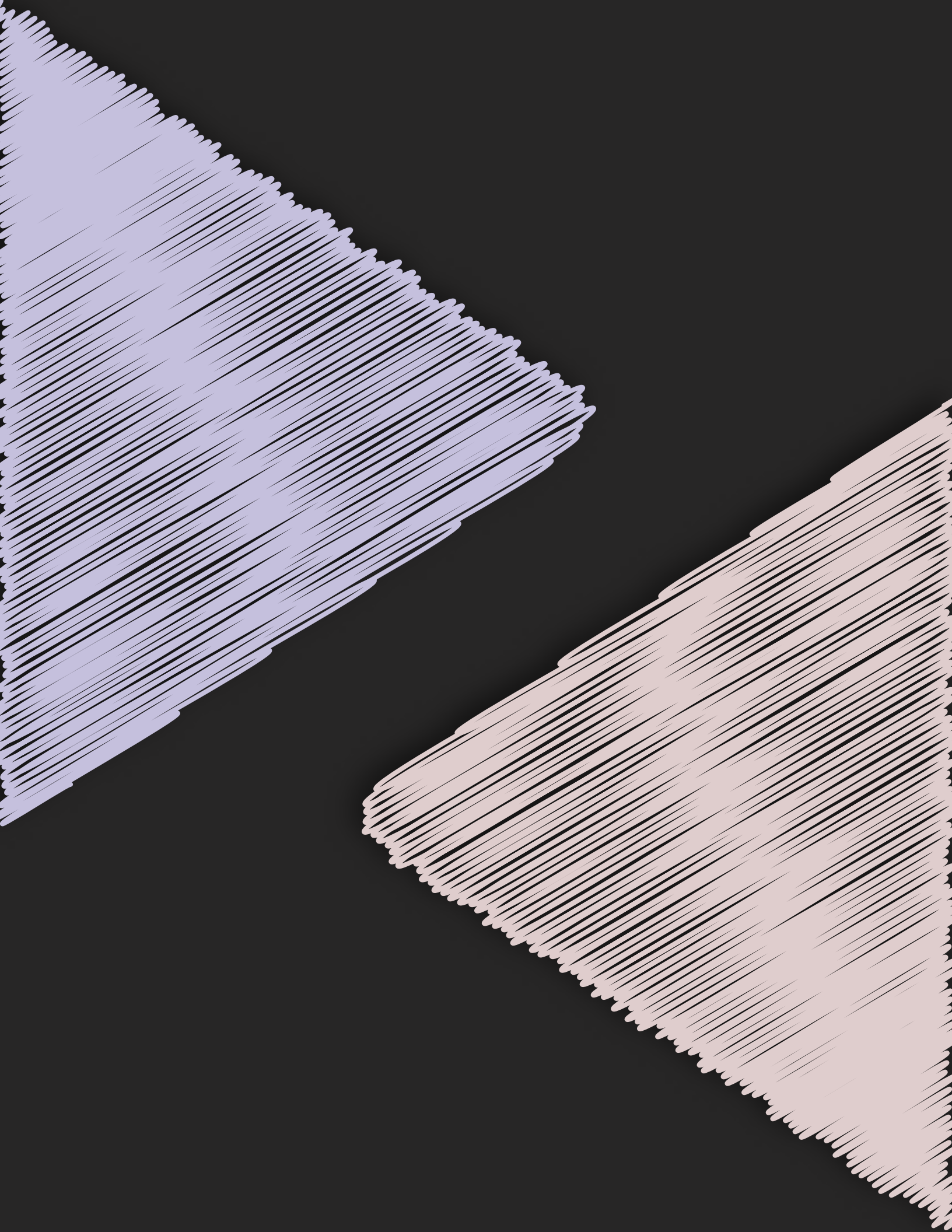


BEYOND THE PALE



BEYOND THE PALE

CONTENTS OVERVIEW

TIMELINE

MAP BEATS

STORYWORLD AESTHETIC

SIMPLE STORY, SUPER STORY, SIDE STORY

SIMPLE STORY

SUPER STORY

SIDE STORIES

CHARACTER BREAKDOWN

ALIGNMENT

AFFILIATION

CHARACTER TYPE

PHYSICAL ATTRIBUTES

PERSONALITY

RELATIONSHIPS

DESIRES/MOTIVATIONS (COMING SOON)

ABILITIES (COMING SOON)

KEY ARTIFACTS, WEAPONS, & WEARBLES (COMING SOON)

FACTIONS & SUPPORTING CAST

ORGANIZATION I

SYMBOLS

WARDROBE

GENERAL INFORMATION

LOCATION

ORGANIZATION II

SYMBOLS

WARDROBE

GENERAL INFORMATION

LOCATION

ORGANIZATION III

SYMBOLS

WARDROBE

GENERAL INFORMATION

LOCATION

WORLD SETTINGS

THE HOMESTEAD

DISTRICTS (COMING SOON)

FIRST STEP

DISTRICTS (COMING SOON)

CAPITAL CITY, ELYSIAN FIELDS

DISTRICTS (COMING SOON)

NOTABLES

NOTABLE WEAPONS

NOTABLE CLOTHING/ARMOR

NOTABLE ITEMS & COLLECTIBLES

MENUS & INTERFACE

MAIN MENU

LAUNCH SCREEN

PAUSE MENU

ON OPEN

SAVE MENU

ON OPEN

LEVEL DESIGN & ART DIRECTION TOOLS

LEVEL DESIGN TOOLS

ENVIRONMENTAL STORYTELLING

PLOT

HIGH LEVEL CONCEPT AND PERIPHERAL INFORMATION

GENRE X+YS

CLOSEST COMPETITORS

FALLOUT

DISCO ELYSIUM

THEME

TARGET AUDIENCE

THE MYTHOLOGIST

THE ROLE PLAYER

STORYWORLD

WORLD BUILDING

OVERVIEW

LOGLINE: WHAT HAPPENS AFTER THE DUST SETTLES? IN A WORLD WHERE POWER WENT UNCHECKED, YOU EXIST IN THE AFTERBIRTH. UNCOVER HOW YOU ARE A KEY ELEMENT TO SECURING AND SAFEGUARDING YOUR FUTURE IN THE APOCALYPSE.

TAGLINE:

GENRE: ACTION-ADVENTURE, DRAMA, DARK COMEDY

SYNOPSIS:

NEARLY A CENTURY HAS PASSED SINCE THE WORLD COLLAPSED AS A RESULT OF UNREGULATION AND OVERLOAD. WHAT REMAINS OF HUMANITY IS BROKEN. MOST PEOPLE LIVE IN SHELTERED ANONYMITY - IN HOMESTEADS, BUNKERS, SURVIVAL OUTPOSTS, AND OTHER APOCALYPTIC BOONDOCKS. LAW IS SCARCE, AND THE NATURAL WORLD DOMINATES ORDER. THIS IS THE **NEW WORLD**.

