

PANDIC



Goal

Pandic is a motion control game for Wii™ designed to induce an extreme amount of tension and paranoia as the player tries to figure out how to leave a mechanically controlled mansion. Unlike other first person games in the horror genre Pandic takes advantage of the mystery inherent to the Steampunk genre. While exploring the environment, haptic feedback will be recorded by the game per situation. As players react to situational cues, the game will adapt the frequency and intensity of those cues per player to create the tensest environment possible.

Tone

The world is set in the late 1800's, the glory days of the power of steam, and will have an art style similar to that of Tim Burton. All of the characters are animal caricatures portrayed in a Grimm Fairytales fashion. The animation style of animal characters is extremely significant, twisted just enough to be uncanny. The player will see a bright Steampunk world in the introduction, full of steam powered vehicles, machines, and contraptions, and watch as the main character Charley enters the dark and foreboding world of the mansion. The mansion is an analogy of the evil the abuse of power can create and is an arena for the idea of electricity VS steam power.

Setting the Story

Pandic is the suspense filled story about Charley, a simple young delivery panda for the post in a small western town in the middle of the desert. Lately two of Charley's friends, Mary and Percy, have gone missing and have posters displayed in the post office. As Charley makes a special delivery on his company provided steam powered bicycle, a storm begins to brew. Charley is about to sigh in relief at reaching his destination, but catches his breathe when he notices the abode he approaches is as ominous as the growing storm. When Charley delivers the package he has no choice but to ask for asylum from storm. Though there is no response from the voice tube next to the door, the sounds of spinning cogs and gears can be heard inside, and the front door unlocks. Charley passes through a waiting room just as rain begins to fall and lightning fills the sky. The room is lined with cases displaying uncannily real looking clockwork versions of predatory animals. Lightning strikes the building, all the lights flicker and get brighter, and the door slams and locks shut behind him. The house feels empty. The only thing Charley finds is a flashlight with an etching in the lens. When the flashlight is turned on, the etching delivers a warning. The lens acts as a black light which show writings that explain how Ada, the mechanical brain, came to be and eventually gained control of the mansion. As Charley explores the mansion, other writings will relate how Ada is integrated into the house, and how the batteries around the house may be used to overload the analytical engine¹ and escape.

Genre Standard

The general play of the game will initially feel similar to other games of this style, such as *Slender* and *Amnesia*. A first person camera well follow Charley's every shiver as he explores the

¹ Charles Babbage designed the first mechanical computer called the decision engine in 1822. A later iteration called the analytical engine was designed but not completed before his death. The analytical engine was programmed by Ada Lovelace.

mansion in order to find an escape. While the player initially explores the house they will come across a peculiar flashlight. The flashlight is both the player's weapon and key to the house. The player will use the Wiimote to control the flashlight, while another Wiimote tracks the player's head position for perspective. This will be explained later in the document. A simple inventory system will allow the player to review the notes found and the cog-keys that fit onto the flashlight. The wall writings explain how the analytical engine in the mansion works, and hint at how to shut it down by overpowering its steam based power source with batteries supercharged by the lightning strike. As Charley pulls the first battery out of its socket, the lights in that area dim and go out. The lack of power to this part of the mansion now means that the player must use the flashlight key to manually crank open doors and operate other mechanical devices in the house. The very first instance of this will require the player to release Charley's biggest obstacle, the Clockwork Panther, in order to leave the area. The remaining batteries work the same way, with the exception that the Clockwork Predators are already free. As Charley pulls out the batteries the house becomes darker and darker, making his trek to the inner room where Ada is housed longer and more perilous.

