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## ARCADIA: IMPERFECT EDEN

### PREVIOUSLY IN ARCADIA: IMPERFECT EDEN

As the player, you are mysteriously dumped within the sewers of Arcadia. Dazed and confused, you stagger through the sewers to discover the Forgotten One's stronghold. After collapsing, and still delirious, you are found by Isaac the messiah, who encourages you to join the religious creed. Once you have undergone the ritual process, you are taken outside the damp sewers, and introduced to the Hagada District, home of the Asimov Enclave and the exotic black-market. While venturing through the market, you are suddenly attacked by the Arcadian police force. However, they were successfully pushed back by the joint effort of the mutant-enclave forces. Following the aftermath of the police raid, there is a lead in your investigation for the truth behind your mutations. Coming up short of any information, Isaac has been planning a counter offensive...

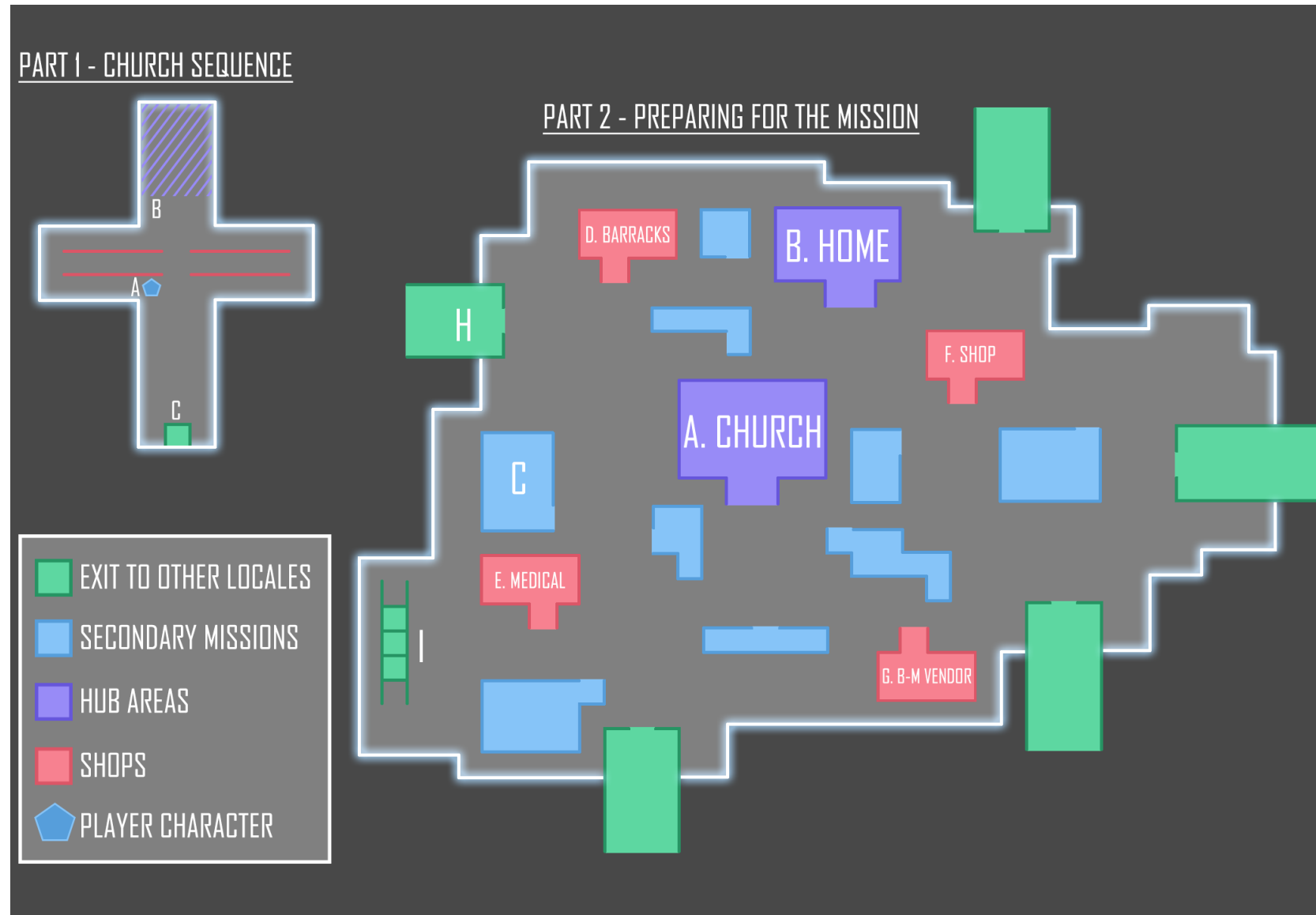
### LEVEL 5 - ATTACK ON ELYSIUM

Returning from the Hagada District, you enter the church to speak with Isaac. You find him exercising his extraordinary oratory skills, persuading his fellow mutants to rise from the sewers, to cause havoc upon their tormentors. You are personally recruited by Isaac for an infiltration mission, to obtain an important document within the upper Elysium District. Leaving the Ghehenna District, and arriving on the surface of Arcadia, you are marvelled by the stark difference in living. Stealthy and cautious, and avoiding the hordes of police, you slip into the Augmentation Lab. Once in, you head to the 2<sup>nd</sup> level where you are approached by the Chief Police Officer. After a brief exchange with the chief officer, he places a seed of doubt in your mind about Isaac, your saviour. But nothing will stop you killing the officer that stands in your way. As you tentatively begin to uncover the truth about the augmentation regime, Isaac appears demanding the documents. The normally composed Isaac becomes vicious and defensive once you question him about his motives. After the documents have been taken away, you make it your mission to find the dark and deadly secrets behind the city of Arcadia.

