

# AUTOSTRIDER

**Design Document**  
**Codenamed "Build-a-Bot"**  
Version Number: 05302014

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# 1. Quick Introduction

Hello everyone reading this! My name is Brett Harrell, aka "Mechadon" in the internetverse. This is the design document for a game we're calling Autostrider (code name "Build a Bot")! What in the world is Autostrider, you ask? Autostrider is a 2D scrolling/shooting game which places emphasis on freedom of movement through levels, customization of your in-game avatar, and a focus on blowing up lots and lots of stuff. Actually there is a good bit more to it than that, but that is the most succinctly way I can put it.

To avoid confusion, there are two version of Autostrider that we wish to make. They are separated by the engines in which they will be created under - Nix Engine Zero [NE0] and Nix Engine One [NE1]. This design doc is meant to cover both versions of Autostrider in both engines. There are some small differences between the two, but I'll get into that later on.

The purpose of this design doc is pretty straightforward - to get our ideas down in a concrete format, to which we can reference, tweak, and/or discuss in the future. The ideas and concepts in this design doc are not set in stone. They will be more of a guideline which will help us along in our overarching goals. Some things in this document may change, some may stay the same. When it comes down to getting a chance to play with these concepts on an interactive level, we may never know what will work and won't work. So goes game design, I guess!

It is also worth noting that, as of this particular draft, there may be some or many facets of the game that are not covered. That's because many of the things we've discussed are still in the process of being worked out. I will try to cover as many aspects of the design concepts as possible, even if it only scratches the surface.

If there is anything that you don't understand, or something that I didn't go into enough detail on, do not hesitate to ask me questions. I can be contacted with the email address at the top of this document. The hard part about writing up a design doc, I've found, is trying to get all of your ideas and concepts down on paper in a way that is easy to read and understand. This is easier said than done! Most of the details are locked away in my mind, so I can elaborate on them if need be.

So if your reading this, then you are probably on our team! If not, that's ok too; all I ask is that you do not redistribute this document unless you have permission to do so. We are always looking for feedback, ideas, or anything really! Except trouble...we can do without trouble.

## 2. Goals of Autostrider

There are a few different goals that we wish to achieve with Autostrider.

- To help us create/refine the NE0 and NE1 engines.
- To give us a bit of experience with this whole game development racket.
- To help us get our names and games out in the public eye.
- To create a set of game concepts and ideas that we may be able to use for possible sequels.
- More specifically, to create a multi-scrolling "twin stick" shooting game that makes use of tons of player customization, interesting levels and level objects, a wide array of enemies and bosses, and many different levels of difficulty and play-style all wrapped up in a nicely presented, visually interesting package.
- To create a very modding and gamer friendly environment where anyone can create their own levels and content, and share it easily where other players can enjoy them.
- Most importantly, to create a game that is fun to play!

Above all else, we want to create a game that we are proud of. Something that we can have fun creating and enjoy playing! If all else fails, we will at least get some experience and learn from any mistakes we may make.

No pressure guys!

## 3. Feature Escalation

As you read through this document, you may notice that there is a pretty massive list of game objects, mechanics, and concepts. Creating everything in this document would make for a pretty ambitious undertaking, I think. It is understandable to see all of these ideas and think "man, maybe he's overdoing it a bit?". My plan is to detail a feature-rich game in this document, including concepts that may be more exotic or experimental or niche, but still interesting and perhaps worthwhile. Will we end up making all of this stuff? In an ideal world, I would like to say that yes we will! But realistically that may not be the case. I prepared for this situation by mentally creating a number smaller games within this "complete" game as described by the document.

The original version of the NE0 Autostrider was considerably smaller and much simpler in execution and style. It retained the core elements of the overall Autostrider gameplay, but with less customization options, fewer enemies, a very simple-to-nonexistent story, and so on. As the game design ideas continued to pile up, I built on that base game and you have what you see in this document. But that original NE0 design is important as it represents the very simplest form of Autostrider that I would be comfortable releasing to the public as a full game.

This is where my plan of feature escalation comes in. This document represents the true, fully complete game of Autostrider. However there are a few levels of completion within the "full" game that represent points at which we can have a feature-rich game that is playable and enjoyable. I suppose we could call these points "milestones". The original NE0 specification would be the lowest milestone. Certain feature sets added to that base would escalate us further up the totem pole, and once feature complete we reach another milestone. The idea is that if we reach a point where, for whatever reason, we cannot complete the game, we will have one of these feature-rich milestones which we can release as the full game. While I would really prefer to see this game through to the end with the majority of the features and concepts in the end product, this process of using milestones will ensure that we have some form of a game to release in the event of some unforeseen issue.

As to which features apply to which milestone, that is up to debate. When the time comes, we as a team can discuss what's most important to the game at any particular time, and then focus on that feature for the next milestone. What I do know right now is what will make up the very base game:

- Customizable weapon system (with at least half of the modifiers, but no gun modifiers)
- Customizable ultimate weapon, but with significantly less modifiers
- No secondary weapon
- No customizable chassis system; only one "regular" chassis
- Possibly use M.I. cores as the only chassis-driven customization mechanic
- No plugins
- No parts shop
- No secret episodes, monsters, or weapons
- Some of the more basic enemies included
- No Ferrmadomnus; certain Ferrmagiga would serve as the big bosses
- Most of the world objects included (certain, more exotic objects can be excluded)
- Only some of the more utilitarian pickups and power-ups included
- No real story but levels still have solid visual themes
- Player-enhanced procedural world included if possible
- Map/Game editing tools included
- Cubit/Cellbit systems intact
- No combo meter
- Possibly ditch the hand-crafted levels for a rouge-lite, procedurally generated level approach
- No expansion/dlc content

## 4. NE0 and NE1

Since the original inception of Autostrider, we have gone through quite a few different ideas and variants. At one point, there were plans for two mechanically different versions of Autostrider. The first was the NE1 version, which was going to be made for the engine that our other games are going to be built on. This version was similar to the one in this document, but it included more in-depth customization and a weapon system which would utilize many different gun behaviors and 3 possible ammo types for each. The gameplay was also designed to be slower overall, with more emphasis placed on resource management, some shallow platforming, more refined gun-play, and more emphasis on cover taking versus using movement as a form of defense. The design document was never fully finished for this version of Autostrider, but the general concepts were pretty solid I think.

After we decided to try and make something for Vortex's Mason engine, now called NE0, I put together a much simpler, more arcade-inspired version of Autostrider that took gameplay cues from another game called "Bangai-O". This game removed most of the resource management elements of the original, put more emphasis on high-speed combat with infinite flight potential, a focused set of enemies and simple player modifiers, and so on. This version was designed to be easier to pick up and play; it got the player into the game quickly and the gameplay was much faster paced, at least in my mind. This version became the basis for the game described in this document.

Since then, Vortex and I decided that it would be best to liquidate the gameplay differences between the NE0 and NE1 versions of Autostrider. What you see in this document is the result of me merging both versions together, with a few new ideas tossed in. We still want to create a version of Autostrider for the NE1 engine though. While we don't really want to introduce any huge new gameplay features in the NE1 version, there will be some differences between the two given we get a chance to port the game over to the NE1 engine.

The one big feature missing from NE0 that we want to see in NE1 is probably true multiplayer. The NE0 engine doesn't really offer us the potential to implement a form of true multiplayer (that is, more than one player on the screen at the same time). This may change however as I'm not knowledgeable enough with the technical specifications of the engine; Vortex may cover this in his tech document. The NE1 engine should allow us to create true multiplayer modes, which will be a big feature that I want to see implemented.

The NE1 engine will probably allow us to get past any static or performance limitations that the NE0 engine may have. This means we can get away with having more entities on the screen at once, or larger more complex levels, and so on. Saving and storing data such as custom levels, player information, and so on should also be a bit easier to do.

While I think we will be able to come up with some pretty neat visual effects in the NE0 engine, there should be a whole slew of visual bells/whistles available to us in the NE1 engine. We're also hoping to possibly have 3D models for many of the in-game entities in the NE1 version, versus sprites in NE0.

The storyline in the NE1 version will be a direct sequel to the NE0 storyline. Ideally we will port the entirety of NE0 into the NE1 engine, and then release the NE1 episodes alongside it.

Another big feature that we want to try and implement is another visual feature that Vortex came up with. The levels will be put together with the same 2D-style scrolling gameplay, but the blocks will be 3D objects to give a bit more depth. On top of that, Vortex came up with a cool 2.5D-ish presentation where gameplay planes can split/merge together out of the normal, flat 2D plane. This may give the levels more depth and just be a really interesting way to approach the game.

So, on the whole, both versions of Autostrider will have the same, or at the very least very similar, gameplay. The differences between the two will mostly be cosmetic in nature. The NE1 version of Autostrider may get new features that we either didn't get a chance to implement in the NE0 version, or features that wouldn't have worked out in the NE0 version.

## **5. Basic Controls**

Autostrider in the NE0 engine will be web-based (ran within the user's browser), but ideally we will be able to allow players to customize their own keybindings there. We definitely want players to be able to change their keybindings in the NE1 version though. Basically what I want to describe here are the various actions we need to give the player control



over. Actual default keybindings can be decided on later. For the purpose of this doc, I will just toss out some possible keybinding ideas. They are in no way, shape, or form to be taken as a concrete decisions.

- Menu navigation: arrow keys and/or perhaps the mouse cursor
- Menu confirm: LMB
- Player movement: arrow keys/WADS (or a variant thereof) and a key to boost/fly (could employ double-tap of directional keys)
- Player main attack: RMB
- Player melee attack: some keybinding
- Player secondary/ultimate attack: some keybinding
- Player crosshair: Mouse cursor
- Player Interact/Use: LBM or some keybinding
- Player weapon switch: MMB (scroll wheel) or some keybinding
- Pause menu: most likely will use ESC key and/or Pause key

## 6. Game Menus

It is difficult to predict exactly all of the menus we may end up having. The procedurally generated worlds, particularly the ones with player-generated content, will likely have many menus to navigate. For the purposes of this design document, however, I will just cover what I think will be the basics.

### A. Title Menu

This is a very basic menu. It will display the name of the game, any other flashy graphics, etc. If the player waits long enough, we may be able to roll a gameplay demo and/or credits, after which the player will be returned to this menu. To get to the main menu, the player must press a key or click the mouse.

### B. Main Menu

This is the main hub of the game, where the player can choose to do many number of things. From here the player can start a game, go to the Condoct (player avatar customization), go to a game options page, or quit the game. Additionally we will want to have a place where they can view the credits, but that could be it's own selection in the options menu.

### C. Pause Menu

It is important to let the player tweak game options, keybindings, and so forth while they are in the middle of a game. A player can pause the game at any time while in play. The Pause menu should have a resume game, game options, and exit game selections. Furthermore, we may want to make a distinction between exiting a game level and exiting the game entirely.

### D. Other Menus

I apologize for the meager offerings in this section of the design document. I find it difficult to try and imagine all of the menus that we will need (and we will need many more than just the three I briefly described). This seems like one of those things where it is easier for me to just figure them out as we go along in our developments. What I will do, however, is list off some of the menus and UI elements that we will need (but I won't go into detail as far as what they will contain exactly).

- Level Selection menu
- End-Level Stats screen
- Autostrider Creation menu (The Condoct)
- Parts Shop Menu (The Autovendor)
- Story/Entity Diary (The Phasmentica)
- Possible story intermission/cut-scene screens
- Option menus
- Save/Load menus
- Procedurally Generated Random Level menu
- Procedural World menu and editing interface

## 7. Story Arcs

The story of Autostrider is split up between two main story arcs; one for the NE0 version and another for the NE1 version. Both story arcs are connected to each other and take place using the same overarching settings and characters. The NE1 story arc is a continuation of the NE0 story arc, but it focuses on another plot later on down the time line.

In addition to the main story lines, there are also secret story lines in both the NE0 and NE1 arcs. These stories are much shorter and will be used in the secret episodes of Autostrider (if we get a chance to make them). The NE0 secret story arc is an extension of the normal story's ending. The NE1 secret story arc is more of a side-quest style plot. These secret story lines aren't necessary for the main story line which is why they will be content for use to explore in possible expansions.

### A. Prologue

The story of Autostrider is contained within the lore and universe of the Nix. The Nix is the "universe", the space and the lore, that we have come up with to pull settings, stories, and visuals for any of the games we will attempt to create. The physical part of the Nix is a gargantuan void made up of seemingly boundless expanses of inky, faint, purplish-black space. On the whole it is a somewhat stark place, but there are objects and intelligences that call this place a home. For the purposes of Autostrider, the beings that this story focuses on are known as the Ferrmites.

Ferrmites are beings composed entirely of mechanical bodies. They can come in a colorful variety of shapes, sizes, designs, and purposes. However every Ferrmite has one thing in common - their M.I. core. The M.I. core is the "machine intelligence" core, and it is essentially the brain of the Ferrmite. M.I. cores are made from a special crystal found in the Nix called Haysark. Haysark is also used as an exotic form of energy for those who can afford it. Control of haysark means control over the population of Ferrmites, and many wars have been started over the control of this special crystal. In recent times, special haysark seed crystals have been discovered which allow for the growth of haysark in specially designed machine worlds called "Acrosanti". However instead of this new technology benefiting Ferrmite society, it has given the corrupt and powerful Ferrmites the ability to grow and hoard massive amounts of energy and power. Because haysark is necessary for Ferrmites to procreate and prosper, haysark is a very high-value commodity.

Because of the struggles within the Ferrmite empire, their origins have been long lost thanks to the countless wars. Because the Nix is so vast and stark, any pockets of resources and materials are very valuable once found. Finding the resources in the Nix is quite difficult, however, so the Ferrmites began to create massive machine-planets to scour the Nix. These machine planets are collectively referred to as "Acrosanti". Acrosanti serve many purposes, including shelter, inter-Nix travel, resource gathering and refinement, manufacturing, and so on. Sometimes an Acrosanti may serve more malicious purposes as well, particularly when it belongs to a power-hungry Ferrmite. All Acrosanti are controlled by massive M.I. cores, usually from very wise or very powerful Ferrmite leaders.

As the Ferrmite empire grows, so does the need for haysark. Powerful Ferrmites looking to move up in the power hierarchy start to control the flow of haysark. Eventually enough friction builds within the power hierarchy that war breaks out once again. The stronger willed Ferrmites begin building massive war-like Acrosanti with their M.I. controlling all activities. These powerful Ferrmites eventually become known as "Ferrmadomnus"; Ferrmites who impose their will on weaker Ferrmites and who build and control their own Ferrmite warforce. The ranks of Ferrmadomnus clash against each

other, and eventually the stronger ones overtake the weaker ones. Before long, the Ferrmadomnus have taken complete control over the Ferrmite empire. The only structure of the Ferrmadomnus rule is that the one with the more power is the one that will lead. Lesser Ferrmadomnus constantly seek avenues of power to try and overthrow the ones stronger than themselves, which in turn breeds constant war and strife. Most peaceful Ferrmite worlds become annexed by various Ferrmadomnus in this process, and a bleak period in Ferrmite history begins.

For a long time, the Ferrmite empire sits under the chaotic rule of the Ferrmadomnus. All focus is put towards making the Ferrmadomnus more powerful. Haysark is strictly controlled by the more powerful Ferrmadomnus, and no M.I. may be constructed without their permission. Many Ferrmites under the rule of the Ferrmadomnus know no better life. But not all Ferrmites care for this state of affairs. After many cycles of oppression and cruelty by the Ferrmadomnus, pockets of resistance begin appearing. The wiser Ferrmadomnus see the destruction of their kind as a sin against their Ferrmite brethren. Slowly this resistance grows until the other Ferrmadomnus see it as a threat. The resistance call themselves the "Automasanti", or "Autosants" for short. Various Ferrmadomnus begin hunting the Automasanti resistance, causing many of them to go underground or hide away in distant corners of the Nix. This does not keep the resistance from growing, however. And eventually a tipping point is reached where the Automasanti must fight back before being completely consumed by the Ferrmadomnus. This is where the story of Autostrider begins.

## B. NE0 Story Arc

The Automasanti movement began with an old Ferrmadomnus named "Stroyer". Stroyer saw what was being done by the Ferrmadomnus to its Ferrmite brethren and decided that it was time to put an end to it. It begins to take in refugee Ferrmites and slowly convinces many of them to join its resistance movement. As more Ferrmites join Stroyer, its Acrosanti begins to grow to cope with its growing population. Other Ferrmadomnus decide to join Stroyer and become Autosants. Many Ferrmadomnus catch wind of this and they start to fear the power of the Automasanti movement. The peaceful resistance suddenly becomes violent as the Automasanti are assaulted by various Ferrmadomnus looking for more power or looking to keep the power they have. Many Autosants were destroyed, so Stroyer decides to move to the fringe of the Ferrmite empire where it can recoup and put together a plan of action.

Stroyer retreats far into the Nix to a star system called Lorn. The Lorn system is relatively small and has few resources, but its distant location allows Stroyer and its Autosant inhabitants the time to formulate a plan of attack against the Ferrmite empire. To ensure that their location and motives are kept hidden, Stroyer erects an Antivox around the Lorn system. The Antivox is an invisible barrier which blocks all communication from the outside but also keeps all communications from Stroyer contained within it. Stroyer realizes that the Automasanti resistance can never stand a chance in Acrosanti-to-Acrosanti combat. A stealthier approach is needed, one that can take out the Ferrmadomnus from the inside-out. Taking down the massive M.I. within a Ferrmadomnus's Acrosanti is the most direct and effective way to do this. Once the Ferrmadomnus M.I. is neutralized, Autosant forces can annex its Acrosanti and amass more resources to help in eventually taking down the bigger, more powerful tyrants. Stroyer and the brightest Autosant minds come up with the "Autostrider", a highly advanced war assassin that's small enough to get inside of a Ferrmadomnus but powerful and flexible enough that it can dish out and take on tons of firepower. The Autostrider design is modular, allowing the M.I.s that operate them to customize their chassis as they see fit.

Before Stroyer is ready to deploy the Autostrider program, fate intervenes. A Ferrmadomnus known as "Ecilon" appears on the horizon near the Lorn system. Ecilon was sent on a mission by another, more powerful Ferrmadomnus known as "Metaphagus" to attack and return a known Automasanti world in different system. However, instead of bringing the Automasanti world to Metaphagus, Ecilon hijacks its M.I. and is able to learn the location of Stroyer. This information tantalizes Ecilon, so it heads to the Lorn system with the intention of attacking and annexing Stroyer in order to become more powerful so that it can overthrow its master Metaphagus. Stroyer comes under the attack of Ecilon, and it is left with no other choice than to send out the fledgling Autostrider in a last-ditch attempt to keep the Automasanti movement alive.

Stroyer's gambit succeeds and Ecilon's M.I. is destroyed. However while this turn of events is playing out, Metaphagus watches as Stroyer destroys the mind of the Ferrmadomnus that betrayed it. Metaphagus's Acrosanti is significantly more powerful than Ecilon's, and was specifically designed for large-scale Acrosanti combat. After Ecilon falls, Metaphagus rushes into the fray in an attempt to reclaim Ecilon's Acrosanti as well as launch an all-out assault on the already-ravaged Stroyer. It destroys the Antivox, revealing Stroyer and its location during the fight. Knowing that Metaphagus can wipe them out, Stroyer launches another Autostrider assault against it. After a harrowing battle, the Autostrider claims victory against Metaphagus before Stroyer is destroyed. While Stroyer sustained heavy damage, the resources from the fallen Ferrmadomnus provides a huge bolster to the Autostrider program. However, after scouring the

wrecked M.I.s of both Ferrmadomnus, Stroyer learns of a dreadful Ferrmadomnus alliance that is attempting to start another massive war via some fantastical new Acrosanti design. With this knowledge, Stroyer begins to put full focus on the Autostrider program in the hopes of taking out the crucial links tying this Ferrmadomnus alliance together.

The first and most time-sensitive link in this alliance that Stroyer decides to tackle is a Ferrmadomnus known as "Delphic". Delphic is a cruel Ferrmadomnus which runs massive scrapland operation. But lately, Delphic has been taking in rebellious Ferrmites, liquidating their minds and bodies in its huge steel mills and resource production plants. Many Autosant and Ferrmite alike have met their end at the hands of Delphic, their M.I.s destroyed and their bodies torn apart to fuel the lust for power. Delphic's Acrosanti resides within the Delfast system. This system's star burns exceptionally fast and hot, giving it a white glow. Early on in the Ferrmadomnus era, the Delfast system was a hotbed for infighting thanks to the copious amounts of resources within it. The fighting was so ferocious that a massive ring of Ferrmite iron and steel parts started orbiting the star. This ring of scrap became known as the Delfast Scrapbelt. Delphic eventually emerged the strongest during this time of intense strife, and started a massive recycling plant on its Acrosanti. Delphic's scraplands use to be filled with the debris harvested from the scrapbelt. However as its hunger for power grew, it began accepting Ferrmite rebellers as an extra source of material. Stroyer focuses on Delphic as its operations are a big source of raw materials for many Ferrmadomnus. More importantly, Stroyer wants to stop the mass genocide of its Ferrmite and Autosant brethren. Getting to Delphic is quite difficult however, as the Autostriders must first make their way through the scrapbelt. Delphic's Acrosanti is also quite a hazardous place as well. There are lots of dangerous machinery and plenty of Ferrmite security guarding it as well. However the Autostriders are able to grasp victory after a tough slog through the scrapbelt and through Delphic's Acrosanti. After taking down its M.I., the Autosants find themselves in a wealth of resources, which gives them the means to tackle the next most important target.

During the research of Delphic's M.I., the Autosants discover that a Ferrmadomnus called "Celomatic" has been working very closely with an extremely powerful, yet somewhat mysterious, Ferrmadomnus called "Agglius". Celomatic use to be a somewhat insignificant Acrosanti that focused on M.I. construction and repair. However after partnering up with Agglius, it relocated to the Phasmus system and drastically expanded its Acrosanti so that it could start growing exotic forms of haysark. The Autosants surmise that Celomatic's sudden interest in haysark growth may have something to do with its skill in M.I. creation. Perhaps it is creating some sort of specialized M.I. core for the new type of Acrosanti design? Stroyer decides that the Autostrider force should bear down on Celomatic and get to the heart of this conspiracy. So Stroyer heads to the Phasmus system and prepares the Autostriders for an all-out attack.

Celomatic and Agglius are aware that Delphic has been taken out by this point, so they prepare for the Automasanti's offensive. The odd properties of Phasmus work in Celomatic's favor as it causes haysark to grow very quickly and act quite volatile. This allows it to quickly bolster its forces by creating lots of new M.I. cores for its warforce. Celomatic is a very well-defended Acrosanti and the Autostriders have a difficult time getting through its maze of trap-laden haysark chambers. But thanks to the huge resource boon from Delphic, the Autostriders are well equipped enough to push to Celomatic's M.I. core chamber. Celomatic seems defeated, however it is able to split its mind into a new M.I. vessel and escape before it can be destroyed completely. A small Autosant force is sent to pursue the feeling Ferrmadomnus while the rest of their efforts focus on reaching Agglius.

Getting to Agglius is no small feat. The crafty Ferrmadomnus created one of the most splendid pieces of Ferrmite engineering the Autosants have ever seen. It's Acrosanti was designed to withstand the furnace of a star's upper layers of atmosphere. This allows Agglius to siphon off the star's material as a source of energy. Agglius choose Phasmus for a specific purpose though; its makeup is heavily laden with haysark matter, which it was using to help Celomatic create its specialized M.I. core as well as help to bolster its Ferrmite warforce. It's location within Phasmus also gave it a fantastic defense since a direct attack would be ineffective and rushing ground troops to it would be suicide. It's defenses weren't perfect, however. Getting material to Celomatic without relocating the entire Acrosanti meant some sort of transportation mechanism was required, and this mechanism was the Warded Corridor. The Warded Corridor is a set of smaller mini-Acrosanti shielded with electromagnetic volt shields. These small Acrosanti travel between Celomatic and Agglius, carrying haysark and other materials. Hijacking these shielded transports allowed the Autostriders to gain access to Agglius. However Agglius was no fool, and was well prepared for the Autostriders after seeing Celomatic flee its Acrosanti. The Autostriders encounter very stiff resistance and very hazardous conditions. Agglius also planned ahead and splits its M.I. into duplicate redundant copies. By the time the Autostriders reach its M.I. core, Agglius has already escaped leaving the Autostriders to deal with its armed duplicates. But even they are no match for the Autostriders, and its Acrosanti falls into the hands of the Autosants.

After the fall of Agglius, the Automasanti begin to celebrate. They have seemingly stopped Agglius's grand plan. However the mood changes when nothing is heard back from the Autosant force that was sent to pursue Celomatic. Agglius's trail was never picked up on either. Before another search party can be sent out, their hopes are crushed when

small Ferrmadomnus attack ships start zipping into the Phasmus system. Shortly behind them, a massive object starts to shimmer into view, and very quickly expands on the horizon. The Automasanti's efforts fell short as this massive object seems to be the fruit of Celomatic and Agglius's combined works. As the huge Acrosanti begins its orbit around Phasmus, Stroyer and the rest of the Autosant worlds come under massive attack. What's left of the Autosant force is immediately deployed to the massive Acrosanti in a desperate attempt at a counter-attack. The Autostriders are able to gain entrance to this huge Acrosanti, called the "Domnaframe". The Domnaframe was created for the sole purposes of taking out other Acrosanti and Ferrmadomnus. It's defenses are numerous, however it seems that Celomatic and Agglius were not quite ready to put it into action as some sections of the infrastructure are still vulnerable to attack. Also portions of its core seem to be unfinished as well. However the Ferrmite warforce guarding its weak points are extremely numerous and aggressive. Taking them out is a massive challenge, but the Autostriders are able to succeed. They make an attempt to reach the core and take down Celomatic and Agglius once and for all, but their efforts are in vain as a self-destruct sequence initiates. The Autostriders make it out just as the Domnaframe collapses and then explodes in an amazing fireball, vaporizing every last trace of it.

With the Domnaframe gone, the Autosants are able to clean up the rest of its supporting Ferrmite allies in short order. Agglius's Acrosanti provides even more information about the expanded Ferrmadomnus network, though a chilling piece of information shows the main reason why the Domnaframe was created. A titanic menace has been roaming the Ferrmite empire, destroying entire swaths of Ferrmites and Ferrmadomnus with ease. This entity, known as Prominence, has become a very real threat to all of Ferrmite kind. Prominence has been going around and eating entire stars, drastically reducing the resources for other Ferrmites in the Nix. Most other Ferrmadomnus seemed to have little want to ally together and take it down, instead opting for selfish power gains. The Autosants know that they are not ready to tackle such a foe. They must continue to bolster their forces and try to sway as many Ferrmites to their cause as possible. With that goal in mind, Stroyer orders the construction of a massive new Acrosanti in the Phasmus system, where the properties of its star can help them in their efforts to take down Prominence and the rest of the Ferrmadomnus reign.

## C. NE0 Secret Story Arc

(This first story arc takes place after the player finishes EP6. If the player meets some sort of prerequisite, the story will diverge before the Domnaframe destroys itself, and the player will then get a chance to head to the core)

After successfully taking out the key infrastructure points in the Domnaframe, the Autostriders decide to head for its M.I. core so that they can stop the massive warmachine once and for all. However the core is unlike anything any Ferrmite or Autosant has ever seen. It is far more advanced than even the high-technology of the Domnaframe. The Domnaframe seems to have been nothing more than an outer layer on top of this odd, alien core. It looks much like an Acrosanti, but it is made up of a seemingly indestructible black metal. Before the Autostriders can find a way inside, the core suddenly heaves and transforms, lighting up the inside of the Domnaframe's cavity. A massive shockwave tears through the Domnaframe as the black machine planet begins to quiver violently. It rips itself from the Domnaframe's superstructure, punches a hole through its outer layer, and screams into the Nix and towards Phasmus. It immediately begins to siphon massive amounts of material from the star, then quickly transfigures itself into an intimidating attack form. Before anyone can make a move, the black machine planet begins to fire off unfathomably powerful deep-range volt beams towards anything near it. Celomatic takes a direct hit and is turned to vapor and fire. Stroyer partially evades the attack but sustains critical damage. The Domnaframe takes the brunt of the attack. Other Acrosanti deeper into the Nix can be seen sparking out of existence as the raging black machine planet snipes them. Many Autosants and Ferrmites are destroyed in the wake of this sudden assault. Some Autostriders are able to make their way to the black machine planet using what's left of the Warded Corridor.

As the Autostriders reach the black machine planet, a strange, piercing signal erupts from deep within its interior. This signal corrupts lesser willed M.I. minds, causing them to fly into a rage and attack. The Autostriders are hardy enough to withstand this invasive signal, so they push on to gain entry into this mysterious enemy. The black machine planet seems oblivious to the Autostriders presence as they are able to gain entry into its interior via one of its massive beam cannons. Once inside, the Autostriders find a highly advanced machinescape, unlike anything any of them have ever seen. Some of Agglius's and Celomatic's warforce remain, corrupted by the strange signal causing them to attack anything that crosses their path. However the black machine planet seems to have its own warforce, which is composed of the same black metal armor. These enemies are extremely powerful and take a beating before yielding to the Autostriders firepower. The Autostriders push towards the core of the machine planet, where they find an M.I. core that's bigger than any other core that has ever been made. Celomatic's and Agglius's much smaller M.I. cores can be seen

merged with this huge M.I. core. The entire core swirls with chaotic energies, and the ambiguous signal becomes deafening. It whispers to the Autostriders "...murmur...murmur...we are murmur, existing only in discord and vengeance..." over and over. This entity called Murmurn seems to be an unwelcome mixture of the minds of Celomatic and Agglius with some other unknown intelligence. At the massive M.I.s center, a strange contraption with an inky, black orb can be seen as the heavy blast shielding of the core opens up. The core wastes no time in treating the Autostriders as a threat as it aims massive amounts of energy their way coming from this ominous black orb. The entire chamber reverberates with massive energy blasts as the Autostriders valiantly try to put an end to this raging machine. The Autostrider come out of the intense battle victorious in the end. Celomatic and Agglius's M.I. grow dim and eventually lose all of their glow, their minds snuffed out by the unknown intelligence they foolishly tried to merge with. The massive M.I. core shatters then explodes, while the black orb collapses in on itself and vaporizes. With no mind to guide it, the black machine planet starts to sink into the star. The Autostrider make a hasty escape. Murmurn is engulfed by Phasmus and completely destroyed.

