

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 10

CANON ADDENDUM — Pet States, Final Act Exception & Narrative Resolution

This addendum supplements and clarifies the original content of GDD Page 10 (Pet System). All previously defined mechanics, progression rules, and design intentions remain valid. In the event of any discrepancy, the statements below take canonical priority.

Canonical Pet Presence

Throughout the majority of the run (Acts 1–9), the Pet functions as a constant companion to the hero. The Pet provides mechanical support, strategic mitigation, and emotional presence without replacing player skill.

Additional Canonical Pet State

In addition to standard active states, the Pet system includes a canonical narrative-driven state: *Incapacitated*. This state is unique, non-repeatable within a run, and occurs only at a specific narrative breakpoint.

Trigger Condition — End of Act 9

Immediately following the defeat of the ninth Minion (King of the Sleepless), the Black Baron performs a treacherous attack against the hero. The active Pet intervenes to protect the hero and is critically wounded as a result.

Mechanical Consequences of Incapacitation

When the Pet enters the Incapacitated state:

- all Pet abilities and passive effects are disabled;
- Pet-driven modifiers no longer apply;
- the Pet does not participate in any further mechanical interactions during the run.

Visual and UI Representation

Despite mechanical incapacitation, the Pet remains visually present on the battlefield. The Pet's sprite is replaced with an injured or unconscious variant. The Pet UI panel remains visible and reflects the incapacitated state.

Narrative Resolution

The Pet is not killed and does not leave the world permanently. In the successful ending comic, the Pet is restored by a healer. This resolution reinforces the themes of loyalty, sacrifice, and recovery.

Design Intent

This canonical exception reinforces emotional stakes without introducing mechanical unfairness. The final act is explicitly balanced around the absence of Pet mechanics, ensuring that the player's victory remains fair, earned, and narratively justified.