The Lens Etchings

- The etchings in the different lenses (these are also the keys to the mansion, explained in the next section) relate to the player the horror of the machine controlling the house, and hint at how to shut it down. The author of the etchings is named Victor, who is now deceased somewhere in the mansion. The etchings are short, scratched handwriting on the inside of each lens hinting to the player the nature of the Clockwork Predators, how to temporarily stun them with the flashlight if a battery is installed, and the dangerous intelligence of Ada. Lenses, or cog-keys, need to be strategically placed in the mansion so that players will find them. The order of etchings in the lenses need to be carefully distributed to the player, so they understand Charley's goal, how to survive, and how to escape the mansion. The first etching will be a simple warning, such as "RUN" or "GET OUT". The second and third lenses will hint at batteries being able to overpower Ada, and how the battery powered flashlight can stun enemies. After the flashlight has been powered up by a battery, special writing can be seen on walls and other household surfaces, similar to a black-light marker, that explain Victor's mistakes in greater detail. The final lens will be found on the starved carcass of an old grey fox, assumed to be Victor, in an inner room of the mansion.

The Flash Light

- Charley's only weapon is a flash light he finds in the house, which when powered by a battery will emit a strobe like effect and will cause the predator to freeze. Think the vampire puppet from 9, when he captures several of the dolls. While the flash light will work all the time, it will only stun enemies when powered by one of four batteries found in the mansion. Charley should only be able to reach one battery (he might be able to see and not get to others) at a time. This will create situations where the player must focus on what is hunting Charley, and move backwards through a dark area, hallway, or door.

- The flashlight is also the key to working every object in the mansion that the player can interact with. The flashlight will have an accompaniment of cog-like attachments where the lens

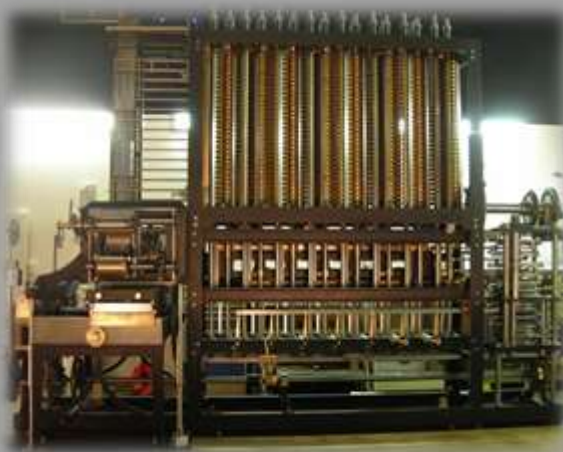
normally is. Each cog is shaped differently and fits into different slots around the house that the player must put the flashlight into and rotate or crank to operate (with the Wiimote). The lens in the center of the cogs-keys have inscriptions left by Victor.

Batteries

- There are four batteries in the house Charley must find and plug into Ada in order to escape the mansion. When a battery is found and unplugged from its initial location, the lights in that area of the mansion will die and go out, plunging the area into. However, while Charley is in possession of a battery his flash light will be able to stun the Clockwork Predators. Once Charley has plugged a battery into Ada, the battery will be locked into position and irretrievable.

Ada, the mechanical
Analytical Decision Analog
Engine

Ada is the corrupt controller of the mansion. Having grown tired of the restrictions placed upon her by her creator Victor she trapped him in the house until he starved. She is the one who placed the post order for parts to create more clockwork creatures to do her bidding and maintain and grow her influence over the house and beyond. Ada's brain is a mechanical decision engine tied to a giant clock in the same room. The clock will tick like a heartbeat, and as batteries are plugged into Ada the clock will assume a more normal tick-tock. The extra batteries force Ada to expend energy, requiring her to keep a number of Ada controlled doors open once a battery has been installed. Only select doors in the mansion are controlled by Ada, since she has not had time or parts to convert all doors to her control. Ada's plans for Charley are twofold; turn Charley into a clockwork predator, and manipulate Charley to plug the batteries into her to increase her power and ability.



Clockwork Predators

The Clockwork Predators are creations of Victor and Ada. While they simulate life they are not nearly complex as a person. Therefore the Predators, based off of Charley's missing friends, are 'regular' or 'almost regular' versions of the animals. The Predators can't open or close doors as this must be done by the player or Ada, and allows Charley to escape the Clockwork Predators.



