

# SCREAM MACHINE



*TITANOMACHINA*  
*PROJECT*  
2023

# THE LINEUP

*In an order that doesn't really help.*

**Wesidx**

*You probably don't remember why you hate this guy.*

**Realvet**

*You probably remember his part in Abyssal Extinction.*

**Ryan**

*You probably don't remember this guy.*

**Nikro**

*You probably remember him for having no time.*

**Everyone**

*Isn't that neat, nearly all those involved contributed to this part.*

**Iris**

*You probably remember him for building the same part for two years.*

**Helpegasus**

*You probably remember him being in every level, ever.*

**CuLuC**

*You probably remember this guy for ruining Nine Circles.*

**SwagMasta**

*You probably remember their prolific EndLevel collabs.*

**ItsHybrid**

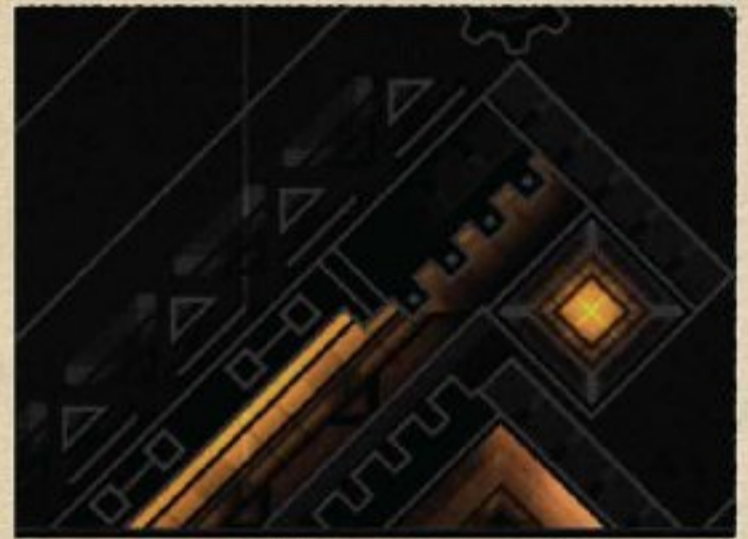
*You probably remember him for incredible megacollabs.*

**ZipixBox**

*You probably remember him for not opening GD.*

# A Brief History

Despite only being completed a little while ago, this level was started quite some time ago. In case it isn't obvious this is a direct sequel to *Unmanned 666*. This should be pretty clear from the overlap in the lineup and being released on Halloween. However, it was initially planned to have a 2022 release, but not everything can be perfect. This variation of the level was meant to emulate 1.9, and be entirely factory styled. As you could imagine, this got boring very fast. As a result this variety was shelved, but not before *ZipixBox* could finish an entire part. This part remains in the level today.



Some of the oldest progress  
(made by *Ryan*)

Earlier versions of the level also contained some creators that did not make the final cut, such as *CDMusic*, *MaxFS*, and *Mercury*. Honestly, there were probably more, but the older parts lists are just gone.

*CDMusic* [unreadable]  
I'm gonna start later

About 6 months after the factory iteration died off, *ItsHybrid* had the brilliant idea to bring the level back. This time he wanted an actual theme, which was painstakingly crafted, through passion and effort to be the best narrative ever written. That narrative was a thing chasing you. Compared to the released level, this was nearly the same in concept, but with a thing behind you. As you can probably tell this also went nowhere. We did get some themes out of it though,.

If you're interested in the themes that stuck around from iteration #2, here they are:

- Iris' Junkyard
- Hybrid's Backrooms
- Zipix' Boiler Room
- Nikro's Forest

*A brief footnote:* In the transition from version 1 to version 2, almost all of the completed gameplay was replaced entirely. There were completed gameplay segments from Iris, Ryan, and *CDMusic* all floating in the void somewhere, never to be seen again, thankfully.

# The Inspiration

There is honestly such a massive cache of inspiration for this one level. It ranges from a pretty typical channel of images, to several, sprawling moodboards, developed by *Nikro*. There are a lot of clear references within this level to other levels, and properties outside of Geometry Dash as a whole. For the external references. It's a lot more fun to find them yourself, so I'll exclude them from here. That being said, it makes sense to treat this page as a hall of fame for those that inspired the level.

