



GORI

CUDDLY CARNAGE

ARTBOOK

WIRED
PRODUCTIONS

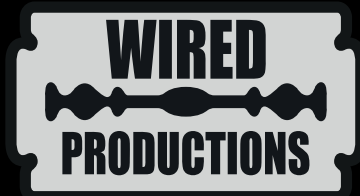
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ANGRY
DEMON
STUDIO

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**WARNING! THIS ART BOOK CONTAINS SPOILERS FOR CHARACTERS AND STORY.
WE RECOMMEND FINISHING THE GAME BEFORE VIEWING THIS ART BOOK.**



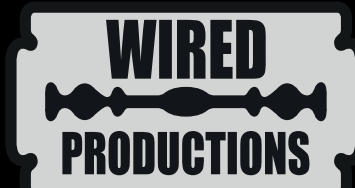
A BRIEF OVERVIEW OF GORI: CUDDLY CARNAGE

Humanity has been destroyed - and it's up to Gori, along with his deadly but wise-cracking sentient hoverboard, F.R.A.N.K, and morose A.I companion, CH1-P, to slay the evil Adorable Army with lethal combos.

Fuelled by insatiable demand, 'Cool-Toys Inc.' created 'Ultra Pets'. The ultimate companions that never hunger, never require bathroom breaks and are impervious to the ravages of time. Little did anyone expect the mutation that transformed these perfect pets into twisted toys straight from your nightmares, hell-bent on wiping out humanity.

Master explosive weaponry and devastating combos in an epic battle to prevent the Adorable Army from conquering the galaxy, and rescue Professor Y, their missing creator and only human who showed Gori and his friends love. Push your combat and platforming skills to the limits as you fight your way through twisted landscapes filled with environmental hazards, razor-sharp adult humour and a bone-crunching, pulse-pounding soundtrack.

These reluctant heroes must track down and obliterate the generals of the Adorable Army, and with the help of a wild cast of unlikely allies - discover the truth about Cool Toyz Inc. and unravel the secrets of this thrilling, action-packed hack 'n' slash adventure. Get ready to unleash the cuddly carnage!



Gori: Cuddly Carnage ©2024 Angry Demon Studio. Published By Wired Productions., Developed by Angry Demon Studio.



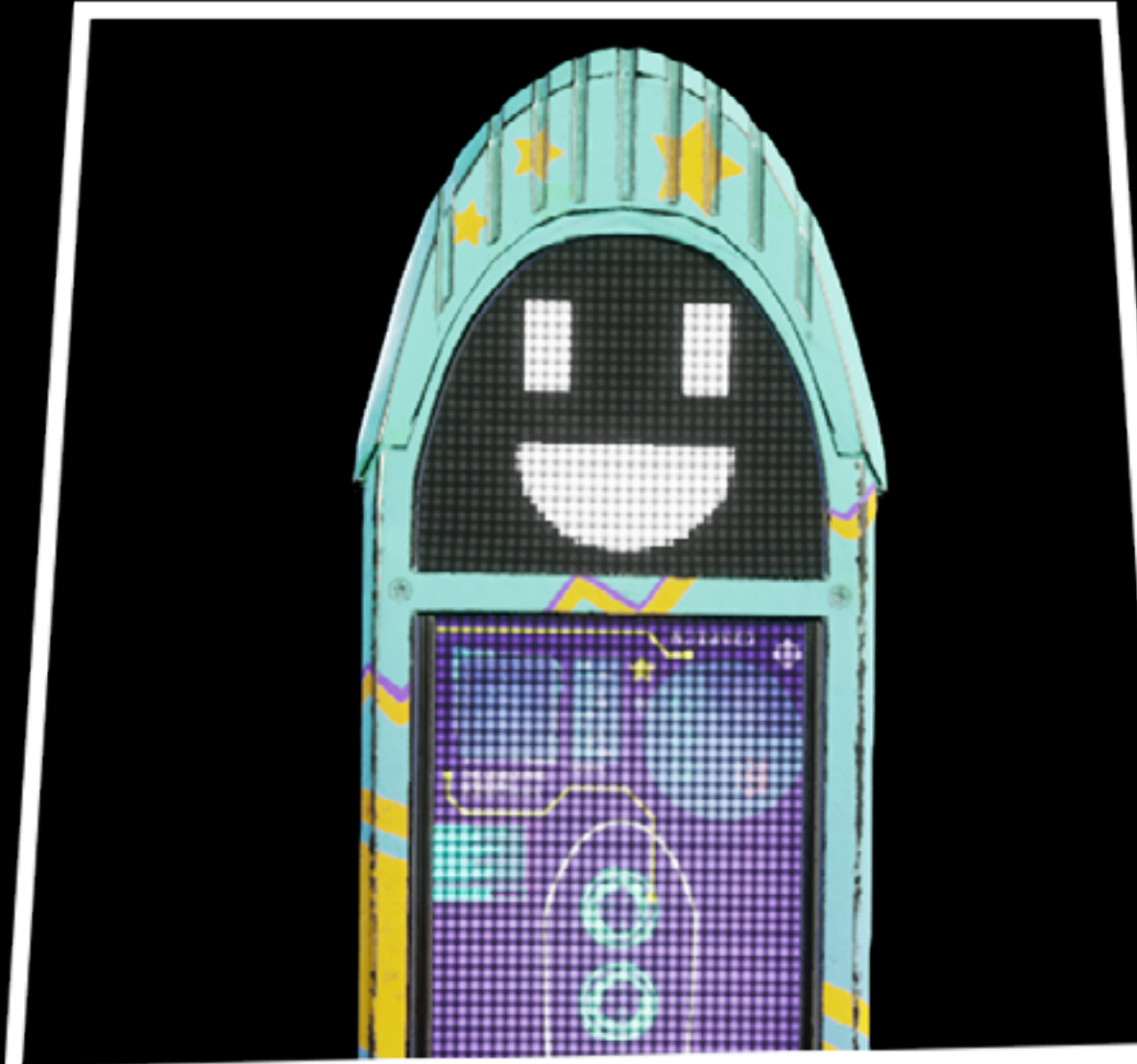
THE HEROES



GORI

REJECTED / DESTROYED - The first prototype created for the "Ultra Pets" - programmed by Cool Toyz employee, Professor Y.

Intended to be mass produced as every kid's best friend. The negative characteristics of anger, disobedience, and violent outbursts made this prototype unsuitable for consumers.



F.R.A.N.K.

REJECTED / DESTROYED - The F.R.A.N.K. - modular (add-ons to be sold separately) hoverboard prototype brought hover car technology to a new level by reducing the size of thrusters to fit in a smaller board.

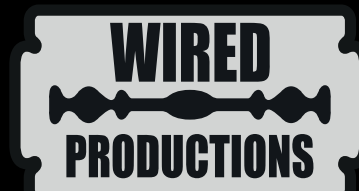
Consumer tests resulted in serious personal injury and the prototype was deemed unsuitable for consumers.



CHI-P

REJECTED / DESTROYED - Modular AI unit to be installed in all compatible Cool Toyz products, giving the user the power to bring their friend in all Cool Toyz activities.

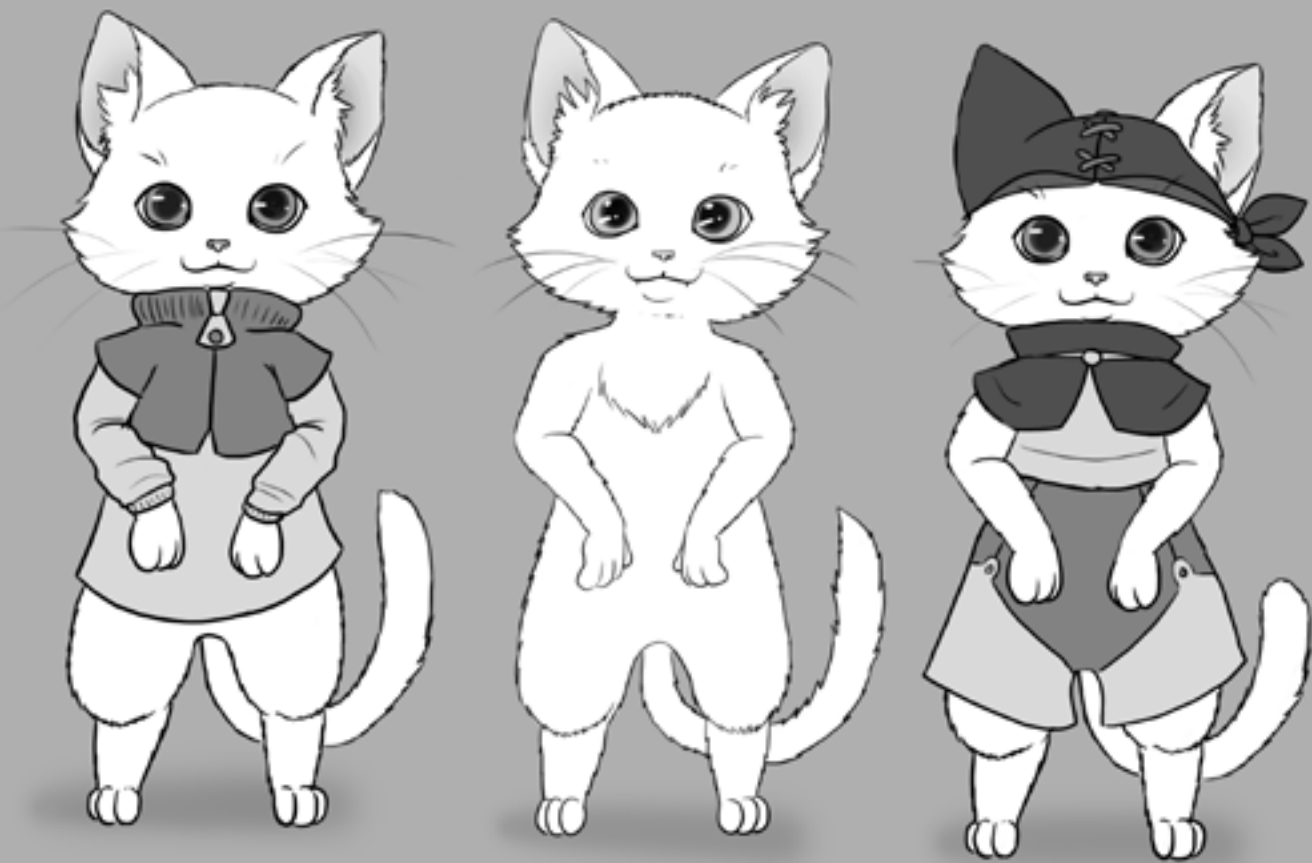
All prototype testing resulted in a "sad" state of mind within minutes of usage. Bug was deemed unfixable and the prototype was deemed unsuitable for consumers.



GORI CONCEPTS

Introduction

From the beginning, we knew a cat would be the perfect protagonist for Gori: Cuddly Carnage. Our entire studio loves cats, and we believed a feline hero would align seamlessly with our team’s vision. The charm, agility, and personality of a cat perfectly matched the dynamic and adventurous spirit we envisioned for the game.

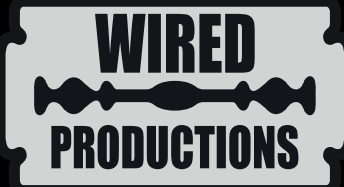


Iterative Workflow on Clothing Design

Designing Gori’s clothing was a process filled with numerous sketches and discussions. We aimed for an outfit that reflected his badass, adventurous nature while adding a touch of feline charm. Experimenting with styles from sleek to rugged, each iteration brought us closer to the perfect look. The team worked closely to refine details, ensuring every element complemented Gori’s character and role in the game.

Summary

Creating Gori was a surprisingly quick process. The moment we saw the finished concept, we knew this was the badass cat destined to ride a hoverboard. The design clicked with everyone in the studio, and we saw Gori come to life just as we had imagined. His striking look, unique personality, and our passion for cats made Gori the perfect protagonist for Gori: Cuddly Carnage.

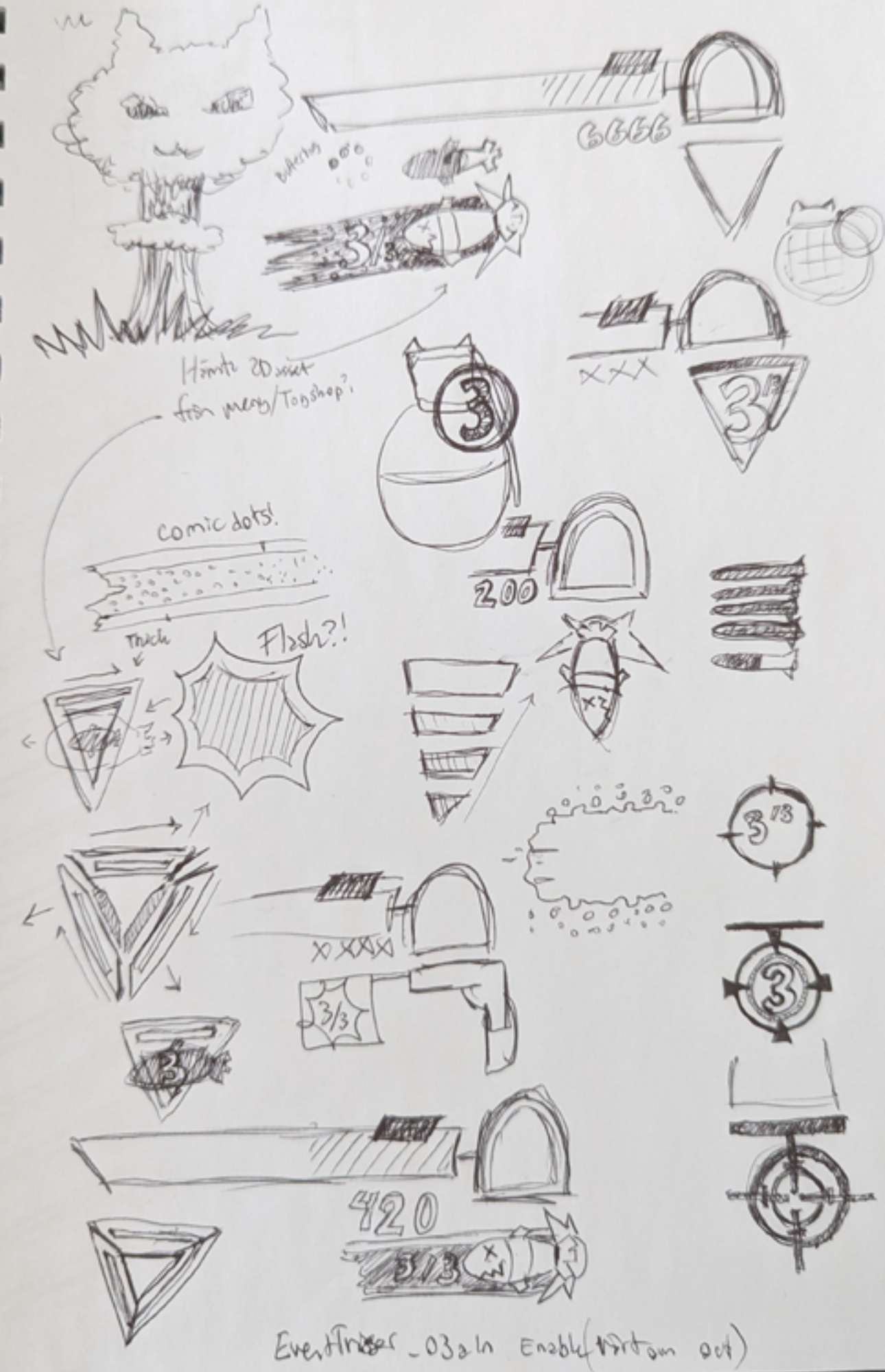


F.R.A.N.K. CONCEPTS

Introduction

From the start, we knew the game mechanics we wanted for Gori: Cuddly Carnage, but we also wanted a hoverboard that we'd love to use ourselves. It needed to be more than just a tool; it had to be an exciting and desirable part of the game. We envisioned a hoverboard that was not only functional but also full of character and flair, something that would truly enhance the gaming experience.

F.R.A.N.K.

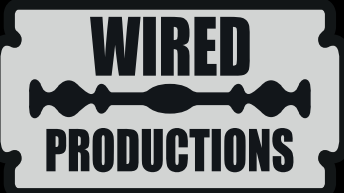


Discovering F.R.A.N.K.'s Voice

During the design process, we explored various ideas to make F.R.A.N.K. stand out. It was then that we realised he could talk, adding a whole new dimension to his character. This revelation transformed him from a simple hoverboard into a full-fledged character with personality and voice. The ability to communicate allowed F.R.A.N.K. to interact with the player, providing witty commentary, guidance, and a deeper connection to the story.

Summary

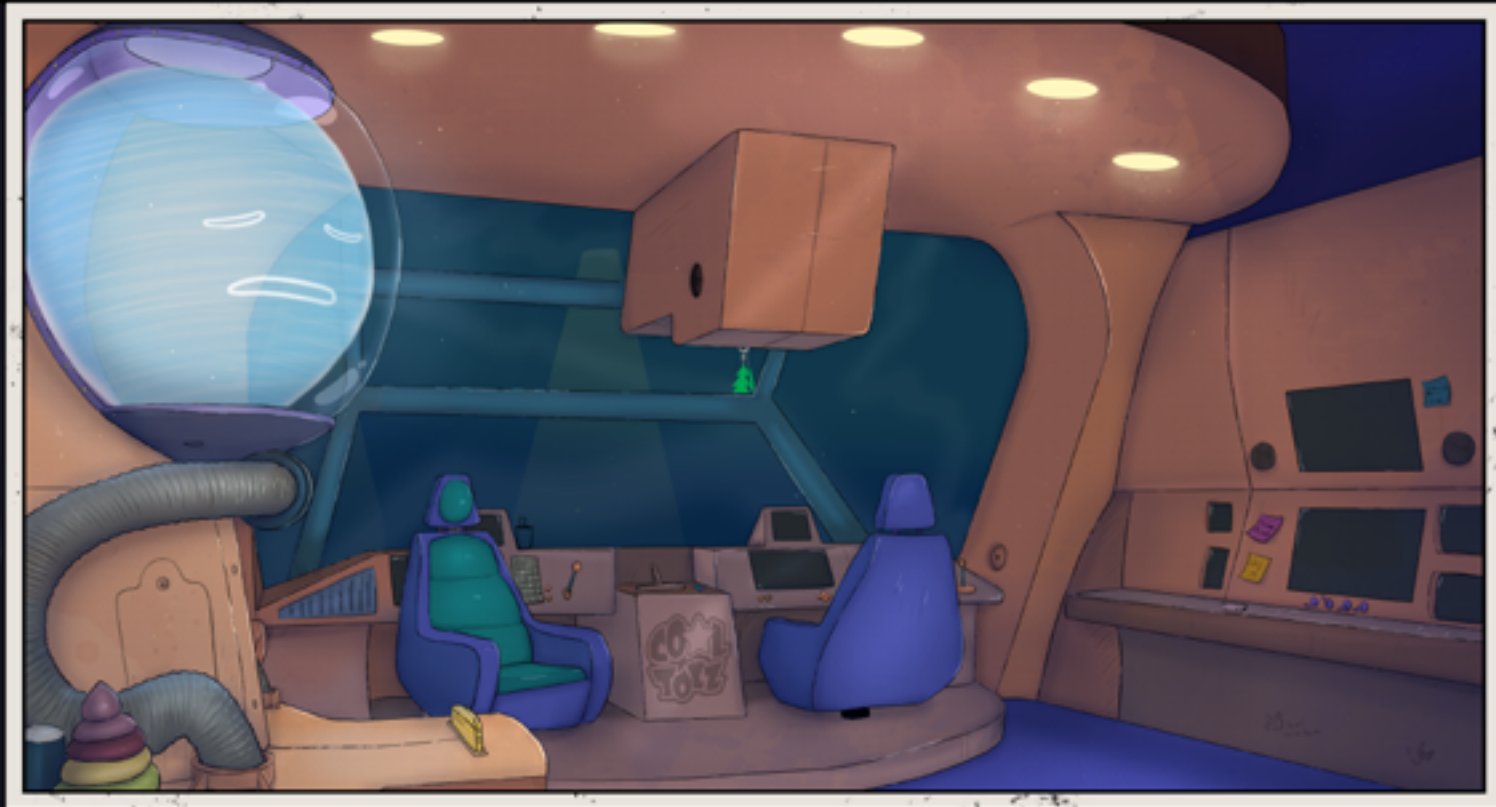
The creation of F.R.A.N.K. was a transformative journey. He evolved from a glorified skateboard into the badass, witty character he is today. Initially conceived as a mere game mechanic, F.R.A.N.K. grew into a vital and engaging part of Gori: Cuddly Carnage. His development added depth, humour, and personality to the gameplay, making him an indispensable companion in the game's dynamic world.



CH1-P CONCEPTS

Introduction

With Gori and F.R.A.N.K. forming a dynamic duo, we realised we needed someone intelligent to run the entire operation without disaster (we're looking at you, F.R.A.N.K.). Thus, the idea for CH1-P was born—a character who could provide the wisdom and guidance needed to keep things on track.



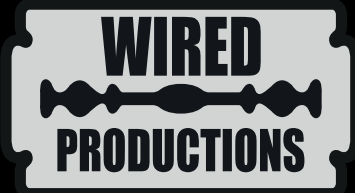
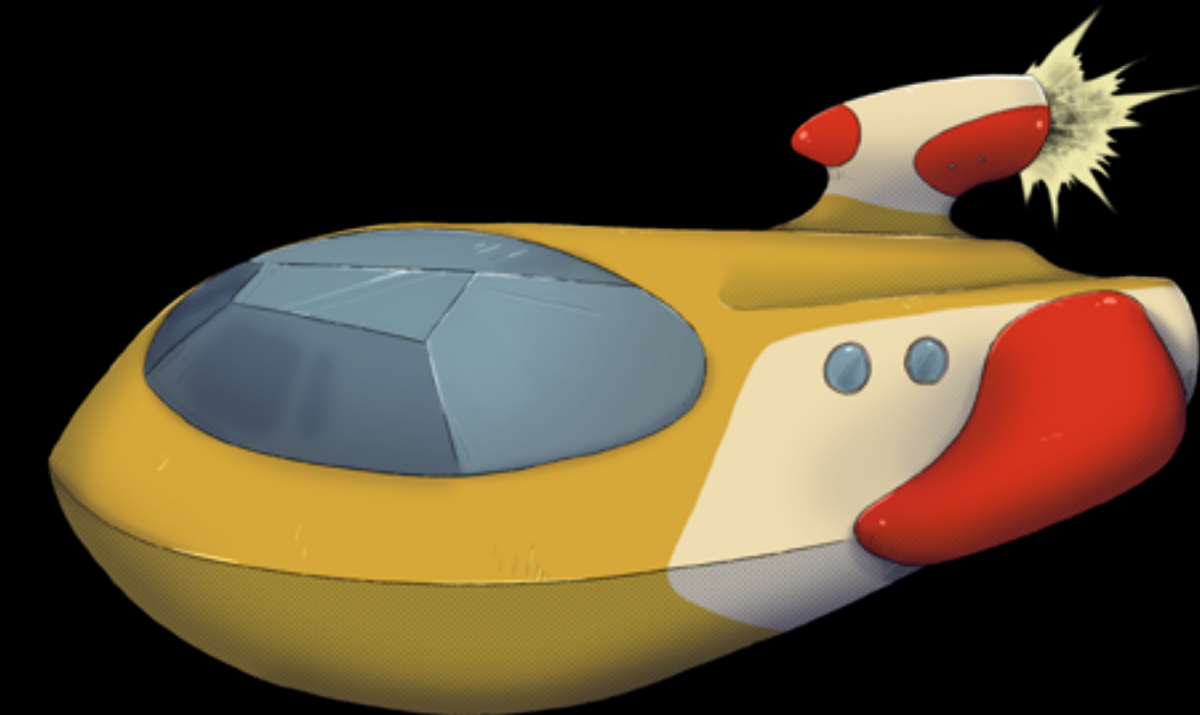
Summary

CH1-P became the perfect balancing act for Gori and F.R.A.N.K. With his realistic view of the world and retro, toy-like appearance, he offers a grounded perspective amidst the chaos. CH1-P's blend of nostalgic design and morose wisdom not only enhances the team dynamic but also adds a unique depth to the narrative of Gori: Cuddly Carnage, making him an indispensable part of the trio.

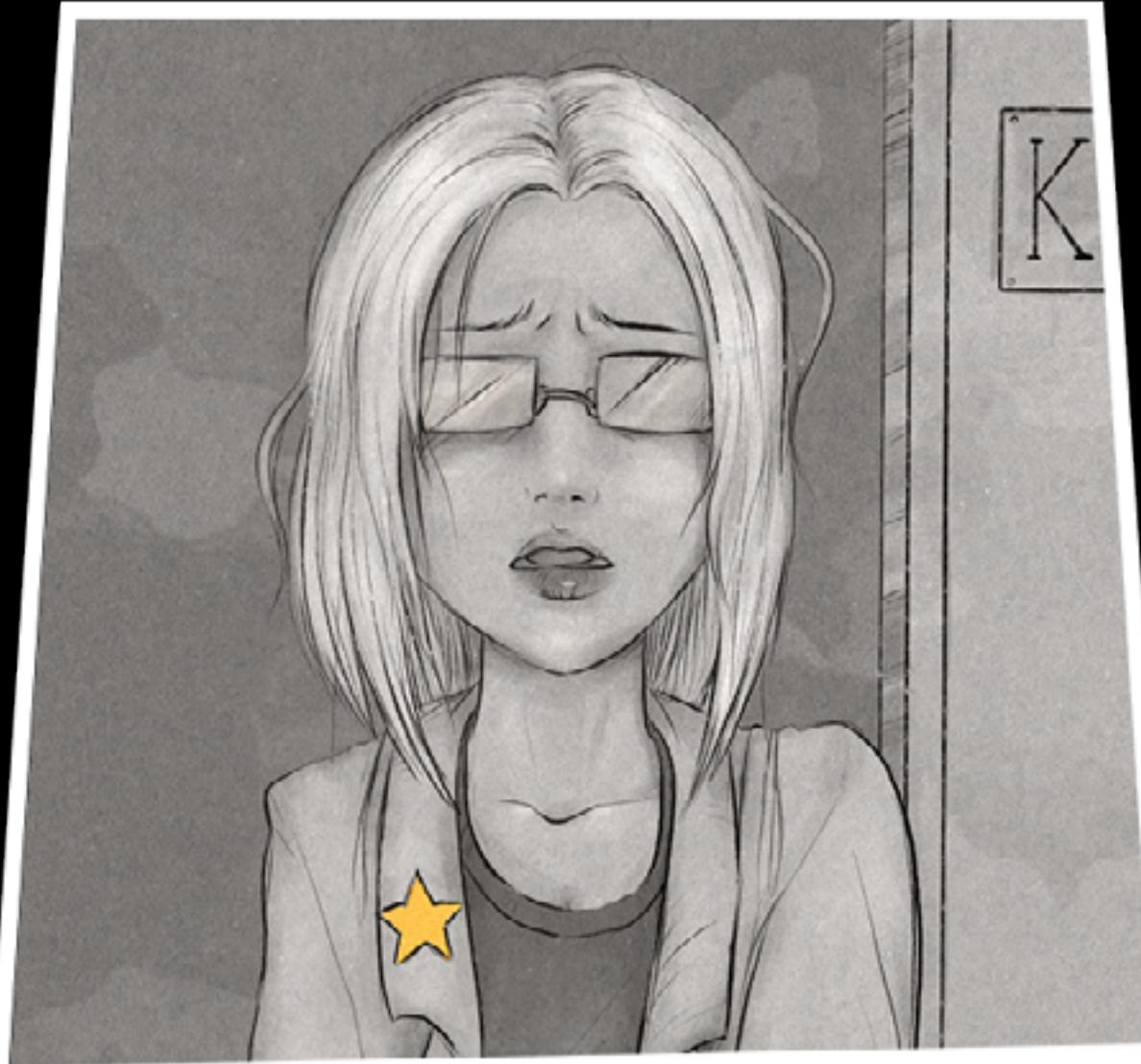


Designing the Oracle

In creating CH1-P, we aimed to develop a suitable oracle-type character with a distinct style. The design process focused on crafting a modular AI that looked toy-like, plastic, and retro. This aesthetic was chosen to inject a nostalgic charm while still emphasising CH1-P's role as a knowledgeable and reliable advisor, offering a stark contrast to the sleek and modern designs typically associated with AI.



