

ESUPT

NARRATIVE DESIGN

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CLOSURE'S A CONSTELLATION - GDD



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Summary

Game Genre

Metroidvania

Target Audience

PEGI 7, mainly fans of the Metroidvania genre, particularly titles such as Hollow Knight or the Ori franchise. These games, while being PEGI 7, are intended for older audiences, around the 20-25 year mark, since they mostly feature serious themes.

Approximate duration of the game

15 hours.

Available game modes

Single Player.

Platforms

PC, Nintendo Switch

References

Super Mario Galaxy (2007)



In this installment of Mario, control the plumber as he travels through space collecting Power Stars to infuse energy back into the Observatory and rescue Peach from the hands of Bowser. Super Mario Galaxy is notable for its levels filled with planetoids and other astronomical objects, that possess their own gravitational fields, which allows the player to jump from one to another, walk in unexpected directions, and, in general, interact with gravity in new and exciting ways.

Chosen For

Mechanic Movement Design centered around the use of gravity as a movement and game mechanic

Level Design centered around the use of celestial bodies and gravity as a means of movement

No Straight Roads (2020)



In the fictional city of Vinyl Tech, the musical capital of the world, a corrupt government directed by the EDM label No Straight Roads (NSR), has monopolized the music industry. Control Mayday and Zuke, members of the indie rock band Bunk Bed Junction, as they defeat NSR's minions and recover freedom in each district of the city. This rhythm-combat game rewards the player for paying attention to audio cues and moving accordingly.

Chosen For

Themes of replacement and revenge in a society that no longer recognizes the protagonist

Boss Design based on the Boss Rush genre and is characterized by its strangeness and comic tone

Art Style based on caricatured 3D models with the use of vibrant colors

Solar Ash (2021)



Solar Ash tells the story of Rei, one of the Voidrunners, who submerges into an Ultravoid, a black hole that threatens with destroying her world and many others. The interior of the void is packed with oniric landscapes and impossible spaces where Rei will face enormous enemies and dash with grace. With each combat, a story of acceptance and closure is unfolded.

Chosen For

Story about saving the universe from a cataclysmic event

Themes about closure and moving on from devastating life events

Gameplay that mixes movement and combat with a focus on traversal

Boss Design inspired by the Boss Rush genre which takes advantage of the movement mechanics

Art Style based on stylized 3D models with the use of vibrant colors

Sky Serpents (2010)



This action-platform game has the player take the role of the Slayer, a Norse warrior that specializes in taking down enormous sky serpents. Each level has the player drop on one of these monsters and stab its hearts until the creature dies. But the serpents will try to throw the player off them and will also defend themselves with poison, spikes, and all sorts of defense mechanisms.

Chosen For

Gameplay based on the Boss Rush genre and aerial combat, which favors the use of gravity

Boss Design based on the Boss Rush genre which features enemies as scenarios and interesting defense mechanisms

Rango (2011)



This movie centers on the eponymous character Rango, a chameleon with serious identity problems that gets stranded in the Mojave Desert and eventually stumbles upon the city of Dirt. Pretending to be a tough gunslinger, the people of Dirt take him in as a sheriff. And so, Rango needs to discover who he is while defending the people of the town from Bad Bill and solving the ongoing drought.

Chosen For

Setting that presents the Old West in a decadent way

Themes of the search for identity, self-doubt, and the issues of progress

Your Name (2016)



After a comet passes Earth, teenagers Mitsuha Miyamizu and Taki Tachibana, one a shrine maiden in a small town and the other a student in the city of Tokyo, begin intermittently switching bodies. As the events of the film unravel, the characters will try to find each other and discover the source of the strange events that led to their relationship.

Chosen For

Plot about people in parallel realities who attempt to avoid a cataclysmic event

Themes about identity, bonding, and growing up

Narrative Basis

Story-Line

Closure's a Constellation is a 3D Metroidvania about a vigilante, an astronomer, and a miner whose dimensions are nearing a cataclysm, plotted by those who would keep them down, and the reasons each of them needs to save their galaxy.

Synopsis

Closure's a Constellation takes place in a world, that shows many traits of The Old West, but is the size of a galaxy, people are made of stars, and planets are but mere landmarks in the way between system and system.

Callahan wakes up to Comet's Sentence, a galaxy that no longer needs him. He used to protect the innocent and work for the law, but he's been replaced by the Nova's Archons, a group of reformed outlaws who have embraced progress and the evolution of the galaxy.

He lives by himself in a far corner of the galaxy, waiting for his core to extinguish, but he's contacted by someone, on a different dimension, by the name of Miss Stella. Stella has been studying the stars and a terrible omen has appeared. Both of their planes of existence are nearing each other and they could crash if they don't solve it. But those around her are not willing to listen, and she has chosen to try and contact somebody on the other side, hoping that a hero would answer the call.

With his better years left behind, Callahan initially refuses, before he sees the dangers of the collision firsthand. A vision comes to him that foretells worlds destroyed, and assured death.

Unbeknownst to both of them, a third galaxy, The Faded Anchor, is also going to clash with the other two, but nobody there has a direct way to warn them of the danger. The Overseer can't help but stare at her companions and do her part to avoid the multidimensional cataclysm.

The three of them have to find out how to stop this event, but first, they'll need to discover what or who is causing it. However, the hardest part will be convincing those around them that the danger is real, but not everybody is willing to listen, and some would rather enforce the status quo and keep them down. Irene Pierce, leader of the Nova's Archons, has been persuaded to plot the collision and is keeping a close eye on Callahan. Lord Malus has been corrupted into difficulting Ms.Stella's path at every turn. And behind all of it, Smile-Of-Steel's the mastermind orchestrating the cataclysm.

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Game Features

The game features the usual mechanics of the Metroidvania genre, such as exploration as a core pillar and non-linear area progression.

The characters move between different surfaces, with different gravities, and through the use of forced movement tools, such as knockback guns and grappling hooks.

The player can change between dimensions and characters. Initially, this change will be controlled, but as the game progresses, the player will be able to switch at will.

Characters

Callahan Hiderman

*"Blood, tears, and sweat.
Won't buy anything with
them. Will always make you
richer."*

Main Character. An old protector of Comet's Sentence, who has found a new purpose in avoiding the collision.



Physiology

- ❖ **Age:** 59
- ❖ **Gender:** Male
- ❖ **Species:** Red Giant
- ❖ **Height:** 193 cm
- ❖ **Weight:** 82 kg
- ❖ **Posture:** Tired, wary, slightly hunched over, shoulders forward. He's always looking everywhere around him.

Callahan is a man in the dusk of his life. He's fit, albeit a bit thin which, alongside his long limbs, gives him an uncanny aura. His skin burns a bright red, which makes him immediately noticeable. His starry eyes are of a light yellow and incredibly piercing. On his head, he wears a big cowboy hat, which obscures part of his face. The rest of his outfit is comprised of a worn-out coat where he carries all of his tools and a poncho that covers his shoulders.

Sociology

- ❖ **Class:** Callahan's family has always been self-sufficient, but he's never been part of high society.
- ❖ **Occupation:** For most of his youth, Callahan took care of everyone he could on Comet's Sentence, working for justice and good. Now that he's been replaced, he mostly spends his days herding cattle around his home.
- ❖ **Education:** While he didn't receive a formal education, Callahan's parents taught him everything he knows, from farming to proper gun use. While

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most of his knowledge comes from practice and experience, Callahan's always open to learning more about any topic he deems interesting.

- ❖ **Home Life:** Callahan grew up with his parents, both extremely loving and supportive, but with no siblings or people his age. As time passed and he started protecting Comet's Sentence, he started getting along with others, but he's always lived alone, with no intention to change that.
- ❖ **Place in Community:** In the current society, there's no need for people like Callahan, so he's seen as a relic of a previous era, a legend that will eventually fade with time at best and a burden that impedes progress at worst. Still, all who he has helped through the years treat him with kindness and respect.
- ❖ **Hobbies:** Tending to his garden, Woodcarving, Coin magic.

