

## **World of Tetris: Fragments of the Sleepless Realm**

### **Game Design Document — Page 17**

#### **CANON ADDENDUM — Narrative Progression, Final Act & Ending Comics**

This addendum supplements and clarifies the original content of GDD Page 17 (Narrative Progression & Cutscenes). The original narrative structure remains intact. In case of discrepancies, the statements below take canonical priority.

##### **Comic-Based Narrative Structure**

Narrative progression continues to be delivered through illustrated comic-style cutscenes. These comics act as emotional punctuation between gameplay segments and do not interrupt core mechanics.

##### **Introductory Comic**

At the beginning of the game, an introductory comic establishes the Sleepless Realm, the nature of pressure, and the presence of the Black Baron as an unseen architect of the challenge.

##### **Act Transition Comics (Acts 1–9)**

After the completion of each act (every 10 levels), a short comic depicts the Black Baron summoning the next Minion. These scenes reinforce escalation and foreshadow the growing intensity of the duel.

##### **Critical Narrative Breakpoint (After Act 9)**

Following the defeat of the ninth Minion (King of the Sleepless), a pivotal comic is triggered. In this scene, the Black Baron launches a treacherous attack against the hero. The Pet intervenes, shielding the hero and suffering critical injury as a result.

##### **Transition to the Final Act**

The pivotal comic establishes the Pet's incapacitated state and signals the removal of intermediaries. The Black Baron then reveals his true form — The Architect — marking the beginning of the final act.

##### **Final Act Representation**

No comics interrupt gameplay during the final act (Levels 91–100). Narrative tension is maintained entirely through visual presence, audio, and gameplay pressure.

##### **Successful Ending Comic**

Upon victory, a concluding comic depicts the aftermath of the battle. A healer restores the wounded Pet. The hero and Pet are shown as silhouettes reuniting in relief and gratitude. The final frame presents all heroes and pets together, symbolizing survival and readiness for future challenges.

##### **Defeat Comic**

If the player fails during the final act, a defeat comic depicts the Black Baron standing triumphant over the fractured Sleepless Realm, reinforcing the cost of failure.