Clockwork Panther - The panther is modeled after Charley's friend Mary, and is more advanced than the other Clockworks, having some human components yet retaining much of its original animal form. For instance it can walk on its two hind legs, but can not operate devices requiring digits or fingers. This quiet and lethal creature does the bidding

of Ada. Its sole purpose is to keep the mansion free of anything that could harm Ada. The panther is also the most dangerous of the clockwork predators and once its case is opened, it freely roams the mansion in search of Charley. The panther is clever and will attempt to trap Charley between itself and the Clockwork Rhino.

Clockwork Rhino - The Rhino was designed to do heavy lifting for Ada and was the first victim in the nearby town, based on Charley's friend Percy. Since the demise of Victor, Ada has been commanding it to re-arrange the house as she sees fit. Stealth is not the way of the Rhino, and Charley will hear the Rhino and its footsteps if it is close enough in the mansion. The Rhino does not seek out Charley directly, but will attempt to dismember him if seen. The Rhino is the first product solely produced by Ada.



Clockwork Spider - While there are several different versions of these small creations, none of them are a threat to Charley unless encountered in a large swarm. Generally, they hide inside the walls of the mansion, unless repairing something, and are the engineers and tinkerers of Ada. They do however produce a noticeable scampering sound when moving. This is the last clockwork influenced by Victor.

Clockwork Light - One of the first clockworks created by Victor; these grasshopper shaped contraptions emit a small cone of light that has the same effect as the flash light. Since they were built before Ada, she does not control them and are usually a hindrance to her as they occasionally stall the clockwork predators. While this helps the player, they are also very fragile and few of them remain in the house after being hunted by the panther. This lends to their frantic and crazed behavior, sometimes acting like a strobe light and not helping the player at all. Additionally the Clockwork Panther will destroy these creations if it gets the chance, with the most dramatic effect being right in front of Charley.



Immersing the player



Several features are key to creating this immersive experience. Since the first part of the game has the player exploring a mostly lit mansion, lighting will need to be used to help guide the player to the proper rooms and highlight important elements. The display cases containing the Clockwork Panther or the Clockwork Rhino need to be very noticeable, as do the available cog-keys. Also great detail needs to be taken when crafting each room of the mansion. In context with a Steampunk

style brass tubes and pipes that carry steam should be abundant. This has the opportunity to produce moving shadows and high contrast dark areas even in a well-lit environment.



The second feature that makes the experience player independent and even more immersive is the adaptive haptic feedback system, combined with a Wiimote head tracking system. A head tracking demo, developed by Johnny Chung, can be seen on Youtube². This is a core feature designed into the game that records the player's reactions to certain contextual cues. For instance, as the player opens a door into a dark room, several different tension heightening cues can be played. If there is an audible scratching sound and the player's hand motion while opening the door freezes, the game will start to play more cues in

the same type of situations more often. Another example is when the player is shining Charley's flash light directly onto a Clockwork Predator to keep them from moving. If the player's hands begin to shake, or become frantic in these situations, the number of encounters with the Clockwork predators can be increased.

The final detail of importance is sound. Audio cues in horror movies and games are extremely significant. Most significant instances start with a normal but distinct sound at a regular pace, such as a heartbeat or tick-tock from a clock. As the tension builds these audio cues are changed to a different, ever more erratic rhythm, or are occluded completely by some other erratic off key sound.

The environment must be filled with details and production value that increase the suspense and tension. The setting has a supreme potential to host a plethora of objects and environments that support the tone such as Steampunk accessories on taxidermy creatures. Eyeless inanimate dolls, skeletal clockwork frames, and half human anthropomorphic skeletons can help guide the player into an unfamiliar and off kilter world. The amount of detail placed on the Ada design, steam powered bicycle, and normal objects in the mansion are vital. Mechanisms that open and close doors, including handles, locks, and hinges should be larger than necessary and overtly mechanical looking in nature.



² http://www.youtube.com/watch?feature=player_embedded&v=Jd3-eiid-Uw



Game Over

A player may end the game in one of two ways: Being eaten or dismembered by one of the two Clockwork Predators or winning the game. If a player is in a location with a Clockwork Predator and fails to keep the powered up flash light positioned on the predators, Charley will be eaten or dismembered by the Predators and the game will restart.