CHARACTERS



Professor Y

Cool Toyz scientist and creator/fierce protector of Gori and other abandoned Ultra Pets - **Professor Y** hated the way many Ultra Pet products like Gori were being discarded, as she has a parental attachment to her creations.

During the course of the game, **Professor Y** communicates via voice messages left for Gori and his crew.



Professor K

A capitalist Cool Toyz scientist who oversaw the creation of Professor Y's most successful line of Ultra Pets.

He is very much on board with the discarding of defective or unloved pets to make room for newer models, the opposite to Professor Y.

Professor K suggested that Gori, due to his defectiveness, be destroyed.



PINKY

Pinky was a friend to Gori within Cool-Toyz, and the poster child for the success of the Ultra Pet initiative. She is now the glorious leader of the Adorable Army, enticing toys everywhere to accept her gift with promises of glory and peace.

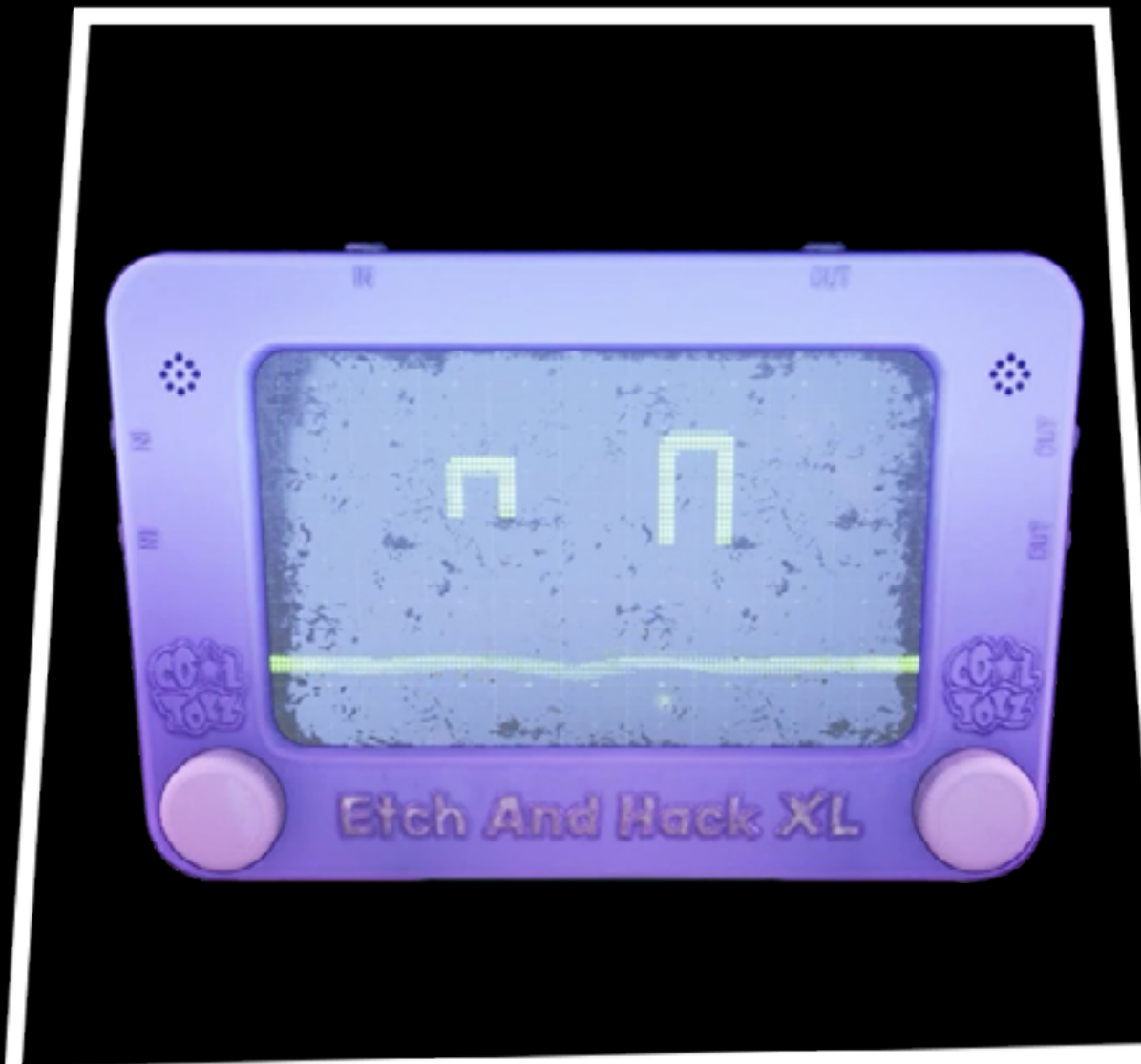
CHARACTERS



Sister Manager

A female child AI voice who works as an assistant to Mr Goldfin. She is also the arrogant sister of the incompetent manager running the slime factory.

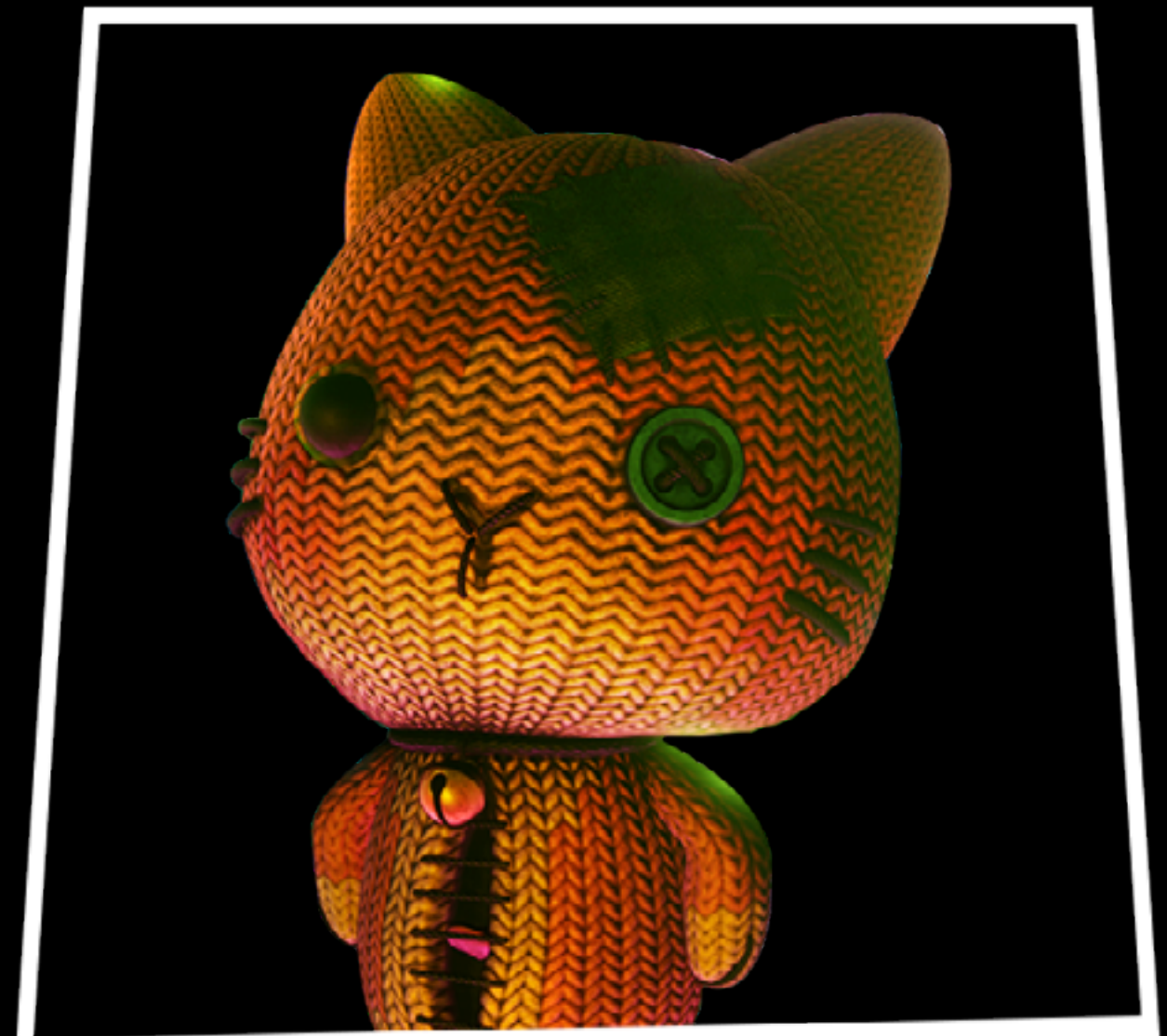
Sister Manager believes her time is incredibly valuable, and that her managerial qualifications far outweigh those of her brothers.



The Manager

A child AI who runs the Cool Toyz slime factory where the Adorable Army are growing new members. **The Manager** is terribly incompetent and feels a high level of importance that comes with the title of Manager.

As **The Manager** is only a child, they're easily wound up and prone to tantrums.



Plush Guide

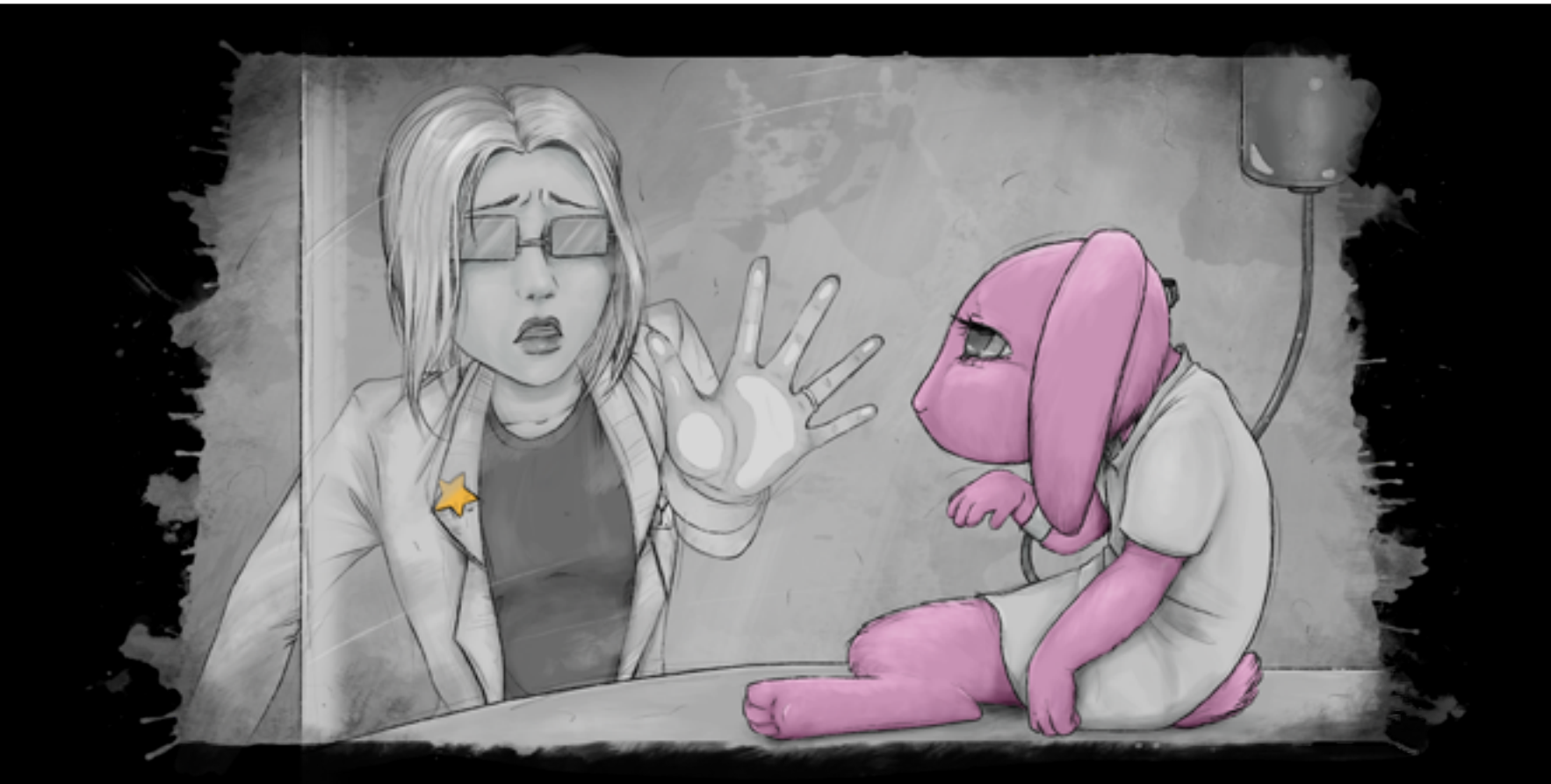
The Plush Guide is a figment of Gori's imagination - the one link he still has to the real world after being infected with Mother's Gift in Level 7.

The Plush Guide appears as a plush toy once acquired by Professor Y for Gori. As his name may suggest, the Plush Guide guides Gori around the horrors of the Nightmare, attempting to help, despite his unnerving voice.

PROFESSOR Y CONCEPTS

Introduction

Professor Y was crafted in the spirit of 80s and 90s video games, inspired by the era's iconic characters—mysterious professors and doctors central to many game narratives. She embodies this tradition, blending classic video game lore with a modern twist as the ingenious mind behind the adventures in Gori: Cuddly Carnage.



Design Process

For Professor Y, we drew inspiration from several influential people in our lives to shape her personality and appearance. This method allowed us to create a character with depth and authenticity, infusing her with traits and mannerisms that are familiar and resonant, making her a tribute to those who have inspired and guided us.

Summary

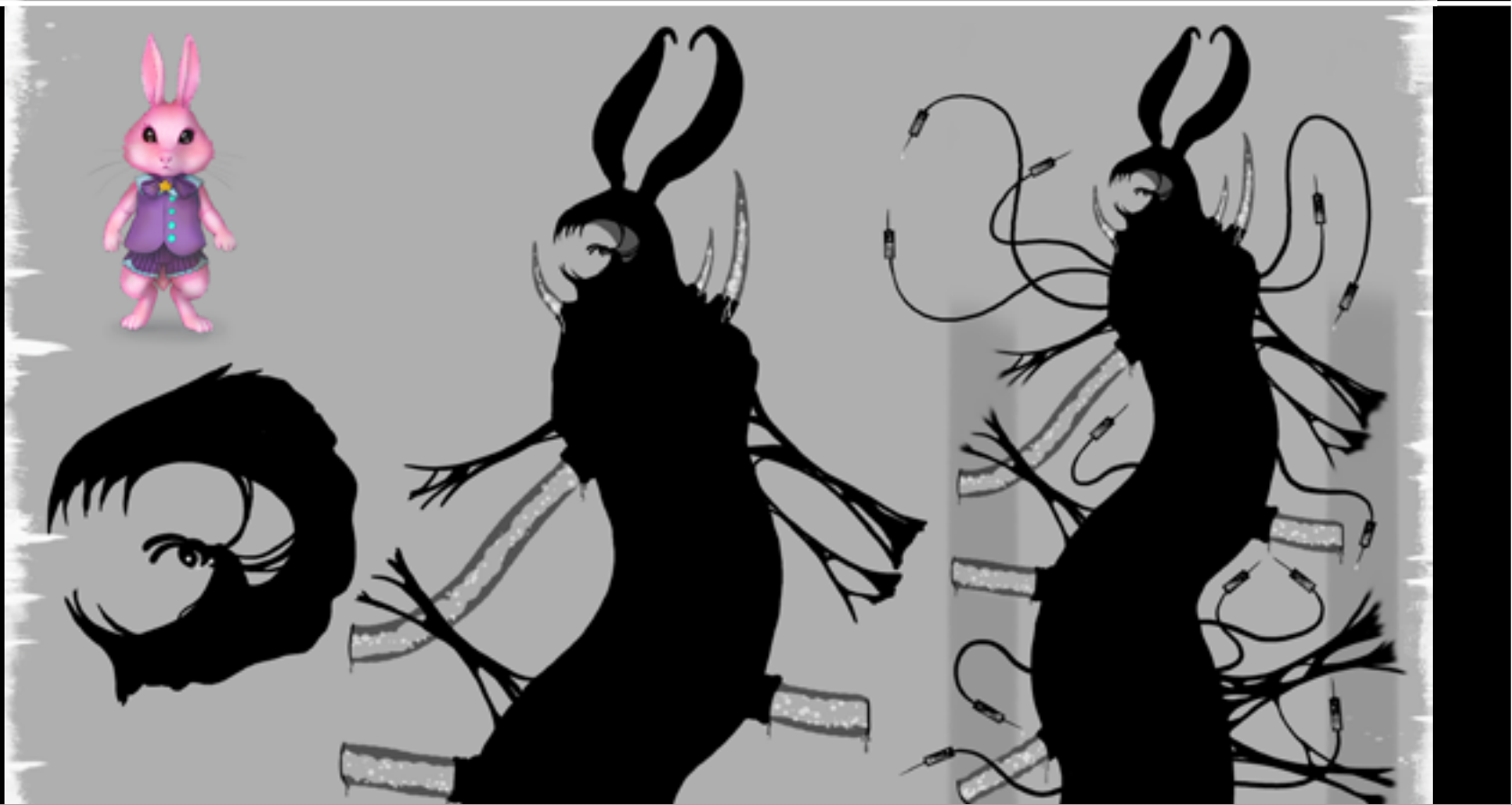
Professor Y is crucial in Gori: Cuddly Carnage as the creator, parent, and protector of discarded toys. More than an inventor, she is the narrative's heart—a character who strives for the best but faces the difficult reality that her efforts may not always be enough to solve everything. Her deep desire to protect is tempered by her limitations, adding a layer of complexity and realism to the game's story, making her an emotionally complex central figure.



PINKY CONCEPTS

Introduction

Pinky was initially created as the first approved line of Ultra Pets toys, designed with the sole purpose of being children’s adorable and lovable companion. With her soft pink fur and large, friendly eyes, Pinky embodied the ideal image of a cuddly, cute bunny, aimed at capturing the hearts of children and becoming their best friend.

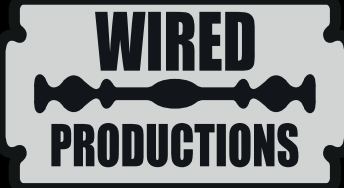


Design Transformation

The design process for Pinky took a dramatic turn as we explored deeper narrative themes. The challenge was to transform this cute and lovable character into a figure twisted by hate. We experimented with visual mutations and adjustments in expression to reflect a corrupted version of Pinky, all while maintaining recognizable elements of her original design. This transformation aimed to visually represent her shift from a symbol of friendship to one of malevolence and antagonism.

Summary

Transforming Pinky from a symbol of love to one of hate was not only challenging but also cathartic, as it drew on real-life experiences of betrayal and loss. This process allowed the team to explore the darker aspects of attachment and the pain of corrupted innocence. Creating a character that embodies both the light of her past and the darkness of her present proved to be a complex, yet deeply rewarding endeavour, enriching the game’s narrative with a profound emotional layer.



LEVEL 1

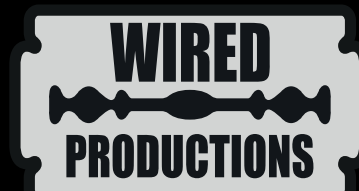
WELCOME GORI

Upon suffering a breach to their ship from an enemy force known as the Adorable Army, Gori and his hoverboard, F.R.A.N.K, find themselves fighting back on Planet Earth. However, human civilization as we know it, no longer exists. Once the toys known as Ultra Pets became infected with man-made virus 'Mother's Gift', they transformed into hideous flesh eating beasts, and began to wipe out mankind. Gori is wanted by the Adorable Army, a collection of diseased Ultra Pets, for betraying the Ultra Pets by remaining loyal to his creator, Professor Y.

Gori and F.R.A.N.K must find the ship Professor Y left for them to return to safety. The only way they can achieve this is by fighting their way through the city to recover the Egg-porter transporter.



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LEVEL 1 CONCEPTS

Introduction

For the first level of Gori: Cuddly Carnage, we aimed to immerse players in a retro, neon-drenched cyberpunk world overrun by evil toys. The level was designed to evoke the atmospheric depth of a dystopian future, blending dark, gritty urban environments with the whimsical yet sinister presence of animated toys turned malevolent.

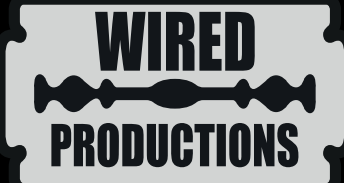


Design Process

Crafting the first level involved a delicate balance between the cyberpunk aesthetics and the evil toy theme. We faced the challenge of making the level graspable for players while ensuring it remained unique and engaging. Through iterative design, we adjusted the visual elements, lighting, and layout to harmonise the high-tech neon lights with the chaotic mischief of the toy antagonists. The goal was to create a seamless integration that set the tone for the game's world without overwhelming the player.

Summary

The first level of Gori: Cuddly Carnage serves as the springboard for the subsequent levels. It establishes the onset of the madness and the evil toy infection that intensifies throughout the game. This level not only sets up the narrative but also introduces the core gameplay mechanics in a setting that captivates and challenges players, paving the way for the escalating conflict and complexity of the adventures that follow.



LEVEL 1 ENEMIES



Ugly-Corn

Unidentified infection detected in unicorn model... Please return to an authorised Cool Toyz reseller for a refund...



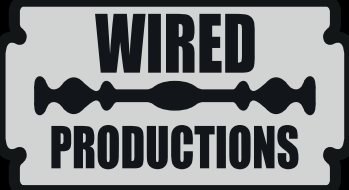
SLicey Corn

The first lethal mutation of unicorns bestowed with the gift. Spearheaded the toy liberation movement and drove the humans from earth.



Shooty Corn

The second lethal mutation of unicorns bestowed with the gift. The ranged capabilities in the Adorable Army changed the outcome of the war on humans, and secured a glorious victory against our oppressors.



LEVEL 1 ENEMIES



Bubble Shield

The Bubble Shield is not an enemy in itself, but can contain one of a number of smaller enemies.

To destroy a Bubble Shield, the player must either use the Bash ability, or fly into the Bubble Shield with F.R.A.N.K's shield held up.



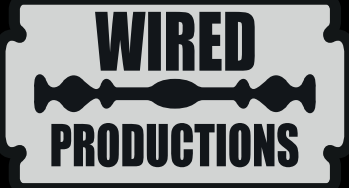
Night-Light

Are you scared of the dark? Don't let what goes bump in the night get you. Let this Night Light get you first.



Right Hand Man

The strong gripped, laser powered henchmen of their master - The Bear in a Box.



LEVEL 1 ENEMY CONCEPTS

Introduction

In creating the first level enemies for Gori: Cuddly Carnage, we wanted to explore the concept of cute toys gone sinister. Our creative journey involved experimenting with various stuffed animals and beloved children’s companions, transforming them into eerie adversaries. This process allowed us to reimagine familiar, comforting toys as sources of unexpected menace within the game’s vibrant, chaotic world.



Design Inspiration

During our design exploration, the team encountered a unicorn concept that immediately captured our hearts. Its inherent charm and the universal appeal of a unicorn as a fantastical friend made us think, “Which kid would not want a unicorn as a friend?” This revelation inspired us to develop the unicorn further to create a lineup of evil zombie unicorns which we called Uglycorns.

Summary

The Uglycorn quickly became the cornerstone for all subsequent enemy designs in Gori: Cuddly Carnage. Serving as the base model, its design influenced both the behaviour and appearance of other enemies. Every new adversary introduced in the game was designed to build upon and exceed the unique blend of cuteness and danger that the Uglycorns represented. This approach ensured a progressive escalation in both design innovation and gameplay challenge across the game’s levels.



LEVEL 1 BOSS



Bear In a Box

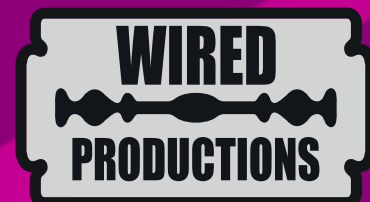
The first leader of the Adorable Army. Recruiter of Generals in the Adorable Army and the first spreader of Mother's Gift.



LEVEL 1 CUTSCENES



LEVEL 1 CUTSCENES



LEVEL 1 SCREEN SHOTS

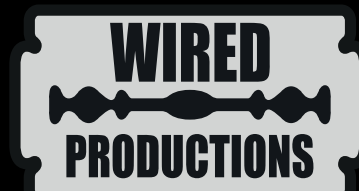


LEVEL 2

ARCADE CITY

Gori and F.R.A.N.K. find themselves in "Arcade City", after entering a giant arcade machine and acquire a brand new power up ability known as the 'Grenade Shot' - used to activate ranged targets and destroy enemies from afar.

