



titan°.

# The Genesis



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At the beginning, there was nothing. The Tohu-Bohu, both disorder and emptiness, was reigning supreme. Time had no existence, darkness was covering the whole world, only silence could be heard. In the heart of this void, a weak gleam was shining. Its glimmer expressed the hope of a new world. It was representing the one that would complete this infinite stretch.



When it finally became aware that it could think by itself, that it had its own existence, the Tohu-Bohu was no longer relevant. Thus, this spark took the form of a Titan, a lighted biped living being gifted with a supernatural power. In this obscurity, guided by the light coming out from his body, symbol of his own will, the Titan started to walk and assumed his creator role: the one of creating Life.

He started to bring light by crafting day and night. He then provided minerals to the world, such as sand, water, rocks, and enlivened Nature by giving to it the breath of the wind, the heat of the sun and the freshness of the rain.

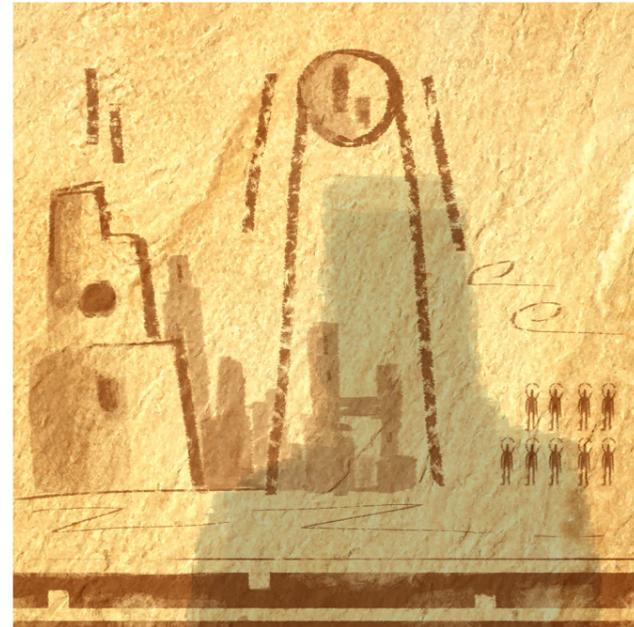
From these creations were born the first living beings. Under the sound of his heavy steps, flora and fauna took form. The world was finally living, and the Titan was proud of his work. One night, after having excessively worked, the Titan decided to take a rest. He then fell asleep at the bottom of a mountain. In his sleep, a dream came up to his mind.



He saw a creature that he never had created before: it was a being, similar to his condition, gifted with a superior intelligence compared to the other life forms who also had the power to bring life in its own way. On his awake, the Titan was fascinated by this creature, readily he decided to shape it like the blurry memory image he kept in mind. He then brought into it the necessary knowledge, so it could learn by itself. Its creation would contribute to his majestic effort: that's how the beings of the Peuplade were born and named.

The first beings walked in the wake of the Titan. When the Titan stopped to rest, the area would become a place of worship, where the individuals would build their cities as a tribute to their creator. When he started to walk again, it was time to say farewell: some inhabitants decided to stop here and to continue to raise buildings, while others continued following next to the Titan to serve him along his journey.

One day, as the Titan strode along sandy dunes with individuals, he discovered structures in ruins that he never had created. The question on their origins came to his mind, but no answer recalled him a memory. Unworriedly, he continued to create over these ruins, like he had done until now. As he advanced, the response to his question clarified, until it turned out as clear as the water of his oasis.



Where Life was brought by the Titan, it unavoidably ended disappearing. Thereon, these ruins were marks left by this civilization in order to transmit a message. A hidden message in the creations of the Titan, shaped for their God, in the hope that he would come to save them from this plague that he discovered for the first time: Death.

The Titan was the one who was bringing Life, but also the one who was taking it back. Stunned by the revelation of the volte-face of his role, and as he couldn't face the dilemma that was imposed to him, he decided to stop creating.

By behaving this way, the Tohu-Bohu ended moving back as fast as it disappeared. Without realizing it, the Titan finally vanished too, like his evanescent creations... The world then died, and set back to the same state as the one it was at the beginning...



The story of  
Titan



## Prologue

Alone, plunged in darkness, the Traveler sitting cross-legged, is meditating.