IN THE TIME THAT HAS PASSED, YOU WERE BORN. RAISED ALONE BY YOUR GRANDFATHER, A MAN WHO REMEMBERS WHAT IT'S LIKE TO LIVE IN THE **OLD WORLD**. YOUR GRANDFATHER HAS BEEN GOOD TO YOU. HE'S TAUGHT YOU RIGHT FROM WRONG; HOW TO BUILD A BETTER WORLD. GRANDPA HAS SHOWN YOU PEOPLE ARE WORTH FIGHTING FOR.

WHEN GRANDPA RETURNS ONE DAY FROM SCAVENGING NOT A SITE, BUT A CAMP, WITH A CURIOUS PIECE OF TECHNOLOGY OF UNKNOWN ORIGIN, HE UNKNOWINGLY EXPOSES YOUR PEACEFUL LIFE TO VIOLENT RETRIBUTION IN THE LANGUAGE OF THE **NEW WORLD**. AS A PROMISE TO YOUR GRANDFATHER AND EVERYTHING HE TRIED TO BUILD, EVERYTHING HE KNEW TO BE TRUE IN A DISTANT WORLD, YOU MUST UNCOVER THE SIGNIFICANCE OF THIS RELIC AND FIGHT FOR A BETTER WORLD.

TIMELINE

- 1969** MAN ON THE MOON; SUMMER OF LOVE
- 1980** REAGAN ELECTED; REAGANOMICS
- 1981-89** REAGAN SHOT; WAR ON DRUGS; IGNORING AIDS CRISIS
- 1991** AMERICAN FIRST OIL WAR IN KUWAIT
- 1993** GRANDPA SHEP IS BORN
- 2000** WELCOME TO THE NEW WORLD!
- 2001** TERRORIST ATTACKS; PERMANENT SHIFT IN US CULTURE
- 2003** AFGHANISTAN, WAR ON TERROR
- 2004** YOUR LIFE, NOW ONLINE!
- 2007** A COMPUTER IN YOUR POCKET
- 2012** THE MAYAN'S ESTIMATION OF THE END OF THE WORLD
- 2016** TRUMP ELECTED
- 2020** GLOBAL PANDEMIC
- 2025** THE BEGINNING OF THE END
- 2027** FIRST RESOURCE WAR
- 2030** CLIMATE CHANGE REACHES POINT OF NO RETURN
- 2032** BEGINNING OF RESOURCE RATIONING
- 2039** SECOND RESOURCE WAR; "ARMAGEDDON ADVERTISING"
- 2044** STOCK MARKET CLOSURE AS BILLIONAIRES LEAVE FOR MARS
- 2045** GOV'T DECLARES "SOCIETAL COLLAPSE"
- 2055** FIRST POSTWAR TRIBES ESTABLISH THEMSELVES
- 2064** PLAYER IS BORN; PARENTS PERISH IN STORM
- 2085** PRESENT DAY

MAP BEATS

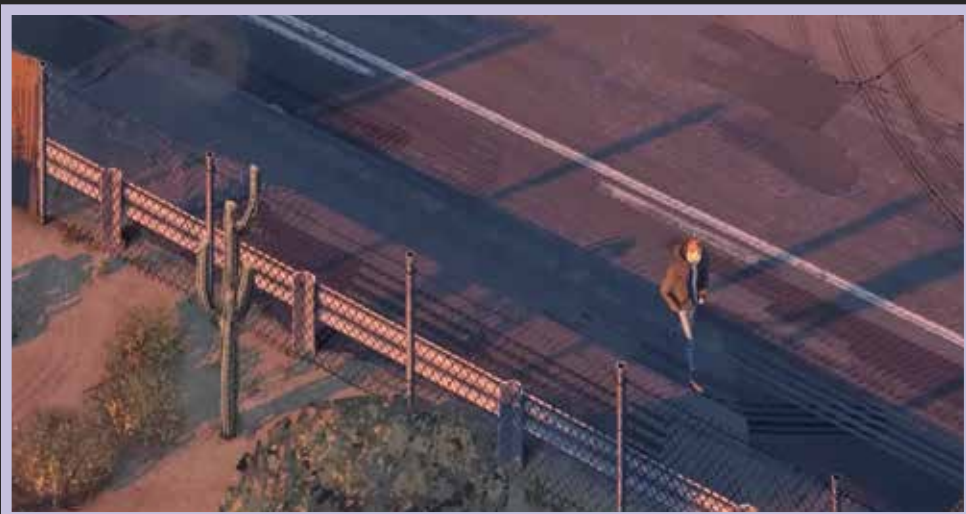
PLEASE NOTE: BEYOND THE PALE IS A NONLINEAR OPEN-WORLD GAME WHICH UTILIZES EXPLORATION AS A KEY MECHANIC. PLAYERS WILL COME ACROSS DIFFERENT THINGS AT DIFFERENT TIMES, ESPECIALLY IF THEY EXPLORE MORE. BECAUSE OF THIS, THERE IS NO “TRADITIONAL” LEVEL SEQUENCE FOR THE PLAYER TO FOLLOW, RATHER, THERE WILL ONLY BE THE MAIN QUESTLINE WHICH WILL BE TRIGGERED AT THE TIME IT NEEDS TO BE COMPLETED IN THE MAIN STORY SEQUENCE. THE SEQUENCING OF THE MAIN STORYLINE QUESTS ARE TO BE CONSIDERED THE LEVELS.

LEVEL I

IN A LOOSE DEFINITION, THE BEGINNING OF THE GAME AND MUCH OF THE TUTORIAL PLAY IT WILL INVOLVE, IS TO BE CONSIDERED “LEVEL ONE”. LEVEL ONE WILL TAKE PLACE ON THE SECLUDED ISLET WHERE THE PLAYER’S HOMESTEAD COMMUNITY RESIDES. DURING THIS LEVEL BEAT, THE PLAYER WILL HAVE THE CHANCE TO LEARN THE MAIN MECHANICS OF THE GAME, WHICH INCLUDE SHOOTING, DIALOGUE INTERACTION WITH NPCs, AND OF COURSE, EXPLORATION. THE PLAYER WILL ALSO BE INTRODUCED TO THE MAIN STORYLINE AS A WHOLE BEFORE MOVING ONTO THE NEXT PORTION OF THE MAIN QUESTLINE.

BEYOND THE PALE IS A NONLINER GAME WHICH GIVES PLAYERS THE FREEDOM TO CHOOSE. SHOULD A PLAYER WISH TO IGNORE ANY TUTORIAL GUIDES THAT SHOW THEM HOW TO PLAY OR INTERACT WITH THE GAME MECHANICS, THEY ARE ENTITLED TO THAT CHOICE.

STORYWORLD AESTHETIC



SIMPLE STORY

BEYOND THE PALE IS A STORY-DRIVEN RPG PLAYED FROM A FIRST-PERSON PERSPECTIVE IN WHICH PLAYERS FOLLOW A NONLINEAR PLOTLINE TO DEFEAT THE DE FACTO REGIME. THE GAME FEATURES OPEN-WORLD EXPLORATION, SHOOTER MECHANICS, A NARRATIVE-HEAVY PLOTLINE, AND A DIEGENIC INVENTORY SYSTEM.

USING REAL-WORLD ISSUES TO BOTH SATIRIZE CONTEMPORARY POLITICAL ISSUES AND ADVISE PLAYERS ON THE IMPORTANCE FIGHTING FOR A BETTER WORLD, PLAYER EMPHASIS IS PUT ON THE IMPORTANCE OF MAKING CONSCIOUS CHOICES.

