

Freddy vs. Jason:

Hell Unbound

Introduction (1 paragraph)

Horror Icons Freddy Krueger and Jason Vorhees meet for the first time in *Freddy vs. Jason: Hell Unbound*, a new action-horror video game from Primal, Inc. Designed in partnership with the creators of the both movie franchises, *Freddy vs. Jason: Hell Unbound* gives players the chance to take up machetes and clawed gloves against nightmare creatures, as well as each other, in a darkly designed, 3D world brought to horrifying life by the latest video game technology.

Story Synopsis (1-2 paragraphs)

At the end of *Final Friday: Jason Goes to Hell*, Freddy Krueger's claw is seen dragging Jason Vorhees's mask down into hell. The game is set shortly thereafter, with Freddy and Jason suffering hellish torments for their crimes on Earth. They are visited by an even more ghastly apparition, Death itself, who has watched them closely. He offers them a challenge: the demon who can fight his way out of Hell and onto Earth, racking up the greatest body count, will inherit Earth forever as their own personal, planet-sized charnel house. The loser will be returned to Hell to suffer its torments for the remainder of eternity. Charred visage turns to scarred hockey mask, blades are raised. Paths are chosen and they are off, slashing their way to a blood-soaked forever!

Game Overview (1-2 paragraphs)

Freddy vs. Jason: Hell Unbound will be a 1-4 player action game in a style reminiscent of *Gauntlet*. Players will hack their way through up to ten hellish worlds and up to four Earthly environments teeming with hordes of demons, monsters, humans and other hideous creatures. "Nightmare" powers for Freddy and a variety of death-dealing implements Jason found along the way will enhance each character's abilities, respectively, and hasten the increase of their body counts. In a one-player game, the Player will take the role of either Freddy or Jason battling his way to the surface, with the computer taking on the opposing role. In the two-player version, players will choose their 'hero' and play simultaneously along the same path. For three- and four-player modes, Players may choose from an unlockable variety of different incarnations of each of them, such as Snake Freddy (from *Nightmare 3*) or Jason's mother (from the first *F13* movie). When the game ends, body count and gallons of blood spilled will be compared, with the victor being able to inflict eternal torment while the other is relegated to suffer it.

Design Directives:

Freddy vs. Jason: Hell Unbound should bring the Player into the world of the films: dark, dangerous and surreal. The following elements will ensure this level of immersion:

- Fully articulated 3D characters. Player characters should have a wide variety of movements, particular in arms and hands to allow for maximum weapons use and interaction with environment
- Players create a customizable character. In the Jason environment, a player character can develop a proficiency with a particular types of weapon—blade, gun, martial arts, etc. Also, game design registers individual player’s style of playing Freddy, through paths taken and objects interacted with, giving him a particular dream power in the nightmare world. This character can be saved to a memory card and loaded in at another console for use in other game modes.
- Interactive, 3D environments—all manner of non-static environments should be developed. Walls, floors and doors should be smashable, as well as natural elements like trees and rocks. Elastic surfaces should be explored, as well as the use of water, gases and variable gravity elements, for both effect and how they affect movement through the environment.
- Distinct environmental rules for each world. Camp Crystal Lake feels grim and suspenseful. The “rules of stalking” apply; use of environmental props are important. The nightmare world is colorful and surreal. It has variable physics and one can use special dream powers. To add to the player’s feeling of dislocation, Freddy will try to disguise the nightmare world as the real world, and vice versa.
- Intense, hack, slash and destroy gameplay during exploration of extensive 3D environments.
- Freddy and Jason: the Ultimate Video Game Bosses. Freddy has a guise for every occasion, each incarnation of Freddy possessing specialized movements and forms of attack. Also, Jason’s successive manifestations indicate his increased power and demonic nature.
- Different play modes—Solo adventures, Two-player co-op adventures, multi-player death matches.
- Secret levels and surprise nightmares—replay value enhanced by secret areas and items, as well as surprise dream sequences to vary the path through the game.

Target Platform:

Arcade to be followed with Dreamcast, Playstation 2

Target Market:

Teen and up

Genre:

3D Action/Adventure/Combat—Horror

Violence/Mature Content:

Subject matter demands high amount of monster violence

Challenge Level:

Medium skill level to complete average experience. Higher level of skill needed to complete entire (or enhanced) experience, i.e. the average playthrough should provide 60% of total game experience. To experience over 85% of total game experience, much more skill should be needed.

