

Shadows of the Damned Original Plot

Translated by GoldenRakshasa

This is the original plot outline for Shadows of the Damned that was included in the Suda51 Official Complete Book which I own. It is written as a draft and, as such, many parts do not flow very well, and some aspects are left unclear. I have tried to keep my translation faithful to this, while still aiming to make it comfortable to read in English.

Just one note in regard to the translation. The Japanese term 獣人 (juujin) refers to a human/beast hybrid or therianthrope. I could not think of a great English word for this, so I went with 'beast-man'.

Any corrections or suggestions would be much appreciated.

I encourage you to share this with any Suda51 or Grasshopper fans that you know, but please credit me if you post it elsewhere.

Thanks for reading, and I hope you enjoy.

Original plot created with Franz Kafka's *The Castle* as a motif. The story differs greatly to that of the story in the final game.

Prelude

Introduction

G attempts to commit suicide by hanging himself. Through bad luck, the rope snaps, and G survives.

A ghost speaks to G: "It's too early for you to die. You're unqualified to die."

The ghost inhabits a closer gun and is G's partner. G is an undertaker employed by the Grand Ceremony Company. He has received a request from the castle, and has come to hold a funeral. The player is G. The goal of the game is to go to the castle.

1970, midwinter.

Scene 1

A boat drifts ashore a coastline, far removed from the kingdom.

From the station, the player boards an express train for the kingdom. G sees a naked woman dragged into the darkness, becoming the prey of a wild beast; the station master is shot with a handgun before his eyes; beast-like humans appear before him. It was evident that there was a problem in this kingdom.

Before he even has a chance to lament the fact that he has come to such a dangerous place, G boards the train. A train even faster than the Eurostar.

A station platform covered in a deep darkness. The darkness loving 'neighbours' gather towards G.

A noblewoman boards the same private rail car as G. She is the princess of the kingdom. She implores G to help her. She tells G that she wants him to come to the castle to help. The castle guard also speaks to G, "From this point on I will test whether you are qualified to enter this kingdom." G fights a beast-man in the dining car. G arrives at the station.

Upon reaching the final station and arriving to the kingdom, he rides a very long escalator and ascends to a ruined area. As the elevator continues to cross the remains of a once prosperous place, G arrives to an ancient city for which time seems to have stood still for over 100 years. After waiting for what felt like an almost similarly absurd amount of time, he leaves the deep underground and what lay before him was a snowy foreign country of perpetual night, Kurayami Kingdom.

Opening title.

Act 1: The clocktower town

Scene 2

G has a choice of multiple objectives:

1. Check in at the hotel.
2. Go to Iggy's kind-hearted funeral parlour.
3. Head towards the meeting place where the castle envoy is waiting.

In this town with the broken down clocktower, not only the sense of time, but the town people's own senses seem to have fallen into disarray. As if they have had their souls taken from them, the dejected townsfolk are unable to hold the carnival. G visits the room of the woman who was killed on the coast, and becomes close with her roommate Margaret. He learns that the clockmaker, Harry, is the only person who can do repairs. G falls in love with Margaret. He customises his closer gun at the tattoo shop.

The important clockmaker Harry has both his arms removed by an unknown assailant. In place of Harry, who was trembling in fear, G destroys a large flying beast-man at the clocktower enshrouded by dark clouds. The clock starts to move, and a little bit of liveliness returns to the town.

Harry begins to open up to G, but before he can tell G that he thinks someone has stolen his arms, he is killed by an assassin. G pursues the assassin and is accepted by the town and given the qualifications that allow him to register as foreigner.

Scene 3

G heads towards the identity guarantor company and, only as a formality, completes some forms, an interview, and an inspection. He learns from the female doctor Vivian that the guarantor company, based in a building of extravagant architecture, is composed of former government officials. G falls in love with Vivian.