NEARLY A CENTURY HAS PASSED SINCE THE WORLD COLLAPSED AS A RESULT OF TECHNOLOGICAL OVERLOAD. WHAT REMAINS OF HUMANITY IS BROKEN. MOST PEOPLE LIVE IN SHELTERED ANONYMITY - IN HOMESTEADS, BUNKERS, SURVIVAL OUTPOSTS, AND OTHER APOCALYPTIC BOONDOCKS. LAW IS SCARCE, AND THE NATURAL WORLD DOMINATES ORDER. THIS IS THE NEW WORLD.

FAR REMOVED FROM THE WORLD, YOU GREW UP IN A HOMESTEADING COMMUNITY. BROKEN OFF FROM THE MAINLAND, YOUR SMALL ISLAND IS SHELTERED NATURALLY. IT IS HERE AMONG THE MOUNTAINS AND TREES WHERE YOUR GRANDFATHER, A MAN NAMED SHEP, PLAYED AN INTEGRAL ROLE IN ESTABLISHING THIS COMMUNITY NEARLY FORTY YEARS AGO.

IN THE TIME THAT HAS PASSED SINCE SOCIETY COLLAPSED AND THE FINAL REMNANTS OF THE AMERICAN GOVERNMENT RETREATED INTO ITSELF, YOU WERE BORN. RAISED ALONE BY YOUR GRANDFATHER, A MAN WHO REMEMBERS WHAT IT'S LIKE TO LIVE IN THE OLD WORLD.

YOUR GRANDFATHER HAS BEEN GOOD TO YOU. HE'S TAUGHT YOU RIGHT FROM WRONG; HOW TO BUILD A BETTER WORLD. GRANDPA HAS SHOWN YOU PEOPLE ARE WORTH FIGHTING FOR.

IN THE TIME SINCE SOCIETY FELL, MOST PEOPLE SCAVENGE FOR RESOURCES THEY CAN USE, OR BARTER AMONG TRADERS. THIS IS YOUR GRANDFATHER'S CHOSEN PROFESSION. IT IS THROUGH KEEN SCAVENGING AND SHREWD TRADING THAT YOUR HOMESTEADING COMMUNITY HAS BECOME WHAT IT IS TODAY, A SANCTUARY WITH PEOPLE, ELECTRICITY, AND SECURITY. IT IS HERE WHERE OUR STORY BEGINS.

WHEN GRANDPA RETURNS ONE DAY FROM SCAVENGING NOT A SITE, BUT A CAMP, WITH A CURIOUS PIECE OF TECHNOLOGY OF UNKNOWN ORIGIN, HE UNKNOWINGLY EXPOSES YOUR PEACEFUL LIFE TO VIOLENT RETRIBUTION IN THE LANGUAGE OF THE **NEW WORLD**.

RAIDERS COME IN THE NIGHT TO RECOVER WHAT WAS STOLEN FROM THEM, AND, IN THE PROCESS, DESTROY EVERYTHING YOU KNOW. AS A DYING WISH, YOUR GRANDFATHER SACRIFIES HIMSELF TO SECURE YOUR SAFETY WITH THIS RELIC, UNDERSTANDING IT IS NOT TO FALL INTO THE WRONG HANDS.

AS A PROMISE TO YOUR GRANDFATHER AND EVERYTHING HE TRIED TO BUILD, EVERYTHING HE KNEW TO BE TRUE IN A DISTANT WORLD, YOU MUST UNCOVER THE SIGNIFICANCE OF THIS RELIC AND FIGHT FOR A BETTER WORLD.

IT IS UP TO THE PLAYER HOW THEY SHAPE THEIR JOURNEY. THE PLAYER WILL BE GUIDED VIA QUESTLINE TO COMPLETE THE MAIN STORY, BUT **BEYOND THE PALE** IS A BRANCHING STORY SO THE PLAYER CAN SHAPE THEIR OUTCOME IN A VARIETY OF WAYS.

USING YOUR STORAGE **D.E.C.K.** AS A GUIDE, THE PLAYER WILL ENCOUNTER DIFFERENT PEOPLE, FACTIONS, QUESTS, AND NARRATIVE LORE TO HELP THEM DETERMINE HOW THEY SHOULD APPROACH UNCOVERING WHAT THEY CAN DO AND HOW THEY WISH TO INPUT THEIR EFFECT ON THE WORLD.

SUPER STORY

- HOW AND WHY THE ERA OF LATESTAGE CAPITALISM CAME TO BE
- WHAT KIND OF EFFECTS UNREGUALTED CAPITALISM WILL CAUSE ON PEOPLE AND THE PLANET
- HOW THERE CAME TO BE A LARGE DIVISION BETWEEN THE UPPER AND LOWER CLASS, LARGELY ELIMINATING THE MIDDLE CLASS AND WHAT THIS MEANS
- HOW RESOURCES BECAME SCARCE AND PROFIT BECAME THE MAIN MOTIVATION
- HOW CONSTANT WAR BECAME A REALITY
- WHY BILLIONARES LEFT IN SEARCH FOR LIFE ON MARS
- WHAT BECAME OF ABANDONMENT
- WHY SOCIETAL COLLAPSE EMERGED
- WHAT SURVIVES FROM THE ASHES
- WOW FUTURE GENERATIONS FIT INTO THE PICTURE OF A POSTAPOCOLYPTIC WORLD

SIDE STORIES

GRANDPA SHEP	MILITIA LEADER	INDIVIDUAL 8
PLAYER'S PARENTS	INDIVIDUAL 5	INDIVIDUAL 9
FIRST ALLY	INDIVIDUAL 6	INDIVIDUAL 10
MAIN ANTOGNIST	INDIVIDUAL 7	INDIVIDUAL 11

LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO LABORIS NISI UT ALIQUIP EX EA COMMODO CONSEQUAT. DUIS AUTE IRURE DOLOR IN REPREHENDERIT IN VOLUPTATE VELIT ESSE CILLUM DOLORE EU FUGIAT NULLA PARIATUR. EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

LOREM IPSUM DOLOR SIT AMET, CONSECTETUR ADIPISCING ELIT, SED DO EIUSMOD TEMPOR INCIDIDUNT UT LABORE ET DOLORE MAGNA ALIQUA. UT ENIM AD MINIM VENIAM, QUIS NOSTRUD EXERCITATION ULLAMCO LABORIS NISI UT ALIQUIP EX EA COMMODO CONSEQUAT. DUIS AUTE IRURE DOLOR IN REPREHENDERIT IN VOLUPTATE VELIT ESSE CILLUM DOLORE EU FUGIAT NULLA PARIATUR. EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

EXCEPTEUR SINT OCCAECAT CUPIDATAT NON PROIDENT, SUNT IN CULPA QUI OFFICIA DESERUNT MOLLIT ANIM ID EST LABORUM.

