

The background is a solid dark grey or black. On the left side, there are several thin, white, curved lines that start from the top left and curve downwards, creating a sense of depth and movement. In the bottom right corner, there are more thin, white, curved lines that form a series of peaks and valleys, resembling a stylized landscape or a series of waves. A small, solid dark grey circle is positioned near the bottom right, slightly to the left of the white line patterns.

# MIRROR PALACE

# Your Mission

**YOU** are a dying sinner on this journey—an unpunished serial killer who once escaped the law by means of insanity, now trapped in the world of your dying minds. You continue your journey into the heart of the **MIRROR PALACE**, a distorted reflection of your own depravity. You will walk through terrible scenes of your past crimes—the sterile hospital ward, the confined psychiatric unit, the police station's interrogation room, the austere courtroom, and the horrific crime scenes. Mirrors reflect the past from which you cannot hide.

Every mirror in the palace has a special use. **RED** mirrors let you fire against enemies reflected within; **GREEN** mirrors can be broken to uncover hidden paths; **PINK** narrative mirrors replay scenes of your previous misdeeds; and **PURPLE** mirrors can change the architecture of the palace exposing the way forward. **BLUE** glass can be shattered, while **YELLOW** glass is unbreakable. Make strategic use of them to traverse the difficult terrain, think, observe, and kill.

Your **ULTIMATE GOAL** is to retrieve a total of **9** documents representing your personal memories and reach the **TOP** of the map where a **VIP** is located.

# Key Mechanics and Features

The Mirror Palace features a variety of mirror and architectural transformation mechanics. Each mirror has a particular purpose, assisting players in navigation and avoiding oncoming enemies. The following are extensive descriptions of each essential mechanic:

## **RED MIRROR - Enemy Attack Mirror**

**Description:** It allows players to deal damage by attacking enemy reflections in the mirror.

**How It Works:** When players see an enemy's reflection in the mirror, they can aim at the reflection, and shoot to inflict damage on the actual enemy.

## **GREEN MIRROR - Breakable Mirror**

**Description:** It can be shattered to reveal hidden paths or create noise to distract enemies.

**How it Works:** Players can break the green mirror with regular weapons. Once shattered, the mirror unlocks hidden passageways behind it.

## **PINK MIRROR - Narrative Mirror**

**Description:** It plays scenes of the protagonist's past crimes.

**How it Works:** Approaching it automatically triggers a playback sequence.



# Key Mechanics and Features

## PURPLE MIRROR - Structural Change Mirror

**Description:** It allows players to alter the structure of the building, opening new paths.

**How It Works:** Near the purple mirror, players can find small sculptures depicting different structural forms (e.g., high and low bridges). By rotating the mirror to align with a specific sculpture, players can change the structure, transforming the architecture into different forms.

## PURPLE MIRROR - Structural Change Sculptures

**Description:** They are small sculptures placed near each adjustable structure, displaying its possible forms.

**How it Works:** Players can observe the forms it depicts to decide which structure is needed. For example, a high bridge sculpture displays an elevated bridge, while a low bridge sculpture shows a lowered version.



# Key Mechanics and Features

## BLUE GLASS - Breakable Glass

**Description:** It allows players to break it to open new pathways or create more advantageous combat positions.

**How it Works:** Players can use standard weapons to shatter the blue glass. Once broken, it reveals new routes or offers a better vantage point.

## YELLOW GLASS - Unbreakable Glass

**Description:** It is used to restrict player movement while serving as a window for observation.

**How it Works:** The yellow glass cannot be destroyed by any weapons or attacks but typically allows players to observe the environment on the other side, potentially revealing enemy movements or key narrative information.

**IMPORTANT**

ALL MIRRORS IN THE LEVEL ARE ONE-SIDED

# Feature List

**Enemy Attack  
Mirror**



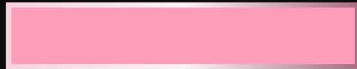
**Structural Change  
Mirror**



**Breakable  
Mirror**



**Narrative  
Mirror**



**Breakable  
Glass**



**Unbreakable  
Glass**



**Structural Change  
Sculptures**



# Exterior References



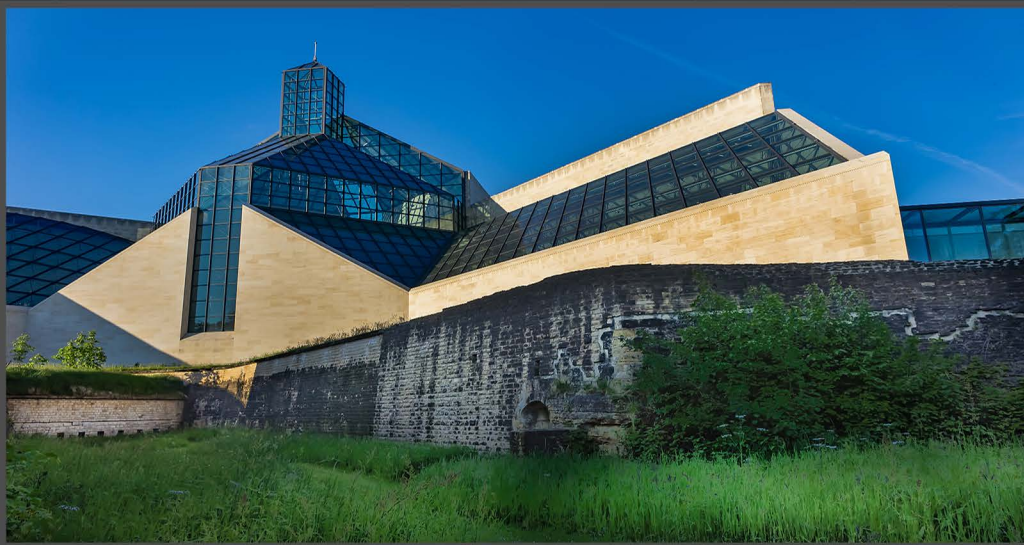
## Circular Maze



Top-down view of a circular maze, clearly depicting its structural layout.



## Mirror Palace Exterior



The Mirror Palace's architecture, featuring reflective and transparent materials, amplifies a surreal, dream-like ambiance.





# Interior References - 1F



## Hospital Ward



Dim lighting and chaotic layout.



## Hospital Ward Corridor



Corridor walls appear faded and peeling, signifying prolonged neglect



# Interior References - 2F

## 1 Abandoned Hospital



Decayed, cluttered surroundings

## 2 Washroom



Broken wash basins.

## 3 Mortuary

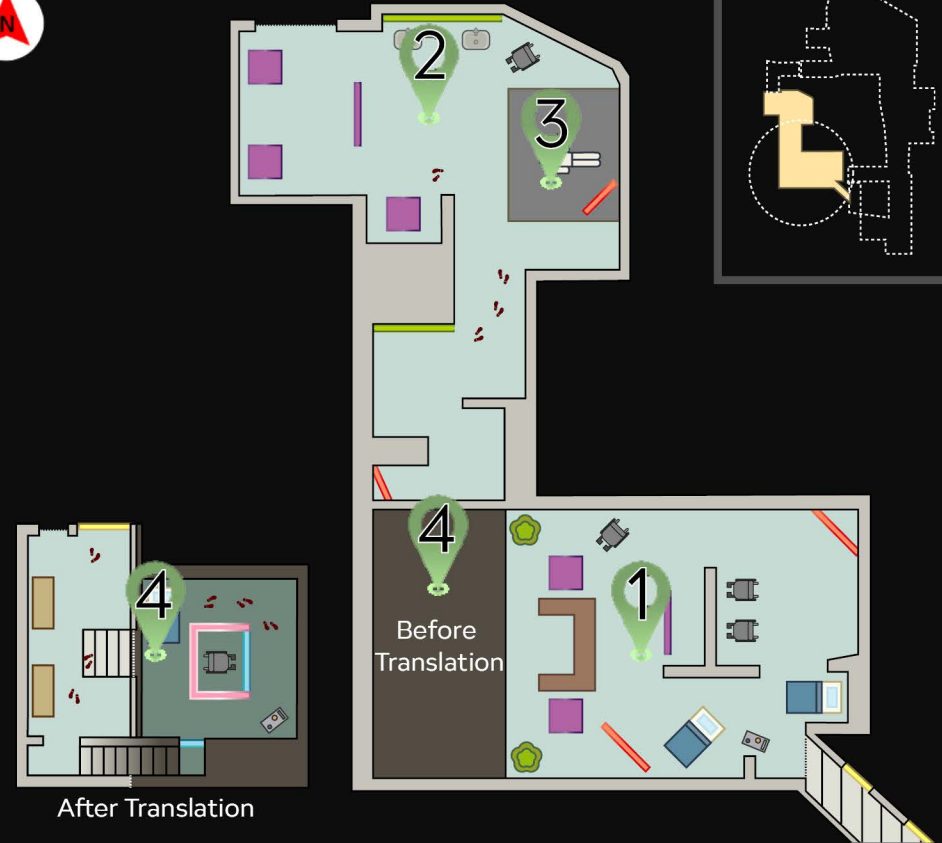


Sparse lighting and body freezers.