### NEXT IN ARCADIA: IMPERFECT EDEN

Your unsuppressed curiosity leads to the discovery of a secret organisation, known as the Council of 8. Exploration of the rumours surrounding this secret puppeteer organisation causes a drastic shift in your already fragile mind state. Discovering small facts about the banned augmentation program led you, the exiled mutant, on a devastating rampage. After causing a colossal amount of destruction in the Ghehenna District sewer system, Isaac restrains you, attempting to return you to a calm state of mind. Once again the messiah comes to save the day...

*Attack on Elysium* begins with the player observing Isaac as he begins his powerful propaganda speech, this is then followed by the player preparing for the mission.



## PART 1 – CHURCH SEQUENCE

### **A. Player observation – Watching the cut scene from afar**

The initial Attack on Elysium commences with a cut scene. As the player enters the church, Isaac will be giving a speech inspiring the mutants to finally rise against their oppressors. The character is watching the powerful speech from the back of the church, as the player is not a prominent figure in the hierarchy; they are unable to be seated on the church pews (highlighted in red).

#### **(See Dialogue 1: Isaac's Church Speech)**

*This speech is meant to capture the hope and salvation that Isaac provides, to not only the mutant race, but the player themselves. With the great oratory that Isaac possesses, he attempts to motivate the character into believing what the Forgotten Ones stand for; ending the brutal regime the surface dwellers have implemented against the mutant race. Furthermore, the speech highlights the qualities of why Isaac is the leader of the Forgotten One. Previously, it was believed only the player character saw Isaac as a messiah figure, due to their shared cause in the search for truth. However, on completion of this encounter, the character realises the impact Isaac has on the hearts of all mutant-kind.*

### **B. Speaking with Isaac**

Once the powerful speech is finished, the player is directed towards the altar where Isaac stands. Sifting through the mass of mutants exiting the church, the player begins a dialogue interaction with Isaac. During the dialogue interaction, Isaac entrusts the player with a very important mission to retrieve a set of documents from an Augmentation Lab.

#### **(See Dialogue 2: Speaking with Isaac)**

*This dialogue interaction is important as it is the first instance of Isaac wanting to communicate with the player character. By giving a mission personally assigned to the character, they will feel closer to the messiah figure they have aspired to emulate. These religious connotations are vital for the journey of the player, as they are closer to rising up the ranks of the Forgotten Ones, and finding the truth about why they were dumped mysteriously in the sewers.*

### **C. Exit the church**

Once the player is given their objective to travel to the Elysium District, the player proceeds to exit the church and prepare for the mission assigned to them.

## PART 2 - PREPARING FOR THE MISSION

### **A. Church**

The church is the home base of the Forgotten Ones; here is where most of the main missions are assigned to the player.

### **B. Home**

The home of the player allows the character to rest, which reduces a small portion of their insanity meter.

### **C. Secondary Mission**

By entering the homes and business of the mutant shanty town, the player is able to accept missions from a variety of individuals. Each individual will offer a quest chain containing multiple missions, allowing for the player to learn and empathise with their fellow mutant exile.

### **D. Barracks**

Within the barracks, the player is able to recruit different followers. The more the player ranks up through the Forgotten Ones hierarchy, the more additional followers they can take with them during their missions. However, this is a player choice; they are able to go through the missions by themselves. There are times where doing a mission unaided is advantageous. For instance, this would be essential if the player wants to go through the level stealthily.

### **E. Medical**

The player is able to purchase medical equipment, such as med-kits. During missions, the player is able to use these med-kits to replenish their health, if they have taken damage.

### **F. Shop**

The player is able to buy ammunition and lower tier weaponry from here. There are a variety of guns to buy depending on player's preference, ranging from short to long-range encounters.

### **G. Black-Market Vendor**

Similar to the shop, the player is able to purchase high tier weaponry as well as augmentation modifications. There is less of a selection compared to the black-market in the Hagada district, home of the Enclave black-market. In addition, the merchant only appears within the Forgotten Ones stronghold at certain times. Therefore, it is important to check what the vendor has to offer.

