
DUO PULSEUR
GAME DESIGN DOCUMENT

THE COOPERATIVE CORE



DUOPULSEUR is a two-player 2.5D cooperative puzzle-platformer. Progression unfolds through successive puzzle boards: the partners read a shared space, coordinate their positions and use reciprocal propulsion to solve it. This revisited concept builds on the original ISART Digital student project.

CORE GOAL

Solve each board together, then advance to the next cooperative challenge. Traversal serves the puzzle: reaching a surface is useful when it enables the partner's next action.

DESIGN PILLARS

Reciprocal movement: each player's aim moves the other.
Shared spatial reasoning: both read the same screen and mechanisms.
Timing and resources: coordinate launches, airborne windows and Pulse charges.
Readable cooperation: distinguish the shooter, launched partner and intended route.

A WORLD BUILT FOR ASCENT

FROM NATURE TO MEGACORPORATION HEIGHTS.



The journey leads from natural worlds toward Plutopolis and Mercata Corp., whose leader Hybris extracts Pulse and imprisons the Nem'z. Floating islands, waterfalls, deep voids and industrial structures give the world its scale. The Pulse is a luminous blue-green liquid energy at the heart of its visual identity.

ENVIRONMENTAL DIRECTION

Natural ground gives way to increasingly constructed spaces. Vertical silhouettes, suspended architecture and distant landmarks express ascent and growing industrial hostility.

GAMEPLAY CONNECTION

Gaps and height differences create reasons to launch a partner. Industrial spaces provide a setting for buttons, levers, doors and destructible barriers. Keep the route readable against the scenery: the monumental scale must support aiming and shared-screen navigation.

EXPANDED DESIGN / SOURCE BIBLE 2018

STORY AND STAKES

A rescue journey against the extraction of a living energy.

A world sustained by Pulse

Traditional peoples use Pulse in everyday and spiritual life. Diké and Aydos belong to Némèse, an ancient-Greek-inspired community beside an unusually abundant source. Their connection to Pulse gives them the ability to launch one another. The revised heroes retain the approved human, white-haired silhouettes and red/turquoise capes; the source does not assign these colours to the names.

Captivity and escape

Mercata Corp., led by Hybris, drains the source and captures the Nem'z. Monitors hypnotise the captives, immobilise them and extract their Pulse while advertising Pulse-based products. The story opens in Mercata's Siberian-inspired prison city. Diké and Aydos begin in separate cells; reuniting restores their Duopulsion and makes escape possible.

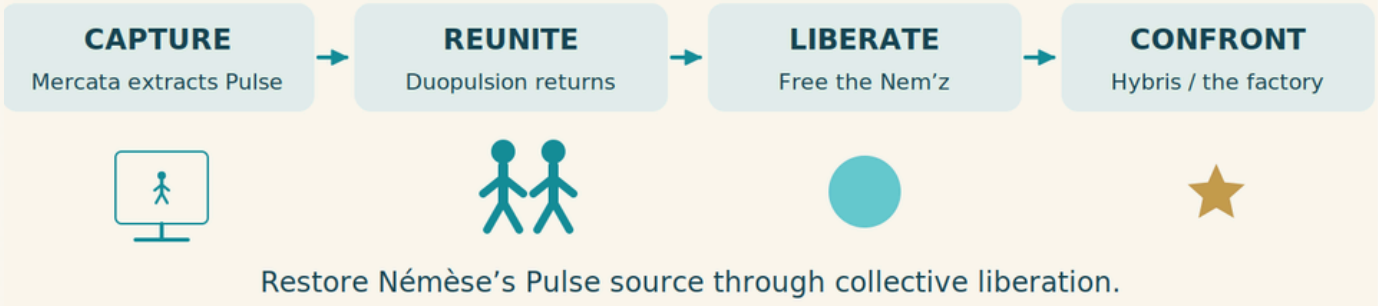
The collective becomes stronger

After the escape, Mercata scatters the prisoners across the planet and delegates extraction and surveillance to regional lieutenants. The heroes free their people, regain spiritual strength and advance toward Plutopolis and Mercata's factory. Sabotaging the factory restores Némèse's source; defeating Hybris ends the journey. The theme is collective strength against the commodification of living beings.

Environmental storytelling

Most background remains implicit: names above the prison cells, signage at Plutopolis, captive populations, extraction machinery and changing landscapes communicate the stakes. Short scenes show the journey with minimal text or speech. Some Plutopolis residents oppose Mercata; others, dulled by Pulse consumption, remain neutral.

NARRATIVE SPINE / FROM CAPTIVITY TO LIBERATION



TWO HEROES, SHARED ACTIONS

TWO HUMANS. TWO RIFLES. RECIPROCAL ROLES.



The protagonists are two young humans with white hair: a boy in a red cape and a girl in a turquoise cape. Both carry a Pulse rifle and share the same core interaction. Their contrasting capes help identify who is shooting and who is moving, even during fast airborne exchanges.

ACTION VOCABULARY

Position on the traversal plane; aim and fire to launch the partner; receive a launch; trigger the straight-line super attack during Duopulsion; interact with puzzle mechanisms.

RECIPROCAL ROLES

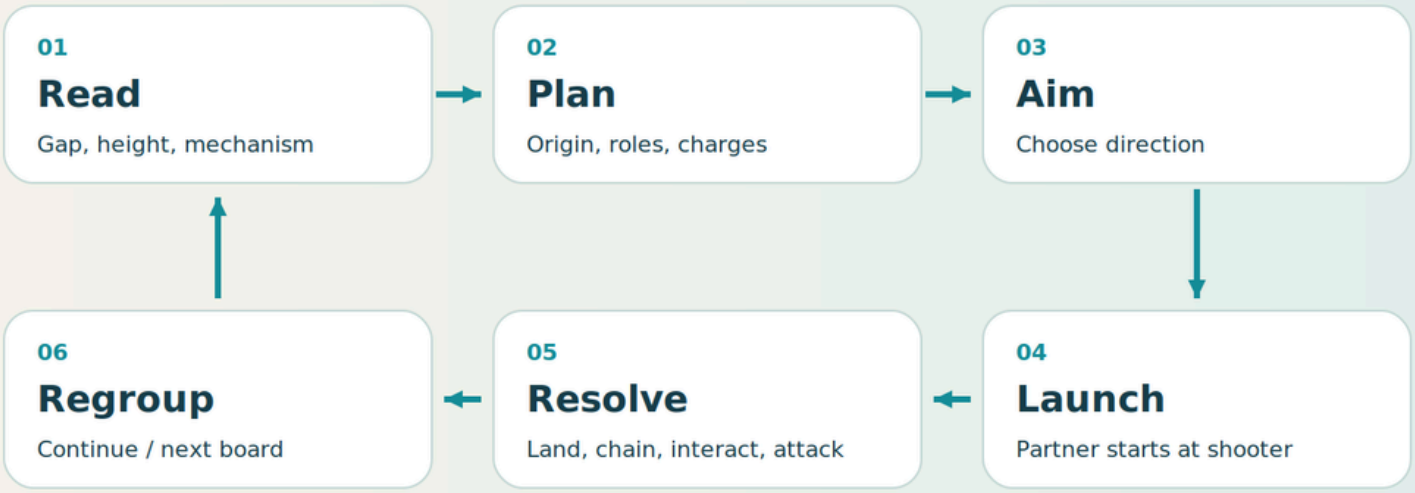
Either hero can enable the other's movement. A shooter becomes the launched partner on the next exchange. Each character manages three Pulse charges independently.

RECOVERY ACTIONS

In ghost form, fly and pass through walls to rejoin the living partner. The expanded controls section recovers the bible's Xbox mapping; final bindings remain to be validated.

THE GAMEPLAY LOOP

The moment-to-moment loop combines observation, positioning, resource planning and reciprocal launches. The board-level loop ends when the partners solve the spatial and mechanical problem, regroup and advance. A failed move leads into cooperative ghost recovery or a checkpoint return.



RECOVERY BRANCH

One ghost: rejoin the living partner.
Two ghosts simultaneously: return to the checkpoint.

READ -> PLAN -> AIM -> LAUNCH -> RESOLVE -> REGROUP

Read the gap, height, mechanism and shared-screen limits.
Plan the shooter, launch origin, route and available charges.
Aim and fire; the partner travels from the shooter's position.
Resolve the move: land, chain another shot, activate a mechanism or use the super attack during its window.
Regroup and repeat until the board is solved.

RECOVERY BRANCH

One ghost rejoins the living partner to recover. If both heroes are ghosts simultaneously, return to the checkpoint.

EXPANDED DESIGN / SOURCE BIBLE 2018

CONTROLS AND MOVESET

Xbox reference mapping recovered from the 2018 bible.

RT: LAUNCH PARTNER
Shooter spends a charge

LT: LAUNCHED PUNCH
Travelling hero attacks

Reference bindings

Move: left stick or directional pad. Jump: A or LB. Slap: X. Aim around the hero: right stick. Launch the partner while aiming: RT. Individual power: RB. Launched punch: aim with the right stick and press LT during propulsion. Charged launch: hold RT. Advanced aura: each player presses L3 + R3 at the same time as the other player.

Inputs describe different actions

A launch spends the shooter's charge and moves the partner from the shooter's position. A launched punch is an action by the travelling hero. Joint aura activation is a separate cooperative input; it does not require depicting two simultaneous reciprocal shots.

Permissive punch input

The player may aim first and then press LT, or press LT before aiming. In the latter case, the source freezes the hero in the air for one second while waiting for a direction. The strike then travels in a straight line.