As he comes out of his meditation, a glance in his surroundings makes him realize that he finds himself in a place that he doesn't recognize. In the distance, a gleam shines. By getting closer to it, a heavy, resounding sound amplifies, accompanied by the one of pebbles ricocheting on the stone. The figure of a biped personage appears in the brightness. His steps are responsible of the racket and the tremors perceived. The Traveler decides to venture in the direction of the silhouette and go through the side of the light. This is how his journey starts. His adventure will allow him to understand who he really is, and mainly to accept his own destiny.



*This state is characterized by the shock from the announcement of a loss.*

*The mind of the person puts itself in a defense state, because it denies the events that took place. The person thinks he is dreaming and refuses to accept the situation.*

## Shock

Outside of the cave, a vast desert faces me, where feeble sandy waves let themselves be pushed by the wind. Only stone decorates this lifeless landscape. Far away, a mountain catches my attention. A luminescent orb twinkles at the top.

The particular aspect of the environment leads me to ask myself why is the world like this? What was I doing in this cave? Facing this vastness void, I never felt so alone.

As I move forward, small lakes appear. The river is dried up. Its source comes from the summit. After I have climbed the mountain, I surprisingly notice that what I see through this orb is a representation of a vegetal world.



When I move around it, the image reflected by the orb updates itself.

I get closer to the orb. Suddenly, a part of my body is blown away towards it. The orb starts to strongly shine, before shattering itself. The world reflected then becomes a reality: the river returns to flow freely. Everywhere it passes by, vegetation grows, brings back greenery and embellishes the panorama from diverse colors. Another mountain facing me is now being irrigated. All of a sudden, the ground starts again to tremble. The mountain begins to move, to stretch out, as if it was waking up from a long sleep. On the end, it destructures itself to move on to a similar shape to the one observed in the cave. A colossal biped being with a supernatural power rises proudly in front of me. It starts to walk in my opposite direction. Under each of his steps, oasis, plants and animals come to life.

Pushed by my curiosity, I descend the mountain to catch up this amazing being.

## Shock - Gameplay

During this first state, the player who just came out from a cave, doesn't know who he is and where he is. He faces an enormous desert which is only composed of sand and some random rocky mountains.

An element shines far away in order to encourage the player to venture in this unfriendly landscape. The player then discovers the movement controls.

The Traveler can run, but also jump and glide on short distances by simply jumping from a height, or also gaining speed by sliding on sand dunes.

After a certain point, the cave disappears, and the desert only contains decoration and the sparkling orb. The player climbs the face of the mountain to reach the object in question.

A bluish sphere, similar to the reflect of an ocean, put on a pedestal, welcomes the player. The sphere behaves like a lens which allows to perceive through it a more living version of the environment.

The orb seems to repel the Traveler who tries to get to it by producing beats at regular intervals. The player can then use his environment to protect himself from them and get closer to the orb to interact with it. Like a burst, water brings the environment back to life. The objective here is to marvel the player by this visual event, but also to initiate the player with the environmental interaction. Further to this almost cinematic phase, where life wanders through the environment, we present to you the heart of our game: The Titan. Using his movement abilities, the Traveler needs to try to catch up the Titan. We want to verify here that the player has mastered his movement controls by adding a stressful factor: time (psychological pressure, fear of abandonment because of the distance that separates the Traveler from the Titan at each of his strides).

## Pain

*The person realizes that the suffered loss is very real. He tries by all meanings to escape from this disastrous reality.*

*A feeling of guilt and remorse are expressed because of bad things that could have been done and seemed to have conducted to this irreversible loss. The pain pushes the person to feel responsible for the loss.*

At the bottom of the mountain, a whole new perspective of the world opens to me. Verdurous colors come to refresh the warm ones present until now. In parallel of this game of nuances, the steps of the Titan bring back Life out of its sleep.

I find myself immersed in a jungle, due to this incontrollable vegetation surge. Where I pass by, plants start to act strangely: flowers close on themselves, blades of grass crease in my opposite direction, the few animals met run away and give me a dirty look. I am not welcome in these places. The jungle gets so thick that the natural obstacles try to hinder my progress.

The jungle becomes more and more asphyxiating. I struggle and finally arrive in a clearing where I find a majestic tree, like the aspect of a baobab tree. However, to the difference of his peers, this one is not bloomed and wears a grayish color. He is stripped of his foliage, his bark is damaged, teared off at some places, with broken branches. By his side, a sudden wind blows and removes a new part of me again. The wind brings back the leaves and the branches that the tree had lost. The latter then recovers his colors, like if he was breathing again. The sap that flows in his roots shines through his bark.