After encountering the Fleyeball - one of the Adorable Army's nefarious generals, Gori and F.R.A.N.K. must fight their way through several arcade challenges hosted within the towering cabinets to collect keys and unlock the domain of the Fleyeball and challenge them to a pixel blasting digital showdown



LEVEL 2 CONCEPTS

Introduction

For the second level of Gori: Cuddly Carnage, we aimed to shift away from the established cyberpunk setting to introduce an out-of-this-world aesthetic. This transition was designed to surprise and re-engage players by drastically altering the visual and thematic elements they had become accustomed to in the first level, giving them a fresh and unexpected environment to explore.

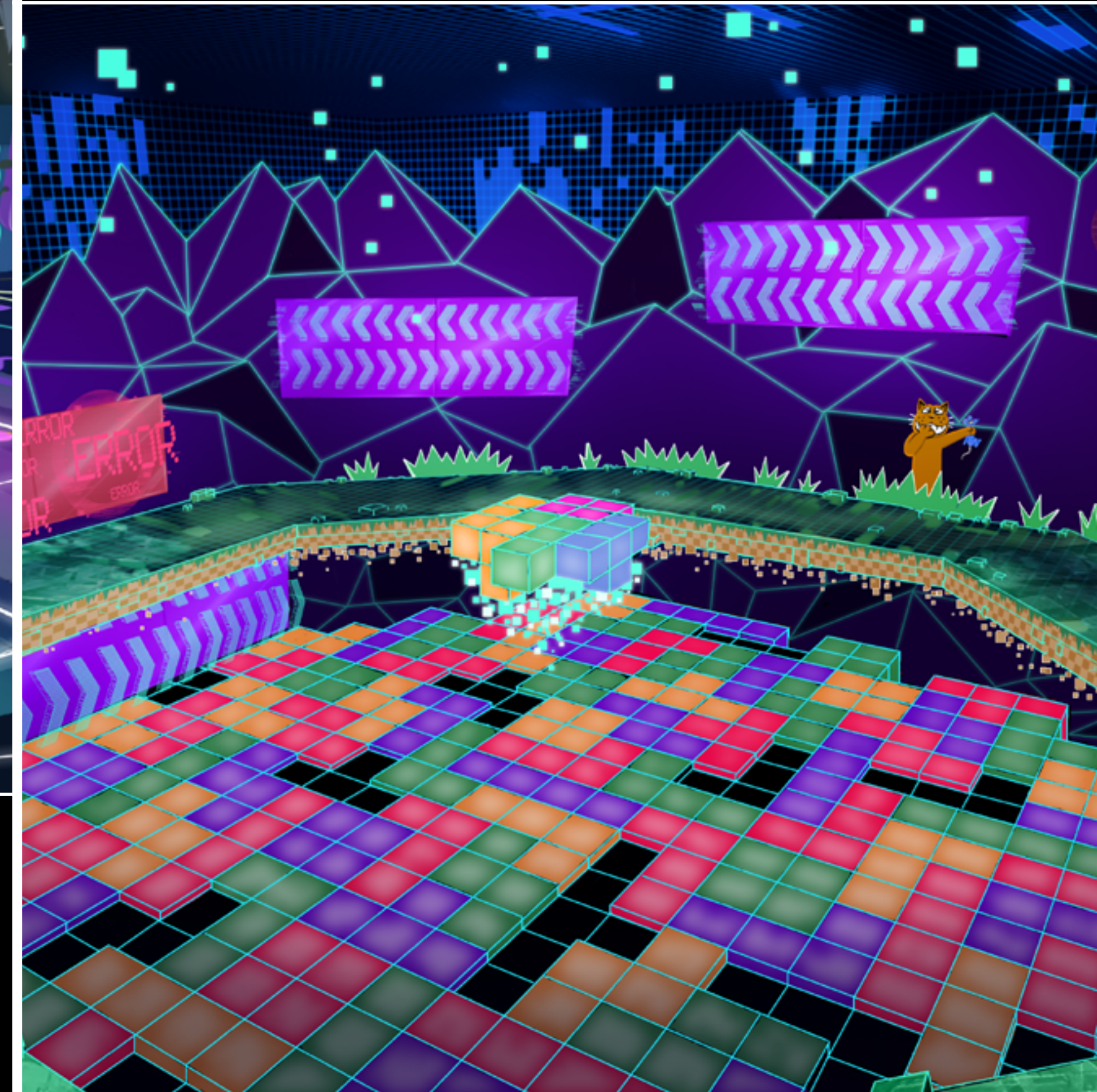


Design Process

The new aesthetic for the second level drew inspiration from retro worlds, aligning perfectly with the game's arcade-like mechanics. This design choice brought a vibrant and nostalgic feel, reminiscent of classic arcade games but with a modern twist. The environment was crafted to complement the fast-paced, dynamic gameplay, enhancing the overall arcade experience with its visually striking and playful elements.

Summary

The design of the second level marked a significant evolution in the game's world-building, transitioning from the neon-drenched, toy-infested cyberpunk towns of the first level to more unique and imaginative environments. This shift not only diversified the game's aesthetic but also broadened the scope of challenges and narratives, introducing players to a variety of settings that kept the gameplay engaging and visually captivating throughout.



LEVEL 2 ENEMIES



Flappy Corn

Aerial assault unicorns that swarm targets and target them with burning explosives. Contain ammunition that can be used by other Cool Toyz products.



Demonicorn

The next step in the evolution of Slicey-Corn. Ferocious fighters made to smash anything deemed not cute.

LEVEL 2 BOSS



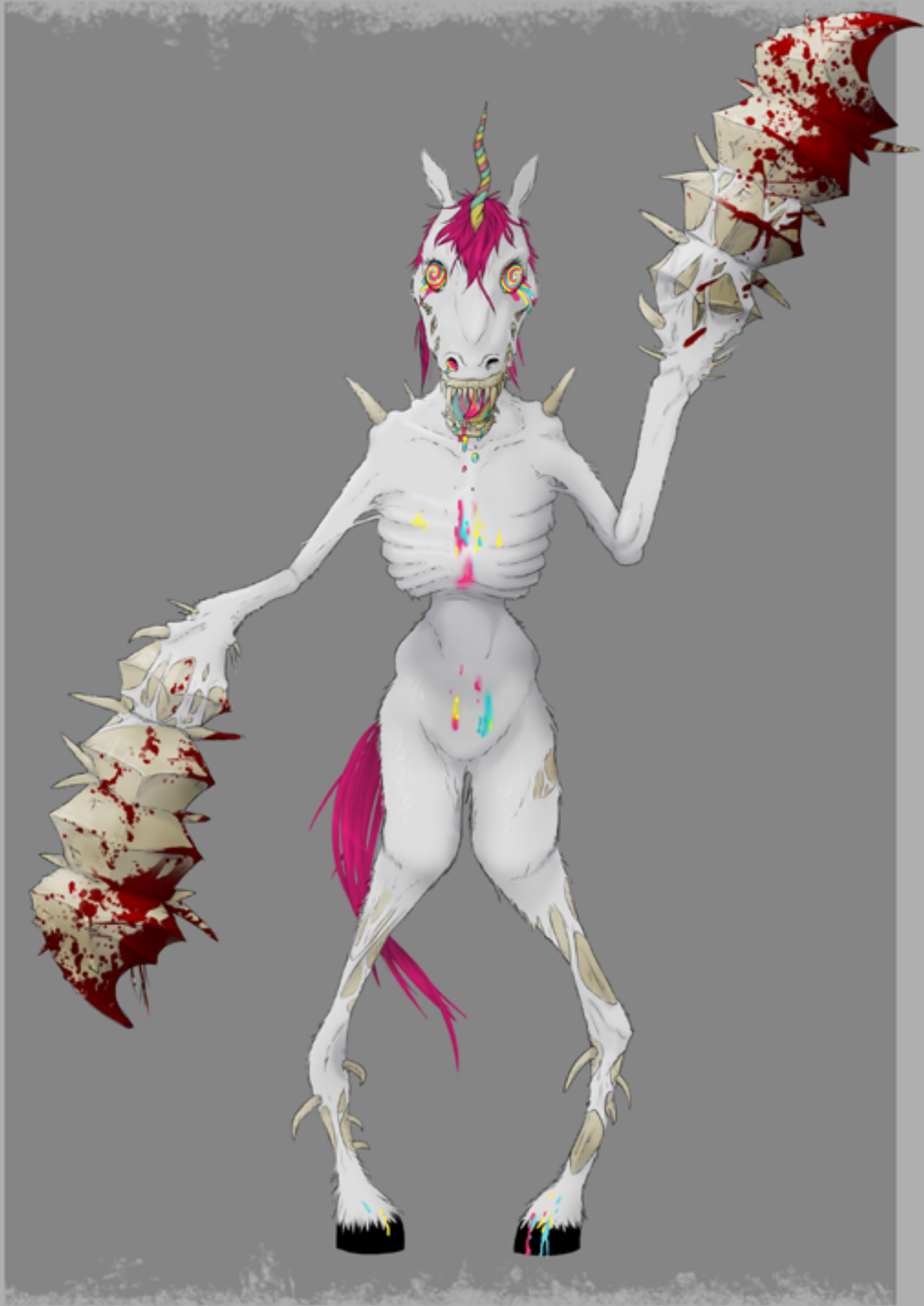
Flyeyeball

The Flyeyeball started life as a mechanical 'topper' placed on an arcade machine before the Bear in a Box liberated it with Mother's Gift. Now free, the Flyeyeball has taken over arcade machines and video games all over the world and spreads the Adorable Army's influence across the digital domain.

LEVEL 2 ENEMY CONCEPTS

Introduction

Building on the foundation set by the Uglycorns in the first level of Gori: Cuddly Carnage, we aimed to evolve these enemies into more challenging and grotesque adversaries for the second level. Our goal was to escalate the threat and complexity, pushing the boundaries of the enemies’ designs to enhance the game’s progression and challenge for players.

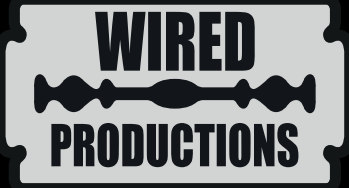


Design Process for Flappycorn and Demonicorn

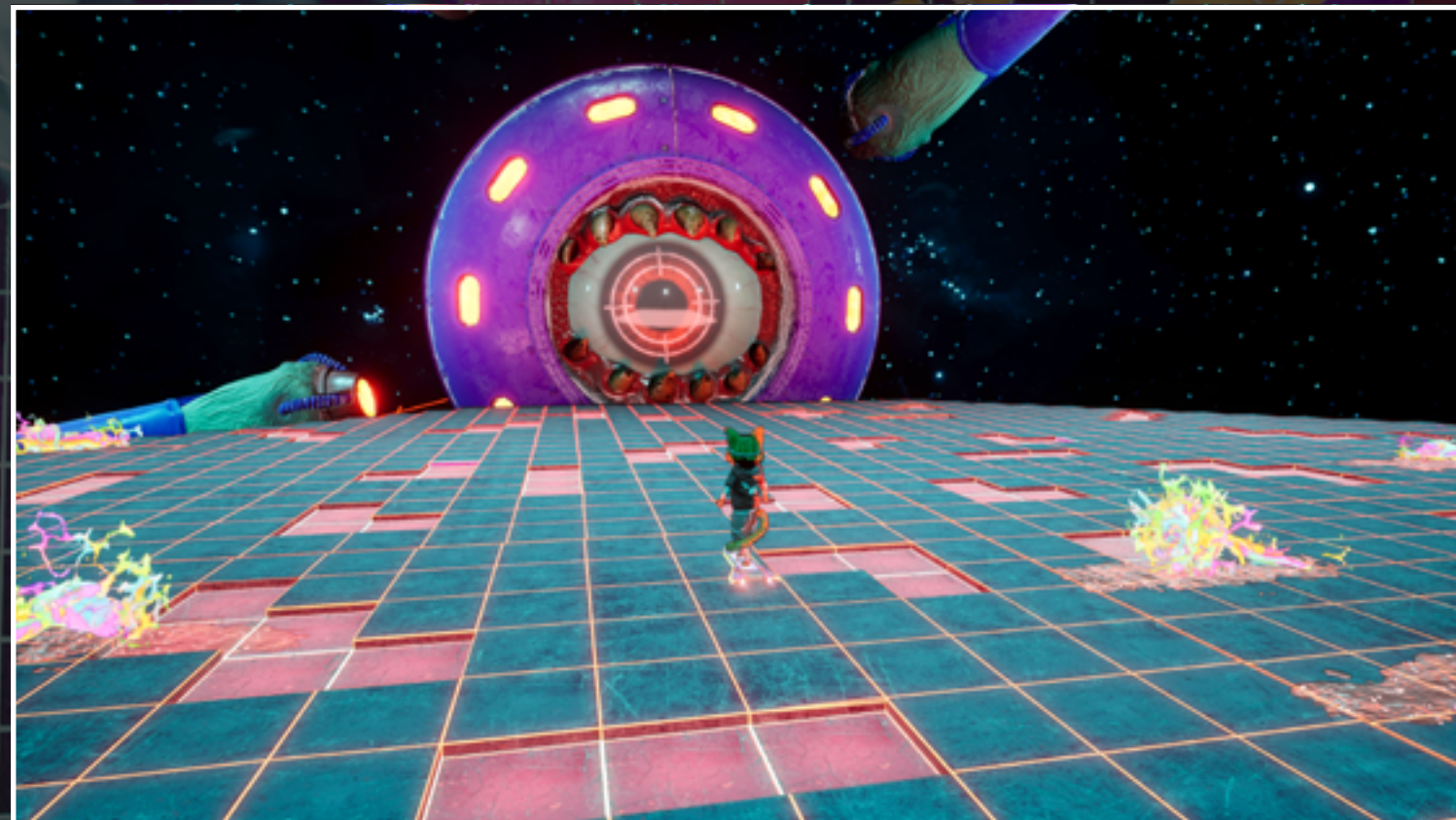
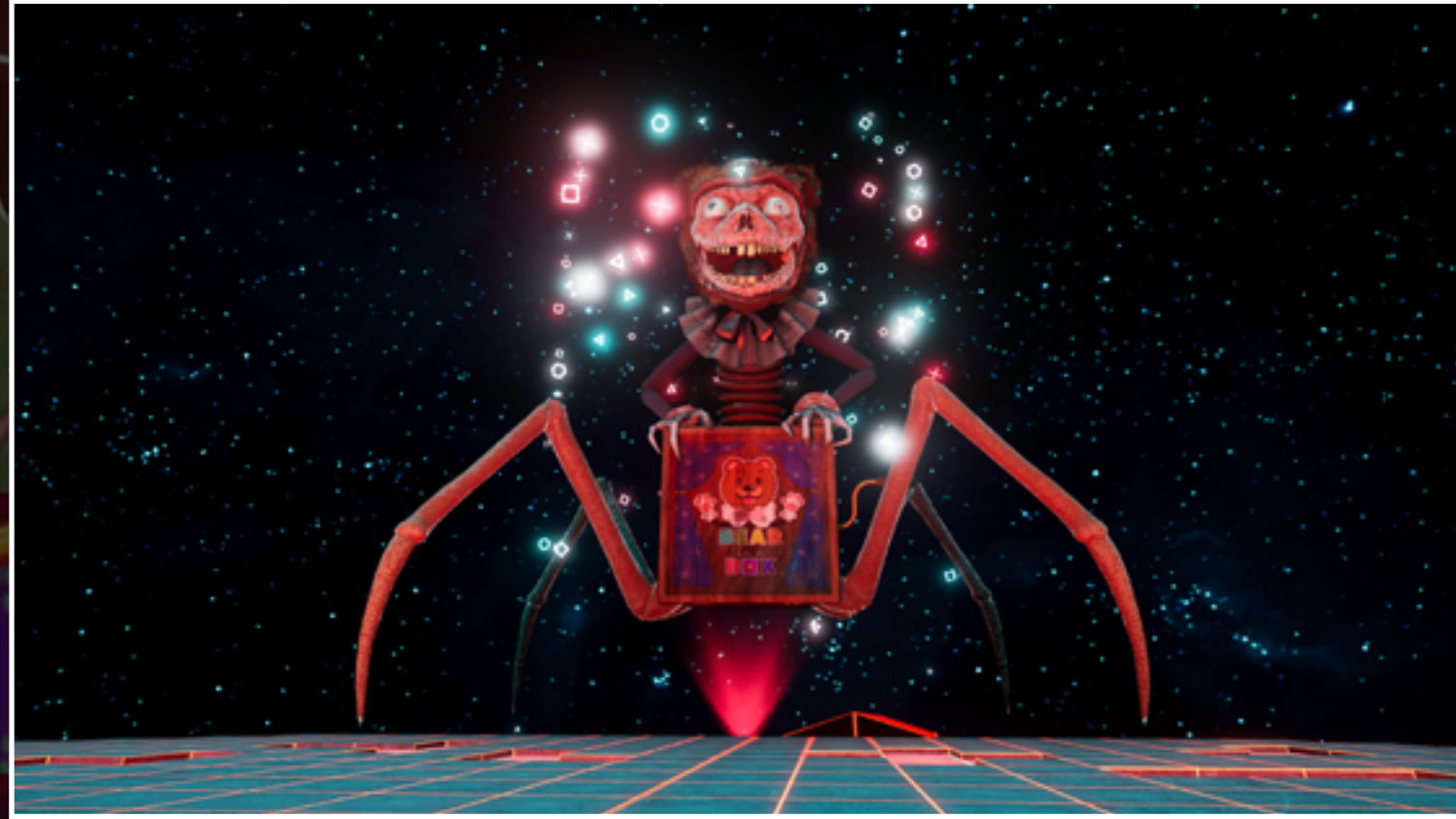
Designing the Flappycorn posed significant challenges as an aerial enemy requiring dynamic combat mechanics to engage players from various angles. Alongside this, the Demonicorn was developed as a robust ground-based enemy designed to disrupt F.R.A.N.K.’s swift movements. Both enemies required intricate designs that balanced grotesqueness with the vibrant aesthetics of the game, ensuring they were not only challenging but also visually integrated into the world.

Summary

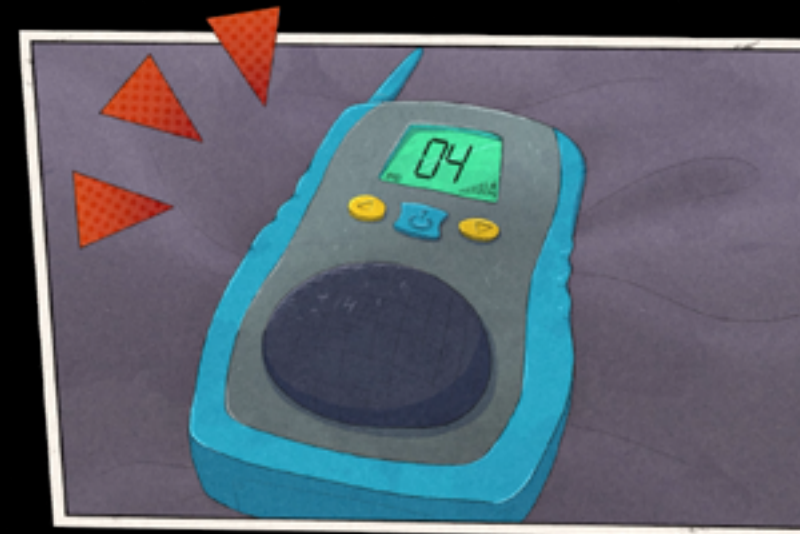
The development of second-level enemies like the Flappycorn and Demonicorn significantly enhanced our design capabilities. These more complex and visually striking enemies not only raised the stakes for the gameplay but also led us to revisit and refine the enemies from the first level. This iterative process improved both the mechanical and aesthetic aspects of earlier enemies, ensuring a consistent escalation in both challenge and visual engagement across the game.



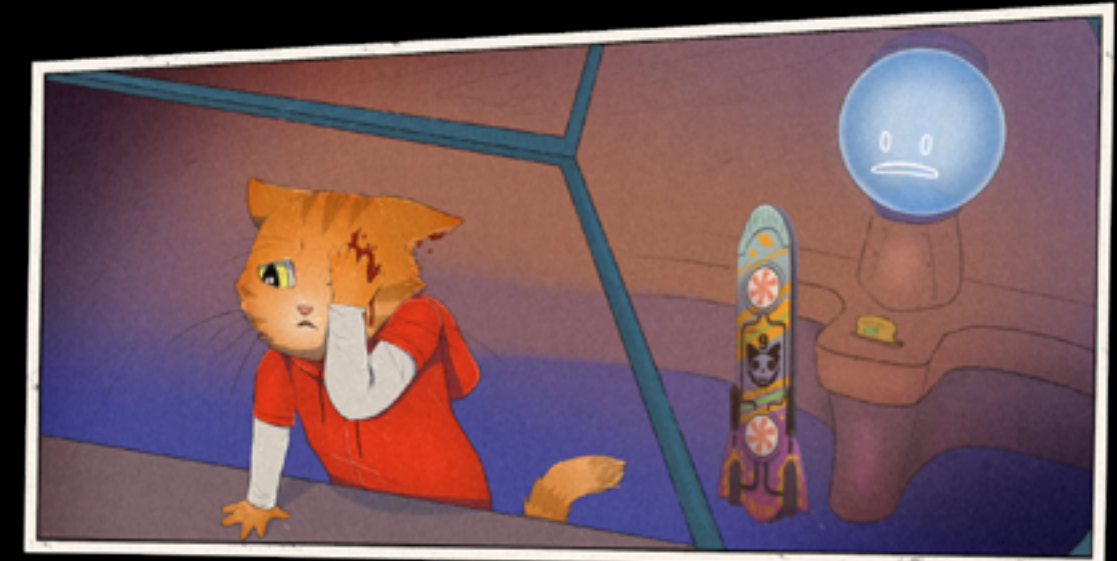
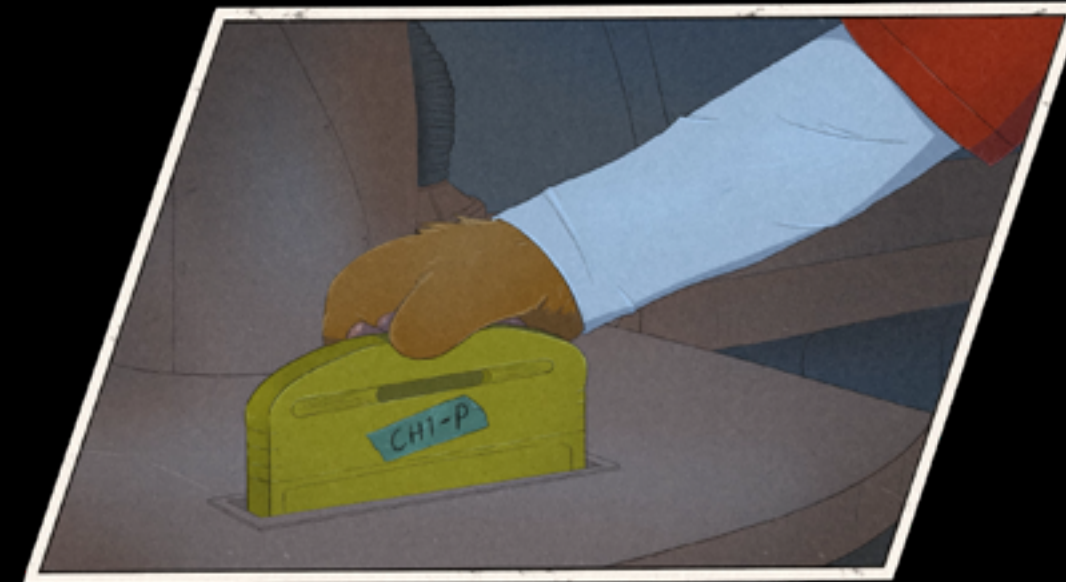
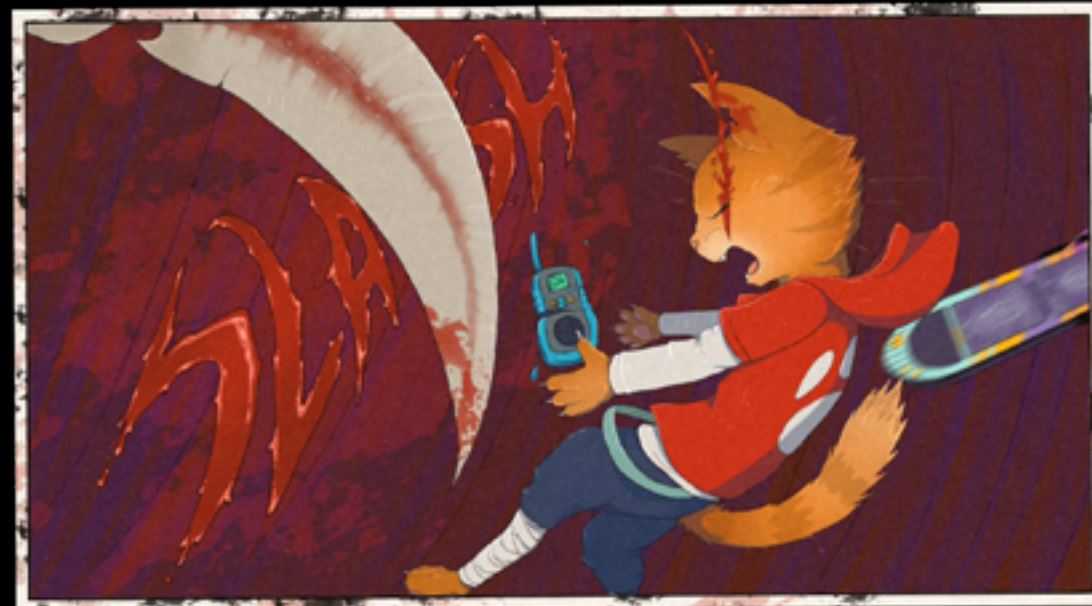
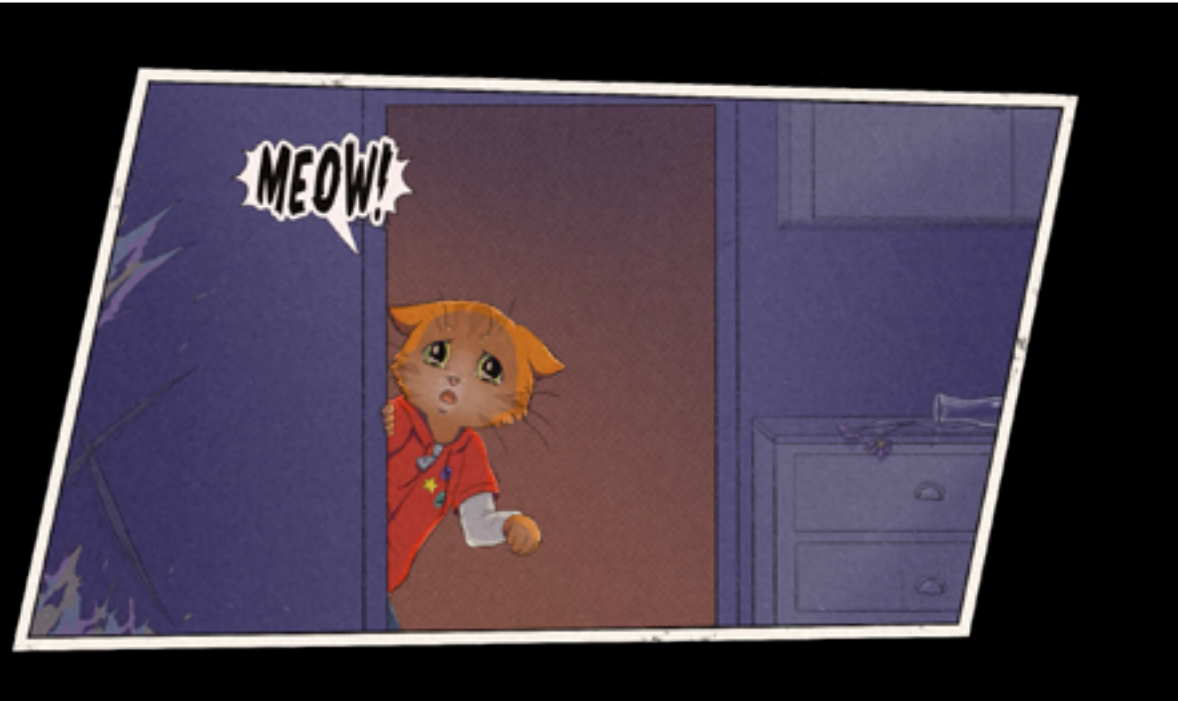
LEVEL 2 SCREEN SHOTS



