

# The Devil's Thirst

## EIN GAME VOR-VORKONZEPT

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*"HIERACHIE MAKARBER ZERFLEISCHT."*

### MARKETING LOGLINE

*"Alkohol wurde verboten. Christcorp verbreitet seinen moralischen Einfluss über das Land, und die Menschen werden zu willigen Arbeitern. In diesem Roguelike-Shoot-em-up verbreitest du als die berüchtigtste Bootleggerin des Landes den Einfluss des Teufels über das Land und hilfst ihr, sich von dem System zu befreien, das sie nieder hält."*

### PRODUKTIONS LOGLINE

*"A bootlegger plagued by the foulest luck is killed by the sheriff of Headstone, the frontier town she's trying to smuggle Alcohol into. In her dying breath, she prays for God's intervention, and is met with The Devil instead."*

*The Devil grants her the power to mirror the bad luck that plagues her, and turn it into good luck, giving her a supernatural edge in gunfights. All this comes at one cost - the devil wants the CEO of ChristCorp, Pontius Reign, Dead. And she isn't allowed to die until this contract is fulfilled, meaning she is effectively a case of quantum immortality."*

*The player controls her in her quest to destroy ChristCorp, being led into the arms of the Cantinero, an illegal alcohol smuggler and leader of a revolution against the Corporations. He'll have the player run alcohol across the region, all while evading the Sheriffess who killed her, forming a cat-and-mouse relationship with a unique immortality element, possibly opening the doors to new solutions as the Sheriff's true feelings emerge over time. The player can choose to side with the revolution and take down ChristCorp with lead and steel, or use subterfuge to take down Reign with only the greatest luck."*

### GAMEPLAY ÜBERBLICK

The game is a Roguelite - a combat game in which death is a central mechanic. Dying returns Lucine to the point just after she died, rewinding time, and letting her restart where she died, rising from the pool of blood in the crossroads again and again, essentially causing the player to have to "replay" the game, changing outcomes with knowledge of what will happen in the future.

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### CHARACTERS

#### LUCKY LUCINE

The protagonist of the game and the character that the player takes control of. She's a smuggler, strongly overconfident to mask a deep rooted insecurity; one caused by an inherited cloud of cosmic ill-fatedness. She overcompensates wherever she can, slapping out irritating one liners to fill the space with which most people would fill with a personality.

She was orphaned when she was 12. Her parents were arrested 10 years ago for "illegal possession of immoral substances." It was a bottle of wine they didn't even know they still had. She's had to fight for every meal, for every bathroom break, for every penny. She knows how to handle a gun, and her way around the frontier and its vast criminal networks.

One would think she'd be a good criminal. She is.. not. She's as lucky as a raven at a black cat convention. Whatever can go wrong, will go wrong. Always. They call her Lucky Lucine.

She will do anything to show she's got skills. But over all things, she just wants to be free from ChristCorp, from her curse, from the crime, from the pain of life in the modern world. A normal life, where she's safe and in control. But smugglers don't get that luxury.

#### THE DEVIL

As per usual, Lucine's horrific luck causes her prayers to God to.. actually get an answer back. From the Devil. The Devil is the mentor of the game, giving Lucine her powers, and letting her harness her aura of bad luck and filter it into good luck. She came to Lucine because she was at the lowest low, a step away from death, an easy victim to manipulate into backing into a crazy deal. She needs a mortal vessel to hold her power and kill the CEO of Christcorp. Throughout the game, she and the Bootlegger have a rocky relationship, mainly due to her using his body dishonestly. They warm up to each other over time by fighting and dying together, and her short temper and impatience softens as she spends time with Lucine.

#### LEO THE CANTINERO

The leader of the local resistance against ChristCorp after losing his business. He ran away from home, a place where he was never accepted for who he was. The Cantina, a little piece of home. So when it was shut down, he was furious, and refused to let it die. He now runs an underground bar and alcohol distribution network, his social connections as a barkeeper keeping it all working. He holds a great hatred for the CEO of Christcorp, a man who has no idea who Leo is. It's a hatred he masks well, with charisma and a sunny attitude, only ever coming through at his impulsive, angry attacks on ChristCorps infrastructure; something he doesn't enjoy doing, but feels is necessary. If he wants a normal life, he'll have to fight for it. Unfortunately, these attacks have drawn the sheriff's attention, and have cost him people. He needs a new smuggler. He's getting desperate; he'll take anyone.

