

## World of Tetris: Fragments of the Sleepless Realm

### Game Design Document — Page 6

#### CANON ADDENDUM — Final Act & Black Baron Revelation

This addendum supplements and ■■■■■■■■■■ the original content of GDD Page 6 (Black Baron) without replacing or removing any previously written sections. In case of discrepancies, the statements below take canonical priority.

##### **Final Act: The Architect Revealed (Levels 91–100)**

In the final act of the game, the Black Baron no longer operates through Minions. Instead, he reveals his true form, known as *The Architect*. This form represents the Baron's direct, unfiltered will and mastery over pressure.

Visually, the Black Baron in his revealed form:

- appears significantly larger than in previous acts;
- levitates above the ground, no longer bound to physical constraints;
- radiates a visible dark energy field, representing accumulated pressure and control.

No separate Minion entity appears during Levels 91–100. The absence of Minions signals the removal of all intermediaries and establishes a direct confrontation between the player and the Black Baron.

##### **Treacherous Strike and Pet Sacrifice**

Immediately following the defeat of the ninth Minion (King of the Sleepless), the Black Baron performs a sudden and treacherous attack against the player character. The attack is executed from behind and cannot be avoided.

The active Pet intervenes voluntarily, leaping in front of the attack to protect the hero. As a result, the Pet is critically wounded and loses consciousness. The Pet is not killed and does not leave the world, but becomes mechanically incapacitated.

##### **Pet State During the Final Act**

During the final act:

- the Pet remains present in the scene visually;
- all Pet abilities and mechanical effects are disabled;
- UI elements reflect the Pet's incapacitated state.

##### **Narrative Meaning**

This sequence establishes a thematic parallel between the player and the Black Baron. Both refuse to lose, but differ fundamentally in their values. The Baron embraces treachery and sacrifice of others, while the player advances through loyalty and perseverance.

This addendum canonically defines the Black Baron as the final and ultimate opponent of the game, with no further escalation beyond the Architect form.