Psychology

- ❖ **Attitude:** Introvert, confident but keeps to himself.
- ❖ **Temperament:** Always appears to be cool-headed, to an unnerving degree. He also seems constantly exhausted, which he expresses with his sometimes sluggish movement and slow diction. At heart, he's kind and empathetic.
- ❖ **Complexes:** His major fear is that once he's no longer of help to anyone and the world has left him behind, he will be completely useless and unable to do anything.
- ❖ **Abilities and Qualities:** Dextrous combatant and gunslinger, gifted for any manual work, fast learner. As a person, he's caring and thoughtful, albeit maybe too introspective and stubborn.
- ❖ **Ambitions:** Callahan wishes more than anything to feel like when he was young, not in that he wants to be young again, but that he has all of his life ahead of him to make choices and enjoy things while they last.
- ❖ **Frustrations:** Not having spent more time planning his future, not being in touch with his current reality.

Callahan is a loner by choice. He loves others and has no problem spending time with them, but ultimately doesn't believe he's deserving of fitting in and leading a normal life. He pretends to be fine, even when he's not, just to not make others worry. Although wise, sometimes the memories of his thrill-seeking youth get him to make unfortunate decisions, which only get worsened by his marked stubbornness. However it might be, Callahan's place will always be wherever someone requires help.

Iconic Abilities/Gameplay

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Callahan's movesets and functions revolve around his arsenal. His guns and their ability to propel him in certain directions facilitate moving around the maps and positioning himself to get a clear shot to the enemy's weak point. He initially has both a precise pistol and grapeshot shotgun, with major knockback and spread.

Backstory

Back when Comet's Sentence was but a hellhole where every cosmic criminal would be thrown into, a small family thrived in a farming community on the edge of the galaxy. A young Callahan learned the value of hard work and devoting his own life to helping others in need and those less fortunate. Soon he went from lending a hand to taking action and becoming a vigilante to face the uncontrolled chaos of the Comet. Outside of any kind of law, he did what he believed to be right, and so the legend of Callahan was born amongst the people.

No matter how small his actions were, his tale was always exalted by the people, which sometimes became too much to bear for Callahan, who preferred peace. But that soon would change when the Act of Appellation was signed. This Act of Appellation sought to reform the criminal infrastructure of the galaxy by repurposing convicts as law enforcement agents and other governmental functions. This meant that Callahan's actions would no longer be supported by the new government, which chose to outlaw all judicial action out of the system.

Callahan was practically ostracized to his farm and now, old and jaded, he has to see how the criminals he used to keep in check now run rampant on the streets, wearing shiny badges, namely the Nova's Archons, who have made it their personal mission to keep him down and controlled. He had assumed that he would die in this state when he was contacted by somebody in a different galaxy, under the pretense that both of their realities would soon collide.

Character Arc

When initially contacted by Ms.Stella, Callahan doesn't think of himself as a hero anymore and rejects her pleas for help. Not long after though, he sees in a vision the results of the Collision and understands that, even if somebody else could do it, they would need all the help they could get. And so he reluctantly agrees.

Through his journey with Stella, he discovers in her a youth of great potential, and so he takes it upon himself to teach her to not repeat his mistakes and to not

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indulge too much in the role of the hero. As they become friends, he reflects on his own life and realizes that even though the world might have not needed him in recent years, being a hero had to do with making the right choice each time.

As the duo contacts The Overseer, Callahan is fully committed and a semblance of emotion and passion returns to him. In the end, after the Collision is avoided, Callahan returns to his farm, with the knowledge that all that he has done has not been in vain, and happy with the life he's led.

Ms. Stella Carter

"I've always found orbits fascinating. The notion that a link between two objects is so strong that one of them can't help but to spin endlessly around the other."

Main Character. A brilliant, young astronomer from Merahn's Plea, who has discovered the collision.



Physiology

- ❖ **Age:** 24
- ❖ **Gender:** Female
- ❖ **Species:** Star
- ❖ **Height:** 171 cm
- ❖ **Weight:** 62 kg
- ❖ **Posture:** Straight, hands on the back of her belt, wary of her surroundings. Looks worried, but analytically.

Ms. Stella is a young woman, who irradiates a sense of maturity. Her uptight and respectful posture makes her stand out amongst the crowd. Her skin is a pale light blue, and ethereal, almost as if made of crystalline water. Her eyes are of a white, bright color which reflects her intelligence. She wears her hair in a tight bun. In terms of accouterment, she wears a long dress that borders on victorian styles, with a buttoned-up shirt and a long skirt, both beautifully decorated. She wears a band of stars diagonally across her chest and a hefty belt that contains her instruments, books, a sword scabbard, and a bobbin where she keeps her cable.

Sociology

- ❖ **Class:** Stella's family belongs to the aristocracy of one of the most relevant systems of Merahn's Plea, the Eye of the Goddess. She's noble by blood, but her family does have commercial success and political leverage of its own.
- ❖ **Occupation:** A recently graduated scholar, Stella currently devotes herself to researching in her private observatory. She does occasionally represent her family at some minor social events, but she mainly focuses on progressing her scientific career.

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- ❖ **Education:** Stella received a deep education, justified by her parent's intellectual interests and her passion for learning and discovery. She's graduated at a post-graduate level in the fields of Bioastronomy and Quantum Physics.
- ❖ **Home Life:** As an only child with a noticeable lack of friends, Stella grew up extremely close to her parents, who would spend many hours learning new things and fantasizing with young Stella. As she grew into an adult, she learned to not be as dependent on them, which they respect and support. Now they live in separate houses, but they are still very close.
- ❖ **Place in Community:** Stella is considered to be promising in the upper echelons of the Eye of the Goddess, although those above her in terms of experience and rank consider that she still has much to learn. Her academic peers are just now starting to get along with her, and she's still widely known to be reclusive and timid.
- ❖ **Hobbies:** Sketching in her notebooks. Looking through her microscope. Knitting.

Psychology

- ❖ **Attitude:** Introverted, open to conversation with others but will generally keep to herself.
- ❖ **Temperament:** Extremely excitable when it comes to learning and discovering, full of determination and optimism. She seems to be a bit unfocused at times, and she's very nostalgic.
- ❖ **Complexes:** Stella fears not only the weight of expectations about her future but she's also scared to lose that part of herself that's idealistic in the face of reality, her inner child.
- ❖ **Abilities and Qualities:** Stella is extremely intelligent and resourceful, being able to utilize her environment to her best advantage to fulfill her objectives. She's also confident, which instills a sense of trust in others around her. As part of her classical training, Stella is proficient in gymnastics, sword-fighting, and various other disciplines. As a person, she's smart and reliable, even if a bit naïve.
- ❖ **Ambitions:** Stella's wish is to save the galaxy, in the hope that will give her the sense of purpose and fulfillment she's been looking for.
- ❖ **Frustrations:** Being scared about her future, Not being able to convince others of her beliefs.

Stella is a young, idealistic scholar who finds out that the world is harsher than what the books suggest. Natural disasters, social inequality, handling one's health, are all things that can drop too much weight at once on someone. And so, even if she wants her facade to show that she's composed and ready for whatever life throws her way, she does it out of a need to avoid the void of uncertainty, and protect her ideals. That's why, no matter her state of mind, saving the universe comes first.

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Iconic Abilities/Gameplay

Stella's movement functions through the metallic cable on her back and the use of hooks to swing through gravity fields and scale complicated surfaces. In terms of combat ability, she uses her keen eyes to look for vital points on enemies and then uses her sword to strike where foes are most vulnerable.

Backstory

Born into a wealthy family, young Stella had much to discover about the world. Even at a young age, the elders of the nobility of her galaxy recognized in her a talent for identifying and handling the stars that rarely appeared. And so, her adolescence led her to a stellar university career, where she thought to have discovered her calling.

During her own studies, she started to look into the boundaries between her reality and others. She was intrigued by the thought that somebody might be closer to her in a different dimension than in a different galaxy in her reality. The research on this matter was sparse, and she began to face tons of criticism from her superiors, for dedicating herself to a matter so whimsical when other much more pressing fields could use more researchers. Stella's confidence caved, and she obliged the wishes of the professors of her university. She graduated with flying colors, but with a sense of deep disappointment within her, she couldn't let go.