#### SHERIFF CHARLINE ISCARIOT

A woman of honor and integrity; she'll do anything to protect her position as sheriff, a position she earned with much hard work, both against crime and prejudice of the people of Headstone. She earned much respect and trust from the people in her war against the scrutiny of her position. But now, with her enforcement of ChristCorps new laws, something beyond her control, she is losing that trust. It's been

getting more difficult to fight criminality, and much harder to justify her actions when she is active in the oppression of the people she swore to protect.

## PONTIUS REIGN

The CEO of ChristCorp. A liar, a cheat, and a con man, using the imagery and word of god to make a quick buck. He uses the political power behind the religious masses to control the flow of money and to pressure the state in supporting him and his massive enterprises. He is the man behind the prohibition of alcohol, using it as a symbol of moral decay, and in order to clear the market of competitive beverages, to make the people loyal, and sober workers. He knows he has no power without his slaves. He knows of the evils he has committed, and seeks to stay on top to avoid these evils being committed to him. So he stays on top, sipping alcohol from his ivory tower. Also he was neglected as a child by his rich alcoholic parents. Rich person sob story.

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## NARRATIVE

The Devil's Thirst targets themes of hierarchies, queer existence, absurdity against order, cycles of abuse, and anticapitalism.

The Plot is a simple three-act plot where each act is made up of three stages broken up by "open world" portions within Headstone. It all starts with a prologue showing Lucine's death and meeting with the devil.

## Prologue

[CUTSCENE] A panning establishing shot of the Arizona Wastes. A stagecoach enters from the right and travels towards a settlement in the distance. Birds eye view from above as the carriage travels down the dusty trail. Shot of a masked figure, wearing a cattleman. They slowly tilt up their head, revealing an eye. Eyeline shot of a figure on horseback standing in the trail ahead, at a crossroad.. Screen goes black.

Cutscene transitions into a dialogue sequence, where the figure introduces themselves as the Sherifness of Headstone. No matter what dialogue one chooses, the interaction will become deadly, the Sherifness will spot the player's alcohol, and she will kill the Bootlegger.

## ACT 1

[CUTSCENE] A bird's eye shot of Lucine dead on the floor, a hole in her chest, the blood pooling around her. The Sherifness slides off. As the camera gets higher, the road begins to look more and more like an upside down cross. Screen to black. A dialogue window opens. "Please, God, Spare me"

Here, The player meets the devil, and makes the decision to enter the contract. Lucine is reborn. She rises from the dead, getting up, dusting herself off. Here, the player will have to hastily react - Revenuers approach from the town. They must grab a gun.

## PICKING YOUR CLASS

Here, the player will pick their [class](#). Shotgun, Revolver, and Repeater. This can be chosen each time after death. After this, the game begins in earnest.

## LEVEL 1: GOOD MORNING HEARTACHE

This section functions as a tutorial, with a simple, straight layout with lots of cover, allowing the player to get a feel for combat. It also offers some sections to utilize the game's powers. The mission ends once the player arrives in the town of Headstone, where they are first introduced to the game's "hub world." The player also has the option to go back and grab the alcohol from the stagecoach to finish the job.

## LEVEL 1.5: FROM THE GRAVE

The player has arrived in Headstone, the main settlement of the region. The player will speak to the devil, as she is partially living in the mind of the protagonist and can communicate with her directly. Lucine will describe her last job, the one she needs to finish. The player will be directed to the target of her last job, the Más allá Cantina. Finding the Cantina is the next challenge. The player's only knowledge will be to follow the motif of a Calavera skull, which can be found by closely investigating the town.

The player has Freedom to wander around Headstone, learning about the setting. Exploring will net the player knowledge of Headstone and the state of the west, as well as expose them to Pontius Reign; as there is a giant advertisement with him in the square next to the corporate outpost. Eventually the player should be able to find the Cantina where they'll meet Canitnero, who will be nothing but disappointed if the player has not brought the shipment. If the player did bring it, he'll be grateful that someone was good enough to finally finish a job. He proceeds to explain how he'll have to trust the player as all his other runners have been taken down by the "ChristCorp-Bought" Sheriff. The player is immediately given the next task. They are given a package that they must run to a Saloon in Coronado. Leaving the Cantina triggers a Cutscene.

