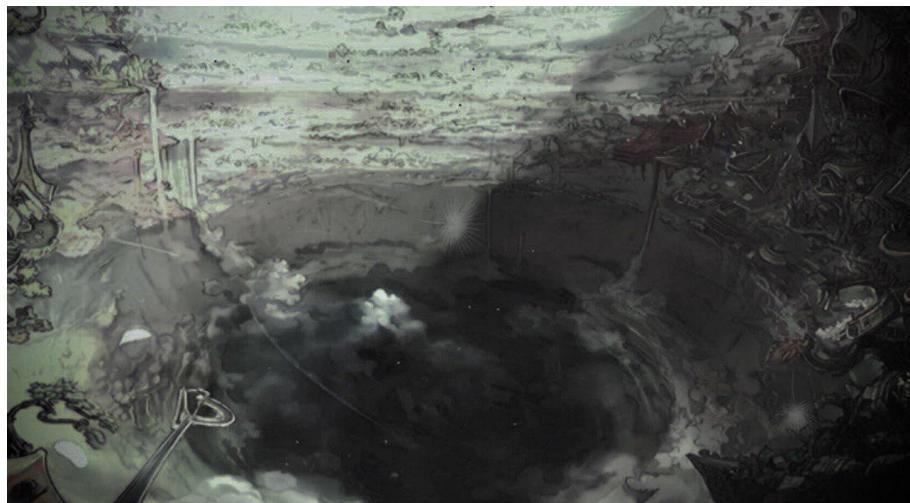
● Start
● Audio
● Light
— Section connector

16.4 Level Description



16.4.1 Giant Chasm Outside

The level designed is the subarea 15 of the Core Environment. It is located in the north side of the City Ruins. The diameter of the giant chasm is at least 10 km 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 branches 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]*

16.4.2 Section 1

The first section is approximately 500m long and with a variable width depending on the type of terrain (land, branches, etc.). Players enter through a gap in the south side of the Giant Chasm. The left side of the path is blocked by branches 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 branches 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



Section 1



Section 1 main path

Encounters A

- 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

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.

Lighting

There's a soft white light coming from the few opening in the crop of branches. 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.

Drops

- 1 - Ammulate
- 2 - Small potion
- 3 - Coal
- 4 - Sand
- 5 - Fresh root
- 6 - Medium potion
- 7 - Small potion
- 8 - Demorat tail
- 9 - Sand

Puzzle

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

Main Solution

up / left / up x5 / right / down x4 / right / up x5 / left / up

[foto1.1]

Alternative Solution

up / left / up / right x2 / up / left x2 / up / right x2 / up / left x2 / up / right x2 / up / left / up

[foto1.2]

Puzzle 2 is mirrored and therefore can be solved from both left and right.

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

16.4.3 Section 2

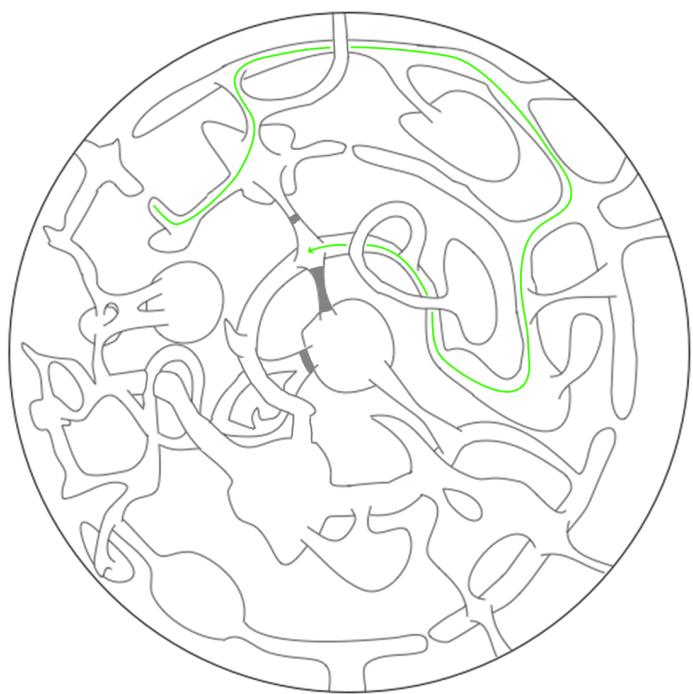
The second section is about 4 km long and takes players to the first underground layer. Compared to Section 1, the route is narrower and made up of tunnels that allow you to move upwards or downwards and reach platforms and / or ridges that cannot be accessed in other ways. Players will often be asked to use skills to open passages and / or move debris. The soil, where it is not covered with organic branches, 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



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

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).