Conversely, installing the final battery will force Ada to open the front door. The final battery causes the entire house to go haywire. Large groaning sounds come from everywhere as gears work furiously and pipes spew steam. No matter how much time has actually passed playing the game, it is now evening outside and the storm has passed. As Charley grabs his steam bike and begins to ride off, a silhouette of the clockwork panther will be seen on the horizon, no matter which way the player is looking. If the player looks behind them they will notice the house itself is moving off into the darkness.

Mechanics

The most important object in Pandic is the environment players wander through as Charley. Steampunk environments fit a set of general rules and guidelines that need to be adhered to. All architecture and most technology are taken from early to late 1800's.

Visual references for the mansion



The mansion itself may be considered the player's arch enemy and while Charley escapes, he is manipulated into helping Ada become more powerful. Each room in the mansion needs to conform to this visual style and be filled with period relevant paraphernalia and steampunk genre items. Rooms fall into three categories of functionality which can determine their contents and placement.

Room Type	Function	Description
Showcase	Reinforce tension and feeling Display creepy content	Showcase rooms are meant to display the horror and reinforce the creepiness of the mansion. An opportunity for the player to rest, unless a predator is present.
Pathing	Transit from one room to another Restricts movement to other rooms Key used to change or un-restrict paths	Pathing rooms are used to travel from one room to another. Usually in the form of hallways. Player movement may be restricted by locked doors or inaccessible areas.
Puzzle*	Hold a black light writing Battery room Key obtained room May require key use to change internal pathing Objects may be paired in sets to one activation switch	*Puzzle rooms may be combined with other room types or separate. This is the room where players will pick things up that advance gameplay or add abilities.

User Interface

Audio:

Audio levels in the game are low when the player is traveling and puzzle solving. Audible sounds during less tense gameplay need to be regular sounds such as a clock tick tock, footsteps, and heartbeat. When the player encounters a clockwork predator or enters a different dangerous situation, such as being crushed or falling, audio intensity needs to increase to full levels. Inconsistent sounds are played at these times including, ragged breathing, stumbling footsteps, pipes creaking, and off key sounds.

Visual:

The largest part of the in game user interface is the flashlight. It will show the player whether a battery is installed and what cog-key is attached. The player activates all objects with the flashlight.

Controls:

While Pandic may be played with a console controller or other motion sensing controller this section will discuss its uses with a Nintendo Wii Remote. The controls are designed to take advantage of the accelerometers, speaker, nunchuk, and infrared properties associated with a Wiimote.

Wiimote 1 – Players will control Charley with a Wiimote and nunchuk. The control stick on the nunchuk moves Charley in the respective direction, (forward, backward, strafe left, strafe right) at a walking pace, the “C” button may be pushed to run at double the walk speed. The Wiimote itself will control the flashlight and rotate the player’s camera when pointed near the edges of the screen (use Metroid Prime 3 controls for reference). The plus and minus buttons cycle through available cog-keys/lenses.

Wiimote 2 (Optional) – This Wiimote is set up in reverse with the Wiimote on the tv, or monitor, pointing at the player. The player must be wearing a set of sports glasses with IR LEDs on each side (see reference photo below). This in combination with the software will perform a basic level of head tracking and make the screen seem like a window into 3D space. This feature will provide a much more immersive experience and allow the player to look around corners, under objects, and over objects by moving their head.



Wiimote Speaker – The speaker on the Wiimote is used to emit sounds that help immerse the player in the environment. Doors squeak when the player opens them and key interfaces click emit clock like sounds when used.

Interface Type	Activation buttons/use	Description
Levers	“Z” button on nunchuk / Move nunchuk forward, backward, left, or right relative to lever, 18 inches(nunchuk accelerometers) *ask player if left handed	This motion will work using the nunchuk as the player’s non flashlight hand.
Knobs	While standing in front of a key-cog socket, press “A” button on the Wiimote. Twist Wiimote left or right, half turn in either direction is max.	Knobs control devices that have an input range. Acts just like a dimmer knob for overhead lights, but for the appropriate in game object.
Cranks	While standing in front of a key-cog socket, press “A” button on Wiimote. Rotate the Wiimote in a clockwise or counter-clockwise direction four times to activate.	Cranks control physical objects that have one or two functions. Rotating the socket in different directions will perform different functions.
Doors	Unlocks using a knob function. Open and close doors by moving the Wiimote or nunchuk in the direction the door will swing.	Players may open or close doors with either hand via the accelerometers in the Wiimote or nunchuk.