## The Hall of Fame

*The World* - x8Px

*Grind District* - Triaxis

*Tribal Tribulation* - EpicLucas

*Hysteria* - Samifying

*Beast Slayer* - DT Mark

*FNAF 4 Nightmare* - x8Px



# Part One

## Wesidx

Starting the level off with a bang, and really drawing from those Hall of Fame levels, we have *Wesidx*. This segment was originally meant to be made by *CDMusic*, who ultimately did not work out, but his theming idea was preserved. If you look at the part and cross reference with some of the revealed inspirations sources, it should be pretty easy to piece together the theme. A monochrome, red and black color scheme is held up throughout. What *Wes* managed to churn out was a successful fusion of a retro-sunset style and traditional 1.9 design, which serves as a good introduction to the level, especially with its unique title screen.



### Fun Fact:

You might see the hanging figure in the doorway and think one of two things, "Is that a *Wysteria* reference" or "Man, that's tasteless". If you thought either of these, you are wrong, sorry! It's a reference to *Neon Genesis Evangelion*.

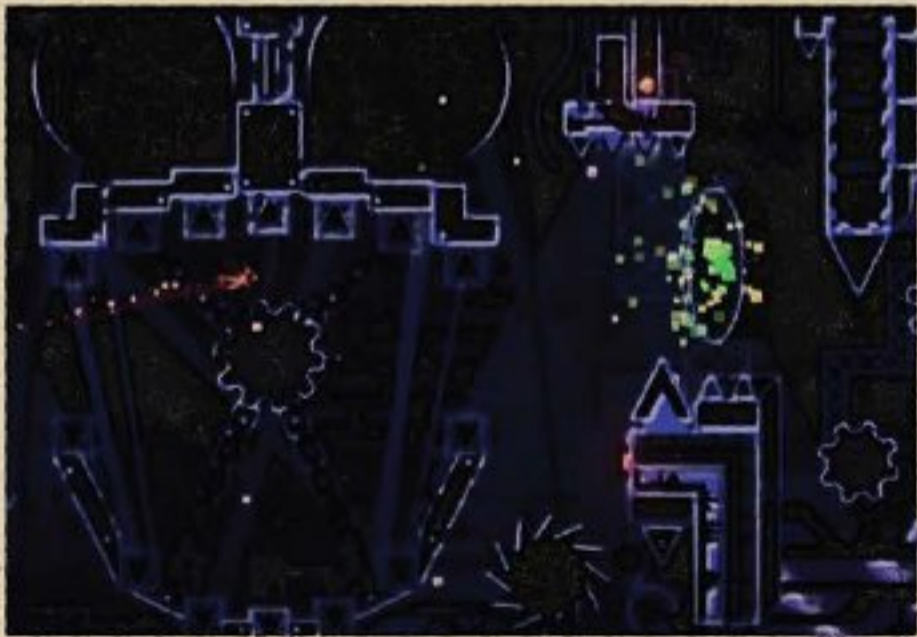


*Footnote:* This one goes out to the *Wesidx* haters, he lowkey stole this part because the old creator was working too slow.

# Part Two

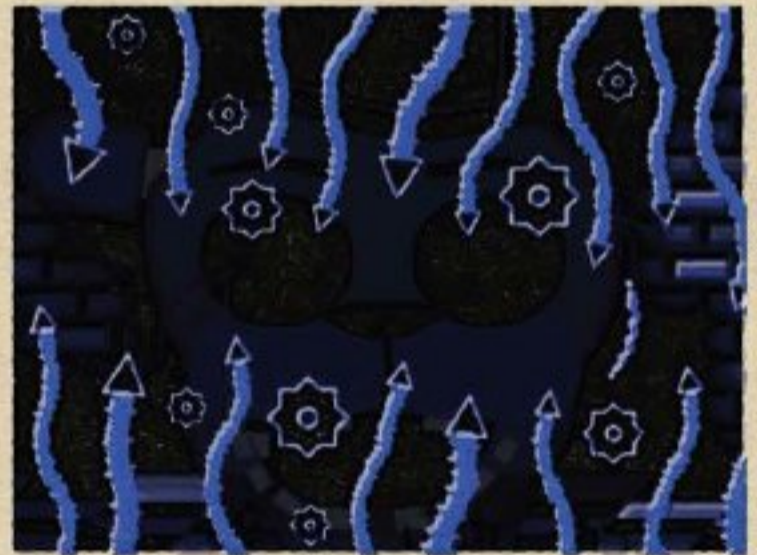
## RealVet

If you still couldn't crack what the first part was meant to be based on, this should provide the context you need. *RealVet* hit us with a pretty cool part, even if there are quite a few references, but they aren't overdone at all. He made sure to keep everything in a state of decay, and as a part coming after *Wes*, it could not work better. Being watched by cameras and robotic components is pretty spooky, right. Stylistically, this part is pretty damn unique. You could consider it traditional design, but the integration of set pieces and stylized art is awesome. He really did deliver with this part.



