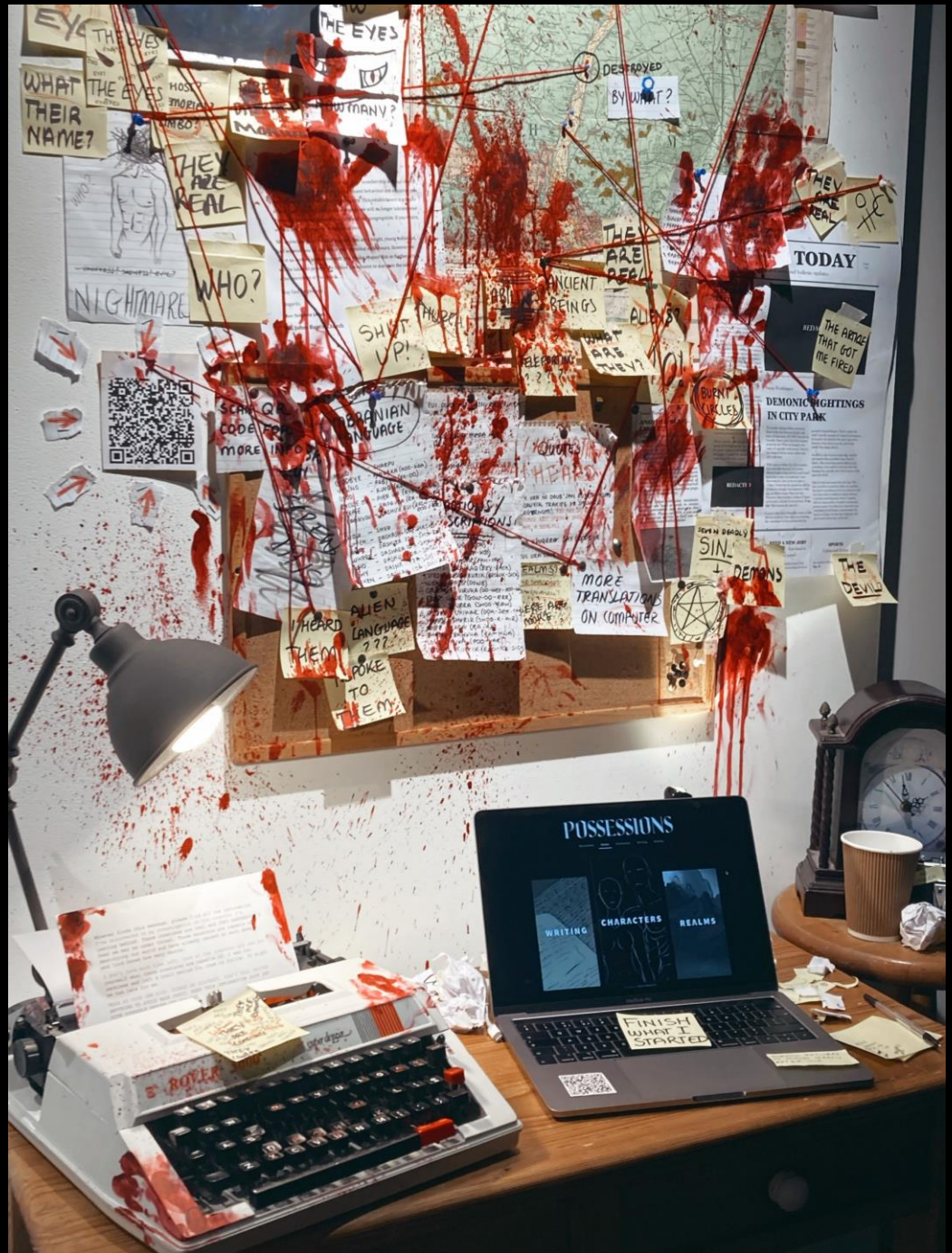


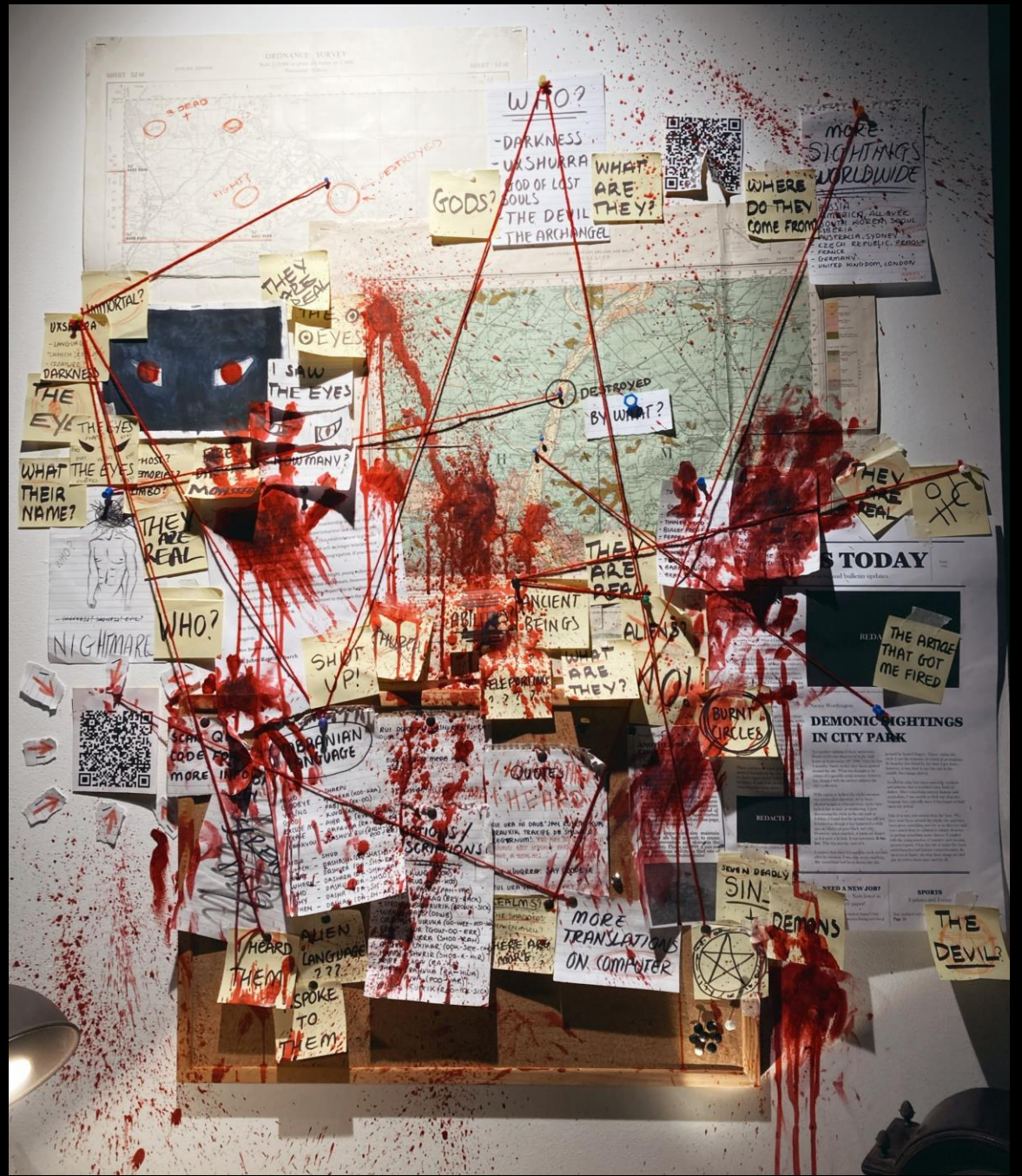
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