As Stroyer and the Autosants recoup from Murmurn's massive attack, they learn from Agglius's old M.I. core that the black machine planet was recently discovered by Agglius as it drifted aimlessly into its old realm. Agglius recognized this type of technology from many cycles past, and knew that if it could harness its powers, it could be able to pose a threat to Prominence and save the Ferrmite empire from energy starvation. However it had to ally with Celomatic in order to create special haysark crystals capable of interfacing with the alien M.I. core at the center of the black machine planet. All did not go as planned though, and Agglius lost its mind to the superior alien intelligence. The origins of the black machine planet are lost in the swirling plasma of Phasmus. However with the threat at hand neutralized, Stroyer and the Automasanti movement prepare for another assault against the Ferrmite empire.

(This second story arc takes place directly after the player defeats Murmurn. Like the story arc before it, the player must meet some sort of prerequisite in order for the story to diverge onto this path. Instead of the massive, alien M.I. being completely destroyed, a part of it is able to make an escape. That's where this story takes over.)

As Murmurn's M.I. core shatters and explodes, the swirling black object disconnects itself and a small spark shoots off the surface of the huge M.I. core. The black objects swallows the spark and flies off into the recesses of the black machine planet. Celomatic and Agglius's M.I. grow dim then extinguish completely. A massive shockwave rips throughout the chamber. Murmurn's defeat has caused the machine planet to lose all control and it starts to slowly sink into the hellscape of Phasmus. The Autostriders decide to chase the M.I. spark in the fear of it retaliating later on. All of the Ferrmites, finally free from the mind-controlling signal, have fled the sinking machine planet. All that remains are the original black armored warforce, now vehemently trying to defend their planet and the fleeing M.I. spark. Much of the machine planet has taken heavy damage and parts of it are already starting to be consumed by the star. The Autostriders press onward, eventually reaching the surface of the black machine planet where the M.I. spark is waiting for them. Phasmus can be seen on the horizon as it slowly consumes the black machine planet.

The spark and swirling black object fly towards a huge battle chassis, which blinks to life and stands defiantly against the Autostriders. The chassis ferociously attacks the Autostrider while the machine planet continues its descent into the star. The alien assailant fights valiantly, however the Autostrider somehow claims victory. As the chassis crashes to the ground, the Autostrider prepares to land the final blow against its M.I. core. But before it can, it suddenly talks directly to the Autostrider. It says its name is Aegritundo, and that it has finally regained control of its mind after being attacked by Celomatic and Agglius. Aegritundo apologizes to the Autostrider for the horrible strife it has caused, saying that it was highly confused and was acting in an uncontrollable self-defense mode. It pleads with the Autostrider to spare it, as destroying it with the rest of its body planet intact could cause others like it to telewarped in and investigate its destruction. Such a scenario could cause major complications with the liberation of the Ferrmite empire. With this knowledge, the Autostrider decides to spare the wounded Aegritundo. The Autostrider escorts Aegritundo as it scurries away back into its machine planet in order to save it from destruction at the hands of Phasmus. Before the Autostrider departs, Aegritundo leaves a message with it - "The Lonnen will be pleased to see that your race is progressing well. Your efforts to free your species from oppression is a noble one. Remember that we will always be watching you." As the Autostriders make their leave from Aegritundo, it telewarps away to an unknown destination. With the thought of this powerful entity watching over the Automasanti and its goals, the Autosants gain a new sense of pride and urgency which helps them to move forward in freeing the Ferrmite empire.

## D. NE1 Story Arc

After the fall of the Domnaframe, Stroyer and other Automasanti worlds decide to base their operations in the

Phasmus system. Thanks to the peculiar properties of Phasmus and how it interacts with haysark, Stroyer decides to build a new Acrosanti that can take advantage of this. This new Acrosanti will take many cycles to complete, but it would serve as a bastion for the Automasanti movement as well as give them a power base to keep any new Ferrmadomnus from rising in power again. Construction is emphasized as the Autosants are afraid that the fall of the Domnaframe and the haphazard attacks from Murmurn will draw attention to the Phasmus system. However, unexpectedly, no Ferrmadomnus show up in the system to attack the Automasanti. Prominence has recently accelerated its activities, and most of the Ferrmadomnus are focused on evading it instead of fighting the Automasanti movement.

As construction on the new Acrosanti begins, the Automasanti put together a plan of action to take down the biggest threat to the entire Ferrmite and Autosant species. Prominence has been making waves in the Ferrmite empire lately as it begins devouring the stars of very important and popular systems. Various Ferrmadomnus have started scrambling to stars on the fringe of the empire's bounds in hopes of keeping their energy and resources flowing. This in turn has created more than usual strife among the Ferrmadomnus. Tensions are high, and this gives the Automasanti the perfect opening to launch a full-scale attack against the Ferrmadomnus in their weakened and confused state.

However, the current location of Prominence is a mystery. Stroyer decides that information on its location can be found during the large scale assault on the Ferrmadomnus. The spoils of war should also help in bolstering the ultimate attack against Prominence. The Autostriders spread out across the Ferrmite empire and begin their attack against the more powerful Ferrmadomnus. One system in particular interests Stroyer - the Axt system. A massive Acrosanti has recently been spotted moving into this fringe system. This seems to be a sign that a Ferrmadomnus has been forcefully evicted from its old system thanks to Prominence, so Stroyer decides to investigate. If this is correct, then the movements of Prominence could possibly be revealed if the migrating Ferrmadomnus can be overtaken and its M.I. scanned for information. However, the Axt system is a relatively new system, and new systems tends to be very dangerous hotbeds for young, desperate Ferrmites. With the energy crunch throwing the Ferrmite empire into chaos, this normally dangerous system could be even more deadly than usual.

The Axt system is a very old star system that has recently been discovered by wandering Ferrmadomnus looking for new sources of energy. The star, Axt, is a red giant that's nearing the end of its life. But even so, the system is a treasure trove of resources thanks to its countless natural satellites. A huge ring of material orbits around Axt; this ring is known as the Axt Belt. Because of the wealth of resources in the Axt belt, many vicious Ferrmite and Ferrmadomnus alike lurk in the huge field of satellites. Slightly inside of the Axt belt is a new inhabitant - "Droit". It appears that Droit is the Acrosanti that was detected moving into this system. It's location in this fringe system is odd as it is an incredibly powerful Ferrmadomnus, and Ferrmadomnus in its class almost always stay near the center of the empire. The Autosants decide that Droit should be paid a visit. An Acrosanti-to-Acrosanti attack is out of the question as Droit is basically invincible to such large-scale attacks thanks to its immense mass and heavy orbital shielding. A stealthy approach is needed, and this means it's the perfect job for the Autostriders. However getting to Droit won't be an easy task as they will have to travel through the Axt belt and possibly have to deal with the hungry Ferrmadomnus within it.

Droit's relocation in the Axt system seems to have many of the smaller Ferrmadomnus feeling threatened. Their little corner of the Nix has been invaded by an entity that will have very little qualms swallowing them whole. However these smaller Ferrmadomnus seem completely adverse to working with each other to drive out Droit. Their hunger for individual power keeps them powerless to stand up against the stronger foe in their midst. Unfortunately for the Autostriders, this makes getting to Droit a much tougher task. The weaker Ferrmadomnus lurking in the Axt belt will happily attack the Autosant attack parties in a chance to gain strength. Word of Stroyer's Autostrider program has spread and many Ferrmadomnus would love to have the chance to capture one in the hopes of reverse engineering it for their own purposes. Hopping from asteroid to asteroid, the Autostriders encounter resistance from various Ferrmite clans. While the encounters are numerous, none really prove to be much of a barrier for the Autostriders. However this changes once a much larger Ferrmadomnus is attracted to the Autostrider's intrusion.

"Omicra", an up and coming Ferrmadomnus in the Axt system before Droit's arrival, is alerted to the Autostriders presence as they try to break through the Axt belt. It decides to intervene in the hopes of capturing an Autostrider. Droit's presence has disrupted its plans to grow in power and overtake the Axt system. But being able to harness the Autostrider technology could give it an edge over Droit and allow it to reclaim its territory. As the Autostriders approach the inner ring of the Axt belt, Omicra moves in to block them, forcing them to go through Omicra if they want to proceed any further.

The Acrosanti that Omicra commands is a small, icy planetoid with its superstructure intermingled with the natural formations. Many Ferrmadomnus starting out will create their first Acrosanti in this way, hollowing out planetoids until they are completely stripped of their resources. Even though Omicra is a small Ferrmadomnus, its Acrosanti is a very hazardous place thanks to its confined spaces and power-hungry Ferrmites. Omicra also makes good use of the icy

conditions of its planetoid to try and stop the Autostriders. However its efforts are in vain as the Autostriders reach its M.I. core chamber. A battle ensues and the Autostriders are able to pin down Omicra's M.I. core. But before landing a killing blow, Omicra concedes defeat and begs to join the Autosants. The Autostriders decide to let Omicra continue to function and join their cause. The chaos caused by Prominence has Omicra and many other smaller Ferrmadomnus in a state of fear and uncertainty for the future of the Ferrmite race. And while Prominence grows in power with every star it devours, this overarching threat may actually benefit the Autosants by causing the weaker Ferrmadomnus to join their side.

Omicra allows the Autostrider to base their operations in its Acrosanti as they prepare for the push towards Droit. Thanks to its highly natural look and speedy movement, Omicra can get the Autostriders in somewhat close to Droit before it notices what's going on. It drops the Autostriders off at the outer ring of the Axt belt, just within Droit's orbit, then leaves to go and join Stroyer and the other Automasanti. Droit's massive Acrosanti lumbers along at a snails pace with Axt glowing in the background. Various mining craft catch the Autostriders attempting to break into Droit and attack them, slowing down progress. The mining Ferrmite don't pose much of a threat, but Droit's security forces are altered to their presence. The Autostriders are able to land on Droit's surface, but gaining entry to its superstructure proves to be fairly difficult thanks to its copious amounts of shielding. The porous iron asteroid that Droit makes the majority of its body out of does have weak spots, and the Autostrider finally find one and blast their way in.

Droit's main focus is weapon research and manufacturing. Because of this, Droit has a Ferrmite security force that is brimming with firepower. Its superstructure is littered with factories, steel foundries, and mining operations. While it was forced to move to the Axt system by Prominence, the wealth of resources in the Axt belt has done little to slow down its mining and weapon manufacturing operations. The Autostriders push forward through the huge Acrosanti and are met with heavy resistance. Eventually they reach Droit's M.I. chamber, however even its M.I. is heavily armed and shielded. Droit puts up a great fight against the Autostriders, but even it cannot withstand the Autostriders strength. Before being destroyed, it yields its attack and decides to surrender. Much like Omicra, Droit decides that joining the Automasanti movement would be a better fate than being completely destroyed. It knows that eventually Prominence will swallow up the entire Ferrmite race, and the only way to stop it is to balance out the remaining power in the Ferrmite empire against it. Droit relinquishes its information about Prominence's last known whereabouts and its possible heading. It also decides to stay in the Axt system and help create weapons and other resources for the Autosants to aid in their fight against Prominence, as well as try to convince other Ferrmadomnus in the nearby systems to join the Automasanti movement.

The intel Droit provided seems to suggest that Prominence is moving towards one of the largest stars in the Ferrmite empire; a star called Volta. The Volta system was the first star system to see the construction of the first full-fledged Acrosanti countless cycles ago. Since then it has served as a very important place to the Ferrmites as it is the location of many historical Ferrmite events and the home of countless Ferrmite beings. But because of Volta's size, the star has become an irresistible target to every expanding Prominence. Droit suggests using its byway as the quickest method to reach the Volta system. However, even though it owns the byway its named after, it does not have full control over the Ferrmadomnus police force and other roaming Ferrmite marauders that stalk the byway. Droit gives the Autostriders a transportation craft and they head out on the byway towards Volta.

Just as Droit predicted, the byway is heavily guarded. The Autostriders soon realize that they will have to abandon their transport craft and eliminate the various Ferrmite forces that look over the byway. The byway has many micro Acrosanti brimming with firepower, just waiting to assault anything if given the chance. The Autostriders jump from threat to threat on their way to the Volta system. The journey does prove fruitful in some unexpected ways as the Autostriders are able to secure some resources as they make their way through the byway.

Eventually the Autostriders reach the Volta system. However the scene that awaits them is very unsettling. Entire swaths of Acrosanti have been shredded to bits. Iron and steel scraps float lifeless against the hot purple and red glow of Volta in the background. A singular Acrosanti remains in the system, however it looks extremely advanced and completely decked to the brim with heavy weaponry. The Autostriders decide to stay back and see what the Acrosanti does. Before very long, a distant object can be seen moving towards Volta. The object is moving at extreme speeds, and a few moments later its gargantuan size engulfs the Autostriders field of view. At last, Prominence has revealed itself. The unknown Acrosanti zips towards the hulking Ferrmadomnus and slips under its surface via a porthole. A few moments later, a smaller, sleeker Acrosanti emerges and begins to survey the area around Prominence. The fallen Ferrmadomnus in the system must have been caught in what Droit called the "Reckoning Space"; an exclusion zone around Prominence where anything caught within it is utterly destroyed. Without any warning, anything caught in this zone stands little chance of making it out alive. The lone Acrosanti that retreated within Prominence must have been the one that caused all of the devastation.

For the moment, Prominence or the other Acrosanti do not seem to notice the Autostriders. Its decided that an



Autostrider will try to sneak on board the Acrosanti that's roaming the area around Prominence while the others stay back and wait for the Automasanti forces to arrive. The Autostrider is able to approach this unknown Acrosanti and board it without it noticing, which seems odd at first. However this does not last once the Autostrider breaches its security. As soon as it notices the Autostrider within it, it begins to defend itself. This Acrosanti appears to be one of three guardian Ferrmadomnus that protect Prominence. This particular one is called "Arclinth" by how Droit described it. Arclinth acts as a scout for Prominence while it works on devouring whatever star is has its sights on. While it doesn't seem to be made for offense or defense, it can move around incredibly quickly thanks to a massive array of haysark-powered engines. The Autostrider makes its way to the Arclinth's M.I. core and is able to disable it. But the core ejects out into the Nix and back to Prominence before it can be destroyed.

After seeing Arclinth's M.I. eject back towards Prominence, the other Autostriders decide to charge into the Reckoning Space in the hopes of reaching Prominences surface before it can swallow Volta. However their efforts hit a wall when the Acrosanti from earlier jets from the beastly Ferrmadomnus's body. It barrels on a head-on course towards the infinitely smaller Autostriders. Their destruction at the hands of this barbaric Ferrmadomnus seems assured, but they are saved at the last moment from a long-range barrage from Stroyer and other Automasanti vessels which have finally arrived to join the fight. The Autostriders retreat back to their comrades just as the enemy Acrosanti launches a massive assault on the front-line of the Autosant's forces. A massive inter-Acrosanti battle erupts as the Autosants valiantly try to counter-attack the awesome might of the enemy Ferrmadomnus. The Autostriders regroup on Stroyer, where they learn that Droit has successfully coerced a few very powerful Ferrmadomnus to join them in their effort to overthrow Prominence. Droit names the attacking Ferrmadomnus as "Cathlinth". Cathlinth makes up the teeth of the Reckoning Space, and it has little regard for any living thing that ventures close to it. Droit puts together a plan where the Autostriders and itself will venture out into the Reckoning Space and attempt to board Cathlinth. Droit's massive rotating shield will let it get in close to Cathlinth without it being completely destroyed, however it will only be able to get so close because of its slow movements. A large Autosant force along with the Autostriders board Droit and they head in to go face-to-face with Cathlinth.

Droit successfully gets the Autostriders close enough to Cathlinth where they can land on its surface and work their way inside. However Cathlinth, extremely upset at Droit's amazing defensive powers, unleashes an attack so massive that Droit's shield eventually gives way. Droit attempts to make a retreat, but Cathlinth continues its unrelenting attack. Droit's iron body fractures and explosions rip through its Acrosanti, tearing it apart. Satisfied, Cathlinth resumes its attack on the Autosant front-line while it tries to deal with the Autostriders inside of it. Even though a massive battle is being waged next to it, Prominence pays no mind and begins opening up its enormous Acrosanti in preparation to swallow Volta. All incoming fire explodes harmlessly against its immense shielding.

Cathlinth's Acrosanti is a hellish place filled with firey traps and a very competent and numerous Ferrmite warforce. However much of its superstructure seems to have been very neglected in favor of increasing its firepower at all costs. This makes getting to its M.I. core chamber fairly trivial once the Ferrmite warforce are dealt with. Cathlinth's M.I. core is also very heavy on firepower, making the fight against it very tough. The Autostrider are still able to trump its offensive push, but it makes an escape out into the Nix and back to Prominence, like Arclinth before it. Cathlinth's assault is halted. But the Autostriders are frustrated with letting Cathlinth escape, so they decide to retreat back to the Autosant front line and consult with Stroyer on what to do next. The Autosant's pour massive amounts of firepower on Cathlinth's body now that it's M.I. is gone. The Acrosanti takes huge damage and finally collapses in on itself, turning it into a harmless pile of scrap.

As the Autostriders make their way back to the front line, another Acrosanti emerges from Prominence's recesses. It appears to be the final part of the guardian trinity - "Teslinth". Teslinth appears to be like a miniature Prominence in that it is an extremely advanced looking Acrosanti and is larger than both Arclinth and Cathlinth. However, after appearing, Teslinth doesn't attack. Instead it rushes towards the smashed body of Cathlinth and silently waits for the Autosants to make a move. By this point, Prominence is on the verge of completely enveloping Volta. An unsettling standoff against Teslinth begins as the Autosants watch helplessly while Prominence slowly closes its body around the famed star.

A large volley of fire hurdles towards Teslinth from the Autosant front-line. However the firepower doesn't phase the Ferrmadomnus. It doesn't even offer a counter-attack; it sits silently next to Cathlinth's shredded world. Stroyer decides to order the Autostriders in close to Teslinth to see how it reacts. The Autostriders make it to the surface of Teslinth, and are even able to gain entry into its superstructure. However, as soon as this happens, Teslinth immediately begins to retreat back towards Prominence at a break-neck speed. The Autosant forces open fire on the Ferrmadomnus, but their efforts are useless against the far superior vessel. Meanwhile, inside of the Teslinth, the Autostriders find themselves trapped within an amazingly advanced Ferrmite technological wonder. But Teslinth has laid numerous traps and summoned many Ferrmagiga in an effort to destroy the Autostriders at all costs. As usual, the Autostriders run

through the superstructure and head for the M.I. chamber in an effort to take it out. But once they reach the chamber, Teslinth is nowhere to be found. The Autostriders are trapped within Teslinth's Acrosanti while Prominence begins to devour Volta.

As Prominence finally seals its body around Volta, the Autosants, now bolstered by a force of now friendly Ferrmadomnus, decide to charge in thinking that the Autostriders have either been captured or destroyed. A massive wall of firepower bears down on Prominence, though no signs of destruction appear on its surface. The Autosant forces close in on Prominence in an effort to focus their firepower on any weakness they might be able to find. However as soon as they try to enter the inner ring of the Reckoning Space, another Acrosanti emerges from Prominence. The Acrosanti is smooth, looks highly advanced, and is larger than every other Autosant craft in the fleet. A set of dim, orange ocular constructs hover around on its surface; they focus on various Autosant targets and waste no time in attacking. It fires sweeping haysark beams, which neutralize all incoming projectiles and annihilate most small Autosant crafts with ease. Many Autosants are destroyed in the ensuing attacks from this new enemy. Stroyer directs the faster Acrosanti to distract the advanced Acrosanti warmachine while the majority of the firepower is directed towards Teslinth's Acrosanti. At a closer range, the Autosants are successful in breaching Teslinth's superstructure and the Autostriders are able to free themselves. They quickly regroup and head towards the new Ferrmadomnus threat that's wiping out the Autosants one by one.

One final plan is devised by Stroyer and the Autostriders. A massive push of firepower will be focused on the new Ferrmadomnus in order to distract it long enough for the remaining Autostriders to get inside of it. Once inside, the Autostriders will attempt to forcefully hijack the M.I. core within it so that it can trick Prominence into allowing them entrance into its impregnable body.

A herculean push by the Autosants briefly disrupts the advanced Ferrmadomnus long enough for the Autostriders to reach its surface and find a way inside. After shaking off the Autosant attack, the Ferrmadomnus realizes what has happened and immediately pushes out its extremely powerful Ferrmagiga warforce to try and stop the Autostriders. Many Autosants are obliterated in the push to get the Autostriders inside of the Ferrmadomnus, but with their goal complete they retreat outside of the Reckoning Space in the hopes of avoiding the full-brunt of the Ferrmadomnus's intense attacks. The Autostriders find themselves in an environment that is hostile to them in every way imaginable. Unlike most Ferrmadomnus, the sole purpose behind the design of this Ferrmadomnus is for pure and utter destruction. The M.I. core is hidden behind a legion of unquestioning Ferrmite war machines. Tons of haysark crystals line the superstructure of the Acrosanti, which must be the main source of power for its massive volt beams. The Autostriders are able to make it to the M.I. chamber, and unlike previous encounters they are able to find the M.I. without it escaping. The M.I. chamber is very large and contains what appears to be the M.I.s of Arclinth, Cathlinth, and Teslinth linked together; in this form, its true form, it calls itself Castor. The Autostriders have a difficult time fighting against Castor's warmachine, but are able to disable it before it can escape back to Prominence. The vulnerable M.I. cores are then hijacked by the Autostriders, and they take control over Castor's Acrosanti and attempt to trick Prominence into letting it within in.

However Prominence is no fool and is wise to what the Autostriders have done to Castor. Massive ocular constructs opens up on Prominence's body and begin to charge up what will likely be a devastating attack against Castor's Acrosanti. However the Autostriders use Castor's own weapons and concentrate a high-powered blast directly towards one of Prominence's ocular cannons before it fires. The firepower destroys the ocular cannon and allows the Autostriders access to the inner superstructure of Prominence via Castor's Acrosanti. This only delays Prominence's attack. Using the power of Volta, Prominence charges up the rest of its ocular cannons and proceeds to vaporize anything left within the Reckoning Space. Stroyer and the remaining Autosants finally retreat out of harms way and await for the results of the Autostriders actions within Prominence.

The Autostriders smash through the wrecked ocular cannon and enter into Prominence's upper superstructure. Castor's M.I. begins to crack and fries itself in the process, and its Acrosanti begins to hurl uncontrollably towards Volta. The Autostriders make their escape into the superstructure as Castor plunges into Volta and quickly disappears underneath its super hot plasma. Even though the Autostriders just smashed through Prominence, mecharchs have already started repairing the damage done, and the ocular cannon will no doubt be operational again within a few moments. An attack on Prominence's superstructure would likely be a futile effort because it would be repaired faster than it could be destroyed. In the background, Volta is slowly being siphoned dry of its materials with huge supermachines. Massive pipes, engines, and volt shields surround and penetrate the star. The Autostrider find themselves in an impossibly huge Acrosanti, lined with advanced machinery, tons of haysark battery cells, and a waiting Ferrmite warforce.

Prominence's entire Acrosanti is stuffed with wide-open areas filled with Ferrmite warmachines that are constantly

being built as the Autostriders cut them down. Unlike most Acrosanti designs, Prominence doesn't appear to have a central M.I. core location. Instead its core is the chamber where a star is siphoned away. So taking down Prominence via its M.I. core seems to be impossible unless it can be located. After wading through numerous intense battles, the Autostriders finally find a clue on how to take down Prominence; if they can gain access to the siphoning engine within Volta, they might be able to destroy Prominence all at once by making the star implode and then rebound into its Acrosanti. Various transportation tubes can be seen going into Volta, so perhaps the Autostriders can force their way into the siphoning mechanism and cause the star to collapse. As the Autostriders make their way to the transportation conduit, they are unexpectedly greeted with an M.I. core. It appears to be Prominence, however such a large Acrosanti would surely have a much larger M.I. core. The core attacks the Autostriders, though it is defeated after a short battle. As the Autostriders approach the transportation conduit, more M.I. cores appear to try and stop their progress. It appears that Prominence has multiple redundant M.I. cores running its Acrosanti, so the only way to truly destroy it is with one huge, suffocating explosion from Volta. The Autostriders push onwards through the inter-solar transportation conduit and head deep within the star. The conduit is extremely well defended, and the Autostriders barely make it to its end. What they find at the end of the conduit is the Epromynus - an Acrosanti-sized supermachine which is protecting Prominence from a solar implosion while it directs the siphoning of the star.

As the Autostriders enter the Epromynus, a massive attack force catches the Autostriders off-guard. The conduit seals shut behind them, trapping them in the Epromynus. Wave after wave of Ferrmite warmachines pour onto the Autostriders as they desperately struggle to find the main power source of the supermachine's shielding system. The Autostriders finally reach the battery room which is lined with row upon row of high-powered haysark batteries. Taking out these batteries should disable the Epromynus long enough for Volta to implode and rebound within Prominence's body, hopefully destroying it in the process. As the Autostriders start destroying the batteries, an odd bot flies out towards them and begins to attack. The bot, slightly larger than an Autostrider, moves extremely fast and has very hard-hitting attacks. As the bot attacks, the Autostriders notice that the Epromynus has started moving out of the star's core, most likely in an attempt to keep the Autostriders from destroying it and causing Volta to collapse. In order for their plan to work, the Autostriders must destroy as many haysark batteries as they can and deal with the extremely powerful assassin bot at the same time. Mecharchs also start repairing the haysark batteries as the Autostriders destroy them, making the fight extremely difficult. With little time to spare, the Autostriders are finally able to destroy both the assassin bot and enough batteries to cause the Epromynus to falter. As its power fails, the core of Volta becomes vulnerable and the siphoning engines start sucking away material from it. The entire star shudders and the core suddenly collapses. The Epromynus, still connected to Prominence via the transportation conduit, rocks violently as the star's upper atmosphere quickly rushes towards the core. The Autostriders try to escape, but their way is still blocked. Destruction at the hands of Volta seems to be inevitable. But the Autostriders do not mind so long as Prominence goes along with them.

Stroyer and the rest of the Autosants watch from the sidelines as Prominence slowly shatters and crumples. The implosive force of Volta falling in on itself was enough to take down Prominence's immense armor plating and superstructure. The destruction of Prominence continues then, a moment later, the entire Acrosanti and Volta explode, ripping across the Reckoning Space with a thunderous roar followed by a hail of scrap metal and waves of hot plasma. Stroyer and the rest retreat to evade the massive shockwave. When the chaos settles, Autosant search parties are sent out to see if the Autostriders were able to escape the hellstorm. A partial remnant of Prominence's once awesome Acrosanti remains. The Epromynus and the conduit connecting it also still remain, although very badly damaged. Autosant search parties scour the remnants of Prominence, but are unable to find any of the Autostriders. All hope of recovering the heroes fades away, until one Autosant happens across a large chunk of high-powered haysark. The haysark flickers with an energy similar to an M.I. core. The Autosants retrieve the crystal and examine it to find that the Autostriders were able to merge their minds into one of Prominence's haysark batteries just before Volta obliterated their bodies. After a long stay at the Phasmentica, the Autostriders minds are able to be extracted from the haysark battery and into new M.I. cores.

Thanks to the ingenuity and bravery of the Autostriders, Prominence's insatiable hunger for power and resources has finally been stopped. Many Ferrmadomnus take note of what the Automasanti movement was able to accomplish and decide to turn away from their old ways and join the rebirth of the Ferrmite species. Those Ferrmadomnus that remain are slowly but surely dealt with. Some Ferrmadomnus flee deep into the Nix, unwilling to relinquish their power over lesser Ferrmites. With the Ferrmadomnus out of the picture, the Automasanti abolish the name "Ferrmite" in a symbolic gesture of doing away with horrible atrocities of the past.

Back at the Phasmus system, the new Automasanti home is still under construction. Much to the surprise of many Autosant's, Droit's M.I. was able to survive the terrible attack from Cathlinth. The new Acrosanti, called Charon, is in need of a new M.I. core to control it. Stroyer and Droit decide to offer themselves as the new controller. They merge their minds into a new vessel and become the entity known as Arceos. Charon slowly grows into a peaceful bastion for

Autosants looking to expand their knowledge and, eventually, spread out farther into the Nix and create their own worlds. The synergistic effects of Phasmus with haysark allow the Autosants to create more complex M.I. cores, thus furthering their capacity for knowledge and understanding. Under the supervision of Arcteos, the Automasanti expand out into the Nix and prosper. And with the Ferrmadomnus threat gone, the Autostrider program is shelved until it is needed again.

## E. NE1 Secret Story Arc

(This first secret story arc takes place shortly after the events of the fall of Prominence. While the Autosants are cleaning up the rest of the Ferrmadomnus, a strange craft is detected hurdling towards the Phasmus system at an incredible speed. The Autostriders are sent out to see what the object is and, if necessary, take it out.)

With the fall of Prominence, many of the remaining Ferrmadomnus that haven't joined the Autosants are now fearful of being destroyed by them. The Autosants organize platoons to go out into the Ferrmite empire and liberate the remaining Ferrmites from the Ferrmadomnus. However this spreads their forces thin, leaving the in-progress Charon vulnerable to attack. The Autosants stay on high alert, waiting for a fearful Ferrmadomnus to attack them by surprise.

Thanks to their vigilant scouts, an extremely fast object is spotted approaching the Phasmus system. The Autosants go on high-alert, expecting a large-scale attack from the object. But with their defenses spread thin, an Autostrider is sent out to investigate the approaching object. The object is coming in from an unknown location deep within the Nix Obscura. Even though the Autostrider may be lost forever within the Nix Obscura, it decides to investigate regardless so that it can protect the vulnerable Autosant base.

When it finally reaches the object, what it finds is very odd. The object is an old-style Acrosanti, and is quite battered looking. But it also has an infusion of technologies that look eerily similar to the ones found within Aegritundo. The Acrosanti is moving at a great speed, much faster than it should for its size. The Autostrider intercepts its path and braces for it to either react or attack, but it completely ignores it. So the Autostrider decides to board the speeding Acrosanti and investigate.