With the guarantee issued to him, G is able to meet with the castle envoy, Alfred. However, before he can do so, Alfred's proxy intervenes and demands that G be registered as a resident of the kingdom. G heads to the government branch office to perform the procedures, but the building was empty save for a sea of blood. A secretary named Julie, covered in blood, pleads for G's help. A beast-man, wielding a terrible weapon, comes out from the main office and G eradicates it.

Julie completes the registration and G becomes a resident of the kingdom. G falls in love with Julie.

Scene 4

G is summoned by Iggy and heads to the funeral parlour. Gabriel, the chairman of the art gallery, requests that G kill him and then perform his funeral. The chairman is being threatened by someone and if there is proof that he has been killed, rather than having suffered an accidental death, they will not be able to steal the large inheritance and insurance payout. Thus, he asks to be killed. Iggy accepts the request due to the large reward that is offered. Gabriel is killed in the large exhibition hall of the art gallery, but was kept alive. Except for his head, the rest of him was put on display like an organ diagram. The limbs of a beast sprout from Gabriel's body and attack G. After destroying the creature, he holds a solemn funeral for Gabriel. G falls in love with Gabriel's widow.

G is summoned by the envoy Alfred, and heads to the town of waterways.

Act 2: The water fountain town

Scene 5

In the house of Gabriel's widow, G learns that the water fountain, symbol of the town, is broken down. He goes to meet the subterranean king who manages the underground waterways. He enters a cavern from an entrance on a mountain and makes his way to the underground waterway facility where he negotiates with the king. He learns that there are anomalies occurring that are spoiling the water resources, and that there are a number of related causal effects.

The eastern waterway. In order to secure the water from the river as a source, G heads to the core of the irrigation system and eradicates a beast-man that was nesting there.

The western waterway. G uses a legendary bike to head toward the town of light that lies beyond the lake, which can only be reached by breaking the speed of sound. The town of light was a land of eternal daytime. The town mayor, Clemens, promises to provide waterways if G can battle and defeat a beast-man of light.

Water returns to the areas surrounding the fountain at the centre of the town, but a beast-man is in control of the fountain. G defeats it, and a little bit of liveliness returns to the town.

Scene 6

Nana, who works at the tailor shop, makes formal wear for G. He manages to become part of the upper class. G falls in love with Nana.

G is summoned by the exclusive members club, comprised of only the upper class, and meets with the envoy, Alfred. Alfred promises to introduce G to the castle if G can present him with the three great cuisines of the world. Japanese black beef tenderloin steak, Chinese mitten crab and wax gourd soup, and Sasebo mega sausage pork hamburger.

G searches for the Japanese black beef. From the station, he heads towards the meat centre by riding along the subway tracks on a horse type beast-man that he had befriended. In obtaining the Japanese black beef, G meets a beast-man with a pure heart and avoids fighting it. He takes up a part-time job and is provided with some meat.

G searches for the Chinese mitten crab. He takes a boat down a fjord and crab fishes at a floating island in the centre of a beautiful volcanic crater lake. He befriends Fernando, a crab beast-man, learns the secrets of crab fishing, and obtains a Chinese mitten crab.

G searches for the Sasebo mega pork hamburger. He heads to a ruined building reminiscent of Kowloon city, and, riding through a complex system of elevators, arrives at the hamburger shop on the roof of the building. G encounters a raging pair of giant pig type beast-men brothers, but is unable to defeat them. He asks for assistance from the armed man who is eating at the standing soba restaurant. With the man's help, G defeats the beast-men and they return to their original forms. The brothers provide G with their hand made Sasebo mega pork hamburger.

G is invited to a banquet by the envoy, Alfred. Alfred, satisfied with the ingredients that G has gathered, tries to have him killed by the mafia, but the beast-men who G has befriended come to his aid. The beast-men shield G from the bullets, and, in their final moments, launch an unsuccessful attempt to kill Alfred. The horse beast-man takes G and escapes. The beast-man's speed gradually slows until its strength has gone. G laments their fate.