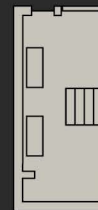
## 4 Specimen Room



Brighter lighting and a more orderly layout contrast previous areas.



## Structural Components After Translation



Part Rising Above the Ground



Part Remaining Underground



# Interior References - Intermediate Floor (FI)



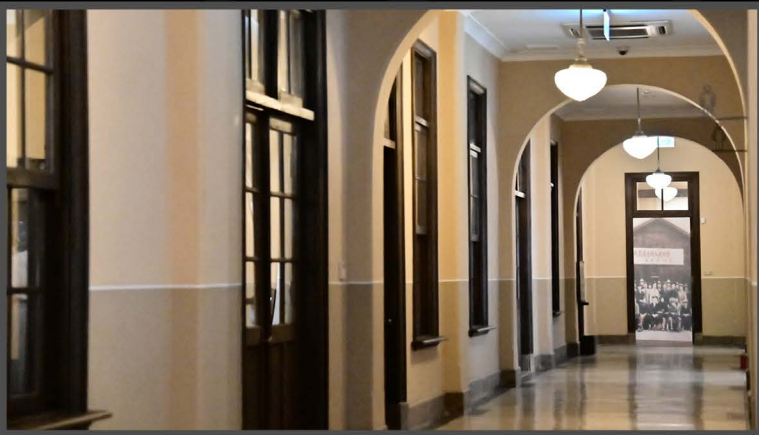
## Transparent Floor



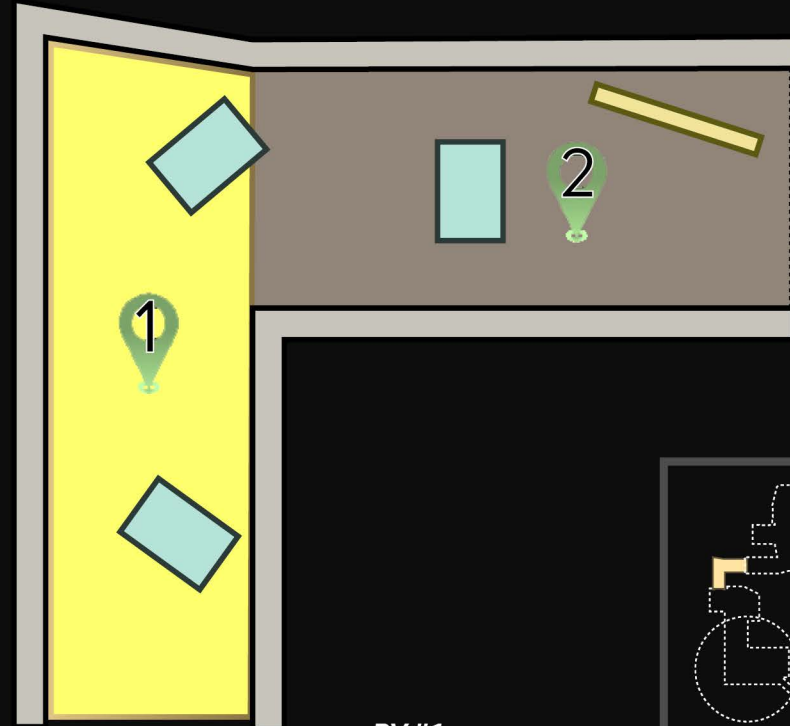
Transparent materials give players strategic sightlines.



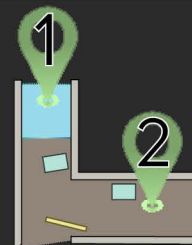
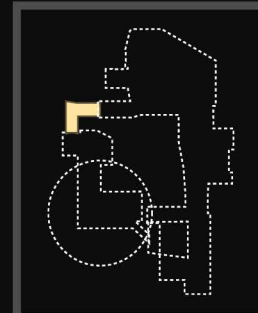
## Interrogation Room



A clean, organized space marks a transition from interrogation room to courtroom.

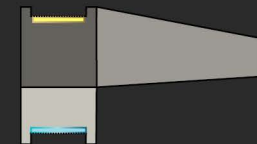


RV #1



RV #2

Rotation Variations (RV)



RV #3



# Interior References - 3F

## 1 Crime Scene



A warm, vintage-styled room with overturned furniture and evidence.

## 2 Abandoned Courtroom



Area with ample lighting.

## 3 Psychiatric Hospital

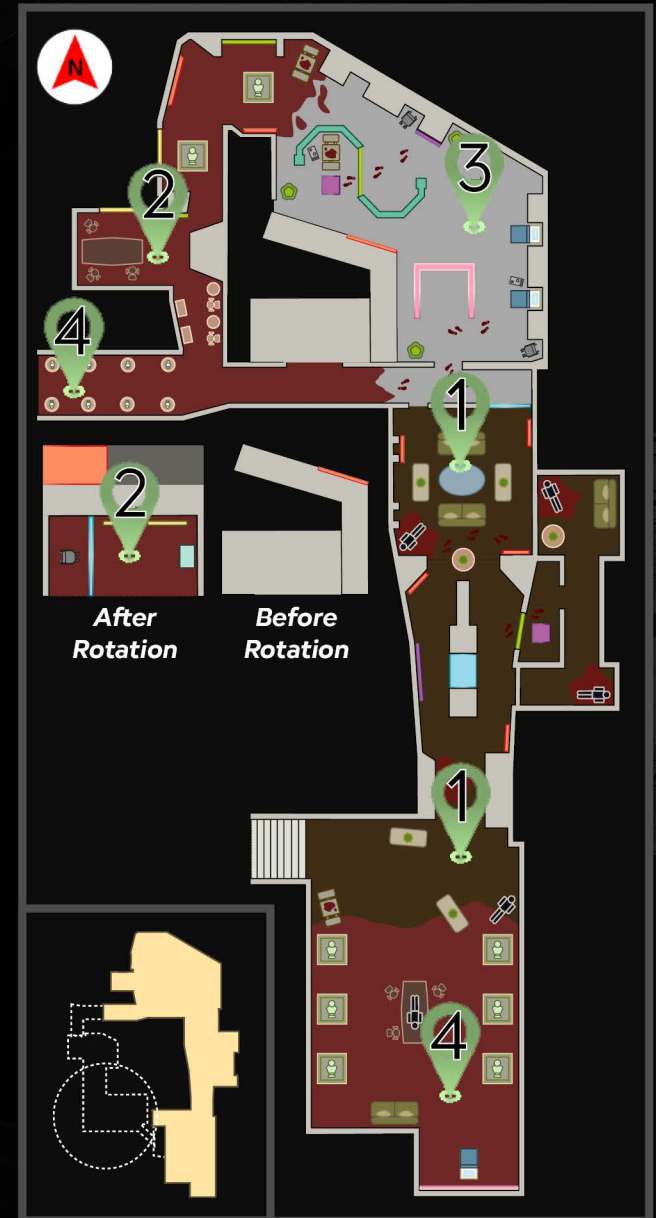


Dilapidated space with scattered medical equipment, contrasting with the cleaner sections.

## 4 Statues



Statues line both sides of the hallway.