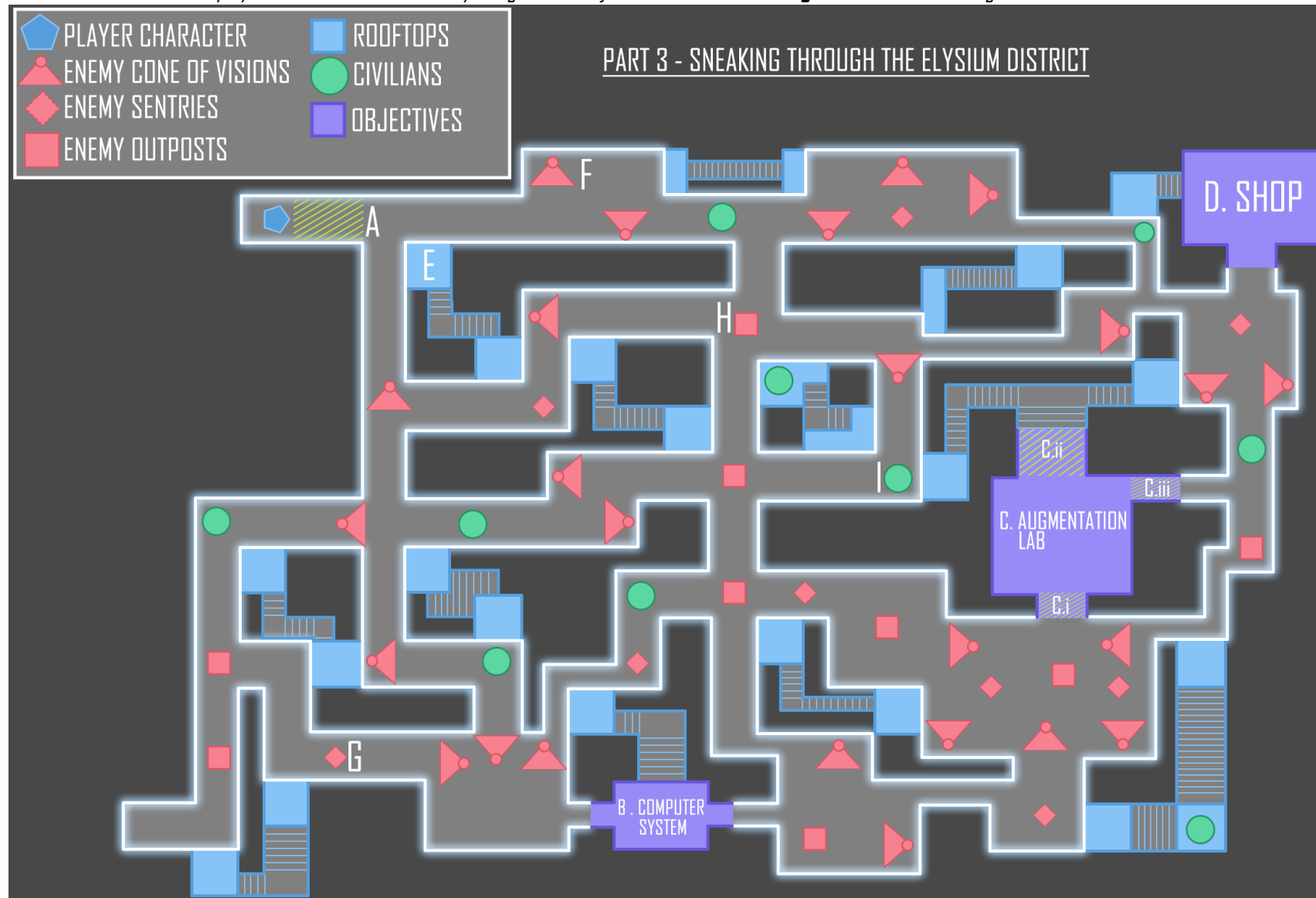
### **H. Sewer exits (Secondary Missions)**

A majority of the secondary mission objectives are located within the vast tunnel system of the Ghehenna District. There are multiple entrances, as the sewers lead through different levelled instances.

### **I. Ladder to the Surface (Main Mission)**

By climbing the ladder, the player activates the next part of the mission. This leads the character to their first instance in the upper echelons of Arcadia.

*As the player reaches the surface, they are given the objective to infiltrate the **Augmentation Lab** housing the secret documents*



## PART 3 – SNEAKING THROUGH THE ELYSIUM DISTRICT

### **A. The Confrontation**

As soon as the player lifts the manhole cover that leads to the pristine Elysium District, the player is astonished at the sights to behold. While the character is amazed at this new locale, fellow mutants are in disgust of being on the surface. The player character is at odds against his mutant brothers; why should they destroy something so beautiful? Once the mutants storm off thanks to a dialogue with the player, Isaac appears to calm the player down, and re-unite them under a just cause. Isaac details the different objectives within the area, as well as important alternatives such as the multiple entrances to the Augmentation Lab.

**(See Dialogue 3: The Confrontation)**

*The dialogue between the character and the mutants is important in highlighting the hardcore fanatics of the cultist Forgotten Ones. As the character is very much new to the Forgotten Ones, they do not have the extremist views emphasised by the longer standing members. With Isaac appearing at the last moment to address the players concerns, it stresses the dominance that Isaac has over everyone, including the player character. Furthermore, this dialogue helps the player mechanically, as they are notified about what they need to do for the next portion of gameplay. They are able to ask questions on the different objectives and enemies so that the player is more aware of the multiple gameplay scenarios they are able to take.*

### **B. Computer System**

An alternative way to enter the Augmentation lab. By deactivating the computer system, it enables the player to enter the side entrance to the Augmentation Lab. Furthermore, once deactivated, the sentries around the Elysium district will be disabled, as well as communications between the officers and civilians. Therefore, a civilian is unable to call for help from police outposts.

### **C. Augmentation Lab**

The augmentation lab is the main objective for the player. The heavily guarded building contains the important documents Isaac requires. There are 3 alternative entrances for the player:

#### **i. Main Entrance**

The main entrance to the augmentation lab is heavily guarded by a variety of enemies, including sentries and outposts. This would be the hardest way to enter the augmentation lab; the player would need heavy weapon alternatives such rocket launchers, along with increased defence augmentations.

#### **ii. Rooftop Entrance**

The rooftop entrance is only accessible by the player accessing the rooftops scattered across the Elysium District. The rooftop entrance is guarded on either end, however if the player deactivated the computer system, the civilian blocking their path is unable to call for help – thus enabling the player easy access to the building.

#### **iii. Side Entrance**

The side entrance is only accessed if the player has disabled the computer system. The side entrance is guarded, but pales in comparison to the main entrance's defenses.

#### D. Shop

As this portion of gameplay is quite extensive, with multiple methods to gain access to the Augmentation Lab, the player is able to purchase additional ammunition and med-kits from the illegal shop.

#### E. Rooftops

The rooftops of the Elysium District are an alternative method to traverse the setting of Arcadia. To access the rooftops, the player would have needed to purchase a specific movement augmentation at the black-market vendor. Although, through emergent gameplay, the player is able to stack multiple boxes on top of each other to access ladders or stairs, to further climb to the rooftop.

#### F. Officers (Enemy with their cone of visions)

As this portion of gameplay is designed for a stealth approach, each patrolling officer will have a cone-shaped field of vision. Each officer has 3 different levels of alertness varying from Grey, to Orange, to Red. If the enemy is grey on the player's mini map, it indicates the officer is unaware of the player's position. If the player is within the enemy's field of vision and then leaves before it hits the red indicator, the enemy will change to an orange. The officer will then change its status to Alert and begin to search for the player in the surrounding area. Finally, if the officer is highlighted in red, they will engage the player, as well as call for back up – thus increasing the police presence in that area.