What is and is not specified

The source lists a slap but does not define its damage, targets or puzzle function. It supplies no keyboard mapping, accessibility remapping scheme, solo control model or detailed online protocol. These bindings are a reference for the expanded concept, not a claim of a finished controller implementation. Player-name, cape-colour and specialist-power assignments remain to be mapped explicitly.

REFERENCE INPUTS / MOVEMENT AND LAUNCH HAVE DIFFERENT ROLES



MOVE + JUMP
Left stick / D-pad
A or LB: jump
X: slap (effect open)



AIM + COOPERATE
Right stick: aim
RT: launch partner
LT: punch while launched

AIM BECOMES PROPULSION

THE SHOOTER'S POSITION IS THE LAUNCH ORIGIN.



When player A fires, player B is launched from A's CURRENT POSITION in the aimed direction. The launch origin is the shooter, rather than B's previous position. A and B can exchange roles at any moment, including while airborne. One shot consumes one charge from the shooter.

RULE SEQUENCE

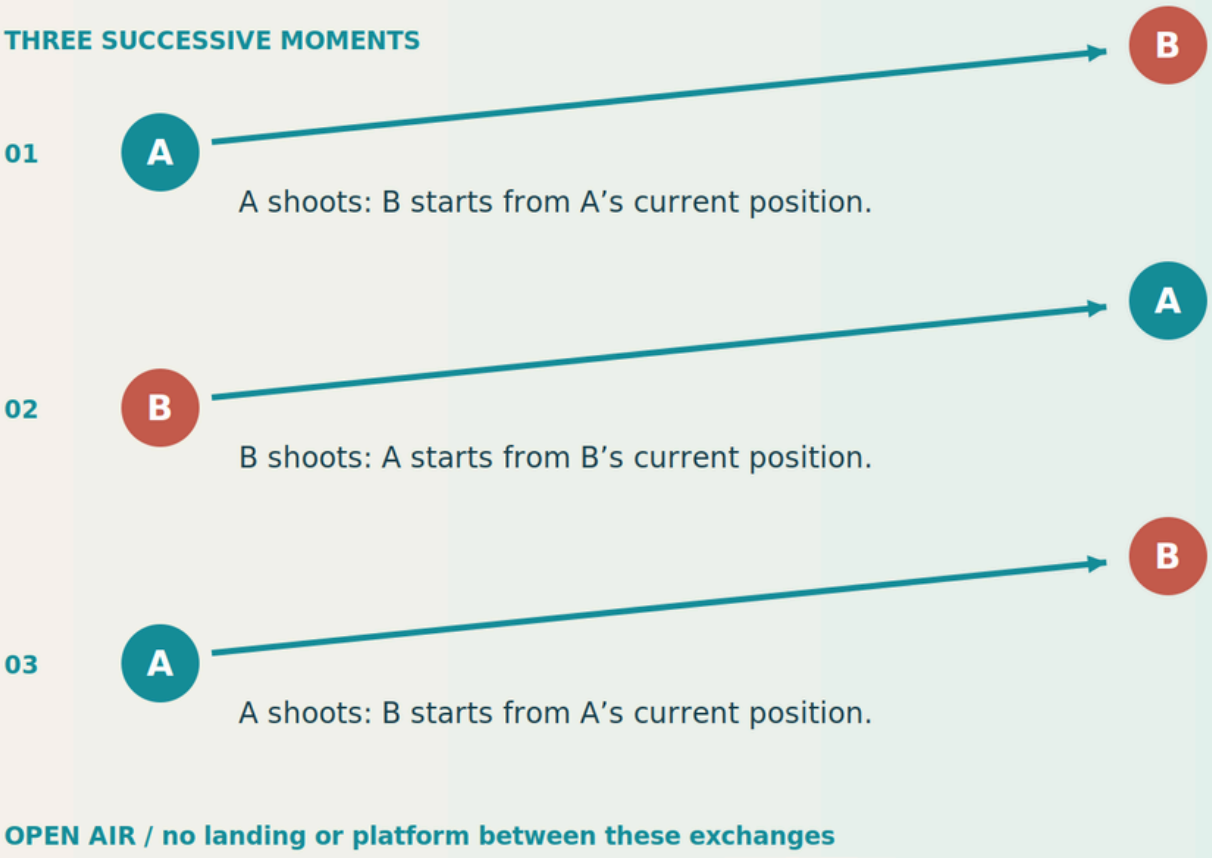
1. A chooses a position and an aim direction.
2. A spends one Pulse charge and fires.
3. B starts from A's position and travels forward as a projectile.
4. B enters the temporary Duopulsion state.
5. B may enable the next exchange by aiming and shooting A.

DESIGN CONSEQUENCE

Changing the shooter changes the launch origin. Position and direction therefore matter as much as timing. Illustrations show one shooter and one launched partner for each individual shot.

CHAIN LAUNCHES IN MID-AIR

A launch does not need to end on a platform. While both heroes are airborne, they can alternate shots to gain height or cross a large void. Each exchange moves the next launch origin to the current shooter's position. Neither hero must land between these shots.



AIRBORNE EXCHANGE

First launch: A shoots and sends B onward from A's position.
Role reversal: B shoots and sends A onward from B's position.
Continuation: alternate the exchange toward the next useful surface or puzzle position.

COOPERATIVE DEMANDS

Read the intended direction, time the role change and track both independent charge pools. Errors in aim, timing, coordination or charge management can lead to a fall. There is no platform under the heroes in this example.

DUOPULSION & SUPER ATTACK

PARTNER LAUNCH -> TEMPORARY STATE -> OPTIONAL SUPER ATTACK.



Being launched puts a player into Duopulsion for a few seconds. During that temporary window, the launched player can press the super-attack input to surge in a straight line. The attack destroys enemies and destructible scenery while extending the movement initiated by the partner.

STATE FLOW

Partner launch -> temporary Duopulsion -> optional straight-line super attack -> continue traversal or cooperative positioning.

ENCOUNTER ROLE

A launch can open a destruction opportunity as well as a route. The shooter sets up the partner; the launched player chooses whether to use the available attack window. The expanded bestiary documents 17 enemy types; the core attack's final tuning remains open.

TUNING FIELDS

The precise state duration, attack speed and distance remain to be defined. They must not be presented as measured or implemented values.

EXPANDED DESIGN / SOURCE BIBLE 2018

LAUNCH FEEL AND COMBAT

Direction, anticipation and partner feedback keep fast actions readable.

The current launch contract

A fires; B begins travelling from A's current position in the aimed direction. Roles can alternate during flight. Each player has three independent charges, each shot costs the shooter one charge, and charges recover automatically after cooldown. The older requirement to touch ground before ordinary charges return is not reinstated.

Trajectory feedback

The source begins fading propulsion VFX and reducing speed from roughly three quarters of the trajectory. This gives the pair time to anticipate the next exchange. Treat this as a documented tuning proposal; no speed curve, distance or acceleration value is supplied.

Haptics communicate the partner's intent

While one player aims, the partner receives weak continuous vibration. When the launch fires, both receive one short, strong vibration. The intent is to announce preparation and then the shared launch event without obscuring communication.

The normal launched punch

The 2018 combat model grants the propulso-poing after world 1. During propulsion, aim around the hero and press LT for a straight strike. It defeats enemies and breaks designated stone obstacles, then rebounds from the struck target. The one-second aim-after-input grace period is part of this source model.

Relationship to the current attack

The portfolio's confirmed rule remains a temporary Duopulsion window in which the launched player may trigger a straight-line destructive attack. The bible adds a rebound strike and an advanced through-strike as a two-tier campaign model. Their unlocks, bindings and special aura should be reviewed as an extension, rather than silently replacing that confirmed core.

TRAJECTORY AND IMPACT / DOCUMENTED FEEL, NOT A MEASURED CURVE



EXPANDED DESIGN / SOURCE BIBLE 2018

CHARGED LAUNCH AND POWERS

The source adds a grounded launch option and later specialist roles.

Charged Duopulsion

Obtained after world 5 in the source plan. The shooter aims, remains stationary and holds RT for two seconds. The partner travels faster and farther than with a normal launch. Only the first launch of a grounded sequence may be charged: it cannot be charged while already propelled, and touching ground is required before another charged launch. This grounded reset applies to this ability, not to the revised ordinary-charge recovery rule.

Player 1 Slow fall

Obtained after world 3. During a fall, hold RB to reduce falling speed for up to four seconds. Releasing RB early returns the character to normal falling and ends that use; the power cannot simply be toggled back on within the same activation. A further rearm condition is not specified.

Player 2 Stun

Also obtained after world 3. Remain motionless and hold RB for two seconds, then release to stun enemies and certain moving objects, including moving platforms, for a few seconds. Charging and triggering are unavailable while propelled. The exact stun duration and target-by-target exceptions remain open.

Cooperative applications

One partner's slower descent can sustain the pair above a temporarily lethal floor. The other can stop a moving threat or platform to create a launch opening. Their combination is explicitly used by the Efrit and Shahryar encounters. The source identifies these specialists as player 1 and player 2; no unverified mapping to Diké, Aydos or a cape colour is imposed.

Shared core, specialised extension

Both heroes keep the same reciprocal launch rule. The individual powers introduce later asymmetry in the 2018 campaign proposal; they do not turn one hero into a permanent shooter or the other into a permanent projectile.

SOURCE ABILITIES / PREPARATION AND DURATION

CHARGED LAUNCH	P1 / SLOW FALL	P2 / STUN
Hold RT: 2 s	Hold RB: up to 4 s	Hold RB: 2 s
Grounded first launch	Release ends this use	Stationary preparation

EXPANDED DESIGN / SOURCE BIBLE 2018

ADVANCED ATTACK AND ARMOUR

Preserve the distinction between an extended combat model and the core rule.

