

The Performer

Game Bible

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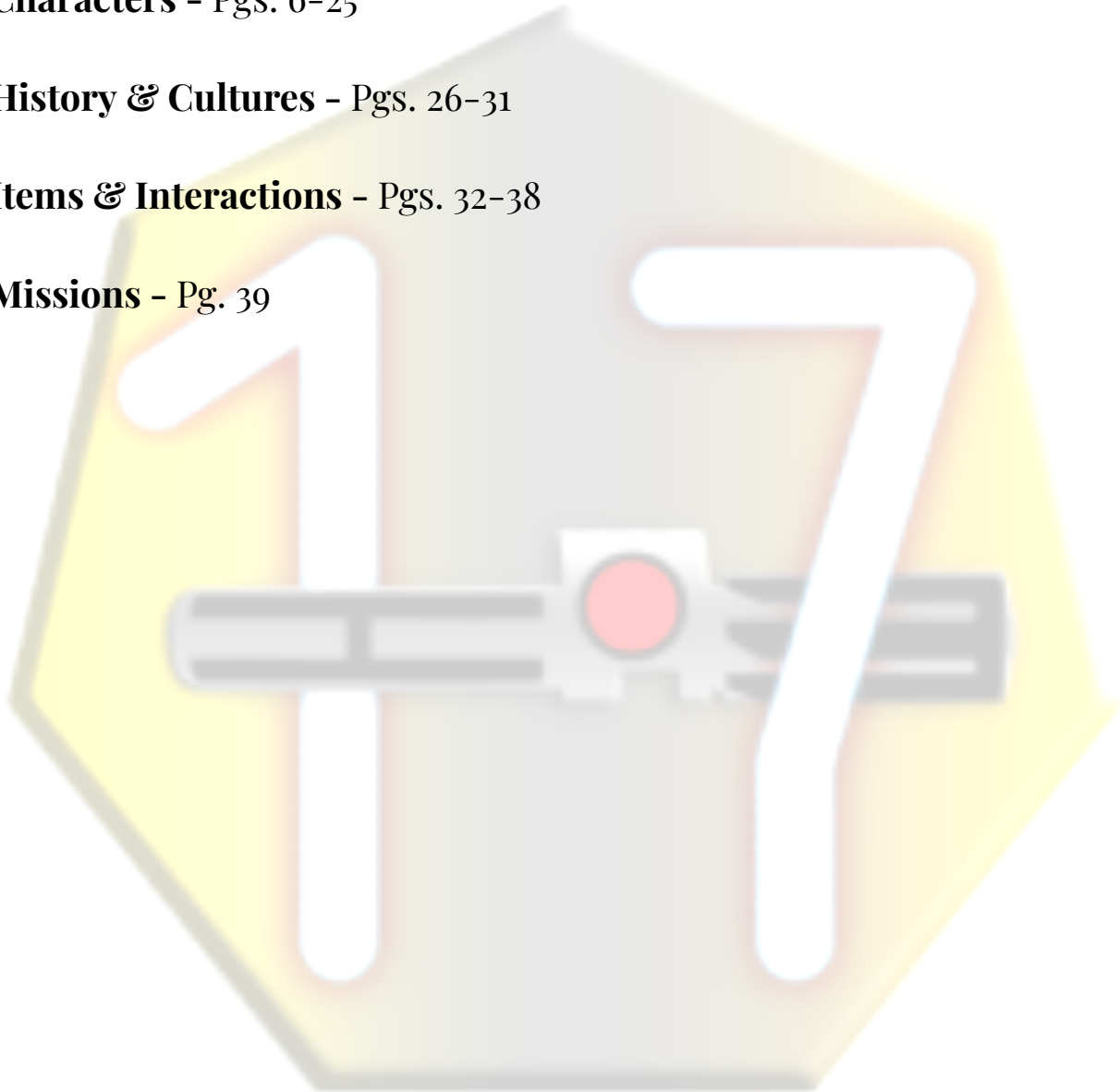
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Change Log

- **11/16/23** - Game setting needs to include a massive blizzard and interaction with snow.
- **11/17/23** - Giorgio Michela's final battle will include making a huge blizzard storm.
 - Giorgio has X-Bolton build the blizzard contraption to create such a storm, as it will weaken Henrique's abilities, giving him both physical and visual disadvantages in the final battle.
- **11/18/23** - When Janell is kidnapped by Girogio, he explains his plan to her (in typical supervillain fashion), revealing his blizzard tactic.
 - After hearing the speech and Janell is left alone, the player will temporarily get to play as her.
 - Before the player can play as Janell, a short cutscene with minimal dialogue, has Janell explain to herself out loud that she needs to get this info to Henrique and Dr. Quelton. She is strapped to a vertical metal table by large brown leather belt straps, in a large, clear plexi-glass box chamber, so she can't reach her phone.
 - With her new combined tech designs with Dr. Quelton, Janell is able to activate and access her phone in an emergency state while

she is not breathing and view the contents via special high tech contacts.