#### G. Police Outposts (Enemy Outposts)

Police Outposts are gatherings of multiple officers which, when called for backup, the nearest outpost will begin flooding with officers to support. If the player destroys an outpost, the surrounding area will be unable to call for enemy reinforcements.

#### H. Enemy Sentries

Enemy Sentries are turrets, whereby if they see the player crosses their vision path, they will commence firing on that position. It will also alert nearby guards on the player's position. They can be taken out by using electronic or generic explosives, as well as deactivating the computer system.

#### I. Civilians

Once the player encounters a civilian they will be given multiple options on how to deal with them. As mutants are not allowed on the surface, the player will have to react accordingly with a dialogue interaction:

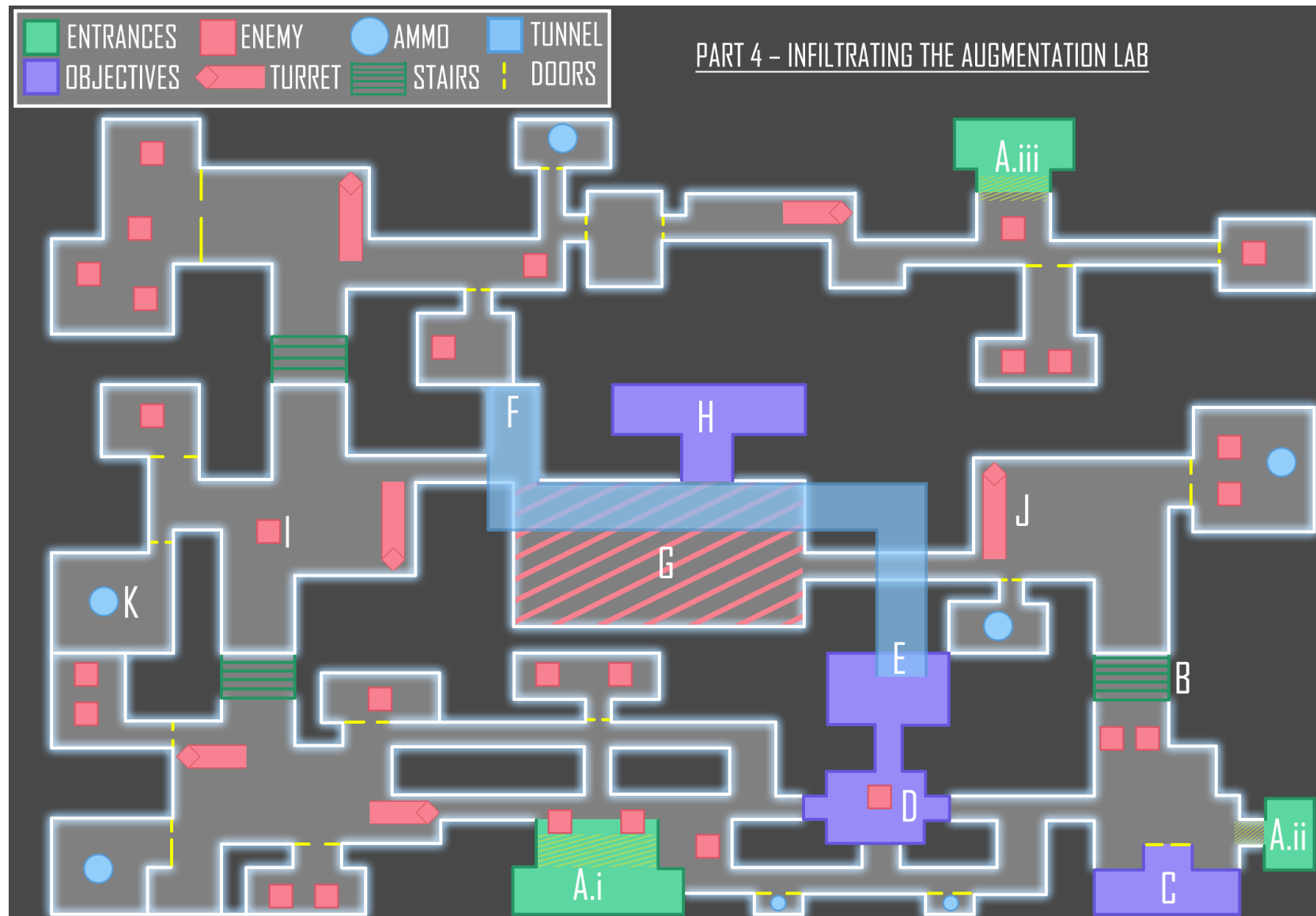
- Bribe the civilian to keep them quiet of the mutant presence
- Kill the civilian, however this will lead to a decrease in their sanity meter – thus leading to a higher chance of a berserk activation
- Players are able to sneak past civilians, however if they are caught, police will be alerted about their location.

#### (See Dialogue 4: Interaction with Civilians)

*The impact of these small dialogue interactions is to develop a moral compass within the player. These trivial but thought-provoking interactions will lead the way to more important decisions that the player will have to deal with in later levels. In addition, the varying moral dilemmas given to the players direct how they act within the world of Arcadia. Will they become the followers Isaac wants (destroy all life apart from the mutants), or will they develop their own morality, opposing the views of their fellow mutants?*



*The final part of Attack on Elysium situates the player into a tight corridor Augmentation Lab, whereby they will need to defeat the **Boss** to gain access to the all-important documents.*



## PART 4 – INFILTRATING THE AUGMENTATION LAB

### **A. Entrance**

Depending on which entrance the player entered in the Elysium District, they will start this portion of the level in one of 3 different locations:

#### **i. Main Entrance**

Located on the first floor, the main entrance is heavily guarded, similar to the outside perimeter. They will immediately be confronted by guards and initiate a combat scenario. The player will need to ascend to the second level of the lab to locate the documents Isaac needs.

