

World of Tetris: Fragments of the Sleepless Realm

Game Design Document — Page 11 (Canon Addendum)

Addendum: Final Act, Antagonist Forms & Pet Incapacitation

This addendum extends Page 11 to align the Difficulty, Pressure, and Pet Interaction systems with the finalized antagonist form logic and final act structure. All original balancing principles and interactions remain valid unless explicitly clarified below.

Final Act Pressure Escalation

During the final act (levels 90–100), when the Black Baron transitions into the Architect form, pressure escalation behavior is modified. Pressure is applied directly through antagonist actions rather than indirectly through minions.

Difficulty Interaction

Difficulty modifiers continue to apply during the final act but interact with pressure in a more aggressive manner, reflecting the direct confrontation with the Architect.

Pet Incapacitation

Upon transition to the final act, the Pet may become incapacitated as part of the narrative sequence. Pet incapacitation is a narrative and visual state and does not introduce new gameplay mechanics.

Pet Influence on Pressure

While active (levels 1–89), the Pet continues to influence pressure reduction as described in the original design. During the final act, incapacitated pets no longer contribute to pressure mitigation.

Balance Continuity

The removal of pet influence during the final act is compensated through adjusted pressure tuning and antagonist behavior to preserve fairness and challenge.

System Responsibility

The GameFlowSystem is solely responsible for transitioning systems into final act behavior. Individual systems must not infer final act state independently.

Canon Priority

In the event of any conflict between the original Page 11 text and this addendum, this addendum takes precedence.