- For this next portion, the player will have to do these tasks:
 - Hack into the lair's secure wi-fi.
 - Write out and explain Giorgio's new tactic.
 - Quickly code all the new designs and implications needed to be made to the suit.
 - Send all this info in one final shot.
- This gameplay is made difficult on purpose, in order to give the player a sense of urgency, while still not being able to do the normal action type gameplay that they are used to.
- Once all the tasks are complete, the mission will end with Janell saying a quick and short dialogue acknowledging her success and hoping that her brother and Dr. Quelton will get her info in time, just before passing out.
- Gameplay will cut back to the player now again in control of Henrique and a cutscene of them receiving Janell's message.
- **11/18/23** - The Black Swan suit will get an upgrade that will help aid Henrique with the cold environment, but not completely negate it.
 - The suit will be able to fly in the rough winds, due to upgraded wing material.

- The swan mask will now be implemented with tech that allows it to read heat signatures within short distances and not make the player's view as foggy while in the storm.
- The inner lining material of the suit has been upgraded to retain body heat, as well as a blast heater, that can only be activated in short increments.



Characters

- **Henrique Lambert, The Performer**

- **Role:** Protagonist / Player Character
- **Archetype:** “Chosen One” / Gifted Child / Reluctant Hero
- **Description:**
 - This character is a tall (6’1”) and strong (no over exaggerated muscles; fit/healthy to the body) 28 year old male, who favors his looks highly (young looking and wears some makeup). His main outfit will be a yacht prep style outfit, consisting of bright, light, pastel colors; he always needs to look his best.
 - The Black Swan costume will be spandex black, with swan like style, including hi-tech wings that help him fly and a swan themed plague doctor mask that can amplify his vocals. The costume will also have a lot of reflectiveness, allowing Henrique to camouflage himself.
 - *Reference:* [Adam Lambert](#)
- **History:**
 - Henrique lost his parents at a young age; they had become ill shortly after their family immigrated from France to the United States. Henrique and his sister were homeless for a long time, but one thing that kept them going was Giorgio, one of the world's most famous singers; he was their parents’ favorite singer, so

when they listened to him, they thought of them. His lyrics and music would inspire Henrique to be a performer, but he had no money or skill to pursue this dream, until an opportunity appeared; Henrique volunteered to be a test subject for a project led by scientist, Darris Quelton, that was supposed to change the future of the entertainment industry forever. Henrique would be transformed physically and be given singing, dancing, and performing skills that were from out of this world. He would ultimately become more rich and famous than his idol, making Giorgio a forgotten memory to the world.

- Henrique had become so rich and famous so quickly, it all became overwhelming and complicated. If that wasn't enough pressure, he knows that he has these super human abilities, but decides to never use them in a violent matter, worried of what he may become. He decides that he wants to take things slow for a while, so he takes a break from performing, giving his understudy a chance to shine, and tries to live a normal life and do things that the average person would, like mowing the lawn or going grocery shopping.

- Henrique defeats Giorgio and his monstrous creation, saving the world, making him a modern day superhero, which he continued to be. After this experience, Henrique realized that he was destined for more than just performing, but he couldn't just leave that life behind either, so he created an academy, where he was determined to turn anyone into a superstar.

- **Sasha, The Protector**

- **Role:** Helper

- **Archetype:** Believer

- **Description:**

- This character is tall (5'10"), athletic, and flexible 24 year old female, who has natural beauty. She has straight, long, blonde hair, but she normally wears it in a bun. She is a powerful woman, but also tries to keep a low profile, so she usually dresses in a long dark trench coat, with big black sunglasses, matched with an all black pantsuit and black combat boots.

- *Reference:* [Gal Gadot](#)

- **History:**

- At a young age, Sasha became obsessed with the idea of becoming a secret agent, so she would train and study until she achieved that

goal. She was one hell of a secret agent and it seemed like she would have a long career ahead of her, until one day, when she was badly injured on a mission. After she had recovered, she was told that she could no longer do what she loved, but that wouldn't stop her; she knew that the person responsible for her career ending injury was still out there, so she was determined to find him and once she did, she would have to recruit someone who could take him down.

