

# BOUND BY FLESH

BY: IKARO SIQUEIRA, COLE FULLER AND CONRAD VO  
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## BACKSTORY:

In the olden days, a powerful god was worshiped across the land. Then, seemingly without warning, God fell from the sky, dead. The land soon fell to chaos as panic and disbelief soon turned to fear. Eventually, people began to harvest the flesh of God and discovered that consumption or close contact with this flesh granted people with superhuman powers. Due to this discovery the church that once worshiped this God quickly went on a crusade to collect as much of this sacred meat as possible.

After these crusades, some of the flesh began to rot, causing horrific mutations should anyone use this rotten meat, those who do, being referred to as decayed. Now, only the skeleton of God remains and as the number of decayed increases, the Church's reign has become more strict, once again beginning their crusades in an attempt to find any pure flesh that may still remain...

## LEVEL 1 NARRATIVE:

The Church has sent a group of elite knights led by veteran of the Church, Crow. The Church has been tipped off that the small, remote village of Varnor could potentially possess a valuable piece of the corpse. Upon entering the village, the knights are met with minimal resistance.

The few guardsmen the village has are easily dispatched by the battle hardened knights. The rest of the villagers are round up and interrogated. Interrogation reveals that the village is in fact harboring a piece of God, an incredibly valuable piece, the heart.

## LEVEL 1 GAMEPLAY:

This level serves as an introduction to the basic gameplay mechanics of Bound By Flesh. The player will become familiar with the game's movement systems such as, walking, running, dodging, and climbing. The player will also get to familiarize themselves with combat in a series of one on one fights with the village's guards, getting to try out sword play with light and heavy attacks and combos.

## LEVEL 2 NARRATIVE:

Having secured the heart, Crow returns to the Church to deliver the piece. After making the delivery, Crow practices his swordsmanship in the city. While he practices, a large heavily armored knight approaches Crow and asks him to spar. Crow knows of this knight, one of the Church's most elite, and personal guard of the Pope himself, the Index.

As they spar, the Index teaches Crow some advanced sword techniques but more importantly, informs Crow that the Pope has requested to meet with him to discuss an important matter.

Crow gladly accepts this offer. Crow meets with the Pope who wants to discuss Crow joining his closest confidants, the fingers of the hand of God.

Having been a devoted knight of the Church for the majority of his life, Crow accepts and the Pope leads him down to the Church basement to start Crow's initiation ceremony. To join the hand of God and become one of the fingers Crow must sever his thumb and replace it with the Pope's thumb as a show of fealty.

After completing the ceremony, Crow is granted with a pure piece of God's flesh. Crow grafts the flesh to his left shoulder, upon doing this, a hand with an eye in the center of the palm sprouts from his shoulder. This third hand grants him the ability to detect any threat to his being a few moments before the strike would land and allows Crow to identify enemy weak points. With his new position in the Church and newly obtained powers, Crow joins the rest of the fingers in a mission briefing that the Pope is giving.

The Pope presents a hunk of rotten flesh from God's corpse, he then pours a red liquid onto this meat, quickly rejuvenating it back to its pure state. The Pope explains that this liquid is a form of sacred blood that can purify rotten flesh, a major discovery. The Pope tasks his fingers to go to a nearby settlement to retrieve more of this blood.

## **LEVEL 2 GAMEPLAY:**

This level is fairly light in terms of gameplay, mostly consisting of cutscenes. However, this level will teach the player some advanced combat techniques during their sparring session with the Index. They will learn techniques like parrying and locating enemy weak points to deliver fatal blows more easily.

## **LEVEL 3 NARRATIVE:**

Upon arriving at the village, the Fingers find that it is already being attacked by decayed, making their mission much more difficult. After several harrowing battles, Crow rescues three children and regroups with the Pinky. Upon seeing the three children accompanying Crow, the Pinky congratulates him for his work and swiftly knocks out the three children. In shock and disbelief, Crow questions the Pinky on what he's doing.

The Pinky goes on to explain that children are where the sacred blood comes from and is the whole reason they're at the village in the first place. Crow cannot comply with this and seeing as the rest of the fingers aren't with them, he decides to stand up to the Pinky. The Pinky and Crow fight, with Crow eventually besting the Pinky, killing him during their battle.

In a state of panic over everything that has just happened, Crow frantically tries to wake up the unconscious children. After some prompting, the children begin to wake up and Crow pleads with them to run away from here and search for safety, as this is happening, Crow notices the Index and the Twins approaching his location.

Seeing the body of the Pinky, Crow realizes he needs to run and makes a break for it. The remaining Fingers notice the Pinky's corpse on the ground and Crow running away from it. The Twins pursue Crow and quickly capture him after catching up.