Once inside the peculiar Acrosanti, the Autostrider sees that this old Acrosanti design has taken bits and pieces of highly advanced technologies and melded it with its own superstructure. Much of the old superstructure, old and alien, is rusted and decayed, but somehow it is stable enough to support the Acrosanti. The design of the innards is very complex and filled with traps and all sorts of dangerous objects. At first, resistance is fairly light. The outer layers of the Acrosanti seem somewhat deserted, but packed with deadly traps and hazards. It seems as though these areas of the Acrosanti were destroyed and then purposefully rebuilt as a labyrinthine gauntlet. As the Autostrider pushes deeper into the odd machine landscape, something becomes aware of the Autostriders presence, and it treats it as a high threat. The Autostrider notices that some of the enemies look very familiar; they are the same style of enemies it fought against within Aegritundo.

Realizing that something terrible will happen if something does not stop this powerful Acrosanti from heading towards Charon, the Autostrider decides to try and find a way to stop it. Many of the war machines are the same as the ones found within Aegritundo as well, which seems very odd. As the defenses of the Acrosanti increase, the Autostrider pushes deeper into its core to try and find the M.I. controlling everything. The farther it digs into the Acrosanti, the more resistance it encounters. The entire defensive grid of the Acrosanti seems to be bearing down on the Autostrider until, finally, you reach the M.I. core. The M.I. core is already prepared for a fight, sitting in a specialized chassis and protected with amazing weaponry and defenses. The M.I. reveals it's name as "Illthos". Upon hearing this name, the Autostrider realizes that this is the fabled Ferrmadomnus that ruled the Ferrmite empire before Prominence took its place. This bit of information further hardens the resolve of the Autostrider to destroy Illthos; otherwise it will waste no time in reclaiming its throne as the top Ferrmadomnus in the empire.

The fight with Illthos is intense, but the Autostrider come out the victor. As its M.I. sparks and burns, the speeding Acrosanti is thrown off course in the confusion, and flung back into the Nix Obscura. The Autostrider makes its escape and watches the battered Acrosanti sink back into the inky blackness. The sight of Illthos floating back into the Nix gives the Autostrider peace of mind, but also a bit of sadness as it will never be able to make use of the amazing technologies that it was somehow able to employ. Perhaps someday the Acrosanti can be recovered...

(This second story arc takes place roughly at the same time as the events of Illthos, or perhaps just after them. After Stroyer and Droit merger together to form the new mind called Arcteos, it accesses Droit's old memories and discovers an

odd planetoid in orbit around Axt that it had forgotten about. This planetoid was ripe with resources but had evidence of another life-form living on it. Droit sent out Ferrmite expeditions to the planetoid but was never able to make contact with them again after being invaded by the Autostriders. Arcteos sends out an Autosant search party to see if the Ferrmites are still on the planetoid.)

After combing over Droit's old memories, Arcteos discovers a peculiar mining prospect that Droit had initiated just before being attacked by the Autostriders. The planetoid in question was named "Starks". Droit gave it that name after finding out that a life-form had been living on the planetoid not long after it was discovered. But the life-form was completely absent from the surface of the planetoid, thus the name Starks. Remembering that it had sent Ferrmites to check out what resource potential Starks contained, Arcteos decides to send out an Autosant search party to see if the Ferrmites are still there. However after much time has passed, the Autosant party never returns nor did they attempt any communication. Fearing the unknown, Arcteos sends out an Autostrider to dig deeper into the planet to try and recover the Autosant and Ferrmite parties.

The Autostrider reaches Starks but cannot find any trace of the Autosants that were sent there. Much of the planet is covered in various kinds of unintelligent lifeforms that are green and fibrous in nature. Upon closer inspection, it doesn't seem that these lifeforms are responsible for the Autosant's disappearance. As the Autostrider investigates further, many crude stone structures can be seen on the surface of the planet, many of which have been partially destroyed in some kind of struggle. As the Autostrider continues to explore, it stumbles upon bits and pieces of Ferrmite chassis scattered around the entrance to a very large cave system. Entering the cave, huge swaths of Ferrmite parts litter the floor. Many of their M.I. cores have been smashed to bits. Something very powerful must have destroyed this huge legion of Ferrmite war machines. The Autostrider, taken aback at the carnage, sends a distress signal back to the Phasmus system and then pushes on deeper into the cavern to see if any of the Autosants are within it.

As the Autostrider probes deeper into the cave system, its surroundings begin to change. An odd, squishy construct lines the cavern walls. The construct appears to be some form of life, yet it is unlike anything the Autostrider has ever seen. It is heavily made up of a mix of carbon-based materials and water; in contrast, its body seems quite weak compared to the metal chassis of the average Autosant. The life-form seems indifferent to it at first, but a rumbling in the cave system seems to signify that the life-form has some form of sentience and it knows that the Autostrider is encroaching on its territory. A few small, floating vessels approach the Autostrider. These entities, similar to the life-form clinging to the walls of the cave, are made up of many folds of this squishy material. They have 8 spindly appendages with no other digits attached to them, although two of them seem to be stronger and must do most of the manual labor. They do not seem to have any ocular mechanisms, but they do have toothed orifices on what appears to be the front of its body. The lifeforms seem timid at first, but then one begins to levitate a small rock which it then hurls at the Autostrider. The Autostrider dodges as the rest of the lifeforms begin to send a barrage of rocks towards it. Though the attack is quite pathetic, the Autostrider opens fire and easily kills the lifeforms. Could these weak lifeforms really be the cause of the Ferrmite massacre at the entrance of the cave?

Though the Autostrider's discovery of this weird life-form is very intriguing to it, an Autosant signal interrupts its train of thought. It blasts through the cave system in pursuit of the signal, but stumbles across more of the odd lifeforms. This time they attack in with more coordination and in a larger force. The lifeforms seem to have wondrous abilities to manipulate matter without touching it. The squishy enemies plunge towards the Autostrider and try to dismantle it, while others forcefully throw objects at the Autostrider and try to shield themselves with an ethereal field. Though these lifeforms are quite vulnerable, they put up a good fight. The Autostrider continues to cut through them and close in on the Autosant signal. However when it finally reaches the chamber where the signal is emanating from, what it finds there is quite shocking. A huge gathering of various lifeforms similar to the flying beasts focuses on the Autostrider. Many of them have fused their own bodies with Ferrmite and Autosant parts, creating an amalgamation of a being that seems to be quite hardy and capable of great offense and defense. These beings seem to have the capacity to merge their bodies with other lifeforms, and it seems as though they are responsible for the missing lifeforms that use to live on Starks.

The number of the lifeforms is massive. The entire planet seems to be filled with them. The Autostrider realizes that if they are able to make an escape out into the Nix, they could quickly overwhelm the Automasanti, which would spell disaster for the Autosant species. Perhaps they have a leader? The Autostrider fights its way through Starks, encountering more varied lifeforms which have no qualms attacking it. Eventually the Autostrider finds a very large life-form, similar to the smaller flying vessels. The being is quite powerful and puts up a difficult fight. The Autostrider succeeds in destroying it, but it doesn't seem to be the leader. The lifeforms seem to be somewhat confused, leading the Autostrider to believe that perhaps it was more of a communication node than a leader. Something much more powerful must still be commanding these beings. The Autostrider finds more of the large node lifeforms and destroys them. Ultimately the Autostrider finds the source of the lifeforms - a massive node-like being which has amalgamated with a

variety of Ferrmite and non-Ferrmite technologies. This being is extremely powerful and has the ability to partially phase out of the fabric of space-time. Part of the technologies it has intermingled with look similar to that of the Aegritundo; realizing that this being is able to take over a something that powerful, it must be stopped before it has a chance to take over everything in the Nix.

After an agonizing fight against the powerful being, the Autostrider finally triumphs over its assault. The lesser lifeforms go into a state of disarray after losing their leader. In the confusion, the Autostrider busts its way to the surface of Starks and meets up with an Autosant attack force heading for the planetoid. Its decided that in order to secure the system from these lifeforms, the entire planetoid must be obliterated. Before its destroyed, a fleet of Autosants are sent in to take samples of the lifeforms so that they can be studied later on. Starks is then bombarded with massive amounts of firepower, ripping it to pieces. With Starks destroyed, the Autosants study the samples taken from the lifeforms. The lifeforms did not seem to have a makeup that would place their origins on Starks. Rather they must have come from another location within the Nix, and somehow got stranded on Starks. In addition, their physical makeup is highly complex and it seems to allow them precise control over how their bodies are constructed. Their intelligence construct is remarkably similar to most M.I. designs, though they use differing methods to transmit data. Not much else can be gleaned from the samples though. The Autosants dub the lifeforms the "Greymatter beings", reflective of the color of their bodies. With the threat gone, the Autosants catalog the Greymatter information and continue on with building the Automasanti empire. The memories of the Starks incident are slowly buried under new memories as the cycles march on.

## F. Summarized Time-line

- Ferrmites struggle for power over one another and fight over precious resources.
- Many Ferrmites are able to grow in power. These powerful Ferrmites become entities known as Ferrmadomnus.
- Ferrmadomnus begin building specialized Acrosanti, capable of large-scale war and combat.
- Ferrmadomnus war with each other, causing all kinds of strife in the empire. Ferrmadomnus also use and control Ferrmites both directly and indirectly.
- After many wars, one Ferrmadomnus rises above all others - Illthos
- Illthos is extremely cruel but keeps other Ferrmadomnus in check.
- Aegritundo, an unknown entity at the time, attacks Illthos and flings it deep within the Nix Obscura.
- Illthos's sudden disappearance creates a power vacuum; another large scale war erupts with Ferrmites taking the brunt of the hardships.
- A new Ferrmadomnus rises to replace Illthos; its called Prominence.
- Afraid of suffering the same fate as Illthos, Prominence seeks more and more power and summons the brightest Ferrmite architects to build a new Acrosanti.
- After many cycles, Prominence becomes so powerful that it begins to ignore the Ferrmadomnus around it, and instead starts devouring all of the resources it can.
- With Prominence no longer keeping other Ferrmadomnus in check, war and strife plague the empire. Though no one dares challenge Prominence.
- As cycles continue on, Prominence begins encroaching on larger and larger systems, eating whole stars and leaving desolation in its wake.
- Most Ferrmadomnus do not care about Prominence's activity so long as it doesn't interfere with them, so things do not improve for the average Ferrmite.
- After being fed up with the anarchy caused by the Ferrmadomnus, Stroyer starts the Automasanti movement to combat the Ferrmadomnus overlords that are oppressing the Ferrmites.
- Fearful of the movement gaining traction, various Ferrmadomnus begin to hunt down Automasanti sympathizers.
- Stroyer is forced into hiding, taking as many Ferrmites with it as it can.
- Stroyer moves to the Lorn system, a star system at the edge of the Nix Obscura. There it sets up the Antivox so that it can remain hidden.
- Two Ferrmadomnus, Ecilon and Metaphagus, are hunting Automasanti worlds. Ecilon is under the command of Metaphagus, and is sent out to a known Autosant world and ordered to bring it back to Metaphagus.
- Ecilon disobeys Metaphagus, and instead hijacks the Autosant's M.I., revealing the location of Stroyer.
- Meanwhile, Stroyer is working on the Autostrider program - a modular attack chassis capable of amazing and flexible firepower and defenses. This design is intended to infiltrate an Acrosanti and take out its M.I. core.
- Ecilon finds Stroyer in the Lorn system and attacks it in the hopes of gaining a great power to then overthrow its ruler, Metaphagus.
- Unbeknownst to Ecilon and Stroyer, Metaphagus has followed Ecilon and learns of its treachery against it.

- Stroyer deploys the Autostrider early as it is being attacked in the hopes of stopping Ecilon.
- The Autostrider is victorious, however Metaphagus watches this from far away.
- Metaphagus destroys the Antivox, exposing Stroyer to all of the Ferrmadomnus in the Nix.
- Metaphagus then attacks Stroyer, however Stroyer counter-attacks with another Autostrider assault.
- The Autostrider is victorious once again, however examining Metaphagus's M.I. reveals a powerful Ferrmadomnus alliance. This is an anomaly as most Ferrmadomnus do not work together as equals.
- Stroyer believes the alliance is attempting to create some extremely powerful Acrosanti that would reign over all other Ferrmites in the empire, sans Prominence.
- Realizing that this alliance could spell disaster for the Automasanti movement, Stroyer decides to use the Autostriders to dismantle it before they get too powerful.
- Stroyer's first target is Delphic. Delphic creates supplies for the alliance but also is known to jail Ferrmites and use them for materials.
- Autostriders go to the Delfast system where Delphic is located. They attack Delphic and are victorious against it.
- After researching Delphic's M.I., they discover the masterminds of the alliance - Celomatic and Agglius.
- Celomatic produces haysark, a valuable crystal used as energy and as a basis for M.I. creation. While Agglius provides the raw materials necessary for the haysark growth.
- Both Ferrmadomnus reside in the Phasmus system, so the Autostriders are deployed there.
- Phasmus exudes a strange power that causes haysark crystals to grow very rapidly, which seems to be the reason why Celomatic and Agglius have settled in that system.
- Celomatic is the first target. The Autostriders destroy its M.I., but a redundant copy is able to make an escape. Autosant platoons are sent out after it while the Autostriders focus on Agglius.
- Agglius resides within the upper atmosphere of the star Phasmus. The only way to get to it is to use the Warded Corridor.
- Agglius is prepared for the Autostriders and splits its M.I. into multiple redundant copies, while its main M.I. core makes an escape.
- The Autostriders successfully take Agglius's Acrosanti and begin to celebrate their seeming victory.
- The celebratory mood changes when nothing is heard back from the Autosant party that was sent out to pursue Celomatic's M.I. Agglius was never tailed as well.
- Shortly thereafter, a huge Acrosanti zooms into the Phasmus system accompanied by a fleet of Ferrmite warships.
- The huge Acrosanti is the Domnaframe, and is what Celomatic and Agglius have built in order to take over the Ferrmadomnus empire.
- Stroyer and the other Automasanti worlds come under massive attack.
- The Autostriders are deployed in the dim hope of taking out the Domnaframe before the Automasanti are completely destroyed by it.
- The Domnaframe isn't quite finished as some key parts of its infrastructure are still vulnerable.
- The Autostriders attack the key bits of infrastructure.
- After taking out the key bits of infrastructure, the Autostriders attempt to make their way to the unfinished core chamber. However the Domnaframe self-destructs before they can reach it.
- After the Domnaframe is destroyed, the Autosants dig into Agglius's M.I. and find that the Domnaframe's eventual purpose was to actually combat Prominence. This is the first time the Autosants learn of Prominence.

*[First secret EP of NEO story arc starts here]*

- The Autostriders make it to the core chamber before the Domnaframe is able to destroy itself.
- They find a very advanced, black alien machine planet at the core of the Domnaframe. This is Aegritundo's craft, but the Autosant's do not know this at this time.
- Before the Autostriders can bust their way into this black machine planet, it suddenly awakens and rips itself from the Domnaframe.
- The machine planet delves into Phasmus and begins to siphon material from it in order to energize itself.
- The machine planet transfigures itself and begins firing powerful volt beams around the Nix, destroying many worlds.
- Celomatic is completely destroyed in the attack; Stroyer manages to evade most of the fire but sustains heavy damage; the Domnaframe takes most of the damage.
- The Autostriders try to reach the machine planet via the Warded Corridor. As they approach, a piercing signal screeches from it, scrambling the M.I.s of lesser Ferrmites.

- The Autostriders, able to withstand the scrambling signal, make their way to the black machine planet via one of its massive beam cannons.
- Once inside, they encounter Ferrmite warmachines as well as Lonnadect; the Lonnadect are the beings that are a part of Aegritundo and help to protect it.
- The signal, now much stronger, tells the Autostriders its name - Murmurn.
- Murmurn is an entity born out of confusion and chaos from the unwanted minds of Celomatic and Agglius melding with a third, unknown mind. This mind is Aegritundo, though this is unknown at this time.
- The Autostriders reach the M.I. core chamber and find a massive M.I. core as well as the smaller cores of Agglius and Celomatic.
- The M.I. core is extremely powerful. It has an unusual machine which houses a swirling black mass (called a Zeropoint Engine).
- The Autostriders are able to destroy Murmurn.
- The M.I. core shatters and explodes, causing Murmurn's machine planet to start sinking into Phasmus. This destroys the black machine planet before any similar entities are aware of the situation (other Aegritundos).
- The Autostriders escape Murmurn before Phasmus vaporizes it completely.
- In addition to learning about Prominence again from Agglius's M.I., they also learn that this black machine planet was present in Agglius's far past. It attacked Illthos and freed Agglius from its servitude.

*[Second secret EP of NE0 story arc starts here]*

- After destroying Murmurn's M.I. core, the small machine with the swirling black mass (Zeropoint Engine) swallows a spark from Murmurn's M.I. core and shoots off deep into the black machine planet.
- The black machine planet begins to sink into Phasmus.
- The Autostriders chase the small machine throughout the machine planet, encountering more resistance (this time only consisting of Lonnadect).
- The small machine and the Autostriders reach the surface of the black machine planet, where the small machine releases its spark into a battle chassis and then merges itself with the battle chassis.
- With Phasmus in the background on the horizon, the chassis (Aegritundo) and the Autostrider fight.
- The Autostrider wins, but before landing the final blow the mind speaks to the Autostrider and reveals its name along with an apology.
- Aegritundo was awakened when Celomatic and Agglius merged their minds with it. It resisted but this created the chaotic entity known as Murmurn.
- It pleads with the Autostrider not to destroy it, as that might cause others like it to intervene and possibly wipe out the entire Ferrmite and Autosant race.
- The Autostrider spares Aegritundo, and it heads back into its planet in order to keep it from being destroyed by Phasmus.
- Before leaving, it lets the Autostrider know that its cause is just and that "The Lonnen will be pleased" with their efforts. The Lonnen represents another bit of lore that won't be delved into until later in another game.
- The Aegritundo ending is the true, good ending to the NE0 story arc, and the NE1 story arc builds on from that point.

*[NE1 story arc starts here]*

- After the events of the Domnaframe and Aegritundo, Stroyer and the rest of the Automasanti base their operations in the Phasmus system. This allows them to accelerate their M.I. and energy production.
- A new Acrosanti starts construction here; this Acrosanti is named Charon, but we do not learn this until later.
- The Autosants think that the near cataclysmic events of the Domnaframe and Aegritundo would cause a stir in the Ferrmadomnus empire. However Prominence has been the main focus of the Ferrmadomnus lately, not the Autosants.
- Stroyer decides that Prominence must be taken out as soon as possible before it is able to swallow all of the resources and energy bases in the Ferrmite empire.
- Many Ferrmadomnus have been forced to move from their home systems into fringe systems in the empire thanks to Prominences insatiable hunger for stars and resources. This has created more strife among the Ferrmites.
- However the whereabouts of Prominence are unknown.
- Autosants detect a massive Acrosanti that has moved into a nearby system called the Axt system. This is unusual and leads them to believe that this might be a refugee of Prominence's star eating.



- Autostriders are sent out to the Axt system to investigate.
- The Axt system contains a huge belt of asteroids and planetoids called the Axt belt. This is a breeding ground for power-hungry Ferrmadomnus looking to rise up in the ranks.
- The large Acrosanti is a known Ferrmadomnus called Droit; Droit creates weapons and also runs mining operations and trading routes.
- Right around this time, Droit has sent out a Ferrmite prospecting crew to a small planetoid dubbed "Starks". This is unknown to the Autosants at the time.
- Droit has positioned itself inside of the Axt belt, making it difficult to get to without having to deal with roaming Ferrmite and Ferrmadomnus within the belt.
- As the Autostriders make their way through the belt, a Ferrmadomnus called Omicra corners the Autostriders in the hopes of capturing and reverse-engineering them for its own gain.
- The Autostriders handily defeat Omicra, but it begs for its life before they destroy its M.I. core.
- Droit's arrival in its territory has disrupted its life and so it decides to join the Automasanti movement in order to keep from being completely swallowed by Droit.
- Omicra offers to help the Autostriders get through the Axt belt and close in on Droit so that they can board it and take it out.
- The Autostriders make their way into Droit and eventually to its M.I. core chamber.
- However much like Omicra, Droit yields to the Autostriders after a fierce battle and decides to join the Automasanti. It realizes that the Ferrmadomnus reign must end in order for them to unite and tackle Prominence.
- Droit tells the Autostriders of its old system and how Prominence obliterated all of the Ferrmites within it before consuming its star. Droit was able to escape but not before being attacked by its guard Ferrmadomnus.
- Droit also tells of the three guard Ferrmadomnus - Arclinth, Cathlinth, and Teslinth - as well as the "Reckoning Space". Anything in that space will be obliterated by the three guard Ferrmadomnus.
- After devouring its old home, Droit believes that Prominence is headed for the Volta system. It offers the use of a transportation craft and directs the Autostriders to take its byway to the Volta system.
- Lastly, Droit stays behind in the Axt system to help produce weapons and resources for the Automasanti movement.
- Droit's byway is heavily guarded, but the Autostriders reach the Volta system intact.
- What they find is a scene of utter carnage as every Ferrmite world has been totally destroyed.
- A singular, powerful Acrosanti waits in the Volta system among the floating scraps. The Autostriders wait to see if it makes a move, but instead it stays put. This Acrosanti is Cathlinth.
- Moments later, Prominence's immense Acrosanti silently rushes towards Volta, moving very fast for its size.
- The smaller Acrosanti returns to Prominence and is replaced with a sleeker, smaller yet more mobile Acrosanti. This Acrosanti is Arclinth, and it watches over the Reckoning Space.
- The Autostriders decide to try and slip into Arclinth as it does not seem to notice them.
- However once inside Arclinth, the Autostriders are quickly discovered and Arclinth defends itself.
- After receiving contact directly from Droit, Stroyer deploys all of the Automasanti forces to the Volta system. Droit decides to join as well. This is all unknown to the player, however.
- The Autostrider finds and defeats Arclinth's M.I. but it ejects back towards Prominence before it can be destroyed completely.
- This triggers an alarm and Cathlinth comes screaming out of Prominence.
- The Autostriders fate seems sealed, however they are saved by a long-range barrage from Stroyer and many other Autosant Acrosanti.
- The Autostriders retreat while Cathlinth is distracted.
- Cathlinth unleashes a massive barrage against the front-line of the Autosant forces; a large-scale battle ensues. Cathlinth, though a singular Acrosanti, is able to counter and attack the entire Autosant fleet.
- With Cathlinth preoccupied, Droit puts together a plan. Using its amazing defensive abilities, it will get it very close to Cathlinth which will allow the Autostriders to board it and take it out from the inside.
- Droit's plan works flawlessly, but Cathlinth becomes very upset at this. Droit is too slow to get away, and a massive, focused attack from Cathlinth renders Droit to a pile of rubble.
- Unknown to the player, Droit's M.I. survives the attack and is later rescued.
- After destroying Droit, Cathlinth resumes its massive attack on the Autosant front-line.
- Prominence completely ignores the huge battle being waged and begins the process of opening up its body to swallow Volta.
- The Autostriders successfully find Cathlinth's M.I. core, but like before it manages to eject itself out of harms way before being destroyed. Cathlinth's M.I. flies back to Prominence and the large battle ceases.

- The Autostriders retreat back to the front-line while Cathlinth is torn to shreds by the Autosant forces.
- After the Autostriders reunite with their brethren, another Ferrmadomnus emerges from Prominence's body - Teslinth.
- Teslinth slowly moves towards Cathlinth's trashed Acrosanti. The Autosant's attack Teslinth, but it doesn't phase it one bit. Instead it waits patiently for the Autosant's to make a different move.
- Stroyer decides to send in the Autostriders again to see how Teslinth reacts.
- The Autostriders make it to Teslinth without it making any sort of attack or maneuver. However once inside, Teslinth retreats back to Prominence at a break-neck speed.
- The Autostriders find themselves trapped within Teslinth. Meanwhile Prominence has almost completely closed itself around Volta.
- To free themselves, they head for the M.I. core chamber. However when they reach it, Teslinth's M.I. is nowhere to be found.
- Meanwhile, Stroyer thinks that its Autostriders have either been captured or destroyed. So it orders a charge into the Reckoning Space to try and stop Prominence at all costs.
- Prominence has finally completed its sealing process and has started siphoning Volta.
- A huge wall of firepower bears down on Prominence from the Autosant forces. However its a useless attack as its armor is incredibly thick and resilient.
- After exhausting their best attacks, another Ferrmadomnus emerges from within Prominence - Castor.
- Castor is the true mind and body of Arclinth, Cathlinth, and Teslinth. Prominence split Castor into three M.I.s and Acrosanti, but they can recombine to reform Castor.
- Castor has an Acrosanti that's just like Prominence, but much smaller. It handily destroys many Autosant crafts and worlds with its sweeping beam attacks. All firepower from the Autosants is useless against it.
- Stroyer commands faster Autosant crafts to distract Castor while the rest focus on Teslinth's Acrosanti in the hopes of freeing the Autostriders.
- The Autostriders are freed after a focused attack on Teslinth's body punches a small hole in its armor.
- Stroyer comes up with one final plan to take down Castor and Prominence. Another massive, focused attack is directed at Castor long enough for the Autostriders to reach its surface and get inside.
- Once inside, the Autostriders make their way to Castor's M.I. core chamber, defeat it, and hijack it in order to gain control over its Acrosanti. This is in the hope that Prominence can be tricked into allowing it back inside.
- However Prominence is aware of this trickery even though it has paid little attention to the massive battle being waged next to it. Instead it finally reacts and opens up numerous ocular cannons on its body.
- Using Volta as a direct source of energy, Prominence charges up its massive ocular cannons in preparation to obliterate everything within the Reckoning Space.
- Stroyer orders a full retreat outside of the Reckoning Space while the Autostriders, piloting Castor, punch a hole through one of the ocular cannons and gains access to Prominence's superstructure.
- Many Autosants are vaporized by the wall of plasma and massive volt beams that comes from the ocular cannons. But some survive, including Stroyer.
- Once inside of Prominence, the Autostriders ditch Castor's Acrosanti and it hurdles towards Volta. Castor is quickly vaporized in the hot plasma.
- Prominence doesn't have a traditional Acrosanti design, and thus it has no one M.I. core at the center; instead the star it is devouring resides at the center.
- Prominence also have countless mecharchs (repair bots) which repair superstructure damage extremely quickly.
- In addition, Prominence has split its mind into countless M.I. cores, which take part in attacking the Autostriders as they roam its immense superstructure. It is impossible to destroy all of its M.I. cores.
- The Autostriders decide that the only way to destroy Prominence is to turn its power source against it. Accessing its siphoning engine may lead to a way to cause Volta to implode and then rebound into Prominence.
- A massive conduit extends into Volta, and the Autostriders decide to take this conduit to see if the siphoning control mechanism is at its end.
- After making their way through the conduit, they find themselves in the Epromynus; the main control center of the siphoning engine. The Epromynus keeps the star's core stable while it is siphoned away.
- Once inside the Epromynus, the conduit seals shut and the Autostriders find themselves trapped inside.
- A huge high-powered haysark battery chain keeps the Epromynus safe from the intense pressure and heat near a star's core; if that can be taken out, then Volta will collapse and explode.
- The Autostriders begin destroying as many of the haysark batteries as they can. But they soon find themselves under attack by an extremely powerful assassin chassis (Exastalker).
- The Autostriders juggle defending themselves against this assassin chassis and destroying the haysark batteries.

- To add to this, mecharchs begin repairing the destroyed batteries.
- After an intense battle, the Autostriders successfully destroy enough haysark batteries to cause the Epromynus to fail. Volta begins to collapse, however the Autostriders find themselves trapped.
- Volta's violent death rocks Prominence. Unknown to the players at the time, the Autostriders transport their minds into the high-powered haysark just before Volta ravages their bodies.
- Stroyer and the other surviving Autosants watch as the implosive force of Volta causes Prominence's gargantuan body to compress and crumple, and then finally explode in a gargantuan shockwave.
- Stroyer issues another retreat before the blast destroys them all.
- After the dust settles, Autosant search parties are sent out into the wreckage to see if the Autostriders were somehow able to survive.
- Just before all hope is lost, glimmering haysark crystals around found floating around the wreckage; these crystals contain the Autostrider's mind.
- The Autostriders minds are merged into new M.I. vessels, and they are celebrated as heroes.
- In the aftermath, many Ferrmadomnus relinquish their old ways and join the Automasanti.
- Some Ferrmadomnus do not go down without a fight. Others decide that an unknown fate within the Nix Obscura would be better than relinquishing their power.
- Droit, now homeless, decides to merge with Stroyer's M.I. to create a new entity - Arcteos.
- All converted Ferrmites drop their collective name in favor of Automasanti (Autosants).
- Arcteos takes Charon, the new Acrosanti in the Phasmus system, as its new body. Charon becomes a bastion of peace and advancement for the Automasanti species. Many new worlds sprout from Charon as well.

