

ZONE LORDS

LISTEN!



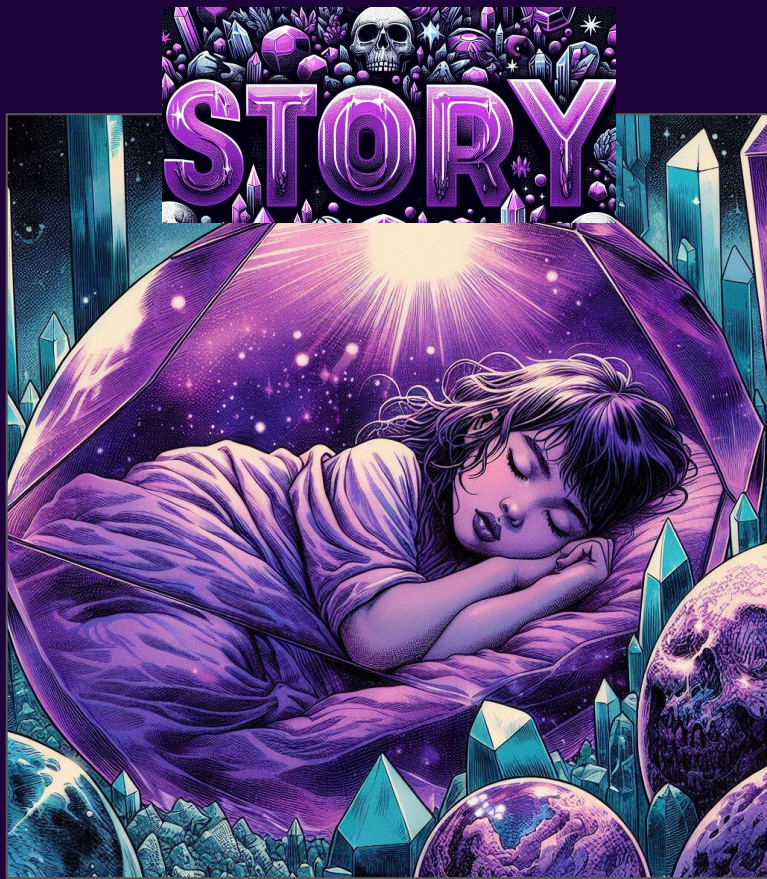
Original Theme Music
Ryan von Minus

NKZ_{yo}



“Zone Lords” is an expansive, first person RPG set in an open world, akin to games like Fallout, Cyberpunk 2077 and Skyrim. The game is set in the year 1988, where a rapture-like event has occurred on Earth. As a result of this event, Heaven closed its gates, causing angels to fall to Earth and transform into colossal crystals. When processed, these crystals become Angel Dust capable of granting temporary yet extraordinary powers to humans. However, if consumed by demons the substance is fatal. Similarly, Hell experienced a shutdown, expelling most of its demons to Earth. Back on Earth, the demons discover that they must possess a human host body or they will gradually weaken to the point of virtual death.

The game unfolds in Falso Profeta (FP), a city zone reminiscent of Los Angeles where demons and the remaining humans have formed a pact and joined forces to build Limbo Supernatural Prison (LSP). LSP serves as a containment system for disembodied demons and human prisoners. In a symbiotic arrangement, humans offer prisoners as hosts for demons. In return, the demons contribute their powers to support Romero, the human Zone Lord of FP, in his efforts to open the gates of Heaven and Hell again.



The protagonist/player is a demon named Adramelech (Adram) who possesses a human host from LSP. Adram and his human partner, Capulet (Cap), are reluctantly paired in service as Harriers (soldiers) to Romero. Romero is secretly in possession of an angel crystal containing a young girl he plans to use to open the gates of Hell. Romero staying in power is Adram's "Ticket to Hell". The only way Adram gets to go home, is to help Romero with his plan.

The game follows Adram's unique experience as a demon that can use Angel Dust without harm. However, his use of Angel Dust has a side effect: it's making him feel human emotions. Adram becomes reckless due to an existential crisis, which impacts his duties as a Harrier soldier and leaves Romero vulnerable. After a series of botched missions, Adram and Capulet are granted one last chance at redemption. Their mission: to transport a confidential package from FP to Hell's Gate in Zima, Florida. To Adram and Capulet's surprise, the package turns out to be the aforementioned angel girl named Daemona. This discovery drives a wedge between Adram and Cap and forces Adram to make a hard decision; open the gates and return to his place a lord or hell sacrificing his relationships, or leave them closed and stay on Earth with his newly grown human-like heart.