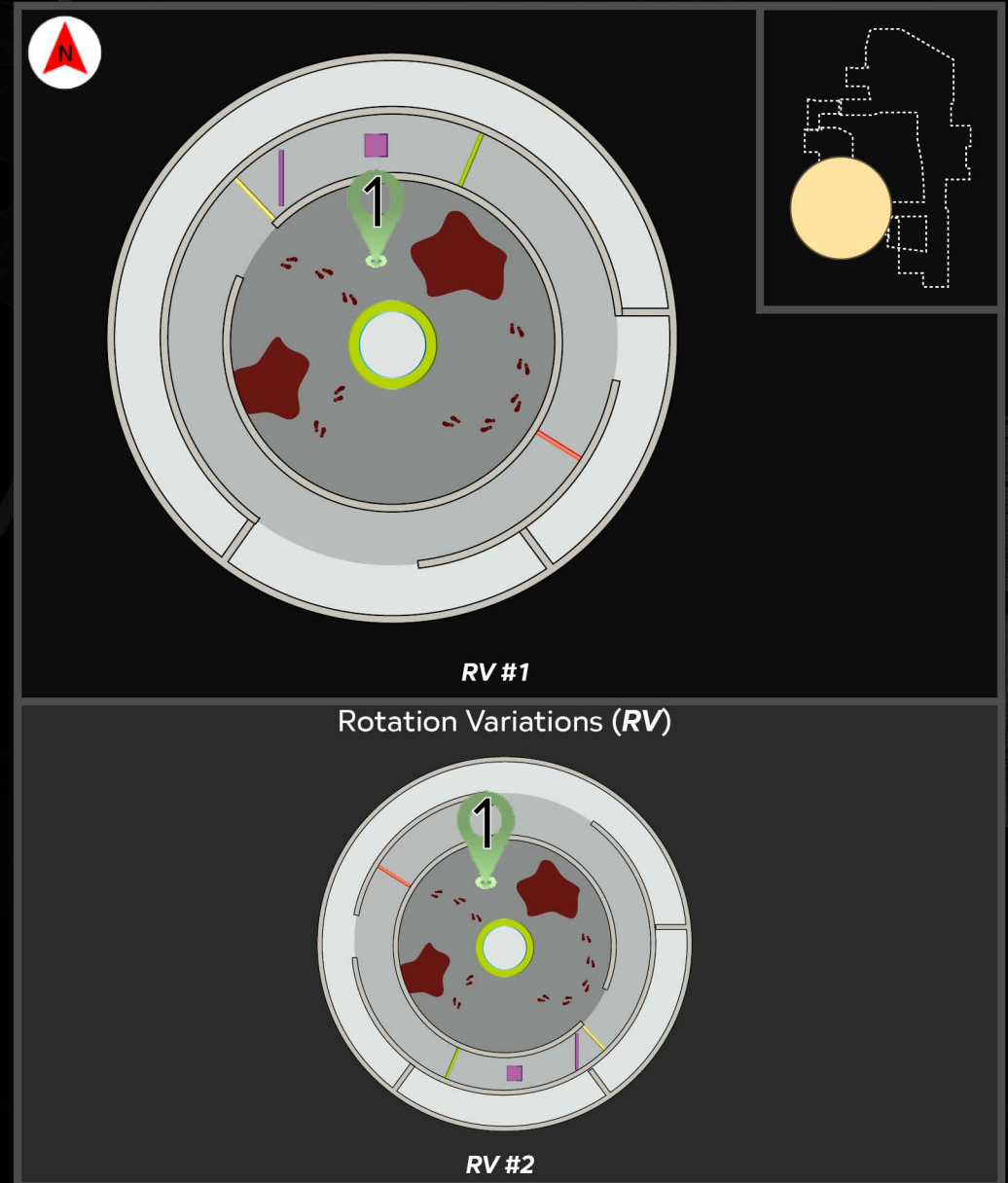


# Interior References - 4F

## 1 Maze Interior

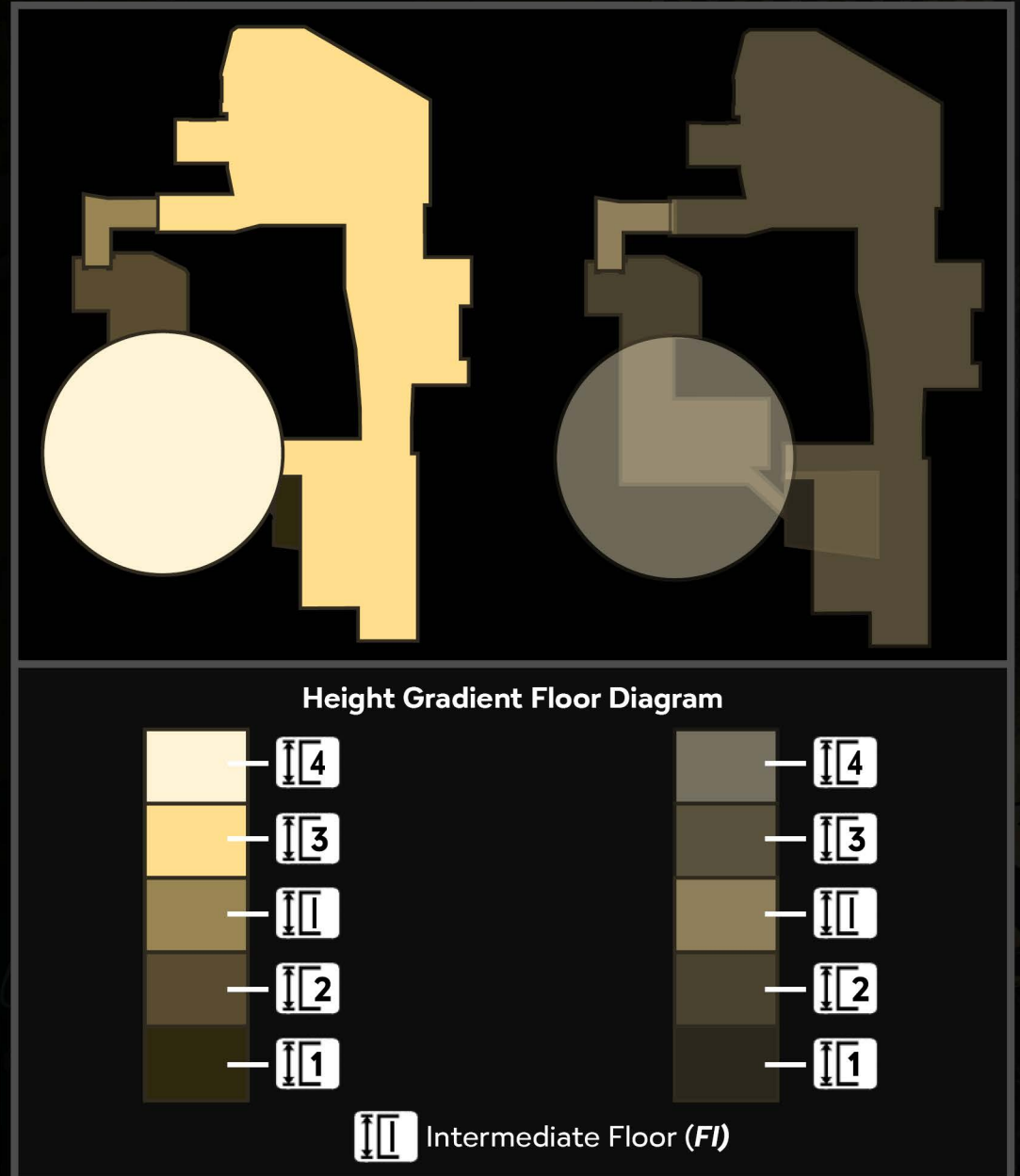


Maze walls obstruct players' sightlines; the maze exudes a garden-like ambiance.