A leaf comes off from the huge tree and sees itself carried by the wind in direction of the Titan. The vegetation frees the passage for the leaf. During my crossing in the thickets, plants and animals vanish. The world returns to its pampas state. Was all this a mirage, the product of my imagination?



## Pain - Gameplay

The Titan shows the way to the player. This is magnified by the fact that he brings life back behind him. We clearly indicate that the Titan is a source of life, and that his proximity with the player is beneficial for him. The Traveler then continues to progress and ends in front of one of the oasis created by the Titan. A change of atmosphere occurs once the Traveler finds himself in the oasis, where we add bluish colors to the warm colors which were present until now.

The “jungle” ambiance is oppressing, the Traveler is not welcomed, the silent nature tries to say it to him.

The Traveler is then forced to follow a path that brings him to the heart almost dried of the oasis. The environment tries to slow him down by blocking some ways at the last moment.

To overcome these difficulties, the Traveler discovers scattered fragments in the environment. Some react to the Traveler’s approach and twirl around him. The latter can use them to build new passages, destroy some obstacles and move some of them which hinder his progress.

The goal here is to introduce the player to the different features of the fragments, main mechanics of the game in preparation for the third stage. Arrived at the center of the oasis, the player can interact with the tree. This interaction, as the one with the orb earlier, slowly destroys the Traveler. (correlation between important elements of the environment and the evolution of the main character).

We then guide the player out of the jungle to link him again to his first landmark: the Titan. The vegetation becomes less dense and frees the way, to end by disappearing quickly along the way, as a mirage. The trees vanish one by one until they leave all alone the player in the desert.



*The bereaved person may become angry further to his feeling of incomprehension. He can reject his anger on a person whom she considers responsible of what happens, including himself.*

*Management of anger is essential during this phase if the person wishes to get out of it.*



## Wrath

*Wrath*, third stage/level of the game towards the acceptance of grief, represents the essence of our prototype. For the first time, the Traveler encounters similar individuals to his condition, except that they are illusions, revived through his power.

The events that take place during this phase mark a turning point in the Traveler’s journey, where many unanswered questions come to his mind.

He also starts to sink more and more in depression, his fatal destiny.

*Wrath* was therefore the chosen step for our game prototype because it embodies to our eyes, the one that can transcribe our desired general intentions in the clearest and most faithful possible way.



## Wrath - Gameplay

The gameplay of the demo takes place in an ancient ruined city, lost in the desert.

The structure of the city forms a giant natural organ once rebuilt. Each building in ruins is traveled by gigantic pipes which help the Traveler to glide and move from a building to another. The player must collect fragments to rebuild the structures, which allows him to progress and reach new structures to rebuild. Moreover, the “echoes” (ghostly scenes) end the player’s reconstructions and relate the lives of the ancient inhabitants. The city’s reconstruction phase, very scripted, finishes on its destruction and its return to sand.

The dreamlike landscape that presented itself to me has now returned to its sand state. I continue to follow my unique landmark, the Titan.

Here and there, ruins of ancient structures embellish the panorama. Finely worked, they testify of the presence of an anterior civilization.

The fragments that I harvest do not find their place on these sites. I therefore resolve to continue my way.

The Titan climbs a hill. At the top of it, he suddenly stops and screams which causes a gust of wind that sweeps with a wave the sand at his feet. Following this, he then begins his descent on the opposite slope. When I finally also reach the top of the hill, a city in ruins faces me below.



At its entrance, a collapsed outpost blocks its access. With the help of my fragments, I rebuild it. The city is now accessible.

I hardly put a foot in it that a new gust of wind takes my hat towards an impressive tower, one of the last vestiges still standing.

The landscape is so dreadful. At the corner of a street, I reach a square where a destroyed statue is erected. Its stele is illegible.

The exploration of the city tells me the past of this place. Its reconstruction, thanks to the collected fragments, allows me to understand its mysteries. By doing so, as in the jungle, Life rises around me.



During my labor, I attend for the first time to the birth of individuals like my condition. With curiosity, I discover their mode and daily life... Would they be ancestors?

Unlike plants and animals, the locals don't notice my presence. Are they ignoring me? What have I done to deserve such behavior from them?

