

Bad Trip

Director's description of the FPS level

Level prototype and story created

by **Arseniy Klishin**

The main idea:

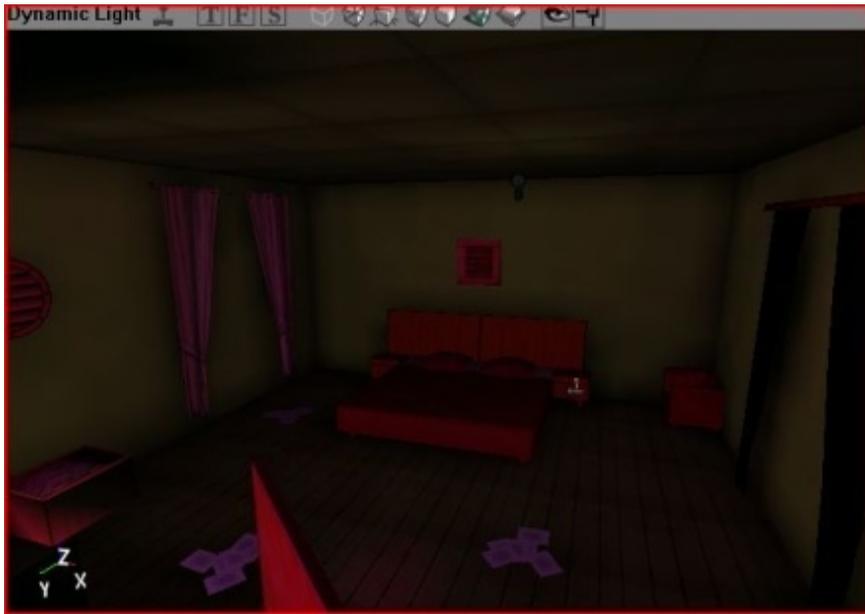
The level represents a hallucinogenic trip of a poisoned gangster. He was thinking constantly for the last few months about his immoral life, and regrets he has chosen that path.

The story is described by the rooms that are included in it. They are mentioned in order of their appearance.

Rooms:

1) The Bedroom:

A character wakes up in a no ordinary bedroom (the violent version of the one he fell asleep in). It



is very uncomfortable in it. There are curtains in the room, but there are no windows. That hints a player that it is impossible to get any information about his location. The room is untidy, there is some garbage on the floor and there is a basket with dirty underwear situated in the corner (the "Silent Hill" series proves that violation of hygienic regulations makes the player feel awkward). The vent holes above the basket

and above the bed allow the player to make a guess about how the character was poisoned.

There is a table in the corner of the room and there is a lightened note on it. It says "Dear me! That's



all your fault. Good luck. Sincerely yours, I". There is a whiskey glass¹ near the note which gives the player the last opportunity to catch his breath.

The door out of the room is broken. It is slightly open and a strong pink light is coming through the hole.

¹ - The character wakes up with his health much less than 100 (100 is totally healthy). A whiskey glass is a strong health gainer which restores it back to maximum.

2) The Waiting Room:



There is a hatch in the center of the Waiting room, but the hatch cover is closed when the player enters the room. The first thing that the character sees in the room is his reflection in the mirror. The only thing he wears is his underwear and he is stained with blood spots. There is a table with a gun on it under the mirror. The enemies will appear a little later, but giving the player a weapon, makes him believe that the following will depend on his behavior, so he loses hope that nothing frightening

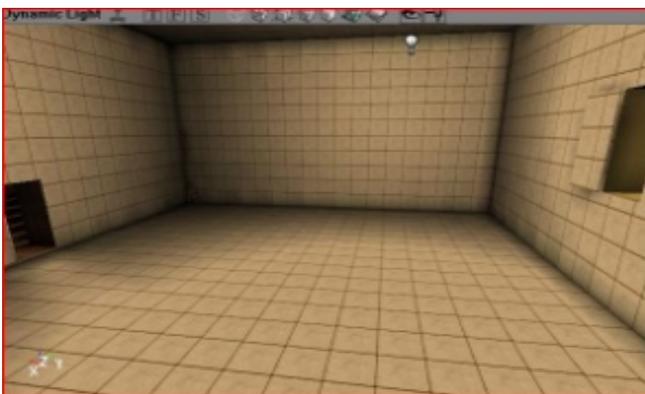
will happen right now. After he picks up the pistol, a TV that is situated in the Waiting Room turns on. The News is on, there's a report about last murder victims of the character. After the News is over, the TV turns off and the hatch door opens unraveling a tunnel.

3) The Room with an Elevator:



The room is mostly a joke. The player is falling down the tunnel for a long time (reminding the player of "Alice in Wonderland") and after he lands and takes some damage, the elevator door situated in this room opens up with a typical ring sound.