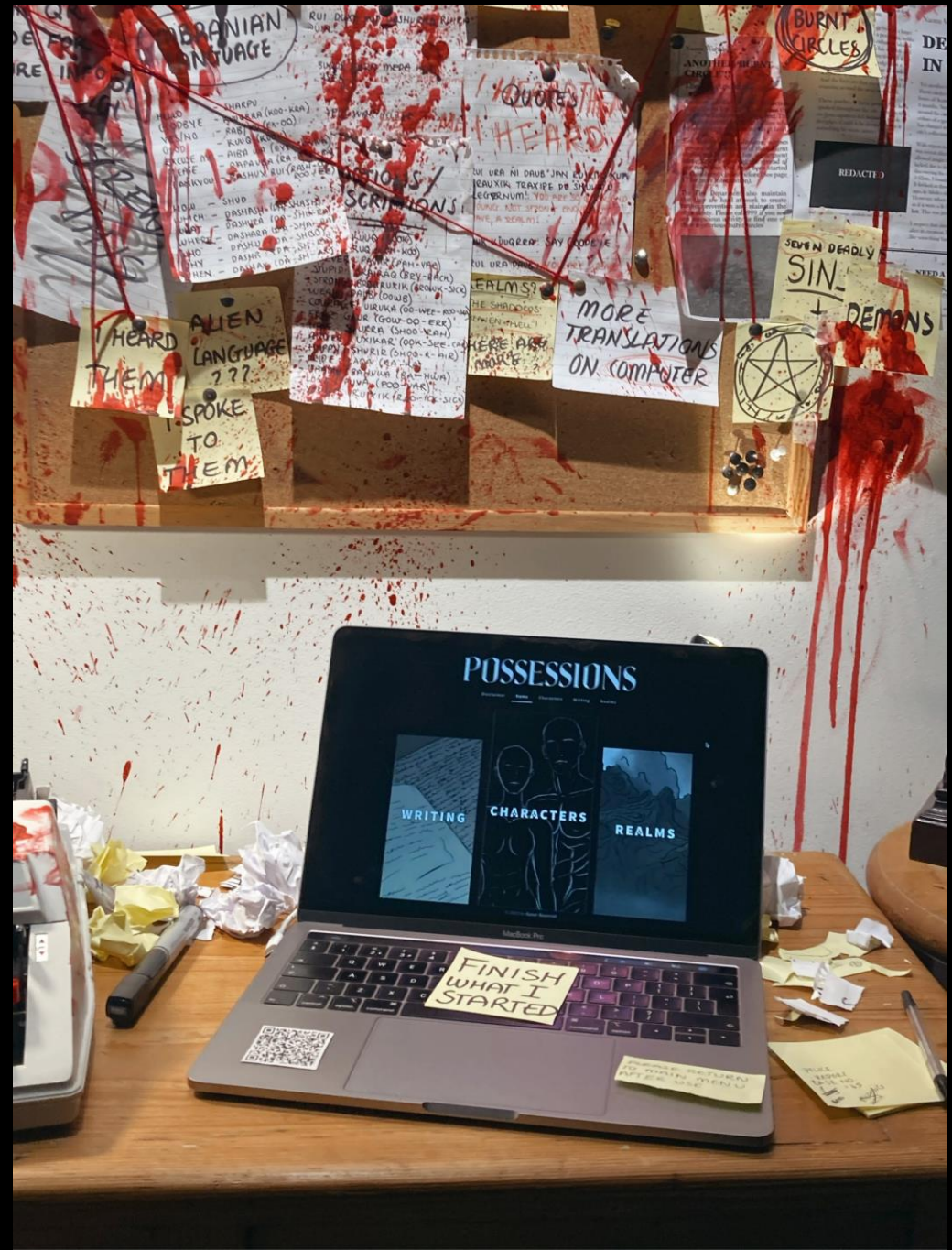
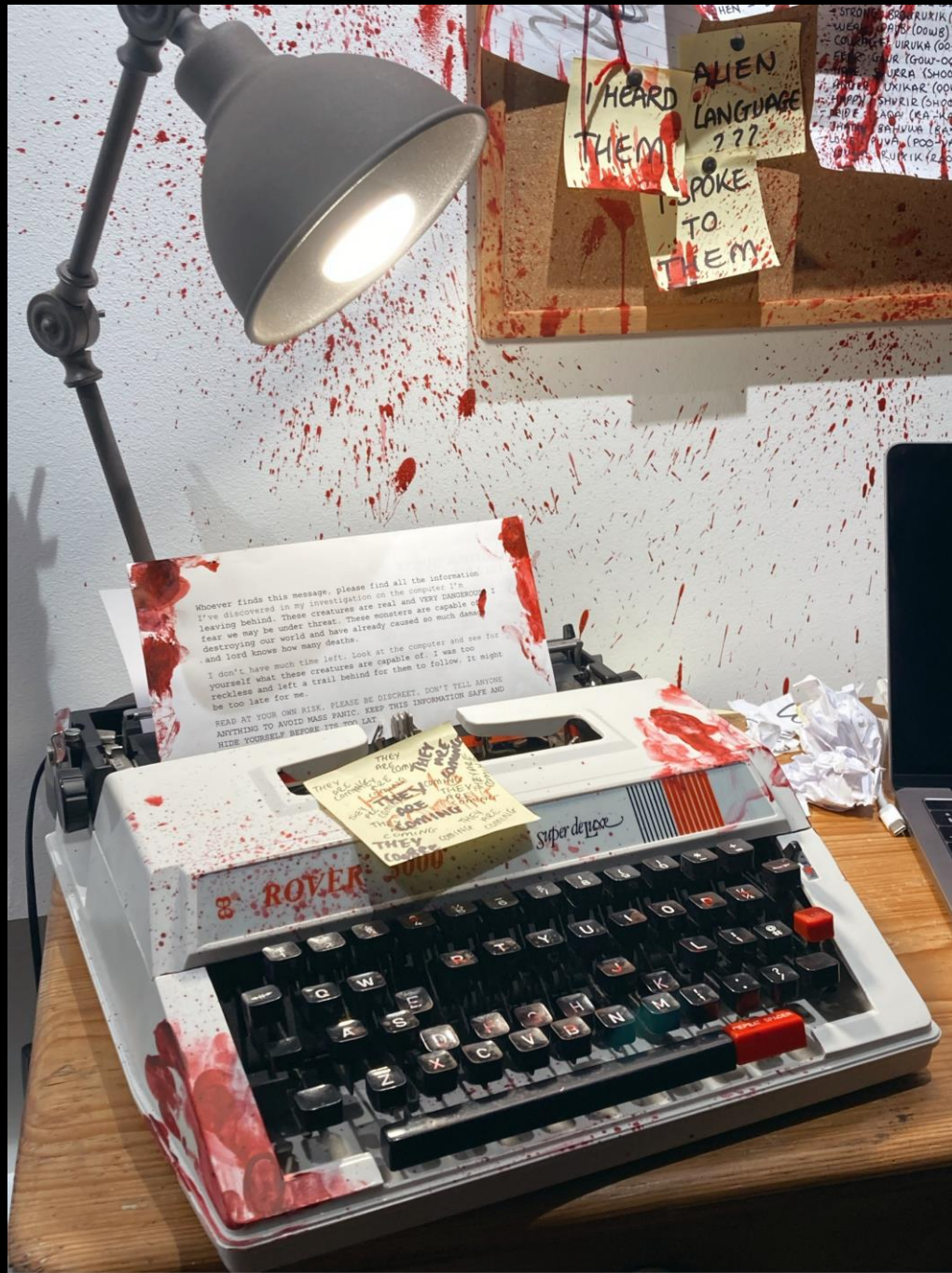
SARAH BEARCROFT