The advanced through-strike

In the 2018 model, the Super propulso-poing is obtained after world 6. Unlike the rebound punch, it passes through enemies and destructible walls and can break metal. Each player presses L3 + R3 in synchrony with the other to activate a three-second aura. While the aura is active, a normal punch becomes the advanced strike.

Aura lifetime

The three-second countdown pauses while players are in propulsion, so the aura cannot expire during that travelling state. Using the advanced strike consumes the aura. The source's statement about both players executing it together is less precise than its activation description: joint activation must not be confused with simultaneous reciprocal shooting.

Armour absorbs one fatal hit

An armour pickup protects one player from a hit that would normally kill instantly. For a fall into void, spikes or lava, the source instead rewinds to just before the fatal jump. The rewind length and exact restored state are not specified.

Pickup ownership

Armour does not stack. Only the collecting hero is protected. If that hero is already protected, the pickup goes to the unprotected partner. If both already have armour, collecting another awards ten Pulse Bubbles.

Version boundary

The current temporary destructive-attack rule remains confirmed. The separate rebound/through tiers, joint aura input, three-second timer and campaign unlock are recovered extension specifications. They require a deliberate final integration decision, not an unannounced change to the current attack.

ADVANCED AURA / SOURCE STATE SEQUENCE

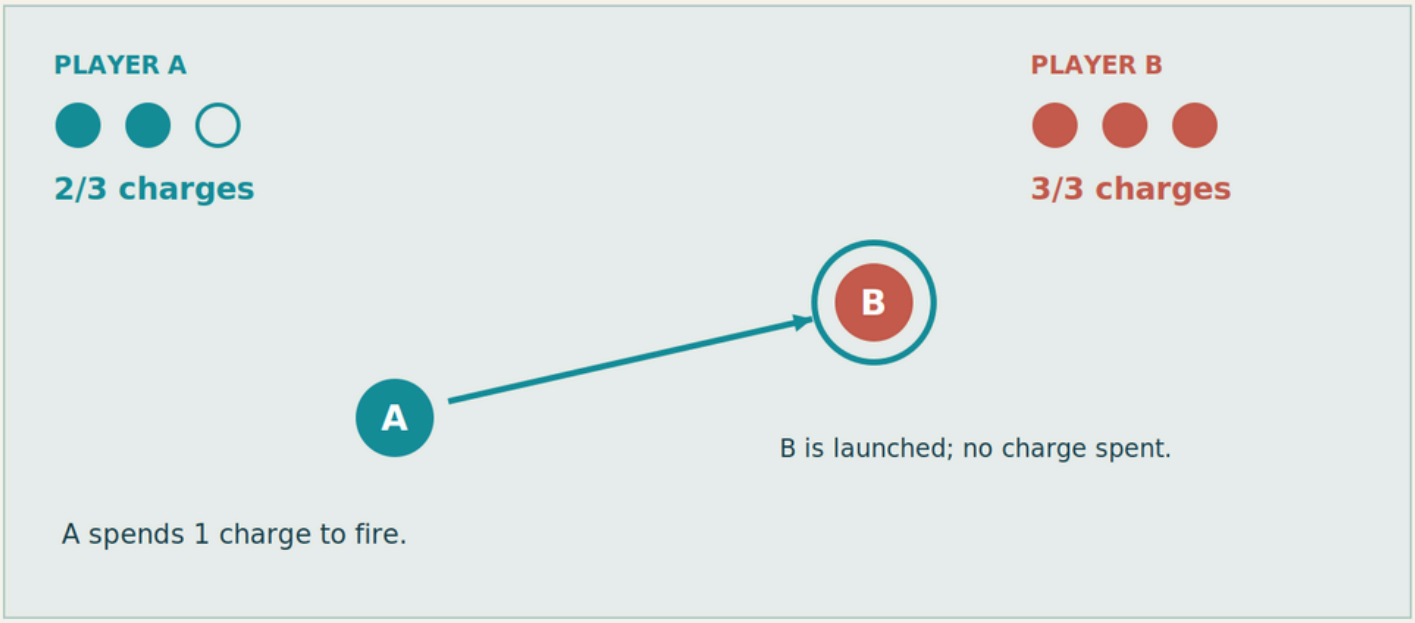


Joint activation is not simultaneous reciprocal shooting.

CHARGES, FEEDBACK & UI

Each character has THREE Pulse charges. ONE charge pays for ONE shot. Charges regenerate automatically after a cooldown. Each player manages their own pool, so long exchanges depend on both partners' timing and available resources. The exact cooldown duration is not yet specified.

EXAMPLE / A HAS FIRED ONCE; B HAS NOT FIRED



ONLY THE SHOOTER PAYS FOR THE SHOT.

Each player has an independent pool and automatic cooldown recovery.

Schematic HUD study; final layout and timing remain open.

CHARGE STATE IN THIS EXAMPLE

A has fired once: 2/3 charges remain, with one charge waiting to recover after cooldown.
B has not fired: all 3/3 charges remain. Being launched costs B nothing.

FEEDBACK PRIORITIES

Read each pool independently; distinguish aim, shooter and launched partner. Show the temporary Duopulsion attack window, impacts on enemies or destructibles, and living versus ghost states.

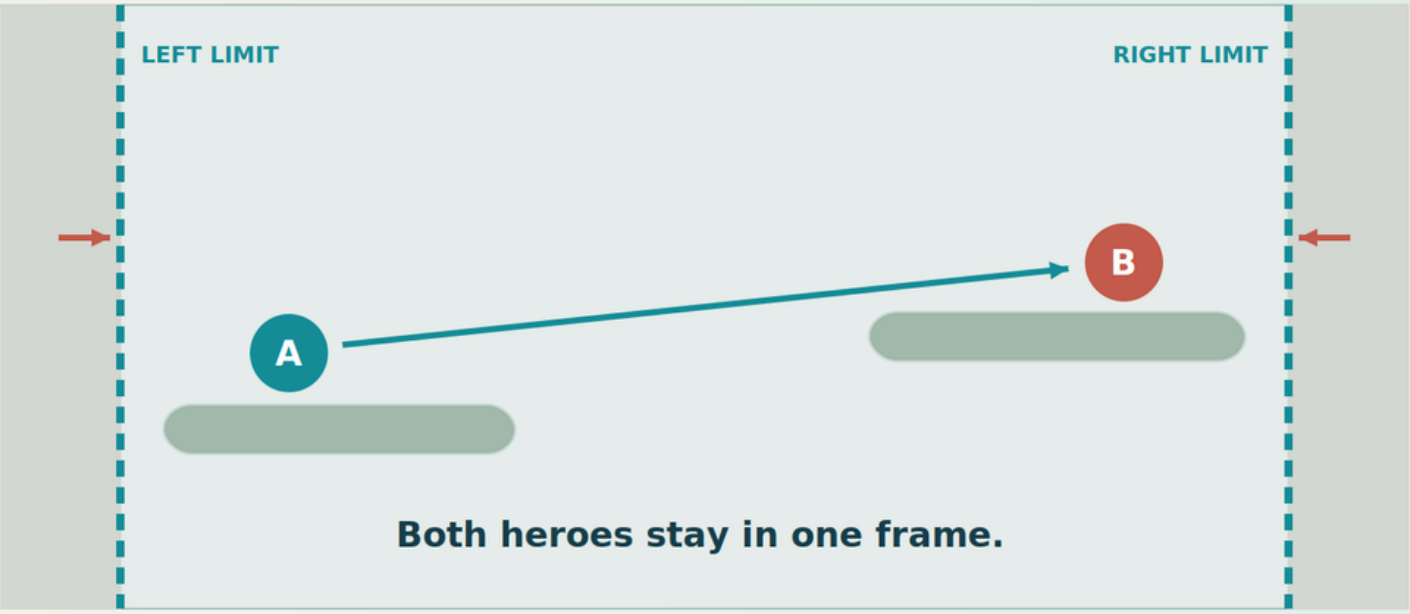
UI REQUIREMENT

Keep this information legible during movement. Final HUD layout, timers and device prompts remain open.

ONE SHARED SCREEN

STAY TOGETHER. PLAN IN ONE FRAME.

CAMERA BOUNDS / SHARED VISIBLE SPACE



Screen edges constrain separation on both sides.

Diagram of the rule; exact zoom and tracking are not prescribed.

Both players inhabit the same visible space. Screen edges constrain their maximum separation: one player cannot simply leave the other behind. Camera framing is therefore part of the cooperative challenge, alongside terrain, mechanisms and the launch direction.

FRAMING REQUIREMENTS

Keep both heroes and the immediate decision space readable. The next launch origin, intended route and useful destination should be understandable within the shared view.

LEVEL-DESIGN CONSEQUENCE

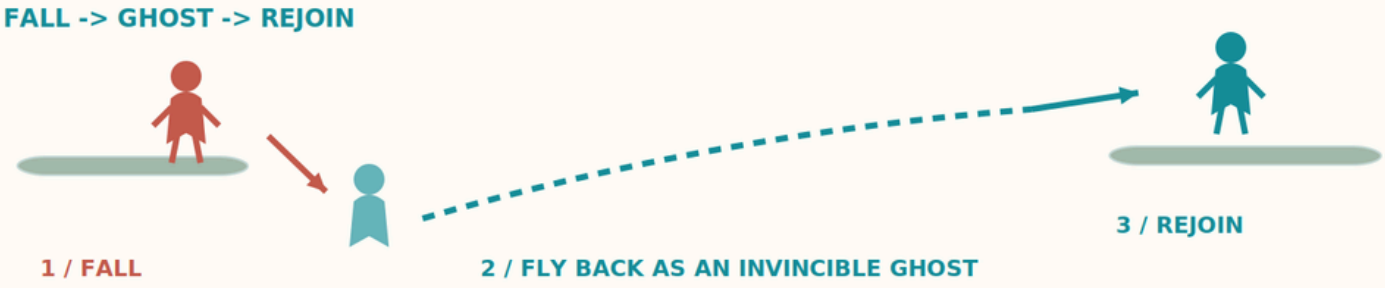
A reachable surface is not sufficient by itself: it must also allow the partner to continue. Compose gaps, heights and mechanism positions around the pair's relationship.

