

The title 'Tallamook' is rendered in a white, hand-drawn, chalk-like font. The letter 'l' is replaced by a white lighthouse icon. A thick, textured wooden beam is positioned horizontally behind the letters, extending from the top of the 'l' to the top of the 'k'. The background is a dark blue gradient with a faint, wavy, topographic map pattern.

Tallamook

Hugo Lacombe

Samuel Vinet

Kevin L'Allier-Méthot

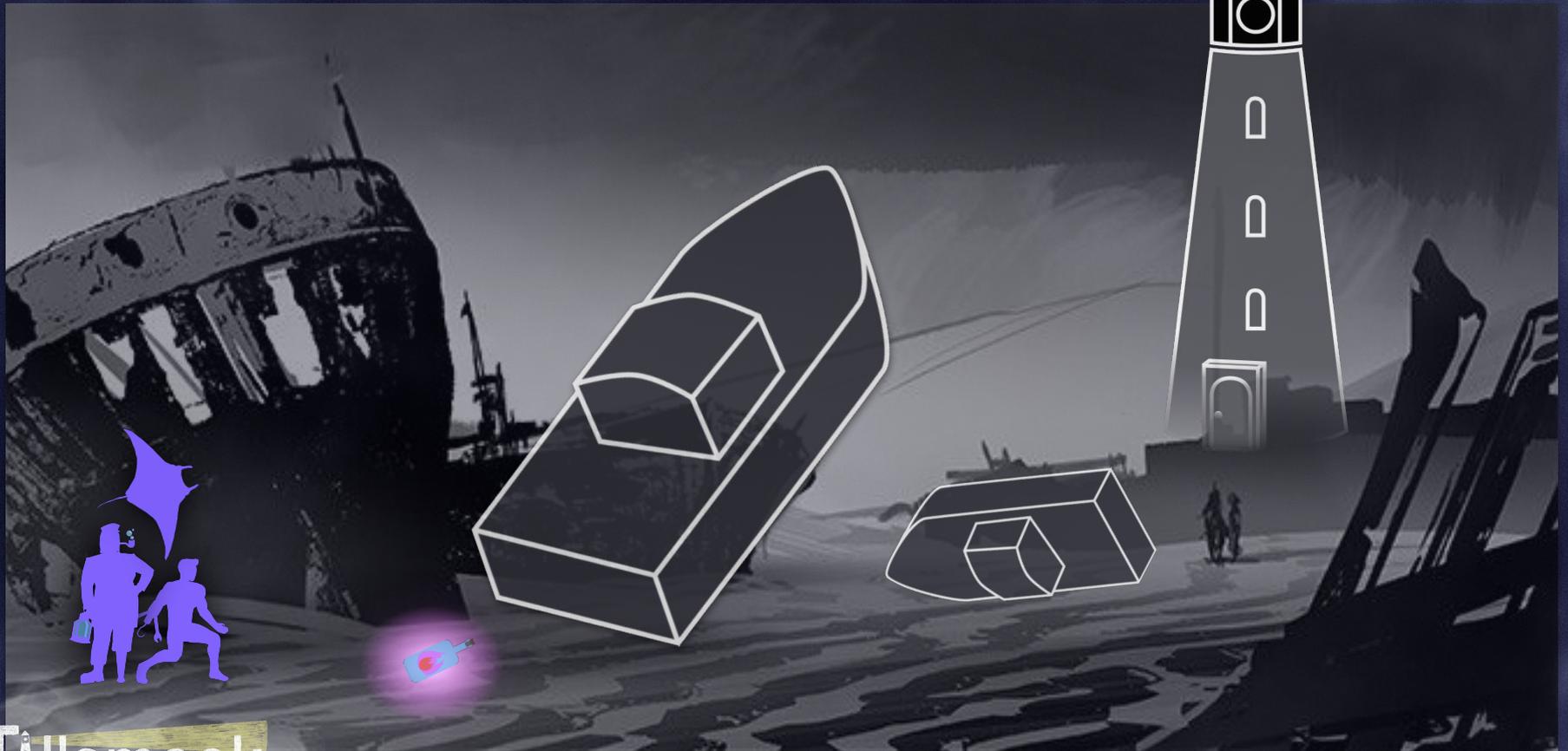
Olivier Gagnon

Un phare éteint.
Une brume épaisse.
Des épaves indiscernables.
... et une **étrange flamme réconfortante.**

Sera-t-elle suffisante?
Juste une façon de le savoir.
Allez hop matelot ! ;)



Synopsis



Tillamook

Piliers



COLLABORATION



PHARE



BRUME

Monde & Environnement

Weird Tales

The Unique Magazine



Weird Tales

The Unique Magazine



The White Ship

By H. P. LOVECRAFT

I AM Basil Elton, keeper of the North Point light that my father and grandfather kept before me. Far from the shore stands the gray lighthouse, above random slimy rocks that are seen when the tide is low, unseen when the tide is high, that hearken for a century have the majestic harpoons of the sea. In the days of my grandfather there were many; in the days of father not so many and now are so few that I sometimes stare at them, as though I were

young have parted to grant me glimpses of the ways beyond, and sometimes at night the deep waters of the sea have grown clear and phosphorescent, to grant me glimpses of the ways be-



"The ring of workmen moved in endless busyness between the ring of holes and the ring of fire."