CHARACTER BREAKDOWN

PROTAGONIST (CANNONICAL)

ALIGNMENT

THE PLAYER CHARACTER IS A FULLY CUSTOMIZABLE AVATAR. THE WAY A PLAYER CHOOSES TO ALIGN THEIR CHARACTER IS UP TO THEM AND THEIR PLAYSTYLE AND/OR PERSONAL BELIEFS. HOWEVER, IN A STRICTLY CANNONICAL SENSE, THIS IS WHO THE PLAYER CHARACTER IS MEANT TO BE:

GOOD:

A GOOD-NATURED INDIVIDUAL WHO ALWAYS SEEKS TO UNDERSTAND AND DO THE RIGHT THING. SOMETIMES, THAT IS EASIER SAID THAN DONE.

APPEARANCE

THE PLAYER CHARACTER IS A FULLY CUSTOMIZABLE AVATAR. THE WAY A PLAYER CHOOSES TO ALIGN THEIR CHARACTER IS UP TO THEM AND THEIR PLAYSTYLE AND/OR PERSONAL BELIEFS. HOWEVER, IN A STRICTLY CANNONICAL SENSE, THIS IS THE ART DIRECTION:



AFFILIATION

THE PLAYER CHARACTER IS A FULLY CUSTOMIZABLE AVATAR. THE WAY A PLAYER CHOOSES TO ALIGN THEIR CHARACTER IS UP TO THEM AND THEIR PLAYSTYLE AND/OR PERSONAL BELIEFS. HOWEVER, IN A STRICTLY CANNONICAL SENSE, THIS IS WHO THE PLAYER CHARACTER IS MEANT TO ALIGN WITH:

(MILITIA GROUP - TBD)

CHARACTER TYPE

THE PLAYER CHARACTER IS A FULLY CUSTOMIZABLE AVATAR. THE WAY A PLAYER CHOOSES TO ALIGN THEIR CHARACTER IS UP TO THEM AND THEIR PLAYSTYLE AND/OR PERSONAL BELIEFS. HOWEVER, IN A STRICTLY CANNONICAL SENSE, THIS IS WHO THE PLAYER CHARACTER IS MEANT TO BE:

GOOD-NATURED

CHARACTER BREAKDOWN

PROTAGONIST (CANNONICAL)

PERSONALITY

THE PLAYER CHARACTER IS A FULLY CUSTOMIZABLE AVATAR. THE WAY A PLAYER CHOOSES TO ALIGN THEIR CHARACTER IS UP TO THEM AND THEIR PLAYSTYLE AND/OR PERSONAL BELIEFS. HOWEVER, IN A STRICTLY CANNONICAL SENSE, THIS IS WHO THE PLAYER CHARACTER IS MEANT TO BE:

EDUCATED: KNOWING YOUR HISTORY AND HOW TO SURVIVE IN A PALE WORLD IS ESSENTIAL.

KIND: IT'S ALWAYS GOOD TO BE GOOD.

NAIVE : GROWING UP ISOLATED HAS ITS PITFALLS.

STUBBORN: PERSERVERANCE IS INTEGRAL. (AND, ALSO ESSENTIAL WHEN YOU'RE MEANT TO PLAY A GAME THROUGH TO THE END.)

RELATIONSHIPS

PERSON 1:

PERSON 2:

AFFILIATION 1: OUTSPOKENLY SUPPORTIVE OF THE MILITIA AND WHAT THEY FIGHT FOR. DEPENDING ON THE PLAYER'S CHOICES, THEIR PLAYER CAN BECOME A MEMBER.

PLEASE NOTE:

THIS DESIGN DOCUMENT IS A WORK IN PROGRESS, SUBJECT TO CHANGE. THE STORYLINE, ART DIRECTION, CHARACTER DESIGN, AND OVERALL GAME DEVELOPMENT ARE IN AN ALPHA STAGE.

CHARACTER BREAKDOWN

MAIN ANTAGONIST

ALIGNMENT

EVIL:

TYPICAL VILLIAN. SELF-SERVING.

SUAVE:

CHARASMATIC TO A FAULT. A PERSON WHO UNDERSTANDS THE EASIEST WAY TO MANIPULATE OTHERS IS A TRUE COMMAND OF LANGUAGE.

TWO-FACED:

GIVES TO OTHERS. THEN, TAKES HIS CHARITY BACK WITH INTEREST BEHIND THE BACKS OF THOSE HE USED FOR LEVERAGE.

APPEARANCE

ADULT, LATE 30s

SHORT HAIR, FINGERWAVES; DARK

DARK EYES; HOODED, SMALL

TIGHT MOUTH

DULL EYES

PALE, PINK UNDERTONE

THIS IS THE ART DIRECTION:



AFFILIATION

A MAN OF THE PEOPLE, NOT FOR THE PEOPLE. SOMEONE WHO KNOWS WHAT'S GOING ON, AND HOW TO CONTROL THE NEXT STEP.

SPEARHEADED AND CURRENT CHAIR OF THE ORGANIZATION WHICH DEMANDS AND TAKES WITHOUT FORGIVENESS.

UNABLE TO SEE THE DAMAGE THAT'S BEING DONE, OR UNABLE TO EMPATHIZE WITH THOSE WHO ARE BEING HURT, A TRULY BLACKHEARTED MAN.

CHARACTER TYPE

- EVIL
- MANIPULATIVE
- SUAVE
- CHARASMATIC
- WEALTHY
- OBSERVANT

CHARACTER BREAKDOWN

MAIN ANTAGONIST

PERSONALITY

CHARASMATIC:

IT'S EASIER TO MAKE FRIENDS WITH A SMILE!

AWARE,

UNEDUCATED:

IF YOU STAY READY, YOU NEVER HAVE TO GET READY. HE KNOWS WHAT'S GOING ON, AND HOW IT IMPACTS HIM.

ROTTEN:

A MAN TOO FAR GONE. SELFISH. NASTY. JUST GROSS.

GREEDY:

CHOKED ON YOUR OPULENCE. WONDER WHY IT KILLED YOU.

RELATIONSHIPS

PERSON 1:

PERSON 2:

AFFILIATION 1: ONE OF THE MOST ACTIVE MEMBERS. OUTSPOKEN WITH HIS MOTIVES, BUT MOVES WITH SILENT PRECISION.

PLEASE NOTE:

THIS DESIGN DOCUMENT IS A WORK IN PROGRESS, SUBJECT TO CHANGE. THE STORYLINE, ART DIRECTION, CHARACTER DESIGN, AND OVERALL GAME DEVELOPMENT ARE IN AN ALPHA STAGE.

CHARACTER BREAKDOWN

FIRST ALLY

ALIGNMENT

GOOD:

A GOOD-NATURED INDIVIDUAL WHO ALWAYS SEEKS TO UNDERSTAND AND DO THE RIGHT THING. SOMETIMES, THAT IS EASIER SAID THAN DONE.

NEUTRAL, OBSERVER:

UNDERSTANDING THAT SOMETIMES THE BEST THING TO DO IS WAIT AND SEE, ACTING UPON THE GREATER FEELINGS THAT CONTROL THE HEART IS HARD. A NEUTRAL TONGUE IS ONLY BENEFICIAL FOR SO LONG.