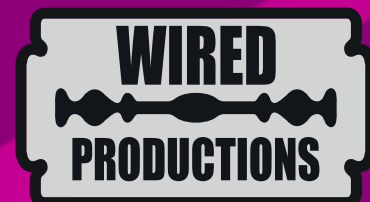
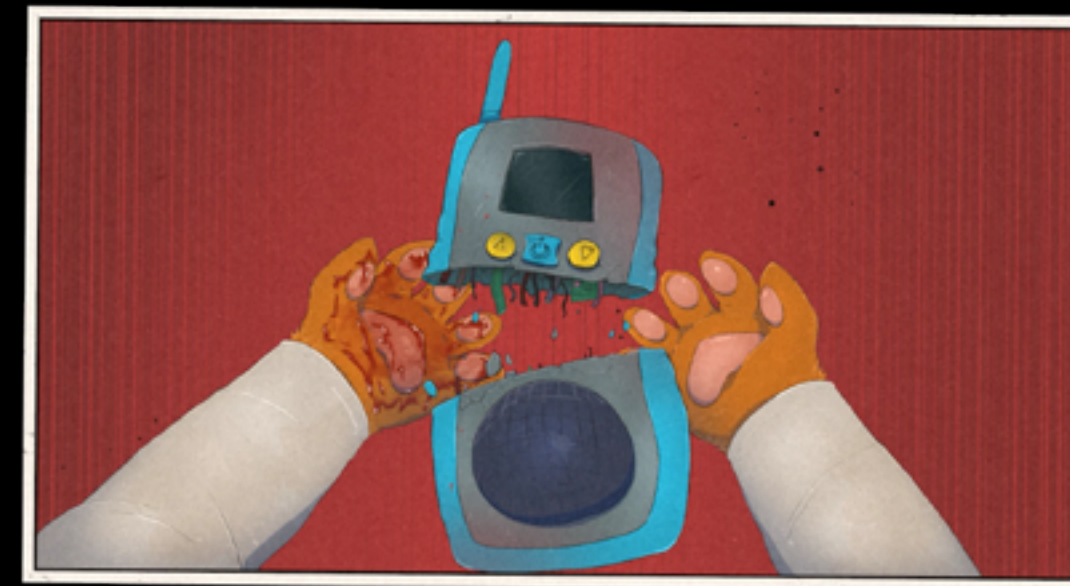
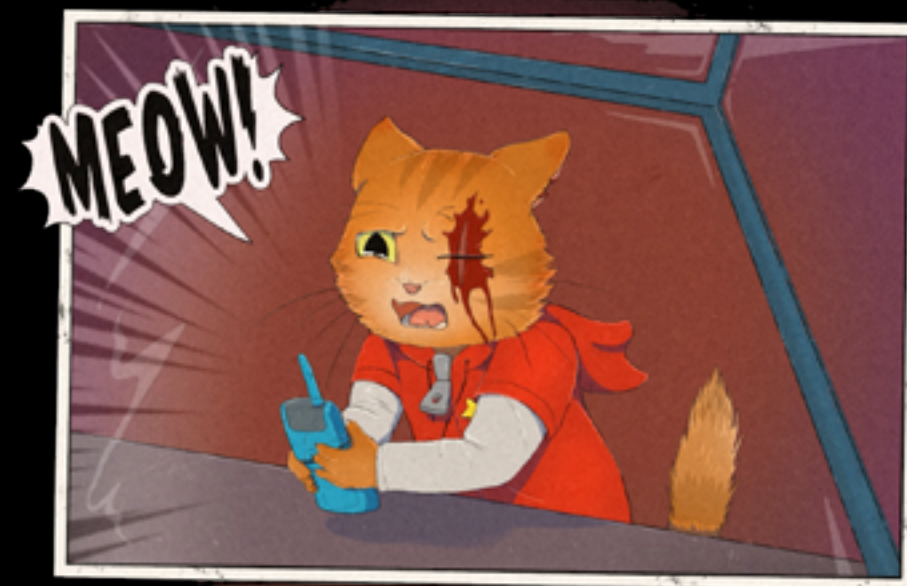
LEVEL 2 CUTSCENES



LEVEL 2 CUTSCENES



LEVEL 2 CUTSCENES



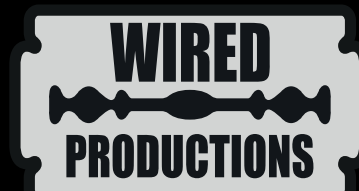
LEVEL 3

SLIME FACTORY

Searching for a suitable power source for the laser pointer, Gori will return to his roots - a Cool Toyz factory, fallen into disrepair and left to the ruinations of the systems performed under the control of the factories rogue A.I known as 'The Manager'.

The Manager is immature to a fault and feels the need to prove that not only is he in control, but better at his job than anyone else - a fact he'll try to prove by forcing Gori to navigate several environmental hazards, including waves of toxic slime.

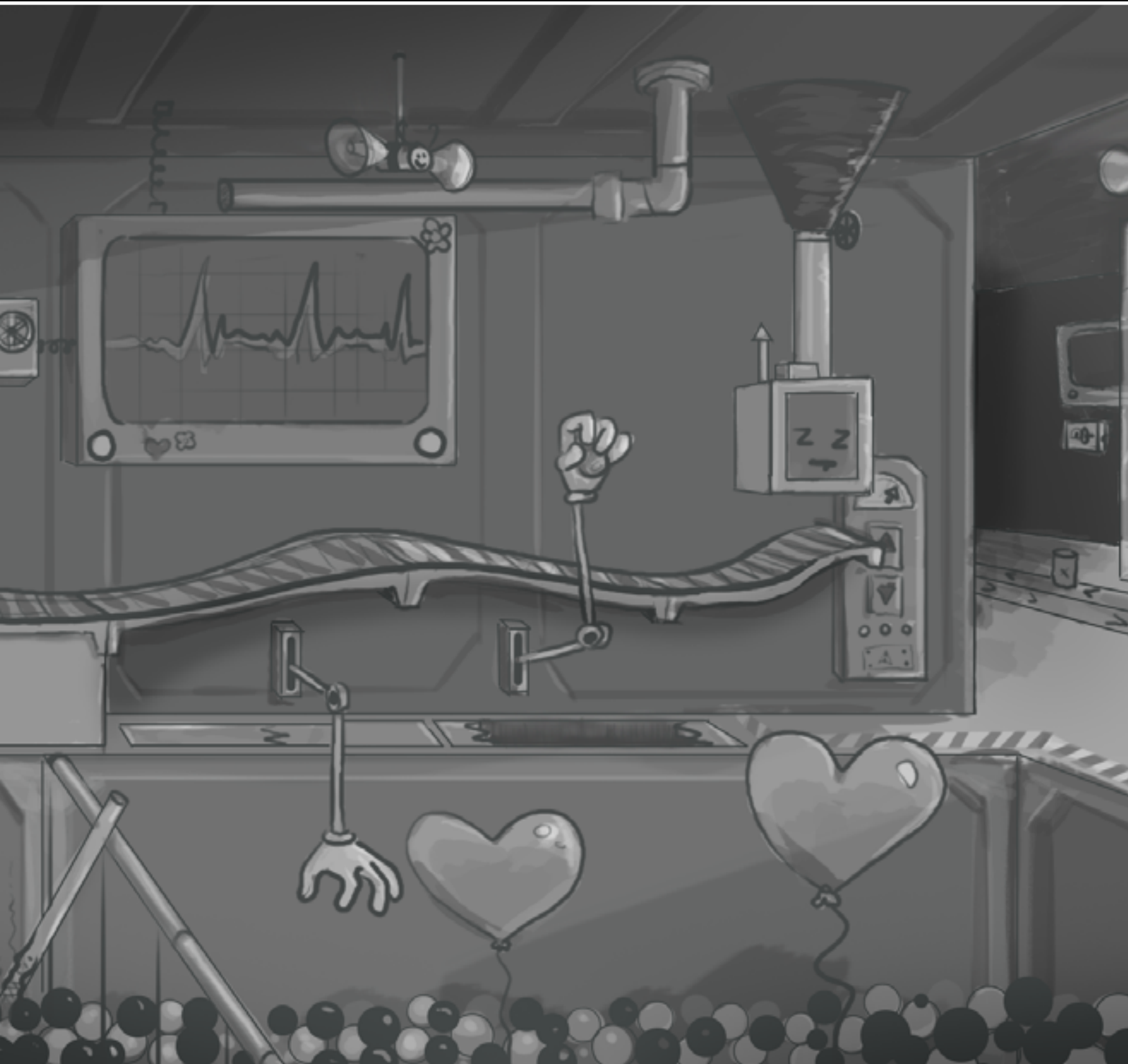
After fighting his way through the factory and dealing with some brand new 'fresh off the line' enemies, such as the slimeycorn as well as the The Manager's pet, Ladybug, Gori retrieves the power source and leaves the Manager behind - ready to search for the next piece of the Laser Pointer



LEVEL 3 CONCEPTS

Introduction

For the third level of Gori: Cuddly Carnage, we envisioned a setting that would capture the essence of a sci-fi factory overtaken by evil toys. Our concept focused on creating a high-tech production facility that had fallen to the whimsical chaos of mutated toys. This level was designed to merge the industrial with the playful, showcasing a world where advanced machinery and childlike playrooms collide in unexpected ways. The result is a visually striking and conceptually unique environment where mechanical elements are infused with vibrant, chaotic energy from the toy takeover.



Design Process and Creation of the Manager

In developing the vibrant and slimey factory setting, we felt it needed a dynamic presence. Thus, we introduced the Manager, a quirky and bratty character eager to assert his authority. His child-like persona and managerial ambitions added a lively, challenging twist to the gameplay, enhancing the factory's chaotic atmosphere.

Summary

Completing the third level with its toy-induced madness and the introduction of the Manager solidified the desired character dynamics for the factory level. This level not only provided a unique setting but also defined the game's thematic essence—controlled chaos under the whimsical rule of mutated toys.



LEVEL 3 ENEMIES



Slimey Corn

These little cuties come from bio waste and are destined to become unicorns.



Demonicorn (Flame)

The next step in the evolution of Shooteycorn. Destined to end all non cute targets in a fiery inferno.

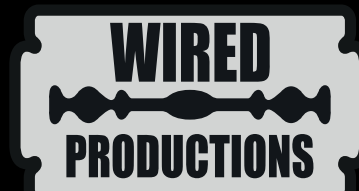
LEVEL 3 BOSS



Ladybug

The Ladybug is a gigantic bug-like creature with a fleshy mass on her back, and four grind rails that can extend down the corners of her body. This fight has two phases.

During Phase 1, the Ladybug will spawn a weaker version of the Demoni-corn. When this enemy is dead, the Ladybug creates an electrifying floor by pitching her grind rails on the floor - **During Phase 2**, the Ladybug will begin to charge across the floor



LEVEL 3 ENEMY CONCEPTS

Introduction

In designing the third level of Gori: Cuddly Carnage, set in the Slime Factory, we explored the origins of earlier unicorn enemies. We imagined these creatures as products of a green slime derived from organic life forms, moulded into unicorn shapes. This concept led to the creation of "Slimeycorns," directly linking the factory theme with the game's narrative.



Design Process for Factory Defences

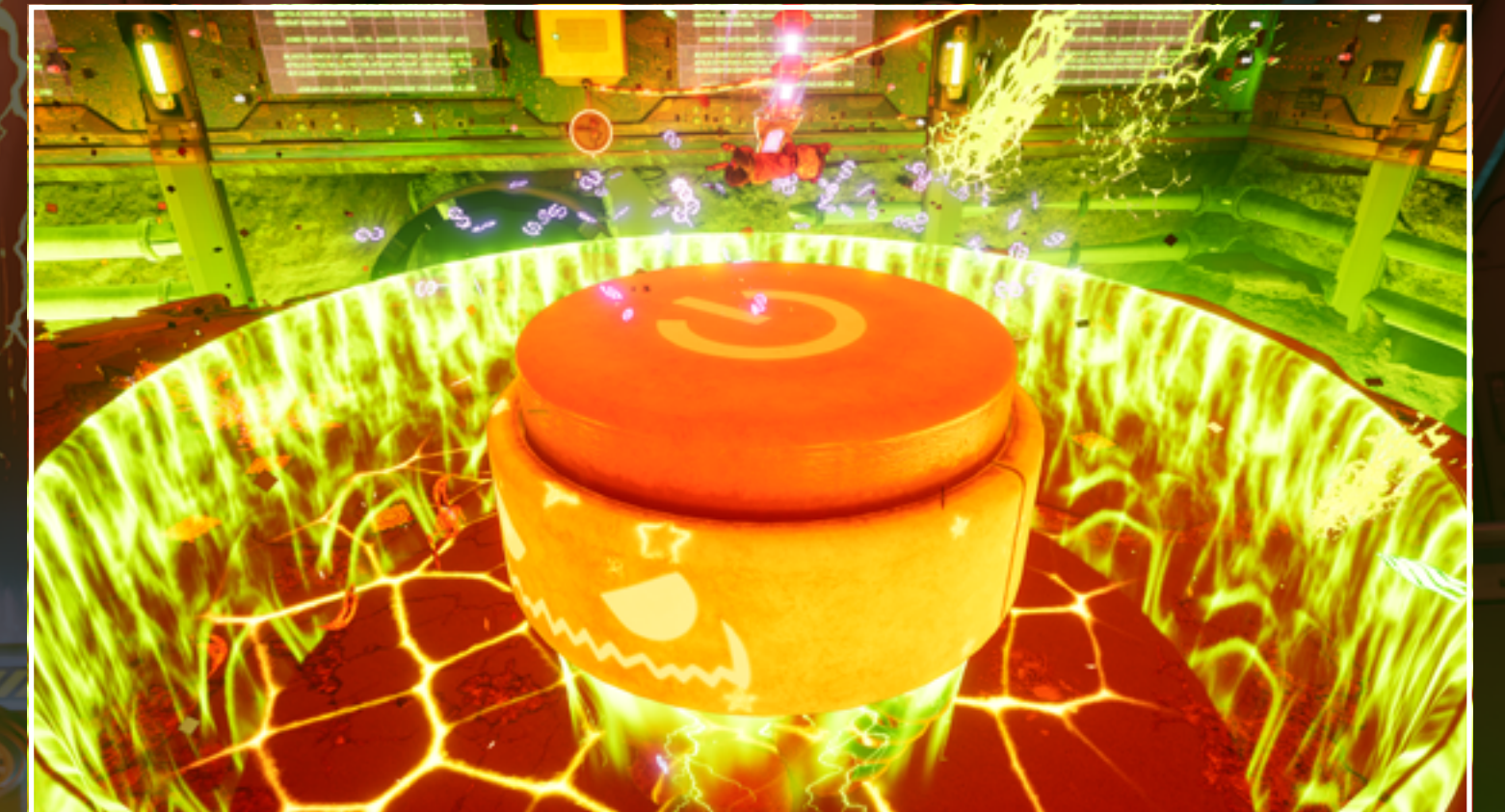
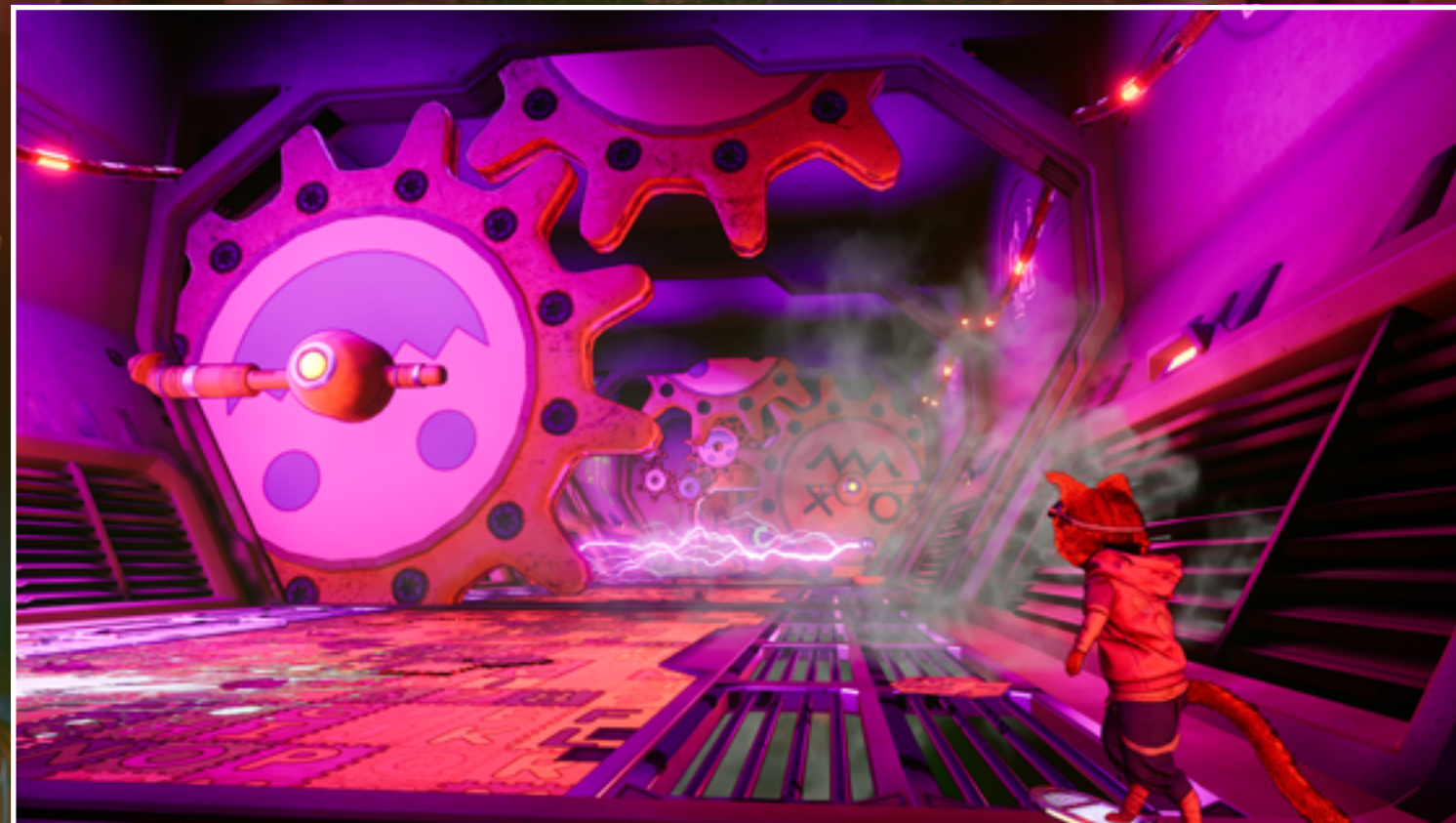
While developing the Slime Factory, we realised the need for a protective force to handle mishaps, such as escaped Slimeycorns. This necessity gave rise to the Demonicorn equipped with a flamethrower, tasked with patrolling the facility and ensuring that any defective products were contained and corrected.

Summary

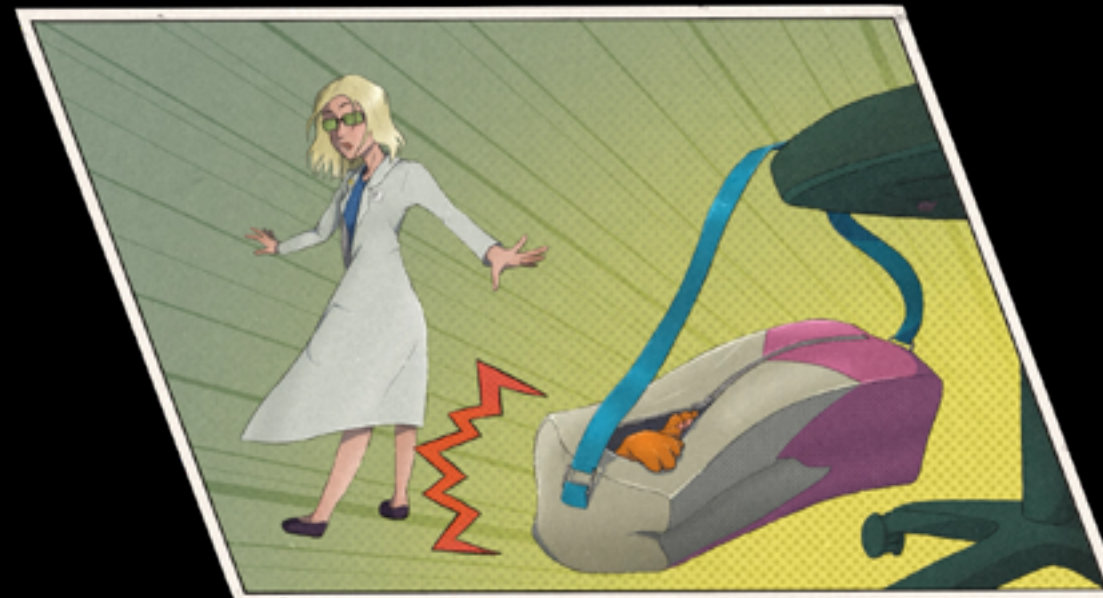
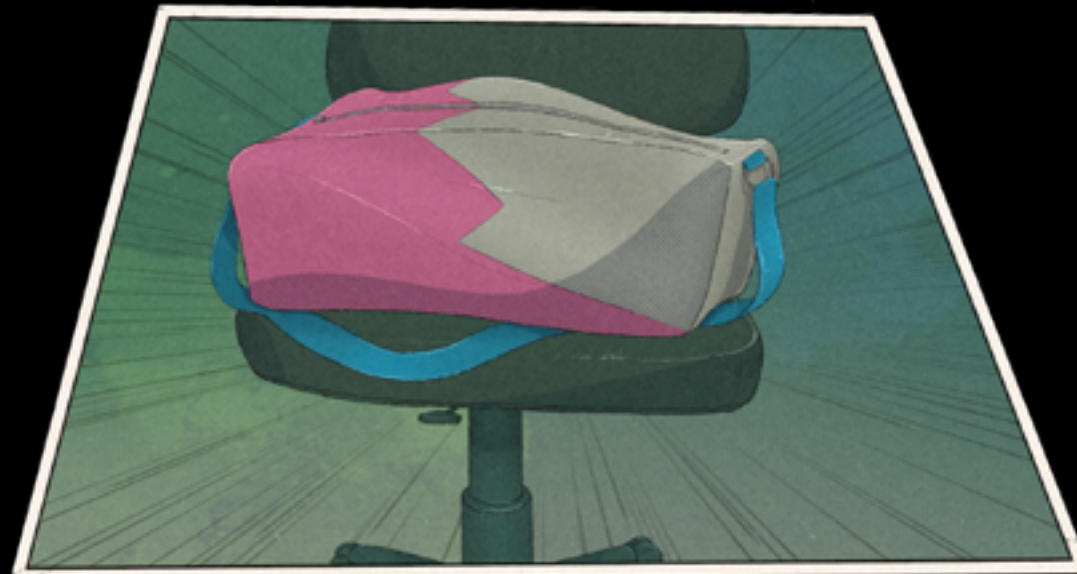
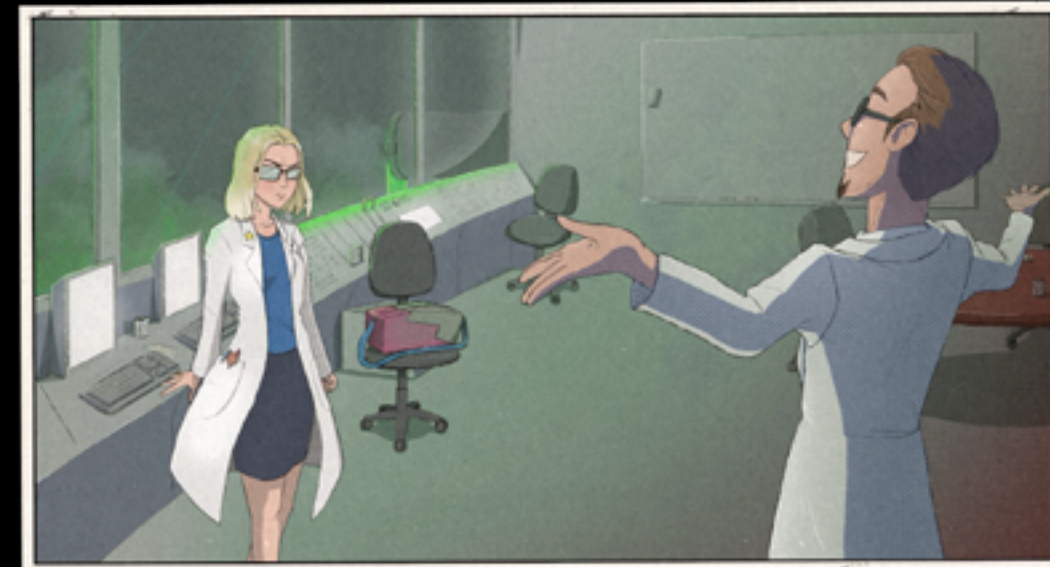
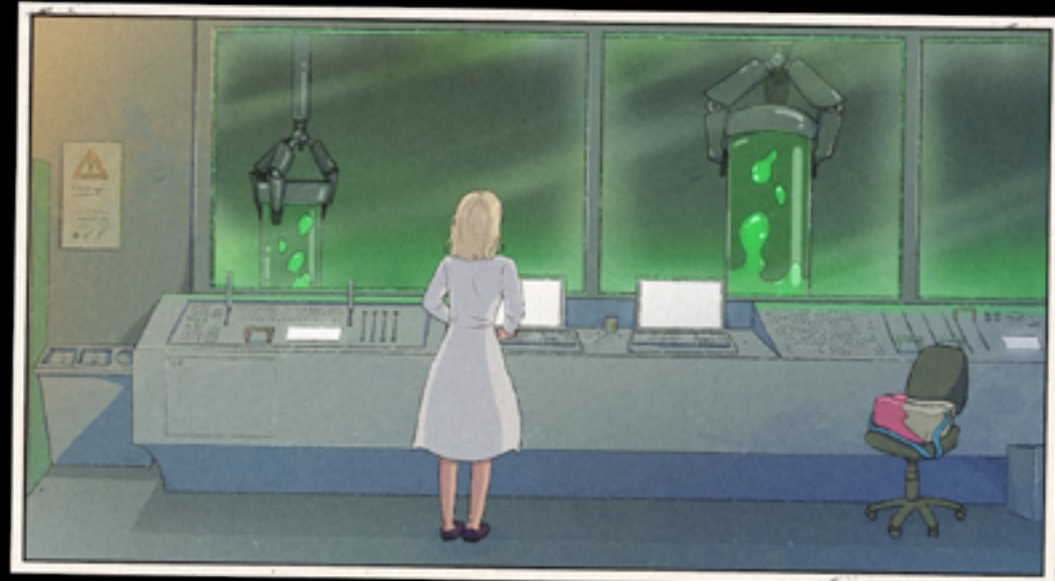
The third level of Gori: Cuddly Carnage features a mix of childlike, industrial elements with imaginative characters. The Slime Factory, producing quirky Slimeycorns, and the flame-throwing Demonicorn as a custodian, all managed by an immature and bossy Manager, created a dynamic and engaging level that enriched the game's world with creativity and humour.