### **LEVEL 3 GAMEPLAY:**

This level serves as the first big combat set piece now that the player has been familiarized with the combat system of the game. Additionally, the player is given a tutorial on stealth during this level. The level culminates with the first boss fight against the Pinky. At the very end of the level the player will get to momentarily fight the Twins, however the player can't win this fight and the Twins will beat them.

### **LEVEL 4 NARRATIVE:**

After being captured by the Twins, Crow is imprisoned while he awaits execution. While he's in his cell he notices that there is someone in the cell across from him, the woman introduces herself as Alice, who oddly seems to know Crow. As they talk to each other, Alice reveals that she lived in Varnor, the same village that Crow raided to find the heart. Despite this, the two come to the decision that it's in both of their interests to escape this prison otherwise they'll be executed.

### **LEVEL 4 GAMEPLAY:**

This short level is mostly cutscenes but has a gameplay segment involving the prison break. Using the arm grafted to Crow's left shoulder, the player can detect loose bricks in the wall to punch out, creating gaps and holes to escape through and free himself and Alice.

### **LEVEL 5 NARRATIVE:**

Having escaped their cells, Alice and Crow sneak their way through the prison, searching for their equipment before they flee the city. After retrieving their gear, the duo escape the prison and leave the city.

Alice insists that she return to her village to gather her belongings, Crow, currently without direction, decides to accompany her. They decide to traverse through the forests to throw off anyone who may be pursuing them.

### **LEVEL 5 GAMEPLAY:**

Having been introduced to stealth in level 3, level 5 will be the true test of the player's stealth abilities. Without their gear the player is at a severe disadvantage in combat and must rely on stealth takedowns to defeat enemies.

In this level Alice accompanies you and acts as a supporting NPC, fighting enemies alongside you and picking up supplies. After escaping the prison, the player follows Alice as she leads you out of the city and into the wilds.

## **LEVEL 6 NARRATIVE:**

Crow and Alice traverse through the forest, the journey will be fairly long and extremely dangerous. Not only is the forest full of decayed, it also contains monstrous animals that have scavenged from the corpse of God.

After several days surviving in the wilds, Crow and Alice are begging to grow closer as they rely on each other to survive. Crow asks what Varnor was doing with the heart of God in the first place. Alice explains that her village discovered that burying God's flesh would cause plant life to flourish, the heart specifically can spread this growth across a wide range.

Her village had recently come into possession of the heart and buried it in hopes of potentially reversing the current bleak state of the world. Shortly after burying the heart, Crow and his army appeared and took it. Feeling somewhat guilty, Crow begins to shut down. Noticing this and feeling somewhat bad, as Alice's intent wasn't to shame Crow, she asks him to tell her about his past.

## **LEVEL 6 GAMEPLAY:**

In this level the player will get to fight powerful new enemies in the form of decayed, beast-like animals. The player will also have to hunt for food to keep Crow and Alice fed on their journey to Alice's village.

## **LEVEL 7 NARRATIVE:**

Crow explains to Alice that he enlisted to join the church's knights from a young age, steadily climbing the ranks as he fought in and survived many battles. Crow even started a family, marrying and having a daughter. After several years of service, it happened, the day God died. After this event, Crow enlisted to join the Crusades to retrieve the flesh that he believed rightfully belonged to the Church.

After his service in the Crusades, a new threat would emerge, the decayed started appearing all across the land, a result of the now rotting flesh of God. Crow was sent on mission to fight off some decayed attacking a settlement under the Churches protection. After this fairly easy mission, Crow returned to his hometown, only to find that it had been attacked by decayed while he was away, and unfortunately, his family didn't survive the assault. Devastated, Crow devoted himself to serving the Church in their fight against the decayed.

## **LEVEL 7 GAMEPLAY:**

In this level, the player will get to play through several flashback sequences of Crow's past. Going through different phases of Crow's life, the player will get to see what the world looked like before God died and see its steady decline after God's death.

## **LEVEL 8 NARRATIVE:**

After the long journey through the forests, Crow and Alice finally return to Varnor. Because everyone had been removed, hordes of decayed now occupy the village. As Alice and Crow fight the decayed, a rumbling comes from the forest, heavy footsteps and the sound of armor clanging in the distance.

Bursting out of the woods, the Index and the Twins appear, having finally caught up with their escaped prisoners. The Twins quickly set their sights on Crow, starting their second fight with each other. Alice fends off the decayed so Crow can focus on the twins. Having already fought them before, Crow is able to get the upper hand and finish off the twins.