- Sasha reached out to her old colleague, Darris Quenton, and explained her plan and he offered to help, by pointing her in the direction of megastar, Henrique Lambert. Even though at the time, Henrique was trying to live a normal life, with Sasha's expertise in tracking, it was nothing off her back trying to find him. She decides to approach him in the supermarket on his weekly grocery run, not expecting anything, but as she enters the store, she realizes that she's not the only one after him. She approaches Henrique and informs him of the situation, only to still end up in a confrontation, but ultimately escaping alive. Sasha then informs him about her plan on their way to Darris Quenton's hi-tech secret

hideout and lets him know that she believes that he is the only one who can help her with her mission.

- Sasha ends up creating a company with Darris Quenton, where they form a crime-fighting team, equipped with hi-tech gear, keeping the world safe from danger. Henrique and Sasha are now close friends and keep in touch quite often and she knows that if she ever needs help, she can count on Henrique to save the day.

- **Giorgio Michela, The Superstar**

- **Role:** Antagonist / Villain

- **Archetype:** Ambitious “Queen”

- **Description:**

- In his prime, this character was a beauty to behold; he had a chiseled, yet soft and clean shaven face, poofy blonde hair, and soulful bright green eyes. Standing at 6’ even, he had dominant, but flashy posture, so his outfits would reflect this with fancy, bright suits and multiple large rings. His style would stay consistent as he got older, but he would grow some facial hair and shave his head till he was nearly bald.

- *Reference:* [George Michael \(Young\)](#) [\(Old Facial Hair\)](#) [\(Old Hair\)](#)

- **History:**

- Giorgio Michela was one of the biggest pop stars of all time, making chart topping hits and earning platinum records. He was loved by everyone and it seemed like his career would live forever, or so he thought. Giorgio would eventually be shoved to the side and his fame cast into the shadow of new and upcoming megastar, Henrique Lambert. Without his fame, Giorgio was nothing, so he was determined to become number one forever, no matter what actions he would have to take.
- Giorgio has turned into a supervillain, craving the spotlight only for himself and ridding the world of any who may try to steal his fame from him again. His goal was to get rid of Henrique and genetically turn himself into a bigger and better superstar than Henrique ever was. Then, he also planned to hypnotize the world with a brand new song so powerful that it would turn everyone into his zombified fans. In order to make sure that Henrique would take him seriously, Giorgio kidnapped Henrique's sister, knowing that he would come out of hiding to save her.
 - **[Change Log 11/17/23]** Giorgio would also have X-Bolton create a weather altering device that would cause

a huge blizzard during the final battle, in hopes to weaken Henrique.

- Giorgio's plans would be foiled and he would be killed by The Black Swan, ending his career indefinitely. Instead of being remembered as one of the greatest of all time, he would now be forever known to the world as one of the worst humans to ever have lived.

- **Carmen, The Pilot**

- **Role:** Helper

- **Archetype:** Non-Conformist

- **Description:**

- This character is short (5'3"), but she has a lot of spunk, passion, and energy. She normally dresses very casual, keeping it simple with dark colors and big combat boots.

- *Reference:* [America Ferrera](#)

- **History:**

- Carmen was a woman obsessed with danger and thrill since childhood, so being a stunt pilot was the perfect job for her. She was the top of her academy, besting the rest, and with her being the only woman, this was a big deal. As much as she loved her job,

Carmen wanted to try something new, so she tried a super dangerous stunt, resulting in a crash that could have almost ended her life, but she didn't care; Carmen was the type of person to push to the edge, no matter what. Even though she lost her job after that stunt, her time doing awesome stuff in planes wasn't over, as she had an offer to work on a special mission.

- Darris Quenton had witnessed the stunt that Carmen was trying to attempt and told her that he wanted her to come up with more stuff like it and that he could make the tech that would guarantee success. She wondered what all this was for and Sasha explained the mission in detail to her. After Carmen heard that it was going to be dangerous, she was all in.
- Carmen is now the head stunt pilot coordinator for Darren and Sasha's new crime fighting company. She now has a family of her own and has created a legacy for herself, proving all the naysayers that she could do anything that she put her mind to.