Features:



- Unique demonology leveling tree and perks system.
- Player autonomy and “choices matter” narrative.
- Unlockable alternate characters and storylines.

ACT 1 - Blast From the Past



Gameplay: The game is played in first person. We open with a walk and talk, where two guards escort the player/avatar down a long, dim hall. To the right side is a chain-link fence separating them from human prisoners in neon green jumpsuits. To the left is a holding tank filled with liquid and demons staring out from inside. Some prisoners call out words of encouragement. The demons cat-call and carry-on like construction workers ogling women on the street. A guard grabs the player by the back of the neck and prods him into the chamber ahead.

Cutscene: The player is strapped to a neon cross and sentenced in front of an audience, almost like a game show. The terrified prisoner/player protests until the ritual for the possession is almost complete. Then, just before the “blood offering,” the ritual is interrupted by an attack from a rival of Romero’s gang named Blaine.

Gameplay: The player sees this unfold upside down. Without the blood offering, Adram’s possession of his host body will be temporary. Despite the interruption, Adram pushes into the prisoner to take possession of him. At this point, the demon HUD and Adram’s voice takes over. Now as Adramelech, the player is given a choice to either taunt the assailants into harming the host and completing the ritual or have Adram bite the host’s tongue with their fangs. With the possession complete, full control of Adram will be given to the player, entering them into battle and learning about Adram’s basic abilities in combat.



Gameplay: After Adram escapes the ambush, they knows they can't survive long without their partner Capulet's help. This starts the first main story quest "Blast From the Past," which tasks Adram with finding their partner without being detected by Blaine or his henchmen who are searching for them. This is where the player learns how to interact with the environment and NPCs, and some demonology unlocks the "Satan's Tailor" ability, allowing for Adram to change their appearance.

Cutscene: Once the player finds Capulet hanging out in the Mea Culpa Arcade, there is a brief cutscene where Adram makes themselves known to Capulet, as Capulet hasn't seen Adram in this form, and they are unenthusiastically reacquainted.

Gameplay: On the way to see Romero, Adram/the player is given conversation choice options that will reveal that Adram and Cap have a history. Cap is clinging to his Catholic faith and is loyal to Romero despite his distaste for dealing with demon-kind. Capulet tolerates Romero's tactics and sees it as a means to an end that may give him a chance to go to Heaven.

Flashback:



Gameplay: This playable flashback is the incident that shows why Romero, Adram and Capulet are at odds. In this scene, Adram is in a previous host/form. Here, we learn that Adram can safely use Angel Dust and that they are having human-like feelings as a result of its use.

Adram and Cap drive into a compound with other Harriers under heavy fire. Adram gets out and uses Angel Dust before slaughtering the enemies. He then infiltrates the rival Angel Dust shop where demons and humans alike are enslaved and forced into mining Angel Crystals. Capulet and the Harriers release the prisoners and plant a bomb to destroy the facility and begin to leave.

Cutscene: On his way out, Adram notices a child and an old woman still chained up. Adram locks eyes with the child and feels a deep impulse to save her. He frees the young girl but realizes there is not enough time to save the old woman before the bomb goes off. He is conflicted and realizes he can't leave her to die alone. He sits down next to the old woman and looks at her...

DIGITAL TIMER COUNTS 3

ADRAM
(resigned)
Looks like this is gonna be it
granny.

DIGITAL TIMER COUNTS 2

Taking Adram's face in her hands, the old woman stares into their eyes.

OLD WOMAN
Please, tell me, where do we go if
we die here? Where do we go if we
die and the gates are closed?

DIGITAL TIMER COUNTS 1

Adram embraces the old woman.

ADRAM
(Whispers)
I don't know.

DIGITAL TIMER COUNTS 0

Adram is silhouetted as he holds the old woman, his body burns slower than the old woman does, but eventually they are both turned to ash. After the initial explosion, there is no sound.



Cutscene: Adram and Cap enter a nightclub where a Harrier pair, named Dysmorphia and Diana, try to intimidate them. The player will be given a choice as to how Adram will handle this altercation. They can choose to back up Capulet, increasing his rep and allowing passage; or they can choose to escalate the situation until a fight ensues with the Harriers and Romero busts out of his office, high on Angel Dust, to break up the fight.

