

Anoxia

Anoxia is a 3D non-linear platformer that encourages exploring and discovering new items to open up the path ahead. You play the role of a sole survivor, awakening from a historical tragedy that left your home city completely lifeless and abandoned. Now, travelling through a variety of diverse locales on an island where life is on the brink of being smothered by a force greater than anyone could ever realise, you must make use of the tools and the power of the Pentacton. Pentactons are the source of energy you need to manipulate the land around you to your whim, and as you travel the land and learn more techniques to harness them, the more paths will become open. But in this peaceful world, a sign of life from an otherwise dead city isn't a cause of celebration... it's an omen of doom. The people of this new world may not take to you kindly.

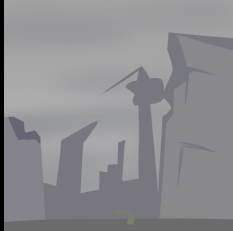
The world in Anoxia is like a series of mazes that requires use of the Pentacton Band you discover at the game's onset to uncover. The Pentacton Band grants you your ever-growing arsenal of abilities. This includes combat options when encountering hostile enemies (such as ranged shots, the laser and its variations) as well as movement options and environmental resistances, all of which can be found in far-flung locations and act as de facto 'keys' to certain roadblocks in the many paths in the world. The most important part about these techniques, however, is the fact that action economy is tied directly to the player character's life force. Attacks cost health - so spamming too many attacks in too short of a frame of time leads to your character instantly withering away. Even though health upgrades can be encountered, it is important to fight and travel smartly instead of with brute force.

Due to the nature of being a non-linear platformer, instead of there being levels the game's story takes place over a number of important sequences.