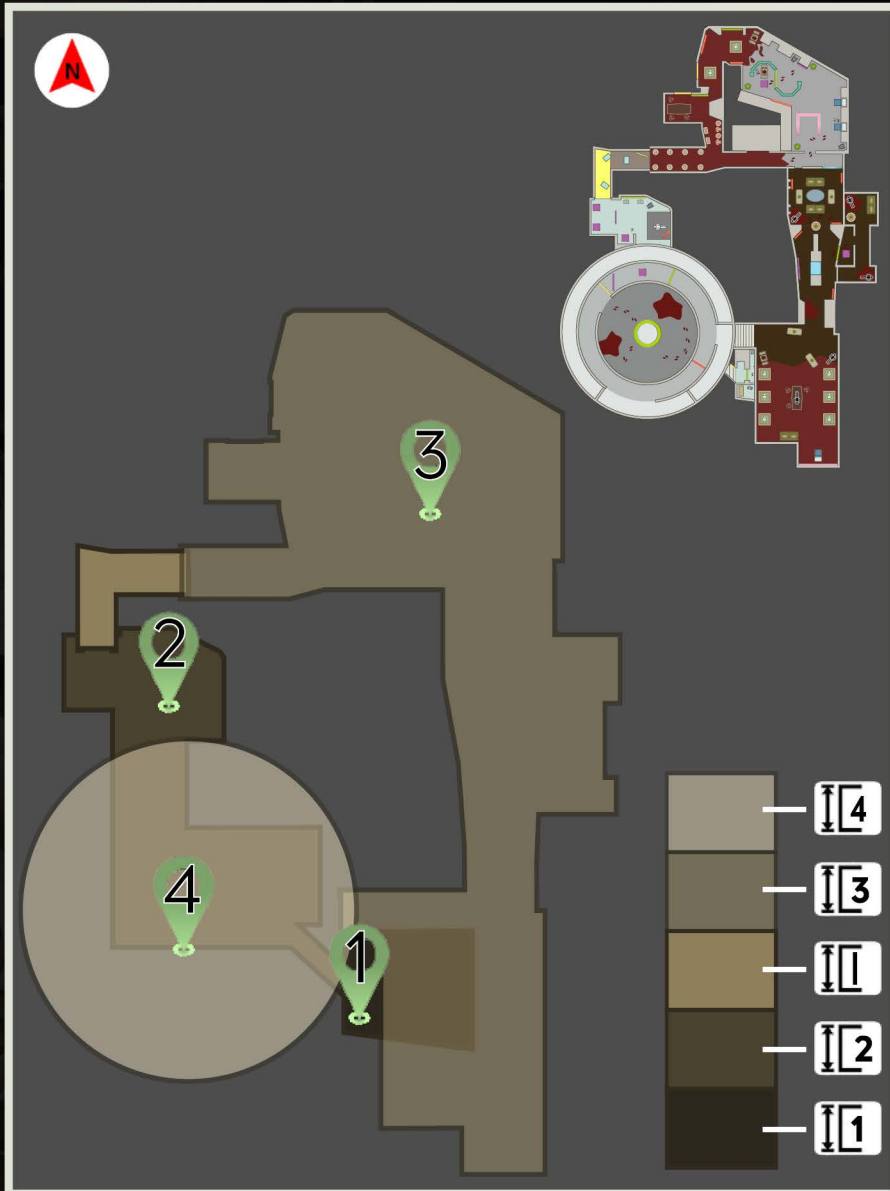
# Overview Map





# Overview Map

## NOTES



**1** The player awakens in a ward on F1, where they receive mission instructions to collect 9 documents scattered around while reaching the top of Mirror Palace. This chamber features straightforward mirror puzzles and breakable glass elements, designed to help players reacquaint themselves with core mechanics in a controlled environment.

**2** On F2, the setting shifts to an abandoned hospital, where the player encounters enemies and leverages red and green mirrors to defeat them. This level also introduces purple mirrors, enabling the player to manipulate the building's structure dynamically.

**3** On F3, the atmosphere intensifies, blending environmental elements of a courtroom, psychiatric hospital, and murder scene into a disorienting environment. Here, players must use a combination of various mirrors and glass panels to stealthily navigate, eliminate threats, and uncover hidden paths with important collectibles.

**4** F4 presents a circular maze where players must rotate inner walls to forge new pathways. Staircase to F4 will be blocked if players have less than 8 documents collected. The goal is to gather key documents and navigate to the maze's center, where a VIP awaits, marking the second critical objective of the mission.