As she became a researcher in her own right, she still tried to make everybody content with her work, but she secretly started looking into parallel dimensions again. This act was sparked by a need to rebel, but also by an interior wish to just make peace with herself. In one of her experiments, she came upon a faint signal of a different dimension. This breakthrough might've been reason enough to be extremely excited, but Stella noticed the signal was rapidly approaching: the parallel dimension was phasing towards hers. And with a cataclysm in her hands and the knowledge that she could not tell anyone about her discoveries, she tried to look for a way to contact anybody on the other side who could help her avoid the disaster. With much effort, she established a communication pathway, which reached Callahan.

Character Arc

When the adventure starts, Stella is completely panicking. She feels more isolated than ever, and Callahan's initial refusal to help drives her even more anxious. Eventually, she decides to take matters into her own hands and warn her

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superiors, which ends up with her being detained against her wishes for trying to disrupt the stability of the academic community.

As Callahan accepts and she manages to strengthen the communication link, she discovers in him a mentor figure, somebody honest and who has no preconceptions about her. She starts to feel like she can finally relax and get in touch with herself again. Through dialogue with her inner child, a spark of joy and pride in herself comes back to her, and she learns to enjoy life again. For as tense as the situation might be, Stella manages to get a hold of herself and face it with confidence.

By the time they get contacted by the Overseer, Stella has fallen into the role of a natural leader. Her optimism and confidence have managed to convince those around her that her intentions are just and worth defending. In the end, after the Collision is avoided, Stella strives to reform the academic system of Merahn's Plea and change things for the better.

The Overseer

"Inner Monologue - *(We might need a half x4 valve for that opening. Do we have enough spark switches? Oh, that cloud of dust looks so cute, like a flower. I think that after this cave is done I'm set with this month's quotas...)*

OK, LET'S DIG!!!"

Main Character. A miner from the Faded Anchor, who knows of the Collision but is alone.

Physiology

- ❖ **Age:** 47
- ❖ **Gender:** Female/Non-binary (She/they)
- ❖ **Species:** Rogue Asteroid
- ❖ **Height:** 159 cm
- ❖ **Weight:** 70 kg
- ❖ **Posture:** Straight back, confident, with arms on her hips. Tends to do wide hip movements when looking around, but without flailing her arms in any way. Very measured and relaxed.

The Overseer is best defined as sturdy. Her wide torso and legs grant her a resilient image. Her face, like the rest of her skin, is grey and rough, filled with bright magma scars and tiny craters. Her eyes are a deep black color with a faint note of bright red and orange. She has her hair folded under a blue hat, which completes her miner's overall and gloves. She has an enormous backpack where she keeps her mining equipment, as well as a belt that has a small radio attached to it. It's not uncommon to find her blowing dark-colored bubblegum.

Sociology

- ❖ **Class:** The Overseer has always belonged to the lower working classes, given her profession and her inability to have a choice in the matter.
- ❖ **Occupation:** The Overseer works managing a collection of mining stations in a far corner of the Faded Anchor, which means that she performs mining duties, but also controls the quality and shipment of the materials.
- ❖ **Education:** The Overseer is self-taught for the most part since she doesn't strictly know her parents. She is proficient in manual labor and all the practical aspects of mining, while also keeping a solid base of general knowledge that would correspond to someone in a position of higher management.

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- ❖ **Home Life:** People in the lower classes of the Faded Anchor live in isolation, meaning that Overseer grew by herself with the only company of robots and all sorts of machines. While she had no problems with the bare education she received, she didn't receive much affection from anybody, and so she has developed a strange relationship with the concept of love.
- ❖ **Place in Community:** As part of the mining communities on the borders of Faded Anchor, Overseer is unknowingly collaborating with the society of the overall galaxy by providing the resources their leaders require to carry out their plans. These leaders do not take Seer into any sort of consideration, since to them it's just another nameless pawn to carry out their will.
- ❖ **Hobbies:** Reading manuals. Mining for treasure. Categorizing.

Psychology

- ❖ **Attitude:** Introverted and skittish, but willing to try and be open.
- ❖ **Temperament:** Loud, brash, and shameless. Although they're usually serious, Seer prides themselves on being clear about their ideas and doing whatever may be necessary. She might be hard to handle, but in her heart, she's hard-working and emotional.
- ❖ **Complexes:** Seer fears not feeling significant affection for a different person since the death of her partner. She also struggles with being isolated and alone.
- ❖ **Abilities and Qualities:** Seer is an excellent overseer, incredibly strong, and with an iron conviction. They're brave, focused, and bent on unearthing the truth. In combat, they shine on brute strength but can handle mining equipment as weaponry just as effectively.
- ❖ **Ambitions:** Seer wishes to find out more about the nature of human relationships, and to understand what is behind the collision.
- ❖ **Frustrations:** They're deeply affected by the passing away of their partner, and feel helpless about not being able to contact Callahan and Mrs. Stella.

Iconic Abilities/Gameplay

The Overseer tackles movement in a straightforward way: by setting up platforms and digging through those surfaces that block passage. They're also able to set up certain traps and objects, which allow for more freedom of movement, while also setting up clear attacks with their tools on enemies.

Backstory

Born by herself, the Overseer became the sole organic inhabitant of a miner station on the far end of the Faded Anchor by the name of D34-R Extractor. Surrounded by machines and robotic caretakers, they were brought up as a tool, for the only purpose of managing the mining station and shipping her exploits to the center of the galaxy. She knew no better, so she rapidly adapted and became

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content with her situation. For her, the purpose of life was as simple as waking up, working all day, and going to sleep.

And so passed the years until a day, when a small vessel crashed into one of the active excavations. Scared that the equipment might've been damaged, Seer approached the crash zone to find the remnants of the ship and a trail of footsteps. While their head told them to clean this mess and get on with their tasks, they decided to trust their intuition. Far into one of the caves, Seer found one of the things she was least expecting: another organic being. A star woman huddled in a corner. Seer saw she was passed out and wounded and decided to take her to the base.

The woman presented herself as Mantle-Of-Dew or Dewy. At first, Seer didn't know how to handle her, so she left her to recover with the help of the station's robotic assistants. Slowly but surely, Dewy broke through her emotional walls, and they fell for each other. She taught Seer what love was, and how much bigger the galaxy could be. Still, Seer knew that they didn't want to be anywhere if it wasn't by Dewy.

Time passed and although they were happy and things were going well, Dewy was struck by an illness that could not be cured. As she faded out, Seer was just helpless. And her way of coping with her death was to devote herself to her work twice as hard. Their body paid the price, but Seer couldn't care less. All sense of self-preservation had abandoned them.

After crying to sleep, one night many years later, Seer found herself in a dream, a very realistic vision. They saw two people, from different realities, talk to each other. As they spoke, the three of them neared each other, and eventually, her eyes gazed at the destruction of several universes. Even if Seer might've not cared about her eventual end, she understood that the end of the universe would be the death of all of the precious things that Dewy had related to her. Of anyone who could keep her memory alive. Seer decided to save this world and, for the first time, leave the confines of her home.

Character Arc

At the beginning of the adventure, we see in Seer a very muted person, both in words and character. It's the presentation of a somewhat broken individual. Seer keeps going because they hold to a memory long gone, and this is the main conflict point of their story.

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As Seer finds others on The Faded Anchor, she discovers the truth about Dewy's story: what she was and what she was running away from. Seeing others speak about her gives Seer perspective on love and how they didn't need to bear the burden of her death all by themselves. This helps Seer to comfort those who loved Dewy and gather the strength to confront those who hurt her in the past.

Eventually, Seer finds out that the people responsible for the Collision are plotting from The Faded Anchor, against Dewy's morals and wishes. This turns her grief into anger, which now fuels her stronger, but also consumes her from the inside.

As the Collision is avoided, Seer has a close call with death, when she sees Dewy for the last time. Mantle-Of-Dew asks them to let go, and for the first time since their departure, Seer can feel truly free and happy to know that she loved will all her heart for as long as she could.

Joshua "Jo Bullets" Truceful

"It's over, old man. Go back to your rocking chair and forget your stupid ambitions. This universe belongs only to The West Star, and you're not in their plans."

Secondary Antagonist. An aspiring thug from the Nova's Archons, responsible for keeping Callahan Ilderman within the confines of his town.