Sequence Name	Overview	Style	What Happens	Key Moments	Player Journey	Time
The Herald Rises	As air finally returns to the ruins of a smothered town, its only survivor awakens from a long slumber.	Confusing, lonely, ominous	The Herald wakes up and navigates their way through the air pocket in the dead city of Morricks, but missionaries from a certain Sacred Order are patrolling the area on high alert, on the lookout for what they're calling an Omen. After evading them and reaching the city outskirts, the Herald comes across a peppy explorer who's willing to give them shelter in the nearby Canopy Forest.	The Herald enters the room where they put on their Pentacton Band for the first time, getting the ability to defend themselves. When they exit the room they are SWARMED with Sacred Order enemies!	Since this part of Morricks is basically a tutorial area that teaches you what to expect in areas to come, the player should start out feeling tense due to lack of knowledge, dissipating as they learn more and meet a friendly figure.	30 minutes
Two Children of Death	With the help of an enthusiastic new friend, the Herald travels through a treetop town to deliver a warning to its chief.	Discovery, wonder, collaboration	Straight from Morricks' outskirts, the Herald and Explorer take a pulley elevator up to the very top of New Canopy City. After learning that the Herald has a message for the chiefs, The Explorer helps you through some puzzles and reveals the city's main path. When they reach the throne room nobles are there apart from a raging wild Banana Beast that found its way in. After subduing the beast, they learn from a guard that a party is being hosted among The Validus for the chief.	At the start of the sequence, when the elevator reaches the top of the tree, the Herald can see a beautiful sunrise over the entire forest.	This is where the game properly begins to open up, and so given the forging nature of the early game, they should have some fun exploring the forest and discovering its plentiful upgrades.	1 hour
On Gluttony and Power	There's a gigantic festival happening in the domed city of the Validus, and it's up to the Herald to work their way through the crowd and demand an audience.	Chaos, colour, overbearingness	The Herald and Explorer work their way through the sewers, bursting out into a city-wide party. Finally reaching the centre of the party the Herald meets the Validus' Underboss with the rest's chiefs, who refuses to listen to the Herald's origin and urgent message, and tries to expel them with force. After their defeat, the Underboss declares the Herald as an omen of doom, banishing them and The Explorer from the Validus.	The closer the Herald gets to the Underboss, the more the music picks up in universe. The battle itself also takes place in a unique area, overlooking a dark rave room where intense colourful lights are constantly flashing. The bombshell moment though, is when all of that cuts out and the mood changes from excitement to fear, all directed at the Herald. "I CAST YOU OUT!"	For such a high energy area, the emotional journey is dramatic too. The player starts out integrated into this huge crowd, and the surroundings excite them. But learning that their character's message and motive should throw them for a loop; this isn't how a chosen one should be greeted.	1 hour
Refuge	Alone and abandoned by their own people, the duo have to sneak directly through the city with no air for safe passage.	Bleak, quiet, intimate	The pair's banishment from the Validus has led them back to Morricks, where they meet another lost soul, The Outcast, an Edafist girl from Hamdale. Refusing to say where she's from, but giving them both some help with knowledge and directions, they manage to brave the anoxic conditions and find another air bubble. In the quiet, they're all able to share some more of their stories and feelings when a Sacred Order Knight stalks them. When he's defeated, he's about to call for help before realising the Outcast is present... and he retreats. This leaves a path forward clear, showing a route to a calm beachside town...	The three friends are huddled around a weak campfire in the grey back alleys of Morricks. They're talking to each other and helping each other get through their situations. It's deadly quiet apart from their voices.	There are a lot of environmental hazards in this area that literally leave no breathing room for the player. Confusion and concern should be high as they're thrust into another challenging and hasty, but the campfire moment should give them a well-deserved break after this and before the tough boss fight that's about to come.	30 minutes
A Red Herring	Something's wrong on the beachfront. More and more sea monsters are washing up on the shore, and the researchers need to venture underwater to figure out why.	Mysterious, monstrous, claustrophobic	Karkat, a town belonging to the Current Finders is worried about the amount of dead deepsea creatures washing ashore. The trio take it upon themselves to investigate, and travel down into the Current Finders' underwater labyrinth - but some of the pipes are bursting and causing water to flood in. Something's attacking the walls. At the sea level, the gang discover the culprit... a GIANT SEA SCORPION. The Herald manages to kill it, but upon coming back to the surface the true culprit is found... the ocean is running out of air from pentacton usage. Meanwhile, Sacred Order knights stalk the trio, and the Sea Scorpion's body goes missing.	At the start of the sequence, the Herald looks into the eyes of a dead fish and sees their own reflection... Later on at the bottom of the ocean is the creeping lead-up to the Sea Scorpion battle, where the player can see it stalk the Herald through the windows and holes in the piping.	This part of the story has the player feel more in control after the downers from last time. Contrasting an idyllic beach scene with a spooky underwater base helps the player realise what's at stake, and the final revelations spur the player on to wonder: what is the Herald's message? Why are the Sacred Order stalking him?	1 hour
Eye of the Storm	The Outcast has to return home with the help of her new friends, but her home is swarming with Sacred Order soldiers. It's time for the Herald to fight their way through.	Triumph, high-energy action, shock	The Herald decides to spread their message to Hamdale, the Quarry town where the Outcast lives. On their way to the head of the town, they encounter more Sacred Order knights than ever in an ambush... it turns out that the Edafists and the Sacred Order have been working together to try and discredit the Herald as an omen to ensure their own future dominance, a plan that the Outcast rejected. Enraged, the Herald takes on the Edafist's leader and defeats him... before the Sacred Order's leader himself reveals himself as their stalker and knocks the Herald clean out. Cut to black.	The reveal of the Herald's message: "Pentacton bands need fuel. For years, that fuel has been the air we breathe. Learn from Morricks' mistakes." The moment of truth from the Edafist's leader, the Outcast's father: "we understand the consequences of a world without air from excessive Pentacton use... we understand it greatly. It's a world open to attack... from us."	Acting as almost a fake-out final boss, the Edafist leader fills the role of what it feels like for the player to come so close to victory, only for the twist reveal after it to make them cringe in an 'oh, we were so close!' fashion.	1 hour
The Herald Rises Again	Against all odds, the Herald's dumped body left to die in Morricks has come back.	Isolation.	In a sort of re-read of the opening, the Herald wakes up in Morricks completely alone, unsure of where to go next.	Although this sequence is very short, the one stand-out part is where the Herald stands at a physical crossroads, each path leading to an area they previously visited with others.	At this point of the player journey, this lead-in is here for the player to process what just happened, as well as prepare themselves for the next act of gameplay.	20 minutes
Up In Smoke	New Canopy City's ablaze! On the road alone this time, the Herald has to rescue the forest's chiefs to earn their favour.	Despair, sorrow, re-learning	Hobbling back to New Canopy City, the path forward is now full of fire due to the Sacred Order ambushing them. Forced to take a different route, the Herald finds that one of the chiefs has taken an elevator to the sacred forest floor, also damaged. Together, the Herald and this chief destroy the Sacred Order camp, the 'False Sun' found here, and as thanks, the Chief finally accepts the Herald's message.	Mirroring the first time the Herald visits New Canopy City, when making their way up with the elevator, instead of a landscape view of a green paradise they see a fiery hellscape.	The sight of the Sacred Order destroying such a beautiful place should not only temper the player's expectations for what the rest of the world looks like, they should also be thrown off their toes and expect the unexpected - new environmental hazards have changed the map forever.	1 hour
On Fear and Cowardice	The air's growing thin in the domed city of the Validus, but the Herald has to brave the mass panicking and riots in order to find where the Explorer's ended up.	Panic, haste	The Herald notes how they didn't find the Explorer anywhere throughout Morricks, and they discover him in the Validus. Even though the pink energy dome keeps air in the people are panicking, again changing the route the Herald may have expected. Down in the sewer, it looks like a monster is coming for the Herald, but coming closer it's the Explorer! The two have been searching for each other all along. But they don't have time to celebrate, as the dome powers down and air begins to leak out. The reunited duo has to make a mad dash to the city exit before the air gets too thin and they get trapped.	That moment when the Herald and Explorer watch the dome flicker and ultimately disappear, leading to a one-of-a-kind <i>timed escape sequence</i> .	Watching the Validus, the most lively place on the map, crumble under its own weight in real time, makes the player have an 'OH NO' moment, as the chaos that they've become so accustomed to in the Validus in previous sequences is now working against them. Plus the spontaneous escape sequence completely shocks the player as nothing this hasty has ever happened before at this level.	1 hour
Quarry Not	The Herald returns one last time to Hamdale's Quarry to find the Outcast, now abandoned except for one final monster...	Uncanniness, re-learning	The Herald notes how they didn't find the Outcast anywhere throughout Morricks, but as they travel into Hamdale quarry they find the place completely abandoned... the air on the surface here is as thin as it is in Morricks. Travelling downwards into the quarry's reaches, only the Outcast remains in the leader's throne room... but she's petrified to leave the room for some reason and the chiefs has taken an elevator to the sacred forest floor, also damaged. Together, the Herald and this chief destroy the Sacred Order camp, the 'False Sun' found here, and as thanks, the Chief finally accepts the Herald's message.	Just like before, the nature of the Sea Scorpion stalking you through the vents and its eventual surprise appearance having been teased for so long.	This sequence is another 'Oh No' moment for the player to really hammer in the gravity for the situation - not only he fact that even the enemy is suffering from the lack of air, but also the deafening silence compared to the panic of the Validus or New Canopy City. This should be the height of the creeping tension for the player as they reach the climax of this particular story thread of reassembling the trio.	1 hour
When Hell Freezes	With the three unlikely friends united again, it's time to make the journey to the base of the Sacred Order... but they have to cross a frozen ocean first.	Hope, teamwork, perseverance	Arriving in the town of Karkat again, the reunited trio learns that the pentacton-powered climate control system has been shut off and the town is under snowy conditions. The researchers know a way to the Sacred Order's final destination, which has only been seen from a distance. The submarine that can make its way there is trapped in ice, and it takes one final walk across the ocean to get there. The trio reflects on their journey together until they reach the sub, which the Herald throws out using all of their Pentacton techniques combined. The Herald recites their Message to the researchers one more time before the Explorer begins to pilot the submarine.	The unthawing of the submarine, and how its cracks slowly grow and shine brighter the more moves the Herald uses on it... leading up to the SHATTER of the ice	The player is provided relief as a reward for persevering through such a tough set of three challenges. Learning about the threat ahead from the final characters, as well as the submarine acting as the ultimate 'lock' the game has to offer, the player can go into the final challenge with a clear goal in mind.	1 hour