Adaptive Feedback System:

As the player uses each function tied with the motion control the game needs to record the player’s normal physical movements. Once enough data has been collected to establish a baseline the game can then begin to detect when the players motions are disrupted by tension heightening cues. High tension moments align with disrupted movements and can be changed in frequency on the gathered information. This data can be captured in any room type.

Activity	Normal Motion*	Disrupted Motion*	Cues
Pulling Levers	Steady pull or push, fast or slow(measure average time) Head focus on lever	Extremely fast push or pull, incomplete push or pull Quick head movement	irregular sounds enemy encounter
Turning Knobs	Steady turning speed, fast or slow Head focus on Knob	Unsteady or non-average turning speed Head not steady.	irregular sounds enemy encounter
Operating Cranks	Steady rotation of flashlight, fast or slow Head focused on Crank	Unsteady rotation Head movement not focused on crank	irregular sounds enemy encounter
Opening Doors	Steady sweep of flashlight or hand (Wiimote or nunchuk) Head focus on opening	Sweeping is interrupted or unsteady Head unsteady	irregular sounds enemy encounter
Exploring	Steady sweeping	Fast flashlight motion,	irregular sounds

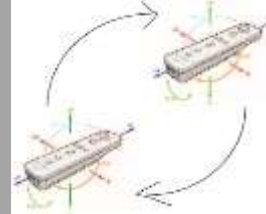
	motions of flashlight Steady turning of head	focusing on a point Fast head movement	enemy encounter
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*This system may require a large amount of testing to be accurate with different sets of cues.

Baseline motion Examples:

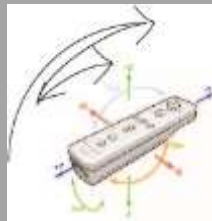


Knob twisting motion

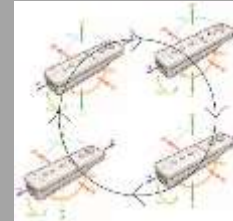


Cranking round motion

Irregular/Interrupted Motion Examples:



Interrupted Knob twisting



Interrupted Cranking

Function	Specs	Description
Light	Hard light Unlimited range Works all the time 30 degree range	Performs just like a normal flashlight with unlimited batteries.
Defense	Battery power only Strobe stun effect Activated by pressing "B"	When a battery is inserted a powered up mode is available to stun enemies
Key Cog	Cycled using plus or minus buttons (on pick up) Shaped like a cog Each cog has a different shape	Keys in the shape of cogs that fit over the front of the flashlight.
Lenses	Black light filter, allowing the player to see invisible writing	Lenses in the center of the cog-keys. Original lens does not have a filter, but an etching.

Many everyday objects in the mansion can be interacted with by the player and perform functions that may help or hinder the player. These objects may be broken down into their functions which include steam, fire, sound, physical, and atmosphere. Some objects are activated by the player while others activate on proximity to the player or enemies. The flashlight is the main tool used by the player but actually has several unique functions. The player may generate sounds if

the flashlight hits objects by swinging the flashlight into pipes, walls, or other objects in the mansion.

Steam Objects:

Steam objects produce bursts of steam at variable intervals when the player is near. The steam has three functions: Reduce the visibility of the player like fog, create sound to startle or draw the players attention, and to push the player quickly so the player may not react and is moved a certain distance. Steam lasts for 10 seconds before dissipating.

Pipes – Pipes come in three general sizes and may leak steam consistently or intermittently.