NARRATIVE DESIGN • GAMES WRITING • MUSIC PRODUCTION • CHARACTER CREATION • WORLD BUILDING

See Exhibition Website Here: <https://sarahbear13.wixsite.com/sb-exhibition>







Naomi Worthington

**ARE DEMONS
REAL?**The latest updates on demonic
sightings around the city

Scepticism runs rampant in society. Seeing is now believing. What if I told you there's much more to see than you think, and it's all right on your doorstep?

Yesterday I travelled around the city centre, investigating strange sightings and evidence that can no longer be ignored. However, we've been looking in all the wrong places. In the early hours of the morning, I visited the city centre park. I found a large circular patch burnt into the ground, it's surface still hot with crackling embers. I know what you're thinking. 'What if it's just kids having a bonfire in the park? It's just a patch of dead grass, right?' Wrong.

In the circle, I noticed etchings of a larger pattern that resembled a pentagram, unlike anything we see in pop culture or biblical history. This pentagram has symbols and etchings that I am working tirelessly to decipher. I even found evidence of a possible new language within its border. Sceptical or not, you can't deny the facts! And the facts are that something dark is roaming around the neighbourhood.

These patches of burnt ground have been spotted throughout the city, only this time, we have a pattern left behind, a puzzle to decipher. Could it be demons? Or is it something far more sinister?



Ludicrous language, symbols and patterns



Another sighting of a burnt circle in the ground, discovered by Naomi Worthington.

Naomi Worthington

**DEMONIC SIGHTINGS
IN CITY PARK**

Yet another sighting of these mysterious Burnt circles was discovered in the early hours of September 20th 1996. Over the last 4 months, 'burnt circles' have been spotted around the city. What was thought to be crimes of a possible serial arsonist, however, has changed with the newest addition to the city's collection.

With reason to believe the circles creation was recent after discovery, we've been allowed insight to what previous circles have lacked due to time or weathering. Upon discovering the circle in the city park at 3:42am, I found that the ground was still hot. It looked as though it has happened a while ago, its blades of grass black and ashy. However, when touched, it burnt my fingers as if it were a lit hob. It was not warm. **It was hot.** This was just the start of it.

I suspect that since I found the circle recently after its creation, I was able to see markings, like something had been drawn into the

ground by heated fingers. There, within the circle I saw the remains of a kind of pentagram. Its border was faded by the time I got there, however, it was clear to see the star in the middle (See image above).

Around its edge was unrecognisable symbols and patterns that resembled some kind of dialect. After researching ancient dialects and symbolism, I was unable to find out what this language was, especially since it has begun to fade upon my arrival.

Like it or not, you cannot deny the facts. We have seen these around the whole city and have been given something new for us to discover and you cannot deny its relation to satanic demons or perhaps something more sinister. Coupled with the rising number of murders and missing person reports, I fear this city is under fire from something beyond human comprehension. Its up to us to figure out what these things are and put an end to them once and for all.

Naomi Worthington

**ANOTHER 'BURNT
CIRCLE'!!**

The latest updates

Another addition to the collection burtn circles has been discovers in the Smithson fields over the weekend. The owners reported to the authorites who now suspect a serial arsonist is at fault.

Fire Marshal, Henry Jackson, advises 'anyone who find more of these burnt circles report to the fire department immediatley to prevent the spread of any more fires that have been started by these burnt circles' before (See page 17 for more information).

The Fire Deparment also maintain that they are hard at work to create further prevention and mainatin the city's safety. Please call 999 if you see any suspicious activity or find one of these mysterious 'burnt circles'

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Updates and Events

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Page 16

POSSESSIONS

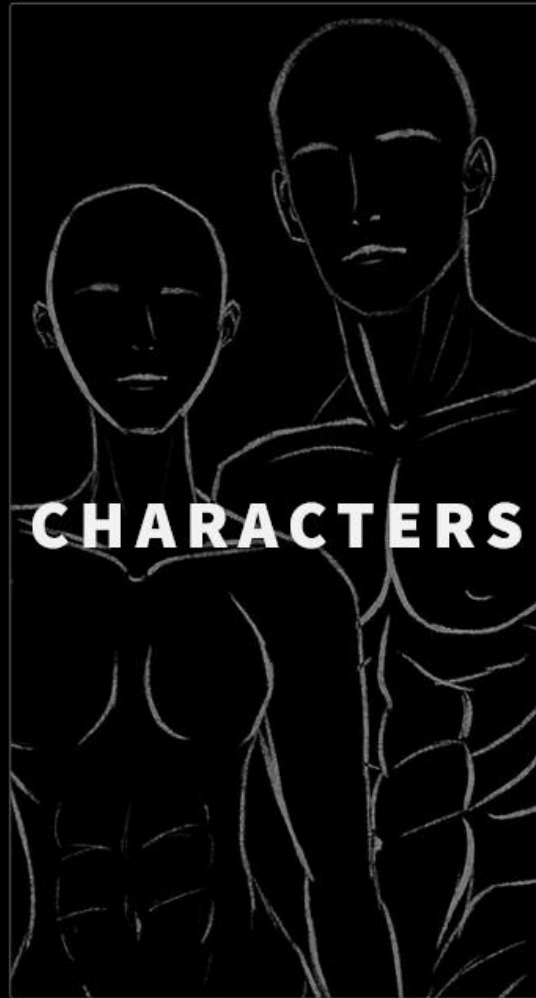
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CHARACTERS