APPEARANCE

YOUNG ADULT, EARLY 20s

LONG, WAVY HAIR; BRUNETTE

BROWN EYES

BIG SMILE

BRIGHT EYES

LIGHT, TAN, OLIVE UNDERTONE

THIS IS THE ART DIRECTION:



AFFILIATION

IT'S IMPORTANT TO FIGHT THE GOOD FIGHT, YOU JUST DON'T KNOW HOW.

BEING EXPOSED TO EXTERNAL FACTORS OF POVERTY AND STARVATION IN YOUR FORMATIVE YEARS CAUSED DEEPLY SET RESENTMENT TO TAKE HOLD IN YOUR HEART, ALONG WITH FEAR. A CONTROLLING FACTOR, FEAR HAS ALWAYS GUIDED YOUR ACTIONS. WHILE YOU BELIEVED YOU WERE BEING CAUTIOUS AND LOOKING AFTER ONLY WHAT YOU COULD CONTROL, YOU ADMIRE THE CAUSE WHICH FACES FEAR AND FIGHTS THE UNCERTAIN ANYWAY FOR THE HOPE OF A BETTER TOMORROW.

CHARACTER TYPE

- GOOD-NATURED
- FRIENDLY
- FLIGHTY
- OBSERVANT

CHARACTER BREAKDOWN

PERSONALITY

FRIENDLY:

BEING CONSTANTLY EXPOSED TO DIFFERENT KINDS OF PEOPLE WILL AFFECT YOU CHARM (IN A GOOD WAY!)

LEARNED:

LIVING IN CONSTANT CHANGE TEACHES YOU A LOT ABOUT THE WORLD.

CAUTIOUS:

LIVING IN A TOWN FREQUENTED BY ALL KINDS OF PEOPLE RESULTS IN HESITANCY.

FLIGHTLY:

YOU NEVER KNOW UNTIL IT'S TOO LATE. IT'S BETTER TO BE SAFE THAN SORRY.

RELATIONSHIPS

PERSON 1:

PERSON 2:

AFFILIATION 1: OUTSPOKENLY SUPPORTIVE OF THE MILITIA AND WHAT THEY FIGHT FOR. NOT A FORMAL MEMBER, BUT A DEFINITE ADMIRER.

PLEASE NOTE:

THIS DESIGN DOCUMENT IS A WORK IN PROGRESS, SUBJECT TO CHANGE. THE STORYLINE, ART DIRECTION, CHARACTER DESIGN, AND OVERALL GAME DEVELOPMENT ARE IN AN ALPHA STAGE.

FACTIONS AND ORGANIZATIONS



WARDROBE

IN A WORLD RECOVERING FROM ABUSE AND NEGLECT, PEOPLE RARELY HAVE THE TIME OR MANPOWER TO UNDERTAKE FASHION MERCHANDISING. FOR A GROUP CONCERNED WITH THE NEEDS OF THE COLLECTIVE, UNITY COMES FROM SINGULARITY. WELL, AT LEAST A *SINGULAR* IDENTIFYING PIECE OF ARMOR.

MEMBERS USUALLY WEAR WHATEVER PROTECTIVE GEAR THEY CAN FIND, (OR MAKE IF THEY ARE INDUSTRIOUS ENOUGH TO DO SO) BUT ALWAYS INCLUDE A SCRAP OF RED FABRIC TO SIGNIFY THEIR ALLIGIENCE TO THE PEOPLE AND THEIR RANK IN THE MILITIA.

GENERAL INFORMATION

A GROUP WHICH AROSE FOR THE PURPOSE OF FIGHTING FOR THE PEOPLE. NEVER LUCKY ENOUGH TO HAVE ENOUGH, IT IS A LONG ROAD AND A HARD FIGHT FOR ANYONE WHO JOINS.

*ALWAYS ACCEPTING NEW MEMBERS!

LOCATION

MEMBERS CAN BE FOUND ALL OVER, BUT THE HEADQUARTERS FOR THIS MILITIA CAN BE FOUND IN THE CENTER OF THE FIGHT. AT THE NEXUS OF ALL ROADS, THERE EXISTS THE BUILDING'S HEADQUARTERS.

FACTIONS AND ORGANIZATIONS



WARDROBE

MEMBERS HAVE A DISTINCTIVE APPEARANCE. UNLIKE A MILITARY UNIFORM WHICH IS IDENTICAL, THESE RANKING MEMBERS COME CLOSE, MIRRORING EACH OTHER'S STYLE ALMOST EXACTLY. UNAWARE THAT THEY ARE INCAPABLE OF EXPRESSING THEMSELVES BEYOND PLATITUDES, MEMBERS MIMIC EACH OTHERS WAY OF DRESS AND SPEECH DOWN TO THE LETTER AS A WAY TO APPEAR AS A UNIFIED FRONT.

COLOR VARIATIONS EXIST, BUT THE OVERALL LAYERING AND SILHOUETTE REMAIN THE SAME, ACTING AS A DISTINCT MONIKER.

GENERAL INFORMATION

SOME WOULD ARGUE THE MOST EVIL THING TO BE IS WITHOUT CAUSE. IF YOU DON'T SPEAK FOR YOURSELF, WHO ARE YOU REALLY SPEAKING FOR?

MOST MEMBERS FIND THEMSELVES AMONG THE RANKS BY CIRCUMSTANCE, CONTENT WITH "MAKING THE BEST OF A BAD SITUATION." DEMOCRACY DIES SITTING STILL.

LOCATION

NO SINGLE HEADQUARTERS. SPREAD OUT ALL OVER, WITH THE HIGHEST CONCENTRATION OF MEMBERS IN AREAS OF HIGH COMMERCE.

FACTIONS AND ORGANIZATIONS



WARDROBE

TWO UNIFORMS EXIST - SUITS AND SUITS. THE FIRST IS BUSINESS-LIKE. A TWO OR THREE-PIECE SET CONSISTING OF BLAZER, VEST AND PANTS, PAIRED WITH A DRESS SHIRT AND SHOES. A SMART LOOK MEANT TO CARRY AN AIR OF COMPOSURE, CONFIDENCE. THE SECOND IS A SUIT OF ARMOR. LARGELY CONSISTING OF CARBON FIBER, KEVLAR, OR STURDY METAL PIECES, THIS SUIT IS MADE FOR ONE THING: VICTORY.

GENERAL INFORMATION

INHERITANCE PLAYS A LARGE PART. WHETHER IT'S STATUS, MONEY, OR LOCATION, MEMBERS ARE BORN INTO THE RANKS. HOWEVER, NO GREATER CONCENTRATION OF DISCONTENT CAN BE FOUND ELSEWHERE. PSEUDOCCELLS POP UP EVERYWHERE, EACH WITH THEIR OWN "CORRECT" SET OF RULES AND INTERPRETATIONS OF LIVING. ANGER EXISTS AS A VIRUS IN EACH MEMBER, AND THEY FREQUENTLY TAKE IT OUT ON EACH OTHER, OR, WHOMEVER THEY CAN BULLY.

LOCATION

A SINGLE HEADQUARTERS IN THE CAPITAL CITY. LARGE, THREATENING, COMPLETELY MISERABLE. IT WAS ONCE A LIBRARY.