[CUTSCENE] The player watches from the brush as the Sherifness and Coroner enter town, discussing what happened. The coroner jokes about having plenty of work, but is concerned with how ChristCorp will react. The Sherifness shakes her head. "I'll find the killer. I.. need to make this right. " The Coroner shakes his head and comments on the Sheriff's fragile state of mind. He points to two approaching ChristCorp Revenuers. "Your friends are here." he wanders away. The Sherifness is met by two revenuers, who mention possible illicit activity around Coronado, and they head off towards the north exit of Headstone, just passing the player. Satan jokes about how "She's not going to see you coming."

## SIDE QUEST: THE CURE

Before leaving town or even before entering the Cantina, the player can talk to Ms. Abernathy, who is standing outside the doctors office, having a smoke. She mentions her husband is suffering a severe

CanaCoffee addiction, and it's been detrimental to his life and work; he was the backbone of the community, leading the townsfolk, advocating for change, keeping the mayor grounded. She's heard of herbs that can help in withdrawal, so he can return to health. They're somewhere in the forests of Coronado, where he is. He's currently living up there, as withdrawal and time in the forest would "help him recover." Find the flowers, bring them to him.

## **ACT 2**

### **LEVEL 2: IN THE SHADOW OF THE VALLEY**

The Player rushed through the sparse forests or Coronado, running along creeks and brooks, avoiding gunfire from the Revenuers hidden among the rocks. It is a constant upward battle, and the player will have to use the rocks environment to000# their advantage, both for cover and as a weapon of its own.

#### **SIDE QUEST: THE CURE**

While in the mountains, the player can find lots of the Herb Flowers along a lively hill. Behind the hill is a barn that the player can enter where they encounter multiple ChristCorp enemies in a lab. A dropped set of notes reveals a lab to sabotage the town, as well as plans to present the herb Flower to ShristCorp due to its addictive properties.

Eventually, the player will come across the Saloon, where they meet the Sherifffess and a pair of Revenuers, who are about to break down the door. The Sherifffess will be horrified to see the player alive. In the dialogue, the player is either able to attempt to get her to stand down, or incite a fight. At this stage, it will only ever lead to combat.

Unless the player has the herb follower, in which they can convince the Sherifffess that they're here to deliver medicine to Mr. Abernathy inside, where the Sherifffess will let them go inside, ending the mission here.

The Player will engage the Sherifffess in a boss fight. Once the two revenuers are taken down, and the Sherifffess reaches half-health, she will whistle and her horse will sprint into screen, wherein she will flee.

After this, the player will be able to complete their special delivery, a few bottles of moonshine, and then return it to Headstone and end Level 2.

### **LEVEL 2.5: TROUBLES BY THE SCORE**

*[CUTSCENE] A train arrives in town, and a crowd forms. The Sherifffess watches anxiously along with a well dressed man, presumably the mayor.. The door opens. Low shot of a dress shoe stepping out, followed by a walking cane. The Camera pans up, revealing Pontius Reign. He Is smiling, until he looks down to see a cockroach, which he crushes with a scowl. He pulls it off his cane and flicks it into the silent crowd, and pats off his hands. Eyeline shot of the Sherifffess watching.*

*Scene changes to the side of the mayor's office, The sheriff behind him, arms behind her back. She offers him a drink, a root beer, or perhaps a coffee. He denies it for a glass of milk, which he drinks quickly. He explains why he has come here. He wants to open a new regional branch office and a new production site. Here. in Headstone! He delivers this with a smile. The Sherifffess' neutral expression sinks. She is not happy. But the mayor is excited. He says the town would be honored to host ChristCorp. They shake hands. Reign Smiles. Shot of the Sherifffess staring at their hands shaking.*

The Player arrives in town, a crowd around the train station, and horses in front of the town hall. Here, they can go talk to Mrs. Abernathy, where she will thank the Player, or go straight to the Cantina. Cantinero reveals himself and the rebel network and their plot to fight Reign, as he has just entered town. He recruits the player. He says he and the others will draft a plan, but he needs Lucine on another mission first, and give the player another bag. The player can now leave the Canina again.

#### **SIDE QUEST: COOL WATER**

A dog runs around, barking at the edge of town. Talking to it reveals the dog is worried and wants the Player to follow. He runs off towards the direction of the next mission.