Physiology

- ❖ **Age:** 31
- ❖ **Gender:** Male
- ❖ **Species:** Star
- ❖ **Height:** 175 cm
- ❖ **Weight:** 82 kg
- ❖ **Posture:** Bad for his age. His head is leaning forward, giving him a vulture-like appearance. He's always clasping one of his hands to his chest, while the other is relaxed by his side.

Joshua is as scrawny as a fighter can be. At first glance, it might seem that his chest is round and too wide for his complexion, but under his simple western clothes, it can be seen that he's wearing a suit of armor, partly archaic, and partly modernized. His clothes are stitched in the colors of the Nova's Archons, which contrast his deep blue skin. One of the most noticeable things in his attire is a holy symbol in the center of his sternum, which represents his connection to the cult of the West Star and creates the constellations on his neck.

Sociology

- ❖ **Class:** Joshua was raised in a low-class working family, and so he turned to crime when he needed a way out of his situation. He eventually ended where all criminals end, Comet's Sentence, where he got around by doing odd jobs and petty theft. Now that he's part of the Nova's Archons, Joshua is but a pawn, even if he's now much more accommodated.
- ❖ **Occupation:** Previously a burglar and mugger, Joshua is now part of the reformed Nova's Archons and designated specifically to the town of Nowhere Band, where Callahan lives. Although he has responsibilities with the government of keeping peace and attending to people's needs, Joshua's task is to keep a close eye on Callahan.
- ❖ **Education:** Joshua's education is purely practical, except for his religious upbringing, which was developed from being under the tutelage of Ylis

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"Mad Y", who instructed him in the cult of the West Star. Anything else he has learned in the streets.

- ❖ **Home Life:** His relationship with his family in his infancy was stable. Everyone in his home had to collaborate to subsist, and so he got along with his parents and siblings. The necessity to feed all the mouths in his home meant that he had to abandon his house at a young age to find his place in the world, and so he became slowly estranged.
- ❖ **Place in Community:** As part of the Nova's Archons, Joshua's role is to enforce peace and help the community. Contrary to some of the more ill-hearted members of his group, Joshua actually devotes time to looking over the people he's protecting, even if he does so from an indoctrinating standpoint. The people in Nowhere Band neutrally treat him but are disapproving of how Joshua deals with Callahan.
- ❖ **Hobbies:** Pray. Taking long walks. Painting his armor.

Psychology

- ❖ **Attitude:** Neutral, often talks too much, and can be a bit forceful in making others listen.
- ❖ **Temperament:** Overconfident, preachy, and obsessive at times. He's not a pessimistic person but accepts things as they happen.
- ❖ **Complexes:** Obsessed with his idea of the future and his own importance in the plans of the West Star.
- ❖ **Abilities and Qualities:** Joshua is not very good at handling any kind of weapon, as he's better at stealing than fighting. However, he's very agile and very dextrous, which means that his fighting skills are based on controlling mechanisms through remotes and evading his enemies.
- ❖ **Ambitions:** To have everyone convert to the cult of the West Star wholeheartedly.
- ❖ **Frustrations:** Being treated as a pawn by the other Archons, having to deal with Callahan, and getting stuck on Nowhere Band.

Iconic Abilities

Joshua's boss fight is centered around his ability to move quickly through moving the trains on the battlefield around with his remote, as well as his ability to hide. As an attacker, Joshua utilizes the power of the West Star to fuel his holy symbol, which causes his chest to emanate energy pulses that push enemies back, as well as nearby machines to be overcharged and crackled with electricity.

Backstory

Born in an unknown part of the universe, Joshua had to struggle from the moment he could walk. His family needed every person in their household to provide and fend for themselves, so it was no surprise that Joshua had to grow up noticeably fast. He quickly learned the way the streets worked and discovered an innate

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ability to pickpocket, hide, and steal from others, which led him to have his fair share of close calls with other criminals.

As he grew up, he became bolder and started attacking richer and richer people. While successful at first, his overconfidence led him to rush his work too much, and so he got easily caught. Condemned to exile to Comet's Sentence, Joshua assumed that he would figure things out, as he had always done.

After reaching his new home, Joshua got forced to do manual labor. It's in this punishment that he met Ylis or Mad Y, an ancient criminal of past times who everyone mostly respected enough or just didn't pay mind to. They quickly bonded over Joshua's interest in Y's holy symbol. Even if he just intended to steal it, the elder's work infused in him a sense of reason and purpose he had never felt before. He understood the role of everyone in society and assigned himself a place in the plans of the West Star.

As the Act of Appellation got signed, Joshua's minor criminal record and contained attitude warranted him a place at the Nova's Archons. He assumed this would be his chance to go around Comet's Sentence and expand his beliefs, but his superiors quickly assigned him a post overlooking their own rival, Callahan Ilderman. Even if Joshua doesn't have any personal problems with Callahan, he sees the vigilante as an obstacle in the way of his plans and progress.

Character Arc

As an initial antagonist, Joshua does not have much room for an arc. In his case, his battle with Callahan has him understand that his purpose in the world is not as grandiose as he thought, and to die with dignity.

Irene "Frostbite" Pierce

"I'd suggest you get rid of anything you're not using. I can even take care of your head for you if you want."

Callahan's Main Antagonist. One of the leaders of the Nova's Archons, and the only one of them to know of the Collision and Smile-Of-Steel's plans.

Physiology

- ❖ **Age:** 43
- ❖ **Gender:** Female
- ❖ **Species:** Star
- ❖ **Height:** 187 cm
- ❖ **Weight:** 78kg
- ❖ **Posture:** Strong, confident, and dominant. She usually has her shoulders back and relaxed, but is always tense in case she has to make any sudden movements. Her gaze is focused and piercing.

Irene is tall and incredibly muscular, although thin. Her uncovered arms allow seeing her strong complexion and completely white skin since her head is completely covered by a robotic helmet, topped with a long hat. She dresses in metallic pieces and a simple outfit with the Archon's colors, that is covered in bands and suspenders where she hangs her ammunition and tools.

Sociology

- ❖ **Class:** Being raised a criminal, Irene was originally from the middle-lower class, even if she got granted some commodities by her family. Now that she's a higher-up in the Archons, Irene lives life comfortably, with no concern for social status and her superiors.
- ❖ **Occupation:** Currently, Irene holds the position of Deputy Commander of the Nova's Archons. This has her distribute all members of the organization and take care of hostile matters.
- ❖ **Education:** Trained by her family in the ways of crime, Irene supplemented that practical knowledge with empirical experiences. In her free time, she approached others and socialized, with the intent of discovering how to manipulate people and getting them to do her bidding. Irene later discovered that manipulated people were a liability, and so discovered the art of leadership, through which she felt more comfortable.

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- ❖ **Home Life:** Raised by the Pierce family, which was part of a larger crime syndicate, Irene quickly discovered the value of community and trust. She forged bonds with others both in her family and outside of it, but she never experienced a home life in a traditional sense, and never treated others in her family as such, but as associates.
- ❖ **Place in Community:** As Commander of the Nova's Archons, Pierce's reputation, which already preceded her, has become one of fear and respect. To society at large, Pierce is another visible part of this new regime that's taking over, and so they're hesitant to judge her prematurely but are generally wary of her intentions.
- ❖ **Hobbies:** Target practice. Reading non-fiction.

Psychology

- ❖ **Attitude:** Brash and extroverted. She's prone to mockery and intimidation just as much as encouragement and empathy.
- ❖ **Temperament:** Angry, direct, and commanding. Irene believes things will go her way as long as everybody is putting their effort in, but is not afraid to take matters into her own hands.
- ❖ **Complexes:** Prone to anger attacks, Obsessed with humiliating her enemies, slightly overconfident in her intelligence.
- ❖ **Abilities and Qualities:** Good leader, brave, skillful, heartless.
- ❖ **Ambitions:** Wishes to acquire power from Steel to put everyone in her old galaxy under her command.
- ❖ **Frustrations:** Being betrayed. Having her soldiers fail and/or die.

Iconic Abilities/Gameplay

An expert marksman, Irene focuses on the use of guns that shoot potent energy beams which are complicated to avoid. She also can call her minions to action and encourage them to fight for longer and to enhance their fighting capabilities. If her enemies get too close, she also has energy claws implanted in her gauntlets, which she uses to break covers and cause grievous wounds.