#### **ii. Side Entrance**

Located on the first floor, the side entrance is situated right next to the secondary objective (security room).

#### **iii. Rooftop Entrance**

Located on the third floor, the rooftop entrance is riddled with tight corridors to explore. The player will need to descend to the second level of the lab to locate the documents Isaac needs.

### **B. Stairs**

Used as a medium for the player to travel between the 3 floors of the Augmentation lab

### **C. Security Room**

By activating a switch inside the Security Room, the locked Tunnel room will open. If the player entered through the side entrance, they are at an advantage in unlocking the secret tunnel system.

### **D. Tunnel room**

Prior to the activation of the security room, the tunnel room will be locked, and therefore inaccessible. If the player unlocks the door, they will be allowed inside the tunnel room. Within the tunnel room is a guard, however once he is killed, the player is able to enter through the tunnel entrance.

### **E. Tunnel Entrance**

Entrance to the tunnel. Once the player is in the boss area, they will be able to look above them and witness a 'sneak peek' of the boss area, allowing them create a plan of action with regards to killing the boss.

### **F. Tunnel Exit**

Exiting the tunnel. This shall be situated next to the boss area, which must be passed through to access the documents.

### **G. Boss Area –Chief of Police**

The Boss in question is the Chief of Police in Arcadia. A puppet of the Council of 8, he will block access to the document which the player needs to collect. A boss battle will commence, where the player needs to kill the Chief before accessing the documents. Before the battle begins, there is a brief cut scene, in which the officer will make the character question why he is following Isaac.

**(See Dialogue 5: The Seed of Doubt)**

*This cut scene is important as the character has blindly followed this liberator, yet he has never questioned the motives of Isaac. The officer places a feeling of doubt within the character, which starts off small but will lead to a series of events in which the protagonist tries to find out what Isaac is really trying to do in Arcadia.*

#### **H. Item room**

Once the player collects the documents and begins to read them, they are confronted by Isaac. This leads to a dialogue sequence, in which the player is able to question Isaac on what the motive was in seizing these document. Once the dialogue sequence is over, the level ends.

#### **(See Dialogue 6: The Insane Messiah)**

*With the first seed of doubt the officer planted, this leads to the first confrontation between the player character and Isaac. The significance of this dialogue scene is that the Isaac is very defensive towards the player. His frantic obsession with obtaining these documents paints the saviour character in a different light. This will result further doubt about Isaac's motives. Furthermore, the character will want to learn more about the city of Arcadia, and why he was turned into a mutant.*

#### **I. Enemy**

The enemy guards are similar to the enemies found in the Elysium District. However, as the Augmentation Lab is a forbidden zone, once they catch a glimpse of the player, they shall engage in combat.