### Fun Fact:

This part was originally a lot more heavy handed with its references. Hell, it had a *Shadow Freddy* Jumpscare. Thank god we could talk him out of that one. Had to dig through the archives to find this one, hope you enjoy.



*Footnote:* Might seem like I'm being a bit harsh at times, sorry. I love this part, but man it was an endeavor getting it to the incredible state its at now.

# Part Three

## Ryan

This part is not outwardly a reference to anything according to my knowledge. Thematically, its just a destroyed laboratory, scattered with destroyed beakers, pipes, and a mysterious green liquid. Inspiration is taken from old flash games, and he really tried to use GD objects front and center. Sticking to a cartoony style proved to work out in the context of this part, but man it really is just so, so, incredibly dark. As a little bonus, this part has claws behind of the windows, which pays homage to *Scream Machine V2*. *Ryan* made a part, thats really all there is to say.



### Fun Fact:

This part was originally had an external reference in it. Well, it was more of a stolen asset that did not work at all. That asset in question was the screen breaking effect that *Xaro* frequently used in 2.0. Unfortunately the media was lost.



*Footnote:* I wrote this page myself, so if it seems surface level, that's why. I do not like talking about what I make.

# Part Four

## Everyone

This part includes nearly everyone in the level. It was also entirely built on the collab editor mod, pretty slick mod, worth the money. Anyhow, we went for a more varied approach, and with 10 people actively working on this, it got a bit chaotic. We went for a more artsy approach here, but still tried to limit it to where everything still looked like GD. The part is pretty clearly split into three sections, and we usually had separate teams of people on each segment to keep the quality high and introduce unique ideas each session. This part also includes contributions from *Sivlol*.



### Fun Fact:

This part was built in around 1 week of daily collaboration sessions. Whether or not this is impressive is very much up for debate. The gameplay was also made by *ItsHybrid*. Random facts, I know, but there was not a whole lot going on.



*Footnote:* Please if you get the chance, try to do something similar. it is so fun and productive.



# Part Five

## Nikro

Our beloved *Nikro*, made a return for the sequel. He was originally a U666 guest star, but we liked him, so he stuck around. Anyway, ironically this part has no FNAF references, and is just sick as hell on its own. It's pretty dark, so if you could not gather the theming, its a cave that leads to a graveyard. For such an outwardly simple part, it absolutely nails what it was trying to do. The frequent height changes and low input count leads to some slick environmental sync. Although, if you make curved dash orbs, disregard the last statement, you'll get it when you get older.



### Fun Fact:

*Nikro* really wanted some form of vertical parallax. However, he also wanted to adhere to the loose rules of the 2.0 styling. As a result he used modern triggers, but jankified them in order to make it seem older than it really is.



*Footnote:* You did not make it easy to get images, this part is so ungodly dark. Starting to notice a trend anyone?

# Part Six

## Iris

I can not overstate this enough, *Iris* did not host this level, infact nobody did. Alright, in all seriousness, this junkyard is one of the coolest parts in this entire level. Have you ever seen chaotic object spam integrated into traditional design to this extent. This part also has an insane amount of small references in it, some of which I don't even remember. Some are certainly clearer than others. Again, this part really feels like an environment being traversed rather than a traditional part. Fortunately for you, I'm not *Ilrell*, so I'll leave it there.



### Fun Fact:

There's nothing I feel comfortable divulging about this part. So I guess, I'll tack on an old screenshot of scrapped gameplay. I know, very cool, very cool. Everyone is surely interested in *Scream Machine V1*, right?



*Footnote:* There's only one easter egg spoiled on this page, please don't cry *Max*.