"Of such great powers or beings there may be conceivably a myriad . . . a myriad of a highly remote period when . . . consciousness was manifested, perhaps, in shape and form long since obliterated before the tide of advancing humanity . . . forms of which poetry and legend alone have caught a flying memory, and called them gods, monsters, mythical beings of all sorts and kinds. . . ."
— *Atropos Blackwood.*

I. The Horror in Clay.

THE most merciful thing in the world, I think, is the inability of the human mind to comprehend all its mysteries. We live on a placid island of ignorance in the midst of black seas of infinity, and it is

Found beneath the papers of the late Francis Wentworth Thompson, of Exeter.

was not meant that we should voyage far. The universe, each straining in its own direction, have hitherto harbored in little, but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or lie from the deadly light into the peace and safety of a new dark age.

Philosophists have guessed at the awesome grandeur of the cosmic cycle wherein our world and human race form transient incidents. They have hinted at strange servitudes in terms which would freeze the blood if not masked by a blase optimism.



Tillamook



Tillamook



Tillamook

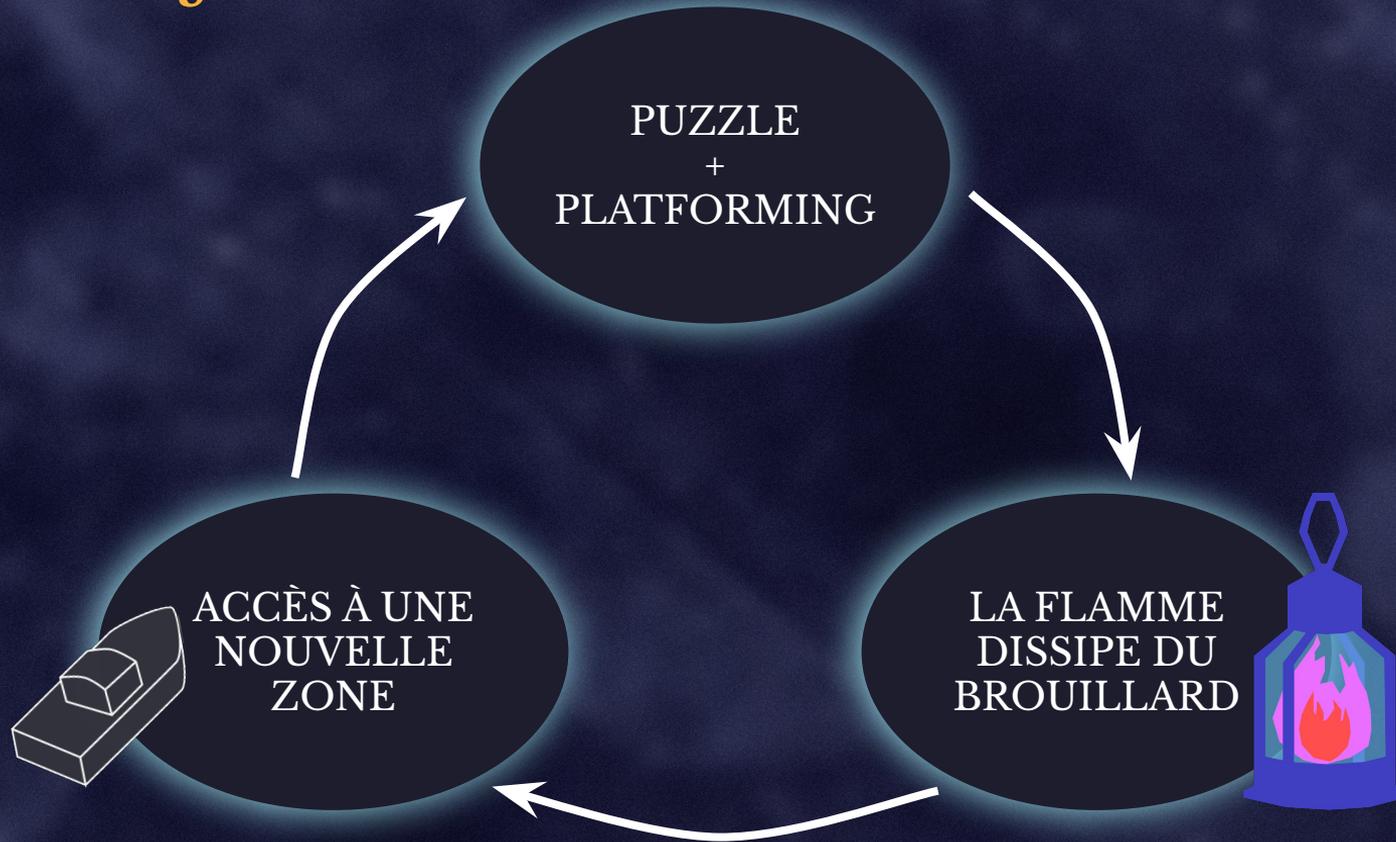


Tillamook

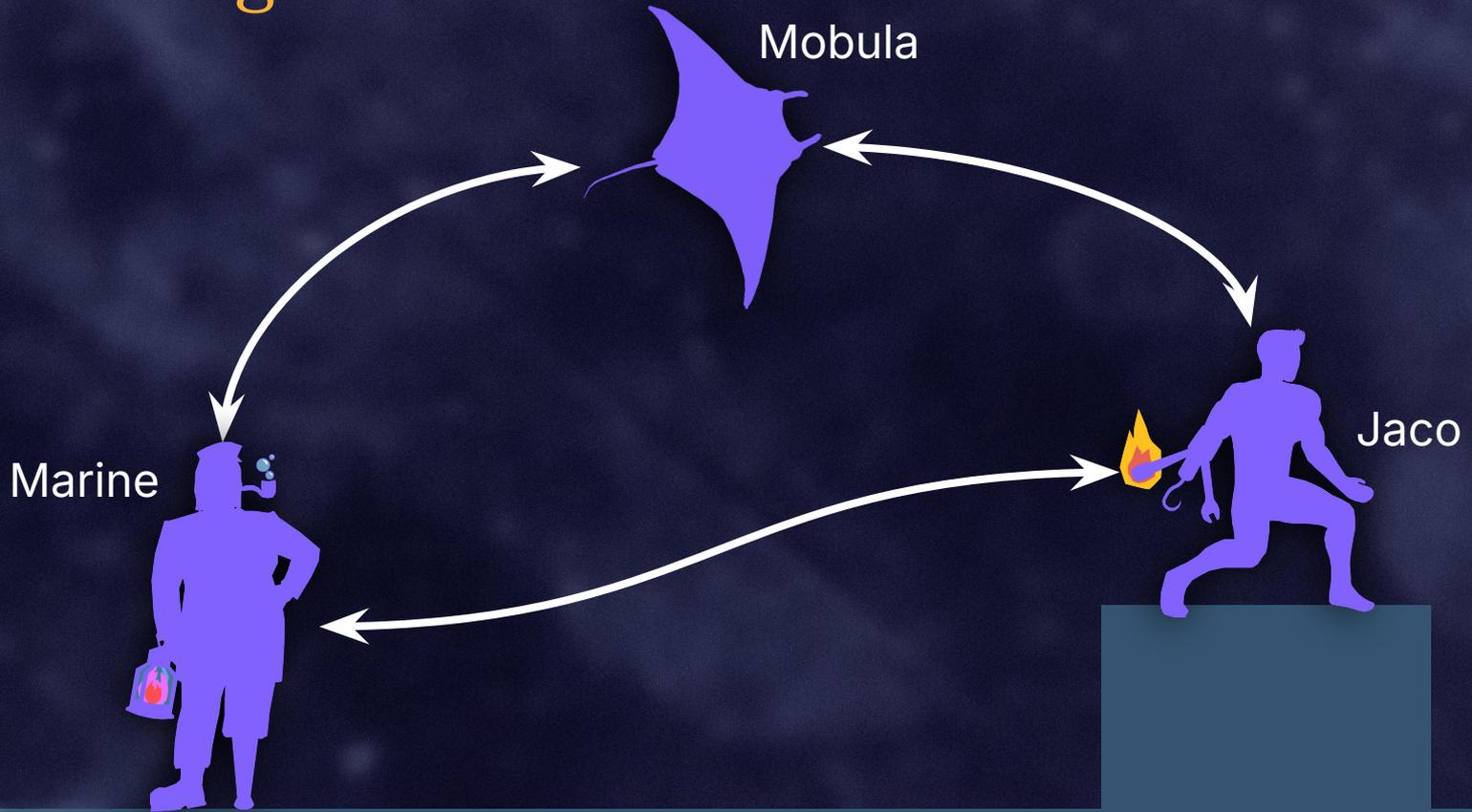


Tillamook

Boucle de jeu



Personnages



Capitaine Marine Machine



Pipe spéciale,
manipule les bulles !

Porteuse de la
flamme, **dissipe la brume !**

Marche,
ne saute pas!



“Jaco” ou Jacovol Trades

Bricoleur, possède
un couteau suisse
intégré !



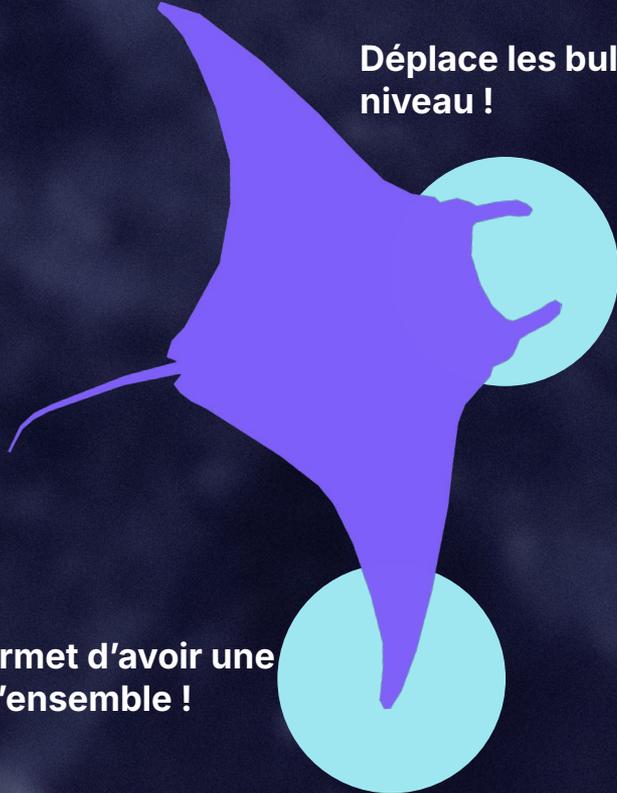
Agile: saute, glisse,
grimpe !



Tillamook

Mobula L'Inexplicable

Déplace les bulles dans le niveau !