- **Romero, The Understudy**

- **Role:** Helper turned Villain
- **Archetype:** Double Agent / Experiment Gone Wrong
- **Description:**

- Standing at 5'11", this character tries his hardest to replicate Henrique's style and looks, but despite his efforts, there are still clear differences, mostly in his face and stature, otherwise, he copies Henrique.
- *Reference:* [Dave Navarro](#)

- **History:**

- Romero has always dreamed of being a superstar performer, so when he got the gig as Henrique's understudy, he was ecstatic. Of course Romero was honored to have gotten the part, but after a while he came to the realization that he could never live up to Henrique, but his chance to prove whether this theory was accurate came when Henrique decided to take a break from the spotlight.
- This was Romero's sole opportunity to prove himself worthy as Henrique's understudy and after his first performance, the reviews came in. Romero was good, but he was not nearly as good as Henrique. Romero was majorly devastated by this and was consumed with envy for Henrique, but before he could give Henrique a piece of his mind, Henrique asked him for a favor. Henrique wanted Romero to pretend to be him doing his normal

life tasks because he needed to do something important, but didn't want to draw suspicion to his sudden disappearance. Romero saw this as an opportunity to destroy Henrique's image, so he accepted his request, but on his first day, he is attacked by Giorgio, who kidnaps him. Romero whines and explains to Giorgio that he is not Henrique and that he actually hates him and was trying to destroy his image; this made him the perfect subject for Giorgio's diabolical plan. Romero would be the test subject for Giorgio's superstar serum, allowing him to perfect it for himself. Romero would explain himself to Henrique right before the big battle and transform into a monster.

- Romero would be defeated by The Black Swan, and taken back to Quenton's lab to work on a cure for Giorgio's serum. After he was cured, Romero would remain under the watch of Henrique, by working at his new academy and residing at Quenton and Sasha's lab. Henrique would take Romero under his wing and try to rehabilitate him into someone who could be just as talented as him.

- **Barter, The Veteran**

- **Role:** Helper

- **Archetype:** Christ-Figure

- **Description:**

- This character is a tall (6'3"), large, muscular ex-soldier. Due to his military background he likes to keep things plain and simple, meaning a dark colored plain polo shirt, jeans, and combat boots will suffice.

- *Reference:* [Hugh Jackman \(Face\)](#)

- **History:**

- Growing up in a military family, it was Barter's destiny to join as well, so he went with the Marine Corp. After serving his time, Barter would come back home, start a family and pursue a career in restaurants by opening and operating his own restaurant, "Immaculate M.R.E.s." Of course, if his country ever needed him, he would be ready to jump back into the fight and it just so happened that he would be recruited again, just not by the military.

- Barter was approached by Sasha and Darris at his restaurant, where they told him that he was needed for a special mission and that if he was interested, to meet them at Darris' lab. At first he declined the offer, but then Sasha told him that if he didn't help,

his family could be put in a whole lot of danger. The next day, he drove to Darris' lab and Sasha debriefed him on the situation and Barter accepted the position without a second thought. In the final battle, he would serve as support to The Black Swan and to rescue Henrique's sister and get her out of harm's way.

- Barter would sacrifice himself to save Henrique's sister, being remembered as a hero. Barter's family and business would be financially taken care of by Henrique, as he felt that he owed everything to him for his noble sacrifice. There is also now a special medal for Marines to earn for taking brave and noble actions, just like Barter.

- **Kristie, The Backup Singer**

- **Role:** Bad Guy turned Ally
- **Archetype:** Cinderella Type / Henchman
- **Description:**
 - This character is petite (5'6") and enthusiastic; she is always upbeat, but at the same time has a dark side, which is reflected through her wardrobe, consisting of a dark short skirt, black fishnet stockings, large platform boots, dirty pink torn crop top, and a cropped ripped leather jacket.

- *Reference:* [Margot Robbie](#)

- History:

- When Giorgio was at the top of his game, he had millions of fans, including little Kristie, who claimed to be his biggest fan. Kristie was the only one who continued to support Giorgio when Henrique stole the spotlight. Being the crazy super fan she is, Kristie tracked down Giorgio and explained to him that she would do anything to help him get back on top, if he would train her how to be just like him.
- Kristie would aid Giorgio in his revenge plan by recruiting felons to attack Henrique and acquiring one of the greatest scientists ever to live, X-Bolton, to create his superstar serum. Even though Giorgio originally agreed to turn Kristie into a superstar, he never once tried to help her improve, in fact he wouldn't even call her by her name; he would call her Krappy. During the final battle, Kristie would stand by Giorgio's side on a floating platform, high in the air, and he would call out one last time, "Krappy! Get the serum!" That was Kristie's breaking point.
- Kristie would attack Giorgio and throw the serum to The Black Swan. Furious with Kristie, Giorgio would shove her off the

platform, sending her plummeting to her death, but before she could hit the ground, Carmen was able to redirect Kristie, sending her flying toward the Black Swan, who caught her and handed her off to Barter, who took her to safety. After the battle, Kristie apologized to Henrique and accepted her punishment, which would be to serve time as a prisoner under surveillance at Darris and Sasha's new facility.