Backstory

Initially from an unnamed galaxy, Irene was born in the Pierce family, a crime family recognized for smuggling and racketeering. Although business skills were no mystery to young Irene, her peers quickly recognized her talent for violence, and her surprisingly focused anger. Irene became the person you contacted when you needed someone to learn a lesson and keep up with their payments.

The Pierce family's rule over the crime syndicate held for many years until a rival family nobody had heard about suddenly appeared in her galaxy and started taking over their territory. A gang war ensued, where Irene's talent avoided total

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oblivion for her family, but at the expense of giving up control of all the systems. These newcomers were unlike anything she had seen before: they had sunken eyes and spoke with a chilling voice.

Forced to retreat, Irene had to leave her natal galaxy and travel to a different place, where she could once again take over. As luck would have it, a law enforcement ship boarded hers and threw her in Comet's Sentence, where she would finally pay for her violent crimes. Irene devoted this newfound time to refining all of her abilities and organizing most of the criminals in Comet's Sentence into a new organization, which would be transformed into Nova's Archons with the signing of the Act of Appellation.

Now a high enforcer of the law, Irene's ambitions grew. And with them, somebody contacted her with promises of power. She looked like the people who had taken over her home, but the lady explained that those were common enemies. In exchange for Irene's help, the lady would grant her the power to crush her foes. All she had to do was ensure that nobody would mess with several artifacts scattered throughout Comet's Sentence.

Character Arc

Irene's character arc mainly concerns her noticing that SOS has tricked her, and understanding that all that she has done in her stead has been in vain, that she would not uphold her part of the deal. Irene finds newfound comprehension and respect for Callahan, but not enough that it prevents her from fighting him, as letting Callahan get away with destroying all of the statues would mean that her actions meant nothing.

Lord Malus Trailos & Company

"I do truly believe that all of this potential should not be wasted on pursuing tall tales. Focus on the task at hand, and do as you're counseled."

Ms.Stella's main antagonist. One of the higher-up members in The Eye of the Goddess' academic communities, this nobleman has been corrupted by a creature sent by Smile-Of-Steel, a parasite called Company.

Physiology

- ❖ **Age:** 74 /?
- ❖ **Gender:** Male / Ungendered
- ❖ **Species:** Red Supergiant / Pulsar
- ❖ **Height:** 234 cm
- ❖ **Weight:** 140kg
- ❖ **Posture:** Given the Lord's massive size, his head is slightly leaning forward and buried in his chest. He's hunched over, although not much, he's wide and muscular. When staring, Malus is mistrusting and careful.

A hulking figure, Lord Malus Trailos is a regal figure with an imposing presence. He has a formal coat with all sorts of golden buttons, united by metallic threads, which form the image of constellations. His red skin, although muted, has great contrast with his usually pale clothing, and dark hair. Company is a tiny shadow form, which appears behind Malus' head but is normally invisible, with no physical traits except for deep bright eyes, which are extremely hypnotic.

Sociology

- ❖ **Class:** Lord Malus has always been part of a noble house and a member of high society.
- ❖ **Occupation:** Lord Malus oversees most of the academic research conducted in the circles of his galaxy, but is also a council member of the Regency of the Eye of the Goddess, meaning he has political power over the entire system.
- ❖ **Education:** As a member of high society, the lord has received training in all classical matters, as well as a deep education in Mathematics and Theoretical Engineering, which constitute the backbone of his enterprises.

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- ❖ **Home Life:** The Lord lived comfortably as the eldest son of the previous Trailos generation. He commands respect, and so all of his siblings and close relatives have a cordial relationship with him. He has a wife named Lia and three children, as well as several grandkids.
- ❖ **Place in Community:** As one of the most prominent figures of authority, the Lord is highly regarded by members of high society as a fair and just leader. The lower class people in Merahn's Plea are reticent to be friendly to any noble, and so Trailos is just another person who rules over them.
- ❖ **Hobbies:** Fencing. Sketching blueprints. Spending time with his grandkids.

Psychology

- ❖ **Attitude:** Extroverted and approachable, although skittish at times when he has to hide Company's influence over him.
- ❖ **Temperament:** Outspoken and friendly, particularly in informal situations. When formal, he's extremely serious and commanding. Company only exacerbates these traits.
- ❖ **Complexes:** The lord can appear to be paranoid and have sudden shifts of humor randomly, due to Company's control.
- ❖ **Abilities and Qualities:** Good melee fighter, excellent speaker and politician, brilliant engineer.
- ❖ **Ambitions:** Discover a way to avoid the Collision and rid himself of Company once and for all. / Progress Smile-Of-Steel's plans.
- ❖ **Frustrations:** Not being able to rid himself of Company's influence. Not being able to save his world and his loved ones.

Iconic Abilities/Gameplay

As a fighter, Lord Malus Trailos initially commands others into battle. But as the situation becomes direr, Company forces him to fight for himself. Although he's an intimidating enemy on his own, Company can use its shadow abilities to make him harder to track and strengthen his attacks.

Backstory

As the heir to one of the most powerful families in The Eye of the Goddess, expectations were high for young Lord Malus. Fortunately, he succeeded them, becoming one of the most prominent members of society by the strength of his charisma and his convictions. His genius and talent for the construction of new and fascinating machines allowed his family to hold a position of privilege and for him to live a happy and comfortable life, with not many missteps and issues.

It wouldn't be until four or five years in the past that Lord Trailos immersed himself in the research of means of communication between great distances, further than ever before. The energy expenses and the physical implications

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meant that he had to look for a source that could maintain open lines across the universe. Eventually, he found a solution in the use of theoretical physics and the possibility of sending the message through wormholes, closing the distance by traveling pocket dimensions. As he began to experiment with contacting other dimensions, he stumbled upon a dark expanse, a galaxy by the name of The Faded Anchor. Whether she had planned it or not, Smile-Of-Steel found him and tried to establish a conversation.

Not interested in her promises of power and rushing to close the connection, Lord Trailos committed the mistake of turning away from the lady. She took the opportunity to implant him with a parasitic star, one of her favorite pets, Company.

The possessed lord then became a conduit for Steel's plans, under the instruction of the devil at his ear. For years he has maintained his facade as well as he could. To keep the plot hidden, he has pushed agendas to avoid any research on the topic, which has trumped the plans of one Stella Carter. For the first time in years, Lord Malus sees a chance to regain his independence by being defeated by this young mind, although for now, Company will do anything in its power to stop her.

Character Arc

Lord Malus' character arc is much more developed throughout the entirety of the game. First met as a figure of respect, it should become apparent to the player that Lord Malus becomes progressively sketchier, culminating in being the one responsible for incarcerating Ms. Stella in the first place.

Although self-restrained, as Stella destroys the statues, Lord Malus' facade drops and he acts more and more aggressively. It's not until the player confronts them about his actions that Company's involvement in the plot is made clear.

Once the player can defeat Lord Malus, Company abandons its host to die, which allows the Lord to gain possession of his actions, and to redeem himself through his actions.

Smile-Of-Steel

"I want you to understand that there's no catch. No tragic backstory. I'm exactly who I want to be. Pity you can't say the same."

The Overseer's main antagonist and final antagonist. Character Summary

Physiology

- ❖ **Age:** 123
- ❖ **Gender:** Female
- ❖ **Species:** Pulsar
- ❖ **Height:** 194 cm
- ❖ **Weight:** 69kg
- ❖ **Posture:** Tall and languid, slightly curved and hunched over. Her elbows are usually pointed outwards, with her hands locked.

Smile-Of-Steel (from here on out, SOS) fits in the typical description of a lich figure. Sunken eyes, ghastly complexion, tall but sickly thin, etc. She wears long, ceremonial robes, over a tight coat in dark tones. Her most prominent physical characteristic is a mouthpiece she wears to replace her lower jaw, that's completely made out of metal and shows some intimidating fangs.