*[First secret EP of NE1 story arc starts here]*

- As the news of Prominence's fall at the hands of the Automasanti spreads throughout the rest of the ever-shrinking Ferrmite empire, many Ferrmadomnus fear for their continued way of life.
- The Automasanti organize liberation forces to go out into the remaining Ferrmite empire and free as many Ferrmites as possible from the Ferrmadomnus that cling to power.
- This liberation effort spreads the Automasanti's defenses thin, which in turns put them on high alert as a sneak attack seems likely.
- While in this vulnerable state, Arcteos's scouts detect a massive object hurdling towards the Phasmus system at incredible speeds. The object is in the Nix Obscura though, so this raises some interesting implications.
- Thinking that this might be an attempt at a surprise attack, Arcteos deploys one of the few remaining Autostriders out into the Nix Obscura to intercept the object.
- The Autostrider reaches the object and finds that it is actually an old-style Acrosanti, though it is huge.
- The Acrosanti is heavily battered and damaged, yet somehow it is able to move at incredible speeds and keep its superstructure together.
- The Autostrider braces for an attack from the Acrosanti, however it ignores the Autostrider completely.
- Curious, the Autostrider boards the Acrosanti to investigate in more detail.
- At first the vessel doesn't attack. But as the Autostrider probes deeper and deeper towards its M.I. core, Ferrmites emerge and start attacking the Autostrider.
- Intermingled with the busted superstructure is a familiar sight - Aegritundo-style technologies, including Lonnadect mixed in with the Ferrmite warmachines.
- After an increasingly difficult battle towards the core, the Autostrider finally manages to get to the M.I. chamber.
- Once inside, the M.I. reveals itself as Illthos. The Autostrider realizes that this is the fabled Ferrmadomnus that came before Prominence, and was mysteriously attacked by Aegritundo and flung into the Nix Obscura.
- Fearful that Illthos will try to reclaim its old throne with the highly advanced technology it has somehow managed to acquire, the Autostrider attacks Illthos's M.I.
- After a tough battle, the Autostrider claims victory. The battle throws the Acrosanti off-course, so the Autostrider makes its exit as it slowly drifts back into the Nix Obscura.
- While the player is unaware of this at the time, Illthos was able to regain control of itself all those cycles ago.
- After finding itself helplessly lost in the Nix Obscura, Illthos decides to shutdown all unnecessary operations in its Acrosanti and goes into a dormant state.
- It drifts through the Nix, slowly falling victim to the ravages of time.
- In its slow travel, it suddenly awakens after smashing into what seems to be an infinitely big, black wall.
- Confused, it tries attacking the wall, but this does nothing.
- After a few more cycles, it finds a massive porthole which leads deep into the black wall. There it finds a massive

factory which produces the same black machines that attacked it.

- However the factory is completely silent and dead; nothing living seems to be there.
- Seeing this as an opportunity, Illthos spends another swath of cycles reverse-engineering the technology of these black machine planets.
- It cannot decipher much of the technology, but it is able to harness some of it for its own Acrosanti. It is also able to locate the bounds of the Ferrmite empire thanks to the alien technology.
- Bolstered with this amazing technology, Illthos decides to try and reclaim its place at the head of the Ferrmite empire.
- However its dreams are dashed after meeting up against the Autostrider. While it was defeated, its M.I. core still lingers on as it drifts though the Nix Obscura.

*[Second secret EP of NE1 story arc starts here]*

- After Droit merges with Stroyer to create Arcteos, it remembers the Ferrmite prospecting party it sent to Starks before being attacked by the Autostriders.
- In the hopes of rescuing the Ferrmites, Arcteos sends out an Autosant rescue party to Starks.
- However the rescue party never returns or makes contact.
- Worried, Arcteos sends out an Autostrider to try and rescue both the Autosants and the Ferrmites.
- After arriving on Starks, the Autostriders finds huge swaths of Ferrmite scraps and smashed M.I. cores.
- Digging deeper into a subterranean system in Starks, the Autostrider stumbles across a new life-form, dubbed the "Greymatter".
- The first few Greymatter beings attack, but they stand little chance against the Autostrider.
- However as the Autostrider pushes further, more and more Greymatter beings appear to attack.
- Eventually the Autostrider finds that that Greymatter aren't so fragile and helpless, and are quite dangerous in large numbers.
- The Autostrider finally detects an Autosant signal, and continues to push through the hostile Greymatter to meet it.
- What it finds at the signal location is quite horrifying; the Greymatter have created a massive force using parts from Ferrmite and Autosants to create new, stronger bodies.
- After finding the amalgamated Greymatter beings, they begin to focus all of their forces on the Autostrider. The Autostrider calls for backup and tries to find the leader of the Greymatter beings.
- Eventually it finds what it thinks is the leader, however it turns out to just be a communication node. Destroying it makes fighting the Greymatter a bit easier, but their numbers are massive.
- After nearly being torn apart, the Autostrider finds another one of the node-like Greymatter beings. However this one has somehow managed to find and amalgamate with Aegritundo-like technologies.
- The being is extremely powerful, but the Autostrider is able to fell it after a long fight.
- The Greymatter beings become very disorganized after their leader falls. This gives the Autostrider the opportunity to escape Starks before they can reorganize themselves.
- After seeing the Greymatter's leader and how it was able to merge with such a powerful alien technology, the Autosants decide that the only way to deal with them is to obliterate Starks.
- Samples of the beings are taken for research and then Starks is bombarded until its completely destroyed.
- The Greymatter are found not to be native to Starks. They have a very complex physical makeup allowing them to twist and alter their forms, and the forms of other similar lifeforms, very efficiently.
- Apart from that, their origins are unknown.
- The origins for this secret episode will point towards a future plot in another game (Nix).
- These beings roam the Nix in the pursuit of attaining pure enlightenment through knowledge.
- To gain knowledge, they travel to other worlds and forcefully merge themselves with different living organism. In the process, they eradicate all of the sentient species they come across. This is seen as the greater good in their minds.
- While exploring new systems, a group of the beings become stranded on Starks. They were seen as disposable by the higher-ups, so they were never rescued.
- The species on Starks are completely eradicated by the beings. As cycles go by, the beings multiply but mostly stay underground as the surface of Starks is hostile to their fragile bodies.
- Aegritundo, returning from a mission to knock out Illthos from the Ferrmite command, stops by Starks to investigate this interesting life-form.
- Upon reaching Starks, it sends out some Lonnadect to the surface to greet the lifeforms.
- The inquisitive beings merge with the Lonnadect, but do not relinquish their bodies after merging.

- Puzzled at their behavior, Aegritundo personally greets the lifeforms on the surface.
- Upon meeting, the beings try to merge with Aegritundo's M.I. core. Before it can object, the beings swarm it, probing at its M.I. core.
- Aegritundo retreats back to its craft without realizing that one of the smaller beings has stowed away on its body.
- As it heads off back into the Nix to report its findings, the small being penetrates its M.I. core.
- Aegritundo realizes what's going on too late, and its M.I. core suffers damage from the pesky being.
- It goes into an emergency shutdown while its Lonnadect Custodian eliminates the being.
- Aegritundo floats silently throughout the Nix until Agglius runs across it.
- Fast-forward a bit to the Ferrmite prospecting team landing on Starks.
- These beings have never encountered machine lifeforms like the Ferrmites before. When the Ferrmites make first contact, they attempt to merge their minds with them. However this turns out to be an impossible task due to incompatibilities in mind structure.
- The beings grow furious at this potential loss in knowledge, and attack the Ferrmites, instead opting to use their bodies as enhancements for their own.
- The Autosant search party suffers the same fate.
- While the Autosant's know that these beings aren't native to Starks, and thus must have come from a different planet, they are too busy in their own affairs to try and locate their home world.
- The Greymatter threat dies with Starks, at least for the time being.

## G. Story Conveyance

Since I would like to refrain from interrupting gameplay as much as possible, we will want to get creative with the story conveyance. And for an action-oriented game, doing this might a challenge.

One of the main story conveyance mechanics that I think we will end up using will be M.I. cores. Players will be able to pick up M.I. cores throughout the game. These M.I. cores can then be examined later on in the Phasmentica, outside of the main gameplay loop. The Phasmentica will act as a sort of game and story diary in this instance. The M.I.s will function as text modules containing extra bits of plot and lore, which will help to explain what's going on at any given point in the time line.

Crafting the level design and gameplay to mesh with the story is also something that I would really like to try and do. Essentially the gameplay would help to tell the story without any actual exposition. We will have to experiment with the level design and art assets, but I think this should be somewhat doable with careful design. So level settings would be one large facet of this; the graphical theme, level design, and objects in the level need to match the setting in the story at any given point. The background artwork can also help to tell the story. Overarching settings and possibly even events can take place in the background art. Coupled with the M.I. cores, this should be enough to let the player explore the lore and story.

However if we feel that the story needs further exposition, using some intermission texts and/or cut scenes in between episodes is an acceptable approach to take. Whenever a player finishes an episode, we can take that opportunity to expound on the story up to that point before the next episode starts. Ideally this would be completely skip-able for players that don't want to sit through the exposition.

My main concern with the story conveyance methods we use is that they do not interrupt the core gameplay. In-game exposition should be avoided, or at the very least mitigated in such a way that its easy to bypass/skip over and/or implemented in a way that doesn't obscure the gameplay. I do want to use the story as much as possible, but it is secondary to gameplay.

## 8. Settings and Themes

There are many different locations and worlds the player will be able to visit in Autostrider. The most familiar is the Acrosanti; a mechanical world built and run by the Ferrmites as a place to live and work. However in the times of the Ferrmadomnus, many Acrosanti are turned into mobile fortresses, massive prisons, energy and resource harvesters,

weapons factories, and so on. As certain Ferrmites rose to power, many started building specialized Acrosanti where their own M.I. ran all of the operations; these Ferrmites became known as Ferrmadomnus. These Ferrmadomnus outfit their Acrosanti with all sorts of powerful weapons, traps, and defensive measures so that they can better control other Ferrmites and take over other Acrosanti in the Nix.

Aside from Acrosanti, there are other locations within the Nix that the player will find important. The Nix is vast and stark, but it still harbors many fascinating worlds within it. Such features will include extra-Acrosanti structures, natural satellites, uncharted pockets of Nix space, and so on. The key thing to take away here is that the player won't always be in or on an Acrosanti.

The settings will be divided into two main chunks: NE0 settings and NE1 settings. There are also settings that will be shared between the two Nix Engine story lines.

## A. Important Settings

These are locations that are important to both the NE0 story and NE1 story.

### *i. The Nix*

The Nix is a massive void. It is similar to normal space, however an ambiguous, purplish-black vapor impregnates the material of its space; this vapor always seems to be visible out in the background of the Nix, but it is never directly observed. Unlike reality, the space of the Nix is very barren. There aren't many large scale structures and things such as stars and planets are quite rare. The Nix is the universe whereby everything the Ferrmites know exists. No one known being has ever traveled to the edges of the Nix...that is to say, no one being has traveled but so far and never returned again. Because of this, not much is known about the origins of the Nix.

Although the Nix is barren, enough material exists for the Ferrmites to use to further their species. Stars are very precious things and are often engines for resource creation and fuel. There are many times where the player will have to venture into the inky void of the Nix so that you can travel to other Acrosanti. Travel in the Nix can be a scary proposition, however. If you go out too far, beyond long-range communications, you may find yourself lost for a very long time.

### *ii. The Cyclidrome*

The Cyclidrome is a specially made Acrosanti created by a Ferrmadomnus called Droit. This smaller Acrosanti orbits Droit and is located in the Axt system. Originally it was a testing bed for Droit's weapon designs as well as a prison for Ferrmites that disobeyed it. Any Ferrmite unlucky enough to be stuck there was very unlikely to leave it alive. However, after Droit joined the Automasanti movement, it was repurposed to be a training ground for Autosant forces and the Autostriders; its prison functions were completely removed in this repurposing. It is a constantly changing world, with new traps and rooms that change and rearrange at the whims of the minds controlling them.

### *iii. The Lux Lair*

The Lux Lair is the fabled home of the mighty Midas Lux. Not much is known about it, but it has been said that Midas Lux was a brilliant M.I. from many cycles past. It was able to create many wondrous machines and structures. At some point, Midas Lux stumbled upon a method of creating valuable golden cubits out of any kind of matter. This technology caused many Ferrmites to hunt after Midas Lux. And so it went into hiding deep within the Nix, taking its cubit transmutation technology with it. However, after the Ferrmadomnus took over the Ferrmite empire, huge search parties were sent out into the Nix to find Midas Lux and its wondrous technology. Until recently, it was unknown if the Ferrmites ever found Midas Lux. Recent rumblings within the Automasanti collective has suggested that Midas Lux exists within one of the Ferrmadomnus's Acrosanti. If it can be found, great wealth and knowledge could be taken from the lair.

### *iv. The Arena*

As part of the Autostrider program, Stroyer created a form of R&D by pitting various Autostrider builds against each other in non-lethal combat. Eventually these fights became quite popular among the Autosants, and thus the Arena was born. The Arena is actually made up of many different arenas, each with different layouts and themes. Well developed M.I.s can fight each other in the Arena, or one can fight fledgling test M.I.s. Bets can be made before a match begins and it is a great way for Autostrider combatants to earn cubits...if they are good enough.

Autostriders can also work their way up the Arena's ladder, fighting against tougher and tougher M.I.s and Autostrider builds.

## B. NEO Settings

These are locations that are a part of the Nix Engine 0 story.

### i. The Lorn System

Lorn is a star which makes up the center of what is known as the Lorn system. It has become the last bastion for the Automasanti movement, and it is where lead main Acrosanti and M.I., Stroyer, is located. Lorn is a relatively small star system which is located on the fringes of the Ferrmite empire, very close to the Nix Obscura. While it doesn't have many natural satellites to harvest resources from, it is enough to provide Stroyer to fuel the Autostrider program. It's location is out of the way of the main Ferrmite sphere of influence, which makes it ideal for conducting the overthrow of the Ferrmite empire.

### ii. The Antivox

After the Ferrmite empire learned of the Automasanti movement and their intentions, various Ferrmadomnus began a relentless campaign to find and destroy them. In order to keep the Ferrmadomnus off of their tail, Stroyer erected an anti-communication field, which encompassed a large portion of the Lorn system. This field, called the Antivox, kept Stroyer-related communication traffic within it, but also kept outside traffic from coming in. Unless a stray Ferrmite ship flies by the Lorn system, Stroyer would basically be invisible to anything trying to search for it via its communications. Without the Antivox in place, Stroyer would be visible to any Ferrmadomnus searching the Nix for errant communication signals.

### iii. Stroyer

The home Acrosanti of the Automasanti movement. It is also the M.I. responsible for starting the Autostrider program, and it is the home of our player. The Automasanti movement quickly gained footholds in other Acrosanti throughout the Ferrmite empire after Stroyer started it. However after the Ferrmadomnus started to hunt down Autosants, Stroyer was forced into hiding. The M.I. chose the Lorn system and setup the Antivox field, shielding it from the prying eyes of most Ferrmadomnus. Stroyer's Acrosanti mostly serves as shelter for Autosants, and it will take in Ferrmite refugees as well. It has minimal defensive and offensive capabilities and heavily relies on the Antivox to keep hidden and safe. However with more pressure being put on the Automasanti movement, Stroyer accelerates the Autostrider program as a last-ditch effort to fight off the Ferrmadomnus. The energy from Lorn and some of the natural satellite that orbit it provide the materials necessary to fuel the Autostrider program. The Arena is also located here which helps act as Research & Development for Autostrider parts and designs.

### iv. Ecilon

A rather weak Ferrmadomnus within the Ferrmite empire, Ecilon will usually work underneath more powerful Ferrmadomnus doing lesser tasks in the hopes of gaining more power. Much like every other Ferrmadomnus in the Ferrmite empire, it hungers for more power and control, and it uses cunning and trickery to gain it whenever possible. After being sent on a mission to take over and return an Automasanti world, it instead hijacks the M.I. of the Acrosanti to try and find the hidden Stroyer in an attempt to grab more power. Ecilon's Acrosanti doesn't have much in the way of direct offensive power, but does have a large Ferrmite warforce which works well to annex other Acrosanti.

### v. Metaphagus

Metaphagus is a very well armored Acrosanti which specializes in hostile takeover of other Acrosanti worlds. This means that it can move extremely quickly and do hit-and-run attacks, with the intent to disable the defending Acrosanti and prepare it for hostile takeover. Large cannons litter its surface, but it has less than stellar ground force. It sent Ecilon on a mission to destroy a small Automasanti world, but didn't trust it completely. It stalked Ecilon to the Lorn system, where it saw it attempt a takeover of Stroyer, only for it to fall to counterattack. Realizing the unique opportunity it was in, Metaphagus swooped in to try and seize both Ecilon and Stroyer in order to push itself up in the Ferrmadomnus ranks.

### vi. The Delfast System

Delfast is a star which makes up the center of what is known as the Delfast system. This system became a

hotbed of Ferrmadomnus activity very early on in the Ferrmite wars because of the vast amounts of resources it contained. Delfast is a very bright white star which puts out an enormous amount of energy thanks to how quickly it burns through its nuclear fuel. There are also many large natural satellites which orbit it, making for great resource mining opportunities. However many Ferrmites were obliterated during the fights for control of this system. This created a glittering ring of Ferrmite body parts and scrap which orbits the star.

### vii. Delfast's Scrapbelt

During a particularly heated part of the early Ferrmite war, many Ferrmites were destroyed in and around the area of the Delfast system. The carnage was so great that a vast ring of iron and steel began to coalesce around the star. This ring of Ferrmite body parts, sometimes referred to as the floating scraplands, is officially called the Delfast Scrapbelt. One of the controlling Ferrmadomnus in this system, Delphic, makes liberal use of the materials in the Delfast Scrapbelt for its own purposes.

### viii. Delphic

Delphic is a feared Acrosanti, as it is a place where many unruly Ferrmites go to be destroyed. During the last large Ferrmite battle in the Delfast system, it was able to survive the onslaught and eventually rose to power in the system. It runs the largest scrapland in the Ferrmite empire, and it makes up over half of the Acrosanti's superstructure. Delphic "recycles" rebellious Ferrmites, harvests scrap from the Delfast Scrapbelt, and turns all of this material into workable resources for any Ferrmadomnus that wishes to barter with it. It's Acrosanti is a hulking, rusting behemoth made up of labyrinthine yards of scrap, processing areas, and smelting foundries.

### ix. The Phasmus System

Phasmus is a star at the center of what is known as the Phasmus system. Phasmus is a relatively newly discovered star in the Nix, and it glows with a blueish-purple hue. Shortly after it was discovered, Ferrmite explorers noticed that it had a highly reactive nature with haysark crystal growths. After this information leaked out, battles broke out around the star as various Ferrmadomnus tried to gain control of it and, thus, have their haysark supply grow to immense sizes. The star was hotly contested for many cycles, and many Ferrmites were obliterated in the process. Over time, the dominate Ferrmadomnus were replaced with even stronger ones, until finally a ruthless Ferrmadomnus appeared and wiped the entire system clean of all resistance.

### x. Celomatic

One of the main resources that all Ferrmadomnus fight over is a rare crystal known as Haysark. Haysark is a vital resource to the Ferrmites, and ultimately the control of the flow of haysark was what spurred the Ferrmite wars. Any Ferrmadomnus that can control the flow of haysark can wield incredible power and influence within the Ferrmite empire. Celomatic happens to be one such Ferrmadomnus. It runs an impressive Acrosanti with the superstructure to support haysark growth in special structures known as Quaver Chambers. In addition, Celomatic houses a large Phasmentica, which works to produce new M.I. cores. Celomatic orbits Phasmus, and is rumored to be working with a very powerful Ferrmadomnus, called Agglius, to create something unimaginably powerful.

### xi. The Warded Corridor

A series of electromagnetically shielded satellites orbit around Phasmus. These miniature satellites act as a path to a Ferrmadomnus known as Agglius. They are the only way to gain access to Agglius as it sits within the upper atmosphere of the star. Each satellite acts as a small Acrosanti, and is equipped with its own weapons and defensive forces. When something is being transported to or from Agglius, the satellites essentially ferry the contents, much like a barge. This system of shielded ferrying is known as the Warded Corridor.

### xii. Agglius

With the right mix of machine minds and experience, wondrous technologies and pieces of architecture can be created. Such minds are harvested by the strongest of the Ferrmadomnus in the known Nix, and the Acrosanti of Agglius is the product of such minds. Agglius resides within the upper layers of the star of Phasmus. It's Acrosanti was created specifically to withstand the hellfire of the star using extremely powerful electromagnetic fields which envelop it. The location within the upper atmosphere of the star allows Agglius to have unparalleled defense against enemies while allowing it to directly siphon off material from the star. This material contains vast amounts potential haysark seed matter, which can be used to grow new haysark and also as a source to augment the power of ready-made crystals. Because of its location, getting to Agglius is extremely difficult. Agglius also brims with firepower and very high defenses within its superstructure. It is also quite a hazardous place as super hot material from Phasmus is constantly being siphoned and moved around within.



### *xiii. The Domnaframe*

In a bid to takeover the entire Ferrmite empire, Agglius and Celomatic worked together to create a colossal Acrosanti called the Domnaframe. The core of the Domnaframe is a mysterious blank machine planetoid. This black machine was found by Agglius during its conquests and travels throughout the Nix, and it contained amazing technologies that were beyond anything any Ferrmite had ever seen. Using the material from Phasmus, Celomatic created a special M.I. core that was capable of interfacing with the M.I. of the black machine, which would in turn help to run the various operations of the Domnaframe. As it stands, the Domnaframe has massive arrays of defensive and offensive capabilities. The Domnaframe would then amass huge amounts of haysark material from Phasmus and build a gargantuan Ferrmite army, thus securing it a chance to overthrow all other Ferrmadomnus who oppose it.

### *xiv. Murmurn*

In their haste to thwart the Autostriders and the growing Automasanti powers, Agglius and Celomatic merge their minds into the hybrid M.I. core at the center of the black machine and begin a counterattack. However shortly after the Autostriders punch through key points of infrastructure in the Domnaframe, something awakens in the black machine. The minds of Agglius and Celomatic are swallowed into chaos within the massive M.I. as something awakens within it. Through the chaos, a signal pierces through the Nix, and the name of this entity reveals itself as Murmurn. Murmurn is the swirling minds of Agglius, Celomatic, and another mysterious being that is fighting for control of the black machine planet. The black machine planet is extremely fast and powerful, and has a newly awakened force of sentry bots that patrol its surface and superstructure. Lesser minded Ferrmites fall victim to its chaotic signal and fight on its behalf.

### *xv. Aegritundo*

After the unknown intelligence rips Agglius and Celomatic from its M.I., it is revealed that the true identity of the black machine planet and the mind that controls it is called Aegritundo. After separating its mind from the two Ferrmadomnus, it retreats deep within its advanced machine planet. Aegritundo true purpose is unknown, however it seems to have some sort of vested interest in the Ferrmites and Autosants. Aegritundo's machine planet is extremely advanced and enveloped in a special black metal called argonost. It also has its own security force known as the Lonnadect, which will protect its M.I. and home at all costs.

## C. NE1 Settings

These are locations that are a part of the Nix Engine 1 story.

### *i. The Axt System*

Axt is a star at the center of what is known as the Axt system. Axt exists on the fringe of the Ferrmite empire, and many power-hungry Ferrmites looking to move up in the ranks exist in this area. The star was recently discovered and is quickly becoming a popular place for fledgling Ferrmadomnus. Axt itself is a massive red star that is nearing its life cycle. It has many satellites, however, and some Ferrmites will take advantage of these satellites to create new Acrosanti.

### *ii. The Axt Belt*

Much of the space around Axt contains numerous rocky and icy satellites, including asteroids and larger planetoids. It is a breeding ground for wandering Ferrmadomnus looking to amass their Acrosanti, and as such it can be a very dangerous place. There are some larger Ferrmadomnus that patrol this belt of material, looking to gobble up smaller Ferrmadomnus. Large-scale mining operations are also a common sight in the belt since there's a rich deposit of metals and other useful materials. A very powerful Acrosanti has been spotted moving to this system recently, and this has put many of the weaker Ferrmites into a state of panic.

### *iii. Omicra*

One of the larger Ferrmadomnus that roam the Axt belt is Omicra. Omicra is relatively weak and small relative to the rest of the Ferrmadomnus, but its Acrosanti is unique in that it is mostly comprised of a large natural satellite that it is in the process of transfiguring. The satellite in question is a large icy planetoid, much larger than most of the asteroids in the Axt belt. Unless a Ferrmite takes a very close look, it would never even know the icy rock is actually an Acrosanti underneath, which allows it to stealthily stalk the Axt Belt for unwitting Ferrmites. Most of

Omicra's superstructure is contained deeper within the planetoid, where steel and iron architecture mingles with the natural formations of the planetoid. Omicra survived the wild Axt belt by attacking and merging with weaker Ferrmadomnus roaming around. It will do anything to keep the power and knowledge it has.

#### iv. Droit

While there are many Ferrmadomnus who create weapons, Droit is by far the largest manufacturer of Ferrmite war machines. It quickly rose to power with its knowledge of superior weapon design, selling off weapons to the highest bidder. The body of Droit's Acrosanti is peculiar because the majority of its superstructure is actually an unaltered iron-laden asteroid. Many cycles ago, the asteroid threatened Droit's older Acrosanti. But instead of trying to divert or destroy it, the tough composition of the asteroid and its massive size was an alluring shell for a defensively minded Acrosanti design. So it took over the iron asteroid and created a new Acrosanti within it. The design is an elegant melding of the natural and the Ferrmite-made. However because of its huge mass, Droit cannot move around the Nix very quickly. So it chooses to find stable orbits around natural stars when it can. It recently started orbiting around Axt after its previous star was devoured by Prominence. Aside from its odd design, Droit's trademark is its gargantuan, rotating shield which helps to protect it from Acrosanti assaults. It is incredibly durable but likely weak to smaller entities which may penetrate its superstructure.

In addition to its large Acrosanti, Droit also created a specialized Acrosanti which it uses to field test its weapon designs. This Acrosanti, called the Cyclidrome, also doubles as a prison and place of execution for dissenters. The Cyclidrome is unique in that it is constantly in a state of alteration. Many smaller minds control sectors of the Acrosanti and will design unique rooms and traps using Droit's war machine designs. The Cyclidrome orbits around Droit's Acrosanti.

#### v. Droit's Byway

Traveling in the Nix can be a hazardous thing if you do not have the right way-points to guide you. Many Ferrmadomnus sects rely on others similar to themselves for certain resources, such as weapons, M.I.s, fuel, and so on. So reliable paths of travel for trade and transportation are very important. One such highway of travel is called Droit's Byway. Droit, the Ferrmadomnus who created the byway, uses this well-known path of travel for trade. It has a node near the Axt system where it runs various mining operations to help fuel its weapon factories. The byway then travels to various points of high interest within the Ferrmite empire, including large systems and other powerful Ferrmadomnus. The byway is also heavily guarded with small police Acrosanti, so it is difficult to traverse without being scrutinized. But it is the fastest way to get from point-to-point within the Ferrmite empire without getting lost.

#### vi. The Volta System

Volta is a star at the center of what is known as the Volta system. The Volta system is a very old system in the Ferrmite record. Some of the very first large-scale Acrosanti were designed and built here after the Ferrmites create their empire. Much of Ferrmite history takes places within this system. Volta is known for its distinct red and purple glow. However this well-known system has recently caught the eye of the dreaded Prominence, which spells disaster for Volta as well as any machine kind reliant on it.

#### vii. The Reckoning Space

Other than the Nix Obsurca, there is only one other area in the Nix that every Ferrmite, and Ferrmadomnus alike, fear - The Reckoning Space. The Reckoning Space is an exclusion zone whereby any sentient life-form that strays into it has a high chance of being obliterated before making it very far. This space exists around Prominence and is guarded by its three loyal and powerful Ferrmadomnus - Arclinth, Teslinth, and Cathlinth. Only very few entities are allowed within the Reckoning Space, and even then a piercing eye is kept on the visitor while within the space.

#### viii. Arclinth

One of the three guards of Prominence, Arclinth is a sleek and very nimble Acrosanti ran by a level-headed Ferrmadomnus. Arclinth acts as a gatekeeper and look-out within the Reckoning Space. If it spots a threat, it will either attack if it can handle the fight, or call in Cathlinth as backup. Arclinth's Acrosanti is fairly small, but is packed with tons of power and lots of volt weaponry.

#### ix. Cathlinth

One of the three guards of Prominence, Cathlinth is the muscle of the three and is ran by a hot-headed Ferrmadomnus. Cathlinth will sometimes be sent out ahead and Prominence and into a system to secure it for

harvesting. It's Acrosanti is jam-packed with firepower and defensive measures, and it can handily destroy multiple Acrosanti by itself. However it can sometimes act rash and end up attacking things it shouldn't. It likes to make use of explosive thermite weapons. While it is very powerful, its Acrosanti is also fairly small. But it should never be underestimated.

#### x. Teslinth

One of the three guards of Prominence, Teslinth works very close to Prominence and is its last line of defense should anything ever get past Arclinth and Cathlinth. It is much larger than its two brethren and is quite cunning. It's Acrosanti is filled with traps and powerful Ferrmite war-machines.

#### xi. Castor

Arclinth, Cathlinth, and Teslinth are actually a singular M.I. intelligence split into three by Prominence. Once they merge back together, they form the entity known as Castor. Castor's Acrosanti is a seemingly impregnable shell of immensely thick armor, very similar to Prominence's design. Large-scale barrages do nothing against it, and it counter-attacks easily with large, sweeping haysark-powered volt beams. Ground-based attacks are the only way to do any damage against it. Castor is filled with a menagerie of Ferrmagiga warlords, deadly traps, and swaths of Ferrmite war-machines. Most of Castor is powered by massive haysark generators, making it somewhat volatile, but also extremely potent with its attacks.

#### xii. Prominence

A power vacuum was created after the leader of the Ferrmite empire, Illthos, was suddenly attacked by an unknown force. This led to a large Ferrmite war as various Ferrmadomnus tried to fill in the role of supreme leader. Prominence was the one who eventually filled this void, however it was not a fool; it remembered the events that overthrew Illthos. In the fear of losing its foothold as the leader of the entire Ferrmite empire, it created an Acrosanti of unparalleled design and size. One capable of constantly growing in power so that it could thwart any potential attack, specifically of unknown powers emerging from the Nix Obscura. It's Acrosanti is the largest known object in the Nix and was designed to encapsulate and eat stars. Once the star is enveloped in the shell of its Acrosanti, it is harshly sucked dry of its material until there is nothing left. By constantly devouring stars, Prominence continually grows in strength, ready for whatever threat that may come across it. However the unknown threat that overthrew Illthos eventually caused Prominence to focus completely on making itself more powerful, while it let the rest of the Ferrmite empire fight amongst themselves. Prominence's defenses inside of its Acrosanti consist mostly of Ferrmagiga war machines and brute-force defenses. The star Volta can be seen in the background with its material being siphoned off. Huge swaths of haysark are grown inside, ready to be made into new M.I.s and weapons whenever needed.

#### xiii. The Epromynus

Devouring a star is a fairly difficult thing to do, as one might imagine. After countless cycles of research and trial and error, Prominence finally perfected its method of using the stars in the Nix to gain tremendous amounts of power. But the process is a very delicate matter as one wrong step and the star could collapse in on itself and destroy everything around it. In order to keep the star from rebounding from the vicious siphoning process, a highly advanced piece of machinery is used to probe deep into the star and stabilize the core while it is sucked away from the inside out. This object is called the Epromynus. Without it, Prominence is unable to devour a star safely.