- **X-Bolton, the Mad Scientist**

- **Role:** Bad Guy

- **Archetype:** Mad Scientist

- **Description:**

- This character is a shorter (5'5"), heavier, older man, who is always wearing his lab coat, so this thing is dirty beyond belief. Since he is older, he does like to dress with a long sleeve button up, with an ugly cotton vest, accompanied with a faded red bowtie, paired with khaki business pants and brown work shoes. He also wears seeing glasses with square lenses and black frame, but they are old and broken, so there are some pieces of tape holding them together.

- *Reference:* [Josh Gad \(Look\)](#)

- **History:**

- Xavier Bolton, best known as his scientist persona, X-Bolton, always loved the idea of superheroes and he wanted to make them a reality, so he teamed up with Darris Quenton and they created the serum that would transform Henrique Lambert from a regular man into a superhuman performer. X-Bolton was upset with the result, not because it didn't work, but that Henrique wouldn't be a superhero, like the ones in the comics. After his massive failure, X-Bolton was determined to recreate and enhance the serum and find a better suited candidate, as he determined that Henrique was the issue, and little did he know, the perfect candidate would reach out to him, giving him his chance at redemption.

- X-Bolton would accept Kristie's offer and get straight to work perfecting the serum. The first recreation of the serum was tested on Romero, turning him into an outrageously strong and unstable monster that could only be stopped by hitting the highest note possible. After that trial and error, X-Bolton was finally able to develop the perfect serum to create a real-life superhero. Excited to see his dream come true, X-Bolton handed the serum to Kristie and asked when Giorgio was going to inject the serum. Kristie told him that he would do it after Henrique had been weakened by

Romero, allowing Giorgio to land the final blow. As amazing as that sounded, X-Bolton would never live to see his creation in action.

- After the handoff, Kristie shot X-Bolton as an order from Giorgio; he didn't want him to try and replicate the serum and give it to others, so this was just reassurance that it would never happen.

- **Darris Quelton, The Scientist**

- **Role:** Helper

- **Archetype:** Genius

- **Description:**

- This character is an older, sophisticated gentleman, who stands tall (6') and likes to keep things clean and organized, which reflects in his wardrobe. He's not like the average scientist, so instead of wearing a generic white lab coat, he likes to wear a big brown leather long coat, with a tall rounded collar, paired with a simple button up, long green necktie, gray business pants, and high top white sneakers.

- *Reference:* [Tom Hiddleston](#)

- **History:**

- Darris has always been fascinated by two things in life: science and the theater. He loved going to shows and seeing performers sing

and dance, but he always thought that these performances could be brought to the next level, so he and X-Bolton would eventually develop a super performer serum that would change the world of entertainment forever. After having created the perfect performer, Darris thought that there was another aspect in performing that could be enhanced: sets and props. After he had created a couple of prototypes, Darris caught the government's attention and they offered him a job making hi-tech gadgets and weapons that could be used by their special forces division and he accepted. After a while, Darris grew old and tired of this, so he retired, and resumed his work of creating gadgets for the theater. Just as he thought he was done with weaponry, he would soon again be making some new weapons for his perfect creation.

- After Sasha explained her mission, Darris couldn't say no to her, as they were best friends when they were working in the special forces, so he would do anything for her, including this. Once Darris got all the details of Giorgo's plan, he set out with Sasha to recruit a team and also developed a bunch of gadgets to aid The Black Swan in his battle. Darris would not participate in the fight

in person, but guide and stay connected via headset communication.

- When Darris discovered that X-Bolton had been killed, he grieved for him and decided to dedicate the lab at his new facility in honor of X-Bolton and promised that he would try and make his dream of making superheroes a reality.