SPECIFICATION BOUNDARY

The bible specifies side-on framing, smooth contextual transitions and a margin from screen edges. Exact zoom and ghost-limit behaviour remain open.

DEATH & GHOST RECOVERY





FALL AND RECOVERY

A dead hero becomes an invincible ghost: fly through walls and touch the living partner to regain normal form. The bible proposes faster ghost movement; no current countdown is confirmed.

TEAM RESET

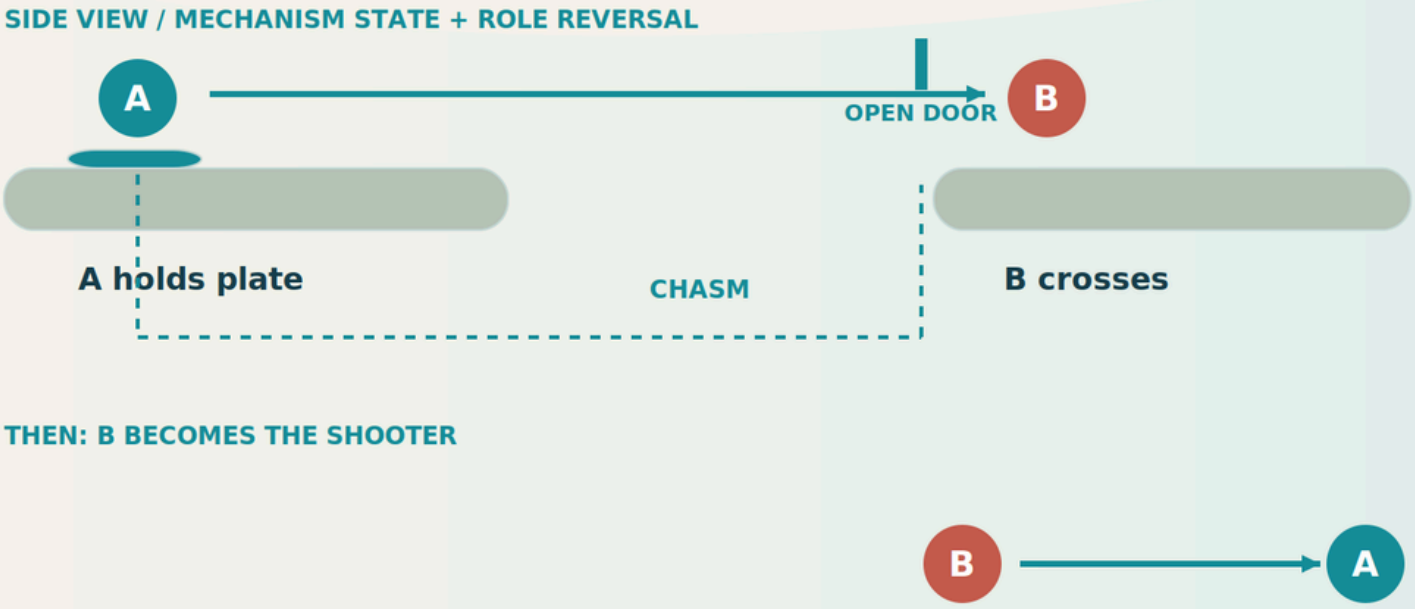
Both heroes in ghost form at once: return to the checkpoint.

OPEN IMPLEMENTATION DETAILS

The bible proposes 2-3 Pulse-fountain checkpoints per level. Exact placement and resets for mechanisms, charges and player states remain open.

A PUZZLE BUILT FOR TWO

HOLD THE PLATE. OPEN THE DOOR. LAUNCH THE PARTNER.



B shoots A from the far-side position.

A now launches from B's position; both can continue.

The same propulsion rule solves both sides of the puzzle.

A stands on a floor pressure plate that holds open a door beyond a chasm. Leaving the plate closes the door. A must maintain this position while using the Pulse to send B through the open passage. Once across, B can launch A from the far-side position.

COOPERATIVE SOLUTION

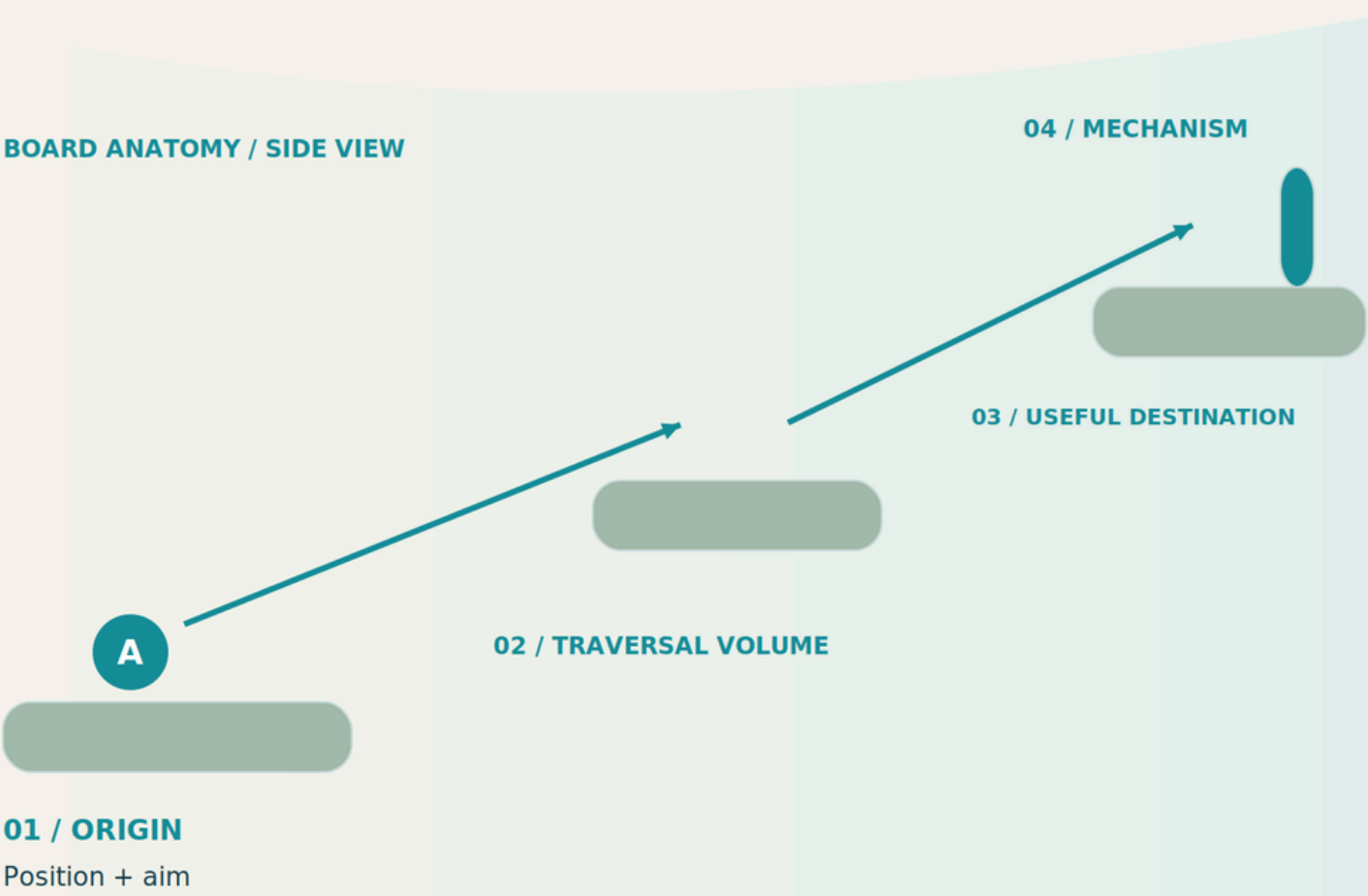
1. A occupies the pressure plate; the door opens.
2. A stays on the plate and shoots B across the gap, through the doorway.
3. B establishes a useful position beyond the door.
4. B shoots A, launching A from B's position so the partners can continue together.

WHAT THE BOARD TESTS

The pair must understand the launch origin, preserve a mechanism state and reverse their roles in the correct order. Buttons, levers and doors support this puzzle vocabulary.

LEVEL DESIGN GRAMMAR

POSITION. TRAVERSE. ENABLE THE NEXT MOVE.



A board combines launch origins, traversable space, useful destinations and mechanisms. Its geometry should make the cooperative question legible: who enables the next move, from where, and in which direction? Gaps and height differences create different uses of the same core rule.

SPATIAL COMPONENTS

Launch area: enough clarity to choose a position and aim.
Traversal volume: open space for the intended trajectory.
Destination: a surface or position that enables the next action.
Mechanism: a button, lever or door that changes the puzzle state.

COMPOSITION PRINCIPLES

Expose the target height and chasm silhouette. Keep both players readable in the shared camera. Distinguish destructible barriers from structural scenery, and leave recovery or regrouping space where the board requires it. These are design principles, not playtest results.

EXPANDED DESIGN / SOURCE BIBLE 2018

INTERACTIVE TERRAIN

Geometry changes the launch decision without adding another core movement rule.

Three destructible materials

Wood breaks through a simple Duopulsion. Stone requires the normal launched punch. Metal requires the advanced through-strike in the 2018 campaign model. Give these surfaces distinct silhouettes and feedback; the current general rule still refers to designated destructibles.