Sociology

- ❖ **Class:** High class, although it's more of a stance of power rather than a product of the existence of a hierarchical society in The Faded Anchor.
- ❖ **Occupation:** She's high regent of The Faded Anchor, which means she holds total political control over the entire galaxy.
- ❖ **Education:** SOS was trained as an apprentice in the magic arts by a coven of other witches, and so her knowledge of arcane matters comes from practice and experience. Everything else she learned by interacting with others, and through life experiences.
- ❖ **Home Life:** SOS became an orphan at a young age, as she was abandoned by her parents in the middle of the galaxy, and never saw them again. She was raised by the witches who took her in, and so she has stronger notions of community and hierarchy rather than family bonds.
- ❖ **Place in Community:** Most of the Faded Anchor's society does not interact with the coven at the center, and so they're oblivious to SOS' rise to power. However, among her closest advisors, SOS' doubtable methods and

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disregard for most life is cause for concern and animosity, even if this discontent has to be kept secret from the matriarch.

- ❖ **Hobbies:** Drinking tea. Reading. Plotting.

Psychology

- ❖ **Attitude:** Extroverted, confident in her abilities to overpower anyone in her way. While she doesn't speak much, she makes every word count.
- ❖ **Temperament:** Calm and collected, practically emotionless. Even when faced with bad news, it's usual for her subordinates to fear an outrage that never comes. She never punishes her minions immediately, which only makes them more fearful of the eventual retribution. The only time when her character comes through is when she's excited to feed on the dimensional energy she's extracting.
- ❖ **Complexes:** Has trouble sleeping and so gets physically exhausted fast. Feels slightly conscious about the way her skin has shriveled.
- ❖ **Abilities and Qualities:** Brutally cunning and adept in witchcraft and the arcane arts. Is excellent at manipulating others and at keeping her intentions secret.
- ❖ **Ambitions:** To ensure her survival for eternity.
- ❖ **Frustrations:** Requiring assistance from her pawns, knowing the complexity of her plan and that it may fail.

Iconic Abilities/Gameplay

As a powerful witch, SOS is an expert in reading the stars and manipulating their movement to her whim. She can also bend energy and use it to empower herself or enfeeble her enemies. If in close range, SOS can use her metallic jaw to bite on the adversary and lock them in place, while she pierces through their skin.

Backstory

Being abandoned by her parents as a newborn, SOS was initially given the name Siren-Of-Bone. One of the minor covens of the Faded Anchor took her in as an apprentice and raised her in the arts of the arcane and the balance of galactic power. Being an innocent child, SOB took in all that she could and tried to understand the fragile equilibrium of her reality.

Constant peril in her duties led her heart to grow bitter, though, and soon she was disenchanted with any notion that the work she was doing was 'in the spirit of generosity and honor'. She wanted something more, she wanted for her voice to matter. And so she started to train harder than ever in manipulating the torrents of energy that pierce through the center of the Faded Anchor.

Pushing herself to the limit, she eventually managed to overcharge one of these gates, and glimpse into a different place, another dimension. What she saw brought marvel to her eyes: all of the untapped power, all of the energy they

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could use to be better, to be stronger. She was so enticed by this that she couldn't notice the connection failing and, when she attempted to back out of the portal, it closed and cut her jaw. Bleeding and obsessed, SOS' dark path had just begun.

With the promise of liberation and a better life for all of the witches, SOS seized the control of the Covens and started her plan: to tap into other dimensions, and absorb their energy, no matter the cost. As she devoted herself to the task, her body aged rapidly, and her peers became increasingly scared of her, obeying by the sole effect of fear.

Those who defected, like the late Mantle-Of-Dew, had no chance to balance the scales against SOS' forces. All she needed was to put her plan in motion, which meant choosing the appropriate dimensions, and the proper conduits. She reached Comet's Sentence and Merahn's Plea, and the excavations began. She started to demand the involvement of everyone in The Faded Anchor, all resources were to be allocated to this endeavor.

Character Arc

For the most part, SOS' character arc happens through her backstory. In the game, we see these events be conveyed through dialogues and recollections from other NPCs from the Faded Anchor. In terms of her evolution, SOS does not show much evolution, since she's only focused on having her plan work. Even when the heroes manage to progressively destroy the statues that hide her plans, she keeps an unnatural calm, since she still believes she will come out on top in the end. When she's defeated, she doesn't get an opportunity to repent or to become disappointed in her plans, she just allows her craving for power to make her commit mistakes and ultimately fail.

Plot

The game begins with Callahan on his farm. After a brief introduction to the setting around him, he's contacted by Ms.Stella. Ms.Stella is calling from a different dimension and galaxy, intending to warn him of the imminent cataclysm resulting from the collision of both dimensions.

While initially reluctant to help, Callahan finds himself trapped in his home village by the Nova's Archons, and so decides to break out by getting rid of his captor, Jo Bullets. On her part, Ms.Stella's investigations are unveiled by the academic authorities and she's thrown into jail, from where she needs to break out.

After both of them are free from their respective confinements, they decide to partner up and try to avoid the Collision. The first step in their plan is to discover what is causing the Collision. As they trail through many systems, they find out that the energy is being absorbed into several beacons, that harbor black holes and are being disguised in giant statues.

While this happens, The Overseer decides to do their part and attempt to avoid the Collision on their own. She knows that the answers she seeks are in the center of her galaxy. But she needs to overcome the beasts and creatures that inhabit the Outer Rim to get there. While these enemies do not have a particular interest in the plan of the Collision, they will attack the character out of animalistic behavior. The Overseer will not find the statues to be destroyed, since it's their galaxy that's absorbing the energy. Instead, she will come across altars, left behind by those that, like Dewy, fled from SOS' reign of tyranny. It's through them that she reminisces about her lost love and her purpose.

By destroying the first statues, both Callahan and Ms.Stella finally understand that the opposition they're facing is not because of their past deeds, but because somebody is plotting the Collision between their galaxies with their rivals. Their objective then also entails finding out who's in charge of this cataclysm. On Comet's Sentence, Callahan destroys yet another statue but is gravely wounded by Irene Pierce and incarcerated by the Nova's Archons. This is the moment Callahan discovers that Pierce has connections to this plot.

Feeling their connection dim, Stella becomes worried. At this moment, Lord Malus talks her down and manages to convince her to stop her quest and lend the responsibility of finding out the culprit to him. As she trusts Lord Malus and is feeling insecure, Stella surrenders and steps down from the conflict.

By this time, the Overseer has finally managed to reach the cities in the central systems of The Faded Anchor. Here she talks to the people and learns about Dewy's past, but also about the Covens that inhabit the core of the galaxy. Figuring out that they're either the ones responsible for the Collision or that they

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could stop it, Seer decides to travel there. Before getting there, they fight a member of the coven near one of the energy pillars present in that region. The energy that comes through it provides her with the power to finally contact Callahan and Ms.Stella. This grants both of them the strength to return to their quest to save their universes.

Determined, Callahan defeats Pierce and restores faith in justice and hope in Comet's Sentence by asserting his dominance over the corrupt Archons. Stella discovers that Lord Mallus has been possessed into facilitating The Collision and confronts him and his parasite.

By defeating their respective enemies, both heroes gain access to the portals through which Smile of Steel contacted their nemesis in the first place. Callahan and Stella meet the Overseer and the three of them confront SOS, avoiding the Collision and freeing their respective universes.

Plot Summary

P - Playable

C - Cinematic / Non-playable

- ❖ C - Old Ella visits Callahan at his farm and tells him about the harvest festival and Jo Bullets' plans for it.
- ❖ P - Callahan decides to go to the town of Nowhere Band. Movement tutorial.
- ❖ C - Callahan has an argument with Jo Bullets at the town square and the latter sends thugs to dispose of Callahan.
- ❖ P - Callahan fights against the thugs and goes back home. Combat tutorial.
- ❖ C - Stella finds out about Callahan and contacts him. They argue and Callahan rejects the call.
- ❖ P - Stella goes and tries to warn the academy about the collision. Movement tutorial for Stella.
- ❖ C - Stella talks about her findings but is reprimanded and temporarily thrown into confinement while her superiors decide what to make of her research. Callahan has a vision of the Collision and decides to finally help.

P - The player gains control of either Callahan or Ms.Stella, they will each have to break three statues in their respective galaxies, with the player changing character every time they destroy a statue. To destroy an area's statue, the player will need to defeat a boss enemy. In this segment, the player learns a bit more about what's going on with the collision, Comet's Sentence and Mehran's Plea, and the character of the two protagonists. Callahan has to reminisce and enter a

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stage of introspection about what he needs to be, while Stella is panicking and trying to convince herself that she's capable of dealing with this event. This section ends with Callahan defeating Jo Bullets back in Nowhere Band and breaking that statue, which triggers the visions of the Overseer.