### **LEVEL 3: SIXTEEN TONS**

Level three takes the player across the wastes of Arizona across the Big Mountain mesa to deliver another shipment - this time 6 bottles of Whiskey - to a mining outpost in the Mesas. The player will fight across dangerous, flat terrain, fighting off waves of revenuers.

#### **SIDE QUEST: COOL WATER**

The dog runs past the enemies as the player proceeds through the level until it eventually darts towards the right into the brush. Following it will lead the player to a well where a girl will thank the dog for bringing someone. She'll ask the player for help, that her brother fell into the well while trying to catch a bug that landed inside. She's partially constructed a ladder, but needs help finding more wood. The wood can be found by playing through the map and blowing up old stage coaches. The mission ends when the player has collected 5 wood, and returns it to the girl. They thank you, and say they won't forget this. They run away.

Upon reaching the mine, the player can enter. Everyone is working. It's too peaceful. The Player brings the bag to the miners on break. They thank the player. They can leave the mine. Outside, the Sherifffess is waiting with revenuers.

Dialogue Sequence with the Sheriff. On the first time, it usually, as always, ends in a fight. However, if the player is more hesitant to be aggressive to her, and has completed the sidequests, she'll recognize that the player would be a good person if they weren't such a varmint. If the player knows of her willingness to betray ChristCorp, they will call her out. She'll lose composure and the revenuers will become suspicious. She'll usually engage with combat here. If she was treated well in every point until here, she'll kill the revenuers and run away. If not, she'll engage the player in combat and run away on her horse when she reaches quarter-health. After this, the player ends level 3.

### **LEVEL 3.5: GHOST RIDERS**

Returns after a successful mission and learns of the ultimate plot - when reign leaves town after his survey, raid the train, guns blazing, and lead the train into the gulch on the incomplete part of the railway, killing reign and ending his grand plans. The player is given the meeting place - north, along the rails. The player can leave. When they enter the main road, they'll be ambushed.

The Sheriffess stands there, gun at the ready, pointed directly at Lucine. Standoff. This is solved by a quick-time event, where the player must shoot faster than she shoots, hitting a few buttons consecutively within a certain amount of time to not die.

Either the player dies, or the Sheriff. This outcome can be avoided by going around her, and sneaking up on her before she can catch the player off guard in the street, where they can talk to her, or kill her with zero risk to the player.

She can be convinced to give up here. If the player caused her to kill the Revenuers, she will admit to trying to kill the player to not raise suspicion. Here she will admit everything, that she hates ChristCorp, and they're ruining her town, her reputation, and that they need to go.

Depending on the player's knowledge (of the future) or how they treated her in the past, she can be convinced to either help in the plot to kill reign, or the player can devise a new plot with her.

## **ACT 3**

### **Level 4: THE PASSENGER**

The climax of the game; or the moment the player feels that they want to try again. This is where the game ultimately split into multiple variations.

#### **ENDING 1.1: RUTHLESS DESTRUCTION**

Raiding of the train with the rebels. The player follows the train on horseback, jumping on, and fighting their way to the front to take control. Fight switches between roof and cabin. The train will be full of citizens, and the apache will not assist in attacking the train.

##### **REQUIREMENTS:**

- Have not done any Side-Quests.
- The Sheriffess is dead.

At the climax, Reign will hide himself in a reinforced Cabin, and will tell the player they've killed more people than he ever will. Headstone is ruined. He will offer the player a check if they spare him. The player can accept the Check, where the Devil will take control, and throttles the train into the Gulch, killing everyone, including the Player, ending the game in with a disappointed Devil. Or, the Player ignores the Check, and goes to throttle the train, jumping out before it flies into the gulch. Contract fulfilled. The game is over. Unless the player begs the devil to let them try again, to kill herself again so she can maybe do it differently. Depending on the Devil's disposition to the Player, this can happen, or the Devil will simply deny the player, saying the contract is over, ending the game. The player sits in the wastes, watching the burning wreckage with the rebels.

#### **ENDING 1.2: PERFECT DESTRUCTION**

Raiding of the train with the rebels. Following the train on horseback with the Sheriff, jumping on, and fighting their way to the front to take control. Fight switches between roof and cabin. The train will be devoid of citizens, and the apache will ride in and assist in the attack on the train, taking out goons on horseback.

##### **REQUIREMENTS:**

- Have done all the side quests
- The Sheriffess was convinced to participate in the plot.
- The Sheriffess is alive, and with the player.