WORLD SETTINGS

THE HOMESTEAD, WILDERNESS ESCAPE

NESTLED HIGH IN THE MOUNTAIN HILLS, AN OLD CAMPGROUND RESIDUES. ONCE A RETREAT FOR CAMPERS, NOW AN ABANDONED POST, MOST OF THE BUILDINGS ARE GONE - COLLAPSED, OR WEATHERED FROM ROT OR STORMS. BUT, THE EVIDENCE OF LIFE IS STILL THERE. IT'S THERE IN THE WORN DIRT PATHS, THE LONG AGO PAVED ROADWAY. HEALING COMES FROM WITHIN. WITH WORK, THIS CAMPGROUND CAN SHELTER LIFE AGAIN.

YOUR HOMESTEAD IS ONE OF MANY BOONDOCKS WHICH HAVE APPEARED ACROSS THE LANDSCAPE POST WAR. THIS PARTICULAR HOMESTEAD IS UNLIKE OTHERS IN THE SENSE THAT IT IS ALMOST COMPLETELY ISOLATED. LOCATED ON AN ISLET, THIS HOMESTEAD OFFERS PROTECTION, AND QUIET. YOUR GRANDFATHER HELPED CONSTRUCT MOST OF THE HOMESTEAD, BREATHING NEW LIFE INTO ITS BONES AFTER THE APOCALYPSE. *YOUR HOME.*

THE HOMESTEAD, YOUR HOME

SAT AMONGST A DOZEN OR SO WOODEN HOUSES, YOUR HOME IS A LIVING PIECE OF A COMMUNITY OF SURVIVORS. IT IS HERE WHERE YOU LEARNED ALMOST EVERYTHING THAT MADE YOU WHO YOU ARE, AND WHERE EVERYTHING YOU LOVE LIVES. IT IS ALSO HERE WHERE EVERYTHING WILL CHANGE.

THE BEGINNING AND THE END. YOUR HOMESTEAD WILL PROVIDE ALL THE NECESSARY TOOLS FOR A GOOD START. (TUTORIAL LEVEL WILL TAKE PLACE HERE AND WILL SHOWCASE ALL GAME MECHANICS).

WORLD SETTINGS

FIRST STEP

THE FIRST SETTLEMENT YOU WILL ENCOUNTER BEYOND THE TUTORIAL AND LEVEL ONE. AS PART OF THE MAIN STORYLINE, YOU MUST FIRST PASS THROUGH THIS TOWN IN ORDER TO PROGRESS FORWARD, OR TO CONTINUE EXPLORING THE WORLD SHOULD YOU WISH TO RETURN TO THE MAIN STORY LATER.

FIRST STEP, BAZAAR

AN OPEN-AIR MARKETPLACE WHICH HAS A HANDFULL OF MARKETEERS, ALL VENDING FOR THEIR BUSINESSES. THE SHOP AREA WILL PROVIDE A WAY FOR THE PLAYER TO ENGAGE WITH A TRADE/BARTER/SELL MECHANIC SO THEY CAN OFFLOAD (OR ONLOAD) GOODS TO THEIR INVENTORY.

THE BAZAAR WILL ALSO FEATURE BEYOND THE PALE'S FIRST ALLY/COMPANION AS A MARKET VENDER.

CAPITAL CITY, ELYSIAN FIELDS

THE CAPITAL CITY WILL BE THE LARGEST SETTLEMENT/CITY SPACE IN BEYOND THE PALE. A PIVOTAL PLACE FOR MAIN STORY QUESTS AS WELL AS THE PENULTIMATE QUEST FOR THE END GAME SEQUENCE WILL REVOLVE AROUND THIS SPACE. IT IS A LARGE CITY SEPARATED INTO VARIOUS DISTRICTS. DISTRICTS WILL BE SEGREGATED BY CLASS AND WEALTH. AS THE CAPITAL CITY WILL BE "GOVERNED" BY THE MAIN ANTAGONISTS IN THE GAME, MOST OF THE EXPOSURE THE PLAYER HAS WITHIN THE CITY LIMITS SHOULD RELATE TO THE ANTAGONIST AND THEIR GOVERNANCE.

NOTABLES

NOTABLE WEAPONS (STANDARD)

- .38 REVOLVER
- .357 MAGNUM
- 9MM PISTOL
- WINCHESTER MODEL 70 (BOLT-ACTION RIFLE)
- M1 CARBINE (SEMI-AUTOMATIC RIFLE)

NOTABLE WEAPONS (SPECIAL)

- BALLISTIC PISTOL (FUTURISTIC HANDGUN; SPECIAL AMMO)
- LASER PISTOL (POLICE ISSUE; CUSTOMIZABLE)
- PULSE RIFLE
- CARTRIDGE RIFLE (INTERCHANGABLE CARTRIDGES FOR AMMO)

NOTABLE CLOTHING/ARMOR/WEARABLES

- **LOCKET (+1 PERSEVERANCE):** A KEEPSAKE GIVEN TO YOU BY YOUR GRANDFATHER. IT HAS A PICTURE OF YOU AND GRANDPA SHEP INSIDE.
- **SCHRÖDINGER'S THONG (+1 CHARISMA):** YOU ARE BOTH WEARING AND NOT WEARING THIS SEXY GARMENT. YES, IT DOES EXIST. IN SOME CAPACITY.
- **BULLETPROOF DUSTER (+10 DAMAGE THRESHOLD):** NOT ACTUALLY BULLETPROOF

NOTABLE ITEMS (WORK IN PROGRESS; MORE TO COME!)

- **SHEP'S DIARY:** A LEATHER-BOUND JOURNAL GRANDPA SHEP KEPT. VARIOUS PAGES FILLED WITH LORE PERTAINING THE BACKSTORY OF HIS CHARACTER AND THE PLAYER CHARACTER.
- **NOTES:** SCATTERED ACROSS THE MAP IN VARIOUS PLACES; MEANT TO INCLUDE LORE AND INFORMATION ABOUT THE WORLD AND HISTORY OF BEYOND THE PALE.

MENUS AND INTERFACE

MAIN MENU

LAUNCH

EXAMPLES FOR THE POTENTIAL UI WILL BE SHOWN AFTER THE FOLLOWING MESSAGE.

PAUSE/SAVE MENU

ON OPEN

EXAMPLES FOR THE POTENTIAL UI WILL BE SHOWN AFTER THIS MESSAGE.

PLEASE NOTE:

ALL MENUS AND UI ARE CURRENTLY A WORK IN PROGRESS, SUBJECT TO CHANGE AS TIME GOES ON AND THE STORYWORLD OF BEYOND THE PALE CONTINUES TO EVOLVE.

BEYOND THE PALE

CONTINUE

NEW GAME

OPTIONS

DOWNLOADABLE CONTENT

AFTER THE PLAYER MOVES THEIR JOYSTICK/MOUSE/ETC. TO MAKE THEIR SELECTION, THERE WILL BE A HIGHLIGHTED BAR THAT APPEARS, INDICATING THAT OPTION IS THE CURRENT OPTION, AS SHOWN IN THE EXAMPLES.