- **Janell, The Designer**

- **Role:** Ally

- **Archetype:** Workaholic / Damsel in Distress

- **Description:**

- This character is short in stature (5'1"), but big with looks. Since she is a fashion designer, she takes her physical appearance seriously. Although she is a woman in fashion, Janell would never be caught dead in a dress, so she always tries to sport an expensive/bougie athletic wear style.

- *Reference:* [Anna Kendrick](#)

- **History:**

- Janell was a talented young woman, with skills differing from her famous brother, Henrique Lambert. Any of the fantastic and fabulous outfits that Henrique would wear for his performances

were all designed by his sister. Janell was always proud of her brother's success, as Henrique was proud of hers; they both knew that their parents would be proud that they stuck together and both became successful, just like they always dreamed of. While Henrique stepped out of the spotlight, Janell continued to design outfits for Romero, as he would not only need to live up to Henrique's talent, but his looks as well. When Romero was tasked with his new job from Henrique, he disappeared from his understudy position, which seemed odd to Janell, so she demanded Henrique to tell her what was going on; even though Henrique was famous, Janell would not let that trump her older sister authority.

- Once she was filled in, Janell made it her task to design The Black Swan costume, with no ifs, ands, or buts; she was making this outfit and that was final. Janell worked alongside Darris to make sure that his tech would be able to work with the costume. When Janell was adding the finishing touches to the costume, she had stayed later than everyone else at the lab, so when she left, she left alone; this was the perfect opportunity for Giorgio to kidnap her, so he did. As she was about to get into her car, Giorgio's goons

attacked and kidnapped her. The next day, when Sasha arrived at the lab, she noticed Janell's car, so she went up to it and saw a note left on the front windshield; she immediately called Henrique and let him know that Giorgio had his sister. Henrique rushed to the lab and got suited up; it was time to finally attack. During the battle, Barter would swoop in with a helicopter and save Janell, but when he brought her to safety, he jumped in front of her, taking a bullet and dying; Janell would remain by his side for the rest of the battle.

- Even though Henrique is taking care of Barter's family financially, Janell feels forever in debt to him, so she checks in on his family as often as she can, since she is still busy being a designer, both for Darris and Sasha's new company and Henrique's new academy. Janell used to believe that her parents were proud of them for being successful and becoming rich and famous, but now she believes that they are proud of them for being selfless and helping others.

History & Cultures

- French

- The main values that the French look at are equality, romance, and knowledge. Their culture believes that a life without sex, intellect, and nondiscrimination, is a life that's not worth living.
- Their education is mainly focused in the arts, including the expense on architecture, physical art, acting/drama, and music.
- France's social class is determined by income and profession.
- They have a rich and consistent economy; they are classified as one of the best economies in the world.
- Catholicism is the most dominant religion, but there are others including Islam, Buddhism, and Judaism; there are also many that don't identify with any religion.
- Their culture is expressed through the emphasis of romance, beauty, and intelligence; if something doesn't cause someone to feel emotional or think intellectually, then it's not following French culture. They typically use humans and nature as their main inspirations.
- French is the main language and it is considered one of the sexiest languages in the world; the tone and structure of French creates an emotional and intellectual feeling.

- They believe that since their culture is so satisfied and proud of themselves, that they are always perceived as rude or stuck-up, when in reality they are just confident and fully immersed in their culture. They are also a culture that is pretty set in their ways, so they won't take change lightly and commonly to their overarching culture.
- **History:**
 - France has a history of trying to be conquered and ruled by a single leader, with rules that would restrict their abilities to be creative and romantic, so that's why they encourage and emphasize on these topics now. The country of France has also produced many talented people in various arts, including painters, architects, and musicians. It is because of their focus and emphasis on the arts that they were able to develop such stars, but when there are many shining stars, it is hard to stand out amongst the crowd, so many families have begun to immigrate to America, in hopes that their children can take their talents from their homeland and use them in America to break the mold.

- **Egyptian**

- The main values that Egyptian culture follows are honor, hospitality, and pride. They are a culture that believes that you don't only represent

yourself, but your family, so all of your decisions will reflect on your family. This is what leads them to be selfless and caring people, always looking out for others before themselves.

- The most emphasized career path in education in Egypt is agriculture; this is due to them being one of the biggest producers for food in the world.
- Egypt has a very chain of command type of social class system; the leader/king is on top, then the people that work directly for him, then everyone else, which means some of the most important people who keep not only their country going, but the world sustained: the farmers.
- The economy of Egypt is a market-oriented economy, which means that their economy is built/based on their sales and trades of goods across the world, another reason why agriculture is highly focused.
- Egypt's most followed religion is Islam, but there are smaller parties, including Sunni Muslims and Coptic Christians.
- Even though their culture focuses mostly on agriculture, they not only express themselves through their food, but through their architecture and decor, with their unique patterns and styles differing from the generic designs of the world.