Moving platforms and switches

Platforms move continuously horizontally, vertically or around a pivot. Examples include rectangular, square and cross-shaped forms. Floor, wall and ceiling buttons activate on contact and start or stop platform movement, including a door-opening movement. The portfolio's held pressure-plate example remains a specific maintained-state puzzle.

Rebounding surfaces

Normal contact produces a small bounce. Contact during propulsion produces a higher, faster bounce and preserves the propulsion state, like a pinball surface. Speed gain is capped. Such surfaces may be on floors, walls or ceilings. They do not instantly restore spent launch charges, even on the ground.

Slippery surfaces

Contact begins with inertia and then builds speed. A downhill slope reaches maximum speed faster than an uphill slope. Touching a slippery surface while propelled ends the propulsion state. No friction coefficient or maximum speed is supplied.

Unstable platforms

A platform disappears one second after contact and reappears three seconds later. Players may pass upward through it. These values are documented source timings, not measured tuning results.

Checkpoints

The source plans two or three natural Pulse fountains per level. Passing one creates a geyser and establishes the restart location. Exact checkpoint placement and reset treatment of mechanisms, destructibles, armour and charge state still require specification.

WOOD
Simple launch

STONE
Launched punch

METAL
Advanced strike

Cooperative challenges

SPATIAL. TEMPORAL. RESOURCE. MECHANICAL.

01
Spatial
Origin / height / chasm



02
Temporal
Airborne exchange / attack window

03
Resource
Three charges per hero / cooldown



04
Mechanical
Plate / door / enabling role



Combine established rules to increase the cooperative demand.

DUOPULSEUR's challenges combine spatial reasoning with execution. The central question is how two positions, two aim directions and two resource pools can solve a board together. The super attack adds a temporary destruction opportunity; ghost recovery makes survival a shared concern.

FOUR CHALLENGE FAMILIES

Spatial: cross a chasm, gain height or establish the next launch origin.
Temporal: coordinate airborne exchanges and the Duopulsion attack window.
Resource: alternate shots while managing each hero's three charges and cooldown.
Mechanical: maintain a pressure plate, pass an open door and reverse the enabling role.

FAILURE AND RECOVERY

A bad trajectory or mistimed exchange may produce a ghost. If the remaining player also dies, both return to the checkpoint. Readability must make the failed decision understandable.

PROGRESSION & ONBOARDING

LEARN THE RULES. THEN COMBINE THEM.

TEACHING PRIORITIES / NOT A FIXED BOARD ORDER

01 **Understand the origin**

A shoots: B launches from A's position.

02 **Reverse and sustain**

Swap roles, manage charges, chain in mid-air.

03 **Combine the rules**

Mechanisms, super attack, recovery and regrouping.

Observe understanding, then recombine familiar rules.

Progression is organised into successive puzzle boards, with puzzles taking priority over travel. Difficulty can grow by recombining established rules: changing the launch origin, chaining shots, maintaining a mechanism, using the super attack and managing recovery. The bible proposes seven worlds of seven levels; boards per level remain unspecified.

TEACHING PRIORITIES

Make the shooter-origin rule unmistakable before asking for complex exchanges. Establish role reversal, three-charge management, mid-air chaining, the temporary super attack and mechanism cooperation. Explain ghost recovery and the two-ghost checkpoint condition.

PACING APPLICATION

Alternate clear single-rule problems with combinations that demand planning and execution. Use environmental ascent to frame progression from natural landscapes toward industry.

VALIDATION TARGETS

Check that both players understand why a solution works, can identify a mistake and can see how to regroup or recover. No playtest outcomes are claimed.

EXPANDED DESIGN / SOURCE BIBLE 2018

CAMPAIGN AND HUB

The 2018 macrostructure complements the current puzzle-board loop.

1	2	3	4	5	6	7
LEVEL	LEVEL	LEVEL	MINI-BOSS	LEVEL	LEVEL	BOSS

Seven worlds, seven levels each

The bible plans seven main worlds with seven levels apiece: 49 planned levels, not a claim of completed content. Its diagram places a shorter regular level ending in a mini-boss at slot 4 and the world boss at slot 7. A level unlocks after its predecessor is completed. Within a level, the current concept progresses through cooperative puzzle boards; their count remains unspecified.

The end-of-level action

Every level, including boss levels, ends with an airborne Pulse Sphere. The pair must use Duopulsion to catch it. Collecting a world's seven Spheres restores power and supports the next ability unlock. Defeating a regional lieutenant releases that region from Mercata and opens the next world.

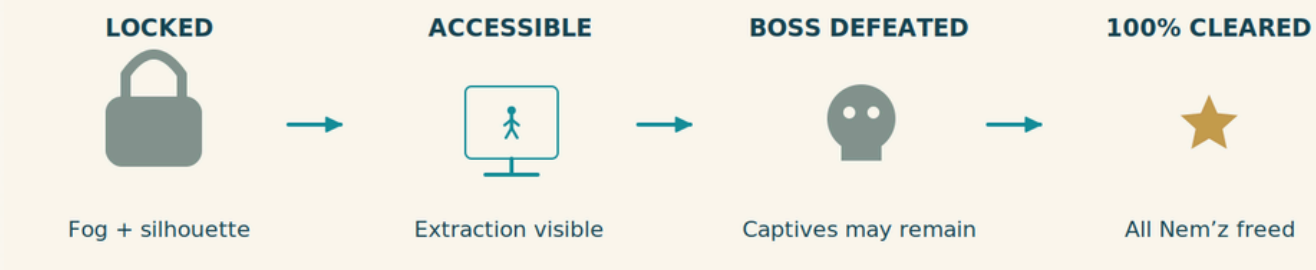
A playable, safe Hub

The Hub connects worlds and supports the heroes' acquired movement abilities, but cannot kill them. Ability use opens world access. Entering a world leads to a branch area where a level can be chosen. The first level retains traces of the preceding world; the last anticipates the next.

Readable world states

Locked: a vague silhouette behind fog. Accessible: fog clears, revealing extraction and Nem'z in front of Monitors. Boss defeated: Mercata's forces leave and a skull marker appears, but unreleased captives remain. Fully completed: the Nem'z are free, invite replay, and a gold-medal marker replaces the previous status. The older zero-lives return-to-Hub rule is separated from the current checkpoint rule.

HUB READABILITY / FOUR DISTINCT WORLD STATES



EXPANDED DESIGN / SOURCE BIBLE 2018

WORLD ATLAS I

The first four worlds establish the journey and the teaching sequence.

01 Prison world / USSR and Siberia

A cold prison environment, drawing on Siberian and Soviet-era architectural references, begins with separation and reunion. The source teaches basic movement and Duopulsion here. Amaka is both the small-knight mini-boss and the final chase boss. The normal launched punch is obtained after this world. The source's one-launch limit is superseded by the current three-charge core rule.

02 India

Caves and mountains, Rajasthan palaces, multicoloured Hindu temples, the Taj Mahal and lost forest temples establish the regional vocabulary. Launched punching and rebounding surfaces are the main lessons. Ravana tests projectile returns; the giant Yama turns his body into an ascending platforming route.

03 Africa

The source references Namibia, savannahs, animals and villages. Its original progression introduces a two-launch allowance here; this is a historical progression step, not the current charge limit. Intulu tests maintaining a switch under projectile pressure. Baron Samedi is a giant climbing encounter. The individual abilities are obtained after this world.

04 Thousand and One Nights

Desert, palace and djinn references accompany the slow-fall and stun abilities and unstable platforms. Efrit tests an airborne stun opening and cooperative survival above dangerous ground. Shahryar combines vertical ascent, stun timing and a slow-fall approach to a weak point. These are source encounter names; the current cinematic sci-fi art direction remains the visual standard.



01 / PRISON

02 / INDIA

03 / AFRICA

04 / THOUSAND AND ONE NIGHTS

Regional concept studies / monumental sci-fi reinterpretations, not level layouts.

EXPANDED DESIGN / SOURCE BIBLE 2018

WORLD ATLAS II

The route reaches the city, the factory and the source of extraction.

05 Medieval Europe

Cathedrals, fortified castles and Mont Saint-Michel are the source references. Ysengrin tests sustaining the pair above a lethal floor while pillars disappear. Pendragon creates a vertical pursuit with sparse unstable platforms. The source reaches three launches per player here and awards the charged launch afterwards; the current core already provides three regenerating charges.

06 Plutopolis / modern Japan

The megacity references Tokyo, Yokohama and Osaka. It grew from a former traditional society by consuming that society's Pulse and now draws resources from other peoples. Charged launching and slippery surfaces shape traversal. Inugami is a fast pursuit mini-boss; Ténomé guards the factory entrance with hands, a head and lasers. The advanced punch is awarded after this world.

07 Mercata / industrial revolution

The factory uses an industrial and steampunk vocabulary: mechanisms, gears and processing infrastructure. The advanced through-strike is the source's focal mechanic. A formation-based enemy arena prepares the pair for Hybris. His flying-machine fight leads to a final horizontal and vertical pursuit. Winning restores Némèse's source and unlocks Time Attack.

Culture, continuity and scope

Némèse itself is an ancient-Greek-inspired homeland, not a playable world in the bible. Worlds 2–5 are the four regions to liberate after the prison escape; worlds 6–7 confront the city's guardians and then Hybris. Regional motifs should be translated into the portfolio's monumental sci-fi environments, pastel light and cyan Pulse, rather than reverting to the older reference-game art style.



05 / MEDIEVAL EUROPE **06 / PLUTOPOLIS** **07 / MERCATA**

Regional concept studies / monumental sci-fi reinterpretations, not level layouts.