Drops

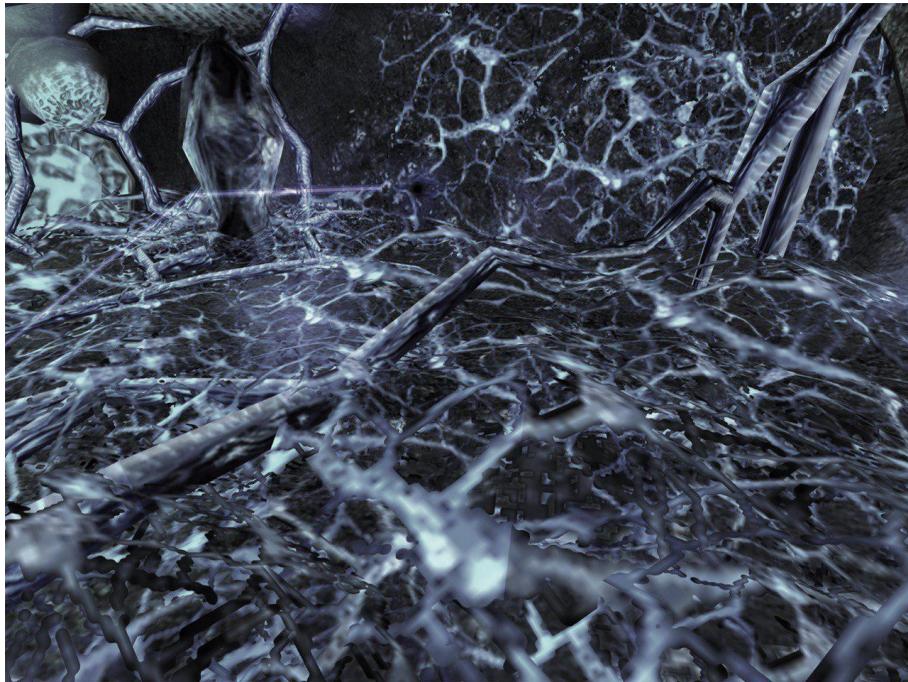
- 10 - Shoal root
- 11 - Stick
- 12 - Bracelet
- 13 - Sand
- 14 - Rock
- 15 - Small potion
- 16 - Big potion
- 17 - Powder

Puzzle

Hi

16.4.4 Section 3

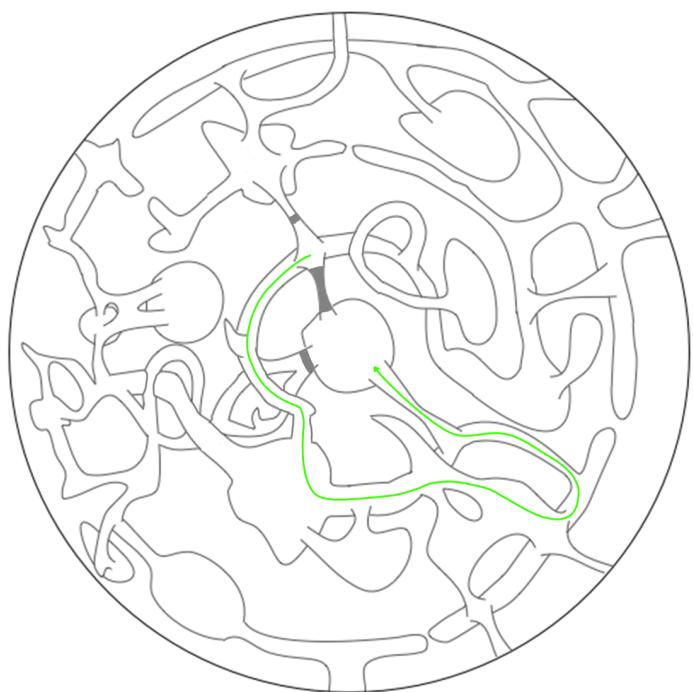
The third and final section is about 300m long and brings players to the second underground layer. It is not possible to follow any terrain course, forcing the players to climb and descend from the multitude of organic branches coming from the core, now extremely close. In this section players can explore 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



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 - Democerberus 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 branches 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.