Gameplay: Adram and Romero argue over Adram's last mission. Adram won't admit that he is having side effects from the Angel Dust. Capulet could out him, but doesn't say anything.

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ROMERO
(Exasperated)
I still don't understand what
happened. Why were you even still
in there?!
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ADRAM
I needed to make sure the work was
done.
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ROMERO
(pacing)
That's the stupidest shit I ever
heard. It was a fuckin' time bomb.
You set it AND LEAVE. You don't
have to stare at it for it to work.
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ADRAM
(Growling)
I'm am royalty, a lord of Hell, I
don't need to explain -
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ROMERO
(Enraged)
Shut up. Shut your god-damn mouth.
That ticket to hell you want so bad
Adram? Well it keeps gettin' more
and more expensive.
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Cinematic: Romero also blames Capulet for the failed mission because he's Adram's partner. Romero tells them they are no longer his right-hand soldiers, and that Dysmorphia and Diana will be taking that spot from now on. They will also be taking Capulet's car (his most prized possession) as payment for Adram's repo (repossession). Romero gives them one last chance to keep their jobs, and their lives. Despite Adram's recent unpredictable behavior, Romero admits that they are the best option to deliver his package to Florida. He promises that Cap will get his car back and Adram will have his ticket to Hell if they get the package there safely.

Cap and Adram have a very volatile and fragile relationship that must be navigated carefully if the mission is to be a success. Luckily, Adram is having more flare ups of humanity. Sometimes, he knows exactly what to say when Cap is being unreasonable, but, being a demon, Adram also knows what to say to strike fear into human hearts.

The player must retain and care for Adram's relationship with Cap while traveling thousands of dangerous miles in a junker van with a secret package in the back that they aren't allowed to open.

ACT 2 - Hell on Wheels



Gameplay: Adram and Cap secure a vehicle for their mission. They get their prepaid van from City-Connection Motors and are then instructed to go get the package from Romero's garage. The player can choose to go straight to Romero's garage, or to do a variety of side missions that will allow the player to gather resources and information for the journey.

When they are ready to go, Adram and Cap are briefed by Romero's assistant on the fastest route to Zima, the Zone in Florida that contains Hell's Gate.

Earth's world map and navigation are introduced through the van HUD.

They are also reminded through a dialog with Romero's assistant, that the journey from FP to Florida will be full of danger and they will encounter other Zones.

The stretches of road in between the Zones are littered with flora and fauna, both natural and supernatural. There are destinations and encounters that will challenge Adram and Capulet, as well as introduce secondary characters and side-quests such as "Yo Jimbo, Biker Samurai", and "Capulet Goes Camping".

NIFLHEIM



Their first destination is Niflheim in Colorado, a Zone that is home to a Zone Lord named "Tor".

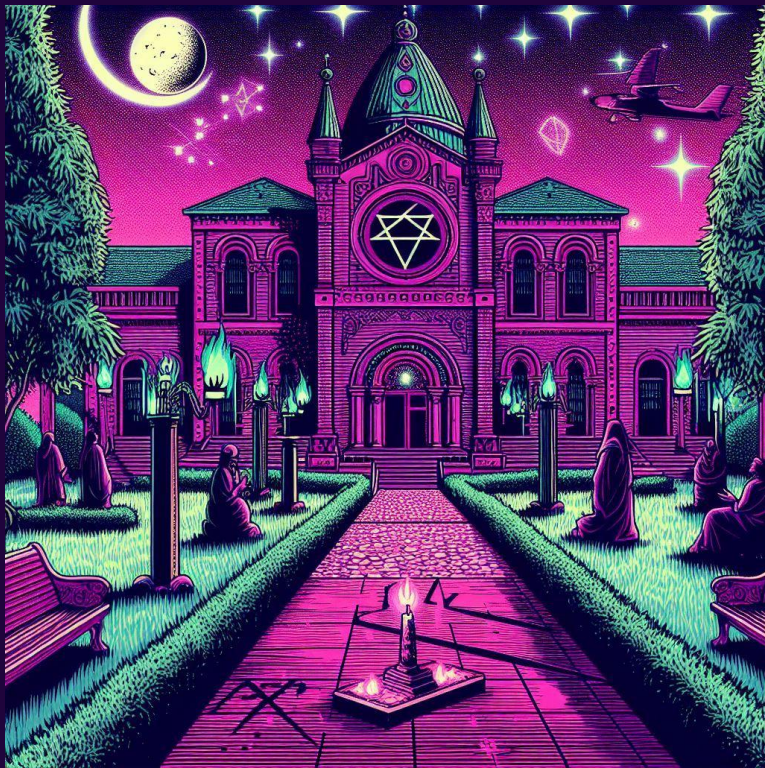
Gameplay: Adram and Capulet are stopped on the way through Niflheim. They learn that Tor doesn't allow Angel Dust, or its trafficking, in his Zone, and therefore won't allow for people to come and go freely. In fact, his followers are forbidden from leaving the Zone.