Act 3: The bridge town

Scene 7

Far removed from the water fountain town, G is leading a new life in the bridge town. He is accepted by Baldios, the proprietor of the liquor store on the bridge, and is provided lodging on the second floor. He lives with Yasmin, Baldios' daughter. The town council conducts a hearing where G takes an exam to join a men's youth group, receives a seal and has it registered, is issued with a certificate of residence, and undergoes an interview. The three interviewers become a single monster comprised of three beasts and attack G. G passes the exam.

Scene 8

G, who has joined the youth group, volunteers to undergo ascetic training in order to become the group's leader. Only one person has ever returned alive from the practice. The sacred temple on the bridge is talked of in legends as den of evil where demons lurk. In order to meet with the legendary man from the town, G heads towards the cliff town. He obtains a hint that he will be able to meet with this legendary man if he collects the eight volumes of the Kurayami Journal. He uses his crab fishing skills to raise the Revenge Racer that had sunk into the lake long ago. From the old, demolished highway, he bursts past the end of the road with a huge jump and arrives at the cliff town.

The legendary man, Arone, trains G. G is unaware of how many years pass as he trains on those cliffs. For the graduation exam, Arone becomes a demon and attacks G. Arone is killed by G and ascends to the afterlife. G takes the Hohkey Solo custom car and returns to the bridge town.

Scene 9

G emerges from the temple where he underwent training. The gate closes after a certain amount of time, after which returning to the town becomes impossible. G destroys a monster in the underground dungeon.

The bridge town has gone up in flames. The blazing bridge becomes brittle and collapses. Alfred is holding the head of sweet Yasmin. Alfred, who loses his limbs one by one, and has lost half of his face, had gotten his revenge. G, who is under duress by the castle's beast-man army, charges into an enemy. G is pierced full of holes, and falls into the river.

A bird beast-man saves G who had been submerged by the river. They head down the river and to the electric town.

Act 4: The electric town

Scene 10

The genius surgeon Jack performs an emergency operation and saves G's life. Jack's younger sister, Mizui, ardently nurses G back to health. G receives an invitation from Mizui. Jack requests that G find the important ring that his sister had lost. A team of three half beast-men rule over a ruined casino. One of the beast-men swallows Mizui's ring right in front of G. G destroys them and reclaims the ring.

G goes to see a cabaret show. The show is performed everyday on a stage with no audience. G was the very first guest. Mizui sings Let Me Kiss You by Nancy Sinatra. G climbs onto the stage, puts the ring on her finger and proposes to her. They share the world's most affectionate kiss.

Scene 11

The two decide to get married. G busily prepares for the ceremony, all for Mizui. He visits a natural silk factory and orders material for a wedding dress. He commissions a design from the fashion designer Redford. He heads to Alice town to meet with Redford.

The day of the ceremony arrives. Jack performs the duties of the priest, and the two are married. As the wedding is being celebrated, a helicopter arrives carrying the castle's chief executive, who has come for G. G furiously refuses to go, but is gently seen off by Mizui. The chief executive attempts to shoot Mizui, but Jack takes the bullet and dies protecting her. Mizui goes insane. Inside the helicopter, G kills the chief executive. The helicopter falls from the sky, crashing into the church town.

Act 5: The church town

Scene 12

The castle lay at the centre of the surrounding church town. The culturally developed town was rife with corruption and immorality. The people had all become horrifying beast-men. G fights within a coliseum. With the support of his trainer, Frank, G is victorious in the championship tournament.

On the night of his championship victory, the people run riot and attack G. The rioters target G, who has been living at a hotel. The hotel is turned into a gruesome battlefield. That night, he wiped out every last person of the town, it was the most merciless battle that G had faced.

Scene 13

The castle sends in their final assassin. The assassin was Iron King, Frank's fated rival. Iron turns into an iron beast-man and massacres Frank. Burning with vengeance, G obliterates Iron in an unlimited rounds fight.