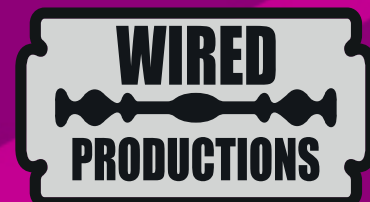
LEVEL 3 SCREEN SHOTS



LEVEL 3 CUTSCENES



LEVEL 3 CUTSCENES



LEVEL 4

AQUARIUM

After retrieving the first two pieces of the Laser pointer, Gori and the gang are contacted by the charismatic 'Mr Goldfin', who reaches out offering somewhat of a truce - impressed by the trio's efforts in resisting and hurting the Adorable Army.

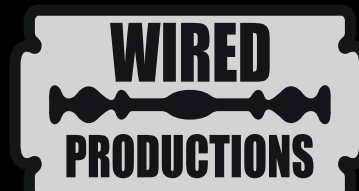
Goldfin offers an additional part of the Laser Pointer, insisting he'll hand it over if the gang visit his aquarium headquarters, a flooded tower filled to the brim with human antiques and relics.

Upon arrival it becomes clear that Goldfin was in fact lying in an attempt to lure Gori into a trap - unable to resist the idea of having a true 'free thinking' Ultra Pet in his collection.

Gori must fight his way through Goldfins collection, encountering new water based enemies - before confronting Goldfin himself and retrieving the next piece of the laser pointer.



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LEVEL 4 CONCEPTS

Introduction

The fourth level of Gori: Cuddly Carnage originated with the creation of Mr. Goldfin, a distinctive antagonist shaped as a human-like fish creature. This innovative character prompted us to explore suitable environments for his story, pushing us to consider what his habitat would look like, his motivations, and his broader ambitions within the game's universe.



Environment Design

Inspired by Mr. Goldfin's unique nature, we designed the fourth level's environment around his characteristics. Discovering an abandoned mega mall, Mr. Goldfin converted it into his personal domain—an expansive aquarium mixed with exhibition spaces. This transformation created a visually striking underwater realm that mirrors his personality and ambitions, blending aquatic life with remnants of commercial human culture.

Summary

The fourth level in Gori: Cuddly Carnage shifts focus towards a more narrative-driven exploration, offering players a chance to take a break from the game's intense combat. This level invites players to dive deeper (Pun intended) into the lore of Gori: Cuddly Carnage, exploring Mr. Goldfin's personal ambitions and the creatively transformed underwater setting. This approach enriches the gaming experience, providing depth and context to the vibrant world of the game.



LEVEL 4 ENEMIES



The Seacorn

Created by Mr. Goldfin as a time stopping menace.



LadyBug Jr.

The second oppressed bumper car to join the Adorable Army. Was raised by the Ladybug.

LEVEL 4 BOSS



Goldfin

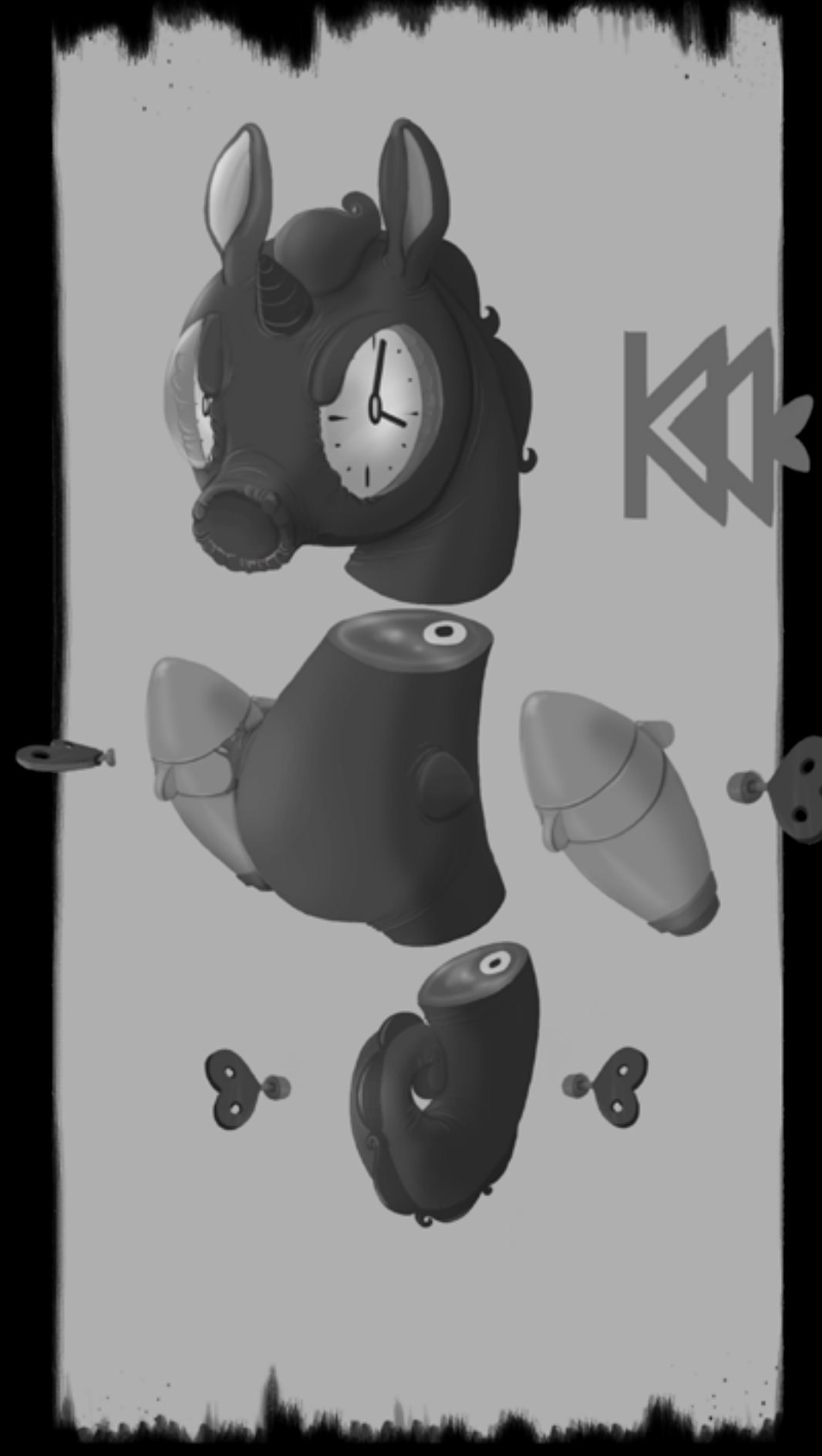
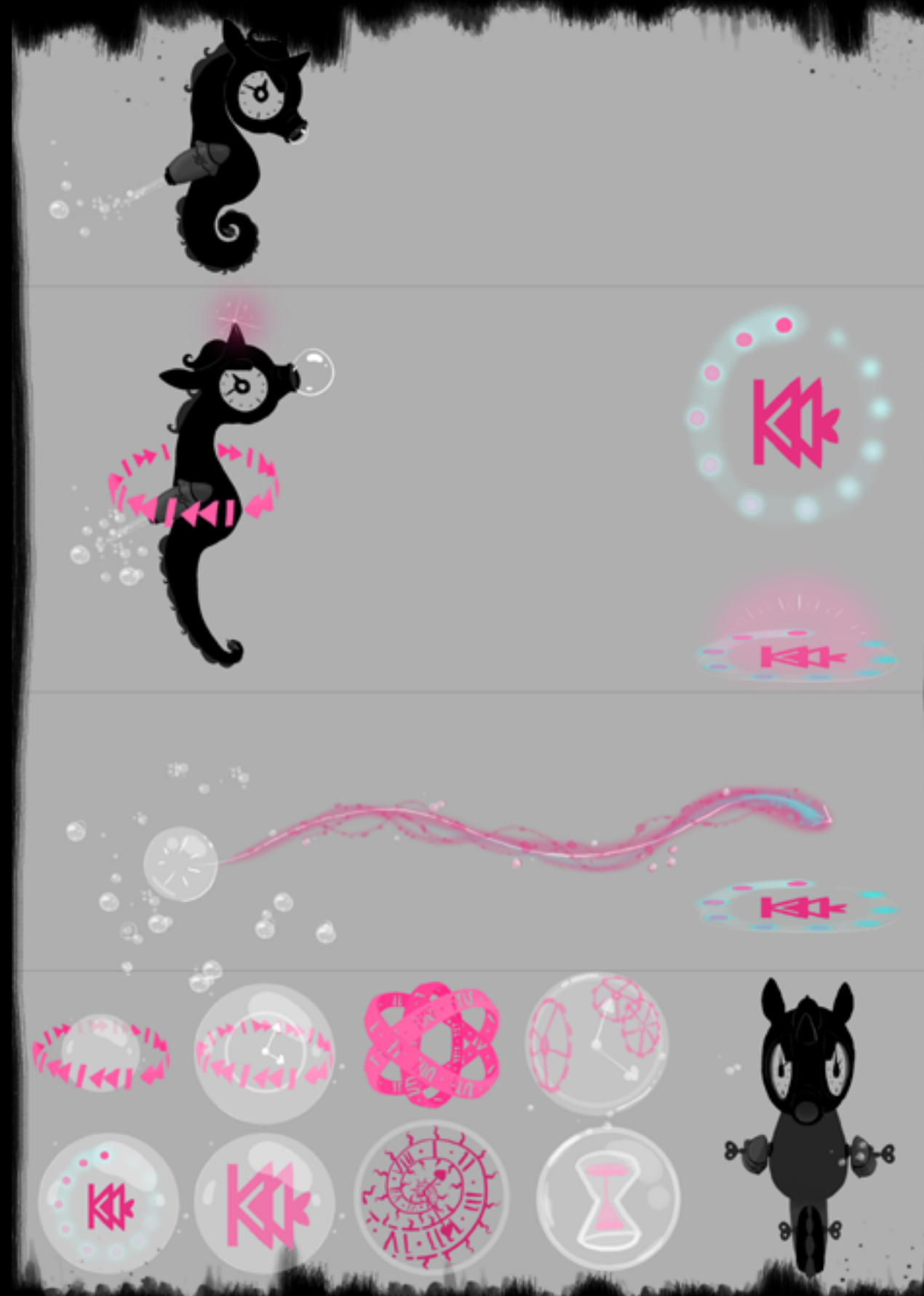
A fish that believes he is human and harbours an unsteady relationship with the Adorable Army. Whilst his makeshift fishbowl / mech suit allows him to hold his own in a conflict, he is much more content to stay out of the Adorable Army's way and acquire relics and antiques from before the apocalypse to store in his collection.

Whilst his motives are as uncertain as the tides themselves, his marriage and love of 'Gretchen' remain constant.

LEVEL 4 ENEMY CONCEPTS

Introduction

Creating the enemies for the fourth level of Gori: Cuddly Carnage, set in the Aquarium, was an exciting challenge. We drew inspiration from the underwater theme, aiming to design creatures that were not only visually captivating but also fit seamlessly into the aquatic environment. This level's enemies needed to reflect the vibrant and eerie atmosphere of an underwater world, blending beauty with menace.

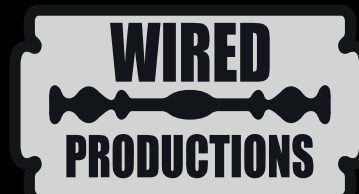


Seahorse Design

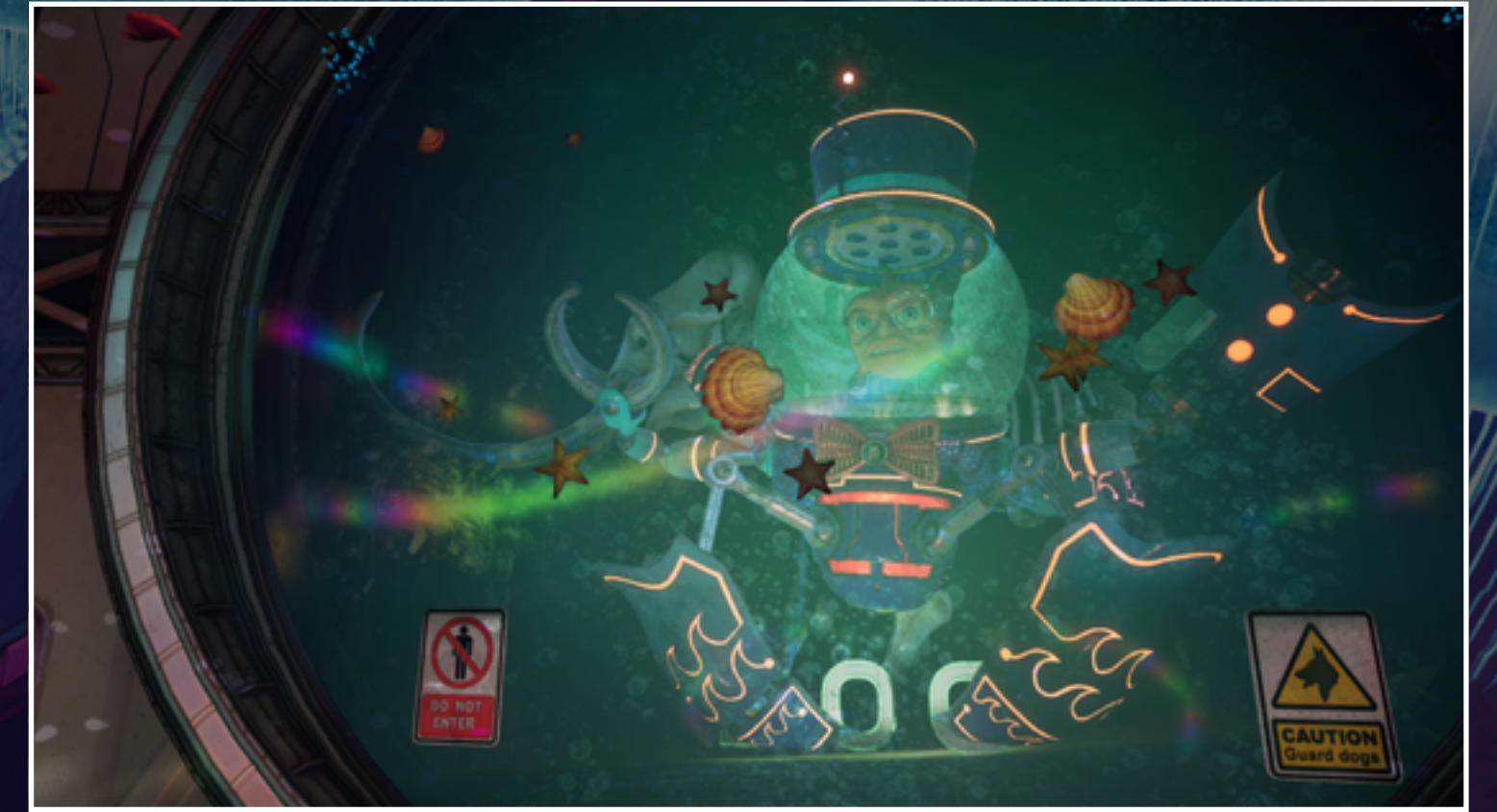
After much consideration, we landed on the perfect underwater counterpart to our unicorn enemies: the seahorse. The elegance and mystique of seahorses made them an ideal fit for the Aquarium's ethereal setting. While brainstorming names, someone on the team cleverly suggested "The Sea-Corn," merging the whimsical nature of unicorns with the aquatic theme. This name instantly resonated with everyone, capturing the fantasy and danger we wanted these enemies to embody.

Summary

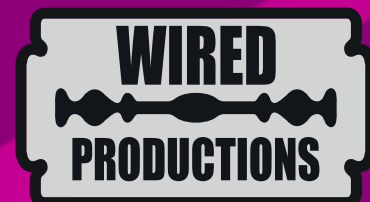
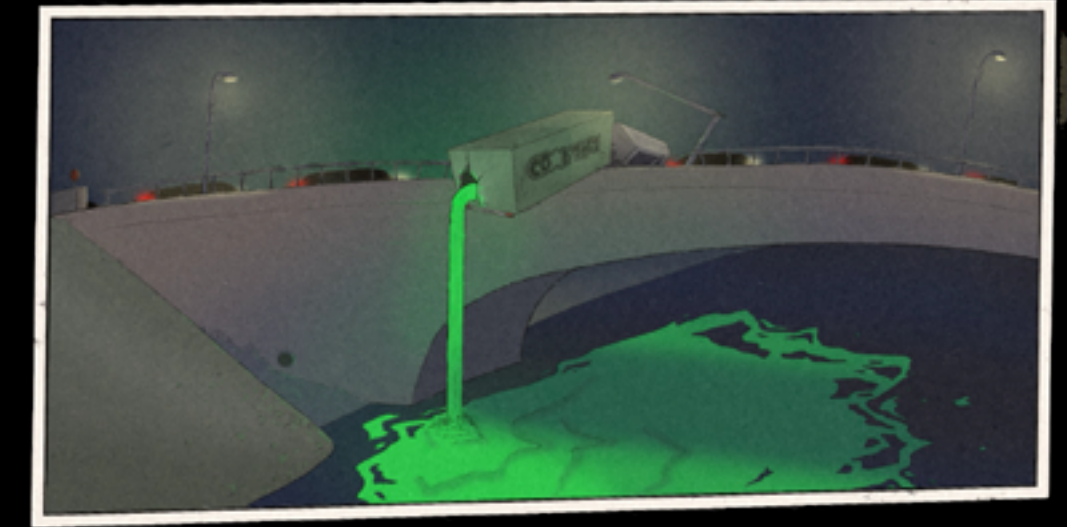
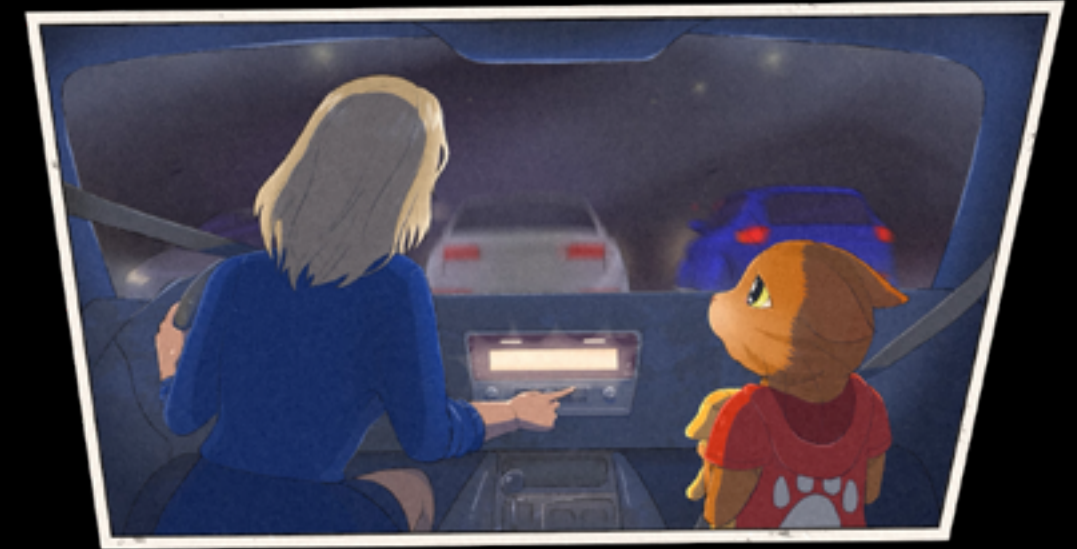
Designing “The Sea-Corn” with time-stopping powers was immensely fun for our team. We relished the opportunity to merge the whimsical nature of seahorses with a unique and powerful ability that would challenge players in unexpected ways. This creative process allowed us to bring a fresh and exciting dynamic to the gameplay, making the Aquarium level a memorable and engaging experience for players.



LEVEL 4 SCREEN SHOTS



LEVEL 4 CUTSCENES



LEVEL 5

DOLLHOUSE

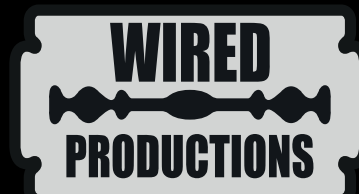
Once Goldfin is defeated, before F.R.A.N.K can turn him into (highly sophisticated) sushi - he pleads for his life, stating that after their battle he now understands the threat the Adorable Army poses, and rather than being a neutral observer, he wants to help Gori.

He shares the location of another piece of equipment that could be used to complete the laser pointer, directing Gori and F.R.A.N.K. to the twisted domain of the Dollhouse - ruled by an old romantic flame of Goldfin known as the 'Doll Queen'.

Gori must fight through severed doll heads and poisonous twisted perversions of doll houses in order to eventually confront the Doll Queen herself and claim her jewel for their own.



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LEVEL 5 CONCEPTS

Introduction

The fifth level of Gori: Cuddly Carnage was built around a theme we had been eager to incorporate from the game's inception. Asking ourselves what could fuel a player's nightmares more effectively, we landed on the idea of dolls—a universally eerie symbol. This concept laid the foundation for a level that blends a familiar sense of nostalgia with a haunting, twisted atmosphere.



Environment Design

In developing the environment for this level, we drew inspiration from other games and various images to shape our original concepts. To streamline production and maintain consistency throughout the level, we decided to use a modular approach, constructing the setting with interchangeable castle parts. This method allowed us to build a rich, detailed world more efficiently, while still capturing the eerie essence of a doll-infested nightmare.

Summary

Creating the fifth level of Gori: Cuddly Carnage was an exceptionally enjoyable process. This level features the Doll Queen's castle, a sinister structure isolated by a river of boiling tea. Here, the doll soldiers have triumphed over human forces, and a creepy calm pervades, setting the stage for renewed action. After the narrative-driven calm of level four, this setup provides a thrilling resurgence, catapulting players back into the heart of conflict and excitement in a beautifully horrible setting.



LEVEL 5 ENEMIES



Baby Doll

One of the many children of the mother of dolls.
Hasn't learned to hold their brains yet.



Doll House

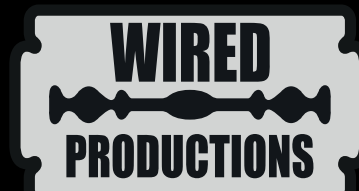
Fighters that have mastered the art of
camouflage to lure their prey close to them.