At the climax, Reign will hide himself in a reinforced Cabin, and will tell the player that he won't be killed by a self-righteous fool and a traitor. Headstone is ruined. He will offer the player a check if they spare him. The Sheriffess and Lucine will look at each other and laugh. They enter the cockpit of the train. The Sheriffess holds the door open, and Lucine throttles the train. They jump out together, and watch the train tumble into the gulch. Contract fulfilled. The game is over. The Devil is impressed with the player. Lucine turns to the Sheriff, and depending on dialogue options, can choose to kiss her. They'll kiss while the flames of the train burn in the background. The other rebels will approach, and they'll stand together, admiring a job well done.

### **ENDING 2: ASSASSINATION**

The Assassination ending can be done by revealing the rebel plot to the Sheriffess after the player sneaks up on her in level 3.5. The Player and the Sheriffess can devise a new plan; to use the threat of a terror attack to lure Reign out into the public, and kill him there, where everyone can see, and not risking lives in the process, and then escape on the Sheriff's horse. The player will however, have to blend into the crowd and take out Reign with a sneak attack. This ending leaves the Cantinero and the rebels out to dry.

##### **REQUIREMENTS:**

- Have done all the side quests
- The Sheriffess is convinced in betraying ChistCorp.
- The Sheriffess is alive.

This climax is completely without combat, for the most part. The Sheriffess will announce to Reign that there's a plot to bomb his train and that he should stay put until the rebels are put down. Reign will insist on doing a speech to the town, telling them of the wondrous opportunity, and that rebels seek to bring progress to a halt. During this speech, the Sheriffess will act as his closest guard, letting the player enter the kill zone. The Player will have to avoid reigns goons as they sneak into town. Detection causes failure and death. Depending on the Player's class, they must reach a different location to kill Reign. Reign will be shot, and fall to the ground, reaching his hand out to the Sheriff, who will finish

the job. Contract fulfilled. The player and the Sheriffess un away, and ride into the sunset on horseback, now outlaws.

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## **WORLDBUILDING**

### **THE WEST**

A century of westward expansion has made the once wild frontier a more stable place. At least, that was the idea. In practice, it is still much more difficult to properly police and regulate due to its distance from larger cities like Saint Louis. Most enforcement of morality law has been taken over by ChristCorp itself, which has sent its Revenuers across the frontier in order to close down the operations of Bootleggers.

### **HEADSTONE**

A small mining community in the salt flats of the Arizona Territory. It is controlled and operated by many corporations, such as the Stiltmans Mining Company, ChristCorp, and St. Louis Trading Limited. The old Saloon serves only Cana Coffee and grits, and the old Cantina was shut down by the Revenuers.

The Townspeople are tired, overworked, and completely addicted to CanaCoffee, and the Town's Sheriff, Charline Iscariot, is completely overworked, trying to take down smugglers in the wastes around town. The Old saloon is boarded shut, covered in "Condemned" signs. The last place to get a drink is the Más Allás Cantina.

### **CHRISTCORP**

ChristcCorp is a major corporation headquartered in Saint Louis. While they have their foot in many different markets, their largest and most profitable venture was into the drink market; their addictive Cana Coffee hit the markets like a match in a coal mine. They quickly spread, and under the leadership of their current CEO, Pontius Reign, lobbied to pass the morality Act, a law that banned alcohol across the country from production and sale. The hole in the market left a perfect vacuum for a new addictive beverage. It's safe to say they have their hands deep in the behind of the federal government.

### **THE DEVIL AND MAGIC**

The Devil exists as a personification of negative Karma. If Christian lore is correct is a mystery, but beings of this caliber have a tendency to reveal themselves in a familiar form to the witness. And for most people within the European cultural sphere - supernatural beings are often connected with Christian religion. So when the devil appears before Lucine, she's only surprised by her existence and not who she

is. The Devil, as an abstract being, does this in order to establish a rapport with her subjects. The Magic of The Devil's Thirst is simple; it's a type of diametric, but simultaneously relative karma, that changes as it is filtered through the minds of different people across cultures. For Americans in the 1890s, it is the Christian concept of Good and Evil. So the personification of Negative Karma is Satan.

One's Karma changes based on how one acts within the cultural network they operate in. Being "evil" within a Christian context in a Christian society nets one negative Karma. Or, through a curse, in Lucone's case.