Lighting

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

Drops

- 18 - Ampoule
- 19 - Backpack
- 20 - Big potion
- 21 - Big potion

Puzzle

Text

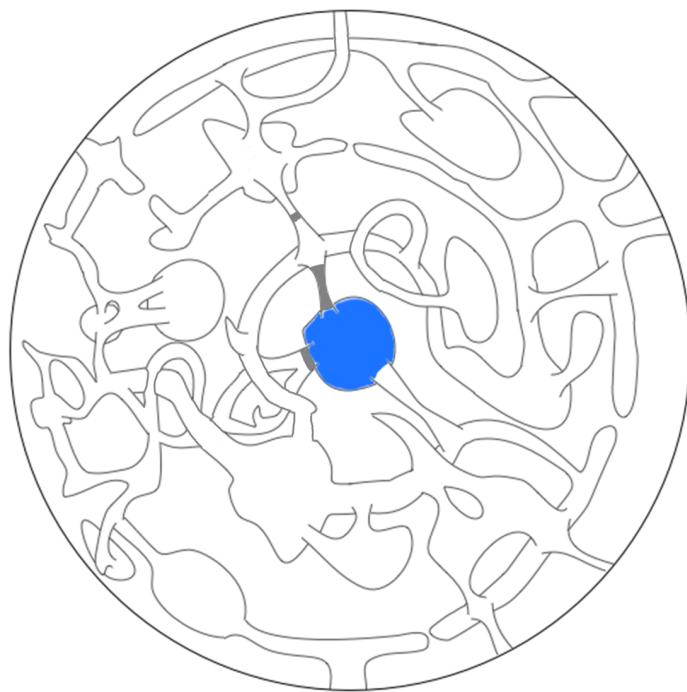
16.4.5 Giant Chasm Core

The Core room is located in the center of the Giant Chasm, it has a circular shape with a diameter of X mt. In front of the heart of the creature that controls the Upside-Down, #001 awaits the arrival of the player.



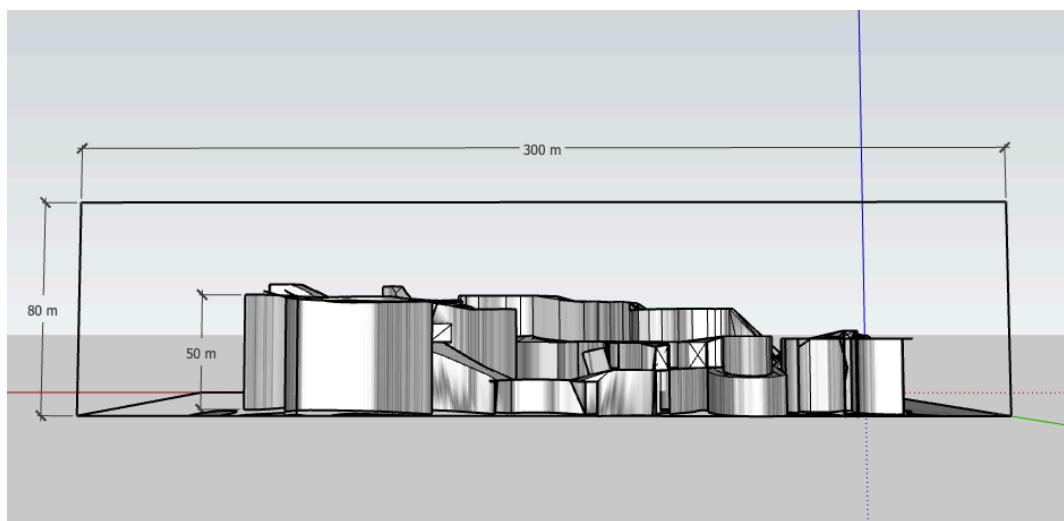
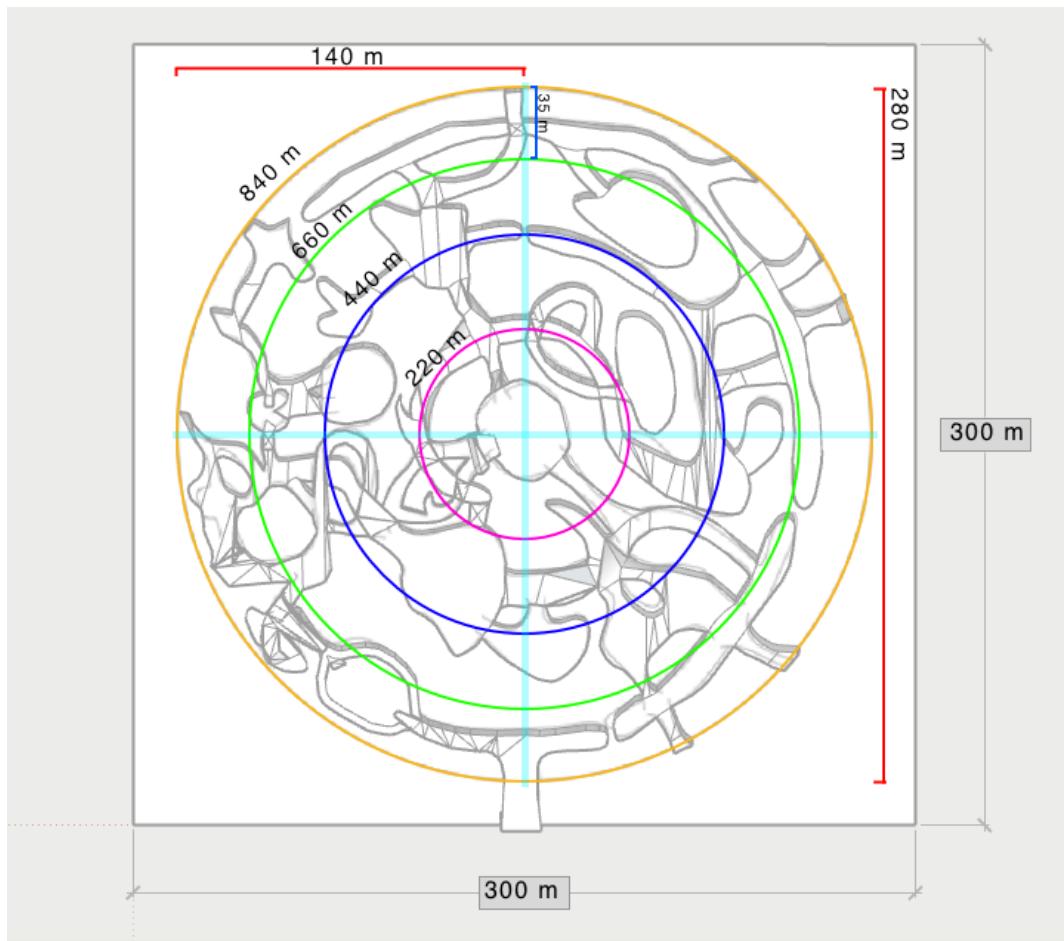
Core of the Upside-Down (in-game it will be more organic and it will emit more red light)