EXPANDED DESIGN / SOURCE BIBLE 2018

COLLECTIBLES AND RESCUE

Collection links the fiction, progression and optional exploration.

Pulse Bubbles

Small containers of Pulse appear throughout levels. Enemies drop amounts related to their difficulty. Bubbles are collectibles, separate from the three launch charges. The 2018 economy awards a shared life per 100 Bubbles; because the current core specifies a checkpoint return when both heroes are ghosts, this life reward is retained as a legacy economy rule rather than silently activated.

Pulse Spheres

A large, slowly floating Sphere ends every level, including boss levels. The players catch it through Duopulsion. Accumulating the seven Spheres of a world restores the heroes' strength and motivates the next power unlock.

Monitors and imprisoned Nem'z

Each level contains four to six hidden Monitors. Jumping onto or launching into one breaks it and releases a hypnotised Nem'z. Monitors extract the captive's Pulse and display Mercata advertising. Some lie behind routes accessible only after a later ability unlock, creating a reason to revisit earlier levels.

Collection gates

A certain number of broken Monitors is needed to access a world's final boss; the threshold is not supplied. Breaking every Monitor in every level unlocks the first bonus world. Finishing a world fully also changes the Hub state from remaining captives to liberated Nem'z and a gold medal.

Armour and lives

An armour pickup protects one hero; an extra pickup transfers to an unprotected partner, or yields ten Bubbles when both are protected. The older shared-life portrait, life loss and zero-life Hub reset are documented in the version comparison, separate from the approved ghost/checkpoint loop.

COLLECTION ROLES / SEPARATE FROM THE THREE LAUNCH CHARGES



EXPANDED DESIGN / SOURCE BIBLE 2018

REPLAY AND BONUS WORLDS

The main route remains accessible; optional goals carry the demanding mastery layer.

Time Attack

Defeating the final boss unlocks Time Attack. Previously visited levels can be replayed against preset speed records. Dedicated items grant +1, +2 or +3 seconds to the clock. The exact clock convention, record values and treatment of checkpoint restarts are not defined.

Bonus 1 Challenge world

Unlocked by breaking every Monitor. The source proposes compact observation and execution challenges: climb a mountain without touching walls; survive three minutes with lava rising and falling; burst green balloons while avoiding red ones; solve a one-launch restriction; counter wind that slows launches; survive accelerating horizontal scrolling with increasing obstacles; and move platforms while searchlights obstruct the route. These are level ideas, not claims of built stages.

Bonus 2 Miniature world

Unlocked by beating all speed records. Bathroom, kitchen and garden settings turn ordinary spaces into large-scale routes. The focus is fast execution and pursuit. Trees, vehicles and the human body appear as further tentative setting ideas, not fixed content.

Bonus 3 Hell world

Unlocked by beating all propulsion records. It holds patterns judged too difficult or otherwise unsuitable for the main route, together with behind-the-scenes artwork, unadorned levels and development patterns. The source does not define whether a propulsion record rewards minimum shots, maximum sustained exchanges or another metric.

Replay supports discovery

Later powers open previously unreachable Monitors and passages. The Hub preserves visible world-completion states. Bonus 1 and 2 have explicit achievement examples; the absence of a listed Bonus 3 achievement is not filled with an invented reward.

BONUS ACCESS / THREE DIFFERENT COMPLETION GOALS



DIFFICULTY AND ACHIEVEMENTS

Main-path accessibility and optional mastery use the same rule set.

Difficulty structure

A broad-audience but demanding platformer. Early worlds are approachable and challenge rises progressively. The main story should remain finishable without extreme difficulty; complete Monitor discovery, records and bonus worlds provide the extra challenge. The source specifies no selectable difficulty levels.

Documented scope targets

The 2018 estimates are 20 hours for the story, 40 hours for 100% completion and a one-hour typical session. They are historical design targets, not measured playtime, production commitments or playtest evidence.

Story and accessible achievements

Complete each of the seven worlds. Finish a chosen level without a death, including an example requiring neither player to die. Defeat all enemies in a level. Reach a specified launch height. Remain in propulsion for a specified time. Defeat a specified number of enemies, or break a specified number of doors, with one launched punch. Bracketed counts and level names in the source are placeholders; no thresholds are invented here.

Completion and mastery achievements

The medium examples are all Monitors broken and bonus worlds 1 and 2 completed. The hard examples are every speed record beaten and every propulsion record beaten. Several easy examples in the source repeat the same deathless or all-enemies objective; they represent one achievement family rather than additional different systems.

Learning through encounters

Mini-bosses present a simplified component of the later world boss; bosses develop it with additional elements. End-of-world powers are challenged in the next world. The current shooter-origin rule, shared camera and charge management should be clear before they are combined with the extended campaign systems.

EXPANDED DESIGN / SOURCE BIBLE 2018

BESTIARY I

Worlds 1–3 introduce seven directional and timing problems.

01 Grunt / world 1

Ground patrol moving left and right. No special attack. Contact kills an unprotected hero. Its role is to establish reading a moving threat and attacking the appropriate exposed surface.

02 Helmeted grunt / world 1

Ground patrol with a shield carried alternately on the right and left. Shield contact is lethal; the top is also a lethal zone. Approach the exposed lateral side. This is a grunt variant.

03 Charger / world 1

Remains still until it spots a player, then rushes that player with its weapon extended. The source does not provide sight range, turn speed or a cooldown.

04 Armoured grunt / world 2

Two shields cover the sides while the top remains exposed. Periodically the shields rise to protect the head and uncover the flanks. The protected lateral zones are lethal. Choose the exposed approach direction. This is another grunt variant.

05 Bird / world 2

An airborne threat travelling left and right on a straight horizontal path. No additional attack is specified.

06 Watchtower / world 3

A ground patrol built from a broad lethal base and a lethal central pillar. Only the summit is safe to strike, making the approach height essential.

07 Rotator / world 3

A ground patrol whose upper half is safe and lower half is lethal. It turns 180 degrees every three seconds. Time the approach to the safe half rather than treating the enemy as a uniformly vulnerable target.

Shared bestiary rules

The bible totals 11 original enemy types plus 6 variants: 17 entries. New entries per world are 3, 2, 2, 3, 2, 3 and 2. Earlier threats persist in later worlds. All enemies with movement may be stunned; enemy difficulty influences Pulse Bubble drops. No universal health or damage table is supplied.

FUNCTIONAL ZONES / TEAL = OPEN APPROACH, CORAL = LETHAL SURFACE



EXPANDED DESIGN / SOURCE BIBLE 2018

BESTIARY II

Worlds 4–5 add vulnerable windows, projectiles and area threats.

08 Jumper / world 4

A ground patrol that jumps every three seconds. Its whole surface is lethal except the underside. Wait for a jump and attack from below.

09 Bomber / world 4

A slower bird variant moving horizontally. It periodically drops lethal projectiles or zones beneath itself. Neither drop frequency nor duration is specified.

10 Bomb thrower / world 4

A stationary charger variant with a one-sided shield. The shield is normally lowered, rises toward spotted players, and drops again while throwing arcing projectiles at regular intervals. Counter during the throw, reflect a projectile with a launched punch, or position one player on each side so the unguarded back can be struck. The shield cannot cover both sides at once.

11 Laser / world 5

A stationary enemy firing at a player every three seconds. Its laser passes through walls. Contact with the enemy itself is not lethal. The source gives no warning duration, beam lifetime or tracking rule.

12 Seeking mine / world 5

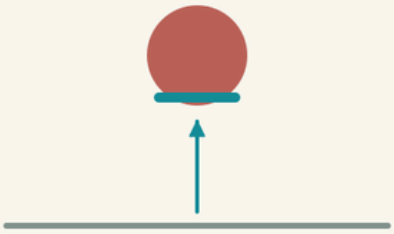
A chained sphere approaches nearby players slowly, limited by the chain length. The chain is safe to pass through. Contact detonates the mine; its blast can kill the nearby partner as well as the player who triggered it.

Composition purpose

These entries combine a readable safe side with a timing or partner-positioning problem. Their encounter placement must keep the relevant shield, projectile arc or blast danger legible inside the shared screen. Names, exact sight ranges and unspecified timings remain tuning fields; the functional behaviours above come from the bible.

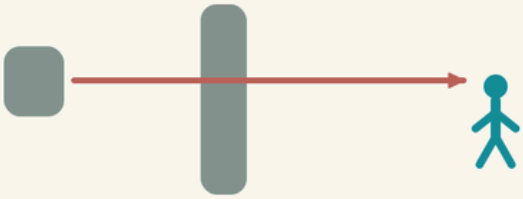
COUNTERPLAY / OPENING AND COVER MUST BE READ CORRECTLY

JUMPER / STRIKE FROM BELOW



Jump creates underside access

LASER / WALL DOES NOT PROTECT



Beam passes through solid walls

BESTIARY III

Worlds 6–7 test sequencing, formations and pursuit pressure.

13 Laser car / world 6

A ground patrol carrying a laser enemy. Every part of the vehicle is lethal except its underside. Destroy the lower vehicle first to expose the laser tower. Its lasers pass through walls. This is a laser variant.

14 Infernal eye / world 6

An airborne enemy that is either stationary or moves along a sinusoidal route. Every five seconds it fires a set of projectiles in eight directions. The source supplies no projectile speed or volley warning.

15 Searchlight / world 6

A stationary detector. Entering its light circle activates lethal shots from a wall, floor or ceiling. The shots travel straight and quickly. Alert players can anticipate and evade them. No detection persistence or reset delay is specified.

16 Birds in formation / world 7

Bird variants that remain still or move linearly. Formations may be horizontal, vertical, diagonal or zigzag. There is no separate attack. Eliminating a line with one advanced through-strike yields more Pulse Bubbles.