Theoretically, a human being who reaches an understanding of this concept would be able to alter probabilities to their will, essentially becoming a living god. But this never happens.

### **CANA-COFFEE**

The addictive beverage produced and sold by ChristCorp - the only substitute for sinful intoxication. It tastes great, and prepares any good christian for a hard day's work! Only a nickel a pound!

### **MORALITY ACT**

The Morality Act, also known as the 16th Amendment, officially banned the import, export, production and consumption of all alcohol within The United States and all of its territories. It was heavily lobbied for by ChristCorp, its subsidiaries and shareholders, and the Reign Family.

The Morality Act was strictly enforced within major cities by police and military forces, and in the south by super-conservative militias and groups in the rural regions. The west is a different story - Here, ChristCorp itself has sent corrupt agents and revenuers to track down and expose producers and smugglers, ratting them out to local sheriffs and militias, offering lucrative bounties to inspire cooperation. This has worked very well.. So far.

### **MÁS ALLÁS CANTINA**

The secret cantina within the basement of the town church. It is the only place to get a drink in Headstone. It's a closely guarded secret of the town against the sheriff. From it, operates a rebellion against ChristCorp. The priest is a collaborator, keeping the Cantina hidden from the Sheriff.

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## **GAMEPLAY**

### **CLASSES**

**GUNSLINGER**- The Lucine who grabs a Revolver becomes a gunslinger. The gunslinger focuses on rapid fire, firing endlessly at the enemy, and can upgrade to having two pistols (or focusing on one). The power of this class is to ensure the player always hits. When activated, bullets will ricochet and curve towards the enemy to always ensure they take down their target.

**TERRORIZER**- The Lucine with the shotgun is henceforth the Terrorizer. Terrorizers utilize the shotgun, and prefer an up-close-and personal approach. Where is the luckiest place to be with a

shotgun? Right in front of your enemy. This class's power is to dash into the enemies face, where they can be taken out with a single blast.

HOTSHOT- When Lucine grabs the repeater rifle, she becomes the hotshot. She is focused on the straight-shooting capabilities of the rifle, focusing on less frequent but more precise and powerful shots. The Power of the hotshot is to be able to see the best angle to shoot from, ensuring a clean and instant kill. She can also see the objects most susceptible to chaos-chains; rube-goldberg-esque events that lead to the death of a target.

### GAMEPLAY STRUCTURE AND MAP

The game is structured into 4 levels and the town of Headstone, the "hub world" location that the player returns to after each mission, where they can upgrade their guns and armor at the Frontier Shoppe, talk to the townspeople, and drink at the Cantina. While the game is linear and rather short, it will be constantly replayed through the death and rebirth system.

### DEATH AND REBIRTH

As Devil's Thirst is a roguelite, death is a central mechanic to the gameplay. Dying is a part of the game; as it allows the player to replay portions to alter their decisions, gather money, increase their powers, and further the story. While one can finish the game without dying, it is difficult, and might not be the best outcome (morally). Money, upgraded gear, and items will be kept on death. The Devil winks.

### LEVELING

Each death increases play level by one. This increases health, amount of power usage per life, damage, but also causes enemies to level in scale to avoid the game from just getting easier. Each level "corrupts" Lucine, making her look more devilish, something that will make characters react differently to Lucine's presence.

LEVEL	SHERIFF	CANTINERO	THE DEVIL	PONTIUS	TOWNSPEOPLE
1-10	N/A	N/A	Will mock Lucine, as she's just a weak human.	N/A	N/A
10-15	Will mention that the player looks "off."	Will mention the spark in Lucine, but can't describe it.	Comments on a "growing power" inside of the player.	Refers to the player as a "deranged one."	Folks will generally comment on Lucine's odd aura.
15-29	She senses something fundamentally wrong with Lucine. Supernatural, evil, scary. No longer able to romance her.	Will call the character a "Fizzling demon" and be generally excited with their appearance.	Refers to the player as her "protege" and "best student" often showing a weird pride in the characters appearance and power.	Shrieks in fear upon seeing the player, pissing himself. Constantly refers to the player's demonic nature in disgust. Will no longer offer the player a check for his life, instead wants Lucine killed.	People will recoil in fear at the players appearance, usually getting over it quickly, but remain uneasy.
30 (MAX)	Will be terrified of Lucine, the visage of the devil herself. No longer able to romance her.	Is genuinely excited by the character, and more willing to work with them, saying "What's better to take down ChristCorpt than the devil herself."	She will remark on Lucine's appearance as mirroring her, just not as "classy" or "as attractive." Displays pride and joy in the characters actions and power.	Screams at the sight of Lucine. Doesn't speak to the player. Attempts to shoot the player. Will no longer offer the player a check for his life, instead wants Lucine killed.	People will comment on the players appearance in fear and disgust, generally being unwilling to talk to the player.