Cutscene: Tor throws a mother and her young son out into the wilderness for using Angel Dust to complete their work. Some residents resist him and are killed. His iron-fisted tactics of leadership make Capulet uneasy.

Gameplay: Adram must decide whether to support the rebels or Tor and his followers, the Asatru. Tor does show some respect and low hum of admiration for demons because he believes them to be descended from Odin and the old Gods. This would be an advantage if Adram chooses to help the rebels and smuggle some Angel Dust into Niflheim to help them overpower the Asatru.

Cutscene: Upon leaving Niflheim, the van is tailed by two bikers that can't be seen. This is a foreshadowing of Blaine and company following Adram and Capulet.

LAVEAUX



The second destination on the journey is Laveaux, Louisiana, ruled by a Zone Lord named "Madame Zephyrine."

Gameplay: Adram and Capulet are welcome in Laveaux. A demon-possessed woman named "Shinola" shows them around town, which proves to be a veritable paradise. Demons and humans live in peace and companionship, willingly yet temporarily partnering in ceremony and using Angel Dust medicinally. It contains all the advantages of FP and none of the flaws. Enamored, the pair attend a ceremonial possession.

Cutscene: Adram spots "Xezbeth," the Demon of Lies, in the audience of a possession ceremony. They lock eyes with Adram and their smile falters for a moment. When Adram taps Capulet on the shoulder to point out his counterpart, Xezbeth is gone.

Gameplay: Adram suspects there might be more than meets the eye when it comes to Laveaux, and they are right. The town has been glamourized by Xezbeth, Dysmorphia and Diana who are secretly working with Blaine. Their plan was to disarm and catch Adram and Capulet off guard in the hopes that they would be able to steal the angel girl, Daemona. Adram, Capulet and Madame Zephyrine battle Blaine and his allies. During the battle, Adram must use all the Angel Dust they can to defeat his foes and disperse Xezbeth's illusions.

Cinematic: Daemona's capsule is damaged revealing for the first time that the package they've been transporting is a child.

ACT 3 - Getting Lost



Cutscene: The capsule opens, revealing a young girl sleeping peacefully in a crystal. Adram and Capulet look on in astonishment.

Gameplay: The player has to make the choice for Adram to continue with marching orders saying "This changes nothing," or to ask Capulet what he thinks they should do. Cap will be conflicted but, in the end, he thinks Adram should make the call. With their allies from the now freed Laveaux, Adram and Capulet will continue their mission with Madame Zephyrine's blessing and fresh supplies.

Cutscene: Adram and Capulet are both very quiet on the drive into Zima. As they approach the long, rolling, grey hills that are indicative of the Zone, and the intimidating, monolithic structure that is Hell's Gate comes into view. The reflection of it shines across the windshield as the duo peers out. Both are feeling the antithesis of the other's emotions; Adram is filled with a nostalgic longing but also a gnawing feeling that something is wrong, and Cap is filled with fear and revulsion. Both start to feel conflicted about their mission and end goal.

ZIMA - HELL'S GATE



Zima is a desolate ghost town, uninhabitable except for a small area where an encampment has been made by Harriers from FP.

Gameplay: Adram and Capulet learn that these Harriers recently took the beachhead from another occupying group, the “88,” that are not introduced until after Adram and Capulet have time to explore Zima. They learn from one of Romero's higher-ups that Daemona is an angel and will be used as a sacrifice to open the gates of Hell.

Cutscene: Things run smoothly until Adram goes to get Daemona from the van. They find that Cap has taken her out and pulled his gun on the girl, placing it point blank against the crystal. Cap states that the crystal is straight up Angel Dust, and meant to keep demons from getting to her, but it will shatter easily if he pulls the trigger. Destiny calls to Adram to make a decision.

CAPULET

(desperate)

This is it. This is why God paired me with you and sent on this fuckin' hellish journey. To save this girl, to save Daemona from her fate and to keep them gates closed. She'll be with God soon Adram. So will I.