After disposing of the Twins, the Index engages Crow in conflict to finish what the Twins were unable to. For some reason Crow's third arm is unable to detect any weak points on the Index. This in combination with the Index's overwhelming physical strength, pushes Crow to the edge of a cliff. After cornering Crow the Index rips off his grafted arm, taking a large bite off it to gain even more power.

Seeing this, Alice charges towards the Index, bringing a group of decayed with her. Alice and the decayed collide with the Index, preventing him from finishing off Crow. The ground beneath Crow begins to crumble, making Crow fall down the cliff, as he falls, he sees the Index impale Alice with his sword as he fights her and the decayed before Crow passes out.

## **LEVEL 8 GAMEPLAY:**

This level tasks the player with some difficult fights against the groups of decayed infesting Alice's village. After this, the player is challenged with a boss fight against the Twins. Once the Twins are defeated, the player gets to fight the Index to see what he's capable of. The player cannot win this fight against the Index.

## **LEVEL 9 NARRATIVE:**

Waking up at the base of the cliff, Crow is in bad shape. He notices a decayed corpse and after looking to his left shoulder and remembering what he lost, he decides to consume some of the decayed's corpse in a desperate attempt to regain some power. After consuming the rotten flesh, Crow feels a concerning amount of strength coursing through him.

Fueled by anger of what happened to him as well as a sense of duty to complete Alice's mission after seeing her sacrifice. With his newfound power, Crow forges a path back to the Church to retake the heart. Tearing his way through the church's knights, Crow returns to meet the Index, ready to stop Crow.

### **LEVEL 9 GAMEPLAY:**

This level introduces new combat mechanics thanks to the decayed flesh that Crow has consumed. These powers make the player very strong, making it easy to destroy enemies that once were challenging. Visually, these powers are very brutal to make the player view Crow as a monster to show what the rotten flesh does to those who consume it.

### **LEVEL 10 NARRATIVE:**

Face to face with the man who almost killed him, Crow doesn't hold back and immediately moves to fight the Index. Thanks to Crow's new powers he is oddly able to see the Index's weak points. Thanks to this, Crow is able to hold his own this time.

Realizing that his life is in danger, the Index enters a berserker state, revealing that he has actually been consuming rotten flesh to gain his powers. For some reason he has been able to suppress the negative side effects, until now, letting himself go to defeat Crow. Luckily Crow is still able to hold his own and eventually defeat the Index. Now only the Pope stands in his way.

### **LEVEL 10 GAMEPLAY:**

This level solely focuses on the boss fight with the Index. This fight is one of the hardest fights in the game and is a major test of the player's combat prowess. This boss consists of two phases. The first phase has the player fight the normal Index, after enough damage has been dealt, the Index will enter his berserker state making him less predictable and deal more damage.

### **LEVEL 11 NARRATIVE:**

In the center of the Church, Crow finds the Pope. The Pope attempts to persuade Crow to give up his revenge mission and return to his side. He tries to tell Crow that he could use the power of the heart to revive Crow's dead family. Thanks to Alice, Crow knows the truth of the heart and doesn't fall for the Pope's false promise.

As Crow slowly approaches the Pope with his sword drawn, the Pope realizes that his bargain isn't going to work and in an attempt to defend himself, he takes a bite from the heart. This turns the Pope into a horrific, hand shaped monster.

After a difficult fight with the monstrous Pope, Crow begins to feel the effects of the rotten flesh take a turn for the worse. Crow desperately searches the monster's corpse for the heart and eventually finds it, relieved Crow takes a bite from it, purging the effects of the rotten flesh from his body.

### **LEVEL 11 GAMEPLAY:**

This level is the final boss of the game, the Pope. In the Pope's monstrous form, he takes the shape of a large, disfigured hand, each one of his fingers representing a finger that Crow has

defeated on his journey. Using every ability that the player has fought against, this boss fight serves as the ultimate test of the player's abilities.

### **LEVEL 12 NARRATIVE:**

Having taken the heart from the Pope, Crow returns to the village of Varnor to finally re-bury the heart and complete his mission. Once back at Varnor, Crow buries the heart under a tree at the center of the village. With his work finished, Crow sits down in exhaustion.

As he sits, someone emerges from behind the tree, to Crow's shock, it's one of the kids he freed from the Pinky. After the end credits a brief cutscene shows Crow working in the fields, the child he rescued at his side and plant life all around them.

After showing this, the camera transitions to show an unknown location showing a Crow feasting on a corpse. The crow begins to mutate before the camera goes black, concluding the game.

### **LEVEL 12 GAMEPLAY:**

This level is light on gameplay as the player has already beaten their toughest opponent. The player will have control of Crow in Varnor so they can walk to the tree in the center of the village. Other than this, this level only consists of cutscenes.