

The World

This is a world of admirable - yet self destructive- ambition.

Mankind's obsessive desire to plant their feet on every square inch of the earth, to explore the deepest caverns and cast lights into the darkest depths, sounded good on paper.

That was until the paper ran out, and those deepest caverns became our new homes.

Evolution works slowly; some countries adapt quickly to their surroundings, and others maintain shreds of their human-like features; very few retain their humanity.

Dark tunnels stretch for miles between settlements; the harsh reality of the surface world means that those who complete the difficult climbs are never seen nor heard from again.

Your task

- Come up with a character that fits into the world.
This could be a protagonist that the player controls - or not.
- Come up with an environment full of storytelling for your character to discover.
- Alternatively, think of how your character would turn it into an environment with a story.
What will encourage the player to look closer?
What will they find if they do?

PROMPTS (If you need 'em!)

- What is your game's [genre](#)? Horror, action, puzzle, survival?
 - When in this world's timeline is your game set?
 - What kind of evolution has everyone undergone?
- Does your character remember life before it all went underground?
 - What happens in non-settlement areas?
- What will become of the surface world, if anything?
 - Is humanity truly alone in the dark?

Take it away!

Feel free to start writing in the space below!

Character - Mirella was born in darkness. It is all she has ever known. When her mother dies and her father disappears, she and her brother are forced to leave their home, that tiny cave they had spent their entire lives in, to search for him. But the outside world is not what they were told. Her brother says it is wondrous outside the cave but all Mirella sees is darkness.

Game - the game follows Mirella as she searches out her missing father, who she fears has been kidnapped. Her little brother accompanies her but she world he sees is very different to

hers - the players world is dimly lit unless the brother describes it at which point the full extent of the room is revealed. Checkpoints are formed by leaving items with strong memories attached to them. When the pair encounter another person for the first time ever, they find out Mirella once had eyes. She does not anymore.

Character - Jargle, a mutated human with shrunken eyes and clawlike hands. Scavenges for cave moss, and is mostly harmless unless his precious collection is threatened.

Environment - Players will encounter his 'den' if they notice (and proceed through) a crack in the wall in one of the long tunnels, and may have to fight him if they get too close to any of it.

Otherwise, he hides in the dark hissing and thoroughly creeping them out - this is a horror / survival game and the moss may help satiate their hunger - if they dare to take it.

Character - \$%Y-2A

Background - Race of robots, with own systems/politics etc existing as a subculture in the underground caverns; mostly overlooked by the human inhabitants as they do not communicate with 'human' son), a smaller robot than many of his peers, but has grand designs for the robot parliament - staged a coup in the robot parliament (which, by the way, is housed in the storage room of an IKEA-like shop in the underground caverns). \$%Y-2A is also unique in being one of the few robots who can communicate with human dialect, making him a good character for the player to interact with - they may not be able to gain substantial information from \$%Y-2A but they can get a small sense of the alternative perspective the robots have on the caverns, and make the choice whether to alert the humans, or keep quiet - on the one hand, alerting the humans is a dick move (we kinda sympathise with the robots - they were created by humans and then effectively left to their own devices - obviously this idea is super original), on the other hand, the player may decide that \$%Y-2A is not actually *worth* listening to (bad mistake) and keep quiet. The - uh - 'nicest' option, is to keep quiet in sympathy with the robots, but this too has its complications - the robots wish to switch from synthetic matter to biological matter to fuel themselves, as they believe this would be more sustainable - the player doesn't have this detail. The robots effectively see themselves as superior to what they see as their maker turned to ruin - humans were supposed to be the mighty leaders, but now they are barely human - are robots the new humans? \$%Y-2A thinks so

Character - an old man, wisened from decades of scholarly research into the surface world, and one of the few whose ancestors passed down tall tales of the world before. He tends to cackle in his speech, almost randomly and as if he were insane, before falling into a deathly silence, as if mulling over the weight of a thousand lives. He sits deep in a sunken, dark cavern, at one of the lowest points of the settlement, lit only by the gentle flickering of candles set dangerously close to many flammable materials. The walls are draped in ancient cloth adorned with patterns from the old world. Stacks of paper and worn books litter the room, some organised neatly into piles, whilst others lay as scrawled messes with the chatterings of a madman etched upon them. Deep in the room, hidden in a chest under many used rock pencils, lays a tapestry set out like a tree. Upon closer inspection, it appears to be a family tree, detailing the many generations

of his family and leading all the way back to those who dwelled above the surface. In small writing at the bottom, beneath the lost children of the old man who died many years ago, are the words "we must be free". A half-packed backpack rests near the tapestry, a makeshift dagger and half complete map of the caverns rest inside.

Character - the player is a Grey Fox, part of a faction that preys on the pilgrims, traders, and wanderers making their ways from the lower depths into Ithica City. The setting is an abandoned battle ground, where another splinter of the Black Foxes have come into contact with the Ithica Phalanx. Strangely enough though, there are no signs of the area being detoxified (as the city guard always do) and none of the bodies have been scavenged (they're called the Grey Foxes for a reason). If the character chooses to explore, you will find more clues, weapons scattered, loot, marks on the bodies flung around. It will take some exploring, but with enough cleverness or tenacity, the character will see that whoever killed these people belonged neither to the Phalanx nor the Foxes. And they don't care about money. So what do they care about?