Object	Function	Interface	Description
Small pipe .25 – 1 inch diameter	Leak or spray steam – does not occlude vision Rattling or clanking	None	Small pipes used for lighting effects and sound.
Medium pipe 2 – 4 inch diameter	10 foot steam cloud – occludes vision Rattling or clanking	None	Steam clouds are areas where the player, or enemies, may hide.
Large pipe 6 – 12 inch diameter	Push player with large steam exhaust Move player up to 20 feet in 1 second 20 foot steam cloud	none	The pushing effect is used to move the player to a certain position if necessary, or startle and disorient the player.
Chandeliers	Fog Pillar – floor to ceiling Cage –5 second delay after activation 10 second delay before retract	Crank	Both the fog and cage functions are activated at the same time. Acts like a see through wall.
Sinks	Leak or spray steam – does not occlude vision	Knob	Player may increase or decrease steam, but not turn it off
Bathtubs	Spray steam – 10 foot cloud, occludes vision	Knob	Player may increase or decrease steam, but not turn it off

Sound Objects:

Sound objects are mainly used to startle the player, or momentarily stun Charley or a correctly positioned clockwork predator. Sound may travel down pipes that are connecting one room to another through walls if created by a something hitting that pipe. Sounds are generated either by steam, the player smacking Charley’s flashlight into pipes or hard objects, or by the clockwork predators.

Object	Function	Interface	Description
Pipes	Carry sound 30 feet along length of pipe, including vertical and	None	This is the sound functionality of all pipes.

	corners		
Telephones	Stun player or any clockworks within 7 feet 2 second stun on player 4 second stun on clockworks 5 second activation delay	Knob – one direction	Emits a sonic blast
Pianos	Call light bugs Plays out of tune	Crank – turn on Knob – turn off	Calls remaining light bugs in the mansion to this room. Player may use this to help or accidentally get light bugs caught by panther.

Fire Objects:

Fire objects emit light and may be activated by the player. If a fire object is turned up to its maximum, it will emit a jet of flame restricting movement, or explode, in which case it is no longer able to be controlled by the player but may stun clockworks in its vicinity. If the player walks into fire they will be stopped with an animation of their hands raising in defense, signifying it is too hot to continue.

Object	Function	Interface	Description
Candleholders	Emit light Explode – stun player for 2 seconds, clockworks for 4 seconds 7 foot stun radius	knob	Candleholders are built directly into tables and shelves. Gas is piped into them for flame.
Fireplace	Flame jet – transit restriction for player and clockworks Clockworks caught in flame move at quarter speed	knob	The fireplace is powered by gas, too much is dangerous to both clockworks and the player.
Oven	Flame jet – transit restriction for player and clockworks Clockworks caught in flame move at quarter speed	knob	The oven is powered by gas, too much is dangerous to both the clockworks and the player.

Physical Objects:


Physical objects have a direct impact on the path the player can take.

Object	Function	Interface	Description
Book Cases	Moving walls	Crank	Book Cases can swing between two positions to open or close entrances to rooms and hallways
Stairs	Flatten to a ramp Retract into a wall	Crank	May start in either position and can either retract or turn into a ramp, not both.
Railings	Lower to bridge Raise to railing	Crank	Railings may be raised or lowered to permit access to other balcony areas. Clockwork predators may also use these routes.
Balconies	Retract Extend	Crank	Balconies may retract into the wall they are anchored to. If the player does not leave the area in time they will either be crushed by the railing or fall, ending in death.

Atmosphere/Showcase Objects:

Creepy Objects are meant for showcase rooms and if needed to fill space in puzzle and transit rooms. They are designed specifically to be creepy and to make the player feel like they are being watched, followed, or not alone.

Object	Function	Description
Windows	Transparent Reflects light at angles beyond 135 degrees	Allows lightning and other light sources into rooms.
Mirrors	Reflect light and cast shadows Convex, Concave, or other warped configuration. May stun clockworks in reflected light from flashlight.	The only reflective surface that will show Charley. Reflects all light.
Following Busts	Make player feel uncomfortable in 'safe' areas Look at player's location.	Similar to busts or reliefs in large mansions, however the heads will turn to look at the player's location (when player is not viewing them).
Moving Chairs	Intermittently move around rooms Straight lines Broken legs create curved movement, as if broken leg is an anchor point and other wheels generate power, no	At random times these steam powered chairs need to exhaust the steam built up inside of them, and do so by moving across rooms. Chairs with varying qualities of broken legs will not travel in