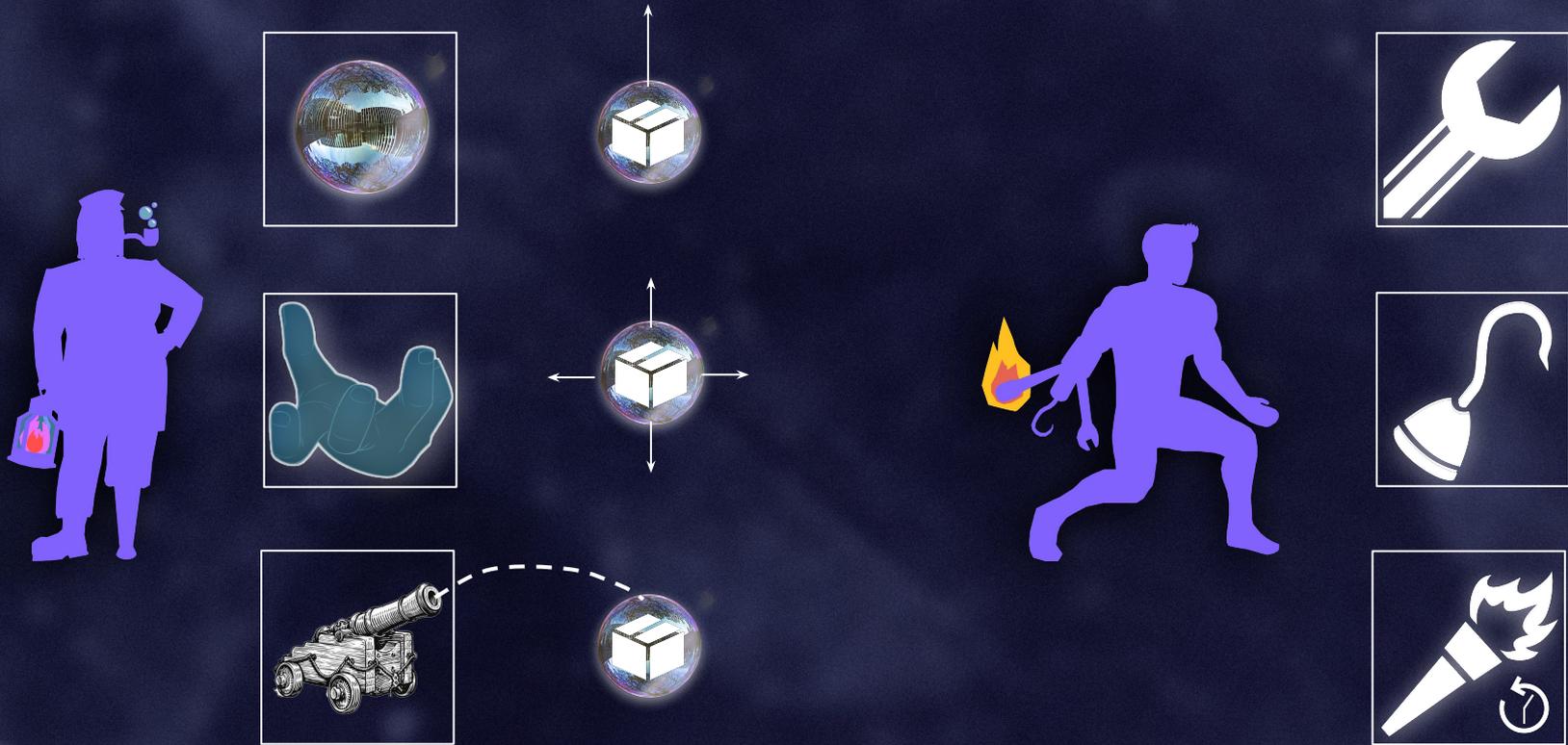
Vole, permet d'avoir une vision d'ensemble !