#### xiv. The Nix Obscura

Any Nix space that has not been mapped by a Ferrmite is known as the Nix Obscura. It is a feared region because it is unknown, and because any Ferrmite foolish enough to stray too far into it will get lost in the inky void. After the events that led to Illthos's demise, Prominence feared what lurked in the Nix Obscura, thus driving it to become insanely powerful.

#### xv. Illthos

Many thousands of cycles ago, one Ferrmadomnus finally rose above the all the rest. It promised to quell the fighting and bring peace and balance to the mechanical beings. However, this was just a ploy to grab more power, and it worked flawlessly. The constant struggle for survival left an impression on its mind, and thus it ruled the only way it knew how - demanding absolute obedience or face absolute destruction. This Ferrmadomnus was known as Illthos, and it was unrivaled in cruelty and power. Illthos ruled for countless cycles, however its reign ended abruptly after it was attacked by some unknown entity phasing through the Nix Obscura. Little time was spent celebrating the death of the cruel Ferrmadomnus leader as this turn of events created a massive power

vacuum causing another massive Ferrmite war. However, unknown to the Ferrmites, Illthos's M.I. survived the attack. It's Acrosanti was hurled deep into the Nix Obscura. Thousands of cycles after being knocked from its throne, Illthos manages to find its way back to Ferrmite space. It's Acrosanti is tattered and mangled, but it has been infused with the same technologies as that of Aegritundo.

### *xvi. Starks*

Starks is a natural planet which was recently discovered by Droit upon moving into orbit around Axt. Upon discovery, Ferrmite explorers decide to travel to its surface and see if there were any resources worth harvesting within it. What they find intrigues them; it appears that some sort of sentient life-form existed on this world recently, but it is mysteriously missing. The planet is lush with odd green lifeforms on its surface, and has many simple stone structures and cave formations. No notable sentient beings seem to be left on this planet...but something insidious lurks within its depths.

## D. Level Themes

There are quite a number of different level themes that we will want to see. Some will be useable across multiple levels, while others will need to be more specialized to fit the episode and setting. I will try to describe as many of these themes as I possibly can, though we may need more specific visuals in certain instances.

### *i. General Acrosanti*

A theme with lots of metal and industrial tones. Rusting iron, bolts, gears, chains, girders, I-beams, gas lamps, pipes, steam vents, and so on. The metals can be painted or bare. Has a very steampunk vibe to it and is a bit grungy and gritty.

### *ii. Mixed Acrosanti*

A theme that's basically a mix of general Acrosanti and natural structures. These would include rocks, crystals, raw iron, and so on.

### *iii. Advanced Acrosanti*

More powerful Ferrmadomnus use this type of theme. This would be more of a modern industrial look, with cleaner metals and more advanced-looking decorations. Think of a clean, less gritty steampunk, if such a thing can exist.

### *iv. Wrecked Acrosanti*

A variation on the normal Acrosanti theme, but with lots of damage applied.

### *v. Natural Formations*

This covers a wide spectrum of themes, but essentially is anything that is not Ferrmite/Autosant made. This includes the surfaces of asteroids/planetoids, caverns, crystal structures, flora, ice structures, and so on.

### *vi. Heavy Industrial*

A theme that puts emphasis on hazardous working areas, such as weapon factories, mines, steel mills, and other hazardous areas. The modern day steel mill is a good comparison to make. Should look very gritty and dirty as well.

### *vii. Phasmentica*

A clean, almost hospital-looking theme. Should be almost like a sterile looking factory of sorts. Would probably use lighter colored tiles, like painted metals.

### *viii. Quaver Chamber*

A theme that uses tons of crystallized visuals. The crystals can be sort of free-growing and/or "contained" within frameworks. The crystals can come in a variety of colors.

### *ix. Scrapland*

A scrapyard theme. Uses some Acrosanti designs but there should be lots of scrap metal related visuals. Should

also be very rusty/gritty/dirty.

#### *x. M.I. Chamber*

A more refined metallic and haysark crystal theme. Should have a look similar to "Advanced Acrosanti", but has more of a tech look than industrial. Should also have a few color variants for each Ferrmadomnus M.I. encounter.

#### *xi. Supertech*

A high-technology theme, very modern sci-fi looking. Uses smoother metal and intricate technical/mechanical bits as decoration. Should be very contrasted against normal Acrosanti themes. Main theme should be a black metal, but variants can exist.

#### *xii. Wrecked Supertech*

The same as supertech, but with busted and broken visuals.

#### *xiii. Organic*

A theme which uses lots of flesh-related visuals, such as skin, brain, muscle, veins, etc. Should work well with the Natural Formations theme. This theme is limited to the Starks setting.

#### *xiv. Lux*

A theme made up entirely of cubits! Basically the world tiles should be golden and probably have the same designs as either heavy industrial or general acrosanti. This theme is limited to the Lux Lair setting.

#### *xv. Miscellaneous*

Any other non-story related theme we can think of. Can be anything we like and anything we might think would be fun or interesting to play around with (and anything that level designs might find fun).

## 9. Episodes

The entire Autostrider saga will span a total of 16 episodes. 4 of those episodes are secret episodes that will likely be parts of possible expansions/DLC. Out of the remaining 12 episodes, there are 6 episodes for each Nix Engine version of the game. So that's 6+2 episodes for NE0 and 6+2 episodes for NE1.

Each episode will contain a certain number of levels. The actual number of levels will depend on a number of factors, including level creation time, average level quality, the growth of the difficulty curve, and so on. Its very plausible that we will want to have varying levels, from short/frantic levels to longer, more exploration focused levels, and puzzle driven levels. Also, each episode ends with some form of boss fight, be it a Ferrmagiga or a Ferrmadomnus; most will most likely end with a Ferrmadomnus boss fight. The difficulty of each subsequent episode should grow as the player progresses. So the first level in the first episode should be very easy and the last level in that episode should be moderately hard. The next episode after the first should have a slightly easier level but be much harder than the end of the first. That trend should continue so that the last few levels are quite difficult.

### A. NE0 Episodes

This is the listing of the episodes found in the NE0 version of Autostrider. They represent the first half of the Autostrider saga. There are 8 episodes in total, with the latter two being secret/dlc episodes.

#### *i. Episode 1 - "Gambit"*

The first episode in Autostrider. It takes place within two settings - Stroyer and Eclon. Both of these settings take place within the Lorn star system and within the Antivox; whether or not we want to give some sort of hint or visual for the Antivox is something we can figure out later. Stroyer acts as a short tutorial stage, perhaps consisting for a few levels to let the player learn the ropes of the game. The setting shifts briefly to the Nix, then the surface of Eclon, and finally the inside of Eclon. The "wrecked acrosanti" and "general acrosanti" level themes should be used in this episode. Most of the things that the player encounters in this first episode are very low-ranking

Ferrmite enemies and few to no traps and hazards. We want to ease the player into the gameplay mechanics with the first episode, although without any blatant hand-holding if we can help it.

### ii. Episode 2 - "Predator Lurking"

The second episode also takes place within the Lorn star system, however the Antivox is gone by this point (so if we give it some sort of visual, it should be gone). Metaphagus makes up the largest portion for the setting in this episode. The difficulty should be raised a bit in this episode with more general purpose enemies being used and some traps and puzzles being implemented. Also the level theme for this episode should consist mostly of the "general acrosanti" theme.

### iii. Episode 3 - "The Reclaimator"

The third episode moves our player into a few new settings. The Delfast star system is the larger setting, with the Delfast Scrapbelt being the initial setting focus. The player starts off in Nix space filled with asteroids and scrap metal; larger asteroids will probably be the main foundation for most levels, so the "natural formations" super-set of level themes should be the main focus. The "scraplands" level theme can be used sparingly here as well, however it will become the main theme focus later on. These early levels should be fairly easy as far as Ferrmite enemy resistance goes, however I think this would be a good point to start introducing more traps and hazardous objects for the player to overcome. Also these earlier levels should be fairly short and focused. Once the player makes its way to Delphic, the scene changes to a very "scrapland" focused level theme, with bits of "heavy industrial" and "mixed acrosanti" mixed in. Difficulty should spike once the player makes its way onto the surface and, eventually, the innards of Delphic.

### iv. Episode 4 - "Haysarchy"

The fourth episode represents yet another major setting change. This time the player moves into the Phasmus system, and the focused setting for this episode is on and within Celomatic. Celomatic primarily uses the "phasmentica" and "quaver chamber" level themes, perhaps intermingled with crystal-cave themes that might be a part of the "natural formations" theme. Difficulty should initially transition fairly smoothly from the end of Episode 3 into this episode. Some of the high tier boss enemies should start appearing here, and other higher-tier enemies should be used liberally. We should also try to make interesting usage of hazardous objects here as well.

### v. Episode 5 - "Torrid Acropolis"

The fifth episode sticks to the same larger setting within the Phasmus star system. However now we begin to get quite close to Phasmus. The early levels take place within the Warded Corridor, which is actually a series of shielded micro-Acrosanti leading to Agglius. These levels should have similar lengths as those of the early levels of episode 3, however they should be much more difficult. These levels would be great candidates for specialized level design ideas if you have any. The level themes "mixed acrosanti" should be the primary visuals for the levels within the Warded Corridor. After the first few levels are finished, the player makes its way to Agglius. Agglius sits within the upper layers of the star, so the background should reflect this. Agglius makes use of the "advanced acrosanti" theme, and perhaps the "heavy industrial" theme to help push the star-siphoning aspect of this Acrosanti. Once the player is in Agglius, the gameplay should be quite difficult, but not the most difficult overall.

### vi. Episode 6 - "Gavel"

The sixth and final episode of the normal campaign also takes place within the larger setting of the Phasmus star system. The setting is now back in orbit around Phasmus instead of very close to it, so the background should initially resemble that of episode 4. The player is on the surface of the Domnaframe but eventually makes its way into the large Acrosanti. Once inside of the Domnaframe, the background changes so that we can see the black machine planet (Murmurn/Aegritundo) at the center, with various bits of superstructure and machinery coming from it. The Domnaframe uses the "advanced acrosanti" and "quaver chamber" level themes. Difficulty reaches a peak here and we should throw any devious traps and enemy counters at the player that we can think of by this point. Without a certain set of requirements met in order to play the hidden/dlc episodes, the game ends with this episode.

### vii. Episode 7 - "Murmurs in the Static"

The seventh episode is the first secret/dlc episode in the NE0 story arc. It branches off of the setting of episode 6 and takes place within the black machine planet (Murmurn/Aegritundo). The black machine planet rips itself from the Domnaframe and enters the atmosphere of Phasmus. So the background should be very similar to the one in episode 5. Murmurn/Aegritundo uses the "supertech" level theme and it is a big contrast from the steampunkish

looks of the previous episodes. This episode also features a new subset of enemies called the Lonnadect, however Ferrmite enemies are also present. The difficulty should be slightly easier at first, but quickly wind up to difficulty comparable to what's found in episode 5.

### *viii. Episode 8 - "Vengeance Drools"*

The eighth episode is the second secret/dlc episode and the final episode in the NE0 story arc. It uses the exact same setting as episode 7, however bits of the "wrecked supertech" level theme should be incorporated. At this point in the game, Murrum is revealed to be Aegritundo, and its machine planet is starting to be fall into Phasmus. The levels should feel extremely volatile and dangerous. Also the enemies here are purely Lonnadect; there should be no Ferrmites around at all. The difficulty should peak again at this point, and be somewhere around the same as episode 6. However there should be liberal use of hazards to help reinforce the feeling of volatility.

## B. NE1 Episodes

This is the listing of the episodes found in the NE1 version of Autostrider. They represent the first half of the Autostrider saga. There are 8 episodes in total, with the latter two being secret/dlc episodes.

### *i. Episode 1 - "Hop, Skip, Shoot"*

The first episode in the NE1 part of the Autostrider story. Unlike the first episode of the NE0 campaign, this first episode will serve less of a tutorial role and more of a nice introduction to ease players into the game. This is assuming that the NE1 game will have the NE0 story arc and entities included at some point. If this isn't the case, then this episode needs to have some tutorial-style level design to help new players get into the swing of things (this may not be a bad idea either way). At any rate, the difficulty here should be quite easy. The setting takes place within the Axt system, and specifically within the Axt Belt. The Axt Belt is made up of tons of asteroids and planetoids, so the levels will likely use the "natural formations" theme and be fairly short in length for the most part. Some levels will use the "general acrosanti" theme for some low-level, in-progress Acrosanti being built within the Axt Belt, as well as some mining operations on some levels. We may also want to make use of the "wrecked acrosanti" theme to show how some Ferrmadomnus are "eaten" by more powerful ones in this wild part of the Nix.

### *ii. Episode 2 - "Ice and Iron"*

The second episode takes within the larger setting of the Axt star system. The Acrosanti in question is Omicra, and it resides within the Axt Belt. Omicra will use the "mixed acrosanti" and "natural formations" level themes. Specifically, Omicra uses ice for its main visual makeup. There should be a big emphasis on the icy visuals here, and many of the ice-related enemies will make appearances here as well. Difficulty here should be a marginal step-up from episode 1; the setting that's within Omicra should be a bit more difficult overall.

### *iii. Episode 3 - "Baring Teeth"*

The third episode also takes place within the Axt system, however the main setting focuses on the Acrosanti of Droit. Droit should use the "mixed acrosanti" and "heavy industrial" level themes, with a particular focus on natural iron formations. Droit manufactures weapons and Ferrmite war-machines, so the settings within it should reflect that. Difficulty should start off comparable to the NE0 episode 3, however I would like to spike the difficulty towards the middle of this episode so that it is considerably more difficult near the end than the NE0 episode 3. Also hazards should become more involved in the level design by this point. Later on after Droit falls, the setting shifts to Droit's Byway. Droit's Byway is a node-to-node travel network designed to move quickly and securely move goods throughout the Nix. Most of the settings in the byway will use the "general acrosanti" level theme, and occasionally the "mixed acrosanti" and "natural formations" level themes can be used as well. These level themes should reflect the transport crafts and asteroids that move through the byway.

### *iv. Episode 4 - "The Reckoning Space"*

The fourth episode represents the first major shift in setting. It takes place within the Volta star system. At the start of this episode, Prominence has yet to swallow Volta in its gargantuan Acrosanti. So we should be able to see Prominence closing in on Volta in the background when possible. This episode has three smaller settings within it - Arclinth, Cathlinth, and Teslinth. Arclinth will use the "general acrosanti" and "quaver chamber" level themes. Cathlinth will use the "wrecked acrosanti" and "heavy industrial" themes. And Teslinth will use the

"advanced acrosanti" and "phasmentica" level themes. Levels will be split up evenly between these three Acrosanti, with the latter levels belonging to Teslinth. The difficulty between Arclinth and Cathlinth should be about even, though the levels themselves should focus on different types of gameplay and forms of difficulty. The difficulty should increase with Teslinth and perhaps use a mixture of design philosophies between the first two Acrosanti.

#### v. Episode 5 - "Cerberus"

The fifth episode takes place within the same large setting of the Volta system. However by this point in the story, Prominence has completely swallowed Volta and is in the process of draining it of its materials. The focused setting for this episode is Castor. Castor emerges from Prominence and starts attacking the Automasanti. Castor uses the "advanced acrosanti" and "quaver chamber" level theme. Difficulty should spike dramatically here, and liberal usage of Ferrmagiga should be explored. There should also be an emphasis on volt-powered weaponry and haysark.

#### vi. Episode 6 - "Starcide"

The sixth and final episode of the NE1 campaign also takes place within the Volta system. The player makes their way into the upper superstructure of Prominence by crashing through one of its exposed ocular cannons while piloting Castor. Prominence uses the "advanced acrosanti" and "heavy industrial" level themes. The background should be unique here in that I'd like to be able to see Volta encapsulated at the center of this huge Acrosanti, while it is violently being sucked dry of its materials. I'd like to experiment with wide-open levels here if possible, with emphasis on massive swarms of enemies and projectiles bearing down on the player. Difficulty should be extremely high, bordering on frustrating. We will have to do a fine balancing act with the difficulty because we don't want it to be next to impossible, just very difficult. The levels should also have lots of environmental hazards to deal with, particularly because this Acrosanti is constantly siphoning off a star's material and converting it to resources as quickly as possible. Near the end of the episode, the star should be almost drained completely away. Without a certain set of requirements met in order to play the hidden/dlc episodes, the game ends with this episode.

#### vii. Episode 7 - "Eidolon"

The seventh episode is the first secret/dlc episode in the NE1 story arc. This episode takes place some time after the take-down of Prominence. Our setting shifts back to the Phasmus system from the NEO campaign, where the Automasanti are building a new Acrosanti to help finish up the Ferrmite war. After receiving a very powerful signal from deep within the Nix Obscura, an Autostrider is sent out into the uncharted area to find out what is emitting it. The setting shifts to the Nix Obscura, although at present I'm not sure how to best represent this in level form (perhaps using a very large level and the "natural formations" level theme, and try to represent the Autostrider flying through the Nix?). The player eventually reaches a mangled but huge Acrosanti which has been infused with the same technologies that Aegritundo showcased. This Acrosanti is later to be revealed as the infamous Illthos. Illthos uses the "wrecked acrosanti" and "wrecked supertech" level themes. Difficulty here should be extremely high, similar to episode 6 except that it starts out hard and doesn't relent (save for the very beginning of the episode, which should be empty). Also the enemy list should stem mostly from the Lonnadect pool, though some Ferrmite enemies can probably make an appearance to keep the levels varied and interesting.

#### viii. Episode 8 - "Nix Anima"

The eighth and final episode of the entire Autostrider saga is also the second secret/dlc episode in the NE1 story arc. The setting for this episode takes place back at the Axt star system. After the take-down of Droit, the Automasanti began to search the Axt system for resources. They stumble upon a large planetoid that had been discovered by Droit after moving to the system; this planetoid was named Starks. Starks is a very unique setting and should contrast very heavily with everything the player has seen prior to this point. It uses the "natural formations" and "organic" level themes, and it should be the only setting which makes use of flora (trees, grass, etc). Levels will take place on the surface of Starks as well as deep within it. I'd like this episode to be a bit longer than the others, so the difficulty can start off fairly easy and steadily progress to something very difficult. This is the only episode in the game to use the Greymatter subset of enemies.

## 10. The Autostrider



You play as an Autostrider. Autostriders are warriors, built from the ground-up specifically for destruction of the Ferrmadomnus warforce. These warriors are highly customizable and come armed with 4 different weapon types; a main weapon, a melee weapon, a secondary weapon, and an ultimate weapon. You can build the chassis of your Autostrider from a selection of 4 different part types - heads, torsos, arms, and legs. Each chassis parts has various properties which can effect the overall performance of your Autostrider. Weapons and Chassis can be further customized with modifiers and plugins, making for a very deep mix of possible Autostrider combinations.

## A. The Condict

The Condict is the workshop where Autostriders are built, maintained, and modified. Everything you need to design and perfect your Autostrider can be found here. Note that it is its own separate menu space where the player can interact with a UI to build their Autostrider and access other areas in the Condict (like the Autovendor).

In addition to customizing your Autostrider, there is a parts store here called the Autovendor. The Autovendor allows you to buy new chassis parts, guns, modifiers, and plugins. Part prices will be balanced in a way that lets players unlock them fairly quickly so that there is no real grind. However some parts can not be purchased from the Autovendor until their blueprints and/or parts are found in certain levels. It will serve as a way to trickle new parts into the player's pool so that new players won't be overwhelmed with all of the customization options all at once.

## B. The Autovendor

When you first begin the game, you will have access to a few different parts, weapons, modifiers, and plugins from the beginning. However the vast majority of Autostrider parts will require you to collect cubits to fabricate new parts. This is where the Autovendor comes into play.

The Autovendor contains blueprints for new Autostrider parts. In order to unlock a part, you must have enough cubits to buy the blueprint. Once purchased, the blueprint allows you to fabricate that part, essentially unlocking it for you. Certain secret parts require you to find special items in certain levels. If you are able to find all of the secret items, you can then purchase a blueprint for the secret item.

Note that we do not want to impose a grueling cubit grind for players to unlock everything in the Autovendor. The basic idea behind having the Autovendor is to allow players to slowly absorb all of the possible customization options that we have to offer. It could be very overwhelming for new players to be inundated with a huge variety of customization options right from the get-to. Additionally, we want to eliminate any power tiering when possible. There shouldn't be parts straight-up outclassing other parts in their same category. For instance, the head parts "Lyra" and "Cyllene" should be somewhat equal to each other in that each has pros and cons, but neither one is necessarily better than the other. In other words, parts should be equal but different in most cases. So the Autovendor won't act as a way to lock away the "better" parts from the player. We are running under the assumption that the player will, more or less, be about as powerful at the start of the game to the end of the game whether or not they have all of the parts. Another way to look at it is, we will design all of the parts as if every player would have access to them from the very beginning. So the cubit costs for parts will be fairly cheap, and should even out to where most of the parts are unlockable before the endgame scenario.

## C. Constructing a Chassis

The Chassis is essentially the body of your Autostrider. It defines a number of different things - how much armor you have, your overall movement speed, how much cellbit (energy) you have for your more powerful weapons, and a few other, more subtle stats. There are four part categories which make up a complete chassis: head, torso, arms, and legs. Each part provides various stats for your Autostrider.

Each part within a category are classed by the weight. There are three classes - lightweight, midweight, and heavyweight. Lightweight parts tend to have less armor so focus can be placed on speed. Midweight parts are great for all-around designs. And heavyweight parts tend to focus on armor and firepower, which make up for their increased weight. Some parts may blur the lines between classes, giving a designer opportunities to create more unique Autostriders. Note that the only limiting factor to what chassis parts you use is weight. Weight limit is determined solely

by the Leg Parts (but that can be augmented with certain plugins). So if you want to use a lightweight head part, a heavyweight torso, midweight arms all stacked on midweight legs, that is a valid design. The only limiting factor in that particular example is whether or not those midweight legs can carry all of the weight. If it can't carry all of that weight, the design will be considered illegal and will either a) be unusable for gameplay or b) have some sort of stat penalty associated with it (such as severe speed limitations, reduced stability, etc).

Please note that the "stats" for each parts are extremely preliminary. I came up with them very quickly, though I did try to aim for some semblance of stat balance in my head. I was sort of vague with the weights of each part; I didn't come up with exact numbers, but I figure that is something we'll figure out when the time comes. Also note that I didn't go into detail with less impactful stats, such as stability and so forth. All of the stats will almost assuredly be in a state of flux during creation.

### i. Head

Head parts do a few things. They offer the least amount of armor but also the least amount of weight. They do contain important features though. The head houses your M.I., your plugins, and your radar. Certain heads offer more plugin slots than others. With more plugins, you can augment the behavior of your Autostrider in a huge variety of ways.

- Lyra  
A lightweight head part which offers balanced armor and features. Has 21 plugin slots and a 2-power radar.
- Cyllene  
A lightweight head part which sacrifices armor for other features. Has 24 plugin slots and a 6-power radar.
- Merga  
A lightweight head part with impressive armor for its weight. Has 17 plugin slots and a 3-power radar.
- Crux  
A midweight head part which focuses on the basics. Has great armor to weight ratio, 20 plugin slots but a 1-power radar.
- Phact  
A midweight head part with all-around states. Good armor, 18 plugin slots, and a 4-power radar.
- locaste  
A midweight head part which is relatively lightweight for its class. Armor is light, but it boasts a 5-power radar. Has only 17 plugin slots.
- Heka  
A heavyweight head part that is very well armored for its weight. Has 16 plugin slots and a 2-power radar.
- Sinope  
A heavyweight head part with amazing features. Armor is sacrificed, but it has 19 plugin slots and a 4-power radar.
- Betelgeuse  
A heavyweight head part with extremely tough armor. Only has 15 plugin slots and a 1-power radar, however.

### ii. Torso

The Torso is perhaps the most important chassis part for an Autostrider. It provides the bulk of a player's armor pool and stability, but also the most weight. It also sets your Cellbit capacity.

- Enyo  
A lightweight torso with balanced stats. It has decent armor for its weight and 3 Cellbit capacitors.
- Virtus  
A lightweight torso focused on assault designs. It has light armor but 5 Cellbit capacitors.
- Andraste  
A lightweight torso designed for long-range operations. Has the best armor out of the light-class torsos but only 2 Cellbit capacitors.
- Enyalis  
A midweight torso based off of the Enyo design. It has more armor but still just 4 Cellbit capacitors.
- Mixcoatl  
A midweight torso with fantastic armor for its weight. However there was only space for 2 Cellbit capacitors.
- Hachiman  
A midweight torso that is quite heavy for its class. That is thanks to the 6 Cellbit capacitors stuffed within it.

- Bast  
A heavyweight torso with balanced armor and energy capacity. It has 5 Cellbit capacitors.
- Indra  
A heavyweight torso designed for heavy assault. It is the heaviest torso part, but it has 7 Cellbit capacitors.
- Oro  
A heavyweight torso made for tank-like Autostriders. It has extremely thick armor, but only 4 Cellbit capacitors.

### iii. Arms

Arms play a vital role in the effectiveness of your main and melee weapons. They offer the second-least amount of armor, however. Certain arms may offer better accuracy or improved fire rate for the main weapon, while others may focus on armor or provide more powerful melee attacks. Arms also have hardpoints for secondary weapons; certain arms allow up to four secondary weapon hardpoints, allowing for higher power designs. Multiple secondary weapons will cost more Cellbit energy to use, so a designer may choose to use less than the maximum hardpoint capacity. Also additional filled hardpoints will increase your weight.

- Tamarin  
A lightweight set of arms focused on all-around stats. It has good armor and 1 weapon hardpoint, but melee weapon capacity is reduced.
- Langur  
A lightweight set of arms designed in concert with the Virtus torso. Has mediocre armor but is the only lightweight arms to have 2 weapon hardpoints. Has normal melee weapon capacity but increases weapon power by 1.15x.
- Patas  
A lightweight set of arms designed for close-quarters combat. Has very good armor, 1 hardpoint, and does 1.5x melee damage. Accuracy is decreased by 1.15x.
- Dryas  
A midweight set of arms designed for good armor and high rate-of-fire weapons. Has 1 hardpoint, increased melee damage by 1.15x, and increases weapon fire rate by 1.25x. Accuracy is reduced however.
- Mangabey  
A midweight set of arms with impressive capacity for firepower. Armor is lacking, but it has 3 hardpoints. Main weapon firepower is increased by 1.5x and accuracy is increased by 1.25x.
- Gelada  
A midweight set of arms with balanced stats for its class. Has decent armor, 2 hardpoints, but main weapon accuracy suffers. Increased melee damage by 1.25x.
- Mandrill  
A heavyweight set of arms built for massive melee damage. Has 3 hardpoints and melee damage is increased by 2x. However armor is mediocre and weapon damage is decreased to .85x.
- Lutung  
A heavyweight set of arms made for heavy assault. Has 4 hardpoints, melee damage is increased by 1.25x, and firepower is increased by 1.25x. Accuracy suffers, however, and is decreased to .75x.
- Malbrouck  
A heavyweight set of arms focusing on defense. Has 2 hardpoints but no other buffs or nerfs for firepower, accuracy, or melee damage.

### iv. Legs

The Legs help to define the overall mobility of an Autostrider. While overall weight does play a factor in mobility, the legs help to increase mobility. Lighter legs will be able to move and fly you around more quickly, but they will have much less armor and a lower max weight capacity. The opposite is true for heavier legs. Leg parts also contribute the second-most amount of armor and stability in proportion to the other chassis parts. Going over the leg weight capacity will result in an illegal design.

- Panthera  
A lightweight set of legs emphasized on mobility. Flying speed increased but suffers from lack of stability. Armor is mediocre.
- Viverra  
A lightweight set of legs with all-around stats. Has good armor for its weight.

- Arctodus  
A lightweight set of legs made for close-range combat. Has decent armor but great stability. Mobility is the lowest of all light leg parts.
- Toxodon  
A midweight set of legs made for great mobility and stability. Armor is acceptable but still low for its class.
- Ursus  
A midweight set of legs focused on the basics. Has excellent armor and stability. Mobility is somewhat affected, however.
- Mammut  
A midweight set of legs focusing on close-range combat. Has good armor but excellent mobility.
- Hyotitan  
A heavyweight set of legs focusing on tank-like armor. Mobility is abysmal but stability is unmatched.
- Glyptodon  
A heavyweight set of legs with mobility similar to the midweight class. Stability is great as well, but armor was sacrificed.
- Megapedetes  
A heavyweight set of legs with fantastic balance. Has balanced armor, mobility, and stability, but does not excel in any one area.

## D. Customizing your Weapons

Autostriders can be outfitted with a huge variety of weapon combinations. Each weapon, excluding the ultimate weapon, can be modified with a Gun behavior and two additional modifiers. Each modifier brings a certain feature or behavior to the table, and each modifier can be mixed and matched however you like.

The gun modifier imparts a certain kind of firing behavior to the weapon. Each gun has different properties and will make your main weapon sprite look differently depending on the gun you choose. The two secondary modifiers further modify the behavior of the gun and the projectiles it shoots.

There are four categories of weapons - main, melee, secondary, and ultimate. Each has a purpose and will work best in certain situations.

### *i. Main Weapon and Modifiers*

Your Main Weapon is a dependable gun which is your main method of attack in most situations. You have infinite ammo with this weapon, and with the right mix of modifiers it can work well in many situations. Below is a listing and description of each modifier. Note that any and all combinations will work, but some combinations may need special case behaviors when modifiers may seem to conflict with one another (ideally, however, we can design them without the need for special cases). Also note that both modifier slots can use the same modifier and this can give a boosted effect of said modifier.