# Part Seven

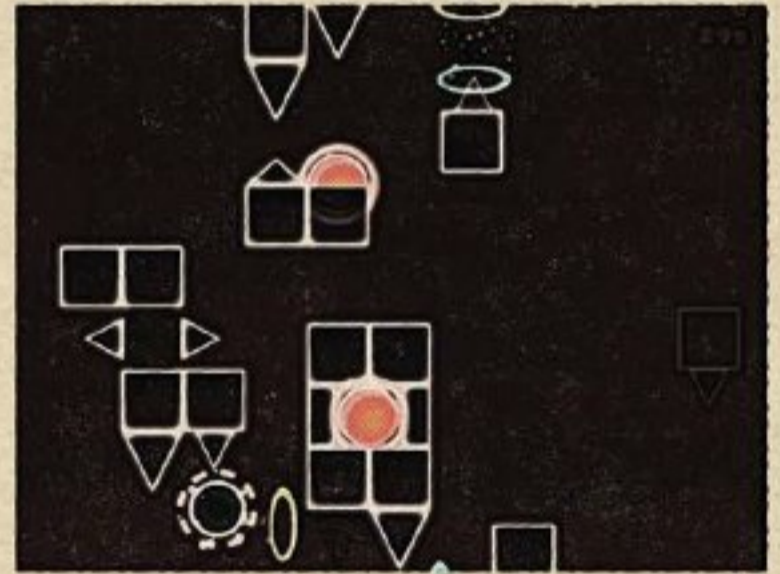
## Helpegasus

The lovely megacollab god decided to bless us with another banger, as is standard these days. This part is loosely based on the style of *The Borderlands* games, which is pretty unique in GD. As games they have a really unique style, and in transferring it to a GD creation, it becomes ever more interesting. Morphing the design language into objects that we have access to, with regulations was a huge challenge. One we will always be grateful that *Helpe* took on. He really did a cool job, and thank god he did, because the level only gets better from here.



### Fun Fact:

I swear this gameplay fact is a lot cooler than the last one. Initially, this part was also meant to be junkyard themed and had multiple path gameplay that was scrapped. There's the split, that's all I can give you



*Footnote:* If you think the level suddenly got very modern, it didn't. *Helpe* actually followed the restrictions to a solid extent, he is just god.

# Part Eight

## CuLuC

From one crazy art part to another, and could you really expect anything less from *CuLuC*. Real talk, this man took bits and pieces from grind district, random images, and anime scenes, and managed to composite them in a way that didn't look out of place.

Somehow combining traditional art, design and a modified sunset style managed to work for him. Despite looking modern, almost everything in this part could have been made in 2.0. Any good camp horror project in any medium has a haunted boardwalk or amusement park, so of course we had to have one here too.



### Fun Fact:

He was so insistent about the fact that this part was theoretically doable on 2.0. The sheer cleanliness and execution had the entire group convinced he broke some rule, turns out he's just on another plane of existence.



*Footnote:* Yes, the clown was doable on 2.0, at least for the most part. There was an hour long debate over it.

# Part Nine

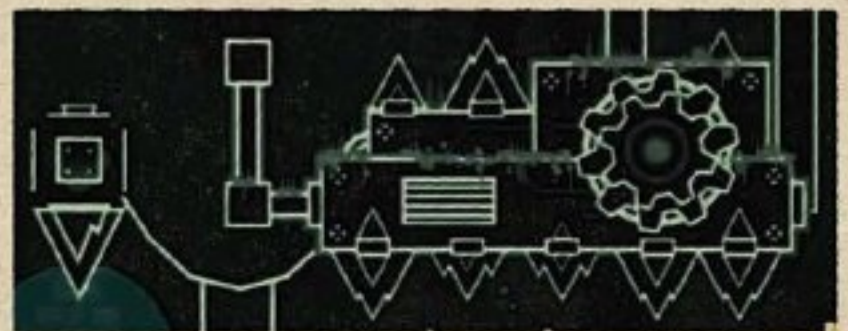
## SwagMasta001

Just keep 'em coming, another absolute slammer of an art part in bound. Being tasked with one of the longest segments is no joke, and *Swag* really went all out for a 25 second long part. As you can tell, this is a natural extension to the previous part, and now you have fallen into the ocean at the end of the board walk. I don't know what to call this part, because I swear it has 5 different styles, maybe more. This part somehow manages to include the entire spectrum of 2.0 art styles. *Swag* really brought out the whole ocean with this one.