La flamme

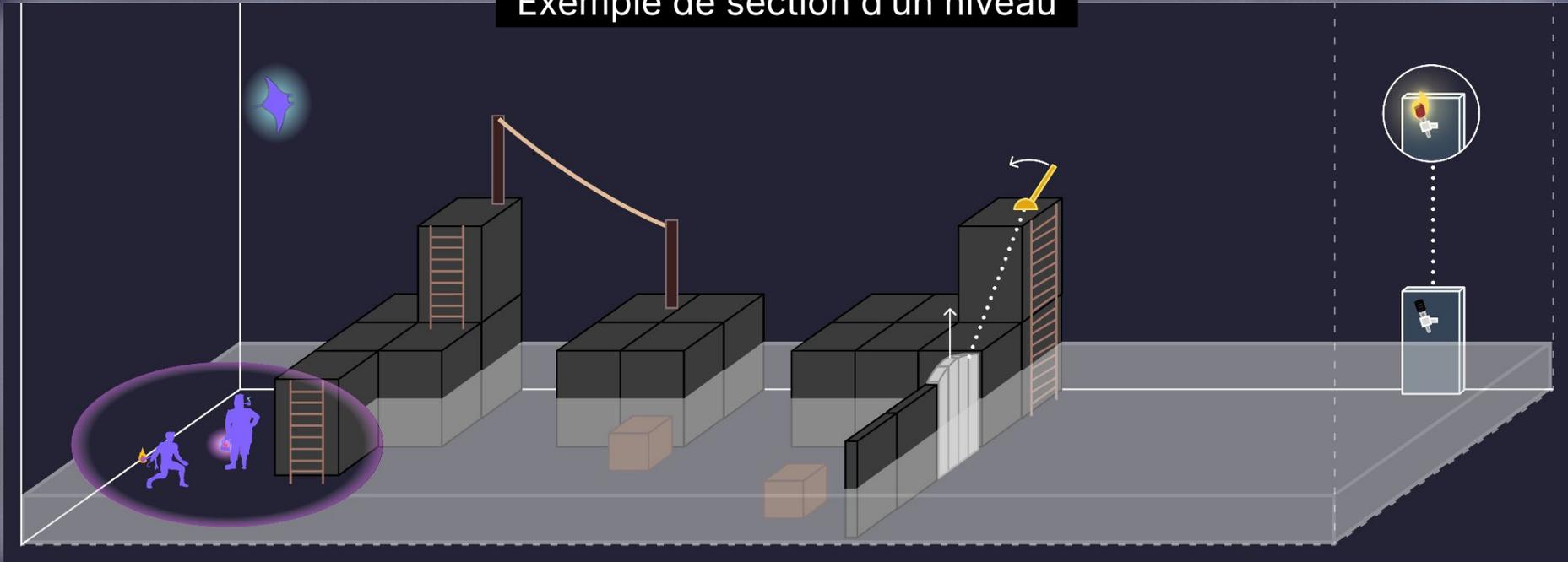


Ingrédients gameplay

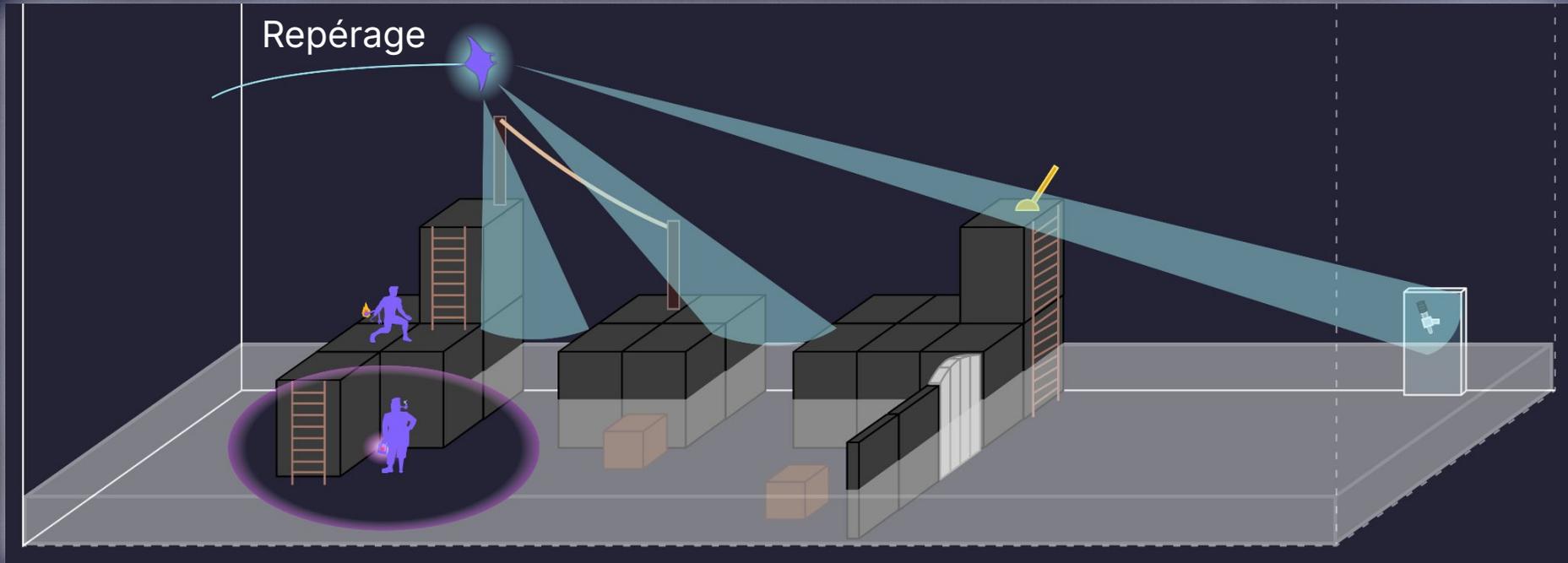


Sommaire gameplay

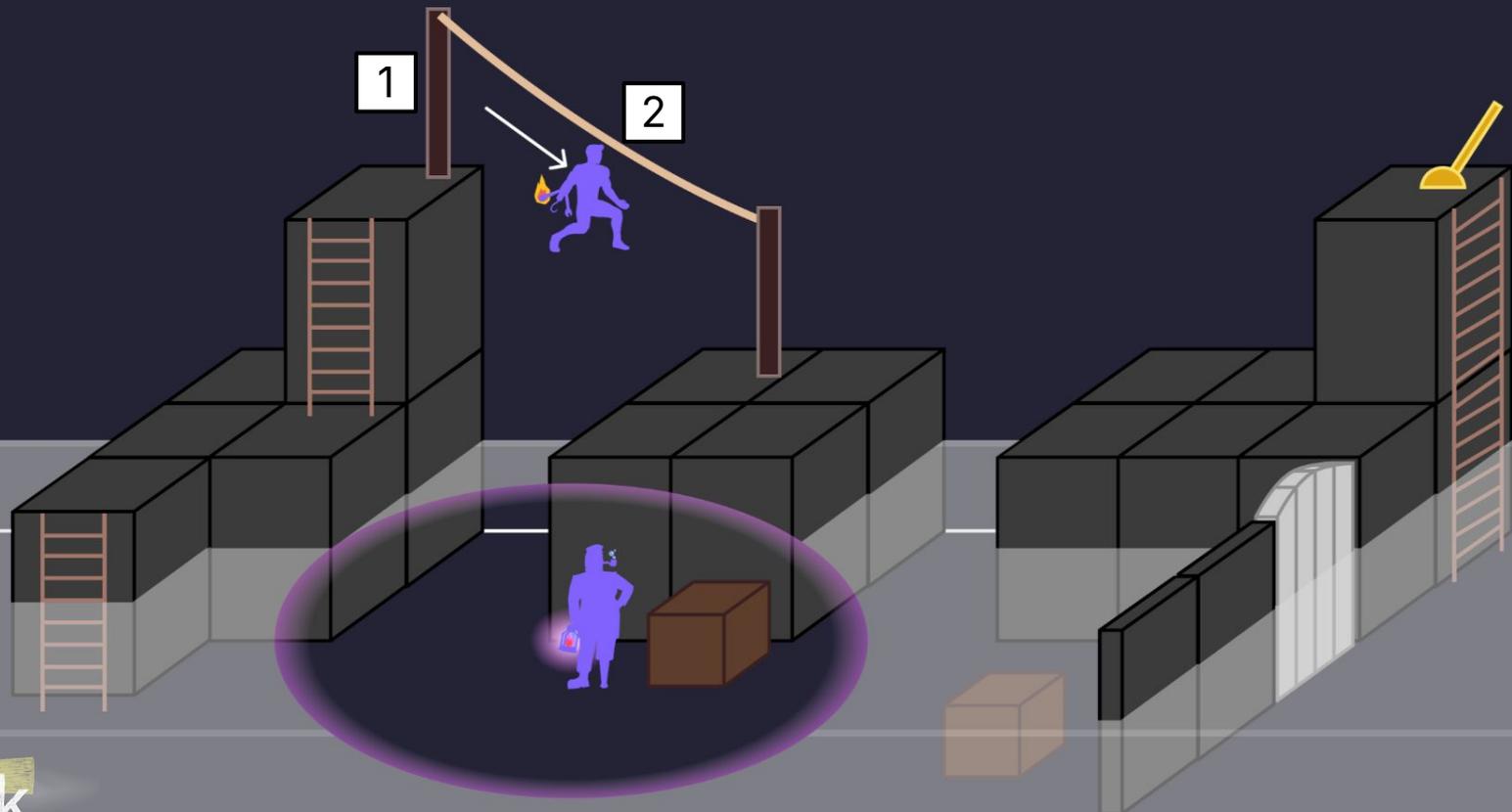
Exemple de section d'un niveau

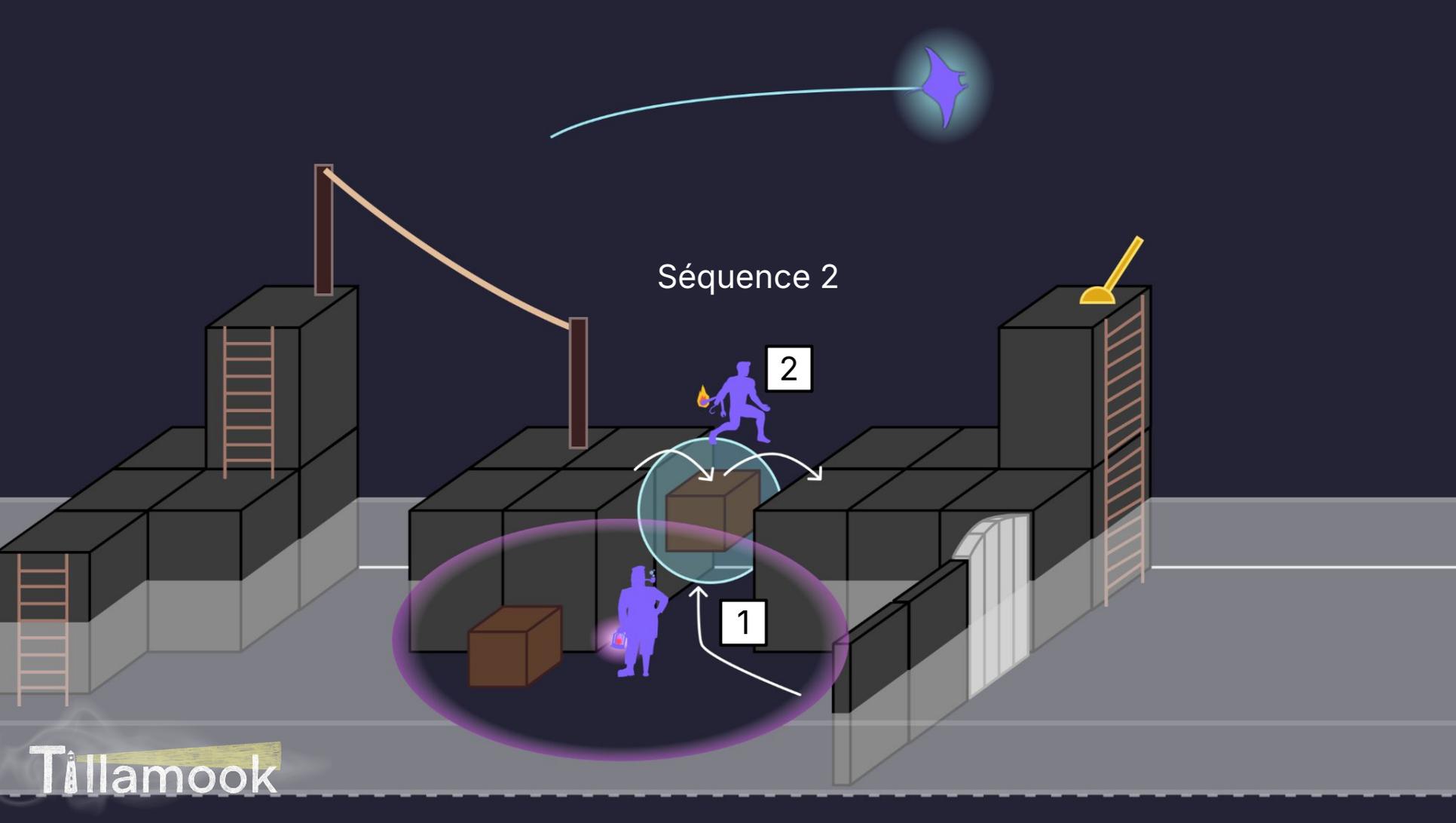


Sommaire gameplay



Séquence 1



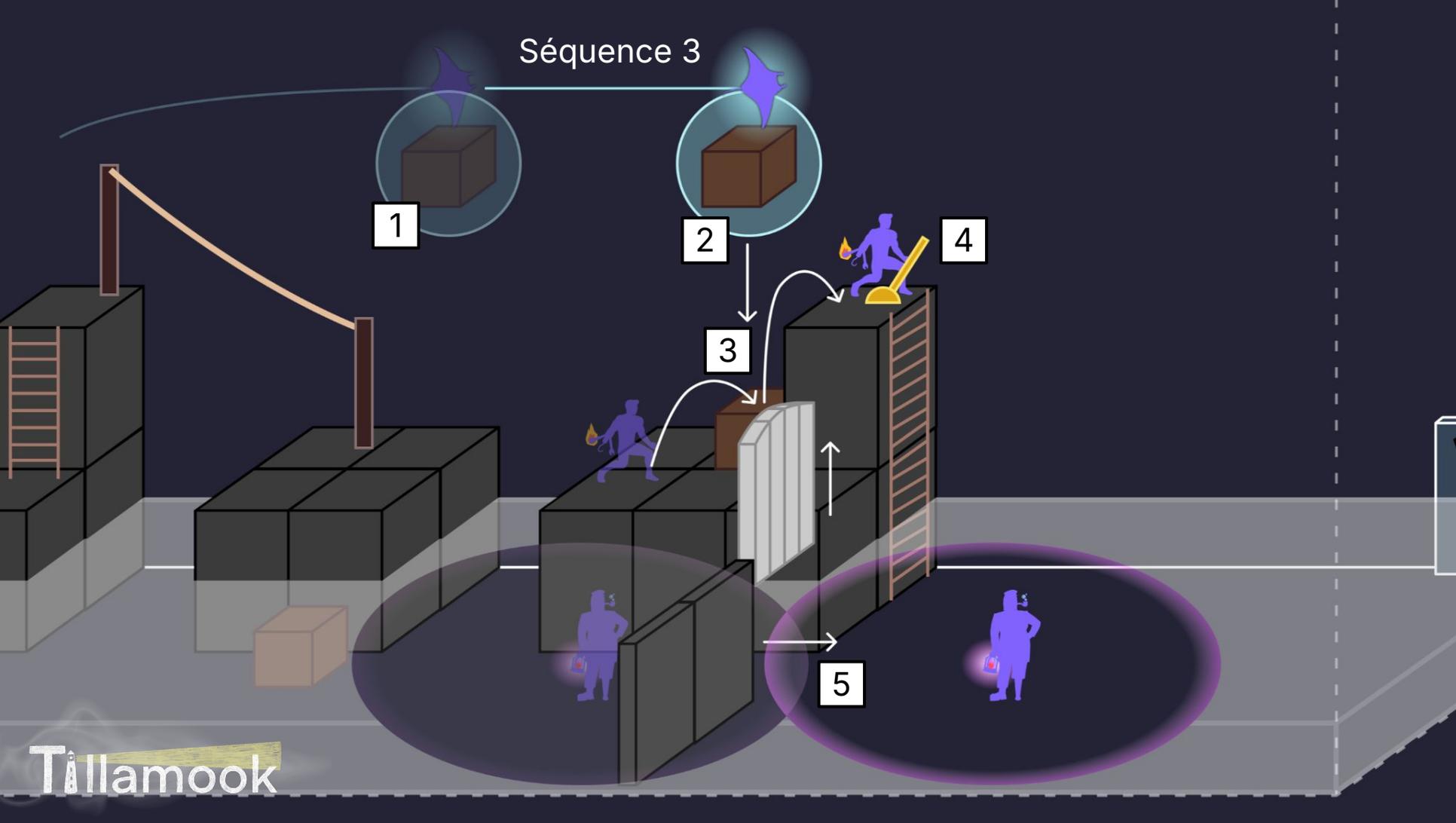


Séquence 2

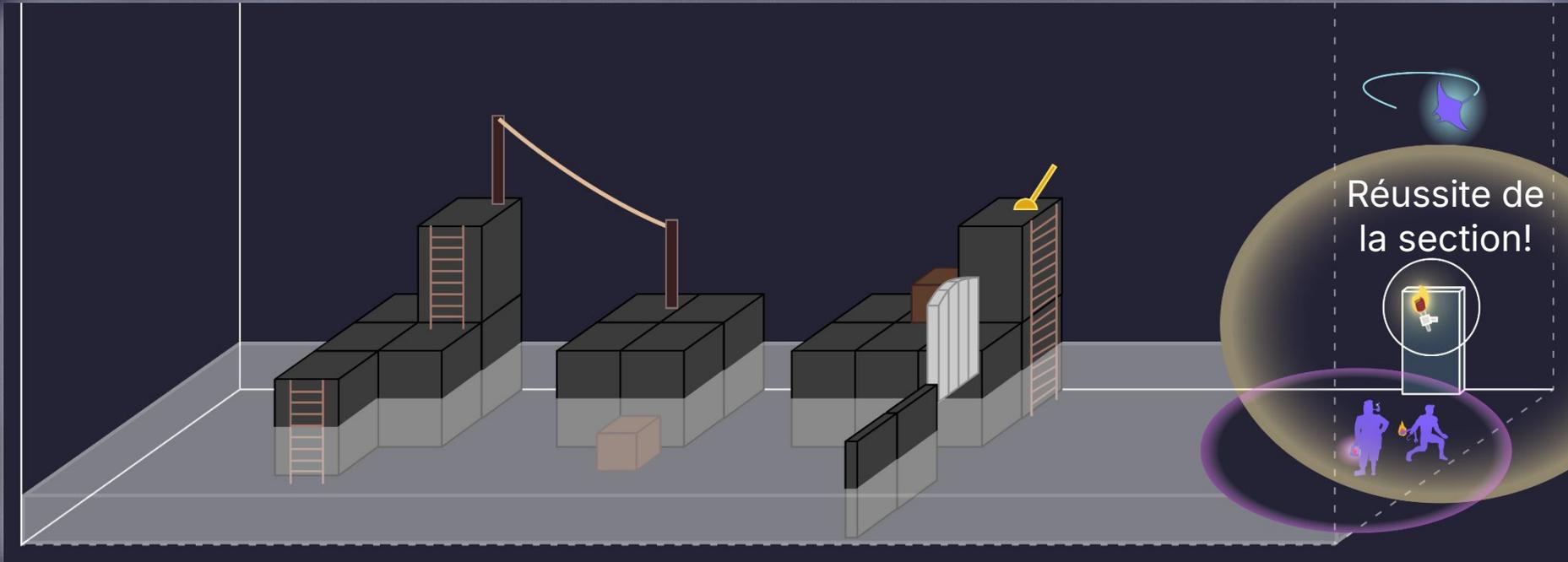
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1