SUMMARY

Revenge is the only thing that these creatures have in common. Each desire retribution for their personal injustice. Limbo, a fallen angel who's thirst for revenge triumphs all, plans to use other people's desires to get what he wants; revenge on his brothers, the Heavens and power over all. However, success won't be easy to obtain as each creature has their own destructive aim.



LIMBO



DARKNESS



LUCIFER

THERE
ARE
NO
HEROES.



UXSHURRA



CARIC

POSSESSIONS

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WRITING

UMBRANIAN LANGUAGE

Here's what I discovered of some strange language called Umbranian that I discovered in a scripture from the church. I'm unsure, but after hearing that monster speak, its clear that this is the language of a dark and horrifying species of being from a world far beyond our own. A world of nightmares. Here's what I've deciphered so far.

LIMBO'S HISTORY

I FOUND IT! I found out who this 'God of Lost Souls' I've been looking for is. At the church there was a whole book on it. I managed to steal it! Whether or not any of this is true, it explains the destroyed location I've marked on the maps and even gives insight to other beings that have yet to be uncovered. He shares a relationship with the devil himself...

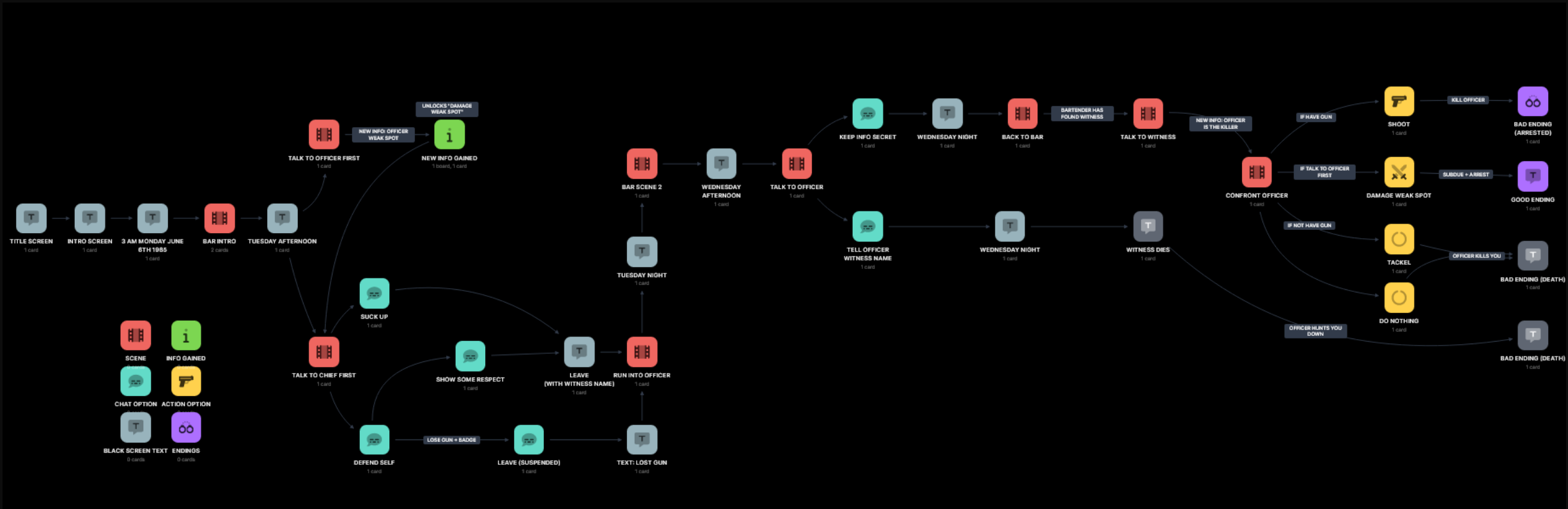
REALMS STRUCTURE



PREVIOUS WORK

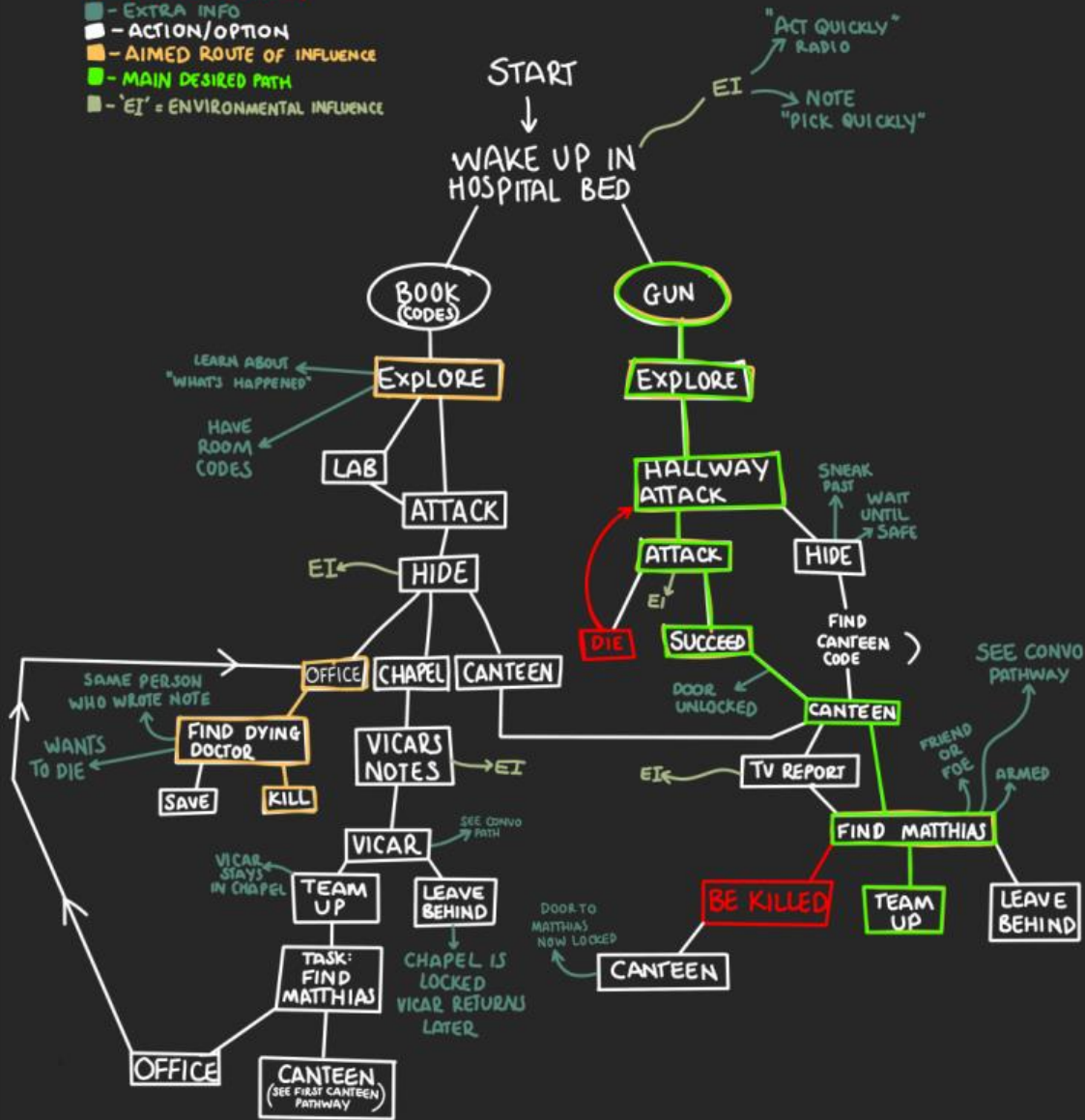


NARRATIVE DESIGN

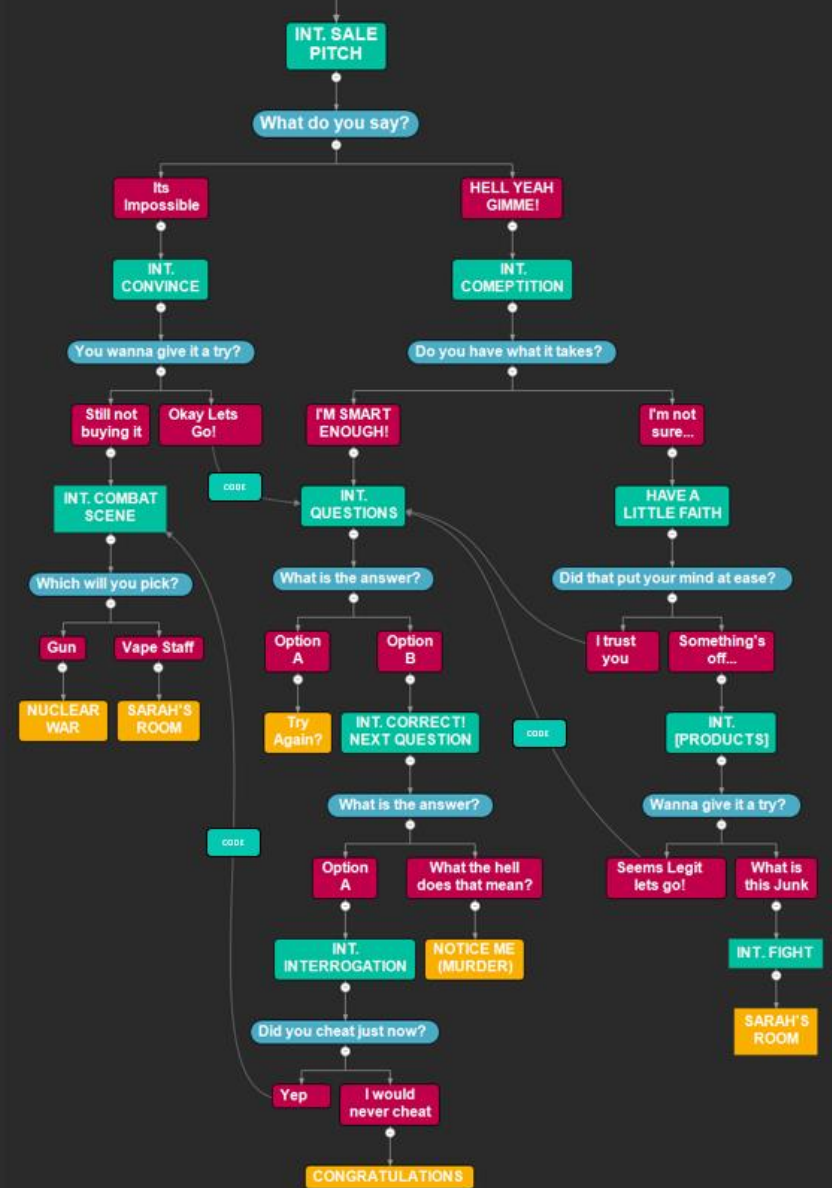


NARRATIVE PATHWAY

- - END OF PATHWAY
- - EXTRA INFO
- - ACTION/OPTION
- - AIMED ROUTE OF INFLUENCE
- - MAIN DESIRED PATH
- - 'EI' = ENVIRONMENTAL INFLUENCE