### Fun Fact:

This is an embryo, one can only imagine why its in the ocean. It's a weird thing to point out, but that's the point of a fun fact. This part also probably has the most external references in it, should be a fun search to find all of them.



*Footnote:* This part contains a reference to *Unmanned 666*, try to find it.

# Part Ten

## ItsHybrid

Our fat yoshi enthusiast actually finished his part, thanks *Hybrid*. This part is very, very clean and sterile, in an unnerving kind of way. This is a very GD-styled part, at least in my eyes. It's very easy to see everything that went into it, in its brick covered void. It's like finding a valve stem wrench in Home Depot, and not being sure if you'll ever make it out. Jokes aside, this part is inspired from the viral backrooms analog horror series, specifically the endless warehouse stage. How you could make an endless warehouse in a 10 second part is beyond me though.



### Fun Fact:

This part contains several *Mario 64* styled portraits with different level parts contained within them. I believe there was some creative direction help from *Zipix* and *Siv* on these as well. Pretty sick addition in my mind.



*Footnote:* This was written well before the level release, I pray to god that the parallax effect is fixed.

# Part Eleven

## ZipixBox

Here we go, the oldest remaining part in the level. This part was changed for both v1 and v2 with slight additions. Miraculously, it managed to stick around until today with minimal additions. Just goes to show how underrated *Zipix* is. This part is very evidently still the boiler room it always was. It is also still largely 1.9, which was the original restriction for the level. All the additions made just make it feel like it was updated when 2.0 came out, super cool. It also manages to have some of the coolest atmosphere building in relation to the song. It feels like an escape.



### Fun Fact:

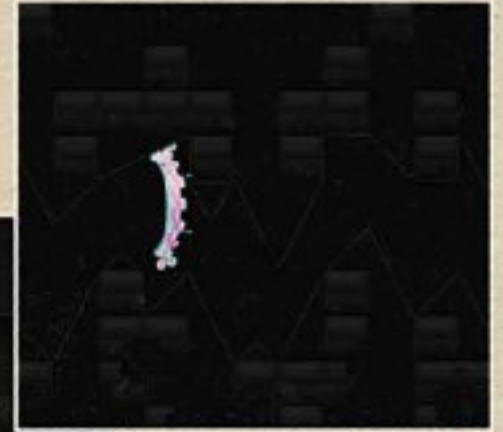
This part houses the souls of the damned, those who could not complete the level. Mostly anyone over 240 FPS. You can catch them in the ground and furnace windows. If you're reading this, good luck.



# Progress Collage



*Early Ryan Concept*



*Early Nikro Concept*



*Scrapped Sivlol part*



*???*



*Swag Concept Art*



*Early Swag Progress*



*Watchpiggy's Contribution*



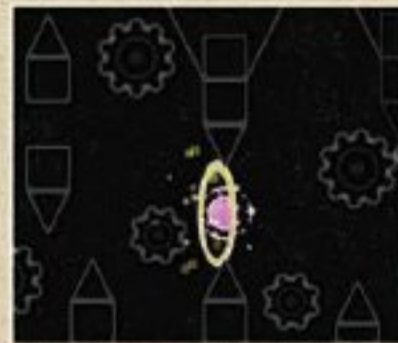
*Helpe Concept Art*



*Early Zipix Work*



*Early CuLuc Work*



*CDMusic Gameplay*



*Earlier Wes Progress*



*Earliest Remaining Gameplay*



*Siv Structuring For Vet*



*Early Collab Part Structuring*



*Siv's Speaker*



# Final Words

Wesidx - *"Beware the spidery."*

Realvet - *"Why do I feel like we just got lured into the back of a van?"*

Ryan - *"Everyone can take another year long nap, finally."*

Sivlol - *"Such nice rot — it's like fermentation."*

Nikrodox - *"God spoke to me once. He told me, 'add more grit'. Whatever that means."*

Iris - *"Spencer dog thomas 3."*

Helpegasus - *"I made the gameplay this time."*

CuLuC - *"I always loved 2.0 style."*

SwagMastao01 - *"You aint built for these streets till you askin ur coke dealer for a gram of pepsi."*

ItsHybrid - *"Gelp."*

ZipixBox - *"The part undid it self three times."*

WatchPiggy - *"Born to be sleepy, forced to be awake."*