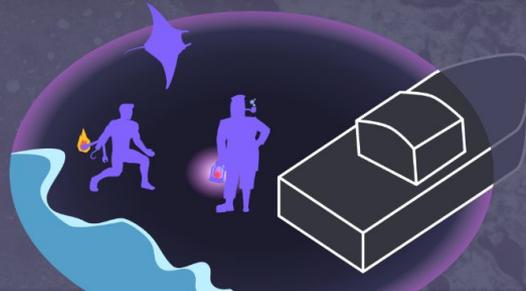
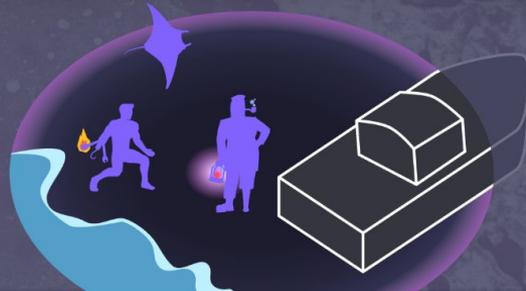
Séquence 3



Sommaire gameplay



Tillamook



Olivier Gagnon

Samuel Vinet

Kevin L'Allier-Méthot

Hugo Lacombe



Piliers

PHARE

(Le Pilier Phare, Fort, Far)

(PRÉPARER ET EXÉCUTER)

GUIDER

Protéger la **FLAMME**

Allumer le Phare

Rallumer l'âme des Bateaux
(Figure de Proue?)

Éloigner le Brouillard Menaçant

COLLABORATION

(GUIDER ET COLLABORER)

Entre les 3 personnages

La Flamme vers le phare

Dissiper le Brouillard

FOG OF WAR

(Inconnu ET Mystère)

Brouillard Épais

Inconnu à l'intérieur

Place Mystérieuse

Synopsis

- Marine, Jaco et Mobula, nos protagonistes, se réveillent sur un berge inconnue (plage inconnue?);
- Un flamme dans une bouteille les protège du mystérieux brouillard qui les entoures; (mentionner qu'ils la trouvent?)
- Au loin, au travers de la brume, apparaît la forme distincte d'un phare;
- Notre trio de personnages décide de se rendre jusqu'au phare afin de le rallumer;
- Toutefois ils devront se frayer un chemin au travers du cimetièrre de bateau et de la brume qui les entoure afin d'atteindre le phare.

OG: mentionner que le phare s'appelle le Phare de Tillamook?



peut-être inclure ces images du phare? ici ou bien dans Monde/Environnement?

Monde & Environnement