17 Homing-shot turret / world 7

Fires one projectile at one chosen player and does not switch that target in flight. It waits until the shot hits its target or a wall before firing again. A shot with no collision expires after seven seconds. A launched punch may destroy it. It cannot pass through walls, but can pass through unstable platforms.

Keep the response readable

The laser car asks for an ordered attack, the eye for directional avoidance, the searchlight for anticipation, formations for an aligned strike, and the homing shot for sustained awareness of a fixed target. These are readings of the specified patterns, not new enemy powers.

PATTERN GEOMETRY / VOLLEY, ALIGNMENT AND TARGET COMMITMENT



BOSSES I PRISON AND INDIA

Mini-bosses teach a simplified component of the later boss pattern.

Amaka / prison mini-boss

A closed arena with fixed camera and the small knight on the left. It fires horizontal projectiles, makes short hops between arena edges and charges horizontally. Attack choice is random, but the charge is gated after three different attacks. Evade the charge so it strikes the wall and a chandelier falls on its head. Three chandelier hits defeat it. The exact non-charge rotation needs clarification because the source lists only a small set of attacks.

Amaka / prison boss

A chase level with flame pressure, rather than a second fully specified arena fight. The source refers to level-design details but provides no complete chase route or victory timings. Preserve the encounter type without inventing additional phases.

Ravana / India mini-boss

Fixed camera, a central low platform and lethal space at both sides. Three entities occupy the upper horizontal axis and two lateral vertical axes. The top entity fires three shots every five seconds; each side entity fires one every four seconds. Projectiles disappear on the floor. Return shots into each entity twice. After its first hit, an entity keeps the same shot count but fires faster; the faster intervals are unspecified.

Yama / India boss

A giant follows the nearest player. When the heroes are on the ground, only its legs up to the knees fit the frame. A box around the body carries climbing patterns; the head sways. Shots emerge from below and the sides, while a rotating belly arm approaches the players without obstructing the route excessively. Punch weak points under the feet to lower the boss, climb the body route and strike the head weak point twice.

BOSS ROUTES / FUNCTIONAL GEOMETRY

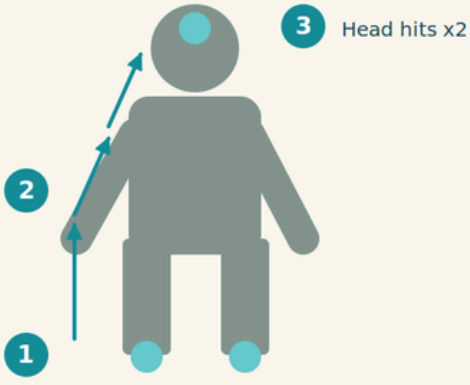
AMAKA / BAIT THE CHARGE



Wall impact drops the chandelier

Three falling-chandelier hits

YAMA / THE BOSS IS A ROUTE



Hit feet → boss lowers → climb → head

EXPANDED DESIGN / SOURCE BIBLE 2018

BOSSES II AFRICA

A maintained switch and a moving giant test sustained cooperation.

Intulu / mini-boss arena

Fixed camera. The immobile boss is on the right, protected by a wall with only a head and hand showing. Horizontal platforms, two vertical platforms and a button establish the arena.

Intulu / attacks and objective

The mouth fires scattered projectiles, a top-to-bottom wave, and a horizontal tidal wave covering part of the screen. The vertical wave asks the pair to descend and curve upward near the boss; vertical cover protects against the tidal wave. Accumulate 30 seconds standing on the switch to win. The total is cumulative, not stated as one uninterrupted hold.

Baron Samedi / giant climbing fight

A humanoid giant carries a staff in the right hand and approaches the players. Near its feet it stomps; farther away it swings the staff. Staff-tip projectiles form patterns. Climb via the staff and arm toward the head. When the heroes are on the arm, the giant swings to shake them off: launch into the air before the swing to maintain the route.

Baron Samedi / finish

At the head, the free hand tries to crush or dislodge the pair. Strike the head weak point three times. The source does not provide a complete health-reset, fall-recovery or arena-checkpoint contract for the climbing fight.

Design relationship

Intulu makes one partner's position sustain progress while both manage threats. Baron Samedi turns the moving enemy into traversal geometry. Both keep the central question visible: who creates the next useful launch origin, and when can the partner safely act?

COOPERATIVE OBJECTIVES / SUSTAIN A POSITION OR BUILD A ROUTE



EXPANDED DESIGN / SOURCE BIBLE 2018

BOSSES III THOUSAND AND ONE NIGHTS

Slow fall and stun become complementary encounter tools.

Efrit / arena and emergence

A closed, fixed-camera arena. The mole-like boss starts underground and emerges at different positions. Appearing below a player bumps them into the air and makes the ground dangerous for a short period. Player 1 uses slow fall while launching player 2 to keep both alive.

Efrit / attacks and opening

It bumps players, leaps between holes and fires projectiles. Stun it while it jumps from one hole to another: it lands on its back, dazed, and can be attacked. The number of punish windows required to win is not stated.

Shahryar / vertical route

A wall-climbing spider in a vertical arena. The camera follows the pair up and down, with side tunnels providing ascent routes. It begins on the ground, approaches the heroes and forces them into the tunnels. Horizontal attacks pierce the walls and prevent the pair from staying still; leg strikes add contact pressure.

Shahryar / cooperative punish

At the top, player 2 stuns the spider. Player 1 descends slowly and punches one of two legs. Success drops the spider onto its back at the bottom of the arena, exposing a belly weak point. After a hit it rises and the sequence restarts. Strike the belly twice to win.

Readable sequencing

The source explicitly couples the specialist powers rather than treating them as interchangeable traversal upgrades. The arena needs room to communicate the stun opening, the descending line of attack, the fall to the floor and the reset of the climb.

SHAHRYAR / TWO SPECIALIST POWERS, ONE ORDERED OPENING



After each belly hit, the climb and opening sequence restart.

BOSSES IV MEDIEVAL EUROPE

The arena removes its supports, then the route becomes a vertical chase.

Ysengrin / rotating drone

A fixed-camera arena has horizontal pillars or platforms over a lethal floor. The boss consists of a small vulnerable central disc and three extended lethal arms. It rotates, fires at the player, projects lava over individual pillars and removes some or all supports for short periods.

Ysengrin / escalation and victory

Hitting the central disc once makes the boss spin too fast to approach. Pillars collapse one after another, then all disappear. The source expects three launches from each player to stay airborne until supports return. The pillars return with three missing, and the boss slows to allow another hit. Three central-disc hits win. The current cooldown model must be tuned to preserve this sustained-airborne challenge without reinstating ground-only refill.

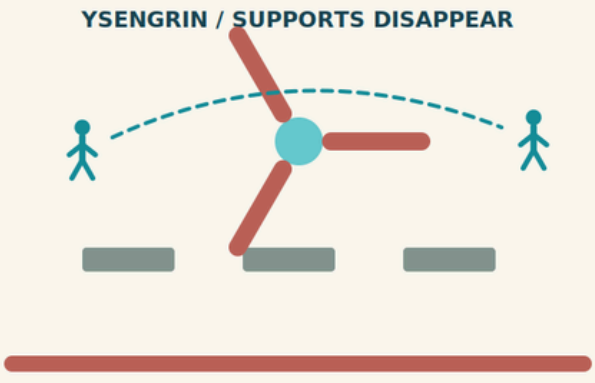
Pendragon / vertical pursuit

The route scrolls upward from below, with few platforms and unstable supports. Falling too low beneath the scrolling view kills the player. The boss fires simple projectiles and downward waves; horizontal platforms provide shelter from the waves.

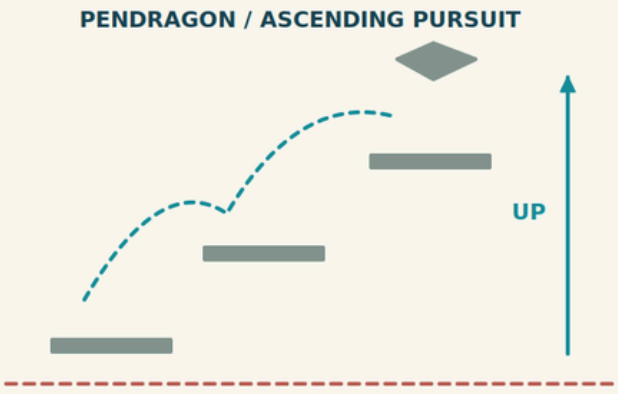
Pendragon / objective

Catch the ascending bird-like boss and hit it three times. The source gives no scroll speed, acceleration curve, weak-point exposure timing or checkpoint spacing. Those values should be tuned to make the pair's airborne role reversals legible, rather than invented as completed implementation data.

ARENA CONTRAST / SUSTAINED AIRTIME AND VERTICAL PRESSURE



Stay airborne during the missing-floor phase



Falling below the scrolling view is fatal

EXPANDED DESIGN / SOURCE BIBLE 2018

BOSSES V PLUTOPOLIS

Charged movement and slippery supports meet highly constrained arenas.

Inugami / rapid pursuit

A small, fast boss in a closed fixed-camera arena with scattered corridors and obstacles. It flees when it sees a player and runs across floors, walls and ceilings. It leaves lethal zones that disappear after a few seconds. Catch it using charged Duopulsion and hit it twice with the normal launched punch.

Ténomé / initial arena

Fixed camera. A giant hand occupies each side, with a large head appearing above. Slippery platforms sit beside the hands. Initially only the hands are present. The source identifies four weak points around the sides of each hand.