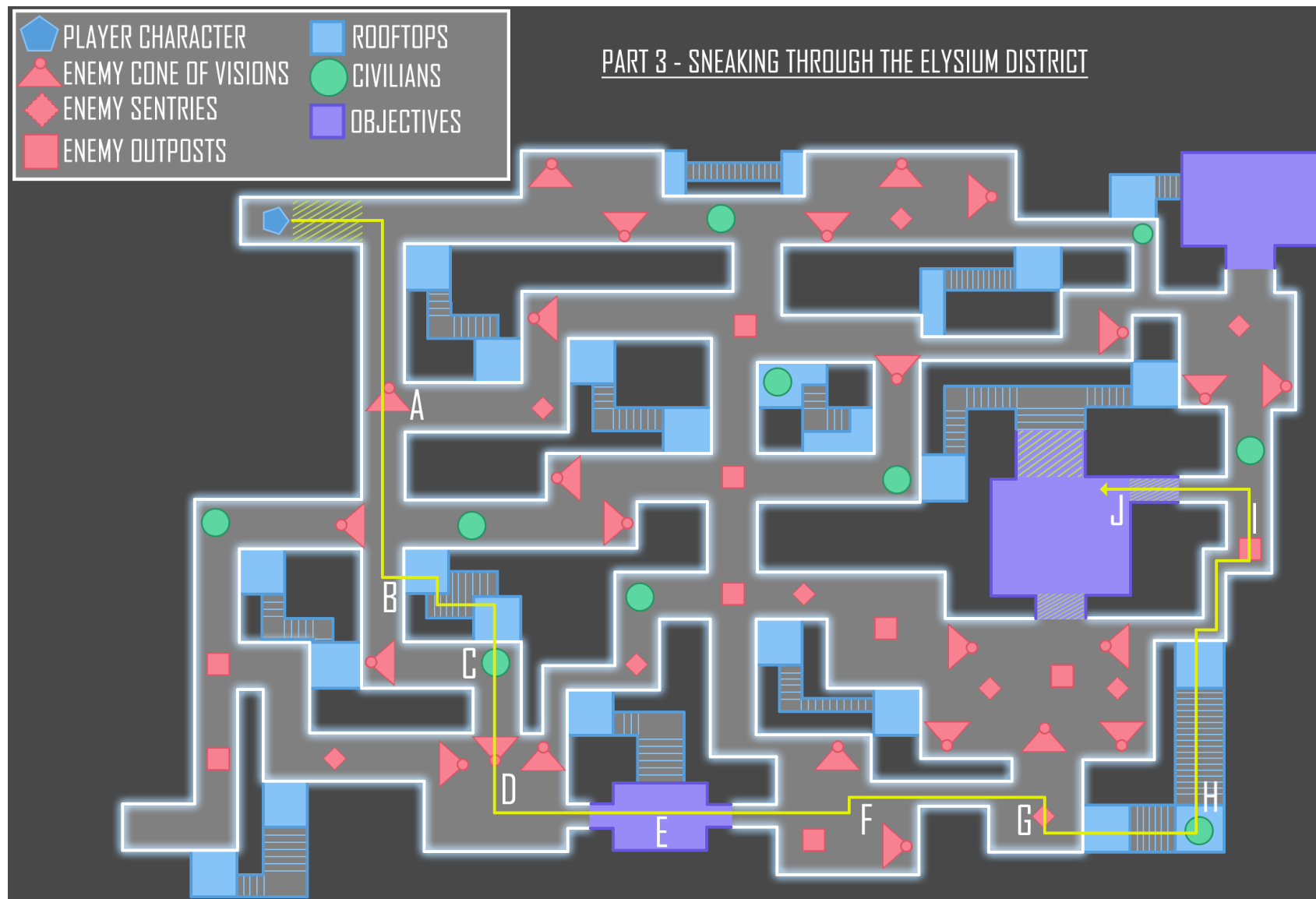
#### **J. Turret**

Turrets are similar to the sentries in the Elysium District; they are mounted on the walls within the labs. If they spot the player or engage in combat, an alarm will ring out across the Augmentation lab – resulting in enemy reinforcements.

#### **K. Ammo**

Scattered throughout the Augmentation lab, there are ammo packs within rooms. Some rooms will be guarded, and some will be empty.

*Level Walkthrough: Gameplay walkthrough of sneaking through the Elysium District*



## SNEAKING THROUGH ELYSIUM

This walkthrough example highlights how the player could approach this portion of gameplay. As Arcadia: Imperfect Eden gives the player multiple tools to go through the vast levels, this is just an example of how to complete the level discussed.

The approach demonstrated through this illustration of gameplay is a mix of stealth and carefully selected combat. As the player finishes the third dialogue sequence of the level, they are able to explore the Elysium District. With the objectives fresh in the player's mind, they venture to the southern quadrant of the District to deactivate the computer system.

- A. Unknowingly, the guard is assassinated from behind by the player. A swift bullet to the head was all it took to take out the guard guarding the route towards the computer system.
- B. Sprinting through the crossroads to avoid detection from a lone officer, the player notices in the distance another officer on patrol. Not willing to take the risk of alerting additional backup, the player proceeds to venture to the rooftops of Arcadia.
- C. After the player jumps from roof to roof through the use of their enhanced augmentations, they find a hindrance in their progression. An Arcadian civilian is blocking their path. Through a dialogue interaction, the player was able to bribe the civilian into not alerting the police of a mutant's presence.
- D. As the player approaches their secondary objective, they are stopped dead in their tracks by an increased police presence. From a distance, the player kills the forward facing officer. In the panic, the alerted officers are rapidly taken down by the player, to avoid further reinforcements.
- E. Finally, the player enters the computer system. Hacking into the Arcadian network system was simple due to the augmentations of the player. By deactivating the computer system, the player focuses on entering the side entrance of the Augmentation Lab.
- F. Onwards from the computer system, the player stumbles across an enemy outpost, crawling with multiple officers. There was no way of avoiding the heavily guarded outpost; this left the player with no choice but to enter. Massacring the guards, the player proceeds to detonate the outpost. This attracts the attention of fellow officers in the surrounding area, but were quickly dealt with by the player's rifle.
- G. Due to disabling the computer system, the player casually runs pasts the inactive turret system. Going through the main entrance of the Augmentation Lab was not ideal due to the player's lack of heavy weaponry. Yet again, the player takes to the rooftops of Arcadia.
- H. While proceeding across the rooftops, the player is approached by a civilian. With the communications in the area disabled through the immobilised computer system, the player kills the civilian in cold blood. As a result, this decreases their sanity meter, increasing the risk of the player going berserk.
- I. The alleyways restrict the movement of the player, until they had reached yet another enemy outpost. Lacking ammunition, the player shoots out the surrounding lights to sneak past and towards the side entrance of the Augmentation Lab
- J. Past the once locked gate, the player enters the Augmentation Lab. Once in, they undertake the next portion of the level.

DIALOGUE 1 - ISAAC'S CHURCH SPEECH

My fellow mutants... Brothers and Sisters of The Forgotten Ones.

We live in squalor, in these rundown and broken sewers. We are oppressed by our enemy.

They have shamed us and tried to silence our blessings by banishing us to the sewers .

These augmentations that have mutated us into what we are today , are a blessing.

At first, it had weakened us, made us scared of what we have become . But in fact, we are growing stronger...  
advancing the human race as we know it.

In the time we have been exiled, we have built our stronghold, strengthened our will, established our religion, and regained our pride.

We have bided our time long enough. There is but one option . ATTACK!

If we want to survive, if we want to live to see our dreams come true.

Then.. Then brothers and sisters. We will strike the heart of Arcadia. We will destroy where they live, where they work, and what they love.

We shall haunt their dreams and become their nightmares.

We shall surpass the human race, and become closer to the gods themselves.