TIME COMMERCIAL

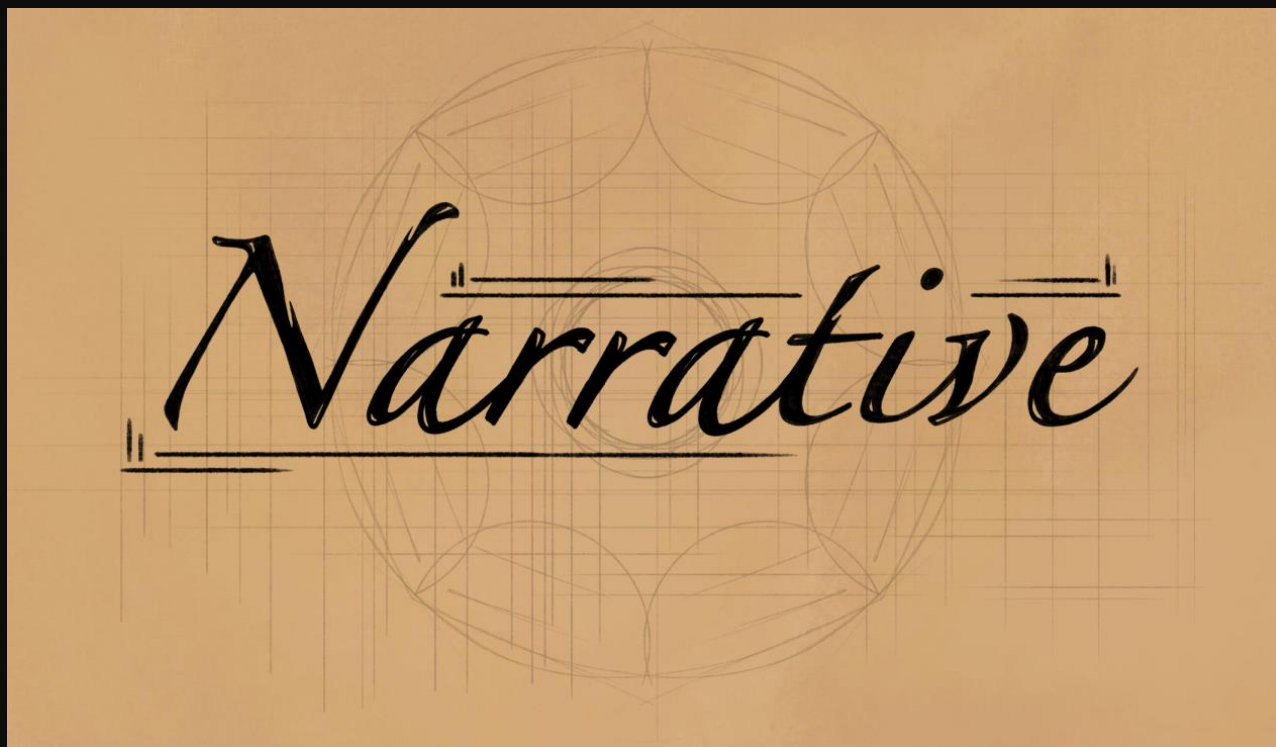
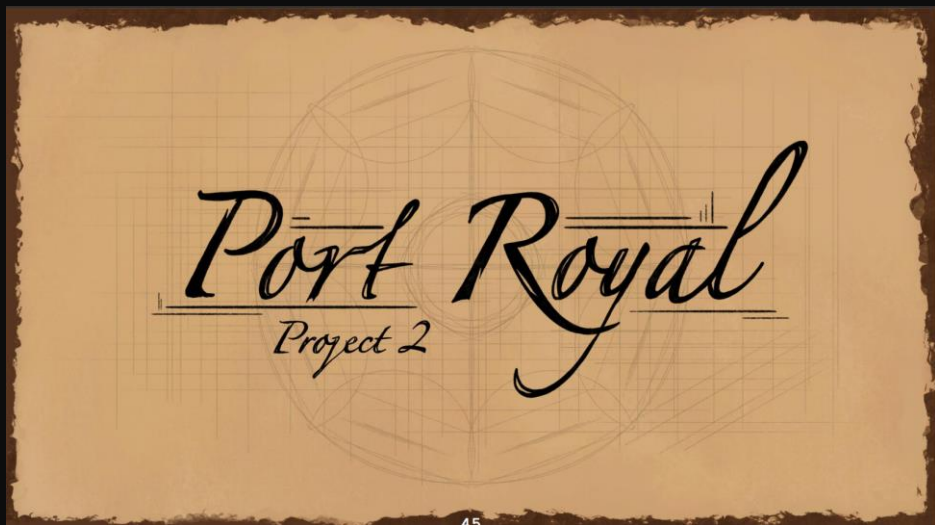