- The main language that is spoken in Egypt is Arabic based on the dialect of Cairo, with it benefitting women, since it sounds more beautiful with a feminine vocal.
- Egyptians can respect other cultures that differ from their views and ways of living, since they know that the lives they live are strict, so they are also stubborn to change.
- **History:**
 - Egypt has a history of having a one-sided way of thinking and only living to serve others and not themselves, unless they were the king. They continue to live this way, but don't really frown upon it; they accept that it is their culture and it is intended exactly as it was meant to be. With agriculture being a main focus as a career to help fuel their economy, there aren't many that venture and become something more than what they are expected to be, but that doesn't mean there aren't Egyptians that don't dream to be something bigger and better.
- **Greek**
 - The main values of Greek culture are pride and Philotimo, or, "sense of honor." Greece has one of the most diverse cultures in the world, specializing in many aspects, which is something that they are very proud

of. Honor is a main part of this culture because of their pride; they do things not for themselves but because it is benefiting others.

- Greece hits many aspects of education, but their star categories would have to be music, architecture, and astrology, which all take much skill and talent to master, so one should be proud if they are blessed in one of these careers.
- The social construct of Greece is separated between the rich and middle classes. If you are a part of the rich and famous, you are treated like a God, but if you are normal, you are treated with the bare minimum. Something ironic is that those of the higher class treat those below them not so kindly, but the ones that are of the middle class treat those of the same or lower classes with the same amount of kindness.
- Greece had economic issues in the past, making them almost unstable at one point, so now most take pride in when they are financially stable.
- Christianity is the most common religion followed in Greece, but some others that are followed by smaller groups are Muslim, Roman Catholicism, and Jewish.
- Greek culture is mainly expressed through music, architecture, and food, with all of these having the most unique and also influential effect on the world.

- Greek is the main language spoken in Greece and it was one of the foundational languages for many others, so it is treated as one of the most brilliant languages in the world.
- Greece feels as though that their culture helped build or inspire other cultures, so they admire other cultures for taking after them (even if they didn't Greeks will find a way to connect themselves to it). They are a strict culture, but not a negative one, so they are willing to make changes for the better if there is a big and important reason.
- **History:**
 - Greek history is full of the development of education, including arts, literature, theater, architecture, music, mathematics, philosophy, and science. With their power over all of these categories, they made some of the most extraordinary advancements and developments, especially in the sciences and the arts. Greece would become so influential that the world would learn to look to them for inspiration, so you can only imagine the weight that Greeks of the future generations would have on their shoulders because they would have to continue to hold the seniority of Greece.

Items & Interactions

World Objects

- **Anthew, the Enhanced Black Swan**

- This beautiful and rare creature has been technologically enhanced with Darris Quelton's tech, allowing Anthew to telepathically communicate with humans.
- Anthew's main interaction purpose is to allow the player to upgrade their battle stats, including physical fighting moves and vocal attacks.
- He can be found in Quelton's lab and be interacted with by approaching him and hitting the main interaction button; this will cue a cutscene with the player putting on a telepathic headband and sitting criss-cross on the floor in front of Anthew.

- **Weapon / Armor Upgrade Station**

- This wide, cylindrical, futuristic, high-tech chamber, designed by Darris Quelton, allows the player to upgrade, repair, and select weapons they would like for both their Black Swan Outfit and Henrique character to carry.
- The player will use their skill points they've earned throughout the game to purchase and apply upgrades, while repairs have no cost, but will take time to repair, time varying on the amount of damage.

- This station can be found in both Quenton’s lab and later on in Henrique’s mansion, unlocked after he accepts to help Sasha with her mission. In order to interact with the station, the player must walk up to the front-center of the station and press the main interaction button.
- **(Super) Egg-cellent Drink**
 - This “egg-cellent” concoction, a special thick and vibrant bright yellow brew of Quenton’s making, is initially a full-heal / recharge stats potion, but is upgraded later on, allowing the player to super charge any one of their abilities for a single battle; this includes vocal and physical abilities.
 - The upgraded version can only be consumed and unlocked once the player has completely upgraded and mastered all of their vocal and physical abilities.
 - This drink can be found in a tall clear glass in the kitchen section of both Quenton’s lab and Henrique’s mansion and can be interacted with by approaching the counter it is on and pressing the main interaction button; the drink can only be interacted with when health and/or stats are depleted (exception for the super version).
- **Secret Mansion Entrance**

- Since Henrique has gone into hiding, he can't be seen going to his mansion through the normal entrances, so he had Quenton install a secret entrance below the mansion.
 - The entrance can only be seen and accessed by Henrique or a special badge.
- This entrance can be reached by car through a hidden side road (hidden by Quenton tech) or by flying and landing on it in the Black Swan Outfit and has an automatic interaction when the player touches / collides with it.