BEYOND THE PALE

CONTINUE

NEW GAME



OPTIONS

DOWNLOADABLE CONTENT

BEYOND THE PALE

CONTINUE

NEW GAME



OPTIONS

DOWNLOADABLE CONTENT

BEYOND THE PALE

CONTINUE

NEW GAME



OPTIONS

DOWNLOADABLE CONTENT

ONCE THE PLAYER HAS SELECTED THEIR OPTION, THERE WILL BE AN ANIMATION SEQUENCE THAT WILL FIRST FEATURE THE COLORS GETTING LIGHTER AND THE ARROW'S COLOR INVERSING. THEN, THE ORIGINAL COLOR HIGHLIGHT AND ARROW DESIGN WILL RETURN. THIS IS MEANT TO IMPLY PUSHING A BUTTON.

PAUSE

RESUME

SAVE GAME

LOAD GAME

OPTIONS

DOWNLOADABLE CONTENT

EXIT

Power Coupling:
Med Vendor repaired:
Shield purchased:

+ 130

E
LV03

S

12 / 152 //

AFTER THE PLAYER MOVES THEIR JOYSTICK/MOUSE/ETC. TO MAKE THEIR SELECTION, THERE WILL BE A HIGHLIGHTED BAR THAT APPEARS, INDICATING THAT OPTION IS THE CURRENT OPTION, AS SHOWN IN THE EXAMPLES.

SCREENSHOTS TAKEN FROM IN-GAME PLAY OF BORDERLANDS.
ALL RIGHTS RESERVED.

PAUSE

RESUME

SAVE GAME

LOAD GAME

OPTIONS

DOWNLOADABLE CONTENT

EXIT

Power Coupling:
Med Vendor repaired:
Shield purchased:

+ 130

E
LV 03

S

12 / 152

SCREENSHOTS TAKEN FROM IN-GAME PLAY OF BORDERLANDS.
ALL RIGHTS RESERVED.

PAUSE

RESUME

SAVE GAME

LOAD GAME

OPTIONS

DOWNLOADABLE CONTENT

EXIT

Power Coupling:
Med Vendor repaired:
Shield purchased:

+ 130

E
LV03

S

12 / 152

PAUSE

RESUME

SAVE GAME

LOAD GAME

OPTIONS

DOWNLOADABLE CONTENT

EXIT

Power Coupling:
Med Vendor repaired:
Shield purchased:

+ 130

E
LV03

S

12 / 152

SAVES

▶ NEW SAVE



PLAYER NAME
PLAYER LEVEL
PLAY TIME

↑ SAVE 1

AUTO

SAVE 2

▼ SAVE 3

SAVES

▶ NEW SAVE



PLAYER NAME
PLAYER LEVEL
PLAY TIME

↑ SAVE 1

AUTO

SAVE 2

▼ SAVE 3

LEVEL DESIGN AND ART DIRECTION

ENVIRONMENTAL STORYTELLING

BECAUSE BEYOND THE PALE TAKES PLACE IN A DISTANT, POSTWAR FUTURE, IT IS PLANNED THAT THE GAME WORLD ITSELF OF BEYOND THE PALE WILL SERVE AS A LEVEL DESIGN AND ART DIRECTIONAL TOOL FOR THE STORYTELLING.

THE OVERALL ENVIRONMENTAL DESIGN, LEVEL AND STORYLINE DIRECTION, AND ART STYLE ARE ALL MEANT TO INFORM THE PLAYER OF A GREATER MESSAGE ABOUT OUR WORLD AT LARGE, AND THE NEGATIVE FACTORS CURRENTLY HOLDING SWAY OVER POLITICS.

TAKING INSPIRATION FROM THE GAME WORLDS OF FALLOUT AND THE OUTER WORLDS IN PARTICULAR, THERE WILL INCLUSIONS SUCH AS DILAPIDATED, DYSTOPIAN BUILDINGS, LEFTOVER AND DISCARDED POST-IRONIC-TYPE ADVERTISEMENTS, PRODUCTS, AND EVEN ENVIRONMENTAL INDICATORS ALL MEANT TO TELL THE PLAYER FACTORS OF THE FICTIONAL GAME WORLD ARE A SATIRICAL OUTLOOK ON MANY OF THE PROBLEMS IN REALITY.

PLOT

THE MOST IMPORTANT ENHANCEMENT FEATURE WILL OF COURSE BE THE PLOT. AS A DIRECT, SATIRICAL PARADY, THE PLOT OF BEYOND THE PALE IS MEANT TO FOCUS ON THE ISSUES OF TODAY. LATESTAGE CAPITALISM, THE RISE OF FACISM AND DECLINE OF DEMOCRAY, AND THE GROWING THREAT OF CLIMATE CHANGE, ARE ALL INCLUDED AS PIVOTAL PLOT POINTS MEANT TO REDIRECT THE PLAYER INTO ACKNOWLEDGING THE DANGERS WE'RE LIVING WITH, AND HOW WE CAN FIGHT BACK AGAINST THEM.

HIGH LEVEL CONCEPT AND PERIPHERAL INFORMATION

GENRE X+Ys

X: ACTION-ADVENTURE

Y: DRAMA

Z: DARK COMEDY

UNIQUENESS:

BEYOND THE PALE IS SET IN A DISTANT, POSTAPOCALYPTIC FUTURE OF OUR WORLD IN WHICH UNREGUALTED CAPITALISM HAS WROUGHT DEVASTATION ON OUR CLIMATE AND RESOURCES, LEADING TO GLOBAL SOCIETAL COLLAPSE. LEFT TO FEND FOR THEMSELVES AS GOVERNMENTAL ABANDONMENT AND ENVIRONMENTAL COLLAPSE TAKES OVER, PEOPLE BELIEVE THERE IS LITTLE HOPE OF RECOVERY.

BEYOND THE PALE SHOWS THE DARK POTENTIAL OF CURRENT AFFAIRS, BUT ARGUES THERE IS HOPE WITH ITS SUBTLE UNDERTONE OF THE INDOMITABLE HUMAN SPIRIT.

Win State

The Player wins by completing the storyline.

The Player wins by defeating an enemy, gaining experience and/or leveling up.

The Player wins by completing a quest.

Fail State

The Player fails if they do not complete the storyline.

The Player fails when they die.

The Player fails if they fail a quest.

CLOSEST COMPETITORS

FALLOUT:

THE FALLOUT SERIES IS ONE OF BEYOND THE PALE'S BIGGEST COMPETITORS. OFFERING A SIMILAR NARRATIVE OF HOW SOCIETY IS RUINED BY POLITICAL INCOMPETENCE AND UNREGULATED CAPITALISM, THE GAME STRUCTURE OF FALLOUT MIRRORS BEYOND THE PALE IN ITS MORAL TEACHING.

IMPROVEMENT:

UNLIKE FALLOUT, BEYOND THE PALE DOES NOT TAKE PLACE IN A NUCLEAR APOCALYPSE, RATHER, A POTENTIALLY REAL ONE, WHERE CLIMATE CHANGE ACCELERATES THE DECLINE OF A SOCIETY IN THE THROES OF LATE-STAGE CAPITALISM, GIVING PLAYERS A GLANCE INTO A WORLD WHICH COULD ALMOST BE OUR OWN.

