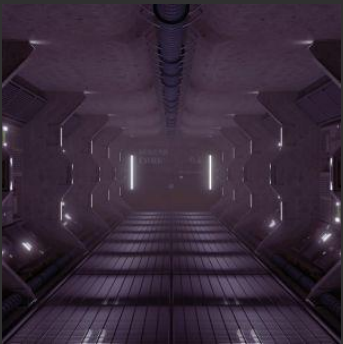
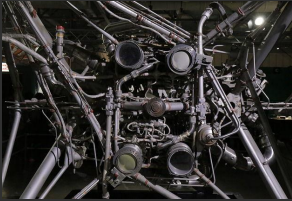


## Location Design: GFCV Calliope (Interior)

### Visual References/Art Style



Writer: Alex MN  
[axmn.co.uk](http://axmn.co.uk)



### Theme/Appearance:

Dilapidated, darkened spaceship interior. Huge, multiple floors. **Core intention:** convey danger, unlikeliness of survival/escape, creepy atmosphere but still fascinatingly futuristic despite lack of power (a literal lack of power to manifest a feeling of powerlessness in Jangen and Mirillis.)

**Art Details:** Grunge-like, industrial interior design. Weird, burgundy/mauve lighting, broken pipes and wires, signs of struggle. Crew holo-photos (of family, pets etc) pinned around Command Deck.

## Location Outline & Gameplay Function:

**GFCV Calliope** is a large cargo freight vessel currently immobilised in deep space. It is an explorable interior level during the early stages of the game and is the setting for the main quest stage 'Helljack'.

**Functions:** exploration, combat, quest dialogue and progression.

### Backstory:

The Calliope's crew were paid handsomely to transport their latest cargo to a corporate militia on an as-yet unknown planet. A power surge caused a malfunction in the freighter cargo hold, disabling some security locks and allowing a **Xiki'llarg** to escape. It massacred most, if not all of the crew and is now roaming wild within the ship. Shortly after, **two pirates** boarded the vessel, intending to hijack it and loot its valuables. With the power down and the bloody remnants of the crew all around them, they must work out how to escape the creature and the Calliope safely.

### Location Characters:

**Jangen Black** - Player Character

**Mirillis Greeneye** - NPC

**Xiki'llarg** - Hostile Creature

### Associated Quests:

MQ003: Helljack

### Key Areas:

Command Deck - *majority of dialogue occurs here, plus optional radio interactions*  
Teleport Terminal  
Access Hatch  
Engineering  
Cargo Hold  
Officer Elevators  
Escape Pods

### Key Assets/Interactables:

Command Deck Database  
Terminals - *searchable*  
Command Deck Radio  
Teleport Terminal  
Officer Keycard  
Blood trails/splatters  
Xiki'llarg slime - *luminous or gleaming*  
Escape Pods