

Descriptions

Thursday, June 12, 2014 12:18 PM

Area 1: The Coliseum

The Coliseum is a sand-pit made up of rocky, rough terrain. Jagged spikes stick up amongst the larger boulders, and the smaller stones offer rocky footing. Due to the planets surface and the composition of their stones and sand, the arena has a low layer of dust, like fog, whenever combatants fight. The Coliseum is surrounded on three sides by raised wooden stands, about forty feet high, where Aliens sit. Draped over the sides are banners, mostly colours representing some form of Alien hierarchy or class-system. The fourth wall is the plain concrete – thickened by steel girders – of the Alien base. Combatants enter through a thin corridor to one side, allowing entrance through a tall wooden gate which opens into the arena. On the opposite side a large, forty foot tall metal fence wrought from thick steel descends into the ground, giving larger combatants – and creatures – access. The smaller sun in the sky is still blinding, though not particularly hot. The planet seems to inhabit an area of space where the stars are incredibly close, visible at day-time just outside the halo of the suns light. Surrounding the planet are a number of moons, constantly in decrease by their proximity to the planets Sun.

Area 2: Final Test, Room 1:

This is a plain white room, perhaps thirty feet by thirty feet. The floor is made up of thick tiles, and bright, white light shines out from the ceiling via square lights set into the ceiling itself, the same size as the tiles, placed every four tiles. The door is in the centre of the south wall, a plain white door, without a window. In the centre of the room, from the left side to the right side, are four clear cylinders, stretching down from the ceiling, and stopping three feet above the floor. In each clear cylinder is a hollow, with a weapon resting inside. Once a weapon is chosen, these cylinders close up, and rise through the ceiling.

Weapons are: Pistol, Knuckle Dusters, Bat, Sword. (unimportant what weapons they are)

On the opposite side of the room to the door, the north wall, is another door identical to the one opposite it. Plain white, unmarked – no windows. It is through this door Aliens will enter, and the player will leave for the next room

Area 3: The Cells:

The prison is an immeasurably large room, with columns rising into the darkness above. There are no walls, only opaque darkness in the distance. The scale of this place is unimaginable. The columns, as wide and tall as skyscrapers, are pockmarked by indents, wherein rest the humans. No space is wasted so the columns appear to be almost made up of humans. Each human is standing up; supported by a thick band around their waist and chest. Black and transparent wires connect them to the column, acting like a living organism; a hive. These wires stretch from their necks, temples, and backs – diodes – connecting them to *something**. Another, larger pipe appears from behind them and stabs deep into their stomachs – a direct, Alien drip that feeds them. From behind each human there glows an eerie, Alien-neon purple glow, bathing the humans in the light. This light is so bright it bathes the whole room purple. Each humans feet are dipped into a bright green, viscous appearing liquid, which glows slightly like radiation. What these are for, the humans do not know.** The columns in the distance look like purple neon bars, indistinguishable from so far away. Some humans are asleep, uncomfortably resting their heads on their shoulders, supported by their shackles. Others are awake, wide-eyed and screaming, praying, pissing themselves and crying.

To be “harvested”, the back of the cell rotates, like a reclining chair, till their feet are above their head and they slide down, and fall into the inside of the column. Every so often this can be seen as the Aliens choose a human to experiment on, or send to their Final Test.

*This Hive is a server that allows the humans to share experiences, so they are all connected, and share the experiences. This is something Jesus and I discussed to incorporate both the ability to level up, and the idea that the character can perma-die.

** this green liquid is a cleanser that sinks into their skin and kills diseases. Without knowing this, the human's despise and fear it.