

Design Document for Swamp Near Flamingo Trailer Park

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Overview

Description and Theme:

Creepy swamp zone with a horror undertone. Plenty of dark spots and even in daytime; light should only partially penetrate the fog in the swamp. The ground is mostly ankle deep water. There are three areas where animals hang out peacefully, which should appear more inviting than the environment that connects them.

Narrative Details: Site of a pre-war blacksite run by a ghoulish scientist, who is experimenting with subsonic mind control. Worshipped/ protected by Effsisi Harmonized.

Associated Misc Quest: Voices in the Swamp

- The player can pick up this quest from Suze Noel in Flamingo Trailer Park, who says she's worried that lunatic Blaze has hurt himself. [Twine [Link](#)]
- The player can find Blaze's body, apparently stabbed, and the Subsonic Triangulator
- After using Triangulator on the second broadcast pylon, Kaliyah Levine will approach the player and tell them to stop.
- After using the Triangulator and each broadcast pylon Effsisi's Hut / Prewar Blacksite will be marked on player's map

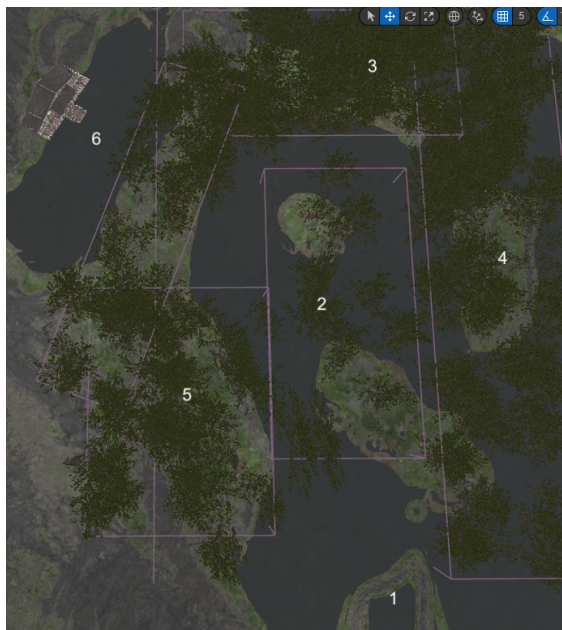
Enemies:

- Irradigators
- Crazy Radstags
- Gulpers
- Effsisi Harmonized (raider reskin)

NPCs:

- **Blaze Fuller**, dead, a "lunatic" from Flamingo Trailer Park come to the Swamp to put a stop to "government controlling his dreams"
- **Pamela Fischer**, Pre-War scientist who is now a ghoul, continuing her work to make Americans more "civically minded."

Sub Areas



1. To the Road + Blaze Fuller's Corpse

Description: A pool in the swamp with a half-sunken body tangled in reeds and cattails, its belongings scattered across a moss-slicked log, with a broken radio hissing faint static nearby.

Notable Features:

- **Blaze Fuller's Corpse (NPC):** A corpse with a combat knife sticking out of it, having been stabbed.

Lootable and carries the following:

- 10mm Pistol
- 12 10mm bullets

- Patchwork Sweater and Shorts
- Subsonic Triangulator
- Diary Entry, reading:
 - “They’re blasting it into my head, whisperin’ real soft-like, tellin’ me to smile at folks, to share my damn food, to wave at neighbors. I hear it in the frogs at night, in the buzzin’ of the bugs—like they all been tuned in. But I got the machine, I can find where it’s coming from. The government ain’t gonna make me get along with nobody! I’ll find their tower, tear it down, and then we’ll see who’s still smiling.”

2. Shrine to Mother Effisi

Description: A clearing in the mangroves where Harmonized lash together driftwood into a small pavilion and effigy, swampfire lanterns casting shadows across their half-built shrine. Friendly at first.

Notable Features:

- Kaliyah Levine (NPC)
 - NPC the player can converse with. [Twine [Link](#)] Will approach the player after they have activated the second broadcast pylon.
- Effisi Harmonized
- Shrine: a small pavillion with a vaguely humanoid shape in the center, carrying what looks like an incomplete broadcast pylon

3. Signal Broadcast

Description: A capsized airboat has a broadcast pylon attached to it, its dish tangled with moss and vines. Around it, several Irradigators lie sprawled in the shallows, but they ignore the player initially.

Notable Features:

- Broadcast Pylon 1
 - When activated with the Subsonic Triangulator, irradigators will attack.

4. Signal Broadcast

Description: A narrow stretch of half-flooded ground, crisscrossed with cypress knees and overgrown sawgrass. In its center rises a low relay antenna jammed into the muck. A small herd of radstags stands motionless at the waterline.

Notable Features:

- Broadcast Pylon 2
 - When activated with the Subsonic Triangulator, radstags will attack.

5. Signal Broadcast

Description: A lightning-struck cypress tree juts above the swamp canopy, its hollow trunk fitted with a broadcast pylon. Its branches are crowded with gulpers—all their pale eyes locked on the player’s approach.

Notable Features:

- Broadcast Pylon 1
 - When activated with the Subsonic Triangulator, gulpers will attack

6. FCC Hut + Prewar Blacksite

Description: A treeline is guarded by Harmonized. Behind the treeline is a pool nestled into tall rocky hills. At its far end is a rundown structure made of steel, covered in vegetation and patched with driftwood. “FCC Survey Work” is written in faded paint on one side.

Notable Features:

- Entrance to Prewar Blacksite, where the player can confront Pamela Fischer [Twine [Link](#)]
- Effsisi Harmonized
 - These Harmonized will tell the player to leave if they approach, and will turn hostile if the player gets too close. They turn hostile along with the others if the player activates a third broadcast pylon.