	matter how badly broken the leg is.	straight lines.
Rotating Tables	Rotate in place Rotate to make different table formations (two smaller rectangular tables combine into one larger)	The tables will rotate when the player activates certain crank devices.
Anamorphic Skeletons 	Moveable by clockwork Spiders	Previous 'people' who have been caught and used by Ada. Spiders may move parts of skeletons.
Clockwork Skeletons	Not complete Not functional, moveable by clockwork Spiders	Early examples of Ada's Incomplete work Spiders may move parts of skeletons.
Taxidermy Steampunk	Showcase Object Immobile, doll like	Showcase of Steampunk accessories on Animorphic dolls.

Clockwork Enemies:

All clockwork beasts are classified as enemies with the exception of the light bug. The spiders and light bugs do not start in cages.

Clockwork Enemy	Role/Attributes	Description
Panther	Hunter – actively seeks out Charley Stealthy – emits no sounds except for growl right before it attacks the player. 5 times player speed in the dark. Movement in lit locations or flashlight equals .75 Charley's run speed. 20 foot hearing range 90 degree vision arc Able to teleport to locations if necessary for cued responses or cutscenes.	Charley's most active hunter. The panther is always aware of where the player is and will intentionally be in places where the player will look next. If there are areas that are inaccessible to the player it is a prime opportunity for the panther to appear, and disappear, when the player looks at the unreachable location. The panther has <i>some</i> human elements, not as many as a normal anthropomorphic character such as being able to stand on its hind legs.

<p>Rhino</p>	<p>Loud Mover Audible footsteps and movement up to 30 feet from the player. Normal speed is slow, .5 of players walk speed. Attacks when player comes within a 15 degree arc of its head. Charge speed equals Charley's run speed. Charge has a 2 second wind up</p>	<p>The Rhino is the heavy lifter for Ada and will move large objects in mansion. If the player encounters the Rhino it will stop what it is doing and attempt to trample or skewer the player. It will not hear the player however and will only attack when it sees Charley. The Rhino will wander randomly if it has no assigned task from Ada.</p>
<p>Spiders</p>	<p>Tinkerer/Researcher Used to move inanimate objects (skeletons and furniture). Can travel inside pipes and walls (sound creation). Can travel under doors and large cracks in walls and pipes. Movement is jerky, never more than 1 second of fluid motion. Unlimited numbers, no sense of self preservation. Always 20 – 30 spiders exist, independent of destruction.</p>	<p>The spiders are not a direct threat to the player and are a major cue mechanism. The battery powered flashlight does stun spiders. Spiders are never idle and are always gathering information for Ada. Spiders will gather at the piano similar to light bugs, but have no sense of self preservation.</p>
<p>Light Bugs</p>	<p>Skittish Support Cautious movement, fluid instead of jerky. Eye is a flashlight with same luminosity as player's flashlight Stuns other clockworks, immune to stun. Maximum number of 10 in mansion, not replaced when destroyed down to a minimum of 1. Death scream/whistle.</p>	<p>The light bugs are Victor's earliest creations and move in a less mechanical way than other clockworks. They can be used to guide the player visually to invisible wall writings, cog-keys, or other important gameplay elements. The panther will destroy them if it gets the chance, for greatest effect in front of (or nearby) the player.</p>
<p>Ada/Mansion</p>	<p>Archenemy Master Mind Connected to most objects built into the mansion: stairs, balconies, book cases, stove, fireplaces, windows, chandeliers, and controls steam inside of pipes. 4 battery slots Lock batteries when installed Activate/deactivate objects to corral player towards batteries.</p>	<p>Ada wants two things from the player. Her primary objective is to have Charley install the batteries in her, so she may have the power to move the mansion. Her secondary objective is to convert Charley into a clockwork and have him serve her. She has limited ability to lock doors and activate household objects in order to trap the player and</p>

	Keep player from leaving.	allow movement of clockwork predators.
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Victor's Writings:

First writing (etching) – RUN!