# F1 Walkthrough

### Enemy Attack Mirror

## Structural Change Mirror

## Breakable Mirro

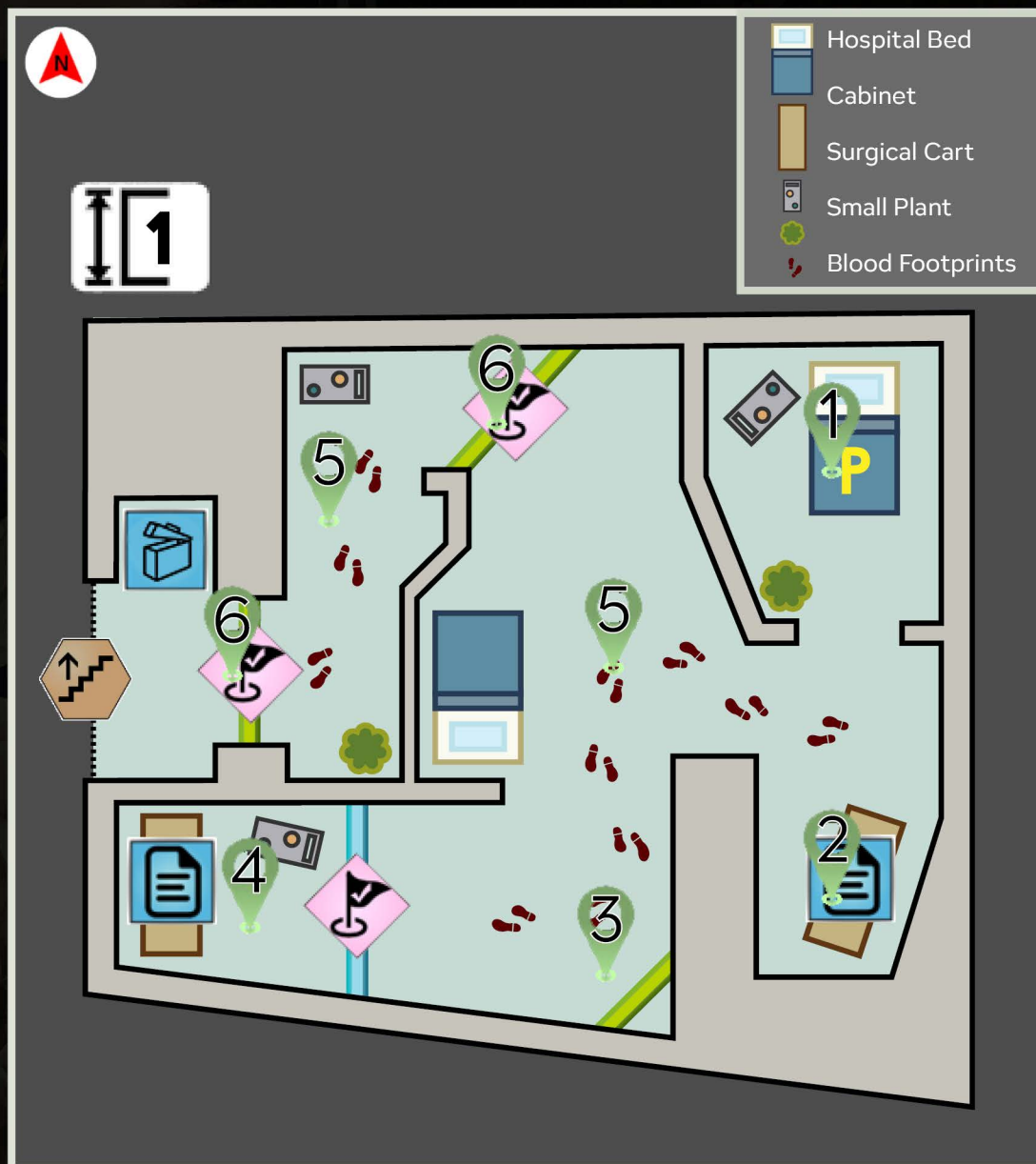
## Narrative Mirror

## Breakable Glass

## Unbreakable Glass

## Structural Change Sculptures

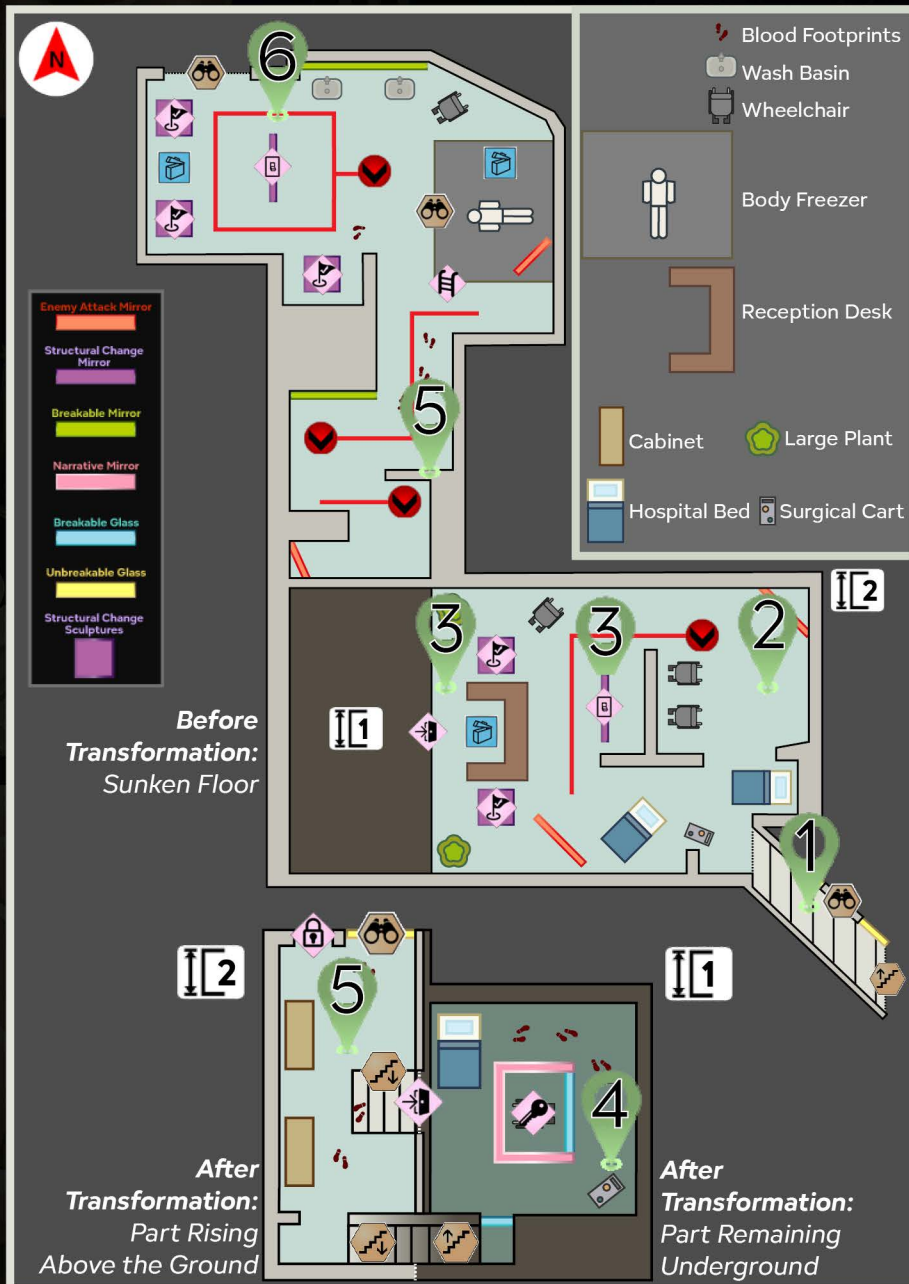
# NOTES



- 1 The player awakens on a hospital bed.
- 2 An instruction document (Document 1/D1) introduces the use of breakable green mirrors. These mirrors can reveal new paths when shattered, while reflections within them may expose hidden items. D1 also clarifies the player's mission: to gather all documents scattered throughout the level.
- 3 This green mirror allows the player to see paths that extend in both directions.
- 4 By breaking the blue glass, the player can access D2, a diary entry from the protagonist that chronicles the crimes one has committed.
- 5 A trail of bloodied footprints marks the ground, offering a subtle guide. By following these traces, the player can navigate forward and uncover additional areas.
- 6 Breaking the green mirror allows the player to progress to the next area.



# F2 Walkthrough (With Transformation)



## NOTES

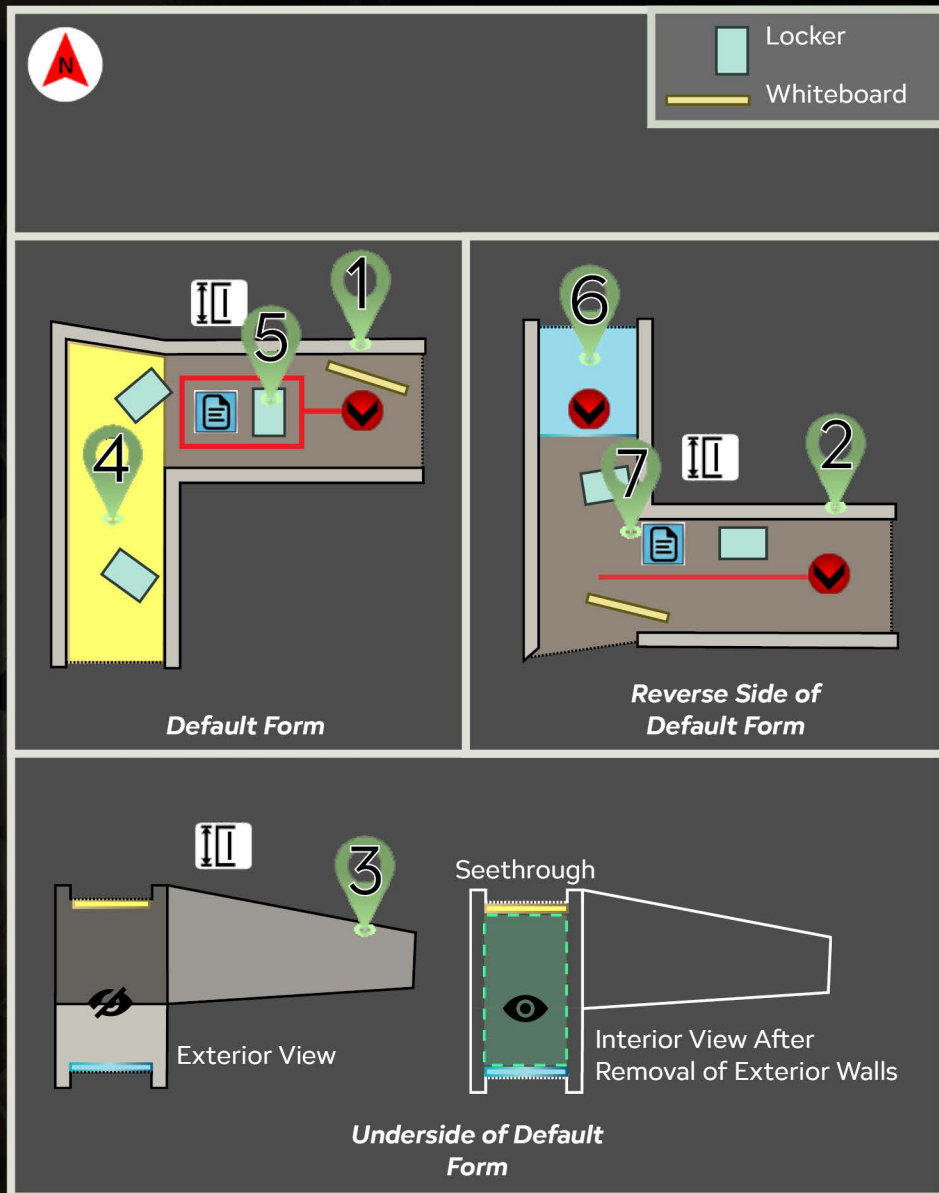
- 1 The staircase leading to F2 features an unbreakable glass window, offering players a clear view of the layouts on other floors. This design allows players to gain an early strategic understanding of the level's structure. F2 is designed to resemble a hospital and mortuary.
- 2 Within F2, players can utilize hospital beds and walls as cover during confrontations. Alternatively, they can eliminate enemies by targeting their reflections in red mirrors, enabling stealthy kills without alerting nearby enemies.
- 3 F2 has sunken areas and walls that obstruct the player's movement. At the front of the sunken area, two small statues represent the floor's two states: one statue shows it lowered, and the other is raised. Players must rotate a central purple mirror to toggle between these states. When aligned with the raised-floor model, a specimen room rises, forming a bridge to the next location.
- 4 The specimen room is split into two sections: the left side could be raised above ground (through the purple mirror), while the right half remains submerged. Players can enter the underground portion, break the central blue glass, and retrieve a key. In this area, a pink narrative mirror reflects a past crime scene, revealing a significant backstory.
- 5 Through the unbreakable yellow glass, players can observe patrolling enemies outside. They can then use the key to unlock a nearby door, advancing to the next area.
- 6 Upon reaching this area, players must use the purple mirror to alter the terrain structure.