Shooting the Messenger	The Herald travels to the heart of the Sacred Order to set the record straight, and deliver their message as they intended.	Absolution, judgment, vindication	<p>Surfacing on the desert shore of the Sacred Order's town, the Herald leaves the submarine alone, facing resistance from only a few knights before ascending the staircase to the tallest building. There they meet the Sacred Order's leader again, outraged that their Message was silenced as a means of perpetuating a conquest. Although still outmatched, they fight with the Sacred Order leader. When the fight is finished and the leader is defeated, the Herald himself gets fatally hit too...</p> <p>In a cutscene and during the credits, the Herald crawls to the leader's lectern and recites their message one last time: Pentacion bands need fuel. For years, that fuel has been the air we breathe. Learn from Morricks's mistakes." They collapse in the Explorer and Outcast's arms before fading away silently and experiencing peace for the first time. The surviving pair travel around the world in the aftermath, reciting the message to others themselves.</p>	<p>Walking up the long staircase to the final fight, seeing the entire island stretch out before you in ruins.</p> <p>And of course, the moment where the two character's attacks connect with each other, taking both out.</p>	<p>This is the true climax and final boss of the game - all of the player's abilities and techniques are to be tested by the Sacred Order's fight. It should be exhilarating, hard enough to not win on the first try but open to improvement enough for a player to want to try just one more time. The story development afterward should pay off too, allowing final relief.</p>	30 minutes
Omen to Martyr	The Explorer and Outcast take it upon themselves to spread the Herald's word.	Bittersweetness	<p>For years, that fuel has been the air we breathe. Learn from Morricks's mistakes." They collapse in the Explorer and Outcast's arms before fading away silently and experiencing peace for the first time. The surviving pair travel around the world in the aftermath, reciting the message to others themselves.</p>	<p>The final mention of the Herald's Message, just like what they did in the quarry.</p> <p>The Herald sharing one last moment with their friends before succumbing to their wounds.</p>	<p>It's an emotional moment for the player, they've won but at what cost? Showing the actions of the player's sidekicks carrying on the Herald's message acts as a sign of relief, just to make sure the player knows that they didn't play all those hours for nothing.</p>	10 minutes

