

# SIOXENT VILLE®

This document details the information and guidelines for the writer, event planner and designers for the Sioxent Ville® psychological horror series. The games will use the AfterPhase® Stygian engine.

Complex stories pivoted on the dark realities attract attention with unheralded conclusions and interpretations. Elaborately integrated scenarios and the backgrounds of the characters that appear in the game, one should be able to gain a deeper appreciation for the story.

'Humen' is spelled this way. It is a contraction of the word "human".

## *Relations:*

Story, lore, content, depictions, any and all relationships of any type, shape or form can **only** be of, and/or between biological, homosexual same-sex men; no exceptions. For more information, request the "humen\_r" document from the director.

The story and lore of Sioxent Ville games are consistent, very nuanced and more critically, subtle; precisely with its more intense and mature themes. **Understanding the nuances in subtly is required.**

The stories of these games are more focused on the subtly surrounding its protagonists rather than the town itself. The background and history of the town may very well be included in the game as documents, articles etc. The games will always contain riddles, poetry, allegory and puzzles ranging from simple to complex in par with the nuanced subtly and based on the difficulty level chosen at the title screen (*Easy, Normal, Hard*). The games will also feature multiple endings. The time/timeline/setting of all Sioxent Ville games **cannot** exceed **2001**.

## *History & Perception*

This is a very basic, general history on this town and what it 'is' in present. It's background of the acolytes' arrival can be extended further from here going forward.

*"Sioxent Ville was originally a large, secluded resort town on an Island (decide where on Earth and its name), until the Acolytes arrived the following millennium before its massive volcanic eruption. The town was left desolate, shrouded in mist. Sioxent Ville is oft sentient, projecting the bearer's realities and may administer punishment within their own troubled psyche in ways most wondrously strange."*

Sioxent Ville games takes primary focus of its protagonist and the unheralded darkness within their hearts. Characters whom ever visited Sioxent Ville in their past may be drawn back to the town in the rouse of pain, trauma or grieve. When the protagonist is in the town, it is shrouded in a thick mist. This is as "normal" as the town is perceived, it is referred to as 'Mist World'. However, monsters can still appear.

## *Anotherworld*

*"It's being invaded by another world... A world were someone's nightmarish delusions come to life."*

The 'Anotherworld' is a character's own darkness projected onto their own reality. Their surroundings physically morph into dark, unsettling, morbid, surreal and visceral imagery, a variation of his once-known surroundings; often dark and decrepit industrial ambience and a hazardous environment. Anotherworld is often triggered by certain actions the protagonist may do, or a key character in relation to the protagonist; primarily rousing any repressed pain, trauma or grieve. Other characters cannot physically see or experience one's anotherworld. Characters specifically with darkness in their hearts and/or troubled psyches may experience the anotherworld of their own accord. Characters who are pure without darkness never experience an anotherworld, and only see Sioxent Ville as it is without mist.

The monsters and their grotesque appearances are solely a manifestation of the protagonist's inner conscience, the darkness in his mind, darkness brewed from repression, his heart and any other characters' he may encounter within the town and within its proximity. Monster designs are rooted in character-centric motifs of the protagonists' and key characters' own darkness, pain and trauma. These monsters are not common beasts/zombies, etc, though they may be inspired by creature mythology.

Monsters manifested by other key characters encountered in the game may appear to the protagonist. However, the protagonist's perception of said monster(s) is solely based on their own perception based on what they perceive from said key character(s) encountered. For example one key character's manifested 'monster' may not be seen as monstrous to them at all, despite their pain associated with it. However, to the protagonist, they, themselves may perceive it as monstrous based on what they know or have come to know about the key character(s) overtime. Monsters in Sioxent Ville are but one of the many uses of nuances and subtly; from their designs, to their encounters and the locations they appear in.

The games share recurring elements primarily through allusions. The games will always feature 4 different endings: a 'Normal' ending, a 'Sin' (i.e. 'bad') ending, which can also be the 'Game Over' condition, a 'Neutral' ending, and a comedic 'UFO' ending for a bit of lightheartedness. Unlockables and New Game Redigere are expected to be unlocked post-game.

'Safe Rooms' are zones where the protagonist is free from any surrounding encounters and is where player will be able to save the game. These zones will appear in both the mist world and anotherworld. Safe Rooms contain a unique item the player would interact will to save the game. In the first game, Jeff Zidane is a writer, so, his save item would be a notepad and pen. Safe Rooms have its own background music, will be scattered throughout the area(s) both in the anotherworld and normal.

A stone slab is the first weapon found and common reoccurrence in this series.

For the most part, the silence is deafening, save for environmental ambience in some locations. Random noises cue, sudden crashes, objects falling, breaking, etc. commonly when the player would least expect it, breaks that silence. Music cues when monsters are near (most of the time, few times it may not), this is important now since there will not be a "radio" item to indicate a monster's proximity. Music cues of a monster proximity are horrific variations of the ambience and industrial melodic-like rhythm. Music used in cutscenes fit the scene appropriately. The games will feature a voice acting cast. Some key items for progression are to be hidden in the most unexpected places, such as a key in a candy bag, or in a soda can, etc. A player's condition ("Condition") is displayed in the player's menu as a small, portable ECG oscilloscope vitals monitor with the text string beneath it reading:

**"OK"** (HP ≤ 100 - 80%), **"Fine"** (HP ≤ 70-40%) and **"Critical"** (HP ≤ 30%).

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A few or more of the following themes must be included, explored:

- Suicide
- Nihilism
- Gyromancy
- Abuse
- Addiction
- Body image/shaming
- Brainwashing, peer pressure, and herd mentality
- Bullying
- Catharsis
- Corruption
- Cultural assimilation
- Death
- Depression, grief, mental illness
- Dreams and nightmares (the conscious and subconscious)
- Euthanasia and the right to die
- Existentialism
- Fear
- Greed
- Guilt and shame
- Oppression
- Hope and despair
- Psychosexual
- Identity
- Irony
- Justice, injustice, and revenge
- Loneliness
- Love and hate
- Misanthropy
- Murder
- Pain and suffering
- Psychology
- Philosophy
- Repression
- Rebirth
- Redemption and forgiveness
- Delusion of Religion and occultism
- Self-harm
- Sexual Frustration
- 'Nature' is referred to as 'Father Nature' or simply 'Nature'.
- Strength and weakness
- The meaning of happiness through sorrow
- The meaning of morality
- Trauma and post-traumatic stress disorder
- Trust and betrayal
- Truth and lies
- Relationships