DISCO ELYSIUM:

DISCO ELYSIUM IS THE SECOND GREATEST COMPETITOR TO BEYOND THE PALE. DISCO ELYSIUM FOCUSES ON SHOWING HOW POLITICS SHAPES NOT ONLY A PERSON'S CODE OF ETHICS, BUT THEIR LIVING ENVIRONMENT AS WELL THROUGH A NARRATIVE-BASED APPROACH TO RPG PLAY.

IMPROVEMENT:

BEYOND THE PALE TAKES INSPIRATION FROM THIS APPROACH, AND EXPANDS IT. NARRATIVE-BASED PLAY, LORE INCLUSION, AND A COMPREHENSIVE WORLD EXPLORATION MECHANIC GIVES PLAYERS THE CHANCE TO VIEW THE GAME WORLD OUTSIDE OF JUST ONE LOCATION, UNLIKE DISCO ELYSIUM WHICH HAD THE ENTIRE GAME TAKE PLACE WITHIN THE FICTIONAL LOCATION OF MARTINAISE.

THEME

BEYOND THE PALE TELLS THE OVERARCHING THEME OF HOW WE HAVE AN INFLUENCE ON OUR WORLD.

WE LIVE IN STRANGE TIMES. WHILE THERE ARE FORCES THAT ACTIVELY THREATEN OUR LIFESTYLE, SUCH AS CLIMATE CHANGE, CONCERNS OF LIVING IN A SURVEILLANCE STATE, THE RISE OF FASCISM AND THE DECLINE OF DEMOCRACY, AND AMERICAN ILLITERACY AND COGNITIVE DECLINE, A MAJORITY OF PEOPLE REMAIN DETACHED FROM THESE FACTORS, INSTEAD CHOOSING TO EITHER IGNORE THEM, OR ENFORCE THEM. REGARDLESS OF PRIVILEGE, PEOPLE SEEM TO FORGET THAT POLITICS AFFECTS US ALL.

BEYOND THE PALE FORCES PLAYERS TO ENGAGE WITH THEIR ENVIRONMENT, AN ENVIRONMENT WHICH IS MEANT TO MIRROR REALITY. INSTEAD OF CHOOSING DETACHMENT, YOU ARE FORCED TO BEAR WITNESS. IN A GREATER SENSE, THIS IS DONE TO EDUCATE PLAYERS, INSPIRING THEM TO TAKE ACTION AND EFFECT CHANGE. IN A SMALLER SENSE, IT'S AN ARTISTIC CRITIQUE OF THE WORLD WE LIVE IN.

ALTHOUGH, IT'S NOT ALL BAD. TAKEN FROM THE PAGES OF MANY GREAT GAMES WHICH HAVE COME BEFORE - BIOSHOCK, FALLOUT, THE OUTER WORLDS, AND MANY OTHERS - THERE IS AN EMPHASIS PUT ON THE CAPABILITIES OF PEOPLE, TOO. WE ALL NEED TO BE REMINDED OF THE GOOD, AND HOW IT'S SOMETHING WORTH FIGHTING FOR. YOU DO NOT NEED TO WILLFULLY SUBMIT. YOU SHOULD PROACTIVELY PROTEST.

BEYOND THE PALE IS AN INSTRUMENT MEANT TO SHOW PEOPLE THE WORLD WE LIVE IN, AND THE WORLD WE SHOULD CAMPAIGN FOR. ON BOTH SIDES OF THE COIN, IT'S A WORLD WE CAN LIVE IN. IT IS ESSENTIAL THE PLAYER CHOOSE WHICH WORLD THEY'D PREFER TO LIVE IN.

TARGET AUDIENCE

BEYOND THE PALE IS A GAME EVERYONE CAN ENJOY, ALTHOUGH THE PEOPLE WHO WOULD CONNECT MOST ARE GOING TO BE YOUNG ADULTS BETWEEN THE AGES OF 18-35, PEOPLE WHO FOCUS ON A CASUAL PLAYSTYLE, EXPLORER-TYPE GAMERS, AND ANYONE LIVING IN THE UNITED STATES.

AS THE GAME TAKES PLACE IN A FICTIONAL POST-WAR USA, WITH REALTIVE REAL-WORLD POLITICAL ISSUES AND POP CULTURE REFERENCES TAKEN WITHIN THE PAST FIFTY YEARS, BEYOND THE PALE OFFERS A CONTEMPORARY PERSPECTIVE TO A BROAD RANGE OF

THE MYTHOLOGIST

MYTHOLOGISTS ARE FOCUSED ON THE FINER DETAILS. INSTEAD OF LIMITING THEMSELVES TO JUST PLAYING FOR THE STORY'S OUTCOME, MYTHOLOGISTS SEEK TO ENGAGE WITH THE CHARACTERS, LOCATIONS, OBJECTS, AND SMALLER DETAILS OF THE GAME. BEYOND THE PALE OFFERS A RICH WORLD FOR MYTHOLOGIST PLAYERS TO IMMERSE THEMSELVES IN.

THE ROLE PLAYER

ROLE-PLAYERS CONNECT THEMSELVES TO THE STORYWORLD. FOR PLAYERS WHO IMMERSE THEMSELVES IN THE STORY, OR WHO BECOME A LIVING PART OF THE GAME WORLD WHEN PLAYING, BEYOND THE PALE IS FOCUSED ON INCLUDING ASPECTS OF THE HUMAN CONNECTION, HOPING TO BLUR THE LINE BETWEEN THE GAME WORLD AND THE REAL WORLD FOR ROLE-PLAYERS TYPES.

STORYWORLD

WORLD BUILDING

BEYOND THE PALE WILL FEATURE A UNIQUELY BLENDED ARTSTYLE MEANT TO CREATE A STYLIZED REALISTIC LOOK TO THE WORLD. PAIRING A GREASE PENCIL/CEL-SHADED LOOK WITH SEMI-REALISTIC, HAND-DRAWN APPROACH IS MEANT TO MAKE THE WORLD OF BEYOND THE PALE SEEM REALISTIC AND PICTURESQUE, BUT NOT COMPLETELY REMOVED FROM OUR OWN.

BEYOND THE PALE IS A NONLINEAR GAME, MEANT TO ALLOW PLAYERS THE OPTION TO CHOOSE HOW THEY WISH TO PLAY AND HOW THEY WISH TO APPROACH THE STORYLINE. FOR PLAYERS WHO SEEK TO COMPLETE THE STORYLINE OF THE GAME, THEY WILL BE MET WITH A BRANCHING STORYLINE NARRATIVE.

THE BRANCHING STORYLINE IS IMPLEMENTED TO GIVE THE GAME A WELL-ROUNDED FEEL, AND TO APPEAL TO ALL TYPES OF PLAYERS - COMPLETIONISTS, ACHIEVERS, AND EXPLORERS. FOR CASUAL GAMERS, BEYOND THE PALE WILL FEATURE 3 DISTINCT ENDINGS TO SHOWCASE HOW EACH OF THE PREDOMINANT FACTIONS IN THE GAME WOULD FOLLOW THROUGH ON THEIR GOALS IF THEY HAD THE POWER TO DO SO.

THE BRANCHING NARRATIVE QUESTLINE WORKS LIKE THIS:

