



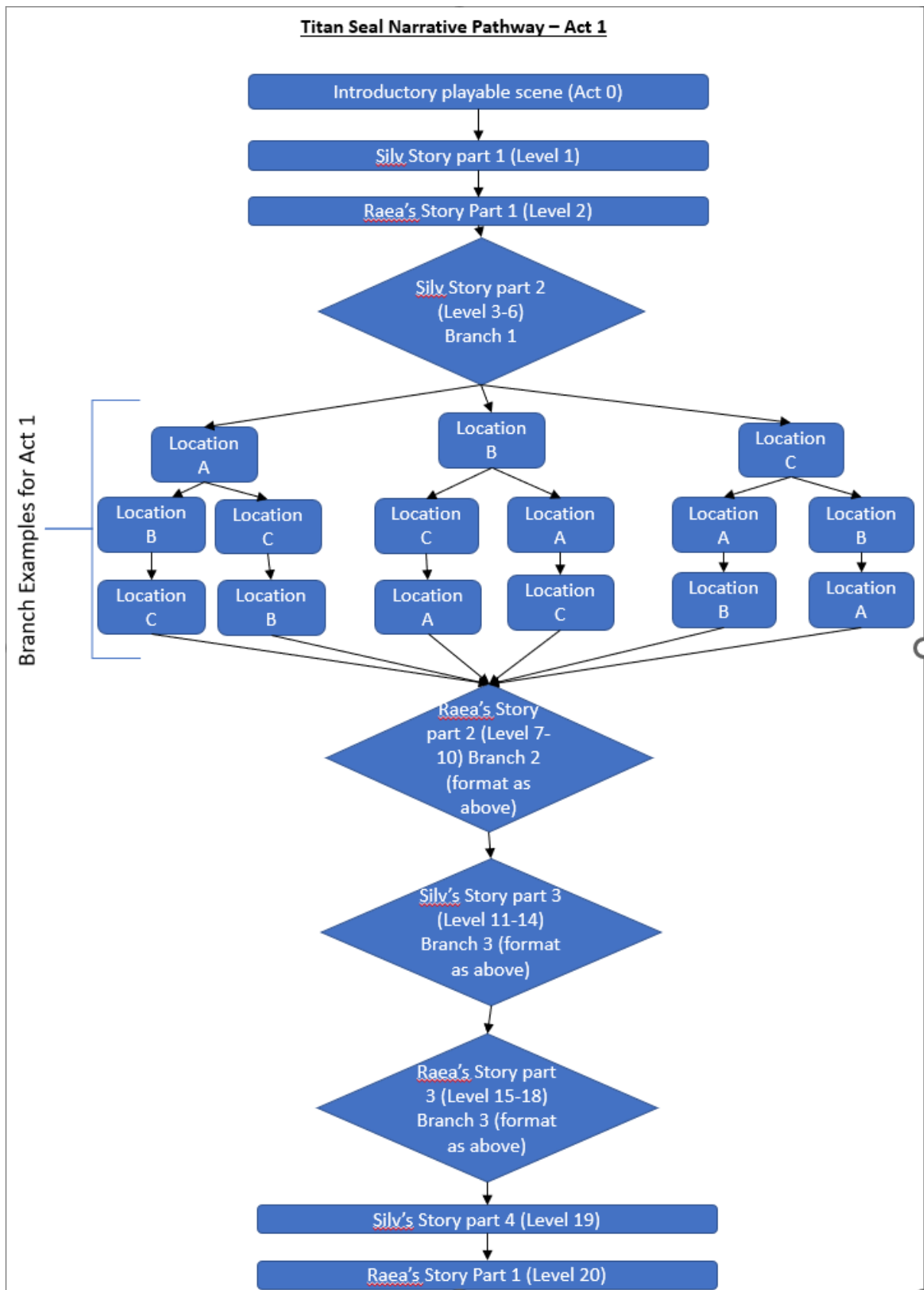
# TITAN SEAL NARRATIVE (LEVEL OVERVIEW)

OVERVIEW FOR A NARRATIVE GAME BY LEVEL

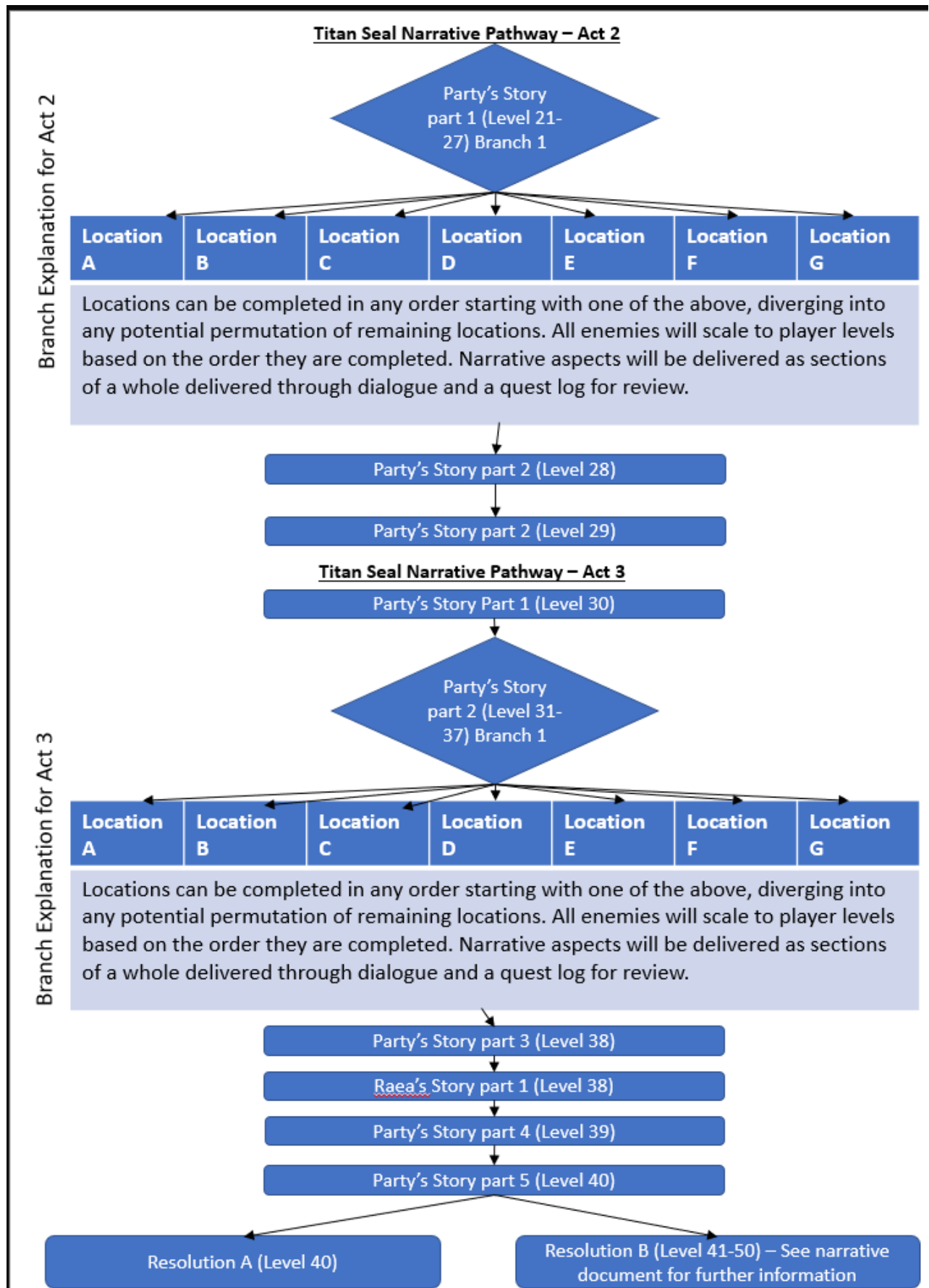
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# Act 1 Narrative Pathway



## Act 2 and 3 Narrative Pathway



## Character Profiles – Main Playable Characters

**Silv:** An early 30's Vultus (Humanoid species with vulpine like appearance – dark eyes, fox ears and a fox-like tail. Silv looks more human, than some others of his species). Silv is personified as a scatter-brained individual who is bad at time keeping and has a naïve sense of wonder despite being one of the leading science minds in his home city. Silv is an empathetic individual with a strong sense of justice that is developed over the course of the game's narrative.

**Raea:** An early 20's, somewhat rebellious princess of the island kingdom of Irkallia, Raea is often seen as a highly naïve individual by most. Beneath this there is a strong resolve and a curious, inquisitive nature that often leads her to make discoveries of significance. As the last Oracle of Irkallia, she can, eventually, use forms of weak time magic to aid the party. This increases her resolve to fight for both her nation and defend the planet with the party.

**Cal:** A highly logical and scientific Salmaq (humanoid race that have horns protruding from their heads along with violet eyes). Cal appears to be a blunt and objective oriented individual, but under this is a deep emotional need to protect her allies and relations. As the narrative progresses, Cal shows her more vulnerable side, including the stigma attached to her race across Esharra. This stigma is a driving factor in her need to prove herself to those around and makes her a highly intelligent and reliable individual.

**Azel:** A 40-year-old guard captain and protector of Raea. Azel has a deep-rooted sense of honour, duty, and formality from his years of service to the Irkallian royal family and see's Raea as a daughter whom he will protect over everything. He often provides a more stoic and pragmatic response to events around him, however as the narrative progresses, he becomes increasingly less formal and begins to react to events in a more emotional manner, significantly more following the start of Act 3.

## Act 0

### Cutscene and Gameplay – A view of the future

A desolate wasteland with the remains of a large city stands, partially buried under sand. The party (Silv, Cal, Azel and a spirit form of Raea) are discussing the events of the cataclysm after a short introductory cutscene where the voices of celestial beings are heard talking about the state of the world. They resolve to head to the lab of Silv and Cal's former mentor and manager Dr Kairos. Upon reaching the lab, the party learns of the locations of the parts of Project Tartarus and resolve to locate each piece to defeat Xino and her army of Gallu (monsters, malformed by excess elemental energies) and attempt to restore the world. Upon leaving the lab they hear the voices of the celestial titans discussing the state of the world and lamenting over its destruction as they head towards a vantage point to the cities south.

## Act 1

### Level 1 Intro: Silv's Story

Cutscene – Silv wakes up late for work, he comments on this before getting out of bed.

Gameplay –The search for items provides players with an onboarding sequence (finding Silv's ID badge and second boot) along with leaving apartment to investigate a strange occurrence they receive through their communication pad. Upon exiting the appartement Silv heads down the street, using fast travel point to go to quest mark on map – the western industrial complex.

### Level 1: Silv's Story

Interactive Cutscene – Silv arrives at a warehouse district. Encounters several NPCs (security officers from the central Esharran Government) to demonstrate a level of world-based authorities and to demonstrate Silv's status within the world. Silv meets Dr Kairos (major support NPC) and Cal (future party member and PC). Silv can wander around the industrial district and lab tent, interacting with NPC's and given dialogue choices.

Gameplay – Silv investigates a quarantined area where the ground has been melted. Players introduced to Silv's ability to sense magic trace lines in certain areas. Silv and Cal investigate the area, before being attacked by a monster. Silv will battle and defeat creature solo. Battle will be challenging, but simple and used to onboard players to battle mechanics for the game.

Interactive Cutscene – Silv reports to Dr Kairos and Cal following battle. Dialogue choices offered to player. Silv Fast Travels to central research bureau with Dr Kairos to discuss the monster he fought. Dr Kairos contact's central government with an update, Silv given chance to explain the monster attack during this.

### Level 2: Raea's Story

Cutscene –Raea awakens in her bedroom in the Irkallian royal palace, she moves to her balcony where we see her island kingdom through short voice-over cutscene – Irkallia is a Mediterranean-style island with a pantheon style royal palace.

Gameplay – Raea walks around the grounds of island kingdom. Meeting NPCs to gain greater understanding of the lore and exposition of the island nation. They will meet Azel (future party member) and the characters mother.

Interactive Cutscene – Raea will be in a dialogue scene with their mother (The Queen of the matriarchal Irkallia), who will provide additional exposition (through dialogue choices) while Raea is also training in their combat mechanics (will act as a further onboarding sequence introducing dialogue choices that may be available during exploration and combat throughout the game).

Cutscene – Raea and major NPC's (Azel, the Queen and the royal court) are introduced to both Esh and Xino – both characters are referred to as Allies of Raea's nation by her mother and introduced as such as the queen's minister of state. Raea is tasked with helping both Xino and Esh with locating the Titan's Relics.

### Level 3 – 6 Gameplay: Silv's Story

Silv and Cal are tasked with investigating a series of bizarre sites across the mega-city of Esharra. Using Silv's investigative skills to track and eliminate monsters (Gallu) like the one introduced earlier. Player's will be given the choice of which order to investigate. Enemies will scale based on player's level. Onboarding of both party combat and Cal's abilities to be introduced in the first on these battles. Each investigation will be in a different part of the city and will use a variety of puzzles to allow players the investigate before finding and fighting the Gallu.

### Level 6 Cutscene: Silv's Story

Silv and Cal discover a link to the Titan's (Ancient creatures tied to one earthly element each) and alert Dr Kairos. Dr Kairos tells them to continue investigating the occurrences where a strange individual attacks Silv and Cal as a Titan Containment facility is attacked. Strange individual disappears after attacking PC's. Dr Kairos orders Silv and Cal to head to the containment facility.

### Level 6 Gameplay and Cutscene: Silv's Story

Gameplay: Silv and Cal arrive at the Titan Containment facility. They battle a range of Gallu as they make their way through the facility, ending in a boss battle against the strange individual. The party will lose this battle but prevent the facility from being destroyed. Individual will taunt the party through the battle and disappear. Silv and Cal then will investigate the control room and restore power.

Cutscene: Dr Kairos will explain that the outer slums of the city are to be "Shutdown" following the attack. A news report will briefly explain that evacuations are being hindered by monsters. Silv and Cal are told not to help in the efforts and to return to their lab for debrief. Silv and Cal are then seen returning to their lab, defeated.

### Level 7-10 gameplay: Raea's Story

Raea and Azel are tasked with heading into the Irkallian hinterlands to help Xino and Esh with their research. They will battle more Gallu and large creatures as they make their way through 2 tombs to uncover the information their new allies want. Interactive cutscenes and dialogue will be used during gameplay to explain how Raea's nation dislikes the Esharran's for sealing the Titan's away. Xino asks whether the nation would be ready to free the Titan's. Azel and Raea are against a conflict, but Esh suggests that if they had the support of powerful individuals, they could perhaps return the planet's energies and bring about a lasting peace, as opposed to the fragile one between the two nations. The party (including Esh and Xino) battle 2 large Gallu at the end of each of the tombs to collect the relics, while also uncovering a prophecy related to an Irkallian with the abilities to manipulate time magic.

### Level 10 Cutscene: Raea's Story

Raea and her team return to the Irkallian palace. Xino and Esh explain that, with what they learned of the Titan's they have a way to free them. The Queen thanks them for the information as Xino and Esh point out they discovered a prophecy of an Oracle that can use time magic (a lost magic). The Queen asks who this oracle could be. Xino and Esh, looking at Raea, say they do not know. The pair then inform the Queen they have more allies that can help both search for the Oracle and support the Irkallian's in freeing the Titans as several individuals like the one fought by Silv, and Cal arrive in the palace and are introduced as the first-generation elemental Manipulators that are fugitives from the imperial capital.

### Level 11 Cutscene: Silv's Story

Interactive Cutscene: Silv and Cal are meet with Dr Kairos who are all angry over the government's decision to "shut off" the outer districts. The party explain the individual they encountered in the Titan Facility and Kairos explains that Silv and Cal are second-generation elemental manipulators.

Cutscene: Dr Kairos explains what the first-generation manipulators are, she explains that the first generation were given all elements as a power source and that most died, leaving only 10 living. Dr Kairos explained that they were the generals in the final battle between Irkallia almost 50 years ago and they all perished when their leader, Xino, released all 6 elements at once, ending the conflict and turned the land into a melted crater, almost destroying both Esharra and Irkallia. Xino and the other manipulators of the First generation were all presumed dead and should that be wrong, they would be wanted for near genocide of both nations. Silv is tasked with heading into the monster infested



Badlands outside of the city to investigate the potential resurrection of Xino and the first-generation manipulators who could be responsible for the creation of Gallu in Esharra.

#### Level 11-14 Gameplay: Silv's Story

Silv and Cal venture into the Badlands to investigate the events of the end of the war. During their mission they will battle against a range of monsters and more Gallu. Silv and Cal will explore a range of biomes including a battlefield with the corpses of all the soldiers killed at the end of the conflict. Silv will become more adept at combat and gain new powers, including the ability to overload the elements in Gallu. Cal will become more adept at preventing enemies from damaging the party.

#### Level 14 Cutscene: Silv's Story

Silv and Cal will arrive at the crater where Xino almost ended both nations. They will discover that Xino and the whole of the first-generation manipulators killed the second-generation manipulators by absorbing their elemental energies and survived the energy release. Silv realises they are in danger of Xino and her soldiers attacking Esharra and race back to the city with their new revelations.