# FI Walkthrough (With Transformation)



## NOTES



- 1 This time, the mirror changes the layout of the intermediate floor, styled as an interrogation room. This floor can rotate into three distinct forms. The first is the default map layout
- 2 The second is a 180° rotation along the X-axis (showing the reverse side of the default)
- 3 The third one is a 90° rotation along the X-axis (revealing the underside of the default). Enemies on this floor are unaffected by gravity, enabling players to survey enemies from various perspectives through a transparent floor.
- 4 In the default form, players can view enemies across yellow glass panels and use scattered interrogation tables as cover.
- 5 Players can also find document D3 here, which contains police interrogation records and clues about the location of document D4.
- 6 In the second form, interrogation tables provide cover, and players can set traps by shooting at the blue glass on the floor to create a hole.
- 7 Document D4 can be located here, offering victim profiles that detail their identities, backgrounds, and connections to the protagonist. D4 also hints at the location of D3.

# F3 Walkthrough (With Transformation)

Enemy Attack Mirror   
 Structural Change Mirror   
 Breakable Mirror   
 Narrative Mirror   
 Breakable Glass   
 Unbreakable Glass   
 Structural Change Sculptures



## NOTES

- 1 F3 is divided into three unique areas: a courtroom, a psychiatric hospital, and a crime scene. Each space is marked by distinct flooring colors—red represents the courtroom, gray signifies the psychiatric hospital, and brown designates the crime scene. D5 rests on a long table, holding a curse letter from the victim's family. This letter also subtly indicates the location of D6 within a hidden room. In this section, players will begin utilizing various mirrors to progress and combat enemies.
- 2 Terrain alterations on this section are permanent: walls and rooms connected to them will rotate 90° around the Z-axis, enabling previously unreachable doors to connect to the main corridor.
- 3 Within the hidden room, players can retrieve D6, a document filled with repetitive, nonsensical text symbolizing the protagonist's gradual psychological unraveling.
- 4 By using a pink narrative mirror in this area, players gain a view of the crime scene's reflections, which leads them to D7—a psychological evaluation report complete with treatment recommendations.
- 5 Moving forward, players enter the crime scene, where victims' bodies lie scattered. Here, players can use sofas and tables as cover, breakable blue glass for tactical advantages, and several mirrors to strategize during combat encounters.



# F3 Walkthrough (With Transformation)

█ Enemy Attack Mirror   
 █ Structural Change Mirror   
 █ Breakable Mirror   
 █ Narrative Mirror   
 █ Breakable Glass   
 █ Unbreakable Glass   
 █ Structural Change Sculptures

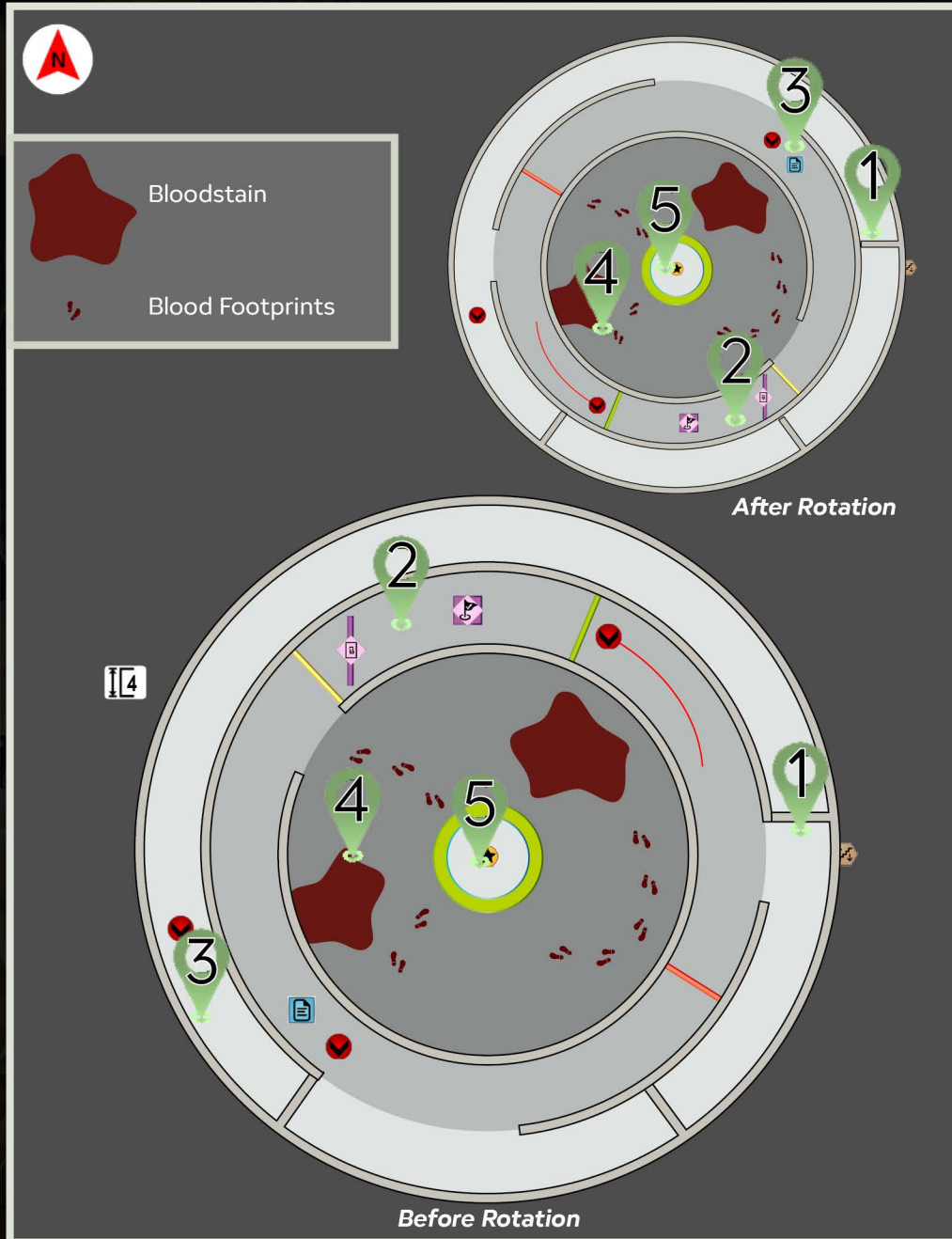


## NOTES

- 6 The structural transformations in this section are also permanent. By breaking the green mirror and aligning the purple mirror to reflect a small sculpture, players will trigger a floor shift that raises a hidden path between the two spaces.
- 7 Near the bodies, players will discover D8, a court verdict indicating the protagonist's evasion of legal consequences. This document also contains clues for locating hidden ammunition caches nearby.
- 8 The room is surrounded by eerie statues, with a faceless corpse on a long table at its center. Players can take a break here to replenish ammunition before progressing to the final stage of the level.
- 9 Players can use this stairway to reach Mirror Palace's top floor.

# F4 Walkthrough (With Rotation)

Enemy Attack Mirror   Structural Change Mirror   Breakable Mirror   Narrative Mirror   Breakable Glass   Unbreakable Glass   Structural Change Sculptures



