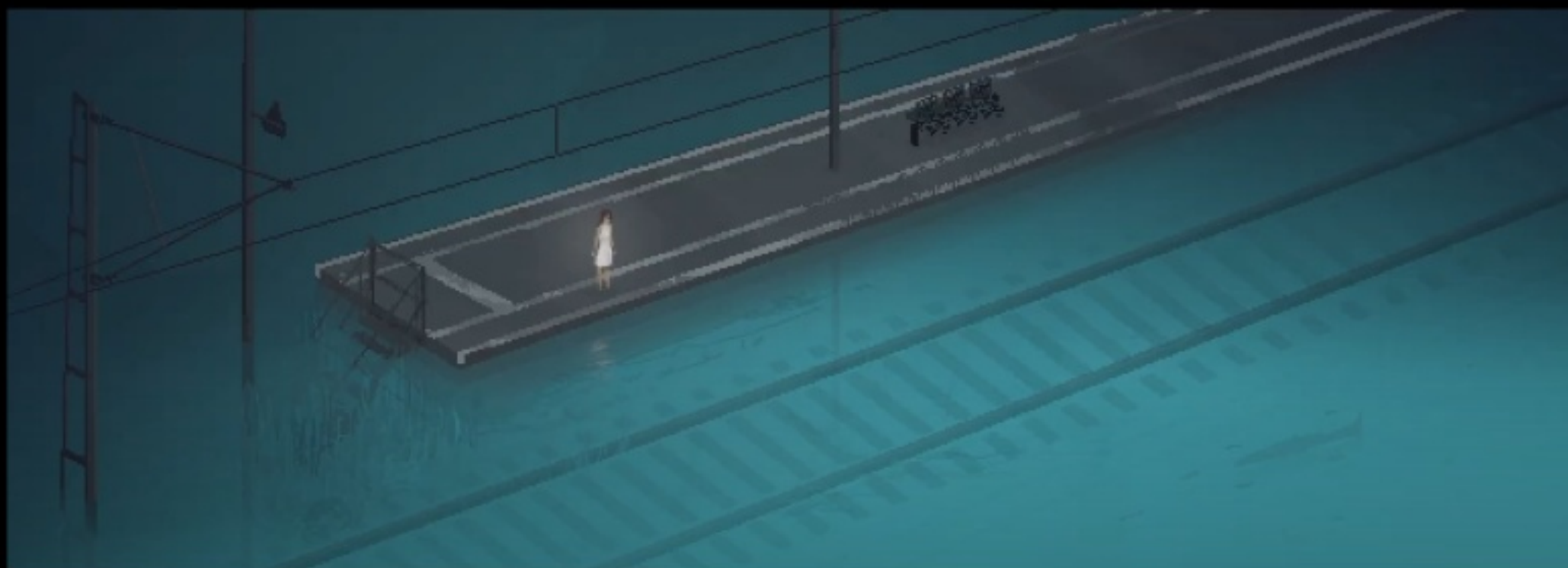


# SIGNALIS



## SOLVING THE LABYRINTH

## RAVI BUTLER

### REFERENCES & ALLUSIONS

Signalis uses references, homages, and allusions to add further depth to its narrative. It not only references popular culture, but also classic art, music, and literature. These allow the designers to guide interpretation and analysis without giving the player any concrete information.

### WITHHOLD INFORMATION

Signalis' narrative is a complex puzzle with several missing pieces. This forces the player to search for answers, filling in these blank spaces with their own interpretations. This leaves each player with a unique experience and creates a story that continues to be analyzed.

### MANIPULATE CONVENTIONS

Signalis chooses to simultaneously embrace and reject genre conventions. Often challenging player expectations, it shifts through various art styles and storytelling methods while still maintaining its distinctive atmosphere. This creates an experience wholly unique to Signalis.