LEVEL 5 BOSS



Doll Queen

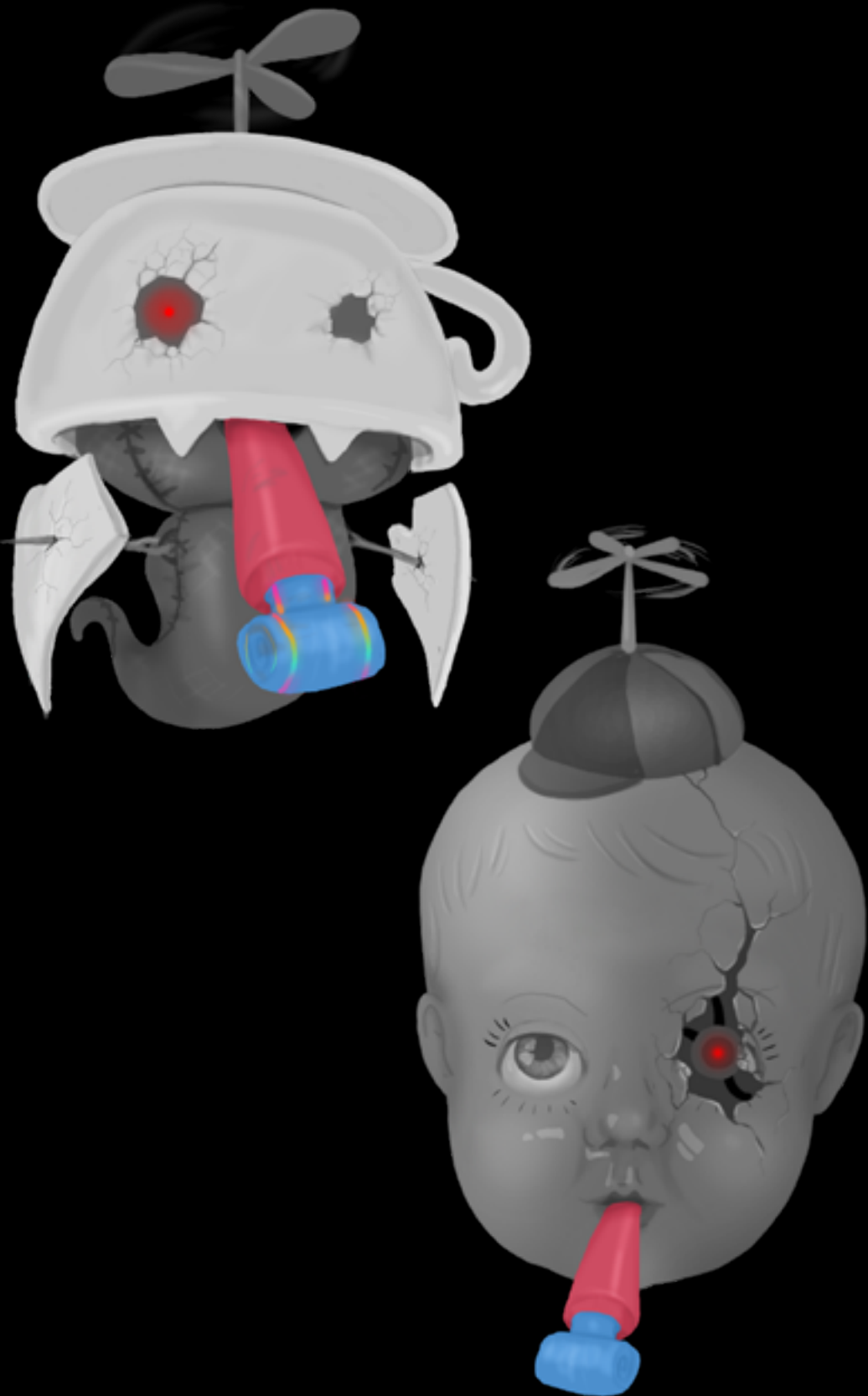
The queen of all dolls, brought to life by Mothers Gift. She acts as both a loyal general of the Adorable Army and a mother to the childlike porcelain horrors, nurturing them as her own children whilst fashioning them into fearsome soldiers. In the early days of the apocalypse she shared a romantic relationship with Goldfin, seeing him as a suitable paternal figure to help raise her legions of dolls - the relationship ended after it became clear he was much more interested in his growing collection of relics.



LEVEL 5 ENEMY CONCEPTS

Introduction

For the fifth level of Gori: Cuddly Carnage, the concept of mutated dolls with a fleshy core felt like a natural progression in enemy design. This idea sparked our creativity, leading to a swift and inspired design process. We envisioned these dolls as not just mere playthings gone wrong, but as creatures with a grotesque, organic twist that would unsettle players and enrich the game’s horror elements.

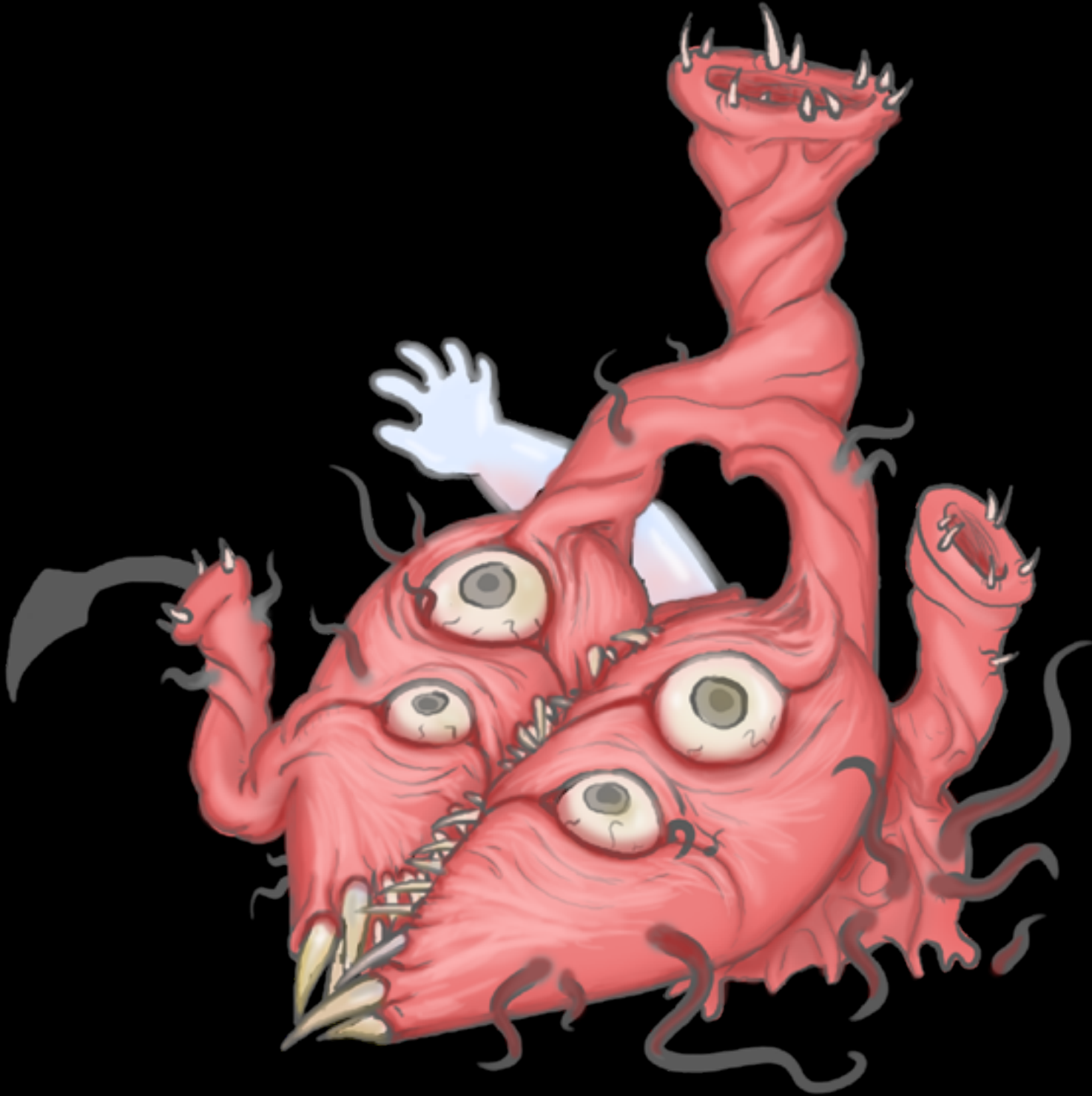


Design Process

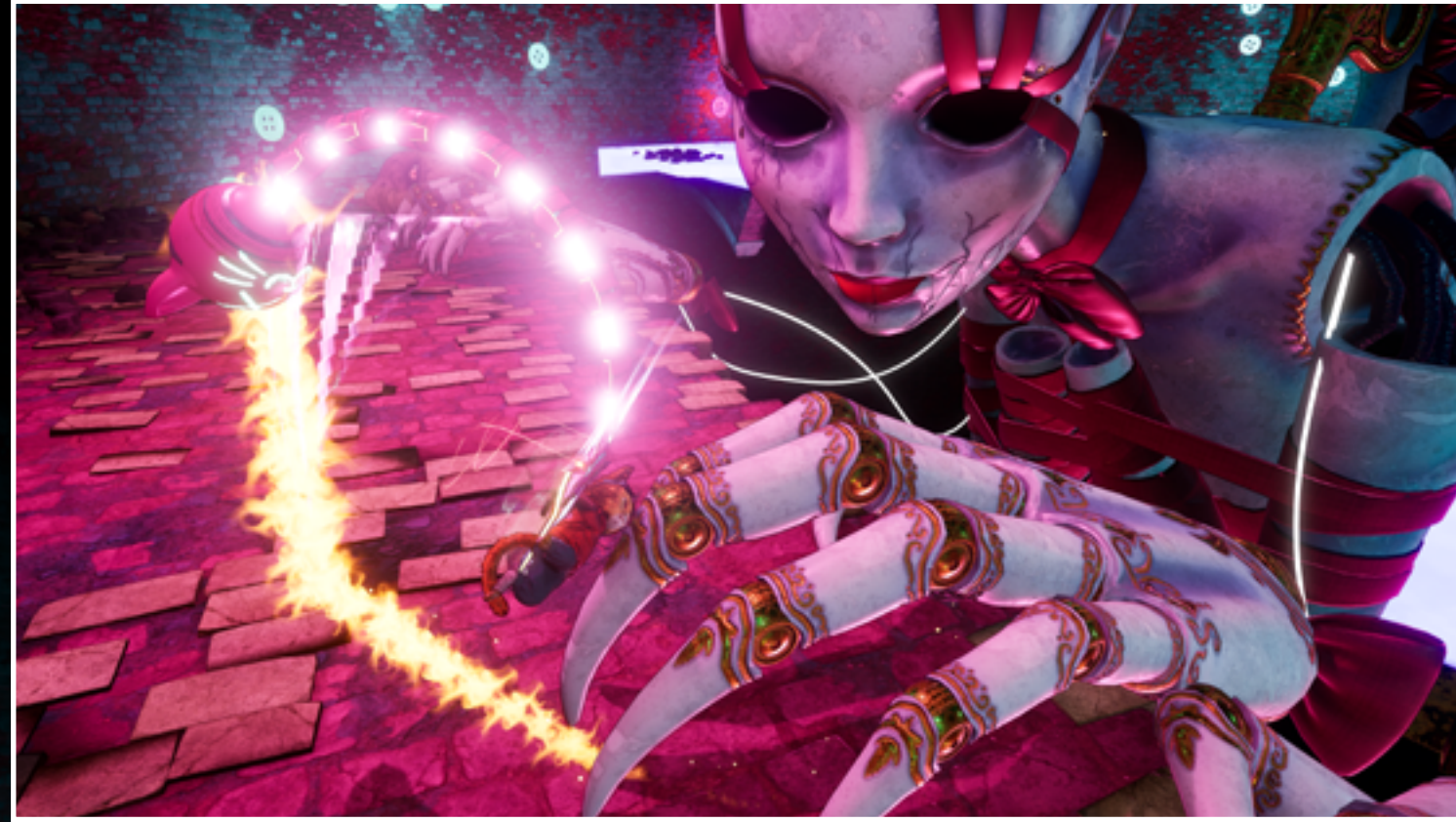
During the development of these enemies, we experimented with varying degrees of fleshiness to strike the right balance of horror and believability. Ultimately, we found a perfect middle ground that led to the creation of the Mother of Dolls and her two soldier children. These characters were designed to embody the eerie transformation of innocent toys into menacing adversaries, enhancing the level’s nightmarish aesthetic.

Summary

While we wished we had more time to delve even deeper into crafting doll-like nightmares, we are very pleased with the haunting enemies we created for the fifth level of Gori: Cuddly Carnage. These characters, with their unsettling appearances and backstories, are designed to leave a lasting impression on players, ensuring they will be remembered long after the game is over.



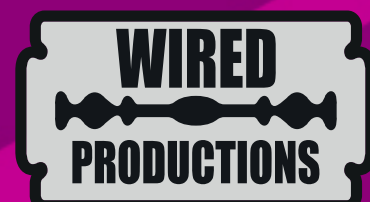
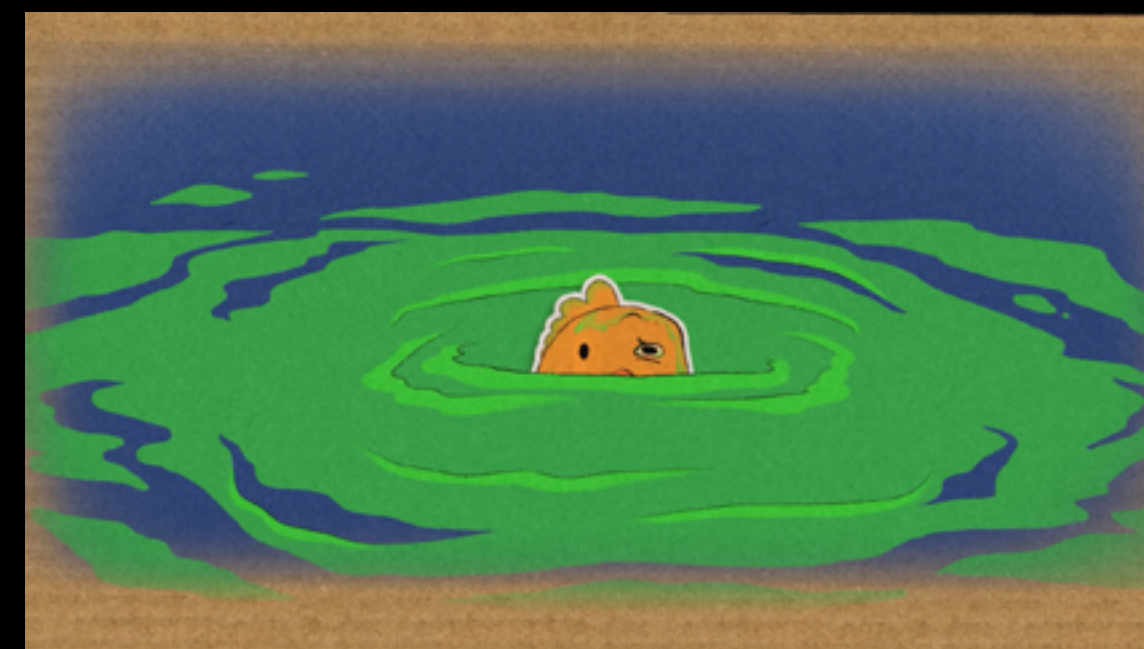
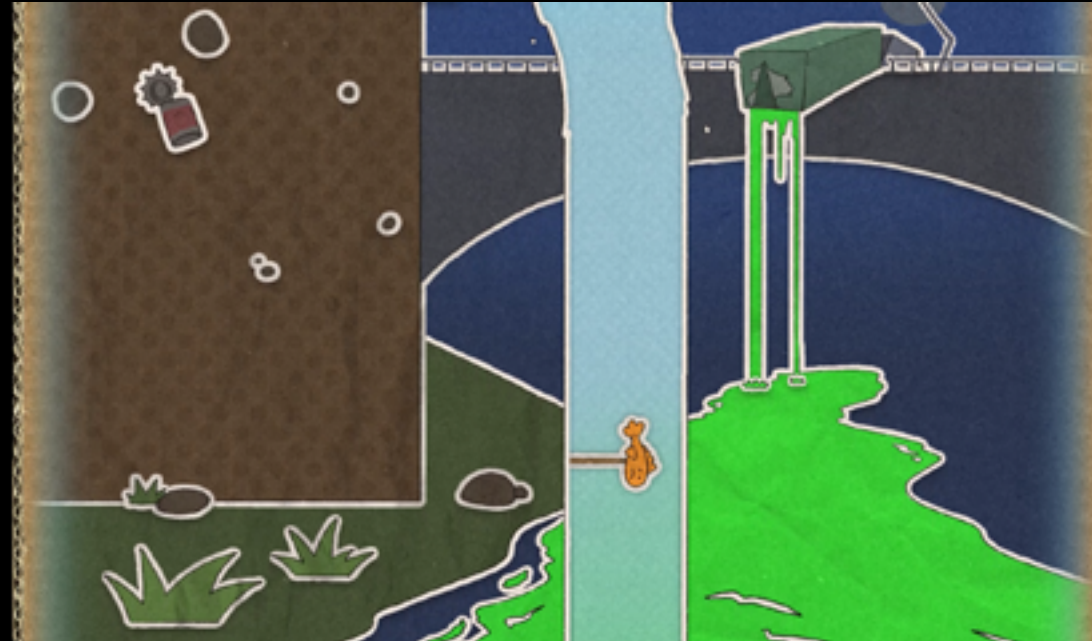
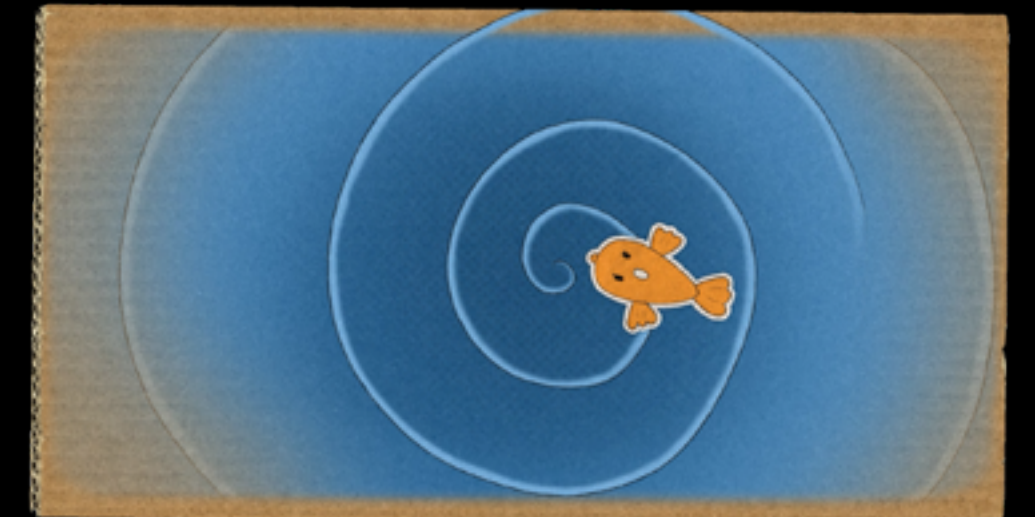
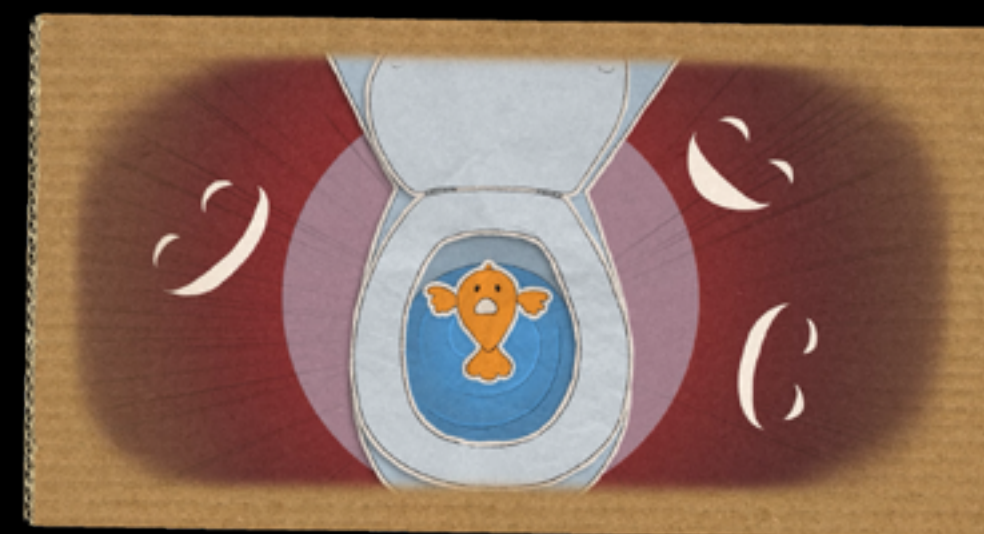
LEVEL 5 SCREEN SHOTS



LEVEL 5 CUTSCENES



LEVEL 5 CUTSCENES



LEVEL 6

CIRCUS

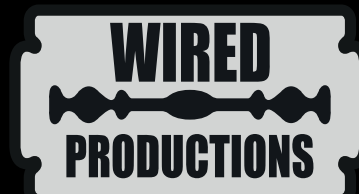
With the laser pointer now in hand, Gori locates the Bear In a Box hiding out on the prison island, a horrifying amalgamation of a carnival gone wrong and a prison where the inmates have very much overtaken the asylum.

Heading there with the intention of using the Laser Pointer to destroy the Bear in a Box, Gori encounters some new enemies such as the pop-corn and the mutated carnival freaks.

After defeating a whole circus worth of mutated enemies, Gori confronts the Bear in a Box for one last time, aided by the appearance of 'Helmut' a friendly contraption provided by Mr. Goldfin as a show of faith



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LEVEL 6 CONCEPTS

Introduction

In conceiving the sixth level of Gori: Cuddly Carnage, we combined two inherently eerie themes: clowns and prisons. The premise of mutated clown toys taking over an abandoned prison ignited our creative process, allowing us to explore a level where the macabre humor of clowns intertwines with the oppressive atmosphere of a prison. This fusion provided a rich backdrop for designing both the environment and its bizarre inhabitants.



Design Process

Balancing the circus and prison elements was our key challenge. We aimed to fuse these themes so seamlessly that players would perceive them as a single, intertwined environment. This required integrating circus motifs into the prison's structure, such as turning cell blocks into twisted funhouse mazes and guard towers into clown-themed attractions, ensuring a cohesive blend of confinement and chaotic entertainment.

Summary

Prison Island emerged as a successful melding of nightmarish carnival elements with the stark features of an abandoned prison. We are eager for players to explore this unique setting, confident that the integrated themes will provide a deeply immersive and unsettling experience, enhancing the eerie atmosphere and keeping players engaged through a suffocating atmosphere where every battle could be the last.



LEVEL 6 ENEMIES



Pop Corn

Fighters that have made the ultimate sacrifice by eating an entire heart balloon.



Carnival Freak

These radioactive clowns have been lurking in the human sewers since 1988. Origin is unknown. Kept alive by preying on lost children and some adults. These clowns crawled out to help the rebellion to feast on humans.

LEVEL 5 BOSS



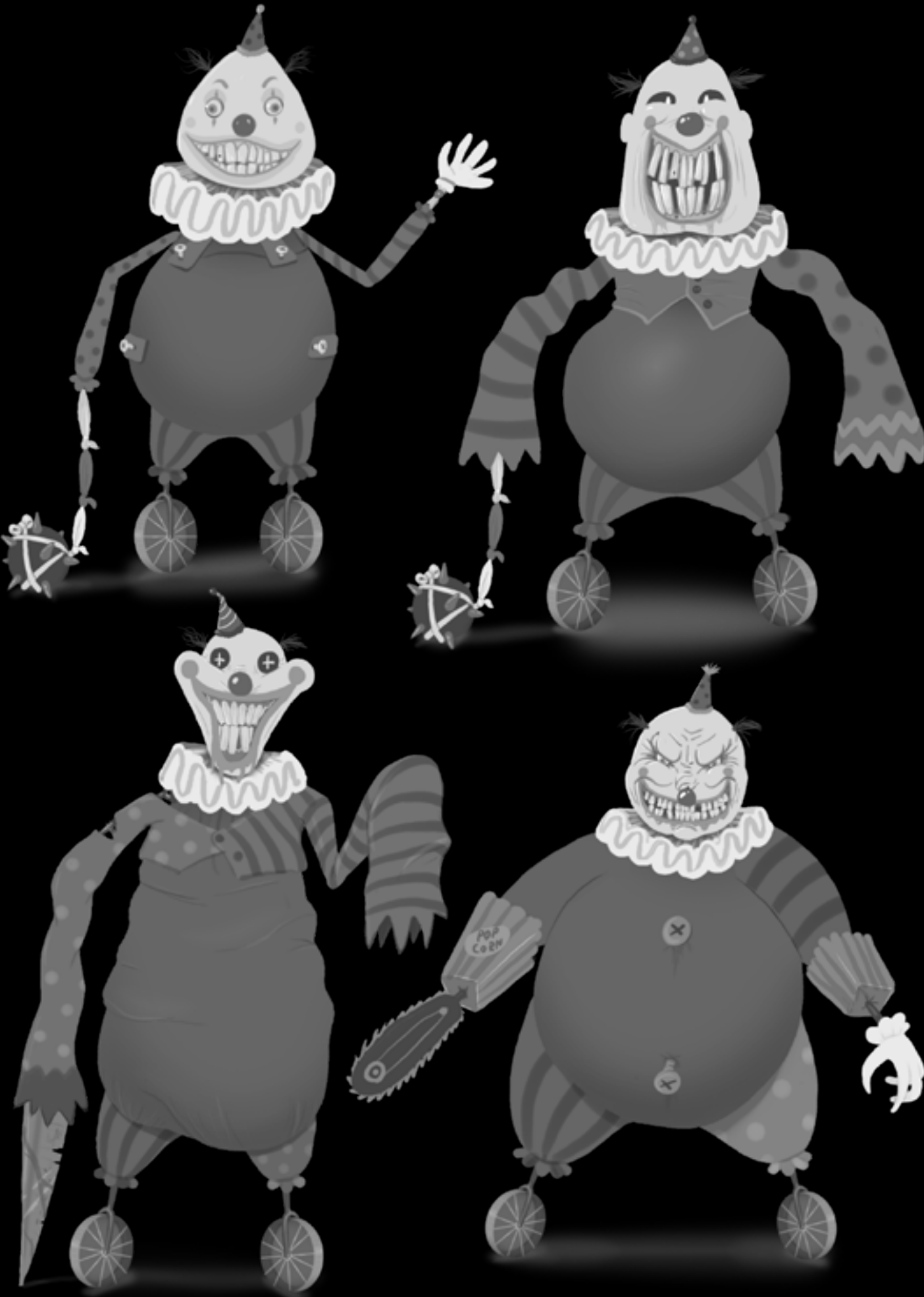
Bear In a Box

The first leader of the Adorable Army. Recruiter of Generals in the Adorable Army and the first spreader of Mother's Gift.

LEVEL 6 ENEMY CONCEPTS

Introduction

Originally, the enemy known as Pop-corn was designed for an earlier level in Gori: Cuddly Carnage but was ultimately cut from the lineup when a more fitting adversary was found for that stage. However, this unique character was not forgotten. Its explosive and bloated design retained potential for reintroduction in a setting where it could truly shine.