#### Level 15 Cutscene and Gameplay: Raea's Story

Azel and Raea learn of the final battle before the ceasefire between the nations in the Irkallian national library and from the descriptions of the "demon mage" realise Xino is the one described. They resolve to tell the Queen about Xino's identity before it's too late, however when they enter the throne room are too late. Xino has killed the Queen and has taken control of Irkallia. Azel and Raea fight against several Gallu and others loyal to Xino to escape the palace before they are captured by the enemy.

#### Level 16-18 Gameplay: Raea's Story

Raea and Azel escape the royal palace and enter the Badlands. They battle a series of monsters and Gallu, while evading Xino and her forces. Raea and Azel learn that the Irkallian council have been conspiring with Xino to seize the throne and use an army of Gallu to attack Esharra to reignite a war to allow the Titan's to be released (learned through dialogue during their escape from the palace). Raea and Azel head towards Esharra to warn them of the threat.

#### Level 19 Cutscene and Gameplay: Silv's Story

Silv and Cal are attacked by another unknown spectral individual (Xino's spirit). After a challenging battle Silv and Cal are defeated by Xino's spirit who absorbs both of their elemental energies leaving them for dead as it disappears.

#### Level 20 Cutscene and Gameplay: Raea's Story

Raea and Azel race towards a bright spiralling pillar of rainbow light. When they arrive, they find the bodies of Silv, and Cal. The ability to heal people awakens in Raea, through time manipulation, she then saves both Cal and Silv. The group introduce one another and explain the two halves of the story as all PCs (Silv, Raea, Cal & Azel) move towards Esharra.

#### Level 20 Cutscene – End of Act 1

Xino, along with the Irkallian Council and Esh planning to assault Esharra with an army of Gallu. Dr Kairos opening files designated "Project Tartarus" as Silv communicates to her to explain they were attacked by the Spirit of Xino, and that she is alive and in Irkallia. Dr Kairos contacting the Esharran Government to inform them of Xino being alive and amassing an army. Esharran Government preparing to mobilise their army.

## Act 2

### Level 21 Cutscene

The party arrive at Dr Kairos's lab. Kairos explains they are working on a device to stop Xino, but war is inevitable due to the Government's disdain for the use of Gallu (a banned practice in Esharra). Kairos reveals that a team of Irkallian mages have been working with her in secret to develop Project Tartarus, but Silv and the party will need to help them to complete the weapon before all is lost.

### Level 21-27 Gameplay

The party will investigate a range of abandoned labs in the outer reaches of Esharra and ancient tombs in the Badlands to gather a range of materials to help the construction of Project Tartarus. The party will present much of the narrative through dialogue during their explorations and will battle a range of monsters and Gallu (some will be boss battles in the areas and players will have a choice of which areas they complete and in which order – enemies will scale to the appropriate level for the party).

Once the party have completed all the areas and uncovered all the materials, they will return to Dr Kairos who will inform them that the Gallu army is fast approaching Esharra.

### Level 28 Gameplay and Cutscene

Interactive Cutscene: The party will be told to head to the Titan Central Control Facility to ensure that the Titans are still in stable stasis. Raea will have a vision of the Titan's being freed and the planet being destroyed. Dr Kairos will explain that the events are not set in stone and that she, and her team of scientists and the Irkallian mages will work on completing Project Tartarus while the party ensure the Titans are in stasis.

Gameplay: The party will enter the Titan Central Control Facility for it to be attacked by the reanimated corpses of 2 second-generation manipulators and several Gallu who will be fought and defeated. The party will fight their way through the facility before battling one of the first-generation manipulators in a boss battle. Once they are defeated, Silv will ensure the Titans are all stable.

Cutscene: The Gallu army engages the Esharran army outside of the city. Many of the Esharran soldiers will fall and Gallu will enter the city as the outer defences fall.

### Level 29 Gameplay and Cutscene

Gameplay: The party rush back to Dr Kairos's lab, through the streets of Esharra as they battle multiple Gallu and corpses that have been reanimated by Xino's forces. The party battle their way into Dr Kairos's lab and are faced with Esh (who introduces himself as Xino's Left Hand). They battle and Esh is defeated, but not killed.