ADRAM

You think you have a chance to get into heaven? OK, Pop-quiz hot-shot; if you're better than everyone else in limbo, then why ain't you in there right now huh? You need to realize, that the people you shun remind you of yourself. You ain't better than anyone Cap; you had your chance to be better, it's too late now.

FINAL BOSS - BLAINE IS A PAIN



In this stand off between Capulet and Adram, there are two player outcomes that are possible based on decisions made throughout the game.

1: Capulet Dies -

Cutscene: Adram cannot talk Capulet down, and just as he's about to pull the trigger, Blaine shows up and mortally wounds Capulet. Blaine tries to convince Adram that it's in both of their best interests to open the gates. Adram has become more human, but Blaine is a human that has become insane with power. Angel Dust seems to have had the opposite effect on Blaine, making him less human.

Gameplay: Adram must prevent control of Hell's gate from falling into Blaine's hands and defeats him.

Cutscene: After the battle, Capulet is hanging on to life by a thread. To save Capulet, Adram possesses him using the ceremony they learned in Laveaux.

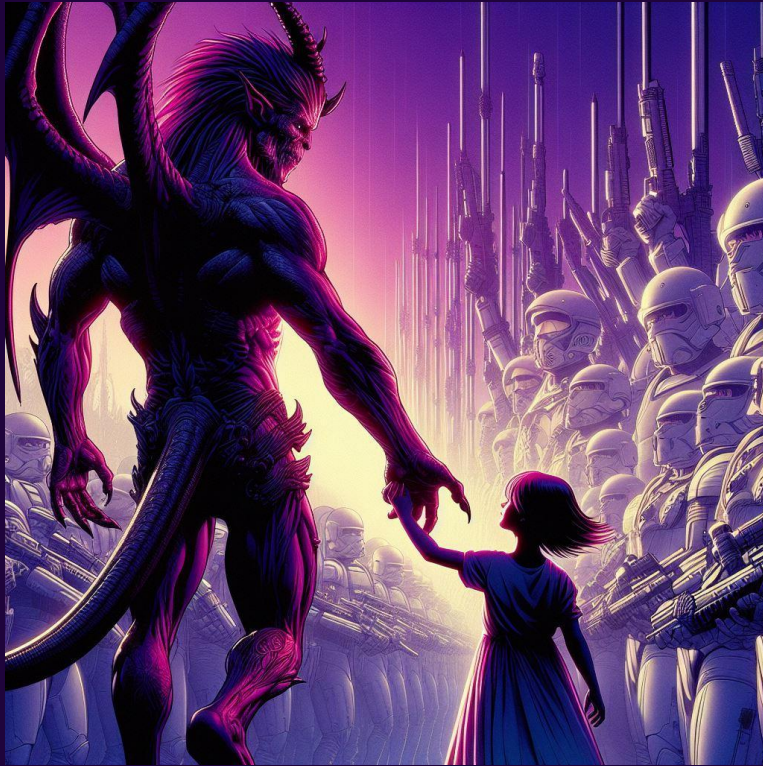
2: Convince Cap to Trust You -

This can only happen if Adram has formed a bond with Capulet through his decisions on their journey and challenged Capulet's ideas and understanding of what Adram has become.

Cutscene: During their reconciliation, Blaine shows up and mortally wounds Adram. Capulet offers himself to Adram to save Daemona and they perform the ceremony they learned in Laveaux while Blaine is distracted with Daemona.

Gameplay: Adram, now in Capulet's body fights and defeats Blaine.

ENDING CUTSCENE



At the end of the battle for Hell's Gate, Adram has become one with Capulet. Daemona is awake and in Adram's care, they gaze upon the gate and Adram tells Daemona they will keep her safe and that they will keep the gates closed for now, until they find another way to open them. Surveying the landscape we see bodies of Harriers and Capulet's car.

As they approach the vehicle, a rumbling sound comes from behind them. They turn to see an army rolling towards them. White banners with the number 88 elegantly embroidered into them flap violently over head as they approach Adram and Daemona at the gate. A man jumps out of an old van with the NASA logo on it. He is in regalia that looks like it would be appropriate for a mass held on the Starship Enterprise. He introduces himself as "The Witness," but his flock call him Edgar Whisenant. He states that he has been preparing for this day for his entire life and will be taking Daemona.

Adram looks as if they may try and fight, but the advanced weaponry and sheer numbers make it obvious that they would not be able to win.

The screen fades to black and credits roll.