- ❖ C - The Overseer sees Callahan and Stella but is unable to reach them. Presentation of the new character and setting.
- ❖ P - The Overseer travels around their space station and looks past the asteroid belt and into the center of the galaxy of the Faded Anchor, where the energy pillars seem to be flickering and becoming unstable. Movement tutorial for the Overseer.
- ❖ P - The Overseer clears the area between the station and the asteroid belt. This area will have several minor bosses in the form of feral creatures and a final boss fight, a titanic beast called Dead-Eyes. When the player defeats this creature, The Overseer will strike a deal with it to transport her towards the center of The Faded Anchor.

P - The player once again gains control of any of the characters they wish to control. The character swap takes place when Callahan or Stella break a statue, or Seer defeats a major enemy from the coven. In this segment, Callahan becomes a mentor figure for Stella and steps into more comfortable shoes as he no longer feels shunned by others and he gets to finally deal with some of the worst criminals of Comet's Sentence. Stella finds courage and stands her ground against her persecutors, finally coming to terms with the person she's become and not letting anyone's misjudgments bring her down. Seer finds out about what the coven has done to their galaxy, and asking around, finds people close to Dewy, who talk to them about what people like her were forced to do and happy memories for Seer to treasure.

- ❖ C - Callahan destroys yet another statue, but Irene Pierce, leader of the Nova's Archons wounds and captures him. Feeling their bond weaken, Ms.Stella has a moment of weakness, which Lord Malus and Company take advantage of by pushing her away from the statues and keeping her unknowingly under house arrest.

P - This section ends with Seer bringing down Bones-Of-Lore, one of the most wretched members of the coven.

- ❖ C - After defeating Bones, Seer accesses the pillar he was guarding, and the energy flux allows her to finally contact Callahan and Stella, who respectively find new strength to keep fighting.

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P - The player can take control of any of the characters. Here's the arc for any of them.

Callahan

- ❖ P - Callahan escapes the prison and retreats to safety to Nowhere Band, where he gets healed and restocked by the villagers.
- ❖ P - The player is free to explore as they choose, in anticipation of the final combat.
- ❖ C/P - Callahan assaults the Nova's Archons fortress, a massive spaceship known as The Steed of Eons.
- ❖ P - Callahan confronts Irene Pierce and fights her to the death, finding out about her role in the overarching plot.
- ❖ C - After defeating Pierce, the player manages to find the portal through which SOS contacted Pierce, and steps through it.

Ms.Stella

- ❖ P - Stella notices she's being confined and breaks out of her house.
- ❖ P - The player is free to explore as they choose, in anticipation of the final combat.
- ❖ C/P - Stella attacks the Trailos Estate, where Lord Malus resides.
- ❖ P - Stella confronts Lord Malus and defeats him, which prompts Company to exit his body and occupy a different host, in this case, a giant construction engine owned by the Trailos family. Lord Malus is free of his clouded judgment and lends help to Stella.
- ❖ P - Stella fights Company to the death.
- ❖ C - After defeating Company, the player manages to find the portal through which it slipped, and steps through it.

Overseer

- ❖ P - The player is free to explore as they choose, in anticipation of the final combat.
- ❖ C - Seer walks to the biggest pillar, which is near the Coven's hideout, where they can haphazardly assemble an engine, which allows Callahan and Stella to walk through. They all meet and spend the night together, planning their next moves.
- ❖ P - The characters, with the player being able to freely swap between them, have to traverse the cosmic forest where the Coven lies, and where SOS is conducting the Collision.
- ❖ C - After arriving at the Dead End, a massive asteroid where the seat of power of SOS is, the characters find the witch, who was waiting for them.

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- ❖ P - The characters fight Smile-Of-Steel and manage to avoid the Collision.
- ❖ C - The characters say goodbye to each other, and return to their homes. The credits roll, where we see snippets into their futures. We see Stella's career flourish, Seer lead their people into reconnecting with nature, and Callahan, still burning bright as ever, surrounded by friends.

Mechanics

The main mechanics for Closure's a Constellation are derived from platforming games and the Metroidvania genre.

Movement

In terms of traversal, characters can walk normally and jump twice. There are several mechanisms, such as jumping pads and ziplines, which allow characters to move in additional ways.

Additionally, each of the three protagonists uses tools to move in additional ways:

- Callahan can fire his guns to cause knockback, which pushes him backward or upwards, depending on the direction he's facing. While in the air, he has a limited amount of bullets, which will expand during the game.
- Stella can use her bobbin to throw a grappling hook that attaches to particular elements of the landscape or any weak points or enemies. Using the hook immediately pulls Stella towards the grappling point.
- The Overseer can create holes through pieces of landscape and build mechanisms such as the aforementioned ziplines, which allow them to move between planets.

When interacting with multiple celestial bodies, characters will use the gravity of the one they're standing on until they are closer to the other body or use forced movement to get to the other body.

Exploration

As with most metroidvanias, players will have access to maps which will be expanded as they explore and find new areas. The locations will include NPCs, enemies, and bosses which will progress the story.

Several zones will be blocked for the player by backtracking, meaning that they will need to advance the character's abilities to access certain areas.

Character Swap

Depending on the story's needs, the player will be able to control one character and switch to others when required. Each character has their environment and situations, so they work in different ways.

In the midsection of the game, after destroying a statue or defeating a boss, players will be able to choose which of the other two characters they want to control. If a player doesn't advance enough with any of the characters, they will be unable to switch to the other ones until they have progressed that character.

Juan Belío

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In the final act, all three of the characters meet, so the player can change between them at will, although they all are in The Faded Anchor.

Settings

Comet's Sentence

Comet's Sentence mostly takes the form of a collection of arid systems, full of deserts similar to the ones present in Western media. The colors are warm, with reds and oranges giving shape to stars, sunsets, and many other bodies.

Long ago, this galaxy was created by an unknown being, to trap all criminals in its known universe. Whenever one such miscreant was captured, they would be sentenced to a lifetime in Comet's Sentence. The first settlers, alongside the security agents employed in the galactic prison, managed to convert the inhospitable systems into progressively more functional cities and societies.



In actuality, the descendants of the first members have achieved a balance between civilians and the criminals who occasionally come to the galaxy. While some decided to redeem their past misdeeds, some still make a living out of theft, violence, and threats. This leads the communities to organize and form governments, but also for certain members of society, such as Callahan Ilderman, to protect others.

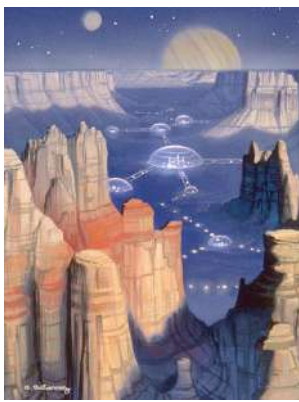
About eight years before the present moment, the Act of Appellation was signed. This document sought to find a way to reform Comet's Sentence criminal underbelly and repurpose them for more proper and legal tasks. While initially successful, this plan has given way too much power to those who would like to abuse it, causing an air of uncertainty and fear amongst the populace.



Mehran's Plea

Mehran's Plea sits in a universe where stars are cold and peaceful. Worlds are composed of cold colors, such as blues, whites, and light greens. Its stars are delicate as are its societies.

Most Systems, particularly those around the Eastern Sector, are home to many noble families, heirs of the celestial Mehran, who created this galaxy as a means to keep those in her charge safe. Her followers built temples and cities where culture and education thrived for years, and one of the most important centers of knowledge and power of its universe was born.



In the current times, this splendor is not in decadence, but it has become much more localized in a progressively smaller number of systems, reserved just for a few. Those on the outer borders have been stripped with the time of their statues and commodities. Most systems now have people who work constantly to provide for their families, which leaves no time for academic research and leisure activities.



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Meanwhile, the luxurious Eastern Sector is still inhabited by merchants, scientists, and architects which give shape to the ideas of the late Mehran. With time, their institutions have become progressively staler and they risk stagnation and even regression if they don't begin to care for the entirety of their population. This seems unlikely, as the ones in power often maintain the status quo by using armed troops to keep any revolution or contentious figure out of the picture.