Cutscene: Xino appears to the party again and drain them of most of their power. Dr Kairos appears and locks Xino in a stasis field, however Xino breaks the field and kills the Dr in front of the party. Xino tells the party that she will remake the world and that the Titan's will allow her to do just that, using the tower of Dalkhu before disappearing along with Esh. All 6 Titan facilities explode in pillars of light. The pillars converge over the Titan Central Control Facility and the party head to the roof of Drs lab as they see Xino pulling the beams into herself. Dr Kairos, with the last of her mortal strength calls Silv and explains that the Tower of Dalkhu is what Xino will build from the corpses of the Titan's once she has absorbed their elemental energy and ascended to a god-like being. The party rush back to the Dr's side as she atomises to find that she has built a device to send the party into the future by 1 year in the hopes they will end Xino and reverse this. As the device activates, Xino's shadow spirit appears and grabs Raea, as the remainder of the party are flung a year into the future.

## Act 3

### Level 30 Cutscene & Gameplay

Cutscene: Party arrives in the future world, a desolate wasteland devoid of life. They notice Raea is not with them, she then appears as a spirit to the party and vows to support them despite being imprisoned by Xino for the 1-year time jump.

Gameplay: Party will explore the ruins of Esharra. They will head to investigate the lab of Dr Kairos where they will find a final recorded message that will be played while players are continuing to explore the remains of the lab. This will explain the player's main goal now – to explore the 6 fonts of magic on the continent and use the pieces of Project Tartarus at each one to activate the weapon.

### Level 30-37 Gameplay

Players will explore the future world travelling to the 6 fonts of elemental magic there. Battling through the dungeons against more monsters and Gallu. Each of the dungeons will have a miniature version of the titans there to be battled by the party and defeated upon reaching the central chambers. Cal and Silv will determine that these are digitally created constructs of the Titan's that were created to protect the parts of Project Tartarus from any curious travellers and explorers. Players will then activate the parts of Project Tartarus using the shrines within these central chambers. Short cutscenes will play, showing the device being activated and it is displaying a map of the remaining, inactivate parts of the device.

### Level 37 Cutscene

Once players have completed the 6 font shrines, they will see 6 beams of light converging on a central point in Esharra. They will begin to journey towards the centre as Xino's shadow spirit appears and drags away the spirit of Raea. Raea tells the party to complete their quest as she disappears. The party, angered by the development, resolves continue towards the converging of the light.

### Level 38 Gameplay – Main Party

The party journey towards the converging beams, battling an array of monsters along the way. They arrive at the now destroyed Titan Central Control Facility where they investigate the area until they find a control unit in the sub-basement. Once there, the party will need to activate 6 separate devices to complete the activation of Project Tartarus. An audio explanation of what the Project is will be played as the party activates each terminal.

### Level 39 Cutscene & Gameplay – Raea

Cutscene: Raea awakens from a deep meditation as a result from Xino attacking her. Her powers are drained somewhat. Raea then decides that she must escape Xino's tower following her now knowing her allies are nearby.

Gameplay: Raea will navigate the Tower to try and escape, battling monsters along the way. About halfway through Raea will be stalked by Esh, who will attack her on sight. Raea can stun Esh, but he will get back up. As Raea approaches the ground floor, she will battle against Esh properly, before Xino arrives and drains Raea of her powers.

### Level 40 Cutscene & Gameplay – Main Party

Interactive Cutscene: The party learns to purpose of Project Tartarus – a special cannon that will destroy the tower of Dalkhu by redirecting both the 6 Earthly and 3 Celestial elements. The party will discuss this with an AI version of Dr Kairos.

Cutscene: Xino will lock Raea in a stasis field within the throne room to continue to drain her magic

Gameplay: The party arrive at the base of the tower and are immediately thrown into a battle against the great Kur Dragon. Once victorious over the dragon, they explore and battle their way from the ground floor to the throne room of the tower, solving several puzzles along the way to open doors and access higher floors of the tower, whilst battling several aggressive Gallu on lower floors and more of Xino's personal guards on higher floors.

#### Level 41 Gameplay & Cutscene

Gameplay: The party enter the throne room, free Raea, and engage both Xino and Esh. Esh falls and Xino draws his power into her releasing her true false-God form. The party battle Xino one final time as they activate the Tartarus Cannon.

Interactive Cutscene: Xino is destroyed by the Tartarus Cannon as the tower begins to collapse. The celestial Titans appear to the party and offer them the choice to sacrifice themselves to bring the planet back, or to travel back in time to the begin to try and prevent Xino's machinations from being realised.