A distinctive architecture, focused on pipes, allows me to move from one neighborhood to another, thanks to the wind that blows in them. Various fragments, but also some specific to the statue are found along my path. Once the statue is rebuilt, I realize that it is a representation of the Titan. The Peuplade, name that I gave to this group of individuals, seems to venerate him.

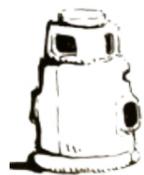
Suddenly, a powerful wind rises and throbs the whole city in chorus, like a huge instrument. The sound produced is similar to the distraught and angry cry which expressed the Titan earlier.

A heavy atmosphere starts to be felt, the sky darkens, the storm awakes from the sands. In a singular way, I notice that the locals are now watching me. They stare at me. One of them then throws me a stone. Why that?



The sand under our feet begins to absorb us, as if it was quicksand. The buildings that I had rebuilt collapse one after another. The inhabitants start to all act the same way as their comrade. I rush over the highest point of the city in hope to escape my death: the summit of the temple. The storm becomes more and more violent, the inhabitants chase me, try to unsettle me. The summit of the temple moves away from me more as I come nearer. At one point, the sand of the storm comes to erode my skin, and as a result, the storm calms down, the quicksand subsides, and allows my ascension to become more positive.

No inhabitant is behind me. The city has returned to the depths of the sand. From the summit of the temple, I now see the titan walking as usual. The landscape gets back some colors. As I begin my walk again, the temple ends by collapsing in turn, and takes me with him among its rubble. I fall, I find myself in the quicksand, it absorbs me. My last thoughts head towards death.



## Intentions and symbolic of the Wrath

Titan is sprinkled with symbolism to express our game intentions. Through the stage of *Wrath*, we wanted to develop you the symbolism of *Wrath*, and more generally, the one of *Death* and the hidden purpose of our game.

At the beginning of this stage, the Titan stops at the top of the dune and utters a scream. Once the city rebuilt, all the pipes emit a sound similar to this cry. This is the symbol of protestation / anger of the Titan, dissatisfied with reliving the painful memory he was trying to forget. It is this cry that shows the true passage in the “*Wrath*” stage, which manifests itself in the city that trembles under the sound of the rebuilt pipes. This awakes the Peuplade who is now aware of the presence of the Traveler.

Following this, the Peuplade violently attacks the Traveler to stop him. In parallel, the atmosphere changes: a sand storm rises, the sky darkens, the quicksand appears and carries with it the city restored to its original state.

The Peuplade, as well as Nature, characterize the part of the Titan’s soul who feels guilty of his own death and found himself in an illusion, where his formerly world blames him. These elements therefore intervene as a false visual representation of the *Wrath* of the soul which loses its temper against himself.