The Faded Anchor

Compared to other galaxies, The Faded Anchor is incredibly sparse, with only a few systems at its center, and an enormous asteroid belt on its exterior. Initially a nexus of power for the leylines that guide energy through the universe, now its parts are shattered and scattered. The colors are dim and pale: greens, greys, and browns make up the coloration of the broken celestial bodies, with the occasional appearance of bright lights that show that not all energy has disappeared from the galaxy.

Originally, the presence of the leylines allowed the inhabitants of the Faded Anchor to develop better ways to care for their environment. And so their galaxy was lush and alive, filled with all sorts of fauna and flora. Their interest in interacting and harnessing the leylines was cautious. But even a steady and careful hand can fail sometimes, and the leylines overcharged, releasing a wave of devastating energy throughout the galaxy. Planets fell apart and systems fused into an abandoned ring of debris, forever traveling in the exterior of the galaxy.

The covens responsible for the control of the leylines vowed to control their use as much as possible for the future, but it wouldn't be long before Smile Of Steel took over their order, and put her plot into action. She started sending babies into the outer rims to man mining stations and make the most out of any resource remaining in the asteroid belt. Set into motion, the people of The Faded Anchor are now under the rule of SOS and her powers. Unhappy, some of them tried to flee, just to meet their doom at the hands of the creatures that survived the disintegration of the galaxy. Now only a fool would dare to leave for a mining station or to leave a mining center to go to the center of The Faded Anchor, where SOS' throne lies.



Introductory Cinematics

EXTERIOR. CALLAHAN'S FARM - NOON

The sun comes down on Nowhere Band. CALLAHAN (59) is standing on his porch, staring out at the town down the nearby hills. He's folding some rope when he sees somebody trailing on the path to his house. OLD ELLA (84) is slowly walking with the assistance of a cane.

CALLAHAN

(playful)

Good afternoon, Ella. Might you need some help?

OLD ELLA

No, no. Don't bother about this old sack of rocks.
You just stand there with your pretty face.

OLD ELLA eventually catches up to him and reveals the basket she's carrying underneath her arm.

CALLAHAN

Oh ho ho. Could this be one of your
universe-renowned Carambola pies? Mighty kind
of you to feed a troublemaker in need.

OLD ELLA

(pinching his cheek)

The only trouble you're making is not coming
down there more often to visit, young man. We
could always use some more good company.

CALLAHAN's expression becomes more bitter. He gently takes the pie from inside the basket and sets it next to the rope atop a table on the porch.

CALLAHAN

(discouraged)

You know I'm not welcome there. Not with that
dunderhead of Bullets walking around.

OLD ELLA

(troubled)

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I know Father Joshua ain't no saint, but he's done some good, you know? This past month he's been setting up the harvest festival and he's restored that old church bell.

CALLAHAN stands up and arches an eyebrow.

CALLAHAN

(in mild disbelief)

Now the bell thing goes with all of the holy man attire, but are you telling me that Joshua Bullets Truceful, the most spiteful thief this side of the Gaeia river, is upholding a popular tradition? You sure you haven't run out of hydrogen on the way uphill and you're seeing things?

OLD ELLA

(sassy)

Boy, I may be old but I ain't blind. I'm telling you he's been all sorts of excited. He's even got a gift for us he's set in the town square. He likes to brag about how it's a fantastic surprise and all, but it don't take no genius to figure out there's a statue underneath that rugged tarp.

CALLAHAN

(smug)

Ain't the sharpest tool in the shed, huh? What about that, have you taken in a peek behind the curtains?

OLD ELLA

(mildly offended)

Who do you take me for, boy? I wouldn't dare in a thousand cycles do such a thing.

CALLAHAN stares at her directly, with a look of intent doubt.

OLD ELLA

Okay, I might've looked for a few seconds. But it was so damn dark in there that it could have been anything. One thing I do remember: it was

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awfully cold to the touch. Like I almost felt myself condensing. Father Joshua didn't pay no mind to it, he was so excited talking about the ceremony.

CALLAHAN

(curious)

What's that?

OLD ELLA

Don't know, holy man keeps rambling about it. If it weren't for the fact that he let us do the harvest in peace, we would have sewn his mouth shut. He kept going about the date and how things were going to change and a whole lot of blabber.

CALLAHAN

(concerned)

That don't seem a good omen. You know what he's up to, really?

OLD ELLA

Far as I'm concerned, he's just managing the town for a change, and I'm fine with it. But I know you won't rest until you make sure we're alright. I know I am, sweetie.

CALLAHAN

(with a warm expression)

That's good to know, Ella. But it doesn't hurt to check.

CALLAHAN goes inside of his house and picks up several things from the entry hanger. Strapped with his attire and guns, he tips his hat at OLD ELLA and begins to make the path to Nowhere Band.

CUT TO:

(Playable Section) Here begins the tutorial for the movement and controls of the character. The player will control Callahan as he crosses the crevasse that leads back to the town. During this section, the player does not speak with anybody, and the controls are conveyed through small extra-diegetic indicators, such as the

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ones utilized in other similar games like Hollow Knight and Ori. Eventually, Callahan will get to Nowhere Band, where he'll reach the town square, where Jo Bullets will be waiting.

EXTERIOR. NOWHERE BAND'S MAIN SQUARE - NOON

The sun is just about set in Nowhere Band and the street lamps are starting to function. The main square is greatly decorated with streamers and stands, but is otherwise empty, with only JO BULLETS (31) standing in the middle of it, looking at a tarp that hides a tall object. CALLAHAN (59) gets to the village and approaches BULLETS from the back, with caution.

JO BULLETS

You know I was having a really good day, right?
Really don't want you changing that.

CALLAHAN

I'm as apathetic to see your sorry mug as you are
to see mine, believe you me.

JO BULLETS

What do I owe the pleasure of having the Old
Callahan visit, then? I don't remember ordering a
fossil for the Harvest Festival.

CALLAHAN

Had to make sure you weren't up to something
wicked. A little cosmic birdie told me that you're
unusually excited for the date.

JO BULLETS

What can I say? I owe myself to my citizens. That
being said, tell that fan of yours to keep it quiet. I
don't need anyone poking in my business, much
less the likes of you.

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CALLAHAN

I don't think you have the right to use that phrase, bullets, knowing the kind of folk you keep in your company.

JO BULLETS

(exasperated)

What else do I need to do to convince you I'm a changed man. Archons will do that to you. Would I be managing a town if I wasn't trustworthy?

CALLAHAN

You could be running every charity in the galaxy, I still ain't going to trust you.

JO BULLETS

Well, then it's a good thing that I couldn't care less for your trust. Now unless, you're going to arrest me for no damn reason, I'd suggest you go back to your farm and die once and for all, so the rest of us can have a bit of peace and quiet.

CALLAHAN

I ain't going nowhere until I see what you're hiding under that tarp.

JO BULLETS

(apathetic)

Not for a moment am I going to let you go and ruin the surprise. There's nothing under there of any danger. I swear on the West Star, as I do swear on it that if you take it off, there'll be consequences.

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CALLAHAN seems to hesitate for a moment at this statement. But he quickly recomposes.

CALLAHAN

(decided)

I'll take my chances.

In one swift movement, CALLAHAN pulls the tarp and reveals a statue of Nowhere Band's founder. He looks at it perplexed but, before he has any chance to inspect it further, JO BULLETS hastily covers it again and looks at him with hatred.

JO BULLETS

(spiteful)

You do have a death wish. I try to do something nice for this hellhole of a city and you have to come and make sure that there's no foul play. Well, I'm telling you, I'm sick and tired of your stupid hero act. You belong in a casket deep in a black hole. Now you better pick up your party tricks and get the hell out of my town.

A shocked CALLAHAN stutters, but finally expresses surrender through his body language and finally decides to leave. He pulls his hat firmly and goes back to his house.

CUT TO:

(Playable Section) Here the character returns home, but Callahan is intercepted by some bandits, sent by Jo Bullets, which will serve to teach the player about the combat controls. As with the prior tutorial, the instructions given to the player are conveyed through extra-diegetic icons and text descriptions. When Callahan defeats the bandits and goes back home, Stella will contact him and this prologue section will finish.