#### Resolution A – Reset the world: Cutscene

The party sacrifice themselves and the celestial's use their powers, along with those of the party to bring life back to the world. A time jump of 1,000,000 years happens and we see civilisations beginning to form around the ruins of Esharra and Irkallia with the 4 heroes of the story and the celestial titans being immortalised as creators of the new world.

#### Resolution B Level 41-70 – Go back to the start: Cutscene, Gameplay & Branching Elements

The party go back to the start of the game and are given different choices that will result in slight changes in how the game plays (early development of the final weapon used at the end, warning the Irkallian Queen of Xino's plan and the traitors etc - detailed in the table overleaf). This will result in divergences and branches in the narrative that will potentially culminate with the players battling Xino for the final time above Titan Central Control Facility as she is absorbing each of the Titans. As the party triumph, the Celestial Titan's appear to the party and thank them for preventing the cataclysm. A peace treaty between Esharra and Irkallia is signed as Raea ascends the throne as the Oracle and new Queen. The Titan's energies are redirected to the planet using Esharran Technology and Irkallian Magic, restoring order to the world. Should Esharra fall, Irkallian's will be seen supporting the rebuilding of Esharra. Should Esharra not fall, the two nations will be seen working together at ways to incorporate technology and magics for the betterment of both nations.

## Resolution B Narrative Branches, Consequences and Endings

Despite these events being in line with the main game, they are referred to as levels 41-70. For ease of reference to the main game's plot the below table refers to the original plots points as detailed in this document (Level 41 is referred to as Level 1 for example).

Plot Point	Additional Dialogue Choice for Resolution B	Consequences on gameplay and narrative
Act 1 Branches		
Level 1 – Silv's Story: Interactive Cutscene 2	Silv brings up the theory of the convergences being caused by Xino and first-generation manipulators to Kairos, supporting her current working theory.	The Party will be provided with elemental energy converters that are designed to absorb a heavy percentage of damage they receive in combat starting from Act 2 of the resolution.
Level 2 – Raea's Story: Interactive Cutscene	Raea is given the option to tell her mother that the arrival of Xino and Esh may cause additional tensions with Esharra and that the Royal Guard should be put on high alert by the Queen personally.	The Queen will be constantly shadowed by 3 royal guards in all further cutscenes and gameplay moments until the coup is called. These 3 guards will be seen as the first people killed over the Queen in the coup scene and will provide players the ability to save the Queen in this moment of gameplay. However, this will not result in saving the Queen outright as players will need to race to her aid in Level 15, rather than this playing out as a cutscene at its conclusion.
Level 6 – Silv's Story Cutscene	Cal and Silv are provided the option to bring up Project Tartarus with Kairos, converting this static cutscene into an interactive one.	<p>Silv and Cal explain what they know of the cataclysm and the secret work Kairos has been doing on Project Tartarus, along with knowing her true nature as Aion, the celestial of time, along with how Xino destroys her mortal shell. Whilst Silv and Cal head to the Titan Containment Facility (TTC), Kairos will work with the Tartarus team to begin preparations for its activation.</p> <p>This will directly impact the final confrontation with Xino and the Titans at the end of the resolution and will be a factor that triggers the final conflict due the much earlier preparations to activate the sub-orbital weapon and target it on the TTC. However, players will need to complete another additional dialogue decision in level 21 (Act 2's starting point) to ensure they weapon is fully prepared to fire when they need it too.</p> <p>Should players choose this dialogue option, this will also change the main gameplay of Act 2 in that players will now travel to the 6 shrines visited in Act 3 to begin the activation of Project Tartarus before Xino is able to cause the cataclysm. During this time players will battle stronger version of the digitally constructed Titans. Cal will explain that they are stronger most likely because of the technology having a less depleted energy source compared to when they fought them after the cataclysm.</p>