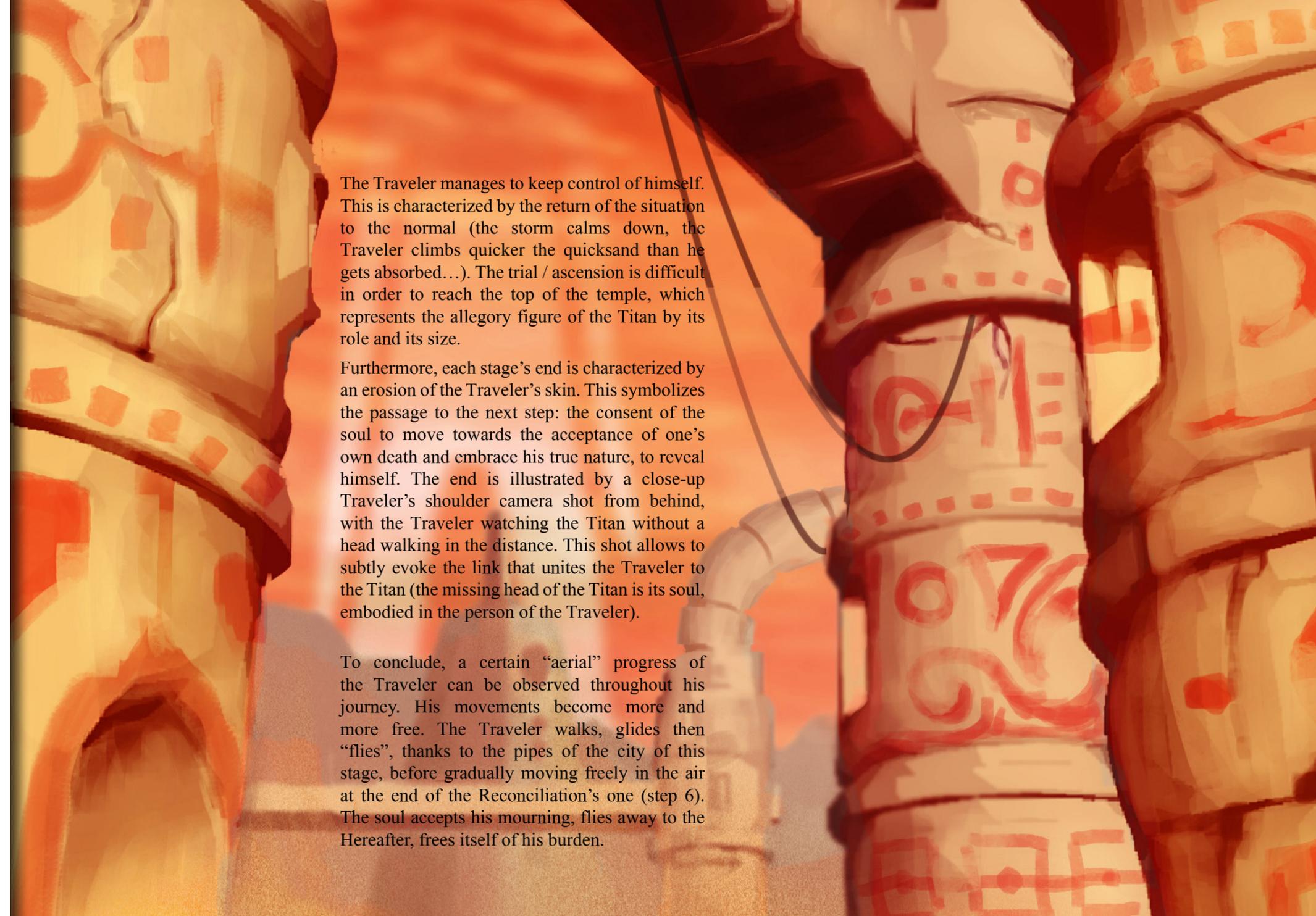
During this stage, the Traveler finds himself having to deal with the management of his anger. Self-control is necessary to not be overwhelmed by this emotion, and risk being no longer oneself.



The Traveler manages to keep control of himself. This is characterized by the return of the situation to the normal (the storm calms down, the Traveler climbs quicker the quicksand than he gets absorbed...). The trial / ascension is difficult in order to reach the top of the temple, which represents the allegory figure of the Titan by its role and its size.

Furthermore, each stage’s end is characterized by an erosion of the Traveler’s skin. This symbolizes the passage to the next step: the consent of the soul to move towards the acceptance of one’s own death and embrace his true nature, to reveal himself. The end is illustrated by a close-up Traveler’s shoulder camera shot from behind, with the Traveler watching the Titan without a head walking in the distance. This shot allows to subtly evoke the link that unites the Traveler to the Titan (the missing head of the Titan is its soul, embodied in the person of the Traveler).

To conclude, a certain “aerial” progress of the Traveler can be observed throughout his journey. His movements become more and more free. The Traveler walks, glides then “flies”, thanks to the pipes of the city of this stage, before gradually moving freely in the air at the end of the Reconciliation’s one (step 6). The soul accepts his mourning, flies away to the Hereafter, frees itself of his burden.



*The person in mourning feels frustrated. He is not able to understand and accept this reality. Therefore, he seeks to negotiate, to find all the possible solutions to reverse this situation and escape this fatality. However, the inevitable can't be avoided.*

## Negotiation

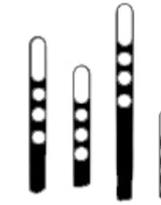


I think my time has come, but I'm actually a victim of an unexpected phenomenon: the transition in quicksand transforms the landscape in a starry night. I end up landing smoothly on the bluish sand. Where am I? Darkness hides my vision. The Titan has also disappeared... Is he hidden thru the dark? Unexpectedly, a blue light begins to twinkle in the sky. Each sparkle comes with a slightly high-pitched and resonant sound. It comes from the light of a building of a new city. Compared to the one from which I come from, this city is more impressive, more spectacular, more aesthetic. The residents seem to live at a far more advanced age. The art, the architecture and the technology are some sides which illustrate it. I recognize statues to the effigy of the Titan, including one which is in a square, like the one I rebuilt. I end up arriving at the bottom of a structure from which the light emanates. It's once again coming from a temple. Surprisingly, the torches are lit, the gardens are maintained, and the structures are maintained in a perfect condition. Why is this city abandoned? Even stranger, I have a feeling of "déjà vu", as if this city was the one from which I come from.