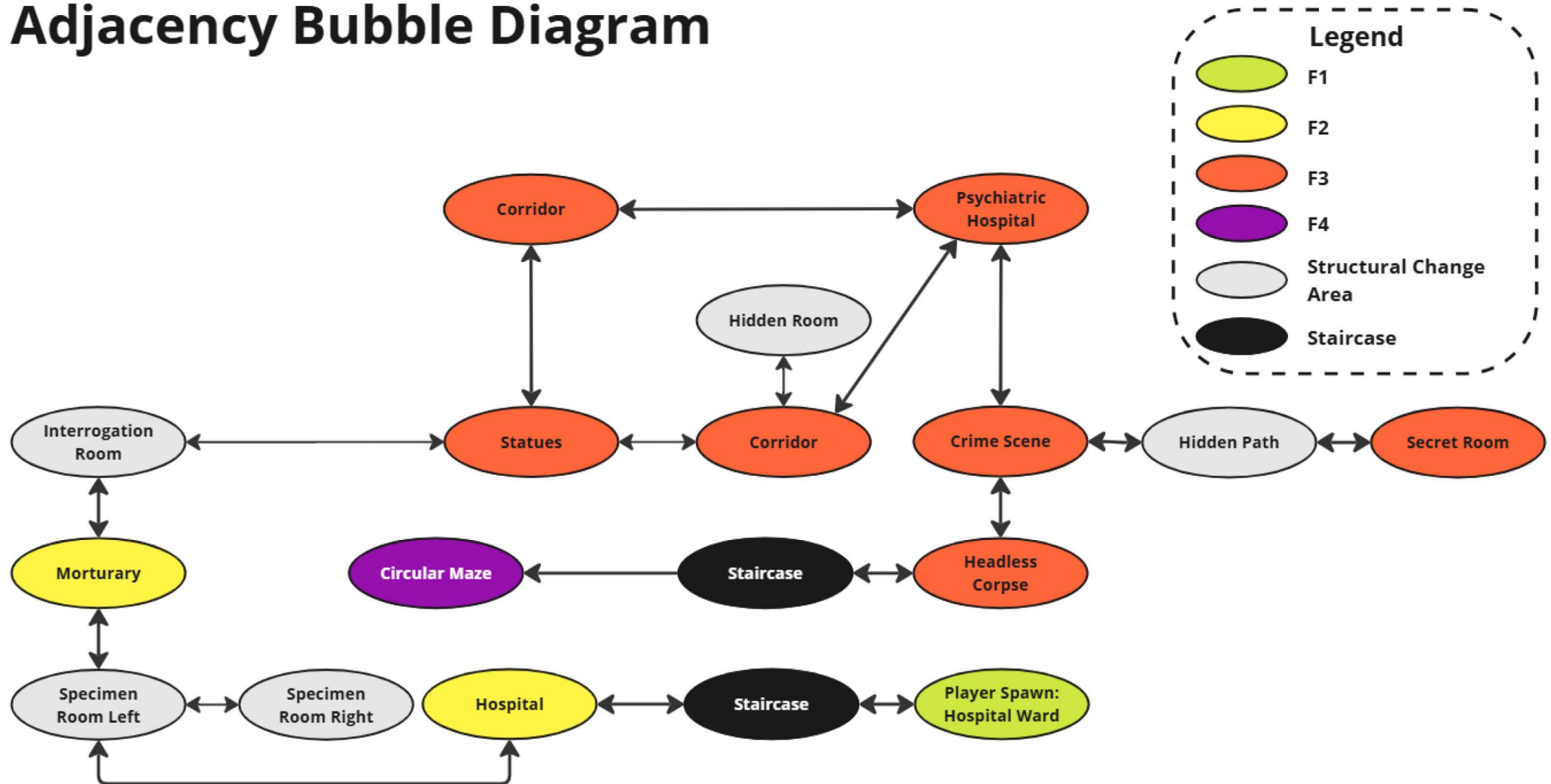
## NOTES

- 1 F4 presents a vast, circular maze that challenges players.
- 2 By flipping the purple mirror—which initially faces an unbreakable yellow glass—to align with a small sculpture, players trigger a 180° rotation of the maze's inner walls, opening previously inaccessible routes.
- 3 The final document, D9, awaits players here, unveiling the protagonist's true identity as the "remorseful self." This revelation propels the protagonist toward a climactic confrontation with the "defiant self" at the maze's center. D9 hints at a history where the defiant self has long suppressed and even plans to eliminate the remorseful self.
- 4 Blood-stained footprints and smears scattered throughout the maze guide the player to this central point at the center.
- 5 To reveal the VIP—the defiant self—at the heart of the maze, players must shatter the surrounding green mirrors. In the final confrontation, the defiant self kills the remorseful self (player character), pushing the protagonist toward death and continuing their journey.