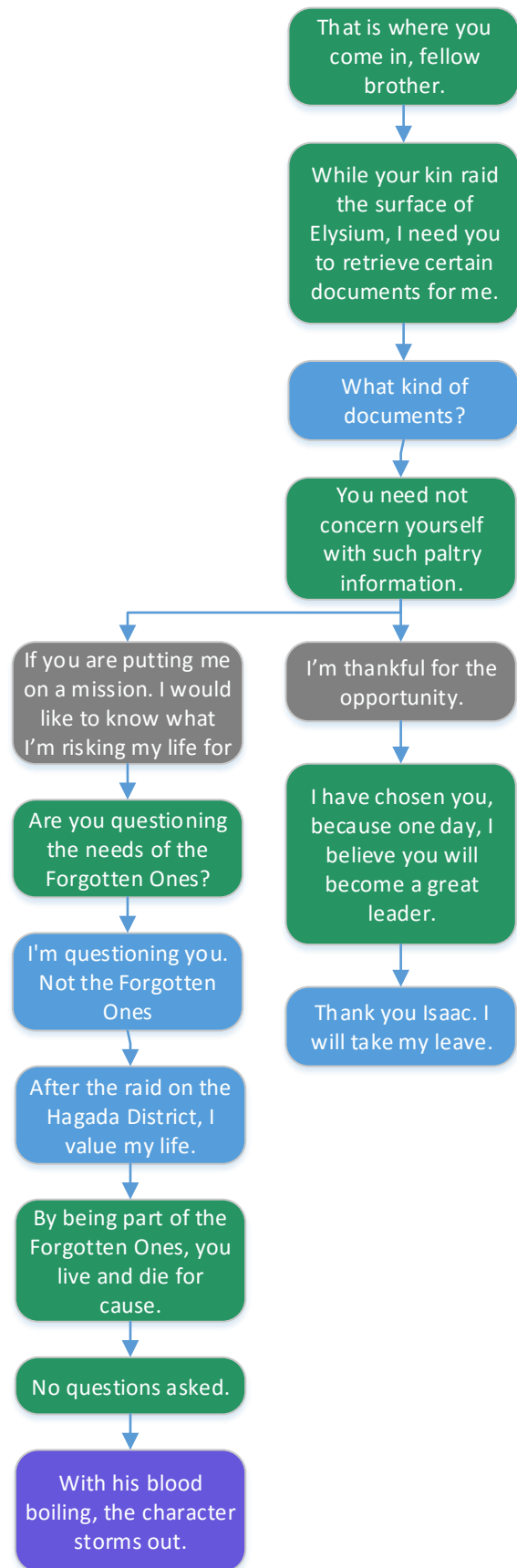
We shall rise up from our sewers just like fallen angels.

Brothers and Sisters of The Forgotten Ones... my fellow mutants, let us go forth and destroy the surface dwellers!

They will know... Arcadia belongs to The Forgotten Ones.

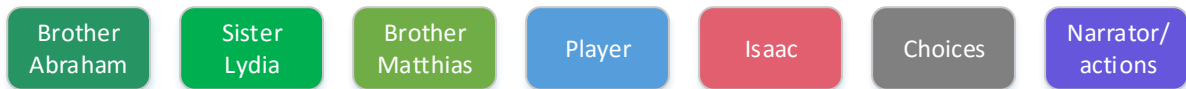
## DIALOGUE 2 – SPEAKING WITH ISAAC







### DIALOGUE 3 – THE CONFRONTATION



This city is amazing. It takes your breath away.

Aye, the Elysium District. Beautiful on the outside. A sight to behold

With corrupts innards, that will turn you into a demon.

Why must you make everything about death and destruction?

Look at us. We're basically the embodiment of Death. We've come to reap the souls of the non-believers, to take away those who have run out of time, to fix what is just.

Now now Lydia. Our friend here is just too fixated on his past life.

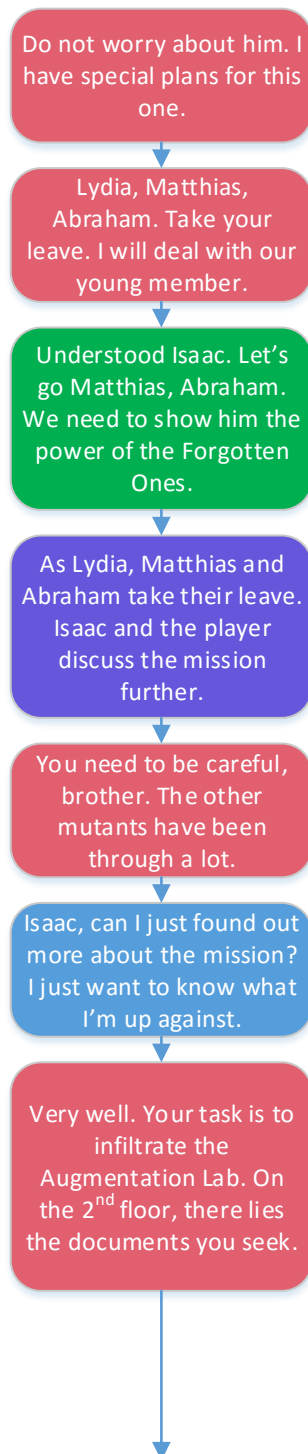
Before the Augmentations

I do not remember my past life.

I want to find the answers of why I am like this.

Answers! There is only one answer. It was the damn surface dwellers. They did this to us.

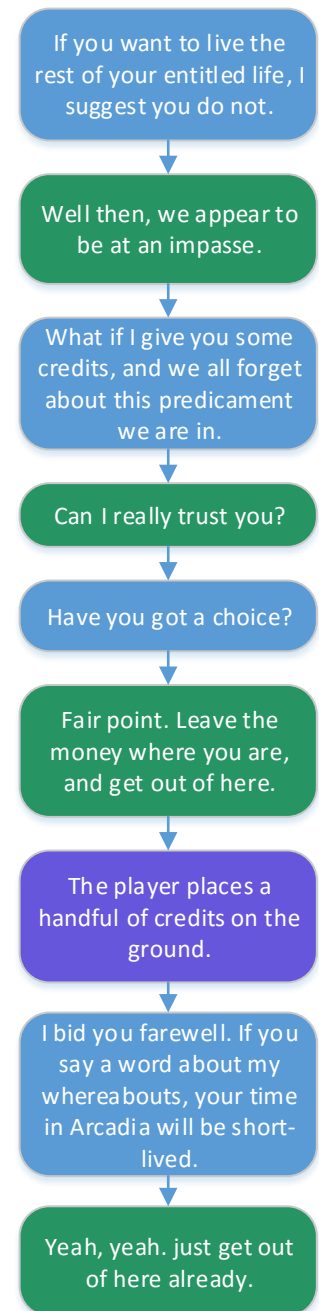
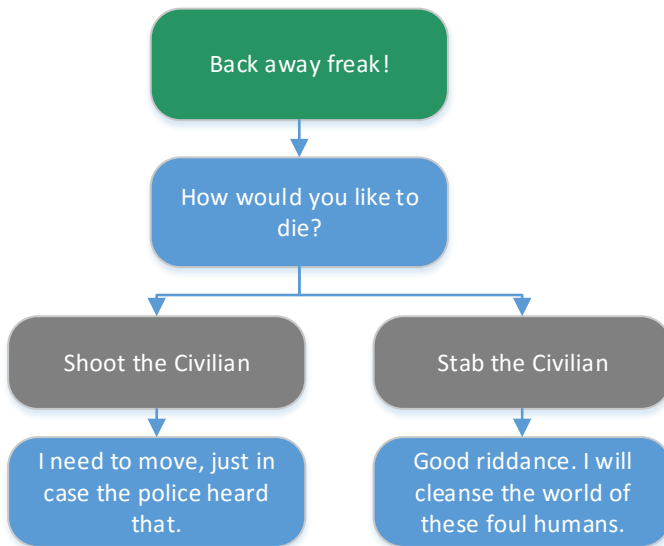