Ténomé / attack sequence

The hands crush the heroes and move horizontally and vertically. Defeating their weak points reveals the head, which fires lasers. The finishing weak point is on top of the head and must be struck twice.

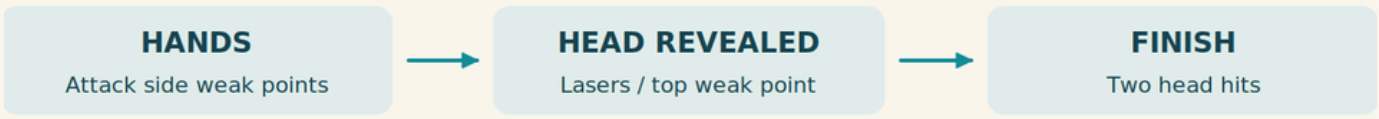
An unresolved hand-state contradiction

The bible says the hands are defeated before the head appears, but also says that they continue attacking during the head phase. Preserve the two-stage structure and the recorded weak-point counts, while leaving the precise hand state to resolve. Do not silently choose between disabled hands and active hands.

Guarding the factory

This fight blocks access to Mercata itself. Its purpose in the campaign is to combine an approach direction, limited traction and timed weak-point access before the final world's advanced through-strike focus.

TÉNOMÉ / CONFIRMED PHASE ORDER, OPEN HAND STATE



Hand behaviour during the head phase remains unresolved in the source.

FINALE AND HYBRIS

A formation test leads into a giant machine and an empowered pursuit.

Factory mini-boss

A closed fixed-camera arena sends growing waves of common enemies in horizontal, vertical, diagonal, zigzag, square, triangular and circular formations. Defeat every wave. The source gives no separate named enemy or exact wave count.

Hybris I / flying machine

A giant elongated flying-train form stands over flat, non-lethal ground with wings hanging low. Wing blows, ground-directed projectiles and shots travelling from head to tail threaten the pair. Enter a wing at the right moment, climb its platforming route and traverse a slippery back without falling.

Hybris I / ordered weak points

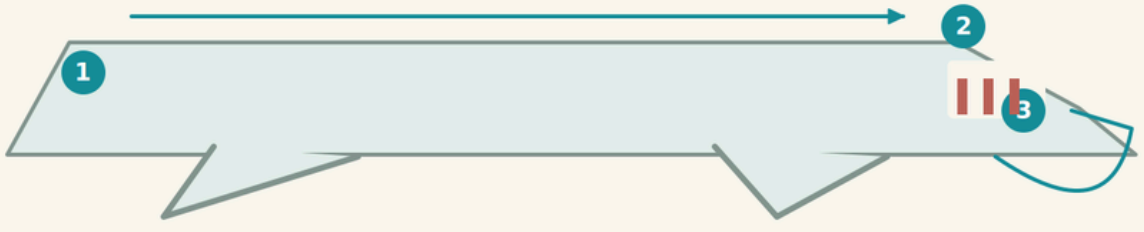
Attack the tail first, then the top of the head, then the inside of the head by approaching under the neck. The last route requires dropping in front of the head and using the advanced through-strike through three destructible walls in one action.

Hybris II / Pulse empowerment

After phase I the heroes fall into a Pulse vat and change appearance: glow, transparency or gold were proposed visual treatments. This finale grants infinite Duopulsion and makes the advanced strike the default. Pursue Hybris first through horizontal and then vertical scrolling. Avoid his lethal trails and destructible debris; simple launches can break the debris. Catch and strike him during the horizontal pursuit, then catch and strike him again in the air to finish. Falling beneath the scrolling view is fatal. These finale exceptions belong to the source campaign plan.

HYBRIS / ROUTE AND TARGET ORDER, NOT A NEW ATTACK PATTERN

PHASE I / ORDERED ACCESS THROUGH THE MACHINE



1 Tail **2 Top of head** **3 Inside head / 3 walls**

Phase II: empowered horizontal pursuit, then vertical pursuit.

PRESENTATION AND AUDIO

The recovered production intentions serve the approved portfolio art direction.

Visual and animation requirements

Gameplay stays on a flat 2D plane while environments and characters are 3D; the HUD is 2D. Readable outlines and distinctive hero colours take priority over dense effects. Required hero actions: idle, run, jump, aim, launch the partner, launched punch, slow fall, stun, charged launch, advanced through-strike, death and ghost movement. Propulsion animation and changing colour or tint must make each player's remaining launch resources readable.

Scenes and narrative delivery

Plan a short opening, a transition between each world and an ending, using the in-game 3D engine. Scenes show progress with as little text or speech as possible. The older cartoon reference guides accessibility and animation clarity; the current detailed cinematic painting, pastel palette, white hair, red/turquoise capes and cyan Pulse remain the visual standard.

Music and communication

Light in tone, energetic in rhythm and melodic enough to remember. Avoid a sound mix that masks either gameplay information or conversation between partners. One main theme and one theme per world, with level variants, should communicate travel and regional identity. The source does not call for a heavily techno sound.

Sound and interface feedback

Provide running, jumping, launch, punch, slow-fall, stun, charged-launch, advanced-strike, death and ghost sounds. Launch audio should reveal the resource sequence by ear, for example through increasing pitch. Music is attenuated during pause and menu navigation sounds stay discreet. Speech is absent or non-articulated.

A discreet HUD

The source shows collectible and life information briefly when it changes, then hides it; losing a life also reveals it in the older model. Keep menus simple and efficient. Apply that transient principle to collectible feedback while retaining readable independent charges and attack/ghost states. The exact revised HUD layout remains open.

NAMES AND DESIGN REFERENCES

Retain the authorial intent without importing the old reference-game artwork.

Naming intent

Diké represents justice; Aydos/Aidos evokes modesty, respect, humility and shame. Némèse draws on the idea of nemesis and limits placed on excess. Hybris names pride and destructive excess. Plutopolis draws on Plutus, wealth and abundance. Mercata evokes commerce and the treatment of life as merchandise. These are the bible's intended associations, not extra powers or character mechanics.

Unused naming research

Isid, linked to Isidore of Seville and his encyclopaedic Etymologiae, was another hero-name idea. Wokolo and Abazimu were alternate opponent-name leads. They are research alternatives, not additional playable characters or confirmed enemy entries.

Gameplay references

Rayman Origins/Legends: lively cooperation, tone, progressive powers and clarity. Crash Bandicoot: playable Hubs, revisits, collection and power gates. Mario: worlds, levels, mini-bosses and bosses. Cuphead: demanding cooperative play with a broad-audience universe. Shadow of the Colossus: giant bosses as climbing routes. LittleBigPlanet: challenge/minigame variety and scale changes.

Themes and presentation references

Oddworld: Abe's Exoddus informs collective liberation, modern extraction versus traditional worlds and the commodification of living beings. Unruly Heroes, Spyro 2/3, Shu and the remastered Crash games appear as visual or platforming references. Mario, Sonic, Rayman, Crash and LittleBigPlanet also guide memorable melodies. These references do not replace DUOPULSEUR's approved cinematic sci-fi art direction.

Source provenance

This expansion consolidates the supplied design bible, version 1.1 dated 27 August 2018, with the current portfolio rules. Repeated source paragraphs are consolidated; unfilled template instructions remain identified as gaps. The separate coverage audit records the recovered details, conflicts and excluded historical administrative material.

RULES AND VERSION DECISIONS

Newly recovered detail must not silently overwrite recently approved rules.

Current core takes precedence

Three independent charges per player, one charge per shot and automatic cooldown recovery remain the portfolio rule. The bible's ground-only refill and one/two/three-launch progression are historical alternatives. The launch origin remains the shooter's position, and each illustrated exchange has one shooter and one launched partner.

Recovery and the older life economy

The current rule returns the team to a checkpoint whenever both heroes are ghosts. The bible additionally proposes a five-second revival cooldown hidden by the death/transformation animation, shared lives lost only on a double death, a zero-life Hub reset, and one life per 100 Bubbles. These are recovered legacy parameters, not silently added conditions to the approved recovery loop. Touching the living partner to regain normal form is explicitly stated in the source.

Recovered plans versus implementation

The seven-world/49-level campaign, ability unlocks, advanced aura and finale exceptions are source design proposals. Local two-player play is foundational; online story play and a solo story mode were also proposed, without detailed implementation or a solo control solution. The old toolchain is Unity 2018.2.5f1, 64-bit. None of this proves a current build or fixes the engine for a future rebuild.

Remaining design contracts

Confirm how the two-tier punch model integrates with the current temporary attack. Resolve the exact ordinary cooldown, advanced tuning, player/name/power mapping, ghost recovery delay, checkpoint resets, Monitor boss thresholds, propulsion-record metric, Amaka's attack rotation and Ténomé's hand state. The source's empty UI-flow, options and engine-template sections do not supply missing specifications.

Historical business research

The bible contains 2018 trademark, licensing, platform and company-formation research. It is retained in the coverage audit as dated context, not presented as current legal, pricing or platform guidance in this portfolio GDD. Its PC/Steam preference, tentative console exploration and early marketing-support intention are historical production notes.

DOCUMENTATION STATUS

CONFIRMED RULES. OPEN IMPLEMENTATION DETAILS.

DUOPULSEUR

A shared movement.
A shared solution.



DOCUMENT STATUS

Concept illustrations, not gameplay screenshots. Expanded from bible v1.1 (27 August 2018). Current rules take precedence; source proposals and conflicts are identified.

OPEN SPECIFICATIONS

Final platforms and validated input bindings.
Pulse cooldown and attack tuning.
Checkpoint resets and ghost screen limits.
Integration of the source's specialist powers.
Boards per level and replay-record metrics.
Resolution of the flagged boss contradictions.

PORTFOLIO

https://ndeslances.com