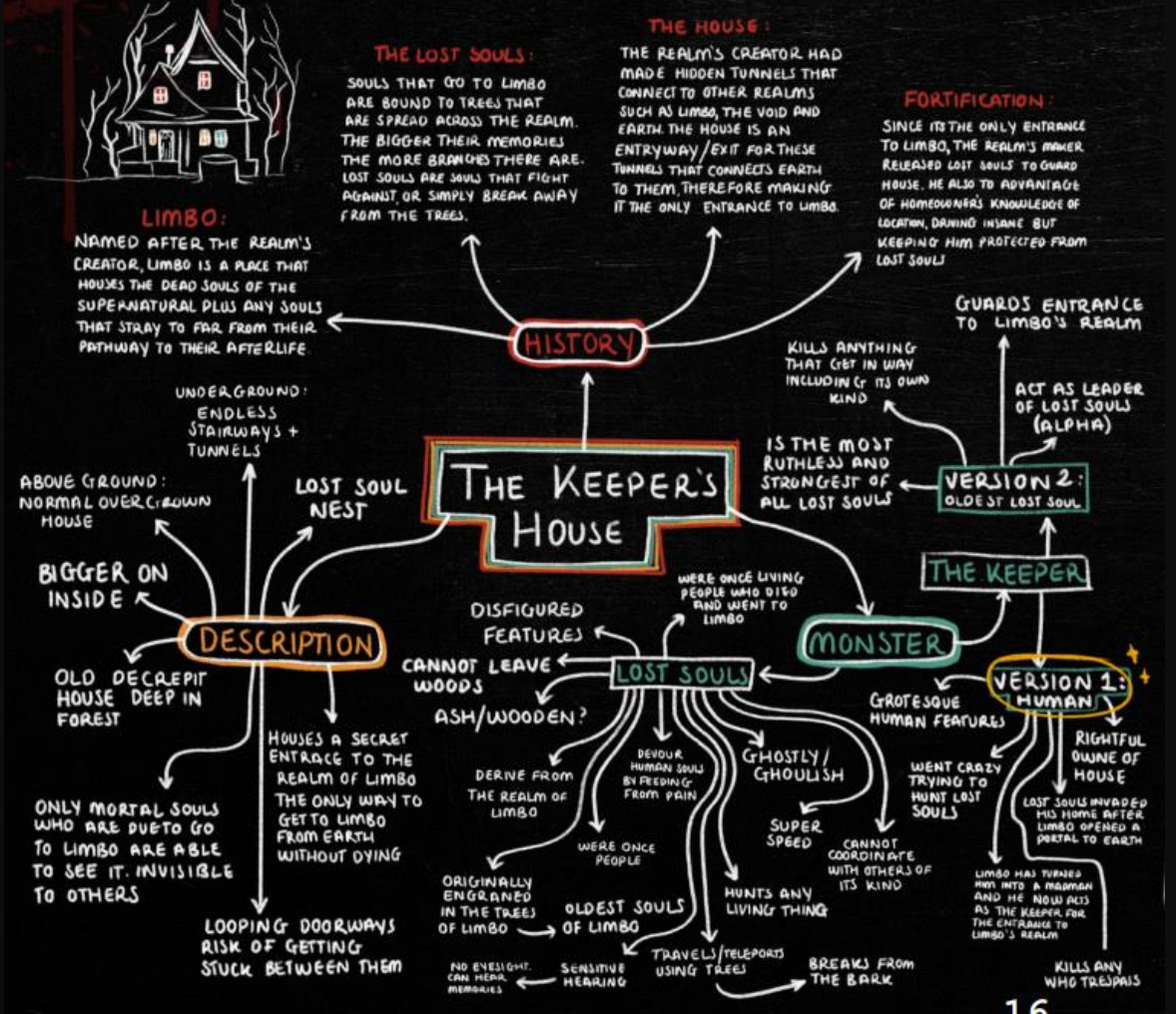
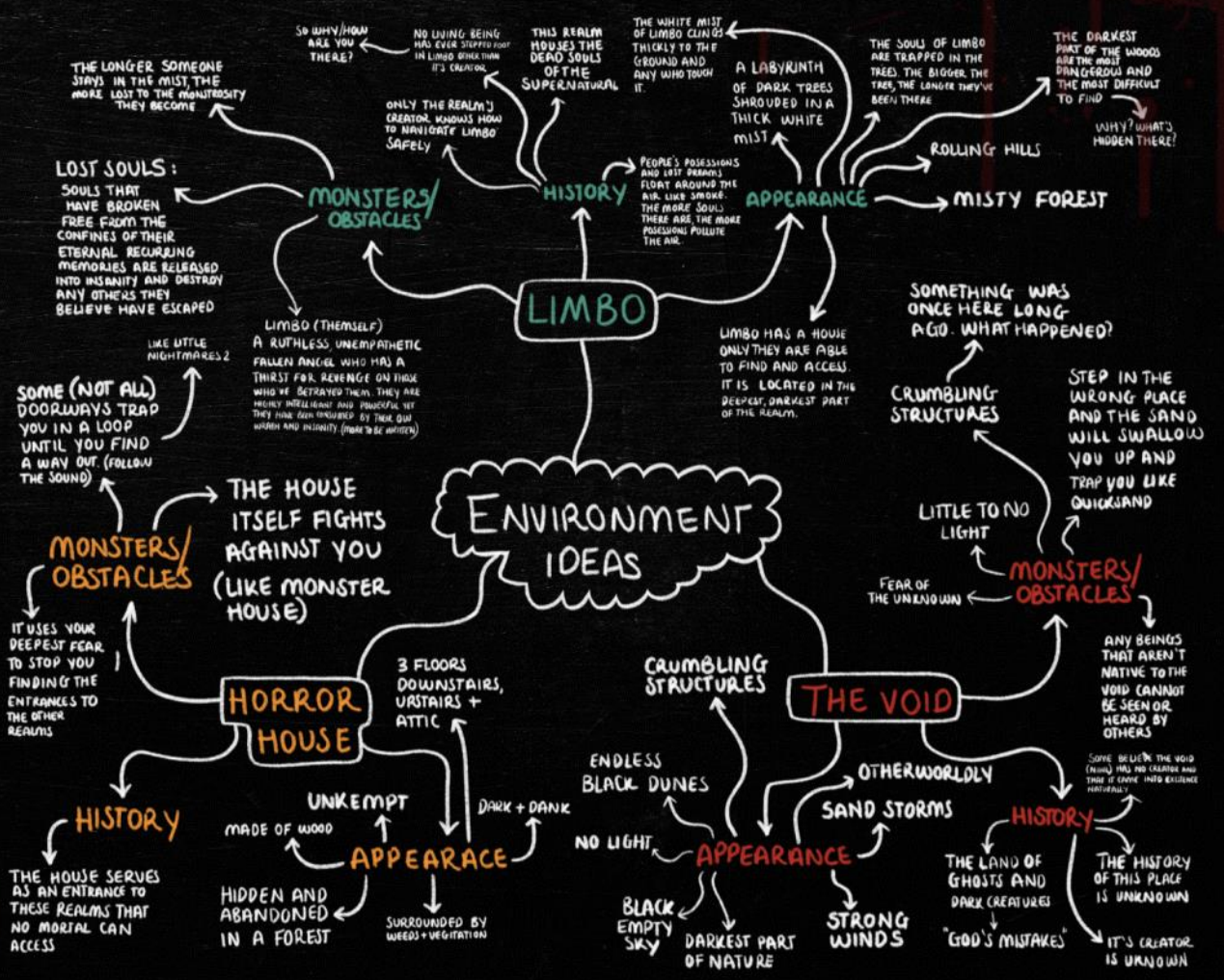
EMOTE DESIGNS