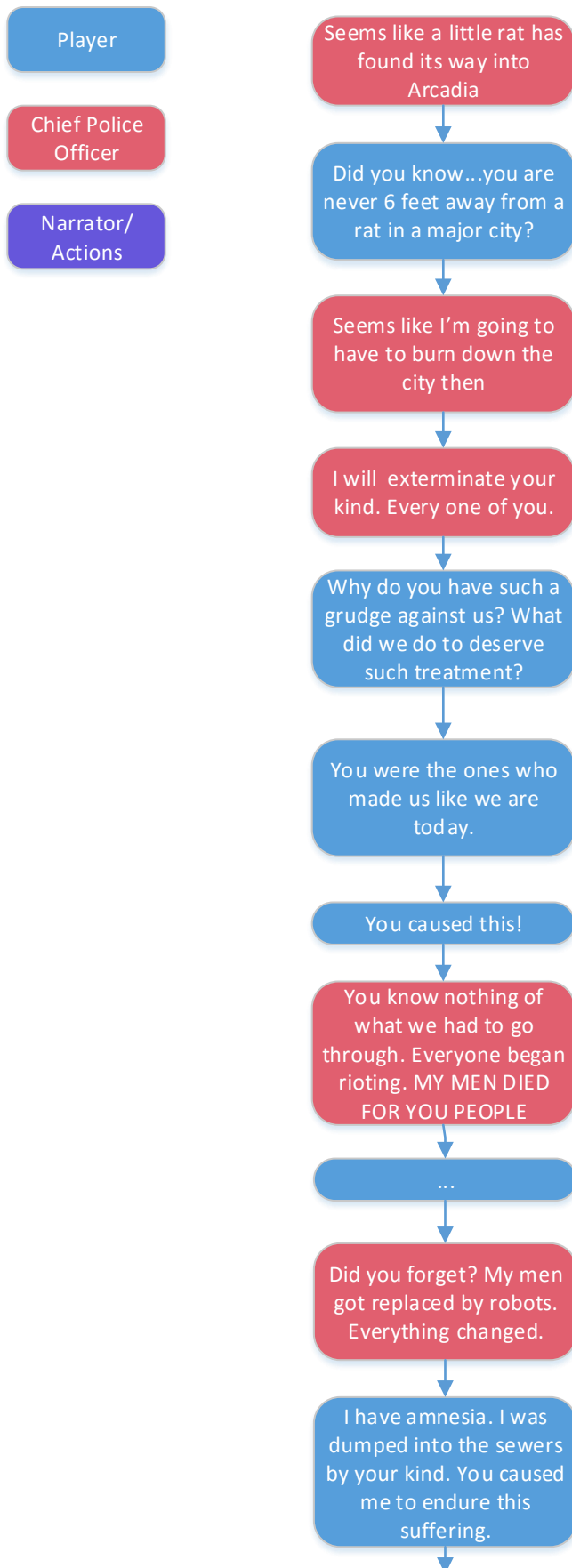


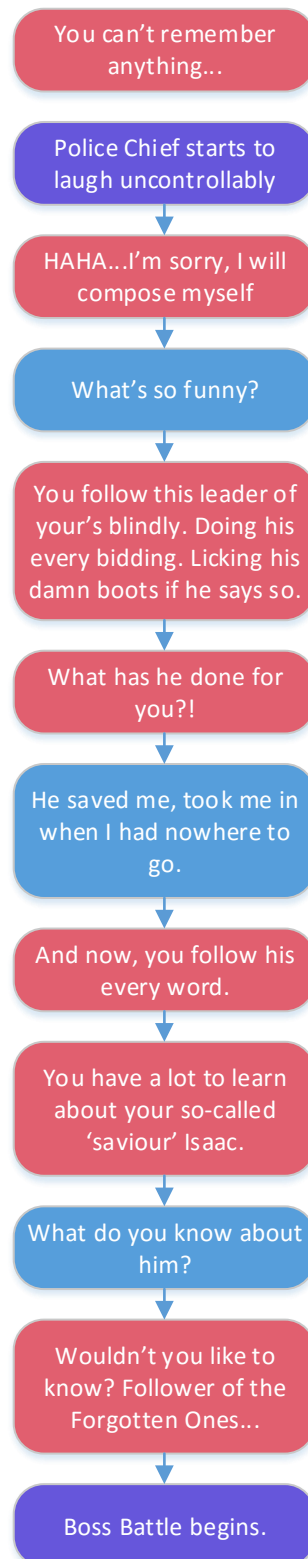
# DIALOGUE 4 – INTERACTION WITH CIVILIANS





DIALOGUE 5 – THE SEED OF DOUBT







## DIALOGUE 6 – THE INSANE MESSIAH