Number of Players:

One to Four players for console, up to 50 for PC Arcade/PC Game Center

Graphic Style:

3D graphics. Develop textures and art direction based on film reference material.

Competitive Products:

Resident Evil, Tomb Raider, Legacy of Kain: Soul Reaver, Duke Nuke'em Forever, House of the Dead, Gauntlet: Dark Legacy

Detailed Story (1-2 pages)

Freddy vs. Jason: Hell Unbound picks up after *Final Friday: Jason Goes to Hell*, with both Freddy and Jason trapped in the depths of Hell. They have both been reduced to elemental, almost larval, versions of themselves, at first not even fully recognizable as the killers responsible for so much death.

Speaking of Death: a gruesome apparition appears to them. It speaks of the final ruination of humanity, of literally bringing about Hell on Earth. But there is only one key to this door—it could be either the nightmare fiend, Freddy, or the shambling, relentless horror, Jason.

Death shows Freddy a vision of how the universe would exist should he pass into reality with his dream powers intact, creating a living nightmare for all. Freddy would bend reality to his will, making the darkest fears of each human a tangible reality.

To Jason, he shows a dark, apocalyptic scenario: entire cities appearing as towering ghost towns. In the shadows, Jason lurks, the machete his dark Excalibur, carving a path of destruction through the frightened humans who cannot escape the boogey man made real and this time, completely indestructible and unstoppable.

But there can only be one destroyer of humanity. Will it be Freddy or will it be Jason?

Death points to two portals: one, the rusted iron grate of a boiler room furnace; the other, a weathered cabin door. These are the entries for each to the lowest level of Hell that begins their journey upward to wreak ultimate destruction upon humanity. But first, they must each face unimaginable demonic forces of the nine levels of Hell, as well as each other as their paths intersect on the way up.

As they battle their way upward, each is transformed by the experience, gaining power and abilities absorbed from their enemies and battlefields, quickly becoming the monsters we recognize. But soon, they become even more than that. Freddy and Jason's clashes become increasingly pitched until at last, before them, lies a single door leading to reality. But only one may pass through and claim the destruction of humanity. The highest level of Hell rages with the clash between these two titans, now forged by the fires of Hell into beings of incomprehensible power.

Humanity will be laid to waste, and Hell will become unbound after the battle of Freddy vs. Jason.

The Game (1-4 pages initially)

ONE PLAYER VERSION

In the one-player version of this action fighting exploration game, the player chooses either Freddy or Jason and battles their way upward through nine levels of Hell. Each level will have its own unique settings and hazards, as well as bizarre and horrific monsters. Bosses will be special incarnations of the main characters taken from the previous movies. For example, a player who has assumed the role of Jason may face the Snake Freddy from Elm Street 3. Someone playing Freddy might face the pre-hockey mask, “pillowcase” Jason from Friday the 13th Part 2.

The player will pass through environments more Freddy-like (surreal, malleable and nightmarish) or more Jason-like (stark, foreboding and physical), each with distinctly different gameplay rules.

Certain paths and actions taken, creatures battled and/or objects collected or interacted with during the journey will mold the basic Freddy or Jason character into a version ultimately unique to the player. This unique character can be saved to memory pack (for consoles) or disk (for PC) so the character can be used in other locations, such as at a friend’s house or in the arcade.

REPLAY VALUE

For the one-player version, replay value is found in playing the game through as Freddy, then separately as Jason. A player may also wish, through experimental gameplay, to create several different unique Freddy’s and Jason’s to save and to use in battle against friends’ creations. In addition, starting the game from the beginning with a custom character would unlock new areas in earlier levels not accessible by the original “weaker” versions of Freddy and Jason.

TWO PLAYER VERSIONS

Using the above fighting/adventure/exploration game, friends might play side by side, one as Freddy, one as Jason, in a “race” to get to the top ring of hell first. Instead of facing computer-controlled bosses, paths would pit the players against each other at intervals, with the winner gaining some sort of power or ability from the vanquished foe.

Players might also wish to simply battle it out in a “Death Match” mode—either in an arena or in a chosen level of Hell.

POSSIBLE MULTI-PLAYER VERSIONS

For the PC and PC/Arcade, players may use preset characters or their own customized characters and fight Deathmatch style in selected environments, in “teams” of Freddy’s vs. Jason’s—perhaps even playing “Capture the Soul”—or again racing to the top of Hell to become destroyer of humanity.

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