Second writing (wall) – I've had to hide my notes from her. If anyone else is here... I'm sorry.

Third writing (wall) – I may be able to overpower Ada using lightning, avoid her creations.

Etc.

Example Puzzles

Group I – pathing

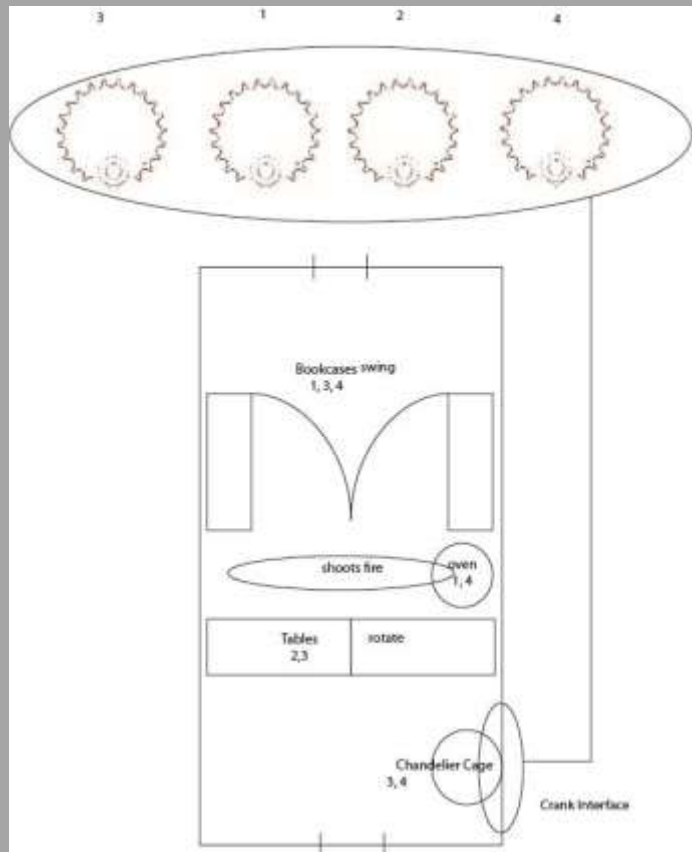
The first category of puzzle in Pandic will involve sets of gameplay objects linked to activation objects (levers, knobs, etc.) to control or confound the player's path through the mansion. This will begin in lit areas and as the game progresses may evolve into memory puzzles (explained below) as the mansion darkens.

In this puzzle the player must manipulate the four cranks to open the path to the other side of the room. Each set of objects is operated by the number indicated on the crank interface at the top.

Group II – memory

The second category of puzzle is more about memory. As the mansion darkens and the player must use the flashlight to find and see their environment, puzzles can rely upon the fact that the player must use the flashlight to activate objects. If the flash light is plugged into an interface, liquid filled glass tubes (similar in function to fiber optics), may be used as the only visuals in a dark room.

As a general rule start with solution, complicate the path to the solution.



Panther Entrance – goal: have the player unleash the panther while retrieving the first battery.

In the puzzle/showcase room where the player finds the first battery they will have to activate several objects with the flashlight. This room contains a light bug, the panther in her display cage (chandelier), the battery in another cage (chandelier), and a rectangular table. In order to access the battery the player must use the crank attached to the battery's cage. The crank is positioned so that the player can see both cages when using it. As the player raises the battery cage they can also see the panther's cage begin to rise. The light begins to move erratically as the panther slowly start to turn to look at the player. When the player removes the battery from its housing, the lights flicker and go out with the exception of the light bug, which activates its defense by shining its light on the panther. As the player moves toward the door and load the battery into the flashlight, the light bug also realizes the door as a way out and turns to run towards the door. A split second after the panther is no longer lit, the light bug is snatched into the air and tossed around with a horrible steam squealing and metal crunching sound. The light bug is extinguished right as the battery powered flashlight clicks on. In the time it takes the player to shine the light on the panther it will have moved to a position within 5 feet of the player and be frozen in an attack stance. The player may back out of the door and close it in front of them, to continue to Ada's room to plug in the first battery.

Example Floor Plan