#### Guns

- Mechflint  
Fires single projectiles with a high rate of fire. Medium projectile size, small damage, medium projectile speed. Excellent accuracy.
- Armabolt  
Fires single projectiles with a medium rate of fire. Medium projectile size, medium damage, medium projectile speed. Good accuracy.
- Scattergun  
Fires out a V-shaped pattern of 5 projectiles at a time with a somewhat slow rate of fire. Small projectile size, medium damage, and projectile speed starts out very fast as the muzzle but slows down dramatically the longer the air time is. Low accuracy.
- Quartetgun  
Fires a burst of 4 projectiles per shot in a parallel pattern with a medium rate of fire. Small projectile size, small damage, medium projectile speed. Good accuracy.
- Handzooka  
Fires out single, large projectiles with a low rate of fire. Big projectile size, high damage, low projectile speed.

Good accuracy.

- Longbarrel  
Fires out single projectiles with a low rate of fire. Medium projectile size, high damage, high projectile speed. Excellent accuracy.
- Diffuser  
Fires out single projectiles with a medium rate of fire. Projectiles come out slightly perpendicular to the gun's barrel before homing in on the crosshair location. Small projectile size, small damage, slow projectile speed. Excellent accuracy.
- Phalanx  
Fires 3 projectiles at a time high rate of fire with a wide, random spread. Small projectile size, small damage, slow projectile speed. Low accuracy.

#### Modifiers

- Mini  
Bullet size and damage output is reduced, but firing speed is greatly enhanced.
- Flux  
Projectiles are turned into larger volt waves, but firing speed is greatly reduced. The size of the projectile gets larger the farther it travels (to a point).
- Echo  
Projectiles will bounce off of solid objects (walls).
- Homing  
Projectiles will automatically home-in on enemies.
- Phase  
Projectiles will pass through all destructible objects, doing damage upon first contact. Does not pass through solid walls. All pushback and stun is removed from the projectiles.
- Thermite  
Projectiles explode on contact and do more damage. Explosion leaves behind a lingering fire cloud which does fast, incremental damage to anything touching it (radius damage). Works well against heavily armored enemies.
- Spur  
Projectiles will stick to objects and do damage after a few seconds. If a certain number of projectiles are stuck on the same object, an exponential amount of damage is done once the timer hits zero. With enough spurs, the enemy will explode doing radius damage.
- Steelie  
Turns the projectile into a super-hard steel orb. Projectile speed is slowed, but damage output is increased. Impact with the projectile imparts knockback.
- Volt  
Projectiles are turned into a beam weapon. Damage output is slightly decreased, but fire rate is extremely fast and bullet velocity is instant (of perhaps just very fast).
- Discharge  
Projectiles are turned into wild volt discharges. The projectiles follow an electrical-discharge style of trajectory, making their coverage wider. After the projectile hits an enemy, it will bounce off of that target at a random angle. Projectile speed is increased but trajectory is somewhat unpredictable.
- Hail  
Projectiles have the ability to slowly freeze enemies when they are hit. Enemies will slowly become frozen, slowing their movement speed and rate of fire. Small projectiles will become frozen in place when hit; they can then be easily destroyed if necessary. Larger enemies require more hits to become frozen. In addition, projectile will explode into 8 very small projectiles with a short life upon impact. Damage output is lowered however.
- Slug  
Projectile is turned into a large slug-like bullet. Projectile speed, damage, knockback, and stun are very high once fired, but will slowly decrease the longer the bullet travels. At a certain range, the decay stops but the bullet isn't nearly as fast or powerful.
- Helix  
Projectiles travel in a corkscrew or helix pattern, using two spinning, connected projectiles. Gives a larger area of fire. However bullet velocity is decreased.
- Hugger  
Upon impact, projectiles will travel along walls until they hit an object. If the projectile reaches an angle

greater than 90 degrees, it will dissipate. If an object is not hit within a certain period of time, the projectile will dissipate.

- **Sniper**  
Drastically increases projectile speed and accuracy, but also drastically reduces firing rate and reduces projectile size by 50%. Adds a moderate increase to projectile damage. The longer the projectile stays in the air, the more powerful it becomes (to a point)
- **Vapor**  
Projectiles are much larger and do much more damage (turn into gas cloud perhaps). However they have very limited range and will terminate at that range. Great for melee and short range but useless at long range.

## ii. Melee Weapon and Modifiers

Your Melee Weapon is a very powerful offensive and defensive tool in your Autostrider arsenal. It suffers from lack of range on its own, but is very deadly when you're forced to be in close-quarters. It can also be used to destroy incoming bullets or missiles if you have fast enough reflexes. Successful melee attacks can stun and sometimes knockback enemies, giving you an opportunity to get away or push an attack. Note that your melee weapon cannot be used at the same time as any of the other weapons. Also note that just like with the main weapon modifiers, you can use two of the same modifiers in both slots.

### Guns

- **Slicer**  
A blade which is swung in an arc motion. Is pretty fast, has decent range, and works well to reflect projectiles away.
- **Claw**  
Fitted with multiple blades, it allows for very fast swipes in succession. Has shorter range than a Slicer, but has great damage output potential.
- **Partisan**  
A pole-like weapon which has a blade on the end. Has excellent range and is swung in an arc motion like the Slicer. But damage output and swinging interval is much lower.
- **Sledge**  
A large hammer which is swung in an arc motion. Has a slower animation than a Slicer, but hits harder and does more damage.
- **Piston**  
A very powerful melee weapon. Must be charged up for a few moments, but does awesome damage. Range is a bit short and does a jab animation.
- **Lance**  
A longer-range, pointed blade which is jabbed into an enemy. Does lower damage but has great range. Speed is the same as the Slicer.
- **Drill**  
A short range melee weapon which does quick increments of damage. Has similar range to the Piston, but doesn't require any charge-up time.
- **Shield**  
Pulls up a shield for as long as the melee attack button is held (perhaps holds up for a few seconds after pressing). Works best for defense, but can be used to bash into enemies. Very short range and does little damage. Adds a bit extra stun though. Increases damage resistance while shield is up only.

### Modifiers

- **Dagger**  
Shortens the length of the blade, but increases its attack power considerably.
- **Spear**  
Lengthens the length of the blade, but decreases its attack power considerably.
- **Agile**  
Allows you to attack in faster intervals. Stun/knockback is decreased.
- **Slam**  
Allows you to knockback enemies harder and for longer. Also certain larger enemies can now be knocked back. Increases damage and decreases attack speed slightly.
- **Wave**  
Sends out a short-range volt-projectile upon attack that does damage and stuns enemies for a short period of

- time.
- Tremor  
Sends out a ground-hugging seismic wave which will travel along surfaces until they hit an object or an angle >90 degrees.
- Stun  
Allows you to stun enemies for a much longer period of time. Also certain larger enemies can now be stunned.
- Dash  
This will quickly propel you towards your crosshair when you use your melee weapon, allowing you to quickly dodge an attack or to get in close to an enemy.
- Seek  
Gives you the ability to auto-aim your attacks. You will automatically dash in to the closest enemy and attack them, however this auto-aim range is limited.
- Repel  
This increases the effectiveness and range of repelling enemy projectiles when using your melee weapon. Also smaller enemies can be pushed back.
- Boom  
Adds a knockback area-of-effect, much like a normal explosive but without the radius damage. The area-of-effect size is fairly large and works well to move back a group of enemies at once.
- Sap  
Turns any enemy projectiles you hit with your melee weapon into Cellbit energy. Projectiles are absorbed though, and not reflected.
- Payback  
Reflected enemy projectiles grow 2x in size.
- Combo  
Gives you the ability to do a quick double-hit in a single attack.
- Furnace  
Increases attack power significantly, but fire rate is also slashed significantly. A hot fire cloud is left in your wake, which will damage enemies that come into contact with it. Cloud dissipates after a short period of time.
- Cryo  
Slightly increases attack power and speed but range is reduced. Enemies hit will go into a partially frozen state, slowing their movements down by 50%. If continually hit, the enemy will freeze completely, stopping all movements. Flying enemies will fall to the ground and take damage if frozen solid.

### iii. Secondary Weapon and Modifiers

Your Secondary Weapon is a much more powerful means of attack. On its own, the normal projectile fires a larger, faster, and more powerful bullet which explodes on contact, doing radius damage. There are many different modifiers for this weapon type and it works well when you need a bit more firepower to punch through stronger defenses. However, unlike your main and melee weapon, your secondary weapon needs ammo (cellbits) to function. Once you run out of ammo, you cannot use your secondary weapon until you find more. This weapon can be used in conjunction with the main weapon, so you can double-down on an attack if necessary. As with both the main and melee weapons, you can use two of the same modifiers in both slots.

#### Guns

- Slugbore  
Fires a single projectile with a medium rate of fire. Medium projectile size, medium damage, medium projectile speed, medium explosion radius. Excellent accuracy.
- Ballista  
Fires a single projectile with a low rate of fire. Large projectile size, high damage, low speed, large explosion radius. Good accuracy.
- Trimortar  
Fires a wide, fixed spread of three projectiles at once with a low rate of fire. Medium projectile size, medium damage, small explosion radius. Good accuracy.
- Rotormech  
Fires a single projectile with a high rate of fire. Small projectile size, low damage, medium projectile speed, small explosion radius. Good accuracy.
- Magnirail  
Fires a single projectile with a medium rate of fire. Small projectile size, high damage, very high projectile

- speed, medium explosion radius. Excellent accuracy.
- **Ultralanx**  
Fires 6 projectiles in a burst with a low rate of fire and a V-shaped wave pattern. Small projectile size, low damage, medium projectile speed, small explosion radius. Low accuracy.
- **Capacitron**  
Fires a single projectile with a variable rate of fire. Shots must be "charged-up" by holding the attack key; at full charge, the gun fires a large projectile with high damage, high speed, and a medium explosion radius. Good accuracy. Stats are lower if the projectile is not fully charged before fired.
- **Orbit**  
Fires out one large Orbit drone, which fires out projectiles using the modifiers chosen. Will seek out nearby targets and attack them for you if they are close by. Otherwise it will hover around your Autostrider and attack enemies that get close. The Orbit is destroyed after a set period of time.

### Modifiers

- **Beam**  
Reduces projectile size, damage, and explosion radius. Turns the projectile into a volt beam. Increases firing rate considerably and projectile speed is light speed (or just really fast).
- **Missile**  
Increases projectile size, damage, and explosion radius. Decreases firing rate and projectile speed. Explosion radius linger time is extended as well.
- **Auger**  
Turns the projectile into a drill rocket. Upon impact, does lots of quick, small damage. The projectile sticks to the enemy and does damage until it is destroyed or the projectile dissipates. If the enemy is destroyed, the projectile passes through and can hit another enemy. When the projectile is destroyed or dissipates, it explodes. Knockback is removed.
- **Volatile**  
Projectile leaves a trail of smaller explosions behind it following its trajectory.
- **Impact**  
Projectile speed, stun/knockback, and damage is significantly increased, but radius damage is removed entirely. The longer the projectile stays in the air, the more powerful it becomes (to a point).
- **Mirror**  
Projectiles will bounce off of solid objects (walls). Can bounce a total of 3 times. The projectile gains a bit of speed after each bounce.
- **Repulse**  
Changes the projectile into a wide wave-beam, which covers more area and pushes enemy projectiles away from it. Explosion turns into an implosion, and pulls in projectiles and objects at the impact point.
- **Magnet**  
Projectiles will automatically home-in on enemies, but with a somewhat wide turning radius. If it hits a wall before an enemy, it will hug the wall until it hits an object or a >90 angle. Slower projectiles can track better.
- **Prox**  
The projectile will not do direct-hit damage, but will instead explode within a certain range of any target. Explosion damage is increased very significantly.
- **Grenade**  
Turns the projectile into a grenade-like projectile. Has high damage and a huge explosion radius, but the projectile is affected by gravity. Can bounce off of solid surfaces and will explode after a set period of time, or will explode on contact with an enemy.
- **Shrapnel**  
Turns projectile into large molten sphere. Upon impact with an enemy or wall, the projectile will explode into a number of smaller projectiles in a slightly irregular circular projection.
- **Cannonball**  
Turns the projectile into a super hard cannonball-like projectile. Projectile speed is slowed, but damage output is increased significantly. Impact with the projectile imparts very high knockback.
- **Thermax**  
Turns the projectile into a hellish, explosive fireball. The projectile leaves a hot thermite fire trail behind it which will do small increments of damage to anything touching it. Upon impact, the explosion area fires out in a long v-shape in the opposite direction of the projectile's point of impact. Works well against heavily armored enemies.
- **Ultracold**



Converts all explosion damage to instead causing a freezing affect. Direct hits impart faster freezing status. Projectile damage and speed is slightly increased.

- **Acrid**  
Turns the projectile into a highly corrosive explosive. Explosion pushback and stun is decreased drastically, but the radius is increased. The explosion creates a cloud of acid which damages anything that comes into contact with it.
- **Cascade**  
When a projectile hits an object or wall, it will explode/do damage and then split off into two new projectiles out and away from the point of impact. The two new projectiles do this again after they impact, but they split off into smaller projectiles in their final split. The cascade stops after 3 splits.

#### iv. Ultimate Weapon

Your Ultimate Weapon is your trump card. If you are in a desperate situation, or if you need to clear out a room full of bad guys, then you can use this weapon. Ultimate weapons have modifiers, but they only have one slot so there is no mixing and matching. However Ultimate weapons are also significantly more diverse. If you wish to use your Ultimate weapon, you must switch to it from your secondary weapon. It also uses Cellbit energy, and it uses a much larger amount per use than secondary weapons. However some of these weapons will use more cellbit energy than others. Some Ultimate Weapons also have a more passive ability, similar to an plugin that you use on-demand.

#### Modifiers

- **Siphon**  
Allows the player to suck up all nearby enemy projectiles for a set period of time, instead of taking damage from them. After the timer ends, a large explosion rips through the area. The more projectiles you suck up, the larger and more powerful the explosion.
- **Berserk**  
Your melee weapon gets a huge buff. Your speed is increased and you will take less damage. Also you are invulnerable to knockback and stun. Melee weapon modifiers carry over to this attack.
- **Augment**  
Your main weapon gets a huge buff. The weapon fires much faster and the projectiles are 2x in size.
- **Mirror Shield**  
Upon use, a reflective shield is placed around you. All projectiles that hit this shield are reflected back. Homing projectiles from enemies that hit this shield will home back towards their owner. The shield will break after a certain number of hits.
- **Barrage**  
This is a charge-up attack, which will drain Cellbit energy the longer you charge it. Once you release the charge key, a number of secondary weapon projectiles will fire out. The direction of the projectiles can be influenced with the crosshair; if the crosshair stays at the center of the player's body, then the projectiles will fire out in all directions. The longer the charge, the more projectiles that will fire out.
- **Chainer**  
This is a homing attack which will fire out very fast volt projectiles. When activated, the player must paint targets with their crosshair. As the player paints targets, Cellbit energy is drained in preparation for the attack. After 1 bar of Cellbit energy is drained, the painted targets will get fired upon automatically with the volt projectiles. The more targets painted, the more powerful the projectiles become.
- **Volt Dozer**  
Fires a wide, wall-like volt shield projectile. This projectile has properties of a shield and will block all incoming fire and enemies. The projectile moves somewhat slowly and has medium range. When it reaches its maximum range, it will stay put for a few moments before dissipating. The projectile does moderate damage to any enemies it hits.
- **Gigalanx**  
An extremely beefed up Phalanx weapon. This weapon fires out a massive wall of secondary projectiles in a wide cone of fire. It will fire out 3 projectiles at a time with a very high rate of fire. It has terrible accuracy but the projectiles fly quickly.
- **Cannonade**  
A gargantuan thermite cannon which fires extremely powerful fireballs. The fireballs are quite large, move very quickly, and do a ton of direct and explosive damage. The fireball also leaves behind a thermite flame trail which will do damage to anything touching it (the trail dissipates after a few seconds). The explosion creates a wall of fire at the impact point.

- **Blinkwarp**  
This is a telewarp gun. It fires out a super-fast projectile which, upon impact, will instantly telewarp you to the impact location. Be care, however, as you may get yourself stuck. Any enemies that are in the way will take moderate damage.
- **Pinball**  
This attack draws up a sphere shield around you, and shoots you off at high speed. You will bounce around the level, and anything you hit will take massive damage. Your trajectory is unpredictable though.
- **B.A.M.M.**  
This is the "Big-Ass Mega Missile", also known as BAMB. The BAMB is a gigantic, slow-moving missile, which will follow the movements of your crosshair. Works well against large, powerful foes. Does massive direct-hit damage and has an equally massive explosion radius.
- **Oxidizer**  
This is an extremely powerful close-range weapon. It uses a liquid thermite flamethrower, which sprays out a cloud of fire, doing huge incremental damage. This catches the enemy on fire and does incremental damage, which can spread if the enemy comes in contact with another enemy.
- **Seism**  
This is a wide-area attack which stuns and pushes back all enemies within a large radius. It does light damage, but the stun effect lasts for a long time.
- **Mend**  
This instantly repairs 75% of your armor per use.
- **Bide**  
When this is activated, your attack power is increased the lower your armor is.
- **Dualbit**  
Fires out two Orbits which uses the player's secondary weapon modifiers. Uses the same behavior as the Orbit weapon, but the Orbits last twice as long.
- **Optibit**  
This fires out a very powerful Orbit, called an Optibit. It may follow you or it may take out nearby targets. It fires a very powerful homing multi-Volt laser, letting it attack multiple enemies at once. Explodes after a set period of time, firing projectiles in 8 directions.
- **Hackbeam**  
This fires a special haysark-powered beam which will "hack" the M.I. core of an enemy. Once hacked, that enemy will fight for you until it is destroyed. Larger enemies require longer hacking times.
- **Witherpulse**  
This fires a wide-area beam which shrinks all enemies it hits. If an enemy is already at its smallest state, it will not be affected. Shrinks an enemy by a factor of 1.
- **Compressor**  
Shrinks you down by a factor of .5x. You take more damage and your weapons are weaker, but you move faster and you fire your weapons faster.
- **Expander**  
Doubles your size by a factor of 2x. You take less damage and your weapons are stronger, but you move slower and your weapons fire slower.
- **Repulser**  
Creates a field around your Autostrider which pushes back all enemies. Projectiles are slowed upon entering the field.
- **Attractor**  
Creates a field around your Autostrider which pulls in enemies slowly. Items will also suck towards your Autostrider.
- **Armor Leech**  
When activated, all damage you inflict on enemies is converted into armor health. 50% of the damage dealt is converted into armor health.
- **Afterphase**  
Produces a copy of yourself, which lags behind your movements and attacks. Allows you to double your damage output, but it cannot be directly controlled.
- **Ultraboost**  
Straps a massive booster to you which, when activated, turns you into a super fast flying battering ram. Anything you hit takes high damage and is knocked-back. Also great for closing long distances in a hurry.
- **Fluxsphere**

- Fires a very large, but very slow moving, phasing sphere which passes through everything, including solid walls and objects. Does lots of fast, incremental damage to anything that comes into contact with it.
- Autodoll
  - Creates an exact replica of your Autostrider, but has no attacks. This doll will confuse enemies and cause them to attack it instead of you. It only has a small amount of armor though, so it will eventually be destroyed. The confusion effect is limited to a certain area size as well.
- Bulwark
  - The ultimate shield. It deflects almost any attack, however you cannot move when the shield is up. You can still fire your main and secondary weapons while shielded though.
- Magnitus
  - Creates a strong magnetic field around your crosshair, which moves enemy projectiles around. The projectiles can then be used against enemies by moving them with your crosshair and into them or allow you to move projectiles out of harms way. You can also grab items and power-up and bring them to you.
- Rimebeam
  - A powerful, thick volt laser imbued with cryo-type properties. It will ice up anything that it touches very quickly, to the point of being completely frozen. It phases through objects as well, making it useful for freezing large swaths of projectiles or enemies.
- Prox Cluster
  - Fires out a spread-out cluster of 8 floating mines. These mines will explode and do heavy damage to any enemy that comes within the trigger range of the mine. They also have a slight magnetic property, causing them to slowly attract to enemies if they get too close.
- Razorbits
  - Spawns Razorbits, which are outfitted with rotating discs made of sharp razors around its edges. They rotate around you at a decent speed. They pass through enemies and do good damage, and they can also block enemy projectiles. After taking a certain range of damage, they will be destroyed.
- Martyr
  - A massive thermite bomb and booster is strapped to your chassis. Upon activation, you will hurl towards the direction you are facing and burst into a massive fireball. Upon impact with a wall or object, a huge area is engulfed in an explosion, doing huge damage to anything in its path. However this will destroy your Autostrider, causing you to lose a life. Dying with this weapon equipped will cause you to explode in a similar fashion, but it does less damage overall.
- Midas Bomb (secret)
  - This fires out a golden-looking bomb which, upon impact, does damage to enemies and turns all projectiles in the level into cubits. Any destroyed enemies will turn into large cubits.
- Murmurn Vox (secret)
  - Emits a strange signal which causes all enemies to turn on each other for a short period of time. Does not work on larger, more powerful enemies.
- Machinator (secret)
  - A shotgun-like weapon which fires large Razorbits as projectiles. The Razorbits move somewhat slowly but do tons of damage on impact and will phase through objects. When they hit a surface, they explode and send small bits of shrapnel everywhere.
- Vertigone (secret)
  - A special red haysark powered weapon which shoots volt lasers into the sky. The laser impacts wherever the player's crosshair happens to be. Does massive damage and can fire very quickly. Does no stun or knockback however.
- Phlogiccannon (secret)
  - A strange weapon which unleashes small, sentient Greymatter blobs (Phlogis spawn). These blobs seek out enemies, stick to them, and damage them. More Greymatter blobs sticking to an enemy at once do more damage. Once the enemy is destroyed, they move on to the next closest target. The blobs eventually dissipate over time.
- Thwax Blade (secret)
  - Gives you a Thwax-like blade which does massive amounts of knockback and stun to enemies. Has medium range and does moderate damage. Works well to send enemies flying into each other.
- Haysark Glaive (secret)
  - A very powerful melee weapon that is not of any known Ferrmite design. Has a massive range and cuts through anything it touches. Causes massive damage and moderate stun and knockback.
- Quadrangle Manipulator (secret)
  - Fires out 4 extra-dimensional orbs which sucks up any nearby objects not bolted to a surface. The orbs hold

- the objects in place, allowing you to shoot them easily. The orbs then explode doing damage to anything left.
- Zeropoint Subjugator (secret)  
Gives you the ability to grab any object or enemy (not large enemies) and smash them into other objects using your crosshair.
- Discotron (secret)  
Launches a sphere studded with small mirror plates, small lights, and speakers into the air. It then begins to spin and flash its lights and blare some odd music. This music causes all enemies in the level to start moving with fluid motions, causing them to completely ignore you. Destroyed enemies will drop 3x the cubits in this state and will also feel real groovy. The effect will dissipate after a short time.

## E. Choosing Plugins

Plugins are modifiers for your Chassis. They have a mostly passive effect but can be very useful, especially when used in conjunction with certain weapon modifiers or chassis loadouts. Your head chassis part sets how many modifier slots you have. Some plugins take up more slots than others, and high slot cost plugins tend to have more powerful or more useful effects. Note that you can only use one of the same plugin at a time, but you can mix any other plugins you want so long as you have the slot space necessary.

### i. 1 Slot Plugins

- Armor Boost  
Increases your armor pool by 10%.
- Radar++  
Increases your radar coverage by a factor of 1.
- Trigger Happy  
Increases the firing rate of your main weapon by 10%.
- Steadfast  
Increases your stability (stun and knockback resistance) by 10%.
- Thermite Proficiency  
Increases your weapon's explosive capacity; radius of effect by 10% and damage output by 10%.
- Volt Proficiency  
Buffs any volt-modified weapons; increases damage output by 20%.
- Cellbit Magnet  
Cellbits will be attracted to you from a short distance.
- Multitasker  
Both your main and secondary weapon will fire at the same time (via the secondary fire key).
- Egocentric  
Reduces self-damage by 35%.
- Barter  
Station costs are reduced by 15%.
- Focus  
Main weapon accuracy is increased by 10%.
- Haste  
Increases walking speed by 15%.
- Feather  
Your weight is decreased by 15%.
- Laser Eye  
Gives you a laser sight and slightly increases your viewing range.
- Mech Eye  
Slightly increases weapon accuracy.
- Clock Grinder  
Slows the combo meter emptying rate by 15%.
- Compact Radar  
Adds a puny 1-power radar to your Autostrider. Does not stack with existing head radars though.
- Cellbit Efficiency  
Cellbit costs are reduced by 10%.
- Booster Efficiency  
Boosting speed is increased by 10%.

### ii. 2 Slot Plugins

- Mag Boost  
Increases your Cellbit capacity by a factor of 1 bar.
- Trigger Elation  
Increases the firing rate of your secondary weapon by 10%.
- Vespur  
Enemy homing projectiles will have a wider turning radius and enemies cannot see or hear you from longer distances.
- Plunder  
Increases the amount of any given pickup by 15% (includes cubits, cellbits, and anything else).
- Skelestone  
Increases your stability (stun and knockback resistance) by 30%
- Buddy Bond  
Increases the lifetime of Orbit-based weapons and hacked enemies by 25%.
- Ninja  
Your melee attack animation is now 1.5x faster.
- Thrifty  
Station costs are reduced by 25%.
- Cellbit Vacuum  
Cellbits will be attracted to you from moderate distances.
- Oblivious  
Reduces self-damage by 65%.
- Alert Edge  
Melee attacks are automatic if you enter within close-range on an enemy.
- Power Thrift  
Cellbit usage is reduced by 25% and secondary/ultimate weapon power is reduced by 20%.

### iii. 3 Slot Plugins

- CQC Master  
Your melee attack power is increased by 1.5x.
- Aegis  
Increases your armor pool by 25%.
- Hairpin  
Tightens the turning radius of any homing or guided weapons by 2x.
- Atlas  
Increases your leg's weight capacity by 25%.
- Pain Engine  
20% of the damage you take is converted into Cellbit energy.
- Sadista  
10% of the damage you inflict is converted into Cellbit energy.
- Mega Mag  
Increases your Cellbit capacity by a factor of 2 bars.
- B.F.F.  
Increases the lifetime of Orbit-based weapons and hacked enemies by 50%.
- Oculator  
Moderately increases weapon accuracy.
- Clock Dilator  
Slows the combo meter emptying rate by 30%.
- Fizzlejet  
Your booster exhaust will leave behind a small trail of acrid gas, damaging anything that goes through it.
- Armahaste  
Your main and secondary weapons get a 25% boost in muzzle velocity.
- Cellbit Concentrator  
Cellbit costs are reduced by 20%.
- Revenge  
Any enemy that does damage to you will in turn receive 15% of that damage passively.

- Cellbit Multiplier  
Cellbit usage is increased by 1.5x and secondary/ultimate weapon power is increased by 1.65x.

#### iv. 4 Slot Plugins

- Overseer  
Increases your radar coverage by a factor of 3.
- Relish It  
Doubles power-up time for time-based power-ups.
- Thermite Mastery  
Increases your weapon's explosive capacity; radius of effect by 20% and damage output by 20%.
- Raze  
Radius damage size for your weapons is increased by 25%, and the radius linger time is increased by 50%.
- Volt Mastery  
Buffs any volt-modified weapons; increases damage output by 30%.
- Afterburner  
Boosting speed is increased by 20%.
- Neodymium  
Both Cellbits and Cubits will be attracted to you from long distances.
- Delfactor  
10% of the damage you inflict is converted into Cubits.
- Mirror Armor  
Reduces the amount of damage you take from volt-type projectiles. Also volt-type projectiles that hit you will bounce off at a random angle, doing damage to anything it hits.
- Unnerving Posture  
Reduces enemy attack power by 15%.
- Daunting Stance  
Reduces enemy defense by 15%.
- Blur  
Reduces enemy projectile accuracy.
- Anxiety  
When your armor pool goes below 50%, your fire rate increases by 25%. When your armor pool goes below 85%, your fire rate increased by 60%.
- Refabristrong  
If you die and respawn on the same level, you get full Cellbit energy upon respawning.
- Sizzlejet  
Your booster exhaust will leave behind a thermite flamethrower trail, damaging anything that goes through it.
- Compact Radar v2  
Adds a 3-power radar to your Autostrider. Does not stack with existing head radars though.

#### v. 5 Slot Plugins

- Superstructure  
Increases your armor pool by 35%.
- Skelesteel  
Increases your stability (stun and knockback resistance) by 75%.
- Terranaut  
All environmental damage is ignored. However Thresher and Haysark Beam damage is cut by 50% (you get one extra chance against Threshers since they are normally insta-kill).
- Parsimonious  
Cellbit ammo cost is reduced by 50%, but cubit pickups are worth 20% less.
- Giga Mag  
Increases your Cellbit capacity by a factor of 3 bars.
- Vaingloria  
Invulnerable to all self-damage. Any enemy that does melee damage to you will get self-damaged by 25% of their attack output.
- Steel Teeth  
Health and Cellbit pickups are worth double.
- Longarm

- Melee range is extended by 20%.
- Zapadermis
  - Any enemy you touch (or that touches you) will take light damage and stun.
- Lux Armor
  - Picking up cubits gives you small bits of armor. However cubit worth is cut by 25%.
- Gravgen
  - Allows you to move through liquids as if you are in the air. Magnitors are half as effective against you as well.
- Endeavor
  - Increases your attack power in proportion to the amount of armor you have lost. For example, if you have lost 5% of your total armor, then you gain a 5% attack boost.
- Razor Defense
  - Spawns a Razorbit whenever you take damage. The Razorbit will follow you around until an enemy gets close, when it will fly off and do damage.
- Shimmerjet
  - Your booster is now powered by a volt laser. It fires volt beams ever time you booster, doing damage to anything they hit.
- Tempo
  - Your combo meter drains 45% slower.
- Turbo Reloader
  - Cellbit usage is increased by 2x and secondary/ultimate weapon power is increased by 2.75x.