TITLE DESIGNS

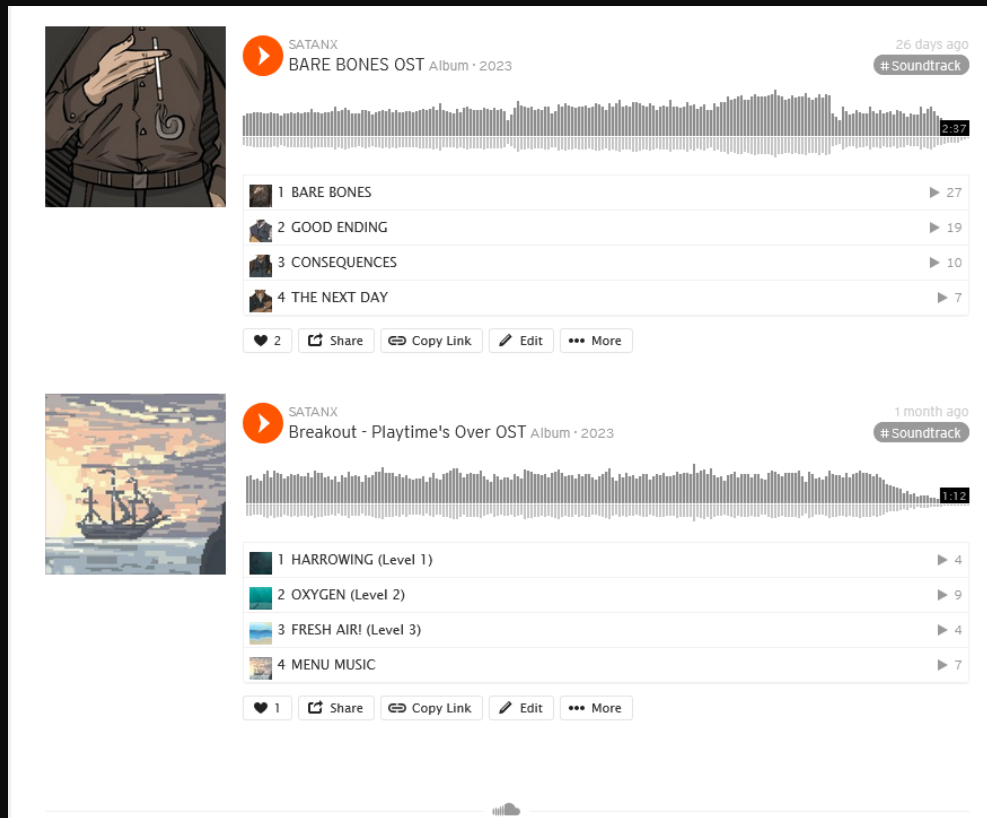


MINDMAPS



MUSIC

Find all music here:
<https://soundcloud.com/satanx69>



The screenshot displays two music tracks on the SoundCloud platform. The top track is 'BARE BONES OST Album · 2023' by SATANX, uploaded 26 days ago. It features a tracklist with four items: '1 BARE BONES' (27s), '2 GOOD ENDING' (19s), '3 CONSEQUENCES' (10s), and '4 THE NEXT DAY' (7s). The bottom track is 'Breakout - Playtime's Over OST Album · 2023' by SATANX, uploaded 1 month ago. It features a tracklist with four items: '1 HARROWING (Level 1)' (4s), '2 OXYGEN (Level 2)' (9s), '3 FRESH AIR! (Level 3)' (4s), and '4 MENU MUSIC' (7s). Both tracks include a waveform visualization and interactive buttons for liking, sharing, copying links, and editing.

Track 1: BARE BONES OST Album · 2023
SATANX · 26 days ago · # Soundtrack

- 1 BARE BONES ▶ 27
- 2 GOOD ENDING ▶ 19
- 3 CONSEQUENCES ▶ 10
- 4 THE NEXT DAY ▶ 7

Track 2: Breakout - Playtime's Over OST Album · 2023
SATANX · 1 month ago · # Soundtrack

- 1 HARROWING (Level 1) ▶ 4
- 2 OXYGEN (Level 2) ▶ 9
- 3 FRESH AIR! (Level 3) ▶ 4
- 4 MENU MUSIC ▶ 7



CHARACTER PROFILE + GAME NARRATIVE

Agwé

Age (Before Death): 8

Age In Death (The different playable Ages): 16, 26

Nationality: Spanish

History

In life:

After being abandoned as a child in the mid 17th century, Agwé was taken under the care of pirates, who fought against the Spanish in Port Royal at the age of 8. As a short-lived cabin girl, she was soon captured and hanged for association with piracy and thievery.

In Death (Game Narrative):

With her unexplained and mysterious abilities, Agwé grew up in the rough city of Port Abyss under the care of Zidane. Even at 14 years old, she was skilled in sleight of hand, tactical combat and navigation, all traits her father figure had taught her. She works hard but often gets herself into trouble with Akaset guards, trying to prove herself strong enough to fight in the supposed uprising people have been talking about in Port Abyss. However, one day, she caught a glimpse of something unfamiliar; Life. The realm of the dead was, at most times, a grim and gloomy land. But within this glimpse, she saw the light and beauty of life, however brief it was. She would continue to have these glimpses through her days in Port Abyss, eventually wishing she was alive, an aim most of the dead had long given up on.

Convinced the (Whirlpool) she'd seen from the highest points of Abyss had something to do with her goal of living and her lack of respect for Akaset authority, she decided to suggest her plans of investigation to Zidane. However, this did not go over well with the captain. The Whirlpool was forbidden for a reason, and after a long argument, he insisted that she didn't leave the city and have his few loyal allies watch over her.

Nevertheless, with her abilities and skills, she eventually escapes the city, so desperate for the life that was robbed from her. However, she hadn't considered the amount of security that surrounded the Whirlpool. After killing two guards, she was subdued and arrested before taken to Akaset's leader, whom she's grown to despise. Unaware of the repressing rebellion due to her actions, she managed to escape, solving puzzles and stealthily evading security. Once she escaped, she headed for Port Abyss, aiming to pass the Whirlpool until she saw Zidane and his allies trapped. Witnessing his death and being forced into hiding, Agwé was struck with painful guilt, feeling his death was her fault. She swore that day she would avenge his death and went into hiding in (Northeast Sector) along with the few friends she had made in Port Abyss.(Continues on next page)



Game Diagram Information



If chosen to remain in the hidden city:

The player's missions include gaining more supplies until Aylesbury. Akaset's leader, intervenes and conducts a search for the hidden city. This will consist of a fight in airships at the Trading Ports of Akaset before leading towards the hidden city where the final battle for Port Abyss will occur.

Freedom Ending:

Should the player win, the city is freed, and thus, the game's Freedom Ending takes place (Agwé takes over as leader of Akaset and Port Abyss).

Locker Ending:

Should the player lose and choose not to retry (to see where the story goes), they will see Agwé's capture and Port Abyss' destruction before Agwé is sent to 'The Locker' (is killed), where the game's **Locker Ending** will leave the player with a mysterious conclusion as she sees Zidane in the darkness before he speaks her name.

If chosen to fight and get her revenge:

Multiple choices regarding the tactics and battle strategy of the third and final Port Abyss uprising will be presented to the player, affecting their gameplay but not their results. After collecting enough supplies from Akaset's Trading Ports, the player will lead a small army into the city's capitol building and wreath Aylesbury in an eventual one on one boss fight.

False Hope Ending:

Should the player win, the same **Freedom Ending** from the previous decision will occur. However, after this, the game will end with a mysterious conclusion, suggesting a group of disgruntled army/naval men, who were loyal to Akaset and Aylesbury, will be back for revenge of their own.

Whirlpool Endings:

Should the player lose (and not retry), Agwé will witness the wreathing and capture of her comrades, her closest friend affording her and insisting that she take the chance to escape to the Whirlpool they spoke of often. The player's next mission will be to fight their way out of the capitol building and to the Whirlpool.

Don't Jump In:

They will decide not to jump in and experience the previous **Locker Ending** of the game.

Jump In:

This will result in them witnessing a flashback of all that Agwé has been through, the decisions the player has made, and the people the player has killed.

Depending on their honour level and how generously or mercilessly they've played the game, 1 of 2 Whirlpool endings will play out:

If Low Honour:

The **Locker Ending** will occur, however, Zidane will say "what have you done?" instead of being happy to see her. ("Bad Ending")

If High Honour:

Agwé will be sent the realm of the Living where she appears in Port Royal, only to see that its just been destroyed by the 1692 Earthquake. (True Ending)

ARTIST LOGO DESIGNS