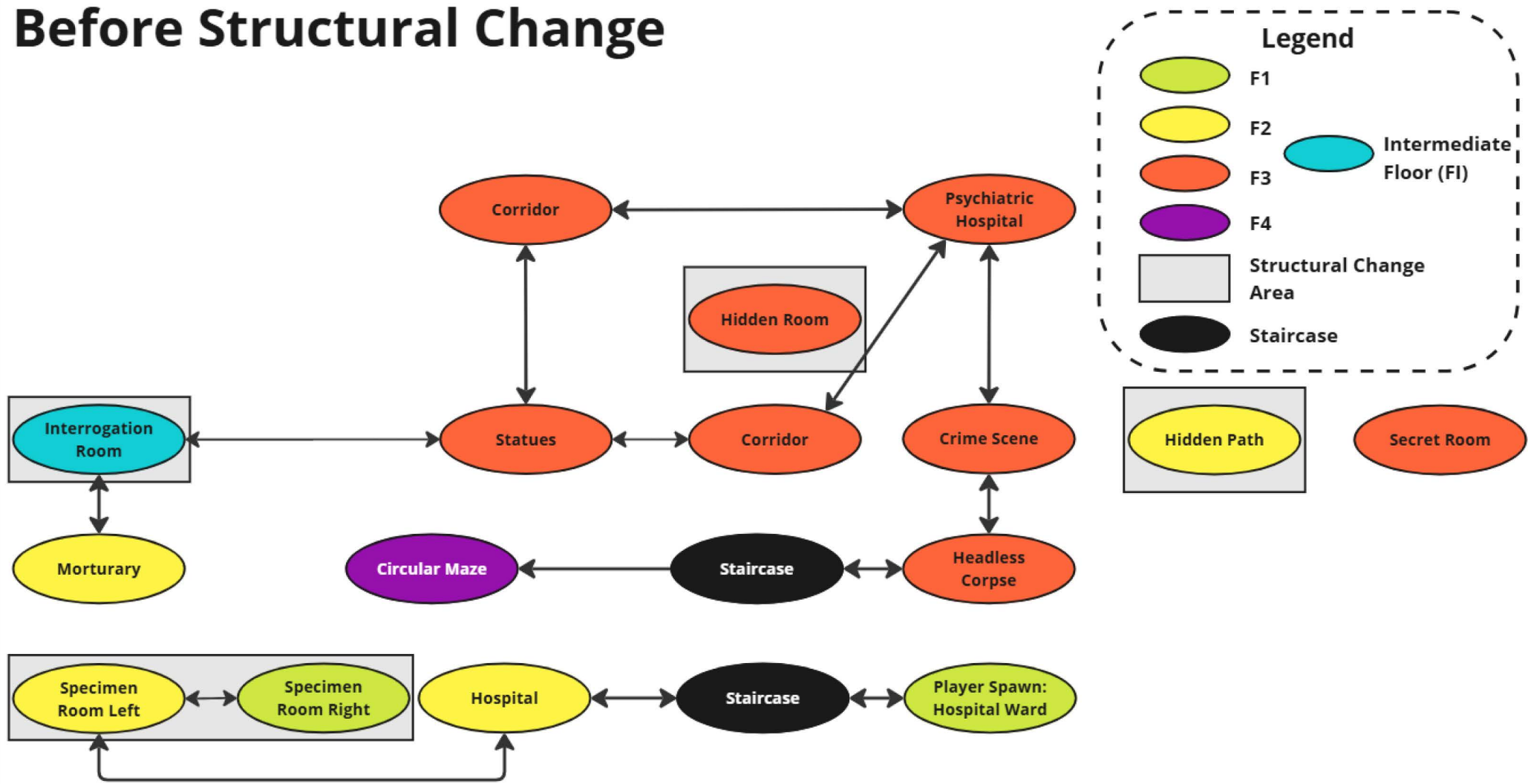
# Bubble Diagram

## Adjacency Bubble Diagram



# Bubble Diagram

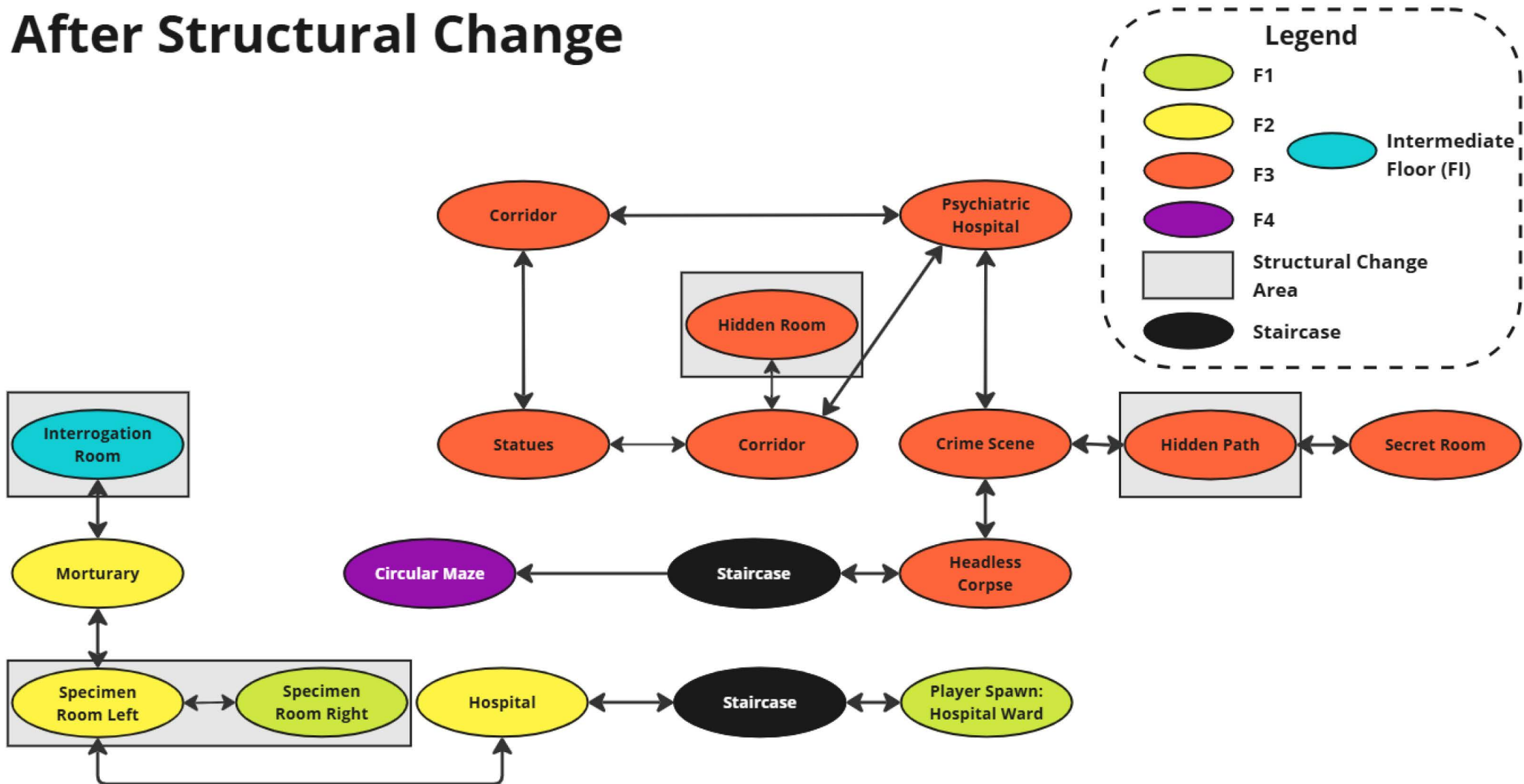
## Before Structural Change





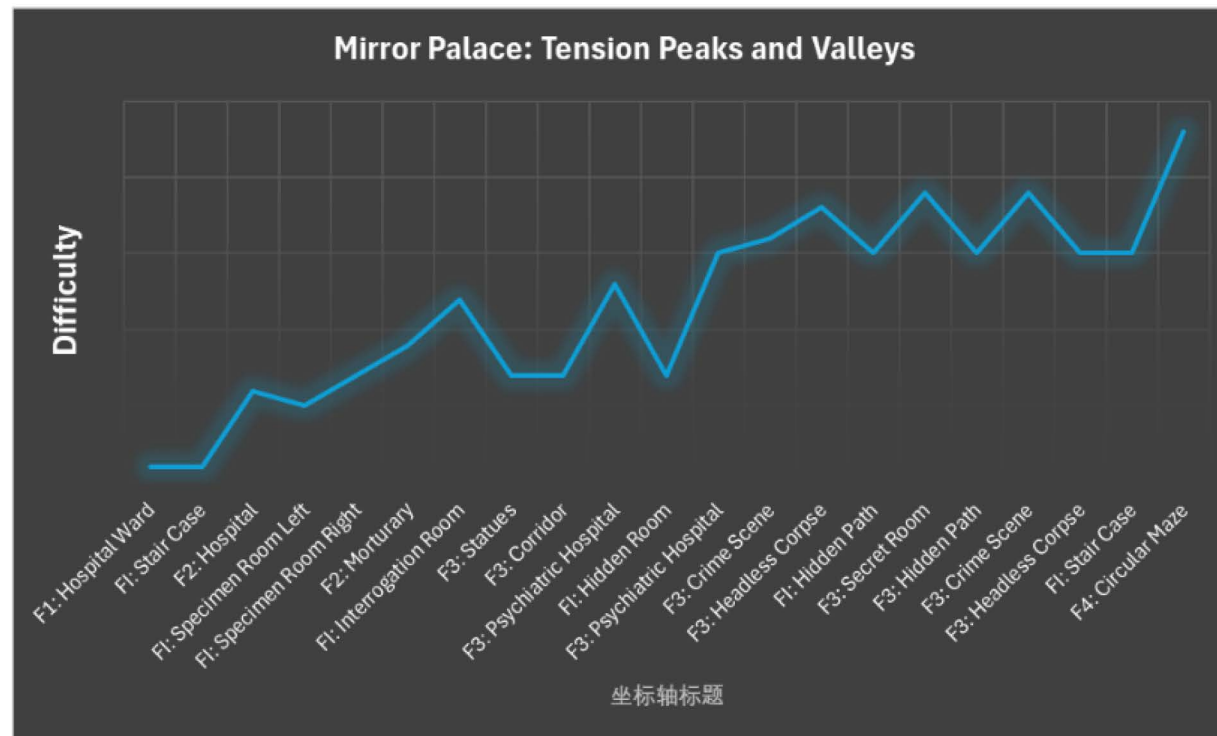
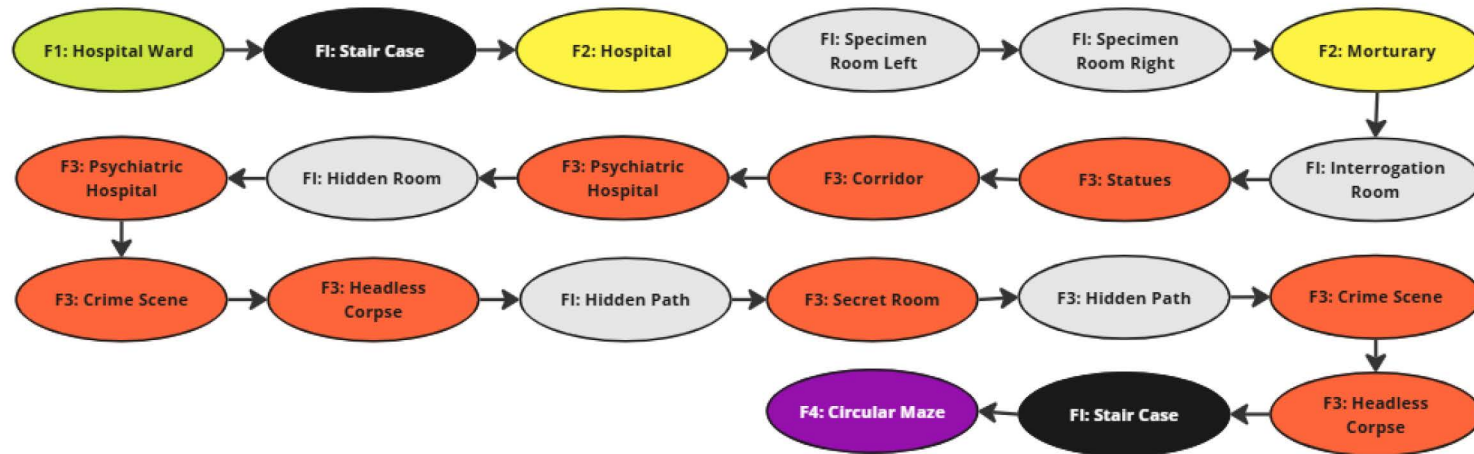
# Bubble Diagram

## After Structural Change



# Tension Peaks and Valleys

## Flow Chart





# Mission End

## **Mission Success:**

The player must fulfill all the following conditions to complete the mission:

1. Collect all 9 of the narrative pieces.
2. Unlock the top level and solve the final puzzle.
  - a. Collect 8 of the narrative pieces to unlock the top level.

## **Mission Fail:**

The mission will fail if the player meets any of the following conditions:

1. Killed by an enemy.
2. Falls to their death.