

World of Tetris: Fragments of the Sleepless Realm

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World Story & Narrative Structure

19. Story Premise

The story of World of Tetris begins after victory. A band of heroes, accompanied by their loyal pets, has defeated an Orc Warlord and his armies that terrorized the villages of the continent. Celebrations erupt across the land as peace finally seems within reach.

During the celebration, the sky darkens and the Black Baron appears. He reveals that the Orc Warlord was merely a pawn and that the true game has only just begun.

19.1 The Curse of Sleeplessness

The Black Baron casts a powerful spell upon the entire continent — a curse of eternal wakefulness. No one can sleep. Dreams vanish. Minds fracture. Bodies weaken.

The Baron declares that without sleep, the inhabitants of the land will begin to die within three to five days. The heroes must act quickly if they wish to save the world.

19.2 The Duel Condition

The Black Baron demands a duel — one against one. Only a single hero may challenge him, and that hero may bring only one loyal pet. No armies. No allies. Only skill, resolve, and mastery.

19.3 Story Progression Through Levels

The narrative unfolds through illustrated comic-style panels shown every ten levels. These scenes depict the growing tension, the psychological duel between hero and antagonist, and the gradual collapse of the Sleepless Realm.

- 1 Levels 1–10: The heroes prepare for the duel; the Baron mocks their hope.
- 2 Levels 11–20: Villages begin to suffer; cracks appear in reality.
- 3 Levels 21–30: The Baron shows signs of irritation; pressure intensifies.
- 4 Levels 31–40: The hero's resolve hardens; pets prove their loyalty.
- 5 Levels 41–50: Reality bends further; dreams bleed into waking life.
- 6 Levels 51–60: The Baron grows furious; mistakes become deadly.
- 7 Levels 61–70: The hero begins to understand the Baron's patterns.
- 8 Levels 71–80: Time runs out; death from exhaustion spreads.
- 9 Levels 81–90: Final confrontation approaches; the world teeters.
- 10 Levels 91–100: The decisive battle for the Sleepless Realm.

19.4 Endings

Successful Ending: If the player reaches level 100 and defeats the Black Baron, the curse is shattered. Sleep returns, dreams are restored, and the continent is saved.

Failure Ending: If the player fails or triggers game over, the curse persists. The screen fades as villages fall silent, their people lost to eternal wakefulness.

19.5 Story Presentation

All story elements are presented as illustrated comic pages. Characters and the Black Baron speak through dialogue bubbles, reinforcing personality, emotion, and tension.

Educational Notes

This narrative structure demonstrates efficient storytelling within a puzzle game, balancing urgency, stakes, and player agency without interrupting gameplay flow.