The place of worship has many mechanisms that allow an energy, similar to the one emanating from the fragments, to circulate and to set alight the top of the temple. Rusted and dusty mechanisms block the good flow of the energy and are the cause of its irregular flicker. I also find mechanical beings who can move; thanks to this energy. Are they the only residents (or last survivors?) of the city?

The frescoes, as well as the few fragments, let me take note that this energy lies within every element of the world. It is a vital energy that circulates in the organisms, which some of it is produced and released in the air. The Titan is the one who delivers this energy. The inhabitants of here knew how to exploit it in order to make the city live, but also to constantly know the position of the Titan. The light temple always points towards the Titan. As a result, the individuals of the Peuplade always pray in this direction.

From the drawings, I notice that one day, the light began to point in its opposite direction. The Titan was therefore on the other side of the world?... Did he come back here?



The glances of the ghostly beings testify a distress related to the absence of the Titan, but also to a misfortune that hit the city, responsible for this constant darkness and their extinction. Their ominous destiny seems to be due to the Titan... During my ascent, I find a huge tree, as well as a floating orb, both very similar to those I have crossed before.

The presence of this tree and this orb, the impression of "déjà vu", the evolutionary aspect of the city... Am I coming back to the same place thousands of years later?

Several questions torment my mind. Every floor that I climb, I unlock the mechanisms with my power. Once at the top, the last mechanism does not allow me to fully release the energy stream. I then channel my strength and try to do whatever is in my power to succeed. In my effort, a part of me erodes again, but allows me to accomplish my objective. The orb sparkles strongly. Suddenly, the light stretches and points in a direction: the Titan appears, bathed in the bluish energy coming from his body and reveals him in broad daylight. Nevertheless, something is abnormal. The Titan seems to be in pain...

After the burial of the city, we find ourselves in a setting that resembles the one previously rebuilt.

The atmosphere evokes a very dark night, without a moon or stars. The only light source is the city itself, lit by its torches. The lighting emphasizes the temple, our new goal. Coated in her own light halo, it invites the player to enter it.

Once inside, the locked player needs to progress through different floors of the tower by solving puzzles.

Clues to solve them are communicated to them through frescoes. Rebuilding these latter allow the player to be guided on the functioning of these mechanisms, blocking his way. The Traveler needs to rebuild moving platforms, winding staircases, or gears which allows him to operate doors, until finally reaching the top of the temple. You can also come across mechanical automata, powered by the player's energy. When the Traveler interacts with them, he can take control of them. For example, to activate certain mechanisms or open locks.

The top of the temple seems like an extinct lighthouse. In his heart, an extinct orb, similar to those previously crossed, flickers intermittently. That's when the player must sacrifice a part of the Traveler to reignite the tower: to unlock the mechanism, the player needs to quickly press several times the interaction button, showing the effort provided by the Traveler. At the end of the level, the player retrieves the Titan, but in a condition in which he has never seen him before.

*The person accepts the loss but is not able to cope with it. Desperate, he does not see how to deal with this tremendous suffering and no longer lives normally. He does not find a solution and sinks into a deep sorrow.*

## Depression

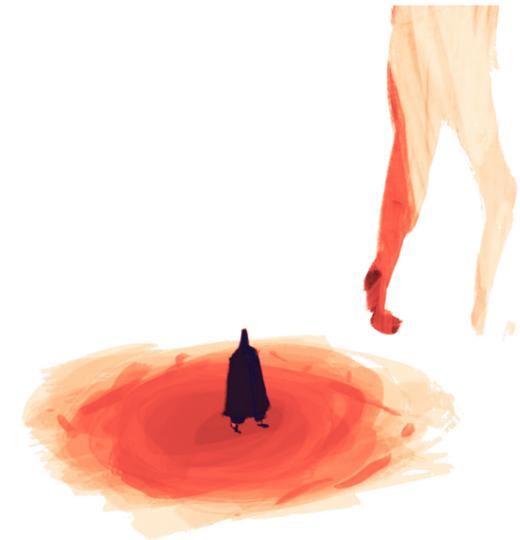
The Titan falls on his knees, his eyes look to the ground. Its radiation gradually decreases. In parallel, an illumination appears in the sky, above him. The energy of his body begins to be absorbed by this glow. Is he dying? Suddenly, the world begins to tremble, to crumble and to close on itself.