4) Minimalistic Room:



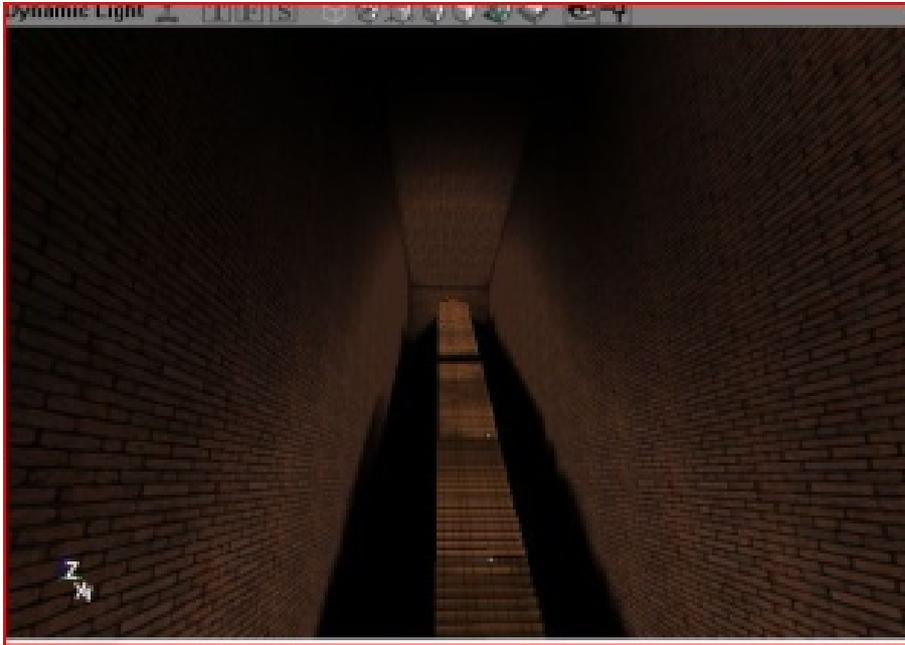
The door that leads out of the room is closed. The door that leads in closes after entering it as well.

The only item in this room is a chair in the corner, and it symbolizes the punishment. A character sits on it since this is the only thing to do here, and the flashback begins. It shows the memories about killing the victims that were shown on News earlier in the Waiting Room.

After this the character decides to quit mafia once and for all.

After the flashback is over, a "boss" appears in the room. It is a tough big guy from the character's former gang. He is swift and strong and the player has to move quickly and attack fast to finish him. When the boss is defeated, the door which leads out of the room opens.

5) The Stairs:



The road to redemption. This part of the level is a compilation of ideas from "The Void" (also known as "Tension") and the second part of "Silent Hill". When the player climbs on the last stair, he finds ammo and first-aid kits. There is a door leading to the next room there.

6) Billiard Club:

The closer the character gets to the door on top of the stairs, the louder the sounds from there get. He hears voices, laughter, music, clatter of glasses, billiard games sounds. When he enters the



room, he sees a lot of people - men and women - and men resemble very much the members of his former gang, but all the people in the room wear masks similar to the masks which people wore in "Bioshock".

At the moment he enters the room, everyone gets absolutely silent. He crosses the room and

reaches the next door, his steps are the only sound in the room and all the eyes are looking at him all the way long. At the moment he crosses the doorway and comes into the next room, the voice of his subconsciousness says: "Do it for the last time".

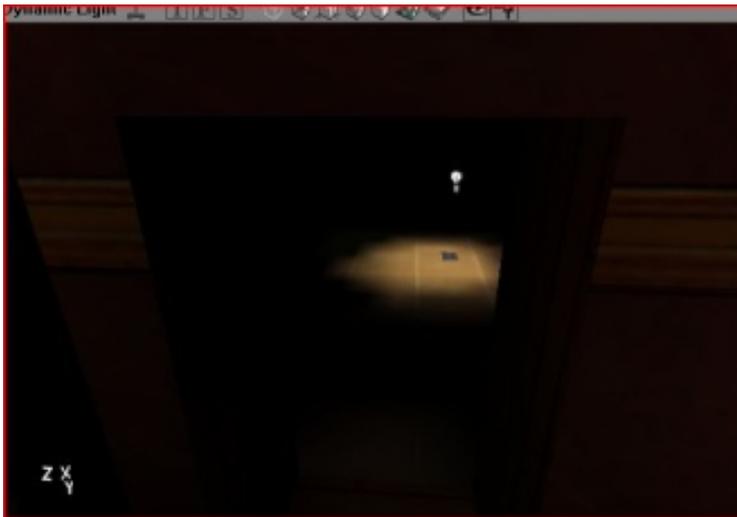
7) Mirror Billiard Club:

This room is a mirror reflection of the previous one. The doorway shuts right behind the character in a top-down way as he comes in, to never open again.

The main fight of the level happens here. Fast and dynamic rock music turns on in the background with a fade-in (like it does in "Half-Life 2: Episodes"). The room is inhabited with the same people as the previous one, but this time all women lay down on the floor and all men quickly take out their weapons and start shooting at the character at the moment he enters.

The atmosphere should be close to the one in "Kill Bill: Volume 1" scene, where Beatrix Kiddo fights the "Crazy 88" gang in a restaurant. When the fight is over and all the enemies are dead, the music fades out and the final door which leads out of the Mirror Billiard Club opens slowly with a creak.

8) The Final Room:



The room is covered with absolute darkness, but there is a lonely spot of light on the floor, where the note lays. The character picks it up. It says: "You will wake up now."

The character wakes up.

The level is created in UnrealEd version for the game "XIII".