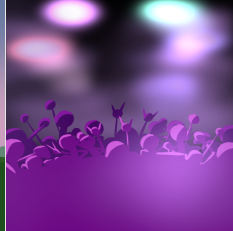
Level Visuals



Morricks, the airless city. Dominated by grey to show its ruin and decay.



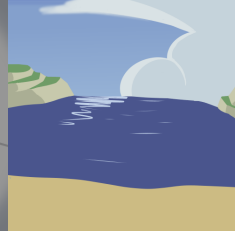
New Canopy City's treeline. Bright greens and soft sky colours gently welcome the player to their true adventure.



The heart of the party in the Validus' main city. Intense and unnatural purple lighting adds to the high energy feel of the area.



The solitary campfire that the three friends huddle around in Morricks. Its gentle warm glow cuts through the gloomy grey.



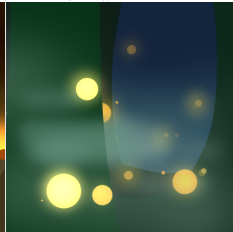
Karkat, the Current Finders' beachside town. Although cool and blue, the storm cloud on the horizon suggests danger encroaching...



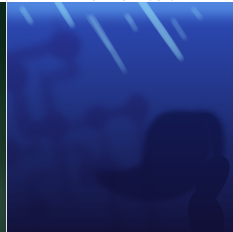
A bird's eye view of Hamdale Quarry. Its dark red pueblos and the ominous lights within signify danger very clearly.



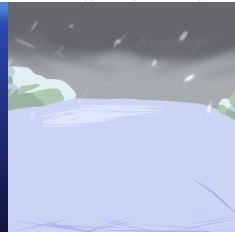
Canopy City's treeline after the Herak's disappearance. Brown and ablaze, it's a far cry from the welcoming world you first entered.



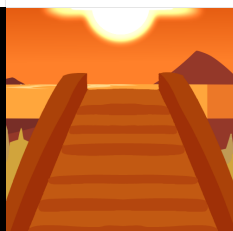
Canopy City's forest floor. Its dark foggy tree trunks lit by the soft glow of fireflies lend to an air of arcane mystique, despite the hellfire above.



The underwater facility deep beneath Karkat's waves. The deep blue of the ocean hides the shadows of something even more monstrous.



What's left of Karkat's coastline after the climate control went out. A sheet of sickly pale ice stretches as far as the eye can see, imprisoning the ocean below.



The staircase to the final fight in Ghenova, the Sacred Order's last Bastion. Its golden glow illuminated by the setting sun commands pride and superiority over a crumbling world.