I run towards the Titan to escape my death. Parts of the sky collapse and provoke a rain of rocks. The ground splits itself, absorbs everything that is on the surface. A storm rises, takes everything she can to the celestial glow. Is the Titan's despair the cause of the destruction of the world?

In my momentum, I dodge what falls from the celestial vault, avoiding falling into the depths of the desert.

Here and there, some infrastructures and plants twirl. My power allows me to overcome those obstacles. I choose well my movements in order to not waste time, so I can reach the Titan before I find myself carried off.



Unfortunately, even though the Titan is finally at my reach, I'm caught. I'm once again dragged away to a place that is unknown to me and scares me. I feel only the absence of life, the nonexistence in this bottomless chasm.

The Titan bathes in a last ray of light. He disappears under the world's obliteration. The last snippets of his energy are absorbed towards the celestial glow. In the beam, a silhouette of an individual is also taken. Who is he? Hope of what I have left, the light goes definitely out, leaving room for the sovereignty of the shadows. My slow fall allows me to observe that I find myself into the abyss. The little light emitted by my body lights up the aqueous matter that surrounds me. I can breathe and move normally. I manage to reach the bottom with my feet. Faced with myself, I do not know where to go.

In my burden, only loneliness accompanies me.

## Depression - Gameplay

This is mainly a transition phase between act 1 and act 2 of the story, this one taking to a darker turning point.

The environment is gradually absorbed by the void in a circular way, eroded like an hourglass.

Soon, only an unclear path remains drawn in the sand towards the Titan. The player must avoid rocks, vestiges, squalls of sand and holes that appear in the ground. In this storm, the player finds himself in a race and dodge phase, where he must avoid falling and be taken by the void. The longer the player survives, the more the environment will be absorbed, until a point where failure will be unavoidable (the Titan also disappears, passed a certain point).

It is a desperate race, lost in advance, but frantic against by which the player will be powerless.

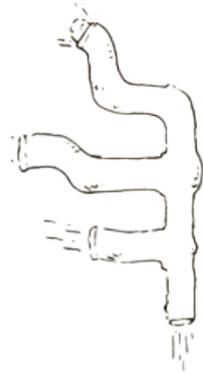
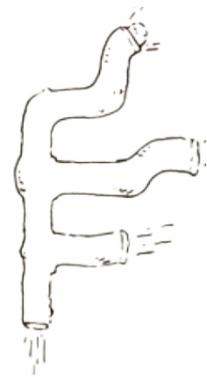


*The depressed person starts to open again to others and accepts activities to escape pain. This is the first part to reconcile with reality.*

## Reconciliation

I wander aimlessly. The absence of all life surrounds me. At every step that I take, the glow that emanates from my body shrinks. I lose hope in the idea of finding daylight again, as well as the Titan. All of a sudden, I hear a sound and discover what it is. An ocean current. It leads somewhere. I throw myself in, hoping it will guide me to a more positive place. During my rising journey, various plants, bubbles, and blue filaments shine in the darkness. The current ends its race above a marine hole. I realize that I'm floating and that I can move freely in the space that surrounds me.

What a feeling!



A strange structure stands in front of me: a luminescent string coming from the ground, goes up in the air and is attached to a floating orb. At the bottom of it, a sphere sparkles in white and catches my attention. An image emerges from it, but it is blurry. Around me, other small currents circulate.

In the air and on the ground, fragments float. I collect them and bring them back to the sphere. Its color turns towards an orangy aspect. Suddenly, a luminous flash of the same color shines at the top of a cliff. I want to transport a rock full of energy, but it is too heavy. I then decide to use the little currents which I can modify their trajectory to transport it. The rock is then brought to this bright crater.



A scene substantiates under my eyes. The people of the Peuplade suffers from the absence of the Titan, but they are not angry at him. They even thank him, with tears in their eyes, and bid him farewell. One of the people turns to me and says goodbye also. The illusion then fades. The energy emitted by the rock and the crater are transformed into the form of blue filaments that then swim towards the orb. They are placed so that it creates a non-permissible shape. What does it mean?