### vi. 6 Slot Plugins

- Phasing Vision
  - Your radar is impervious to all scrambling mechanisms.
- Calcatron
  - Multipliers are worth double and last twice as long. Other power-ups last 1.5x as long.
- Avarice
  - Station costs are reduced by 75%, but taking damage will cause you to drop cubits.
- Titan
  - Increases leg weight capacity by 40%.
- Glutton
  - Cellbits give you 2x more energy but your stability is reduced by 25%.
- Potentia
  - 50% of the damage you take is converted to Cellbit energy.
- Kleptotron
  - 25% of the damage you inflict is converted into Cubits.
- Recylotron
  - Enemy kills will passively give you 5% Cellbit energy.
- Butter Shield
  - Damage taken is reduced by 15%, but that difference is taken from your cubits. Effect is lost if you have no cubits.
- Alacrity
  - Boosting speed is increased by 30%.
- Aggrilag
  - Enemy projectiles are slowed down by 35%.
- Glass Cannon
  - Your Ultimate weapon's abilities are dramatically increased, but at the cost of draining your entire Cellbit energy bar (or perhaps just a certain number of bars extra instead of all).
- Trepidate
  - Reduces enemy attack power by 20% and enemy accuracy by 10%, but increases their fire rate by 15%.
- Tyrannize
  - Reduces enemy defense by 25% but increases their speed by 10%.
- Armacede
  - Allows you to use your armor pool as Cellbit energy. Only works if you are out of Cellbit energy, however, and you cannot use it below 10% armor.
- Reciprocate
  - Any enemy that does damage to you will in turn receive 30% of that damage passively.

### vii. 7 Slot Plugins

- Thermabsorb  
You are completely impervious to all radius damage and absorb 5% of the radius damage as armor, but your armor pool is reduced by 20% and direct-hit radius weapons do 15% more damage.
- Prism  
Volt-based projectiles that hit you will do half-damage and 20% of that damage is converted into cellbit energy. The projectiles will then bounce off of you at a reverse angle and grow 2x in size, doing damage to any entity it hits.
- Accelatron  
Your weapon firing speed and muzzle velocity are increased for main and secondary weapons. Firing speed is increased by 25% and muzzle velocity is increased by 50%.
- Warding Field  
Causes enemy projectiles to drastically slow down when they enter a certain range of your Autostrider. Projectiles slow down by a factor of 75%.
- Prosper  
Armor refilling items and abilities can now be stacked on top of armor capacity that is full. This allows for up to 300% armor.
- Haysark Extractor  
Cellbit costs are reduced by 35%.
- Akimbo  
Allows you to equip two main weapons at the cost of not having a melee weapon.
- Duplexus  
Allows you to equip two melee weapons at the cost of not having a main weapon. Increases all stats of your melee weapons by 25%.
- Chronotron  
Your combo meter drains 50% slower, and now drains through each stage instead of all at once.
- Cellbit Fabritron  
Half of the cubits you pick up are converted into Cellbits. That half is converted into cellbits at a rate of 1.25x.
- Hyper Reloader  
Cellbit usage is increased by 3x and secondary/ultimate weapon power is increased by 4.5x.
- Midas Touch (secret)  
Cubits now drop 3x the normal amount, but your armor, speed, and melee damage are reduced by 10%.
- Aggrandize (secret)  
Adds 25% more armor, 2 Cellbit energy bars, increases stability by 35%, increases melee attack power by 1.75x, increases radar coverage by a factor of 1, and increases movement and firing speed by a factor of 1.5x. However enemies are more aggressive and have more health.
- Internecine (secret)  
Certain high-tier enemies really do not like you. They have 4x the health and are 2x as fast and powerful. However, you get 2x power and speed.

### viii. 8 Slot Plugins

- Suplice (secret)  
Reduces your armor and firepower by 25%. All enemies have 2x the health and are 1.5x as powerful. Overweight designs allowed. Multipliers are twice as likely to appear.
- Mammon (secret)  
Your cubit score determines the power level of your weapons. The more cubits you have, the more powerful you are. However if you are hit, you lose lots of cubits, and your cubits will slowly leak away over time.
- Animus (secret)  
Any enemy that does damage to you will in turn receive 50% of that damage passively. However enemies gain a huge resistance to stun and knockback.

### ix. 9 Slot Plugins

- Murmurn Merge (secret)  
Alters your armor and certain weapons. You are invincible against melee attacks and all environmental damage (including Threshers and Haysark Beams). Volt-weapons can phase through solid objects. All Orbit-based weaponry now lasts 4x as long and is 2x as powerful. All Cubits are turned into Cellbits. However



powerups and pickups last half as long or are half as effective (where applicable).

- Amalgamate (secret)  
When you take damage, Phlogis will spawn from you to help you out. Catching destroyed enemy debris before it dissipates can help to refill your armor. Orbit-based weaponry turn into Strumcasters and will use its behavior. Projectiles have a chance of being deflected with a psychic shield. Power-ups and pickups last longer and are worth more. However damage taken is increased by 1.25x, your radar loses power the more damage you take, and you start with only 1 extra life.

### x. All Slot Plugins

- Lonnen Segment (secret)  
A mysterious plugin of unknown origin. It speaks to you in an unknown language. Gives you an extra weapon modifier slot for all three modifiable weapons.
- Onerous (secret)  
All of your HUD elements, including your crosshair, are invisible. All enemies have 2x health and fire out 2x larger/powerful projectiles. Pickups and items do not work. The only way to heal your armor is to inflict damage on enemies. (Super hard mode)
- Mech Add-On (secret)  
Silly things happen (said silly things can be figured out later...this is mostly an easter-egg part idea).

## F. Additional Customization Options

Most of your Autostrider customization will take place within the confines of the chassis, weapons, and plugins. However more customization options may be available. Things like chassis and weapon colors and so forth. Furthermore, it may be possible to name your Autostrider designs (maybe even weapons) and so forth. Showing ownership of Autostrider designs may or may not come to fruition depending on the limits of the engine and the architecture working for the storage of user accounts.

The Autostrider coloring system is pretty straightforward. There are three sections on each chassis part (and possible weapon parts) that are colorable. They are the "base", "detail", and "glow". Base is the color that covers the bulk of the Autostrider. Detail is the color that shows up on smaller sections of parts, such as trims and so on. Glow is a fullbright color that is usually on the head part's "eye", but it also shows up on parts that have details that should glow in the dark.

We may also want to let the player choose their own M.I. type as well. Although at the moment I have it setup where the M.I. type is tied to the head part, it may be more interesting to let the players choose that independently of any chassis part. M.I.s do a couple of things - they can act as a sort of "personality", letting players choose what in-game sounds and whatnot the Autostrider makes. Also the M.I. may offer specialized bonuses of various behaviors (which can be explored at a later date).

## G. The S.T.A.T. Chamber

The STAT Chamber (Strategic Telemetry for Autostrider Testing...\*winks at Vortex\*) is a testing chamber where your able to play around with your custom Autostrider and get some information about its performance. It has a few features that will allow you to setup mock scenarios. There will be switches which will let you spawn in enemies, set your Cellbit bar to max, set your armor pool to max, and to spawn in powerups. I'm not sure yet if we will just let the spawners be random, or if we will have some sort of simple interface where the player can pick between various enemies to fight against. The powerup spawner could just be a Vendor Station with a zero cubit cost.

In addition, the STAT Chamber will provide some statistical feedback, including how much damage you can do to enemies per shot (with floating damage numbers). There may be other graphs/stats that we can display here!

## H. Schematics

We may be able to save and load Autostrider designs with schematics. Schematics essentially save the all of the information about your design; the parts, modifiers, and plugins used, the color scheme, and the name of your design and other personal information. Ideally schematics will be swappable between players with ease. Even better, we may be able to let players trade and display schematics with other players. If this feasible in some way, there will be an option for interacting with schematics in the Condoct's menu.

## I. Important Statistics

There are a number of statistics that the player will want to be privy to as they construct their Autostrider. These may be raw numbers, simple bar graphs, or a combination of the two. Because this customization system is so deep, knowing some stats, especially the before/after and comparison stats, will be very important. Here are some of the stats that I think we will want to let the player see.

- Armor Capacity
- Stability Capacity (stun and knockback)
- Movement Speed
- Flying Speed (may be the same as movement speed)
- Total Firepower Output
- Total Chassis Weight
- Total Plugin Capacity
- Radar Power
- Cellbit Energy Capacity

## 11. World Objects

In your pursuit to take down the Ferrmadomnus, you will come across many objects, items, and hazards. Some things will be very helpful; other will be a pain to get around. Most objects will be interactive in some way though.

Some world objects, including enemies, can come in two extra sizes - .5x and 2x. Aside from the physical size increase, certain attributes, such as attack power, health, speed, and so on are doubled or halved. These size modifiers can not be applied to certain objects however.

### A. Player Items

These are items that the player will come across very frequently. So it is important that they know what they are and what they do.

- Cubits  
These are golden cube-like objects of varying sizes. They are used as a currency in the Ferrmite society. In-game, they are used to increase your score and help to buy stuff for in the Autovendor and other places. Under most circumstances, cubits are automatically attracted to the player once they get within a certain distance.
- Cellbits  
These are cubits of varying sizes infused with haysark crystals; they are metallic purple in color. Because of this, they can be used as a form of energy. These help to refill your energy bar, which is used as ammo for your secondary and ultimate weapons. Cellbits, unlike cubits, are not automatically attracted to the player (though this behavior can be changed with plugins).
- Multipliers  
These come in a variety of sizes - 2x, 4x, 8x, and 16x. The higher the multiplier, the rarer it is. Multipliers can be used to dramatically increase your score and cubit count.
- 1-UPs  
Gives one extra life.

- 3-UPs  
Gives three extra lives.
- C-UPs  
Charges the player's Cellbit energy bar by 1 state.
- CC-UPs  
Charges the player's Cellbit energy bar by 3 states.
- A-UPs  
Gives the player 25% armor.
- AA-UPs  
Gives the player 50% armor.

## B. Power-Ups and Special Items

There are a number of special items in the world of Autostrider. These items aren't nearly as common as normal items, but they offer greater rewards.

- Euphoria  
Gives you infinite Cellbit energy for a short period of time.
- Juggernaut  
Gives you 4x damage resistance and removes all stun/knockback for a short period of time.
- Omnipotent  
Gives you 4x firepower for a short period of time.
- Recluse  
Enemies are completely invisible to you, even if you attack them. Lasts for a short period of time.
- Overflow  
Completely heals your armor pool as well as doubles it. The 2x armor capacity is temporary as you cannot regain that amount again after losing it.
- Accela  
Doubles your movement speed for a short period of time.
- Expand  
Your projectiles are 2x as large and powerful for a short period of time.
- Modifier Pod  
Contains Main Weapon modifiers, each represented with an icon on the pod. Upon pickup, it will change the first modifier of your main weapon to the one in the pod. The modifier that was replaced will appear in the pod and can be picked back up if need be.
- Modifier EX Pod  
The same as a modifier pod, but instead adds the new modifier to your weapon, temporarily giving you a three-modifier weapon.
- Screwkey  
A key-like object used to open Mechchests. If you die, you lose the key.
- Mechchest  
An intricately designed, mechanical chest which is completely impregnable and indestructible. The only way to get into it is with a Screwkey. Once opened, some sort of bonus, item, or secret is given to the player.

## C. Autostrider Stations

Throughout the worlds you'll visit, there will be a number of stations which can help the player in a number of ways. To use a station, the player must stand on top of it and press the 'Use' key.

- Spawn Station  
Your initial starting point in a level. If you do not activate any Respawn stations, then you will respawn here if you die.
- Escape Station  
Allows you to exit a level. There may not be an Escape Station in a level, in which case you must eliminate all

- of the targets.
- Refresh Station  
Refills your armor and cellbit energy completely. Costs cubits to operate.
- Vendor Station  
Sells items and powerups. The item in question will be shown next to the price on the body of the station. Can have multiple items; pressing the "down" key switches between them. Costs cubits to operate.
- Refab Station  
If you die and have any extra lives, you can respawn here if it was activated beforehand. Costs cubits to operate; once you die, you will respawn at the last refab station you visited.
- Telewarp Station  
These usually come in pairs. Pressing use will transport you to a new area. Does not cost any cubits.
- Lucktron Station  
A slot machine which can pay out with power-ups, cubits, or enemies! Costs cubits to operate.

## D. Hazardous Objects

More often than not, you will come across some nasty things in your travels. Not everything out to get you has intelligence, but more than likely these objects were devised by something with intelligence.

- Drill Spikes  
These spinning drill bits will do quick interval damage whenever you touch them. The heavier you are, the more damage you'll take.
- Smart Drill Spikes  
Just like normal Drill Spikes, however they retract into the ground. They only pop out when you walk over them. They give you a split second to move before popping out and damaging you.
- Threshers  
These high-impact rotating shears will destroy anything that is unlucky enough to get near them. They equal instant death.
- Haysark Beams  
Similar to Threshers, this ultra high-powered beam is powered by raw, super-dense haysark crystals. As such, touch them twice and your M.I. core will be fried beyond recovery (takes away 50% of your armor).
- Volt Lasers  
These are more of an annoyance than anything else. These are small emitters that fire out a constant laser line, which terminates at a certain distance. Touching them will damage you, but you can destroy the emitter.
- Hard Lasers  
These are the same as Volt Lasers, however they will not damage you. Instead they will block you from passing through them; they have infinite range. Destroy the emitter to get past the beam.
- Molten Steel and Lava  
Your Autostrider chassis is tough, but it can only take so much punishment. Vats of molten steel and rock are very dangerous, and you will only be able to survive in them for a short period of time.
- Water and Oil  
While not directly hazardous, these liquid materials alter the way your Autostrider moves when submersed in them. It may be harder to move or attack effectively. Oil is similar to water but it is harder to see in it.
- Ice  
Frozen water. Is very slippery and can make maneuvering hazardous. However the ice block can be destroyed. Sometimes you may find frozen Ferrmites or other objects trapped in the ice.
- Cryoplume  
A small mechanism used to cool areas. It shoots super cold gasses. If you touch the gas, it will slow you down by 50% for a short period of time and do small damage.
- Erupticant  
This guy sticks to walls and will spews out thermite flames or repulsion blasts.
- Raw Haysark  
These blocks of pure crystalline energy are very dangerous to your M.I. Touching them will heavily stun you and do light damage, so be careful!
- Haysark Battery  
Refined blocks of haysark that have been machined into batteries. They are destructible but will leave behind

- a cloud of energized plasma when they explode, causing damage and stun to anything that touches it.
- Thermicube
  - A big chunk of solid thermite in the shape of a cube. Unlike raw haysark, you can touch it and be safe. But be warned, it will explode if you shoot it!
- Thermines
  - Small bombs which explode when shot at or when touched. Can be strung together in a chain and explode like dominoes (...dominoes explode?!).
- Magnimines
  - Like thermines, but they can float around. If you get close to one, it will start to follow you around. Shoot it!
- Megathermine
  - A very large, floating warhead outfitted with four boosters on each of its corners. It will start to slowly boost towards the player using its boosters if it gets too close. If touched, it will explode in a massive fireball with a huge radius of damage.
- Proxipur
  - A variant of Thermines which fire out a circular wave of spur projectiles when it explodes. It will explode when a target is nearby; it will slowly move towards its target, while flashing, just before exploding.
- Land Mines
  - These are small, flat mines which lay on the ground. If you touch it, it will explode in a pillar of fire. Shoot it before you end up stepping on it.
- Intellimines
  - These are small, flat mines that will explode on contact. If you get close to them, they will slowly walk towards you.
- Thermissile
  - Large thermite canisters which will ignite and fly off in the direction its pointing when shot. Explodes on impact.
- Presses
  - Chunks of square steel which are pretty useless; they come in a variety of sizes. Unless they fall on your head, they aren't much of a threat, but they may block your way. They can be destroyed if you pump enough lead into them.
- Pistons
  - Similar to presses, but these guys will move back and forth. Don't get caught or you'll get crushed!
- Oculapistons
  - Intelligent Pistons equipped with rudimentary M.I.s and ocular mechanisms. They will only move and try to crush you if you get close to them.
- Steelies
  - Big chunks of round steel that come in a variety of sizes. They can be pushed or knocked around by shooting them. Can be used to smash into enemies.
- Boomsphere
  - Similar to Steelies, except packed with thermite! If you touch it, it will explode.
- Magniboosphere
  - Think of a Boomsphere. Now think of one filled with powerful magnets. It will start to roll towards you if you get too close.
- Radar Jammer
  - While not a threat on its own, it will disrupt your radar if you're within its range.
- Antivoxx Node
  - A very high-powered jamming device which will hide portions of the level from you (via radar and also via the HUD).
- Magnipaw
  - Mechanized claws attached to walls by chains which will grab at you if you get close to it. If they latch on, you will only be able to travel as far as the chain allows. Destroy the base to get free.
- Volt Core
  - Boosts the defenses of any enemies within its range. It will shock you if you get too close. Destroy it to remove the buffs on nearby enemies. These play an important role in the player customized random world mode.
- Shield Core
  - Much larger versions of Volt Cores. In addition to providing defensive buffs, it also provides offensive buffs. These guys have a rotating shield which will reflect any attack you try to throw at it, possibly damaging you.

You must try to get around the shield in order to attack and destroy it. These play an important role in the player customized random world mode.

- Fluxinode  
An area of energized space which will augment projectiles that pass through it. Some will make projectiles 2x as large, but others will shrink them down to .5x.
- Barrinode  
An area of energized space which will block all attacks, but not any other objects.
- Cellinode  
An area of energized space which will give you infinite Cellbit energy so long as you are within it (doesn't replenish Cellbit energy).
- Siphinode  
An area of energized space which will slowly drain away your Cellbit energy over time.

## E. Other Objects

These are more neutral objects that won't directly hurt or help the player.

- Crates  
Can be knocked around and smashed. Maybe they can have goodies inside?
- Fabritrons  
Spawns almost any sort of object in the game. Can also be smashed. Sometimes you will really want to smash them quick! When spawning a Ferrmafixa-type enemy, it places it on the side of the Fabritron, like a wall that is closest to the player.
- Fabristrongs  
Just like Fabritrons, but they are indestructible. They will spawn forever, but cannot spawn anything if they reach a certain limit of active spawned entities.
- Destructible Walls  
Just poorly constructed walls which can be destroyed with ease. These can look different depending on the level, but they should have some sort of connecting visual design. They should have some sort of visible damage on them indicating that they are destructible.
- Strong Walls  
Slightly stronger walls which will only crumble with explosives (like thermines). These can look different depending on the level, but they should have some sort of connecting visual design.
- PassThru Walls  
These walls only allow projectiles to pass through, and nothing else. These can look different depending on the level, but they should have some sort of connecting visual design.
- Refab Walls  
These walls are easily destroyed, but will reappear after a few seconds.
- Weak Floors  
These are floors which will give way if too much weight is placed on them. Takes a few seconds of continued pressure to break them.
- Super Blocks  
Indestructible blocks which are affected by gravity.
- Repluser Pad  
A small pad which, when stepped on or touched, will propel you in the opposite direction very quickly. Projectiles will bounce off of it as well.
- Repluser Orb  
Similar to a Repluser Pad, but takes on the shape of a sphere. Touching it will send you flying off in the opposite direction. Projectiles will bounce off of it as well.
- Repluser Gate  
Similar in concept to a Repluser Pad, except that this is a small gate. Going through it will shoot you in that direction. You cannot go through the end you come from as it will push you away.
- Magnitor  
A powerful magnet machine which may pull you towards it or push you away, depending on its settings. Effects enemies as well.
- Conveyors

Moving surfaces made up of a metal belt propelled on top of rollers underneath. Can move objects on top of it.

- **Magniveyors**  
Just like conveyors, but these can carry objects up walls and on ceilings without dropping them. Can carry along any entity regardless of the angles along its path.
- **Doors**  
Indestructible doors which can be opened and closed. Sometimes you may need to destroy certain targets to open or close them (perhaps color coded?). Other times, they may open or close on their own without your control.
- **One-way Doors**  
These doors only allow passage from one direction. Once you go through it, it cannot be opened from the other side.
- **Skyrails**  
A sky-based conveyor system which allows entities to move around on rails up high in the air.
- **Skyrail Platform**  
Platforms that run on the skyrail. Anything can be placed on the platform, so long as it fits.
- **Switch**  
When you shoot this object, it will flip the switch and cause something to happen.
- **Levitrons**  
These are either gas-filled bladders or helicopter blades which can be applied to certain objects. This allows said objects to hover in the air until you shoot them down. This includes enemies.
- **Cubit Block**  
A big chunk of cubits molded into a large cube. Useful for storing large quantities. If you shoot it, it will shatter into smaller cubits which can then be picked up.
- **Cellbit Block**  
Just like a block of Cubits, but instead will shatter into Cellbits when shot.

## F. Decoration Objects

These objects are also neutral. They are there to make the level look pretty! But they can be smashed too if you just can't handle any of that. There are lots of different objects that can go here. I'm just going to cover some possible ideas. So note that these are not set in stone nor are they the definitive list of decoration objects.

- **Gears**  
Toothed, rotating discs made of various metals. They come in a variety of sizes and designs.
- **Pillars**  
Just vertical structures made of various materials and in various designs. Could be used to hold something up or could just be decorative.
- **Lights**  
They come in a variety of designs and colors. These objects help to light an area; if you destroy them, things might get dark.
- **Buildings**  
There is a large variety of buildings that you'll come across; factories, storage warehouses, living quarters, etc. Since your much larger than these buildings, you can smash them with ease.
- **Machinery**  
Various pieces of machinery that are kind of abstract looking. Smash them if you feel like it.
- **Debris**  
Usually pieces of smashed Ferrmites or other machinery.
- **Fans**  
Rotating blades used to move gases around.
- **Rocks & Boulders**  
Large, solid mineral formations. They tend to collect in Acrosanti that make use of natural satellites for their base or in smelting areas.
- **Haysark Growth**  
A crystalline growth of Haysark that has become neutral. If you smash it, it will shatter into a bunch of small fragments.

## G. Secret Pickups

These are secret items that the player can stumble across in secret areas or in secret episodes. They may also be dropped by certain enemies or bosses depending on certain circumstances.

- Phasmentica Device  
Used to create and repair M.I. cores.
- Haysark Blade  
A sharpened piece of super dense blue haysark.
- Echoliph Transmitter  
A special transmitting device used to communicate long distances.
- Scorn Cradle  
The stock of a very powerful looking weapon. Needs another part and a special form of haysark to power it.
- Volt Divider  
The barrel of a very powerful looking weapon. Needs another part and a special form of haysark to power it.
- Bombshell  
A very quaint looking shell of a bomb. Not like anything any Ferrmite has ever seen.
- Soup of Life  
A very odd looking greenish liquid. Kind of thick and goopy.
- Defibrillator  
Odd, oval-shaped paddles with handles which are wired to a very odd looking machine. Gives an electric shock when used. What in the world could this be used for?
- Transmuter  
A complex looking machine. Looks like it is used to transform materials from one form to another.
- Inhibit Module  
A special plugin used for training Autostriders. Looks like it has been well used...
- Greymatter Cube  
A grey, squishy cube infused with mechanical technologies. Ferrmites have never seen anything like it before.
- Red Haysark  
A chunk of super-dense ultra-rare haysark, red in color. Came from the remnants of Illthos's M.I. core.
- Murmurn Fragment  
A fragment from an advanced M.I. core. Looks like it contains a message, but it is damaged.
- Argonost Shell  
A containment vessel made from an alien metal called Argonost. It's the same material used to armor Murmurn's body.
- Uniphaser  
Interesting device which seems to have something to do with interfacing a complex M.I. core.
- Lonnen Artifact QUAD  
A mysterious, black metal object with a square on it.
- Lonnen Artifact HEX  
A mysterious, black metal object with a hexagon on it.
- Lonnen Artifact TRI  
A mysterious, black metal object with a triangle on it.
- Zeropoint Engine  
An enigmatic machine. It's abilities are unknown at this time, but it looks as though it is some sort of trans-dimensional device. A massive amount of energy would be needed to power it.
- Plasma Canister  
A device used to capture and contain materials from stars.
- M.I. cores  
These cores may contain clues to the Ferrmites long lost past. And perhaps offer a glimpse into one possible future.
- Serpentes  
A non-mechanical creature made up of what seems like carbon-based elements. It has a long, narrow body which tapers off at one end. The other end looks to be the head. It likes to bite.



- Rose  
A seemingly non-sentient life form that grows from the soil. Has interesting red-colored structures at its end, and spiny thorns going down its body. It might make for a neat gift to someone you like.
- Ferrmite "Doll"  
It looks as though someone tried to create a very crude copy of an average Ferrite being, but the design seems odd.
- Fancy Mini Thermite Missile  
A small missile, brightly colored with red, white, and blue stripes. The missile has an ignition cord coming from the bottom of its body.

## H. Secret Objects

These are secret objects and hazards found in secret areas and/or secret episodes.

- Cubinode  
An area of energized space which converts all projectiles into cubits after passing through it.
- Cubies  
Like Steelies, but made of golden cubits! Explode into a shower of cubits when you destroy them!
- Cubiboom  
Like Boomspheres, but made of golden cubits! Explode into a shower of cubits when you destroy them!
- Cubicrush  
Like Presses, but made of golden cubits! Explode into a shower of cubits when you destroy them!
- Cubiston  
Like Pistons, but made of golden cubits! Explode into a shower of cubits when you destroy them!
- Phlogis  
Blobs of Greymatter which will stick to you and do small increments of damage if you get too close to them. Can be spawned by a Phlogicannon, but can also be found throughout a level on their own. They come in small, medium, and large sizes, and can split or merge together.
- Bramblis  
A fleshy orb which will protrude long, spike-like appendages if you get too close.
- Thwax  
Fleshy tendril objects which are very elastic and durable. They seemed to be used to block off access to areas. In order to get past them, you must continually shoot it to push it back. Once fully bent back, you can pass through...but hurry, the tendril will swing back to its original position. If it hits you, it will do damage and push you very far back.
- Trees/Shrubs/Grass  
Odd lifeforms which seem to get their energy from the radiation of stars. Usually has extensive appendages under the soil. The larger ones are pretty tough but will collapse after enough punishment.
- Oscilass  
A small orb which will briefly transform and fire out a charged haysark blade. It then spins this haysark blade around very quickly, creating a circle of damage for anything that gets too close. Can be destroyed.
- Nullwave Generator  
A device which will erase all of your projectiles when you're within its range. However it can only nullify your attacks for a short time. It must stop to recharge every so often. Take it out while it is recharging, or destroy it with your melee weapon.
- Zeroplexar  
A small, geometrical construct which houses a small zeropoint engine. When activated, it will transform and open up, revealing an unending stream of extremely dense energy beams. They do very high damage and have unlimited range. It can be destroyed, however.
- Exorbitar  
An absolutely gargantuan beam weapon found on Murmurn/Aegritundo. They are deep beam volt cannons which, when fired in an orchestrated volley, will wipe out massive objects such as stars, planets, and even Acrosanti. If you get caught in the beam, you will be vaporized instantly.

## I. The Phasmentica

The Phasmentica is a special workshop which specializes in M.I. creation, diagnosis, and postmortem scanning. It also acts as a library for the Automasanti where things are studied, cataloged, and put on display. Here you can see a list of all the world objects, enemies, and so on that you have encountered. Each object is sorted into categories and listed alphabetically. You can view each object by looking under its name, where it will display the object and give a detailed description about its origins and features.

Certain items, such as recovered M.I. cores and secrets items, can be studied and either reverse engineered or combined together with other items to create new items, which can then be purchased in the Autovendor.

## 12. The Ferrmite Warforce

With the Ferrmadomnus overtaking the majority of the Ferrmite collective, the majority of Ferrmites are now your enemy. Some Ferrmites have no choice, as their actions are being directed by a Ferrmadomnus. Other willfully serve the Ferrmadomnus in hopes of gaining more power. But what is known is that the Ferrmites are the enemy of the Automasanti, and they must be stopped. They come in many different shapes and sizes.

The Ferrmite warforce is divided into 5 distinct groups based on their design: Ferrmafixa, Ferrmapede, Ferrmavolo, Ferrmagiga, and Ferrmadomnus. Each has distinct properties that give them advantages and disadvantages over other types.

Not all enemies are a part of the Ferrmite collective, at least not fully. There are a few enemies here that are part of the extended story and lore of Autostrider. But their placements will reflect their overall abilities and strengths when compared to their Ferrmite colleagues.

Note that just like with some of the world objects, many of the enemies in Autostrider can come in .5x and 2x sizes. The health, attack power, and projectile sizes are modified using this multiple. Certain enemies, such as the Ferrmadomnus, cannot be size modified.

Also another note - most enemies can be touched by the player and not do damage. There are some exceptions, of course, such as bots that do melee attacks of some sort (in which case, the player will only take damage once the enemy does its melee animation).

In the following entries, I will try my best to describe these enemy concepts. When possible, there will be a piece of concept art to show the basic design of the enemy. There will also be an additional bits of written visual description and a detailed behavior descriptions following that. Lastly, I will give some information regarding the amount of armor the enemy has, its general size, its general firepower capacity, movement speed, and. Note that I will be using ambiguous terms for these descriptions and not hard numbers (since I have no idea what sort of scales we will be working with). Also note that the size will be in relation to the player's size. So an entry for size that says "*Medium*" means that it's about the same size as the player.

Below are descriptions of the various points of information for each Ferrmite.

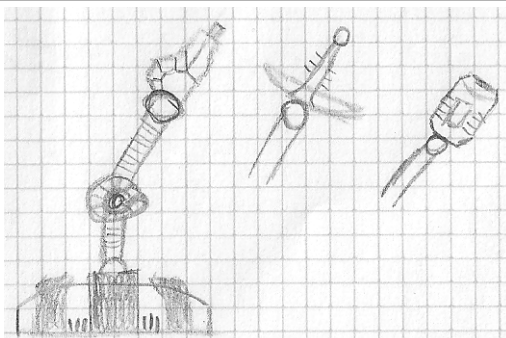
- **Armor:** How much health the Ferrmite has.
- **Firepower:** How much power its attacks has, on average (this fluctuates if a Ferrmite has multiple attacks).
- **Size:** How large the Ferrmite is in relation to the player. Medium = about player's size.
- **Mass:** How much "stuff" the Ferrmite is made out of. More mass = harder to push around and the more metal "gibs" it spews upon death.
- **Movement Speed:** How fast, on average, a Ferrmite moves around a level.
- **Attack Speed:** Basically how aggressive the Ferrmite's attacks are. The higher this is, the faster its attacks are.
- **Stun Tolerance:** Says how often the Ferrmite can succumb to stun.
- **Knockback Tolerance** Says how often the Ferrmite can succumb to knockback.
- **Resizable:** Whether or not the Ferrmite can be resized by 2x or .5x.

