

The first thirteen panels are all "locale introduction" panels. So in other words, when you first go to a new part of the world, it would show you this impressive painted view of that area in the same perspective and style as the main menu image that was already completed. None of these would have any characters in them, but they would have Grays and monsters lurking around in them. Given that most of the game is top-down, I really want to take the opportunity with these panels to emphasize a different perspective on things, where you really get a sense for the world and how it would feel to actually be there.

Panel 1: Forest Fire

This is the first area of the game, and it's basically a very dry and dead forest filled with lots of dead trees. There is a perpetual forest fire raging through here, moving from tree to tree, and leaving kind of a haze. The entire area is not engulfed in flame, so travel is possible, though -- the first are more like smaller bursts that are spreading through the larger group of trees. There is swampy green water around, and perhaps a ramshackle old storage building through the trees that has been cleaved down the middle and is caving inwards.

Panel 2: Stantonsburg

This is a small town that has mostly weathered the zombie apocalypse. There are maybe a dozen people surviving here, inside great stone walls that surround the area in which they live. Their houses are in disrepair, often damaged and with windows out from repeated incursions of grays. There are sandbags piled around all over the place, and there's a river to the west of the town with a drawbridge over the water. Outside of the town wall there are buildings that used to be part of the town but which have been reduced almost to complete rubble. Dark green pines have pretty much overtaken that part of the town. There is a perpetual thunderstorm over the town, although it is during the day.

Panel 3: Deadlands

This is more of an open, dirt/pinestraw area with lots of taller pine trees looming over everything. There's tall grasses in wide open clearings open to blue sky above. There's probably some little wooden house with broken out windows, sitting on a bluff above a small pond. Grays would be particularly clustered around this house. There are also few deep chasms in the earth here, leading down seemingly infinitely.

Panel 4: Ivanwood Marsh

This is a perpetually rainy marsh filled with weeping willow trees, Spanish moss hanging from dead trees, tall grassy weeds, and low lying water all over the place. Emphasized in this one should be an alligator lurking menacingly somewhere, plus a shadowy figure lurking in the distance somewhere, plus some man-height flowers with teeth.

Panel 5: Snow Mountain

This is a perpetually snowing mountaintop plateau. It is completely abandoned to the grays, and nobody lives here now. Doors bang open and shut, and the grays are absolutely everywhere in the streets of the small town. Rather than showing houses, I'd show some two-story apartments and similar. The snow is

deep enough to completely cover the roads that were once there. Note that this is a solitary mountain surrounded by lower-lying non-snowy parts of the world -- the marsh on one side, and a desert on the other. If there's some way to convey that via this image, that would be extremely good.

Panel 6: O'Reilly's Mine

This is a dark and imposing series of mine tunnels that cut through a mountain and lead straight from Stantonsburg to the Central Wastes. This is a shortcut, but it's a very dangerous one. That should be emphasized with some really scary monsters in the background that you can't really see clearly. There are also a lot of giant-pile-of-slime-like spawners that actually spawn grays here, too. That might be something to work in. The view of this should be entirely inside the mine, with no shafts of light to the outside, by the way.

Panel 7: Ganon Fields

This is a side quest sort of area. It's a bunch of rolling green plains under an extremely blue sky. It would be a really happy and relaxing scene were it not for the grays all over the place, as well as the man-sized "blood lice." Blood lice are basically six-footed rotund giant insects with two pincers at their mouth, and with a milky white body covered with a patchwork of red veins.

Panel 8: Central Wastes

This is where the main two paths of the overworld converge back on one another. So there's an exit from the mines here, and there's also a path up to the snowy mountaintop. Both should be visible in the background if possible. The actual wastes themselves are basically a desert filled with palm trees, small oases, and large outcrops of rock. Evil-looking birds about the size of hawks patrol this area, clutching a supernatural fire in their talons. There are a lot of deep chasms in the earth here, creating a patchwork almost all over the place.

Panel 9: Nightdale

This is another town around the size of Stantonsburg. However, they have no outer wall, and so instead have piled wreckage between buildings to keep the grays out. This area (and onwards from here) hasn't been designed in the game as yet, but it should be an extremely scary sort of place that is perpetually night.

Panel 10: The River

This is another secret shortcut, this time leading to the final town of the game. It's a very dangerous watery passage with threatening spirits all along the shores as well as on the water. There are also sharks throughout the water.

Panel 11: Alden Ridge Outskirts

This one is actually undetermined, we haven't designed this one yet at all. Will get back to you on this!

Panel 12: Alden Ridge

This is the final town of the game, and a place where the final showdown happens. The town is

completely overrun and absolutely in terrible ruin. There are spirits and grays everywhere, and the squid monster seems to rule over everything here. It's not a place where anyone sane should want to go. ;) You should be able to see a high-tech factory (the Shingen Rapid Prototyping Facility) in the distance just outside of town.

Panel 13: Shingen Rapid Prototyping Facility

This is a somewhat secret area that leads to some special alternate endings. The view of this should either be either of a very high tech mechanized assembly plant, but which has fallen into disrepair and is filled with plants and monsters now.