Reaching level 30 will end the difference in how people treat The player. The player can continue leveling (up to 100) but only stats will increase.

### STORY ELEMENTS

The death mechanic is central to the story. Only the Devil and Lucine know about its true nature; and the Sheriff only knows that Lucine somehow rose from the dead. The player is never told about the time-bending capabilities. However, the devil will comment on Lucine acting differently in different

lives, and jokes about Lucine killing herself to make things right. This might be a joke, but there is actually a mechanic the player can discover.

### SUICIDE BUTTON

The player can, at any time during gameplay or dialogue (except in cutscenes), can double-click [K] to kill themselves. Pressing [K] once will show the prompt "KILL YOURSELF?" Across the screen with [ESC] for no and [K] for yes. Pressing K again will make Lucine pull out her weapon and shoot herself, allowing the player to go back to the start.

The Devil will initially react in surprise and horror.. calling Lucine a fucked up little shit, and a smart ass, admitting that she thinks she's impressive for a human. Townspeople, the Sheriff, the Cantinero and Pontius, however, will be forever traumatized and exclaim in horror upon seeing Lucine kill herself. Good thing they won't remember!

### REPUTATION AND CONSEQUENCE

Devil's Thirst has a simplistic reputation system that is influenced by the actions the player takes in helping t(or not) the people of headstone as well as the options the player chooses in dialogue. There's generally 2-3 paths to take in dialogue, but characters will react differently from situation to situation.

COOPERATIVE - Cooperative options are usually friendly, diplomatic, and generally more passive.

Cooperative options tend to lean more into a willingness to make sure others get what they want, and net Lucine better connections with the people you're talking to.

OBSTRUCTIVE - Obstructive options are usually only obstructive to the wants of others. These are usually options that prioritize getting through the story with little empathy or interest in the wants of the people around Lucine.

NEUTRAL - Generally used for inquiring in information or leaving a conversation. Generally don't carry the story on.

CHARACTER	DIALOGUE PREFERENCES
Sheriff	Prefers cooperation, friendliness, and selflessness. Helping others, having empathy for her and the people of Headstone, and putting time aside to make sure others are happy will generally make her willing to hear Lucine out.
Cantinero	Prefers cooperation - with him. With anyone else, he doesn't really care, and generally prefers a finished job to wasted time. Will be generally neutral to cooperation, and will dislike it when it obstructs his goals.
The Devil	Loves chaos, obstruction, and selfishness. Just wants to see Pontius dead. The longer it takes, the more impatient she gets. So she prefers the quick, hateful route; however, she can be molded with empathy, and can be convinced to accept a more lovin' Lucine.
Pontius	Will is impressed by an obstructive Lucine, nodding to their drive to destroy him. He will mention how a destructive Lucine has caused more death than he ever will. Cooperative Lucine will upset him, and he will be ashamed to have been bested by a self-righteous prim.

### CLASS SWITCH

The player can, at each death, decide which weapon they want, thus changing their class. The player will however not receive the upgraded variants of the different classes weapon, they will receive the base version.

### COMBAT

Combat is very high risk, high reward. Different classes will interact very differently with their environment, and the player will have to adapt to enemies and their classes.

#### ENEMIES

Enemies will attempt to destroy the player on sight, but will act differently based on their classes. Riflemen and handgunners will usually take cover and shoot from behind objects, and will need to be drawn out. Shotgunners will rush the player, and throw grenades to flush them out from cover. Handgunners are more prone to leap out of cover. Officers will point out the players position, and snipers will attempt to take them out from afar.

#### COVER

The player as well as enemies can take cover behind certain objects such as rocks, logs, houses, and stagecoaches. Running against a cover object will automatically place you in cover, making entering and exiting easy; simply move away. Shooting and aiming also works the same, although aiming or shooting while in cover makes one vulnerable. Bullets do high damage; cover is the main survival tactic!