Four rocks, as well as four craters of various colors appear around the orb in the center. Other skylights also form.

Skylights filled with the energy of the rocks bring back the light. I learn the story of the Titan through short scenes. They make me understand the Truth. The shape created by the filaments is nothing else than the Titan's fetus.

I am currently attending his rebirth, or at least, the memory of his birth, expressed by the fragments.



The fetus is almost complete. He only misses one last part. Yet, no more rock shines in my surroundings. In his appearance, I notice the presence of an empty form, similar to my physique.

That's when all my questions find their answers.

The purpose of this journey. My reason for being.

Who I am.

In a last momentum, I merge with the Titan. We start to shine in harmony, the skylights illuminate even more. We take form and feel the impression of reliving again. The water level goes down.

With one last white shine above our heads, we enter together in the final phase of our journey: acceptance.



## Reconciliation - Gameplay

To mark the evolution of the Traveler in this phase, the gameplay controls related to the "aqueous" environment no longer consider gravity. Therefore, the player can move in any direction.

The scenery of this stage is similar to a large dome, dug into the underwater sand, with a different setting at each of his cardinal points. We find the same orb as before, exactly in the center of it. The player can't leave the dome. The whole is poorly lit.

Here, we confront the player to a gigantic reconstruction puzzle. Four sceneries surround the playable zone and each one of them has something missing.

This puzzle is akin to a variation of preceding ones. Each decorative receptacle requires its missing part. The player needs to complete these sceneries using fragments. However, unlike previously, the player can't move them, as they are far too big for him. He then needs to make good use of the ocean currents (similar functioning to the previous pipes in the wrath level) which will help him to bring these missing parts to their respective sceneries.

The player can change the entry and exit positions of the currents by interacting with them. This will allow the player to solve puzzles related to moving objects through narrow passages.

Once the different sceneries rebuilt, the player can interact with the central orb of the level and attend the end of the game with the recreation of the Titan in its complete form.

*Stage where the bereaved person accepts the reality.  
By accepting what can't be changed, the person sees  
hope and starts to believe in himself.*

*Faced with the acceptance of what can't be changed,  
the reality and the life's facts are finally accepted,  
and the person resumes the course of his life.*

## Acceptance

The glare diminishes. I finally recover my vision.

Here I am facing a desert of water. Its surface reflects  
the splendid sky, embellished with its clouds. In  
these places, the Sky and the Earth are only one.  
In the distance, an idyllic island calls me.  
The journey was long. It is time to rest.

I had forgotten who I was, but I finally reconcile with  
myself and find inner peace. I did not want to accept  
what happened to me. I felt responsible. However,  
the people of the Peuplade, in their goodness, made  
me understand that they were granting me their pardon.  
They were suffering from seeing me so.

I know that I can now rest in peace.

I am happy to have found myself.

## Annexes



*This text provides details on the city's past, and more specifically on its architecture, where the Traveler finds himself during the Wrath's stage.*

## Architecture of the city (Wrath stage)

When the inhabitants of the Peuplade settled at this place, their first intentions were to establish a city in this new haven of peace, freshly created by the Titan. The flourishing environment allowed them to develop here. As usual, some left with the Titan to follow him, and continue to accompany him towards new horizons.

To honor their creator, the inhabitants didn't take too long to build a huge temple to his image. They also realized that from this height, they could see potential threats that would come too close to the city, but also to prepare the return of their creator.

According to the ancient writings, the wind is the word of the Titan. It carries a preventive message. Depending on the direction, the strength and the duration from the breath of the wind, a divination was obtained by the sound that was produced. Hence, the Peuplade ended to build their homes, which lead to the creation of these large holed buildings where pipes connect them.

The wind that resonated could have had several meanings: imminent danger of the attack of a wild creature, of a storm, of a food shortage for the next weeks and so on... It was therefore necessary to prepare supplies in advance.

This architecture also allowed them to develop a rapid trip mode in the city. Thanks to the wind, the inhabitants could travel from one end of the city to the other through the currents produced by the wind. Free movement in these channels was managed by the authorities of the city.

Moreover, the desert returned around the village. The heat began to rise, and these air ducts allowed to better regulate the temperature in the dwellings.

The Peuplade remembered the cry of their Titan. The inhabitants were impatiently awaiting the return of their creator and comrades, to find out what they had learned from their trip. When their buildings will have sounded the cry of the Titan, this will mean that their God has come back.

But when will he come back?...

