**What new features would you add in a non-Amnesia Frictional Games Adventure?**
**By The Rock Worm**

Let's say you had the honor of making the new game series after Amnesia, what would you add? Until Amnesia 2 is out, let's assume your new feature(s) isn't in Amnesia 2.

To get things rolling, I will set up the story area: You are a student of a university (Lovecraft's Miskatonic University, though we need a Frictional Games version of the name) and you have special night duties. However, upon arriving the doors seal themselves shut, and a bloody mess is everywhere and monsters lurk around! You have no idea who is left alive (that you knew) but you are completely alone!

Feature 1--Varying Sanity Drop: Depending on what monster you see should determine how fast or slow your sanity drops. Say you see a giant spider, double the ones in Penumbra, and even freakier in appearance. Your sanity would drop. However, when you see a human with disturbing disfigures (like the face of the Brute to give an example), your sanity would drop faster than seeing the large spider. Now if you see an Eldritch Horror, a creature/entity with such a worst-nightmarish appearance and abilities that your sanity quickly speeds towards insanity. [thought up by: The Rock Worm]

Feature 2--Fewer/No Lights: Things like glowsticks or tinderboxes to light up those ever-burning candles adds too much comfort for the player. Now a flashlight/lantern that provides light but eats fuel like crazy is good. Now refills would be extremely few to non existant (so you'd really have to save)! [thought up by: The Rock Worm]

Feature 3--NPCs: One of the most interesting features to me in horror are companion NPCs. I think that if all NPCs are completely removed it would actually work negatively for the game, since the player will get "numb" to the feeling of being alone quite quickly. Planting NPCs into the game, and getting you attached to them can actually get you more concerned about your situation when something happens to them.--[thought up by: Kreekakon ]

Feature 4--Smarter Monsters: You as the player can outsmart/outrun monsters you encounter. Even the Brutes/Grunts, while physically tough, are a bit stupid. Now imagine a few monsters smart enough to set traps for you! Even mimicking a person's voice to draw you in! You moving objects to hide you or barricade a door is a smart move for you, so imagine if a monster could lock you in where it wanted you! Now not all of them would be very smart, only a few. We don't want you to expect a trap coming. [thought up by: The Rock Worm]

Feature 5--Dropping items: As soon as you get an item for your inventory in Penumbra/Amnesia, it tends to remain there. Keys/beef jerky are examples of exceptions. Having anything you grab can be dropped would add to the realism. Some could be dropped when a monster hits you! [thought up by: The Rock Worm]

Feature 6--Taking Injuries into account: When I played Dino Crisis 1, I was impressed when you were injured the character had its mobility affected. Injured leg, bruised arm, and slower movements are the main examples. Having these in the game would add to the realism of the game. If you take a big fall, you could brake your leg and thus move slower. You could be bruised, run out of breath and need to stop, or even sneeze in a dust wall (which would get the monster's attention). [thought up by: The Rock Worm]

Feature 7: No visible "sanity meter". Seeing something disturbing would rise character's heartbeat,

cause blurry vision and another insanity effects. Losing too much sanity would cause serious hallucinations or even death. Like in CotC: Dark corners of the Earth.  [thought up by: Deep One]

Feature 8: No visible health meter. As your health drops, the character's breathing becomes more and more labored and heavy, the screen would lose color or get blurry, and the sounds would slow down as your health starts to reach zero. [thought up by: Nemet Robert]

Feature 9—Modify Health System: I think healing system is too simple in Amnesia and Penumbra, you simply click on laudanum or painkillers and your wounds are gone. So how about this:
If your hand is wounded, causing you to lose blood, press a button to enter healing mod. Then you would look down and click the hand which is wounded, and character would bandage it. And there should be different medicines for different wounds, like antidotes for poison. [thought up by: Deep One]

Feature 10---Vary writing: You should see yourself write down notes in your journal/diary; and depending on your injuries/sanity depends on how clear and readable it is. [thought up by: The Rock Worm]

Feature 11--Speaking player character. Not really a great idea, but I like it. [thought up by: Nemet Robert]

Feature 12—Freak the player: Have things that psyche you out, i.e. you think you see something in a dark corner but it turns out to be something ordinary, like a fan. [thought up by: Zaffre]

Feature 13—Non-Plot Driven/More interactive world: Also as for a feature I'd like to see a more open world. This has to be treated carefully of course, because the more open the world is, the harder it gets to "stage" cool stuff (like monster encounters) and get a proper dramatic pacing into the game.
On the other hand it would make for a more organic experience and it would work well with that whole thing of making the player come up with his own motivations that I like so much. If we take Rockworms setting from the first post for example, let's say you could explore the whole university. Now it is up to you - do you try to find a way out? (Smash a window, look for keys, try to find a phone and call for help maybe?) Or do you want to find out what happened? (Look for evidence, follow the trail of blood into the cellar?)
The thing is, I wouldn't want this to play out like a choose your path adventure, it should more feel like a world you can interact with. So maybe this setting wouldn't be optimal for that, as it seems very plot-driven. [thought up by: Hirnwirbel]

Feature 14--Enemies stay: You know, in TDD you can just sit in corner until search music stops, letting you to know that you're safe. There is no need to sneak past the enemies, unlike in Black Plague. I don't ever forget the moments when I had to sneak in dark hallways where the infected patrolled! Even if you changed the area and came back, they weren't gone. I also found Justine to be a bit more scary than TDD because monsters didn't disappear!

Feature 15—Annoying weapon: A melee weapon that only stuns an enemy, and never kills.
It would also anger an enemy that you attack, therefore becoming harder to shake off. Increases the terror. [thought up by: Nemet Robert]