Design Process

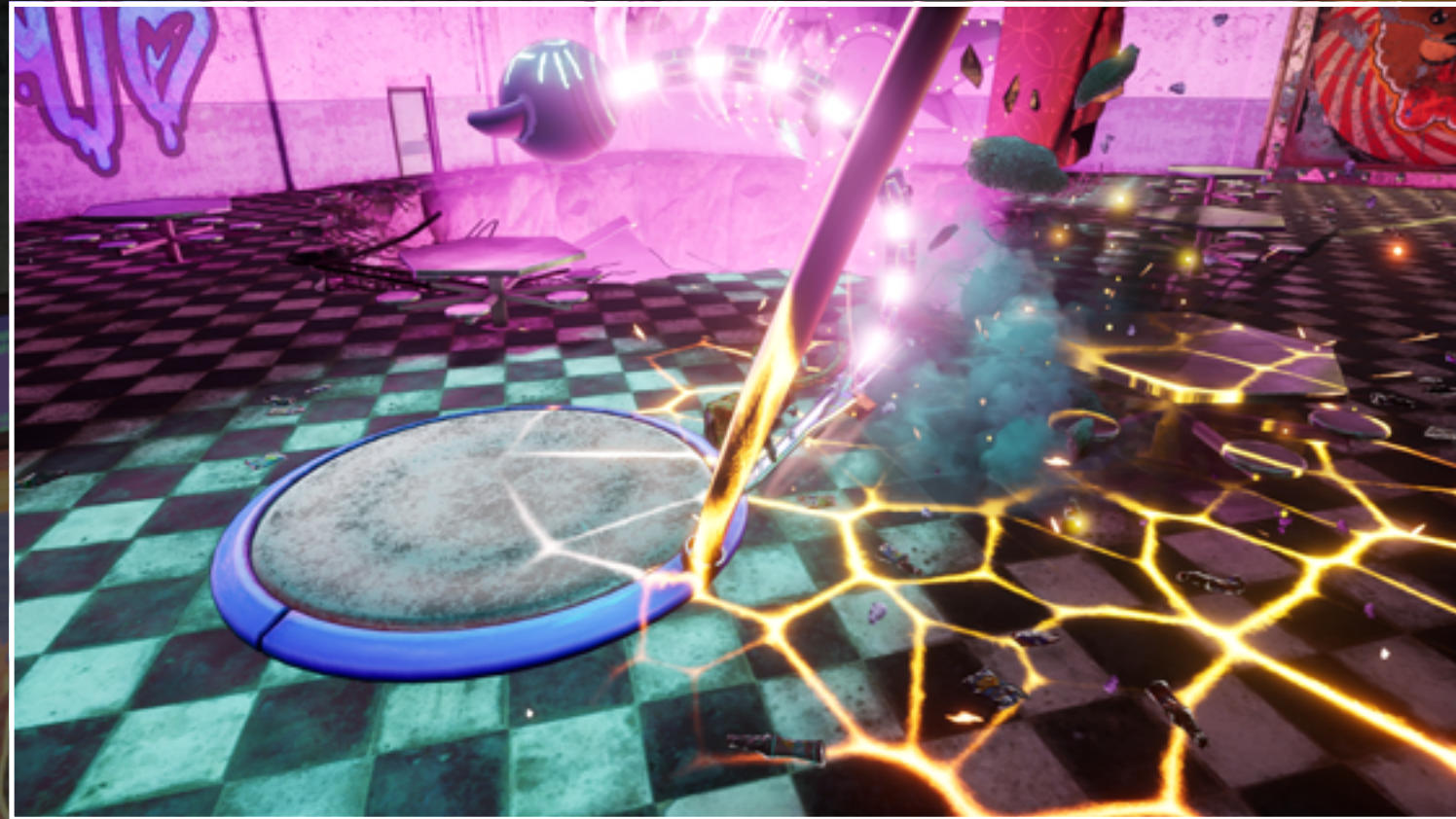
As we developed Carnival Prison Island, Pop-corn found its ideal niche amidst the chaotic blend of clowns and incarceration. Needing a greater challenge, we drew inspiration from space clowns and carnival attractions to create the Acid-Spitting Carnival Freak. This formidable new enemy heightened the level's threat, merging carnival joy with the peril of corrosive attacks, blocking the player's path with a great fun time of nightmares.

Summary

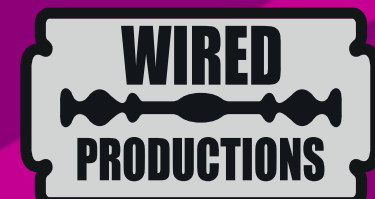
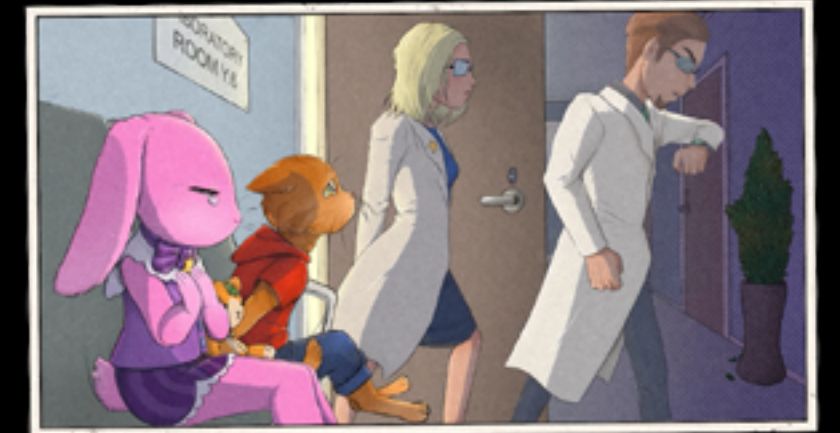
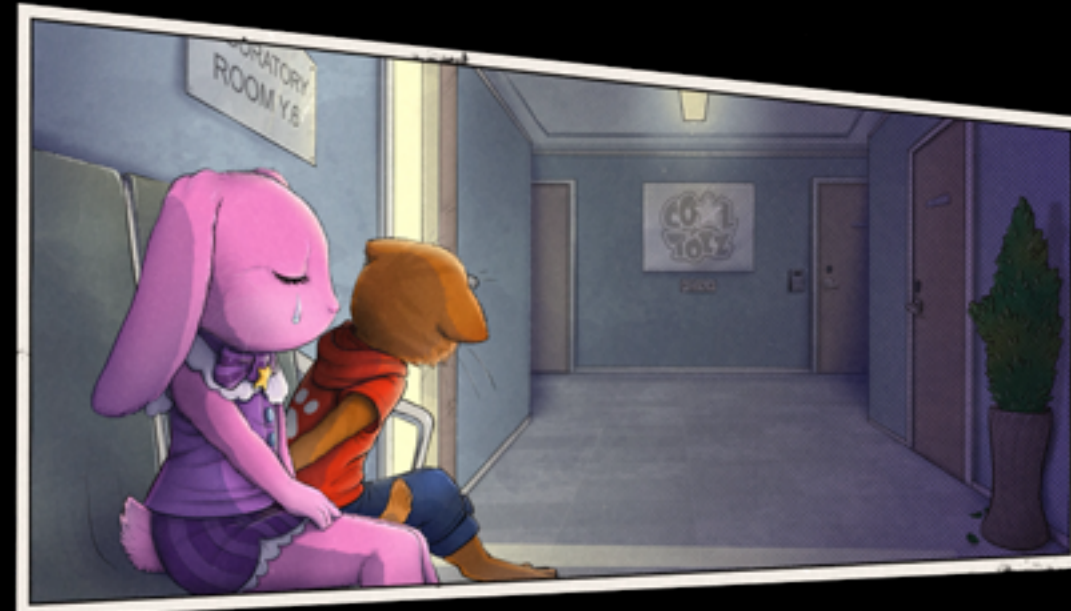
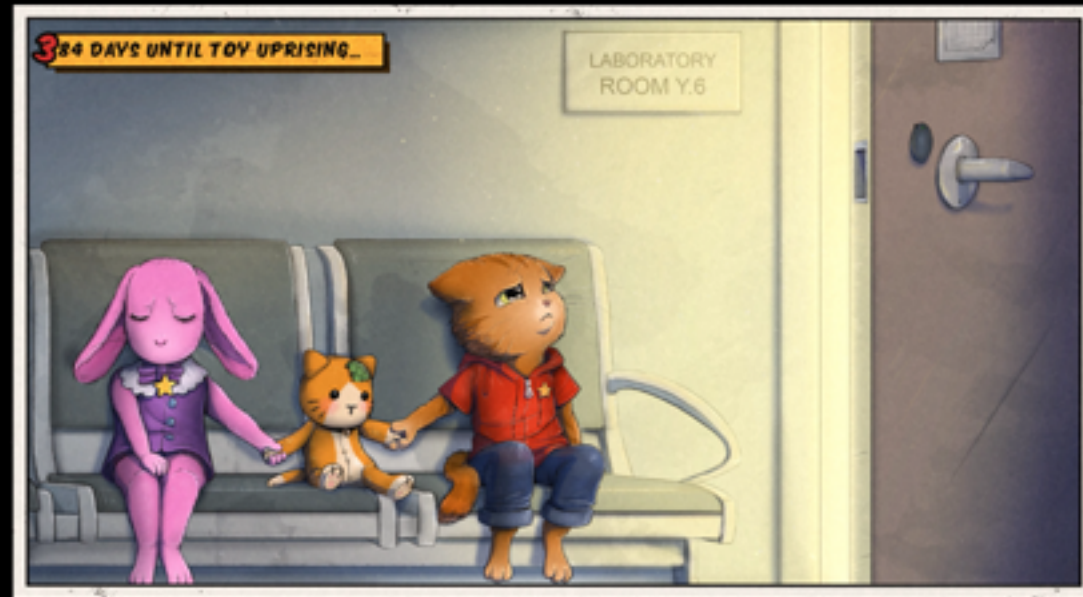
What compliments a setting filled with carnivals, explosive popcorn, and mutated clowns better than a terrifying prison backdrop? The sixth level of Gori: Cuddly Carnage combines these elements into a disturbingly festive atmosphere where players confront quirky yet dangerous foes like the explosive, bloated Pop-corn and the Acid-Spitting Carnival Freak, ensuring a memorable and challenging gameplay experience.



LEVEL 6 SCREEN SHOTS



LEVEL 6 CUTSCENES



LEVEL 7 NIGHTMARE

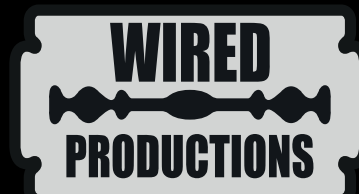
Despite being successful in their battle against Bear in a Box, the fight unwillingly destroys a large action of the Prison Island - revealing 'Pinky' the original Ultra-Pet had been imprisoned here in order to contain her rage.

Mutated beyond belief by the effects of the 'Mothers Gift' Serum - she immediately takes advantage of her new found freedom, aiming to spread the Adorable Armies infection and wrath across the universe.

She stabs Gori, injecting him with Mothers Gift rendering him unconscious, and leaving him trapped within a nightmare in his own mind, fighting through his darkest fears in an attempt to counteract the Virus attempting to overcome him.



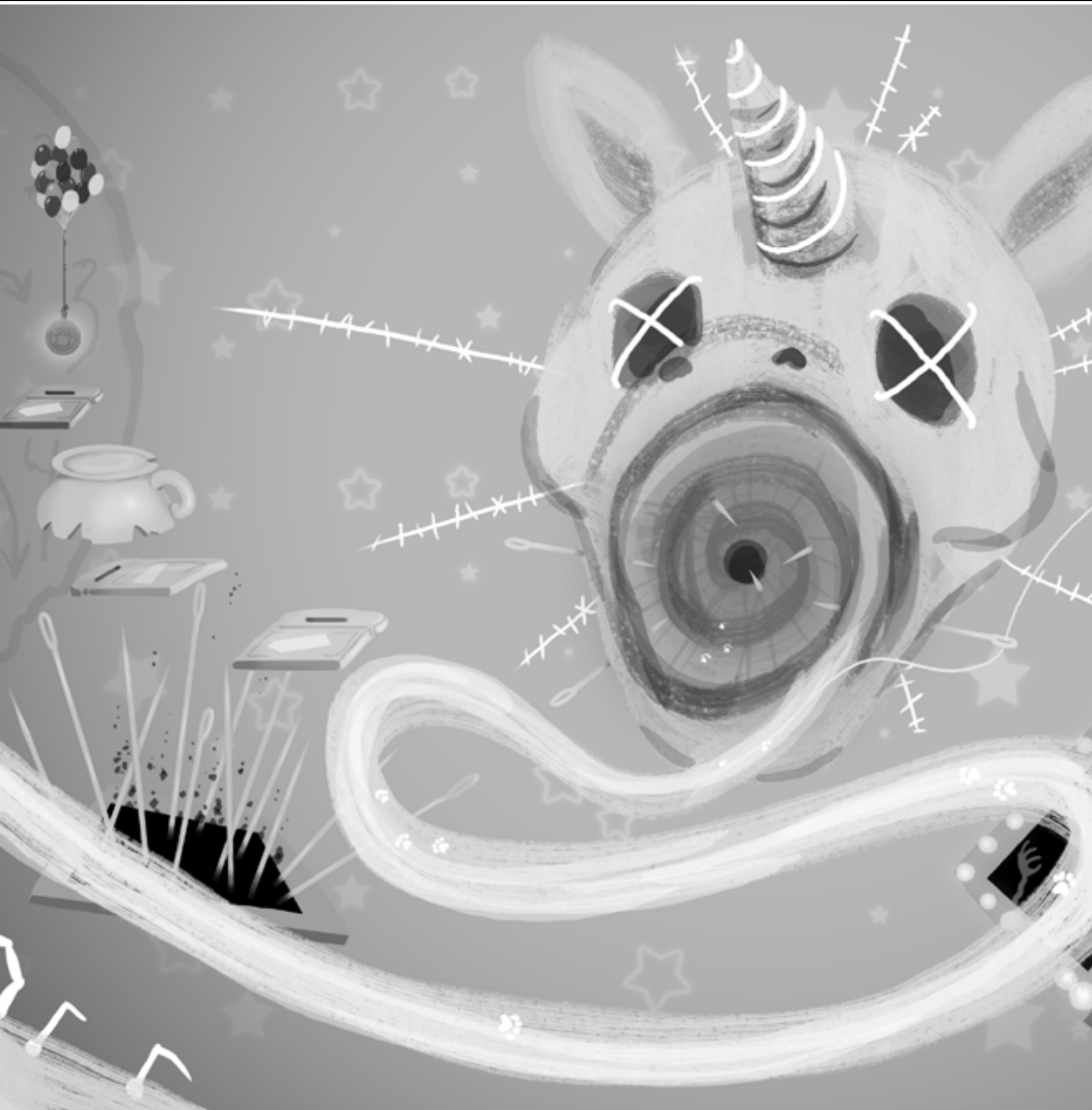
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LEVEL 7 CONCEPTS

Introduction

The seventh level of Gori: Cuddly Carnage presented a unique challenge as it takes place inside Gori's mind. The task was to conceptualize what the inner workings of a synthetic ultra pet cat's mind might look like. This required delving deep into imaginative realms to create a setting that reflected the mind of our synthetic feline hero.



Design Process

While the initial designs for this level were visually striking and innovative, the challenge that shaped the final design was playability within the game's established mechanics. The surreal landscape of Gori's mind had to not only captivate the imagination but also conform to the gameplay structure that players were familiar with. This balance ensured that the creative visuals enhanced rather than hindered the player's experience.

Summary

After carefully balancing the unique ambiance of the world with the practical needs of game mechanics, we achieved a striking blend of neon-drenched surrealism and nightmare—a setting befitting a synthetic cat's mind. This level combines abstract concepts with the visceral challenges of the game, creating a deep, immersive experience that resonates with the overarching themes of Gori: Cuddly Carnage.



LEVEL 7 ENEMIES



Nightmare

Little balls of cuteness with razor sharp claws and teeth.

LEVEL 7 BOSS



YOUR BIGGEST NIGHTMARE

Physical form of mother's gift taking over Gori's brain. Eats loneliness and grows stronger by it.



LEVEL 7 ENEMY CONCEPTS

Introduction

In the seventh level of Gori: Cuddly Carnage, we established a unique environment characterized by cobweb-covered landscapes crafted from cloth and infused with bright colors. This visually distinctive setting inspired the creation of our first enemy concept for the level: the Cloth-Ball-Cat-Spider. This creature was imagined as a hybrid that combines the playful and the eerie, embodying the soft yet unsettling aesthetic of the level.

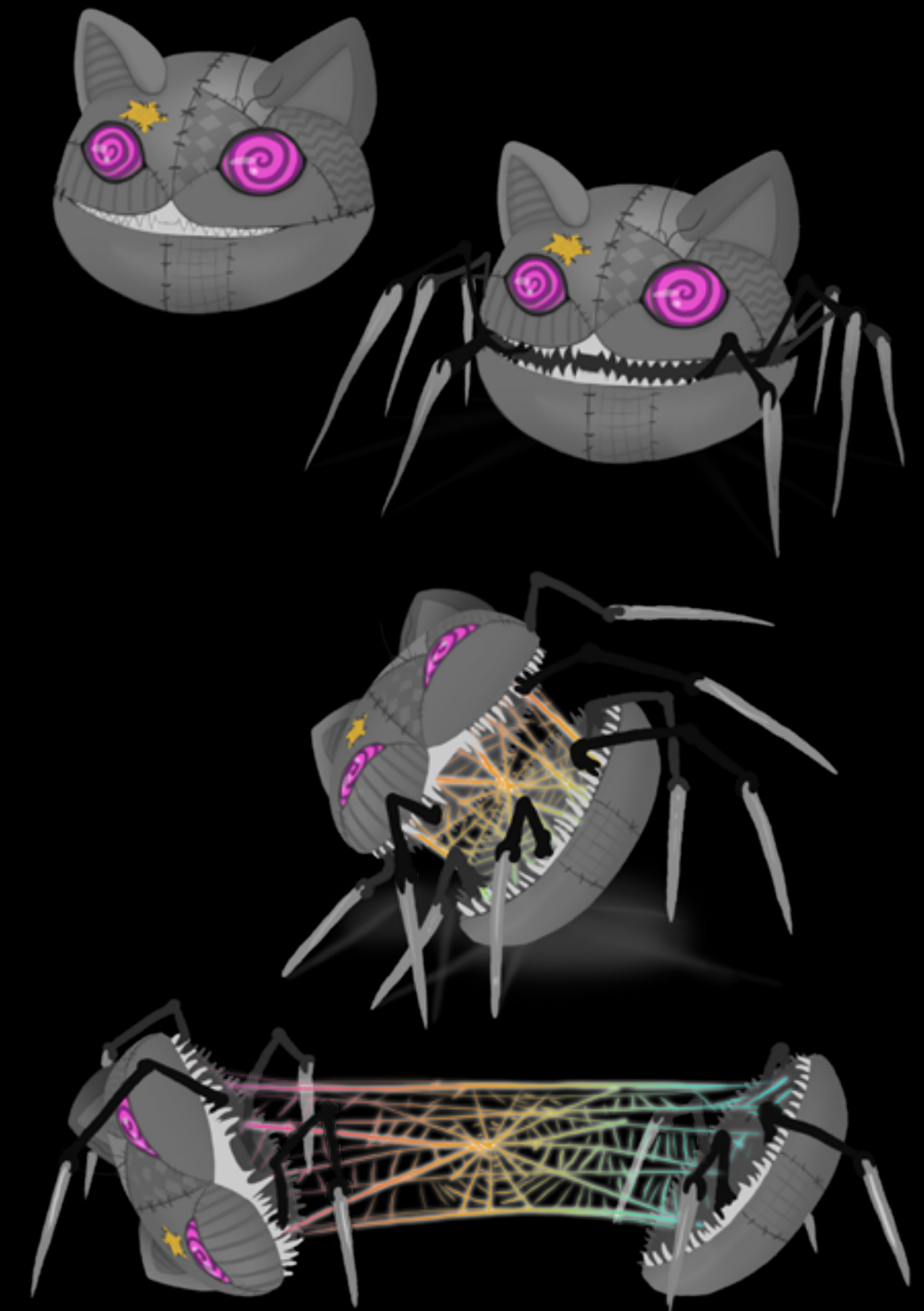


Design Process

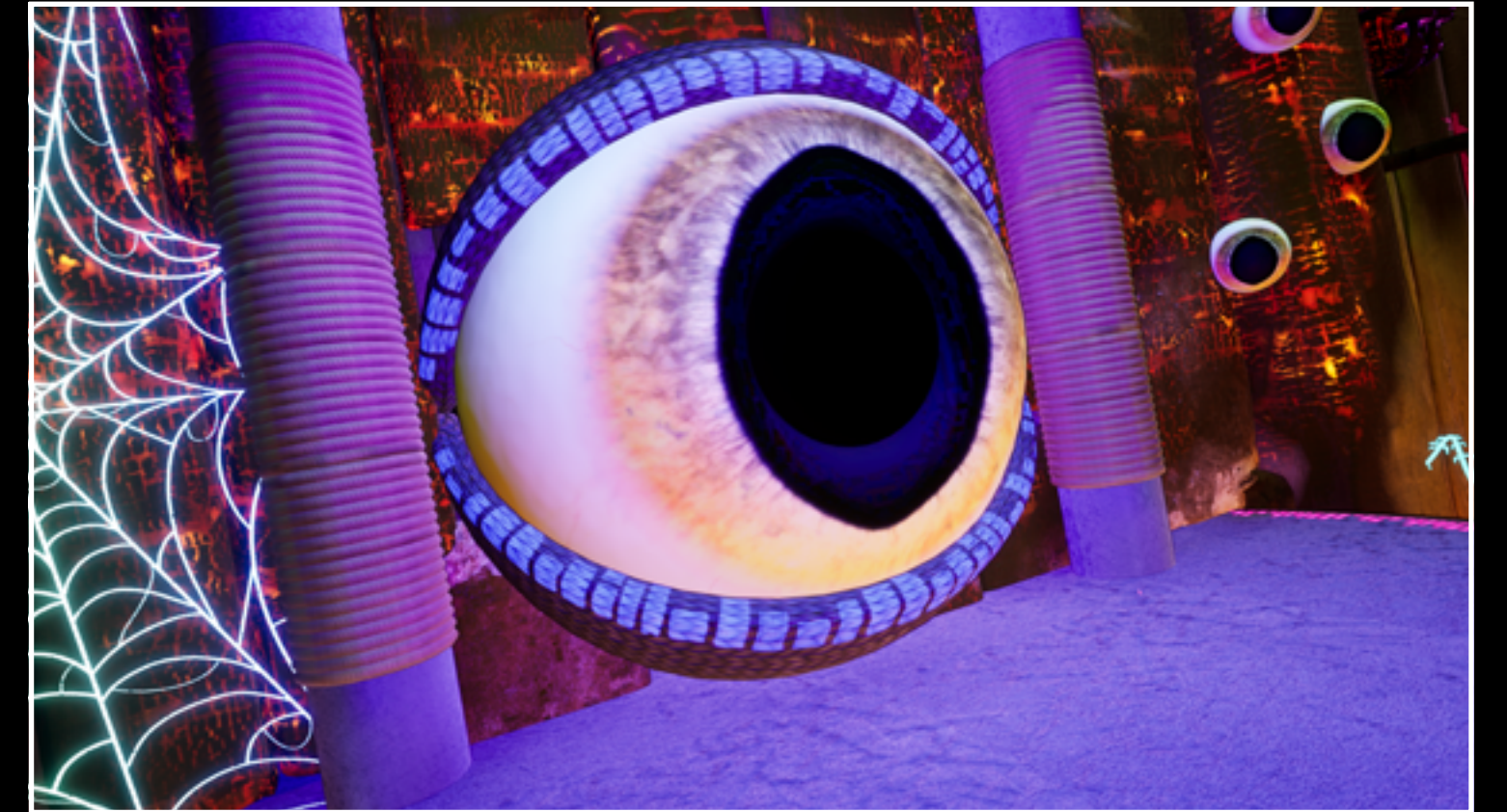
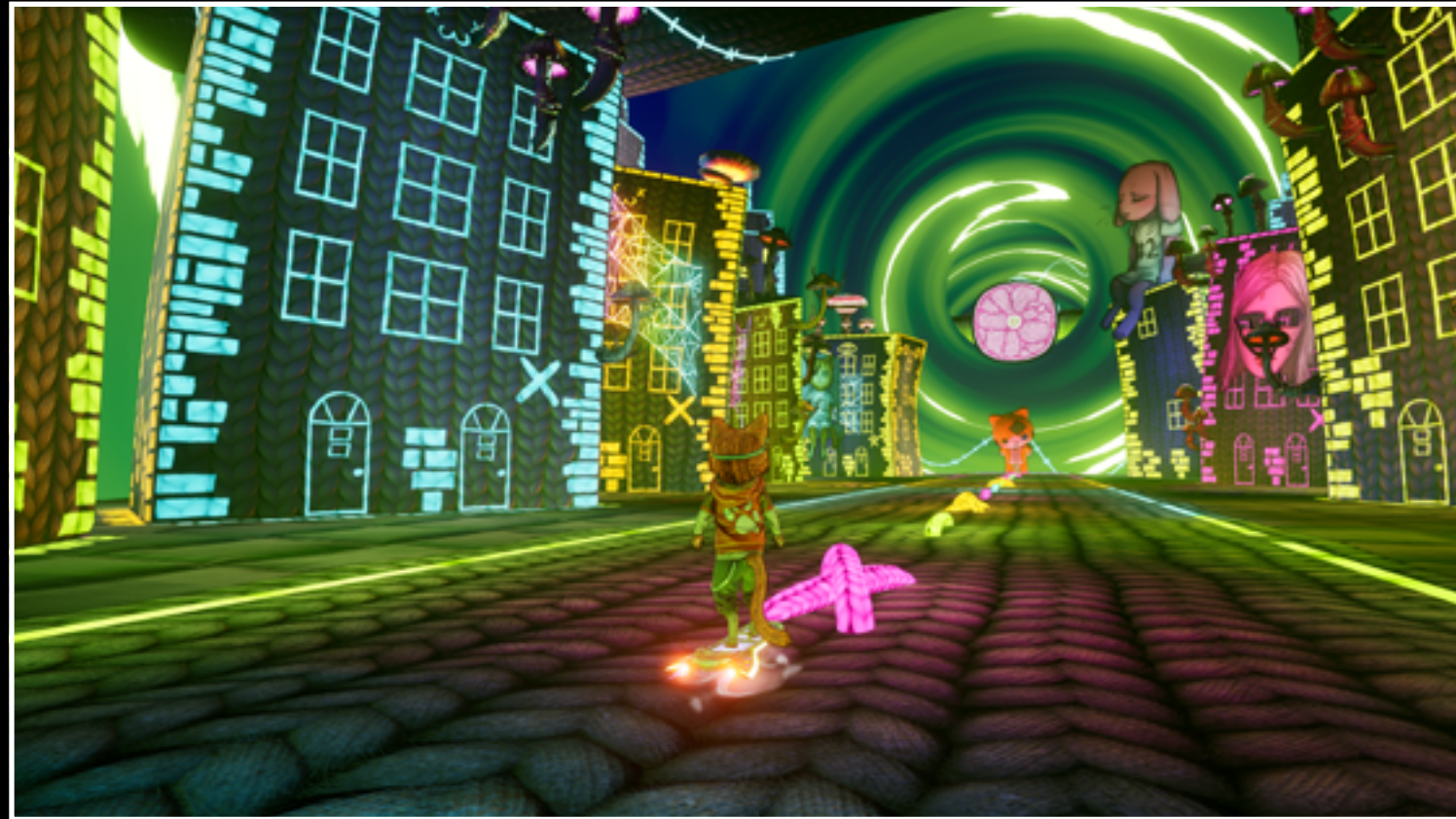
As we further developed the level's enemies, a new adversary emerged from the distorted memories of Gori's past encounters. This led to the creation of the cat themed Dollhouse.. Designed as a nightmarish version of a cat shaped dollhouse, this creation spits out these mini foes, adding layers of challenge and intrigue to the gameplay by constantly generating new threats for players to overcome.