[Metroid Prime]



Boss room

16.5 Measures



16.6 Enemies

DemoBat

Armor Class 10
Hit Points 21 (4d8+1)
Speed 11

Skills –
Senses –
Languages –
Challenge 23 XP

STR	DEX	CON	INT	WIS	CHA
8 (+1)	9 (+2)	9 (+1)	5 (-2)	7 (+1)	6 (-2)

Description: Unlike 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.



DemoRat

Armor Class 10
Hit Points 21 (4d6+2)
Speed 7

Skills –
Senses –
Languages –
Challenge 22 XP

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.



DemoAnt

Armor Class 8

Hit Points 10 (3d4+2)

Speed 6



Skills Perception +1

Senses Passive Perception 11

Languages –

Challenge 22 XP

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+1)	13 (+1)	1 (-5)	9 (-1)	5 (-3)

Description: Only the queen needs to be born from the body of a guest. Once the final stage is reached, the latter can then lay eggs and create her own DemoAnts colony. These creatures are very vulnerable and therefore tend to attack by shooting acid from the mouth on the abdomen.

DemoAnt–Queen

Armor Class 13

Hit Points 11 (3d4+2)

Speed 7



Skills Perception +1

Senses Passive Perception 11

Languages –

Challenge 50 XP

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	1 (-5)	9 (-1)	5 (-3)

Description: Unlike 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.

DemoEgg

Armor Class 13

Hit Points 8 (2d4+2)

Speed 0

Skills Perception –

Senses –

Languages –

Challenge 7 XP



STR	DEX	CON	INT	WIS	CHA
7 (+2)	0 (+0)	13 (+1)	0 (+0)	0 (+0)	4 (+0)

Description: Unlike 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.

DemoDog

Armor Class 13

Hit Points 11 (2d8+2)

Speed 9

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages –

Challenge 30 XP



STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	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.

DemoWolf

Armor Class 14

Hit Points 18 (3d8+2)

Speed 11

Skills Perception +3, Stealth +4

Senses Passive Perception 13

Languages –

Challenge 50 XP



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.

DemoMole

Armor Class 16

Hit Points 33 (4d4+20)

Speed 13

Skills Perception 7

Senses –

Languages –

Challenge 2000 XP



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.

DemoCerberus

Armor Class 15

Hit Points 108 (10d10+80)

Speed 5

Skills Perception 7

Senses –

Languages –

Challenge 2000 XP



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.

NeoDemoGorgon

Armor Class x

Hit Points x

Speed x

Skills –

Senses –

Languages –

Challenge –



STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+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...

16.7 Dialogues

16.7.1 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 branches 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 branches.

#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 branches 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 branches 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 branches, opening a gap.

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

16.7.2 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"

16.7.3 Section 3

The proximity to the core is increasingly evident: the ground is completely covered with organic branches 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!"

16.7.4 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!"

16.7.5 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 branches 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 branches 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 continuos 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 ..."

17 Prototypes

17.1 3D Map