<p>Level 10 – Raea’s Story: Cutscene</p>	<p>Raea is given the option to speak with her mother alone. Raea will provide evidence that she is the Oracle that Xino has mentioned and that she has foreseen a coup d’état being planned by Xino and members of the royal council. Raea pleads with her mother to call all Royal Guards to active duty to gather concrete evidence of this plot before her visions come to fruition.</p>	<p>The Queen informs the Royal Guards of Raea’s visions and sets them to work on discovering evidence. The Queen will be escorted and shadowed by 10 (6 if players did not choose the dialogue option from Level 2) that will battle against Xino’s forces in Level 15. In the intervening time several members of the Royal Council will have “gone missing” however Raea and Azel will learn they have been imprisoned on account of suspected treachery. During Level 15’s new gameplay sequence Raea and Azel, along with a larger team of Royal Guards, will be able to battle through Xino’s forces and rescue the Queen. This sequence will see Xino turn the Minister of State into a Lesser Kur Dragon which the party will battle.</p> <p>In a cutscene following the successful rescue of the Queen, Xino will then release an energy wave turning only 30% of the residents of Irkallia into Gallu as Raea, Azel, the Queen and some Royal Guards escape the palace – this will be a restructure of Levels 16-18 with similar gameplay, but with the addition of having the Queen as a companion and some of the surviving Royal Guards to support in combat.</p> <p>Upon arriving at Kairos’ lab in level 21, an additional cutscene will trigger where the Queen will inform the Esharran Government of Xino’s return, the army of Gallu and their plans to attack Esharra and free the Titan’s.</p>
<p>Act 2 Branches</p>		
<p>Level 21: Cutscene</p>	<p>The party are given options to discuss the activation sequence of Project Tartarus and the 6 shrines along with the Titan Guardians within them.</p> <p>The Party explain the falling of Esharra and the attack on the TTC to the Esharran Government and Kairos.</p>	<p>The party are given information about the Titan Constructs in the Shrines, along with the activation codes that will weaken them temporarily. Kairos will explain that the constructs cannot be deactivated as the technology used to construct them is old and relies on the linking of Irkallian Magic with Esharran technology in a way that has since been deemed too dangerous to use again.</p> <p>An executive order is given to move all second-class manipulators, not including Silv and Cal at Kairos’ request, to the TTC in preparation for an invasion from Xino. During Level 28 the party will battle Gallu that are generally stronger than those fought initially, however throughout the level they will be supported and aided by several second-generation manipulators that have not fallen or been turned into reanimated corpses. Throughout this divergent playthrough of the level, players will be given choices to press on, or help groups of second-generation manipulators that are battling Xino’s forces.</p>

Level 21: Cutscene – Branch A: Saving the Queen	If the party managed to prevent the death of the Queen in Act 1, they will be given the opportunity to support both her and Kairos with a plan to defend Esharra with the support of some Irkallian's that were not turned into Gallu by Xino.	During the attack on the TTC at the climax of the game, Irkallian forces will arrive in a cutscene where they will battle alongside the Esharran's to fend off the massing armies of Xino reducing the number of Gallu and Xino's own forces the party will battle in the TTC.
Ture Ending Scenarios		
The Final Battle: Should players successfully achieve either the Esharra and Irkallia are saved or the Esharra Falls endings, then prior to the ending the party will confront Xino prior to them releasing and absorbing the Titans. This final battle will occur following a cutscene where the celestial will create a platform using the symbols seen throughout the game (see cover image for reference) where the party will battle Xino along with each of the Titans as they are released. Upon victory the cutscene (as described on page 11) will play out based on the conditions the players have met below.		
Ending Type	Conditions Required	
Esharra and Irkallia are saved. Xino is defeated	<p>The Party must have raised their suspicions around Xino being the cause of the warehouse incident.</p> <p>The Party must have informed Kairos of their knowledge of Project Tartarus in the Act 1 Replay.</p> <p>The Queen of Irkallia must be saved from Xino and the Councils coup d'état in Act 1 Replay.</p> <p>The Party must have worked with the Queen when she explains the situation to the Esharran Government in Act 2 Replay.</p> <p>The Party must have sided with Kairos and the Queen to prepare for a city assault and not attacking Irkallia.</p>	
Esharra Falls. Xino is defeated	<p>The Party must have raised their suspicions around Xino being the cause of the warehouse incident.</p> <p>The Party must have informed Kairos of their knowledge of Project Tartarus in the Act 1 Replay.</p> <p>The Party will not have saved the Queen in Act 1.</p> <p>The Party will have kept quiet when Kairos is arguing about attacking Irkallia over defending the Esharra in Act 2</p>	
The End of All Things	<p>Should the party ignore all the additional dialogue choices presented then upon Xino absorbing the Titan's at the end of Act 2, Aion, Aether and Nergal will appear and unmake the world. Deeming the strength of mortals to be no match for the enduring evil of Xino and the Earthly Titans.</p>	