Summary

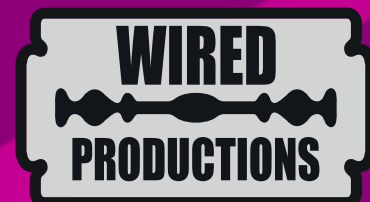
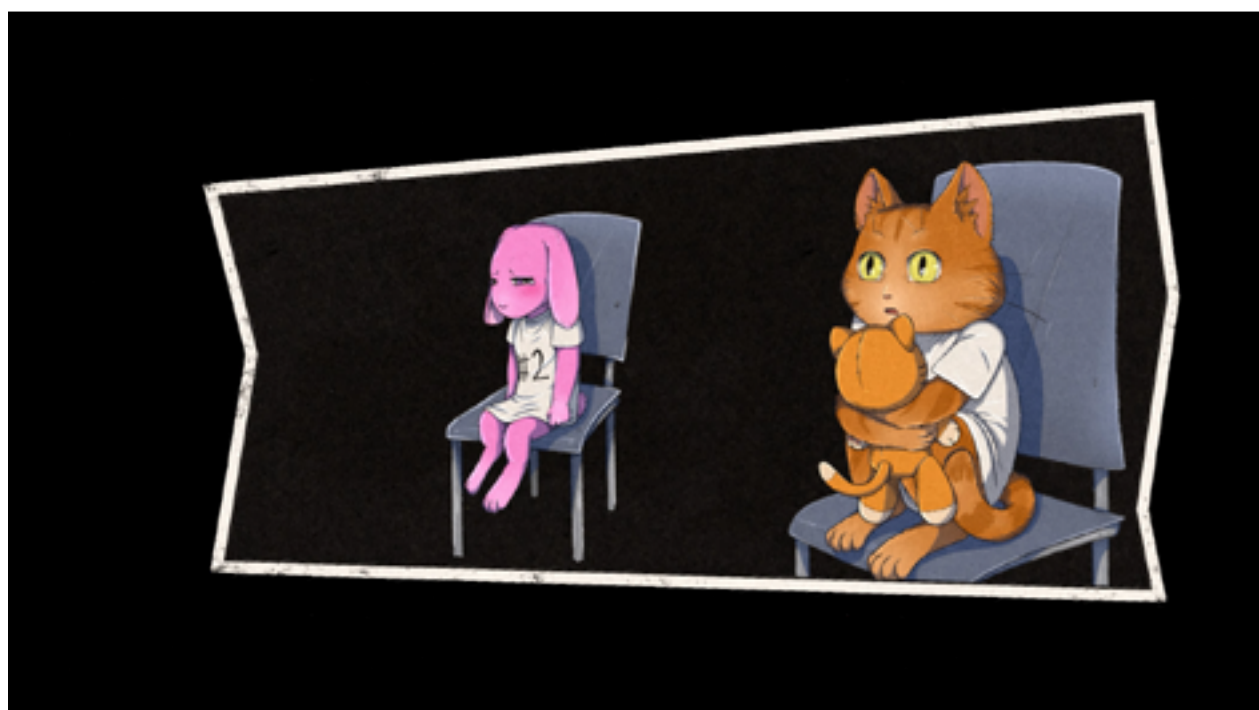
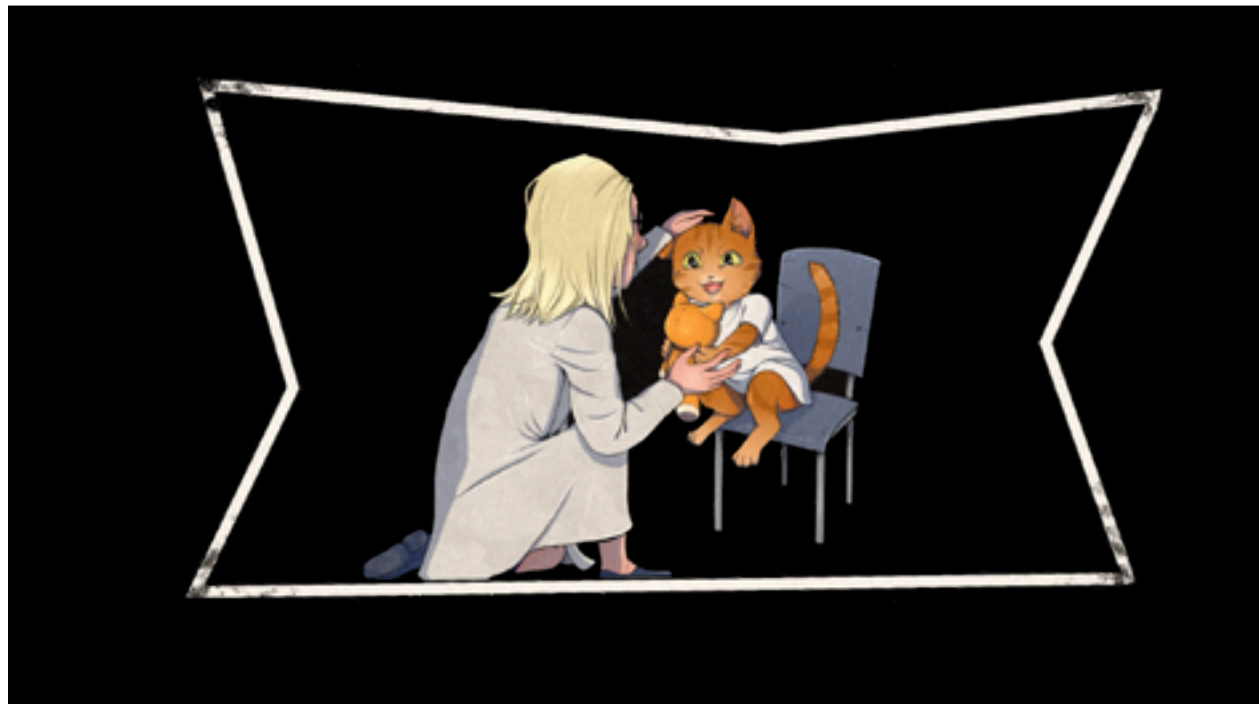
The enemies for the seventh level, deeply rooted in the surreal and vibrant design of the Nightmare World, perfectly meld with the level's soft, colourful aesthetic. These adversaries enhance the dream-like quality of the environment while providing engaging challenges. Their integration helps create a cohesive and immersive experience that captivates players as they navigate through the whimsical yet daunting landscape of Gori's mind.



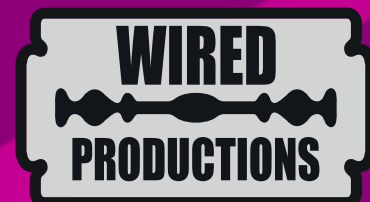
LEVEL 7 SCREEN SHOTS



LEVEL 7 CUTSCENES



LEVEL 7 CUTSCENES



LEVEL 8 FINAL

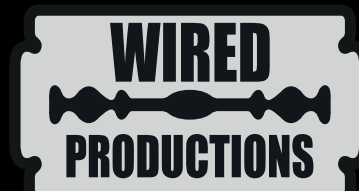
Gori manages to subdue the Mothers Gift virus, and stop himself from turning into a mindless bloodthirsty slave.

Whilst recovering from his ordeal CH1P notifies Gori that he has located Professor Y - and that Pinky is also being tracked towards her location.

Determined to put an end to Pinkys reign of terror and suffering, as well as rescue their creator and escape from the doomed planet - the gang make their way to the final confrontation.



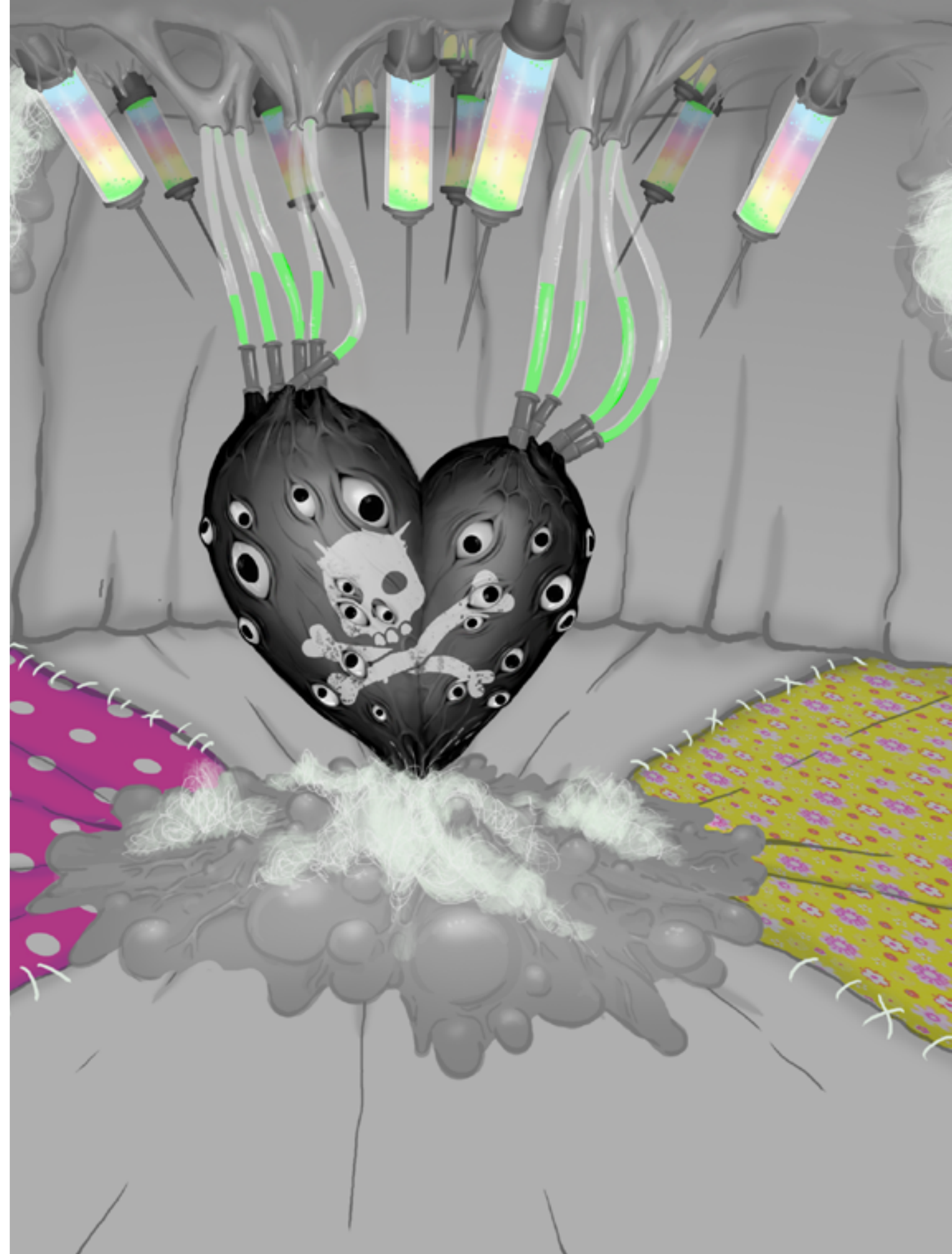
Gori: Cuddly Carnage ©2024 Angry Demon Studio. Published By Wired Productions., Developed by Angry Demon Studio.



LEVEL 8 CONCEPTS

Introduction

Initially, for the eighth and final level of Gori: Cuddly Carnage, we conceptualized an ambitious setting where the antagonist Pinky would form the entire level itself. Envisioning a “belly of the beast” scenario, players were to navigate through the level as if traversing through the inner workings of Pinky, creating a literal and metaphorical journey inside the game’s ultimate enemy.

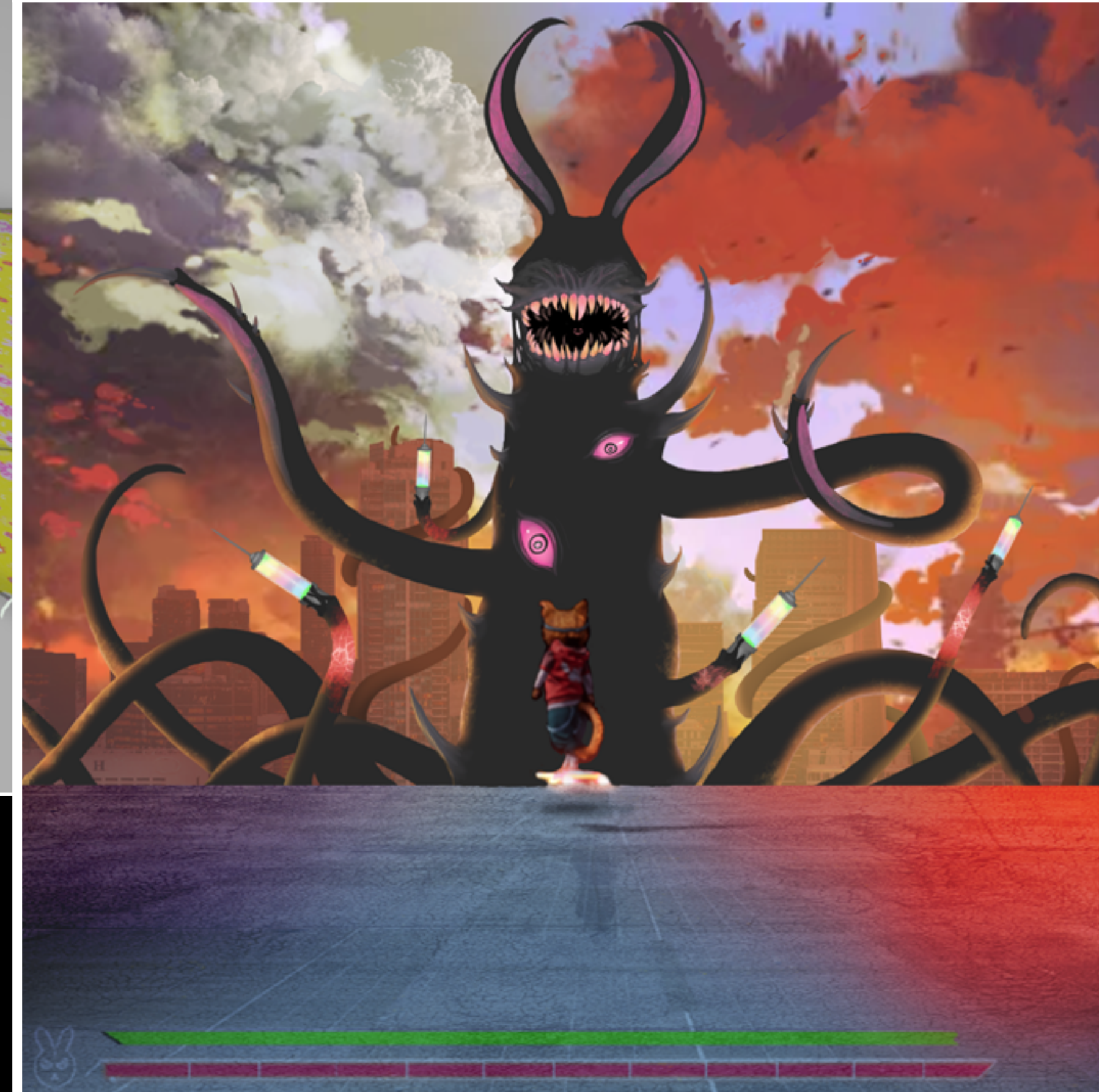


Design Process

However, as the design process advanced, we encountered significant challenges with this concept. It became apparent that linking the level’s traversal mechanics directly to the final confrontation with Pinky was complex and confusing for players to understand. The connection between navigating an enemy as a level and engaging in a climactic battle proved too abstract, leading us to reconsider the level design to maintain clarity and gameplay coherence.

Summary

The final design of the eighth level struck a balance between the original concept and practical gameplay needs. While Pinky still features prominently as the overarching presence, the level itself is distinct yet interconnected, allowing players to engage directly with aspects of Pinky in a climactic showdown. This approach preserved the thematic intent of fighting ‘inside’ the enemy while ensuring the gameplay was engaging and comprehensible, providing a satisfying conclusion to Gori: Cuddly Carnage.

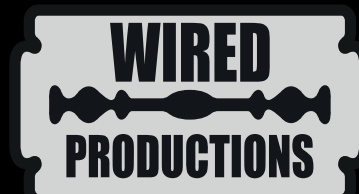


LEVEL 8 BOSS



PINKY

The glorious founder of the Adorable Army.
Accept her gift and let her lead you into glory
and peace.



Gori: Cuddly Carnage ©2024 Angry Demon Studio. Published By Wired Productions., Developed by Angry Demon Studio.



LEVEL 8 ENEMY CONCEPTS

Introduction

When we moved away from the initial concept of making Pinky the entire level in Gori: Cuddly Carnage, our focus shifted towards creating a striking and powerful design for the final boss fight. This decision opened up new avenues for creativity, allowing us to reimagine Pinky not just as a setting, but as a formidable adversary with a visually impactful presence that would anchor the game's climax.



Design Process

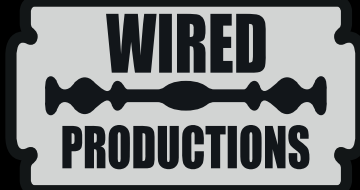
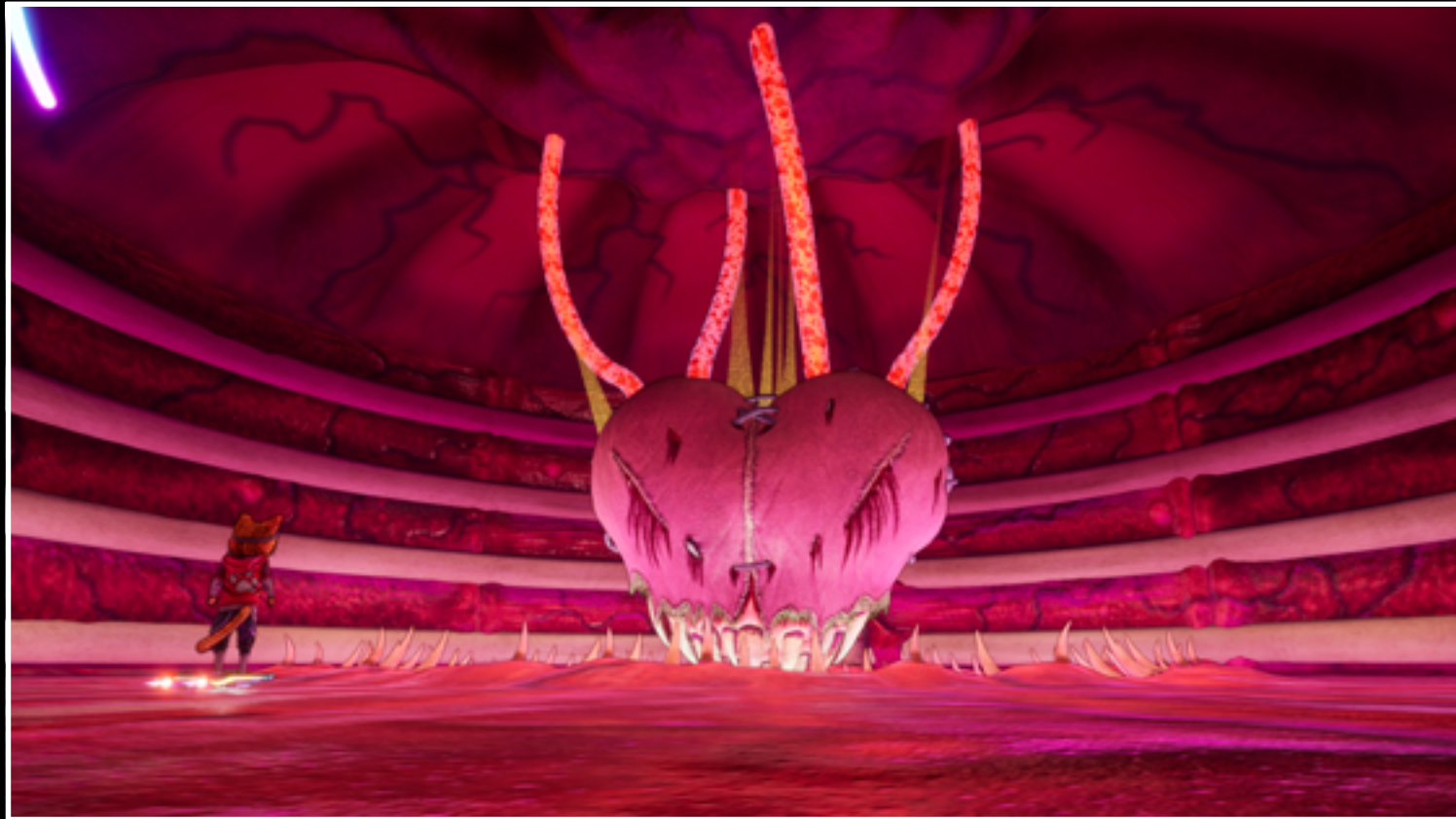
In developing Pinky's final form, we conducted various tests to determine how far her mutation could be abstracted while still maintaining recognizable traits. This involved experimenting with different levels of transformation, from subtle alterations to extreme distortions. The goal was to strike a balance where Pinky's mutated form would be both alien and familiar, embodying the essence of her character in a dramatic and fearsome way.

Summary

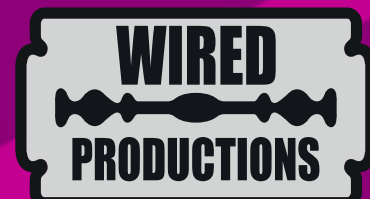
The final design of Pinky emerged as a compelling blend of her original bunny form and the monstrous mutations she underwent. This design retained strong characteristics of the bunny Pinky once was, ensuring players would recognize the connection to her past. The result was a mutated monster that not only served as a powerful final boss but also encapsulated the thematic journey of transformation and corruption that runs throughout Gori: Cuddly Carnage.



LEVEL 8 SCREEN SHOTS



LEVEL 8 CUTSCENES



THE TEAM BEHIND GORI: CUDDLY CARNAGE



John Kalderon



Caroline Petri



William Sahl



Gori

DIRECTION

John Kalderon

DESIGN/WRITING

John Kalderon	Lead writer & Lead designer/Script writer
Christoffer Bodegård	Script writer
Cassandra Ohlsson	Script writer
John Kalderon	Combat Design
John Kalderon	Level Design
Cassandra Ohlsson	Level Design

CHARACTERS

John Kalderon	Enemy Design
Caroline Petri	Concept Art
John Kalderon	Character Artist
Caroline Petri	Animator/Technical Animator

ENVIRONMENT ART

Caroline Petri	Concept/Ingame Art
John Kalderon	3D Art
Victor Jonsson	3D Art

AUDIO DESIGN & MUSIC

William Sahl

VOICES

John Kalderon	F.R.A.N.K
John Kalderon	CH1-P
Josefin Berntsson	Professor Y
John Kalderon	Bear in a Box
John Kalderon	Professor K
John Kalderon	Mr. Goldfin
Caroline Petri	Unicorns
"Senegal" - the cat	Unicorn Noises
Sam "AvgChamp" Fayter	Upgrade Booth
Happy Cat	Gori
John Kalderon	Additional Voices

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Gustav Håkansson	QA and focus testing
Johannes Wernersson	QA and focus testing
Arvid Wiesand	QA and focus testing
Liam Lerborn	QA and focus testing
Johan Larsson	QA and focus testing
David Sjöqvist	QA and focus testing
Alice Fritz	QA and focus testing

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Johannes Eriksson	QA and GUX Evaluation
Arvid Fredlund	QA and GUX Evaluation
Robert Lycke	QA and GUX Evaluation
Anna Liljefors	QA and GUX Evaluation
Osman Onat Alicik	QA and GUX Evaluation
Clara Karlsson	QA and GUX Evaluation

SPECIAL THANKS

"You! The one playing this, supporting our studio, making our dream of making cooler and bigger games possible. Thank you!"

Gnutt - A true life saver and tech genius

Sweden Game Arena

The Sweden Game Arena Community

The Game Incubator

University of Skövde

Manne Moquist

"Thank you to all our Patreons, Ko-fi supporters, twitching Sub-demons and everyone else who supported our project, Thank you to our wonderful community and all the communities that has supported us!"

..and thank you cats! We love you!

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Gary Marshall	Product Manager
Mauro Zullo	Head of Business Development
Neil Broadhead	Head of Marketing
Mei Iszatt	Financial Controller
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Aaron Cooper	Marketing Advisor
Lia The Dog	Office Motivator
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Poppy	Wired Cat
Leota	Wired Cat
Quinn	Wired Cat
Socks	Wired Cat
Taco	Wired Cat
Lilly	Wired Cat
Leela	Wired Cat
Bella The Dog	Always our Mascot