Scene 14

G meets a young boy who loves the night. The boy is a fan of G. The boy, who roams around the dangerous town at night, leads G around. G is led to the castle via the boy's guidance. G once again meets with the castle guard, the same man he had met on the train. The guard transforms into a beast-man and devours the boy. After a back-and-forth battle on the castle bridge, G is victorious and enters the castle.

Ending: The castle

Scene 15

The one who had summoned G was a young boy. The boy was the very existence of G as a child. The boy was the king who ruled over the kingdom. For the purpose of order and purification, he

had spread the beast-man disease through the land. The kingdom had control of the vaccines and, following a debate, provided them. The boy fully transforms into a beast-man, and G fights his final holy battle.

The boy lies in a coffin, breathing his last. Within the coffin, G has died. G faces himself. G has killed his past self with his own hands.

Epilogue

G burns down the castle and, passing through the parade of fireworks, leaves the castle town behind. Hallelujah by the Happy Mondays plays as the BGM.

The horse beast-man's child has come to pick up G. G returns to Mizui.

Staff Roll

The night becomes morning, and the sun rises.

Mizui is preparing a meal as she waits for G's return. Upon hearing the sound of a horse, she rushes out of the house. She can see G's form in the distance. G stands up on the horse's back and Mizui leaps up over the horse's head. G catches her and the two embrace. They land on the ground.

G: I'm home.

Mizui: Welcome back. Are you hungry?

G: I'm starving.

They share an affectionate kiss.

END.

BONUS

SotD comments from the Suda 51 Complete Book

These are the comments written by Suda that were included in the Suda51 Official Complete Book. I thought they were interesting, so included them as a bonus.

51's COMMENT

Kafka's *The Castle*

Damned was a long journey. I first started planning this project while I was making *Killer7*.

I had always loved the works of Franz Kafka. His novel *The Castle* was left unfinished, but it was exactly because it is unfinished that I thought that I wanted to complete *The Castle* in his place. I wanted to make the conclusion that Kafka was unable to write. That was where the idea started.

51's COMMENT

Rewriting

The scenario changed greatly. In the beginning, the protagonist's job was the same as in *The Castle*, a land surveyor. The feeling of hidden monsters that emerge from the darkness was not present in the original novel, and the battle with darkness became the theme of the game. In the end, the protagonist would arrive at the castle.

In the original novel, the story ends in the town, without the protagonist reaching the castle. I think that Kafka wanted to go to America. I think to Kafka, the Czech Republic seemed like a village society, while America seemed like a castle. So, I think he may have wanted to sublimate this aspect within himself.

However, we had great difficulty getting the OK from EA. As we continued to work on the game, Mikami-san fought together by my side and we somehow managed to complete the game and release it. All said and done, I think being able to finish it was a miraculous thing. I believe that at the time, EA would have had plenty of chances to cancel the game. I think that they probably wanted to cancel it. However, they were able to endure it and even ended up releasing the game. In that way, I feel like we were really lucky.

51's COMMENT

The importance of management

Around that time, the presence of games within culture had risen greatly. It was a period where it felt like they had surpassed even music and movies.

During that time of heightened enthusiasm, I personally thought, "We need to manage this in a way that protects creators." The big companies steadily kept trying to drive down budgets. However, if there's an agent in between, then you could acquire a decent budget. Seeing those

conditions right in front of me, it was also a time when I really wanted to make a good environment for creators to work in.

51's COMMENT

Promotion

In those days, EA had just shifted to a structure where the intention was to create big blockbuster titles. I thought that their main focus was on things like how to best promote *Battlefield*. It was a period where they used their super AAA titles to compete with other companies.

Because of that, the game only received the bare minimum of promotion in North America. As a result, the game has ended up being viewed as somewhat of a hidden gem. During interviews, the media would ask with irritation, "Why did EA put such little effort into the promotion of *Damned?!*" (laughs)