´POISONED CORE DLC

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Main puzzle Gabriel accrues 3 points of insight, for each of the stone slabs that are “use”d, i.e. inserterd into their correct slot. The slab in the torch room is already in it’s correct position, and the Snake Rod

is required to remove a slab from a slot. Searching room 1 and room 18 gives Gabriel 1, and 2, points of insight, respectively, and once he has more than 5 total, he is confident enough to let the player ignite, or use, the Empty Torch in room 12 or 13, to light up room 12 (turn it into room22, temporarily). Then, using the Snake Rod in room 12, after placing the Skull Slab, the door opens, and zombies awaken! However, if both available slots become slotted with the wrong slab, a

9 dmg spear trap triggers, communicating the error to player, because of the 2 points of Inblind.

Mini-game If the player brought the Research Notes, Gabriel can attempt to decode the Scroll, if he “use”s or “read”s it in the torch room. Elsewhere, he will complain about the poor lighting. Player chooses

between the Conclave, ????, Ritual and Worship ciphers; the first two produce 15 random

characters and spaces, the correct ciphers produce the same true decryption half, every time, filled in with random spaces and characters in their empty slots, and results are printed 1 symbol at a time. Gabriel may even comment “Hmm... no, that can’t be right” when choosing the wrong

cipher. Combinig the halves, produces the phrase ‘Cabrit sans cor’, which strongly indicates a

connection between the burial mound and the Agris tribe cult. Entering it as a command, provides 1 point of Insight.

Open/Container Fix so containers open both from player or room array, dropping their content into player array,

and then vanish by themselves, if the container is marked as “envelope”.

Use lemonjuice and salt (from Tequila set) in room 20/21, to remove Rusted Grate from array,

find treasure3 and place in inventory, and set the new connections room 1-20-10.

ThrowingWep Take checks for Item Rock; this item becomes ThrowingWeapon sRock or bRock, 50/50.

Throw (e.g rock) is available as a hidden, creative input, during the combat sequence.

Occupant Items Gabriel cannot take an occupant item, if he is already carrying one. Note, that the first mask goes on his head, only when you have both, does one become occupant.

Rope functions In room 19 there are rings on the wall. “Use” rope here, to trip up zombies and automatically flee

to room 16 or 18, depending on previous room. There’s a hole into the basement in room 9. “Use”

rope to enable teleport to, and from, room 23, via “climb (down/rope)” command

Talisman After EventEntity15, player may now open the altar, but they can only “take Talisman”. Gabriel

regains 10 pts. of health., is cured of poison state (not any poisonDMG from, e.g. bad soup), and the Schattenjäger dagger now does bonus damage against evil, until player “throw Talisman”, which deals 6 dmg to (zombie) currentEnemy, and respawns the Talisman in room after combat.

Phoenix Charm When Gabriel’s currentHealth reaches 0 or less he dies. Unless he took the charm, he (plays the

soundfile) “Hah.. I \*really\* don’t wanna be dead... Can we try that, again?”, and resets to a default

condition after EventEntity15, Wolfgang’s sacrifice.

Strangulation When a zombie blocks, and chooses a C attack in the followwing round, AND the player hasn’t done the same, the C attack becomes a Counter; If the play responds with Acute, or Block, the zombie strangles Gabriel in a minigame. The text output attempts to hint and allude to possible

actions, and to the combat system being like a tutorial for the strangulation sequence.

Wrestle, struggle, roll, punch, hit will variably result in -5, -2, 0, +1,+3 strangDMG, anything else +2, except for “quit”, which quits the game, and “use Talisman”, which instantly frees you from a zombie stranglehold. Twist, squirm, squeeze are unique options available for the SnakeTrap, that triggers in room23, if the players does not immediately “climb” (up/out/rope). If (strangleDMG = currentHealth), Gabriel dies. After strangle, int divide by 7 and subtract from currentHealth.

Venom Searching rooms 9, 10 and 20 (behind the grate/removed grate), where the structure has collapsed,

comes with the added risk of being bitten by a venomous milipede. poisonDMG increments along

with roomCount, returning souts of increasingly concerning symptoms. Only obtaining the

Schattenjäger Talisman can cure the poison state. If (poisonDMG = currentHealth), Gabriel dies.

After poison, divide by 3 and round up, and subtract from TalismanHeal().

EventEntity Essentially a turret, that shoots a player in a neighbouring room. Here, it more likely holds special room-related code to execute, as well as the conditional testing, for it to be executed.

An event happens in room18, once the door is open, providing a non-roomCount move to room 15

In room 14, player may “use()” or ”swing ((on) vine)”. This event removes the Pseudo vine from room 14, puts Item vine in inventory, removes 1 zombie from room 14, adds 1 zombie to room 17,

injures currentEnemy in room 17 with 8 damage, and sets player.currentRoom to room 17.

UniqueRoom

& darkRoom Added all unique room and event images, and a shuffle function for the bufffered “standard

Visuals versions”. Either as .gif icons, like the demo, or with blinkies in the souf?

OptString

& darkRecap Every third roomCount (normal turn, returning (Look or) recap), starting on 2, 3 or 4, a

(, darkCombat) (9 - darkRecapCount)/10 chance to display a random darkRecap,

“From off in the mound, Gabriel hears a sound, like the scuffle of a shoe.”,

“An odd shadow creeps across the wall...”,

“Gabriel has the feeling, he’s being watched...”, etc.

All standard rooms have optional souts, their “look” and “recaps” may present with... Some are conditional, others are random. Most noteably, perhaps, room 14, the vine room, which no longer talks of vines, if player has done EventEntity14, and now has the broken vine in inventory, etc.

darkCombat, like darkSearch, has an array of escalation souts, to make the description of combat

outcomes more living, like a book read.

Player Shock If room 3, 8 or 17 are searched, the inanimate zombies there is discovered! A dramatic chime plays, as it’s horriffic image appears on the screen. At the latest, this sequence happens when

lighting the torch in room 12, and discovering the 4 zombies there. After this sequence, zombies

can be discovered as normal, with the OptString of the dim rooms/room22.

Zombie Growl

Sound & When entering a room with one or more zombies, player doesn’t choose attack(), combat starts

BattleMusic immediately, with some uptempo dramatic score to supercharge the jarring shift of the control,

and output, pattern. When strangled, muffles and decreases volume as strangleDMG goes up, and the text goes grey.

GAME OVER

& Alternaive Reaching room 1 with the dagger eqiupped or in inventory and the talisman in inventory, wins the

Ending game. Ratio of secrets found is displayed, ratio of treasures found, and their total value in dollars.

Unless player steals illegal cultural treasures, that Gabriel can’t conceal at the airport. In the latter

case, Gabriel is arrested, and everything he has on him is examined as possibly stolen. Stolen items are added up, legal and illegal, and total value is displayed as 20-127 years in prison.