Equipment / Gear

- **Black Swan Outfit**

- This special combat ready outfit is decked out with many weapons and tech that can help Henrique during his battles. It is first presented to him in its full form, where it has a strong, tough exterior, but an elegant and theatrical look.
- This outfit includes things such as super disc shooters, built in super sound amps, and large, graceful swan wings that actually allow Henrique to fly.
 - This outfit attaches/equips similar to the [Black Panther suit](#).

- **[Change Log 11/18/23]** This outfit will also get an upgrade, right before the final battle, after the player has completed the “Janell, Centerstage” mission.
 - The player will be able to practice in the new variant of the suit before going into the final battle.
 - The player has access to the outfit at all times after it is revealed, being carried in a high-tech smart watch and can be activated through Henrique’s voice activation, saying the phrase, “Swan Rise.” There is also an emergency activation that is only activated if Henrique’s life is threatened or in critical danger.
 - The player can manually interact with this item by double clicking the main interaction button, allowing it to appear in real time on the player.
- **Black Swan Mask**
 - The mask is a big part of the outfit because it does not house a weapon, but it is the sole communication device between Henrique and Antheu.
 - This mask has a very theatrical look to it, but also keeps the design and color scheme of a Black Swan; beautiful black, with a splash of red-orange.

- The player gains this item after they have interacted with Antheu, automatically adding it to the outfit equip, but can only be accessed by the player through double clicking the secondary action.

- **The Golden Mic**

- A long, lightweight, but strong and durable golden item is one of the Black Swan's main weapons.
- This weapon is a two in one physical and vocal weapon; it can be used as a physical battle staff or paired with the Black Swan Outfit's amps, to super amplify Henrique's voice. It can also be physically used like [Yondu's flying arrow](#), being controlled by Henrique's vocals; the player can do this when as long as the stat bar for this ability has charge and when it runs out of charge, it will automatically reappear in Henrique's hand.
- This item is disguised as a small fashionable earring, worn by Henrique on his right ear and can be activated at the sound of a note that only Henrique can hit, where it then flashes from the earring, to the mic in his right hand.
- This item is unlocked once the player has completed the basic combat training in Quenton's lab and can be accessed with or without the Black Swan Outfit, by the player pressing the secondary action button.

- **The Anti-Serum**

- Quenton has developed a serum that is so dangerous because it can potentially rid Henrique of his powers, but it is necessary in order to stop Giorgio.
- The player receives this item right before they go into the final battle, given directly to him in a dart form from Quenton, who tells him to use it wisely because it's all they've got.
- The player cannot directly interact with this at free will and can only interact with it in the final battle, once they have taken down Giorgio.

Info Dump Items

- **Giorgio Michela Vinyl Records**

- Once Henrique realizes that there is a major threat, he turns to his music to help calm him down. He asks the young Sasha to play a record for him, but she accidentally puts the vinyl on backwards, where it begins to play a message. The message is directly addressed to Henrique from Giorgio, telling him about his plan.
- Throughout the game, the player will receive more of these vinyls that are necessary to the main story, but can find more around the world that give small extra information about Giorgio's past and his journey through trying to recreate the serum.

- The player can interact with these by picking them up with the pickup action and taking them back to the vinyl player at Henriques mansion.

When the player interacts with the vinyl player, a menu comes up of all the vinyls they have collected, allowing them to choose from any of them to listen to.

- **Giorgio Michela Doll**

- This special Giorgio replica doll is found in Janell's car by the player after they find out that Henrique's sister has gone missing.
- The player can interact with it by pressing the pickup action, where it takes them into a cutscene with Henrique pulling the talk string on the doll, which gives a message to Henrique, telling him that Giorgio is ready to start the final act in his plan and that he has kidnapped Janell, forcing Henrique to confront him.

Missions

[Tutorial Missions](#)

[Change Log 11/17/23] [Janell Mission](#)