#### DAMAGE AND HEALTH

Damage is deadly. The more one takes, the more negative karma one builds, and thus the more powers one can use. Health can be restored by picking up health objects, either from crates and barrels or killing enemies.

#### AMMUNITION AND GRENADES

Weapons use ammunition, it's not unlimited. It can be purchased in the frontier store, looted from barrels and crates, and the corpses of fallen enemies. Grenades as well; these are also usable regardless of class.

#### ITEM SLOT AND ACTIVE ITEMS

Objects such as grenades health kits, can be tied to a set of number hotkeys for instant use. This includes beverages from stores and Cantina.

#### ENVIRONMENTAL INTERACTIONS

The levels are also a weapon. They are filled with many hazards, both for the player and enemies. Intelligent players, or even just people with a good bit of foresight, can use their weapons and abilities to cause chain reactions, like throwing a grenade at a partially axed tree to cause it to fall, crushing enemies and creating some cover. These will vary in appearance and type, throughout the levels.

#### STEALTH

Stealth is also a viable alternative to fighting, using distractions and laying low undercover and going off the beaten path to avoid combat, sneaking through the brush to avoid being seen. Critical hits can be scored by attacking while undetected, and the player can instantly kill enemies who wander too close to sneaking points.

#### HEADSTONE

The Town of Headstone also has small things to do between major missions to ensure survival, or better story outcomes.

#### FRONTIER SHOPPE

Who likes to shop? At the Frontier Shoppe, the player can buy ammunition, grenades, health kits, as well as weapon and armor upgrades.

#### THE DOCTOR

The town has a doctor who can restore all health, for a price.

#### DRINKING

Enjoy the fruits of one's labor at the Cantina. Drinks can also be purchased as they have unique temporary effects, such as faster shooting, damage resistance, and so on.

#### CASINO

Gambling ain't illegal...yet. The player can waste their money at the tumbleweed Casino, or use your devilish powers to hit big; and risk being kicked out and left without any power.. Until their next death.

#### ITEMS AND UPGRADES

The store and levels offer many upgrades that one can find for weapons and items; as well as special items like booze and Cana-Coffee that give temporary boosts.

#### WEAPONS

Can be purchased from the arms dealer at the frontier store. They can be switched out by pressing [L].

WEAPONS	TYPE	Level
COLT M1873	REVOLVER	1
REMINGTON M1890	REVOLVER	2
COLT M1892	REVOLVER	3
C-93	SEMI-AUTO HANDGUN	UNIQUE
COACH GUN	DOUBLE-BARREL SHOTGUN	1
SPENCER PUMP SHOTGUN	PUMP-ACTION SHOTGUN	2
WINCHESTER M1893	PUMP-ACTION SHOTGUN	3
PIRATE THING-A-MA-JIG	BLUNDERBUSS	UNIQUE
VOLITION REPEATER	LEVER-ACTION RIFLE	1
MARLIN 1894	LEVER-ACTION RIFLE	2
WINCHESTER M1892	LEVER-ACTION RIFLE	3
MOSIN-NAGANT	BOLT-ACTION	UNIQUE



KETCHUM GRENADE	GRENADE	1
DYNAMITE	GRENADE	2

#### ARMOR

Can be purchased from the arms dealer at the frontier store. The armors stack, for a max of 50 Armor.

ARMOR	EFFECT
Bracers	+10 ARMOR
Reinforced Cattleman	+10 ARMOR
Leather Pauldrons	+10 ARMOR
Heavy Leather Breastplate	+20 ARMOR

#### ITEMS

Can be purchased from the Cantina and Frontier store. They have limited effects, only lasting briefly.

TYPE	EFFECT
CANA-COFFEE (!A)	50% ATTACK SPEED INCREASE
WHISKEY (!A)	25% DAMAGE INCREASE
HEALTH KIT	INSTANT 35% HEALTH RESTORE
DOCTOR'S BAG	INSTANT 60% HEALTH RESTORE
HERB FLOWER (!A)	REMOVES ALL OTHER ADDICTIONS, RELAXATION
MOONSHINE (!A)	30% HEALTH INCREASE
TEQUILA (!A)	25% POWER COST REDUCTION

#### ADDICTION

Addiction is randomly caused by using addictive (marked with !A) items. It can only be cured by not using the item one is addicted to wherein one experiences the opposite effects for 15 minutes. It is possible to be addicted to multiple items. While addicted, one must gradually consume more of the same product in order to gain the original effect.