- **Rarity:** How often the Ferrmite should appear in the game, on average.
- **Cubit Yield:** About how many Cubits should drop from the Ferrmite upon death.
- **Cellbit Yield:** About how much Cellbits the Ferrmite should drop upon death.
- **Special Drops:** Some Ferrmites may drop special items. Any items in questions, along with their drop rate, are displayed here.

## A. Ferrmafixa

These are Ferrmites that are fixed to surfaces. They cannot move around, but they can definitely attack. Because of their lack of mobility, they are often very well armored and packed full of firepower. Ferrmafixa are immune to all forms of knockback and they generally have a high resistance to stun as well. However their fixed positions are their weakness, making them quite easy to fire upon when you get a chance.

## Turrите



### Visual

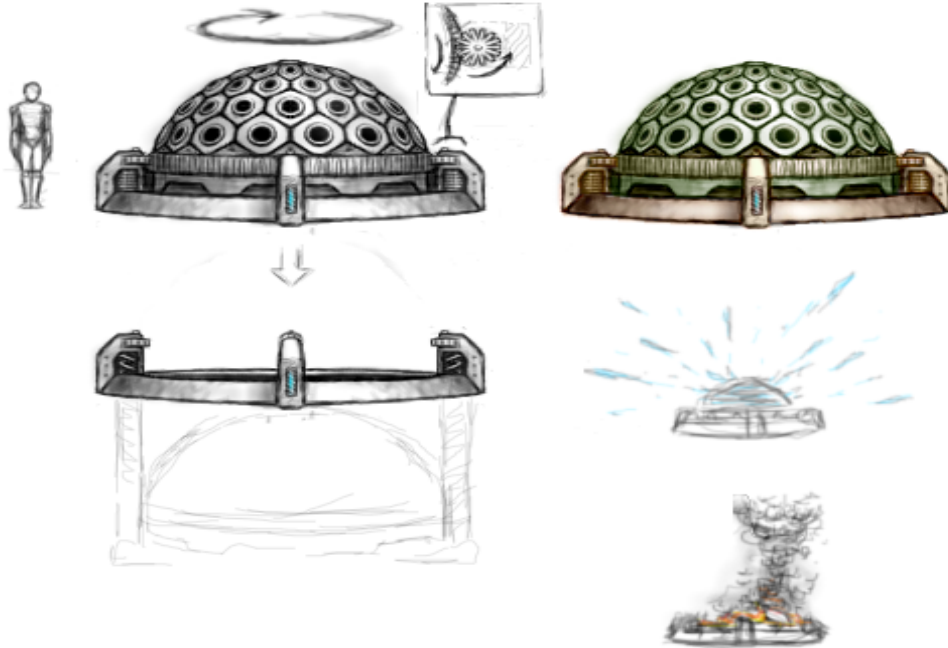
Composed of a base, two points of manipulation, two limbs, and a muzzle. The base is where the Turrите attaches to walls, ceilings, and floors and it is also where its body is connected. I want them to have an almost tendril-like quality to them, both in their basic design and in their animation. Think of the body has an arm; it has one point of movement mid-way up its body [elbow] and another point of near the muzzle [wrist]. This should allow it a wide-range of attack angles. Also the Turrите comes in three flavors of weapons; normal, volt, and thermite. The main visual difference between the three different weapons is the different style muzzle attached to the end of the body. Differing colors for the base and other parts of the body to indicate weapon type might be a good idea too. So something like this: normal = grey/copper, volt = purple/blue, thermite = red/orange.

### Behavior

These guys are meant to be low-tier Ferrmafіxa enemies. They can't output much firepower but they have a wide-range of attack and are very accurate with their shots. Turrіtes do come in three different weapon flavors though - normal shots, volt lasers, and thermite shots. The normal shot Turrіte can fire shots the quickest. Volt Turrіtes fire projectiles that move much faster. And Thermite Turrіtes fire the slowest, but they fire harder hitting thermite projectiles which explode on contact (small AoE).

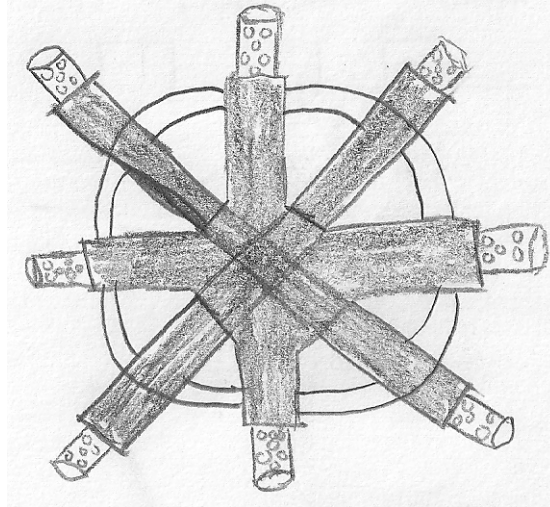
<b>Armor</b>	Medium	<b>Firepower</b>	Low
<b>Size</b>	Small	<b>Mass</b>	Very Low
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Very Low
<b>Cubit Yield</b>	Very Low	<b>Cellbit Yield</b>	Very Low
<b>Special Drops</b>	None		

## Hemicannon



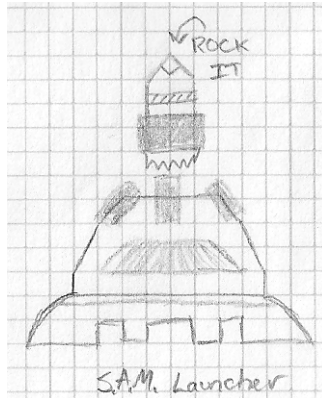
<b>Visual</b>	<p>Much like its name suggestions, the Hemicannon is a hemispherical-shaped contraption that's lined with a bunch of small cannons. It's a high-tier Ferrmafixa enemy and as such should look kind of intimidating. The basic design is pretty simple. In its dormant state, it hides its hemispherical cannons inside of a cavity below it. When the player alerts it, it will spring up into firing position. It takes a while for it to start its attack, so it will slowly start spinning and pick up more and more speed over time until it reaches its full firing speed. Like the Turrite, it comes in three weapon flavors; Normal, Volt, and Thermite. However in this case, I think some body coloring changes are all that's required to show which kind of projectiles it going to fire. So it can follow the same rules as the Turrite; normal = grey/copper, volt = purple/blue, thermite = red/orange.</p>		
<b>Behavior</b>	<p>When its dormant state (has it spawns), it hides its cannons inside of a cavity. When alerted, the cannons raise up and begin the firing state. It will start to spin its hemisphere and start to fire out projectiles; the trajectory of the projectiles are random, but constrained within a designated cone of fire. It will take a few seconds for it to spin up to full speed. So it will start off firing shots slowly, but speed up faster and faster until it starts firing out tons of projectiles. This should make it a fairly high priority for the player to take out. Much like Turrites, they come in three weapon flavors; Normal, Volt, and Thermite. I think the same rules will apply to the Hemicannon's differing weapon behaviors as it does the Turrite.</p>		
<b>Armor</b>	High	<b>Firepower</b>	High
<b>Size</b>	Large	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Very Low building up to Very High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	High
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Octite



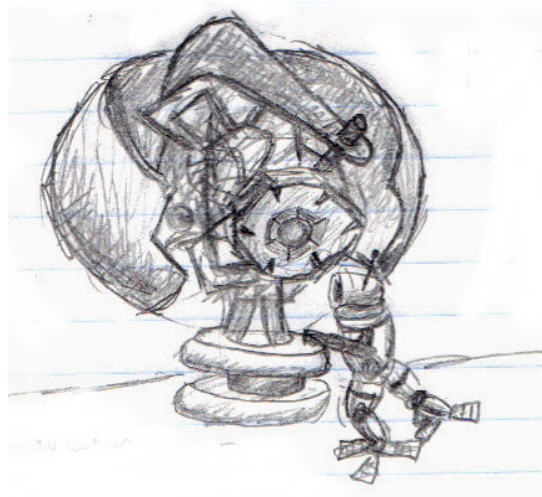
<b>Visual</b>	<p>A fairly simple design with a circular/hexagonal chassis and 8 muzzles pointing in fixed directions. I'm not entirely certain if we can elaborate on that basic design any, but I would say that something else to make this thing look interesting is a big plus. Also this enemy sits on the background of levels, and not normal walls. Since this guy is similar to the Turrte in behavior, it has three weapon flavors. I think we should carry over the muzzle designs from the Turrte and apply it here for its various weapon types. Also the body color for the three weapon types should also be used; normal = grey/copper, volt = purple/blue, thermite = red/orange.</p>		
<b>Behavior</b>	<p>The Octite is sort of an upgraded Turrte, and as such it should use the same basic firing behaviors. Instead of having a large range of fire, it will instead firing whenever one of its 8 lines of site (guns) is crossed. It will fire all 8 guns regardless of which one was alerted. It's firing rate is the same as the Turrte's, including each of its three weapon flavors; Normal, Volt, and Thermite. Unlike the Turrte, the Octite sits on the background of levels, thus giving it a different perspective.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Low
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## S.A.M.



<b>Visual</b>	<p>The body of the S.A.M. should look pretty beefy and capable of launching missiles. What does something capable of launching missiles look like? Well I don't really know! Some sort of large muzzle should suffice as far as the basics are concerned; aside from that, any other embellishments are cool by me. The missile launches should be fairly large; much larger than a normal projectile and about as beefy looking as the thing that launched it. I thought some sort of animation on the missile, like a spinning belt around its circumference, might look cool. Otherwise the missile design should be fairly standard (unless something interesting can be thought up).</p>		
<b>Behavior</b>	<p>The S.A.M. is a fairly basic enemy. It will fire off seeking missiles at regular intervals whenever it has a target. The fire rate is fairly low and the missiles don't move very fast, but they hit hard and do a lot of damage. They also have explode doing AoE damage; the explosion radius is moderately sized. While the missiles are dangerous, its low rate of fire is its main point of weakness.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	High
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Leercannon



<b>Visual</b>	<p>The Leercannon is basically a big, mechanical eye with a cold, piercing look to it. The design should revolve around and focus heavily on its mechanical eye as this is its main claim to fame. I quite like Vortex's piece of concept art and its essentially the exact design I'd like to see this guy use. However it should be able to pivot on its base in any direction possible, so that it can sit on walls and ceilings and aim properly.</p>		
<b>Behavior</b>	<p>I'm hoping the behavior for the Leercannon will help to reinforce its intimidating glare. When it has a target in its sights, it will lock-on and follow the targets every movements with its big eye cannon. It will then start to charge-up an attack; I imagine some sort of charge up sound effect and visual "glow" to coincide with this would be a good idea. After a second or two, it will fire. It fires a very powerful volt beam which will ricochet about two-three times off of solid walls. This beam should be instantaneous, so it won't be a projectile in the normal sense; the beam won't have a travel time in air (think of a hitscan in FPS games). The Leercannon's power-up sequence can be interrupted by stunning it with an attack. Taking cover will also interrupt its power-up sequence.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	High
<b>Size</b>	Large	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Very Low
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	High
<b>Special Drops</b>	None		



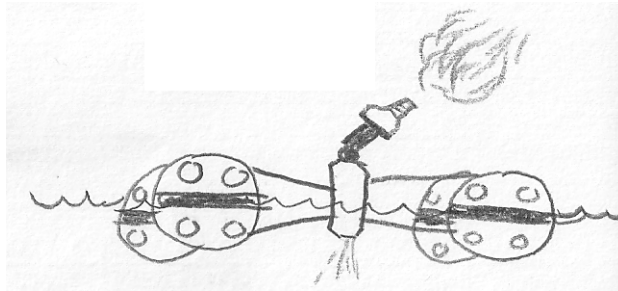
## Thermibus

<b>Visual</b>	The design of the Thermibus is a gear-like wheel which has thermite cannons on each tooth. This wheel contraption is suck partially into the wall and cradled within a protective body. It's similar to the Hemicannon in that it takes a moment for it to start spinning up its wheel and attack. It fires what are essentially explosive fireballs. A variant on this design will fire out thermite grenades. So that grenade variant needs some sort of visual contrast to the thermite fireball versions. Maybe the wheel/gear part could look a bit different?		
<b>Behavior</b>	Much like the Hemicannon, as soon as it spots a target, the Thermibus will start to spin up. It spins up slower than the Hemicannon because its attacks are more devastating to the player. It fires off either exploding thermite fireballs or thermite grenades (depending on the variant) with very low accuracy. The grenades work like the player's grenades and area affected by gravity. However it makes up for the lack of accuracy with high firepower and high attack speed.		
<b>Armor</b>	Medium	<b>Firepower</b>	Very High
<b>Size</b>	Large	<b>Mass</b>	High
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Very Low building up to Very High
<b>Stun Tolerance</b>	Low	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	High
<b>Cubit Yield</b>	High	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Pulsharp

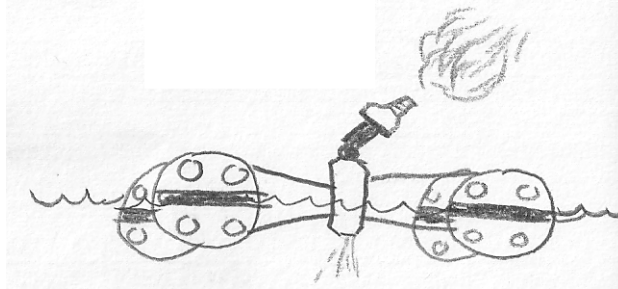
<b>Visual</b>	The Pulsharp (pronounced "Pulse Harp") is a relatively small bot. It's composed of two "guns" that jut out from either side of its body and a contraption on top of it which acts a bit like a screw. The "screw" thing will twist and move up and down. It will move down very quickly and act as sort of a jolting mechanism, which then causes two ground hugging, phasing volt projectiles to fire from each of the guns. It does this continuously; the screw thing goes up, twists and slams down hard, and two more projectiles fire out.		
<b>Behavior</b>	The basic concept behind the Pulsharp is to create an area-of-denial zone on the ground around it. The ground-hugging volt projectiles it fires will phase through all objects, including the player. It fires in steady intervals, perhaps every 1-2 seconds. It doesn't have any means of direct attack however, and it can be avoided completely while in the air.		
<b>Armor</b>	Medium	<b>Firepower</b>	Low
<b>Size</b>	Small	<b>Mass</b>	Low
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Low
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Oxispit



<b>Visual</b>	<p>The Oxispit is one of the only Fermafixa bots that was designed to sit on the surface of lava, molten steel, or oil. It uses 4 large, very resilient buoys to float on top of the molten surface. Attached to the buoys is a vacuum system under the surface of the liquid with a weaponized nozzle at the other end, above the surface. The Oxispit sucks up material under the surface and uses it to fuel a very powerful, but very short range, flamethrower. The general visual design of this guy should be beefier and tougher looking than my quick concept art suggests.</p>		
<b>Behavior</b>	<p>The Oxispit's behavior is specialized in that it will only function correctly when sitting atop a pool of lava or liquid metal. It cannot move on its own but it can be moved around the surface of the liquid by the player's attacks. Whenever a player gets within a certain range and line of sight, it will begin to fire out a short-to-medium range flamethrower attack. It tracks the player's movements so long as it is within range. Beyond the range of its flamethrower attack, it is virtually useless.</p>		
<b>Armor</b>	High	<b>Firepower</b>	Medium
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Low in Lava; High in Oil
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Cryospit

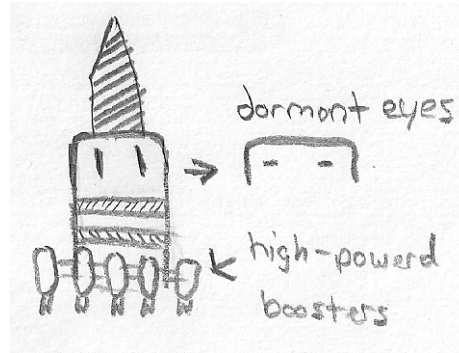


<b>Visual</b>	<p>The Cryospit is essentially a variant of the Oxispit. For the most part, it should have the same general design - 4 floatation buoys which are connected to a siphon and a nozzle. However Cryospits do not sit on hot, molten liquids. Instead they sit on the surfaces of water or ice. Their attack is similar to a flamethrower, however it fires out super cold cryo gasses which can slow down the player and do light damage. The cryothrower should probably look light blue or white in color and can perhaps use the same cloud texture of the flamethrower. Also there should be some sort of minor visual difference between this and the lava variant. I think some slightly different looking buoys and maybe a different nozzle design (along with a different color scheme) should suffice.</p>		
<b>Behavior</b>	<p>The attack behavior of the Cyrospit is exactly the same as the Oxispit. When a target enters its range and line of sight, it will lock on to the player and follows its movements. It's cryothrower attack has higher range and a wider cone of fire. Even though it has greater range, it does very little damage to the player. It's main method of hindrance comes from the slowing effect of the temporary freezing status.</p>		
<b>Armor</b>	High	<b>Firepower</b>	Very Low
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	High (only in water)
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Needlbeam

<b>Visual</b>	The Needlbeam, as its name might suggest, has a thin, gun barrel-like body. It attaches itself to surfaces with 4 angular feet. The muzzle is hidden by 4 panels which seamlessly flow with the barrel shaped body. However when it fires, the 4 panels push out and down, exposing a volt laser weapon. This opening and firing animation is very fast. There's probably some room to expand and flesh out the details of this design, though its core concept is pretty simple in nature.		
<b>Behavior</b>	The behavior of the Needlbeam is fairly simple. Whenever a target crosses its line-of-sight, it will very quickly fire off a small volt laser projectile at high velocity. It does this incredibly fast, giving the player little time to react if they cross its path unknowingly. If a target stays within its line-of-sight, it will continue to fire at a rate of about 1 projectile per .5 seconds. Depending on the range we give its attacks, we might want to add in some sort of very subtle laser sight to show where it will attack if the body is off-screen.		
<b>Armor</b>	Very Low	<b>Firepower</b>	Low
<b>Size</b>	Very Small	<b>Mass</b>	Very Low
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Very High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Low
<b>Cubit Yield</b>	Very Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Vaspid



<b>Visual</b>	<p>The Vaspid's design is basically a small rocket with a drill spike on the tip. It's a little smaller in size than the player. It's body is cylindrical in shape and it has an arrangement of small, powerful boosters mounted to its bottom, going around the circumference of its body. It also has two small eyes which are "closed" when in its dormant state. Finally the drill spike on is located on top of its head. Contrary to my concept art, the drill spike should probably be wider than the body of the Vaspid; think of it as more of a heat. It shouldn't be quite as long either. I think it would look better if it were wider and more cone-shaped.</p>		
<b>Behavior</b>	<p>The attack behavior of the Vaspid is fairly straight-forward. It attaches itself to any surface and lies in wait for a target to cross its line-of-sight, which is an invisible line coming directly from the top of its head. When something crosses this line, it will quickly awaken and jet off of the ground towards the target. However it can only travel in a straight line, so it can be dodged without too much trouble. If it hits its target, it does melee damage and, afterwards, will retreat back down its line of attack to reattach itself to the surface and go back into its dormant state. Its retreat animation is much slower than its attack so it is very vulnerable in this state. However if it misses its target, it will continue on the line of attack until it reaches another surface. Once it reaches the opposite surface, it will attach itself to that surface and go dormant again. In the event that another surface isn't available opposite of its original position, it will eventually float back to its original position.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	Low (only while in the air)
<b>Resizeable</b>	Yes	<b>Rarity</b>	Low
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Thermid

<b>Visual</b>	As you might be able to tell from its name, the Thermid is a variant of the Vaspid. It has some key design differences however. Instead of jet boosters, it uses a propeller on its bottom to fly towards its target at high speeds. Its body should probably look a bit different from the cylindrical shape of that Vaspid. It will be packed with thermite explosives, so its body should be a bit bulkier and maybe a bit more squat. On the top of its head there should be some contacts or buttons which will act as the point where the Thermid will explode if they are touched.		
<b>Behavior</b>	The Thermid uses a variant of the Vaspid's behavior. It lies in wait for a target to cross its line-of-sight, just like the Vaspid. When something does, it jets off towards the target on a straight path in an attempt to ram the target. Its movements are a bit slower than the Vaspid, but still quite fast. However, instead of doing melee damage, the Thermid will explode on contact. If it misses the target, it will flip over with its rotor on top, it will begin to float back down to the ground. But unlike the Vaspid, the Thermid gains control over lateral movement while floating back down, and it will try to float towards its target. When it reaches the ground, it explodes.		
<b>Armor</b>	Very Low	<b>Firepower</b>	Medium
<b>Size</b>	Small	<b>Mass</b>	Low
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	Low (only while in the air)
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Very Low
<b>Special Drops</b>	None		

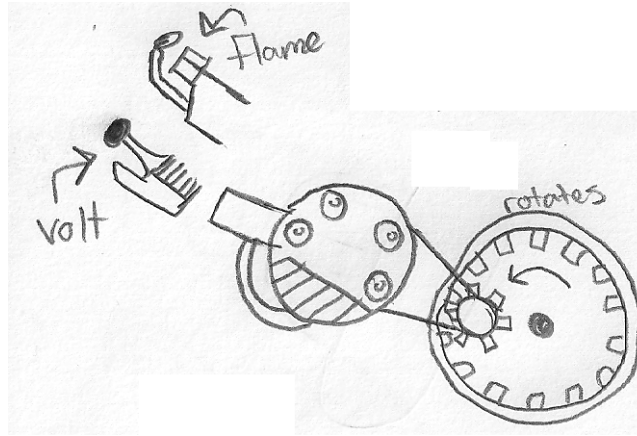
## Fluxid



<b>Visual</b>	<p>The Fluxid is yet another variant of the Vaspid; this time it's focus is on volt-style weaponry. The Fluxid is smaller than both the Vaspid and the Thermid. It's design is slightly inspired by spark plugs in a way. It has a short, stubby body with a small head and a visor-like eye. Jutting from both its sides are arm-like things which point over its head and shoot volt arcs; this is just a visual thing and isn't related to its behavior. It stands on two pointy legs and has a volt-beam emitter directly on its bottom.</p>		
<b>Behavior</b>	<p>While the Fluxid may look weaker than both the Vaspid and the Thermid, it has a few things going for it. It uses the same method of attack as its variant brothers; it will attach to surfaces and wait for a target to cross its path. When something does, it blasts off at light speed (instantly) using its volt beam cannon on its bottom. If the target is still in the way, it will phase through it, doing extra damage. The volt beam it uses to propel itself will linger along the flight path for a second or two, doing damage to anything that passes through it. Like the Vapid, it will attach itself to the opposite surface and like in wait again. However unlike the Vaspid, it will never stop if it doesn't hit its target; it will always attach itself to the opposite surface when it fires off. When it does reach the opposite surface, its impact will send out two small, wall-hugging projectiles in both directions; this projectiles have short range.</p>		
<b>Armor</b>	Very Low	<b>Firepower</b>	Medium
<b>Size</b>	Small	<b>Mass</b>	Low
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Very High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Low
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

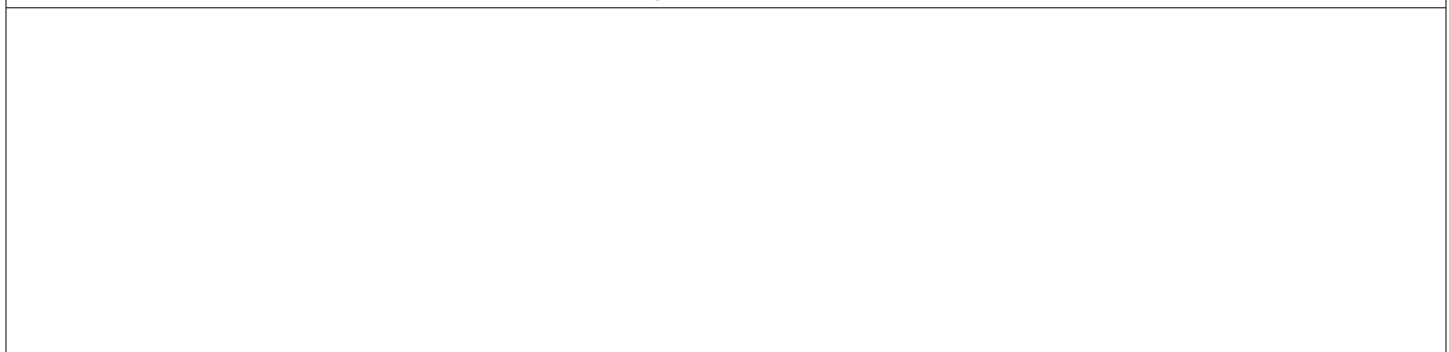


## Gyrocast



<b>Visual</b>	<p>The Gyrocaster's basic design is essentially spinning turret which constantly spews out either a thermite flamethrower or a crythrower (the current concept art says "volt", but that's out of date). It sits on the background of levels, like the Octite, It's comprised of a base with is an inner gear. From that the gun portion of the Gyrocast spins around using another, smaller gear. It is anchored to this inner gear and spins around it. The gun portion of the body should be some sort of spherical canister contraption with a nozzle sprouting from it and perhaps some heavy tubes going from the canister to the nozzle. Since there will be a flame and cryo versions of this, there should be two different nozzles for each type. The body color of each type should probably be different as well; we can work in other minor differences in the detail between the two variants if we have any good ideas.</p>		
<b>Behavior</b>	<p>The behavior of the Gyrocast is really quite simple. It doesn't attach itself to surfaces, but instead the background (just like the Octite). As soon as it spawns, it will begin spinning around at a moderate speed, constantly spewing out either a thermite flamethrower or a crythrower. It does this either until it is destroyed or the level ends. The flamethrower variant does moderate damage but its range is kind of short. The cryo variant does very little damage but causes the freezing effect and it has longer and wider range. This enemy is meant to create areas-of-denial.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	Medium (thermite) / Very Low (cryo)
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	High	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

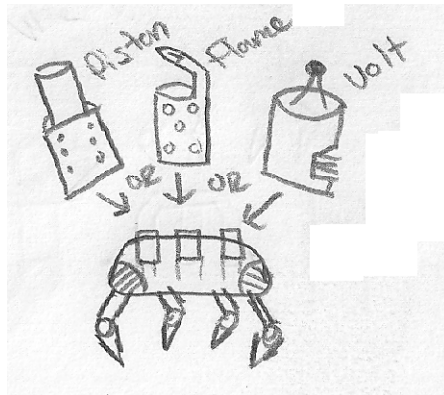
## Gyrosplash

			
<b>Visual</b>	<p>The Gyrosplash is essentially an upgraded Gyrocast. It looks very similar in design to the Gyrocast, but is basically beefier in every aspect. Instead of a gear mechanism, it uses a beefier mechanism which hides the inner workings of the rotator. It spins from the center of its anchor. Instead of using a gun, the Gyrosplash flings around a big spiked steelie which is attached to the anchor point using a very thick and heavy looking pole. Even though the Gyrosplash is tougher and beefier than the Gyrocast, its roughly the same size.</p>		
<b>Behavior</b>	<p>The Gyrosplash uses a big spiked steelie as its main method of attack. The spiked steelie is swung around at a rate about double or faster than the Gyrocast's attack, making it a bit harder to dodge if you try to go through it. Also getting hit by the spiked steelie does lots of blunt force damage, knocking the player back and stunning them.</p>		
<b>Armor</b>	High	<b>Firepower</b>	High
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	N/A	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	N/A
<b>Resizeable</b>	Yes	<b>Rarity</b>	High
<b>Cubit Yield</b>	Very High	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## B. Ferrmapede

Ferrmapede have more freedom of movement than Ferrmafixa, but they are restricted to ground movements or very limited air movement. They tend to have less armor than Ferrmafixa, but they still pack moderate amounts of firepower.

## Weeviloid

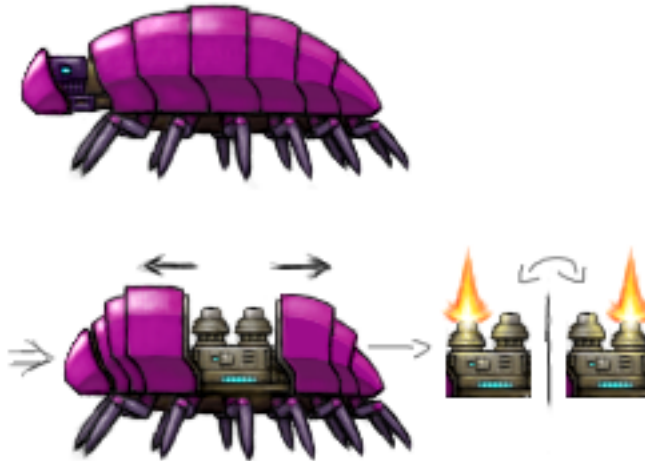


<b>Visual</b>	<p>The Weeviloid is has an insect-like design. It's quite small so the insect-like qualities should work well, I think. It has 4 or 6 small, pointy legs which are almost blade-like. This allows it to crawl along walls and ceilings. It's body is fairly simply designed and is mostly just the anchor for whatever weapon it has equipped. Speaking of weapons, it can use of one two different ones - a volt lance "tongue" or a short-but-wider range thermite flamethrower. Ignore the "Piston" attachment as that is now out of date.</p>		
<b>Behavior</b>	<p>The Weeviloid is meant to be a very low-tier Ferrmapede enemy. As such it is quite weak. However unlike some Ferrmapede, the Weeviloid can up or down walls and also walk upside down on ceilings. This gives it a unique advantage and also allows it to follow the player's movements easier. It can wield one of two different weapons - a volt lance "tongue" or a short-but-wider range thermite flamethrower. The volt tongue terminates at a certain range; the thermite flamethrower has shorter range but the flames expand into larger puffs of fire as they travel, giving a wider range from the muzzle. Both weapons do about the same amount of damage. The Weeviloid will follow the player's position by walking along the wall once it is alerted.</p>		
<b>Armor</b>	Very Low	<b>Firepower</b>	Low
<b>Size</b>	Very Small	<b>Mass</b>	Very Low
<b>Movement Speed</b>	Medium	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Low	<b>Knockback Tolerance</b>	Low
<b>Resizeable</b>	Yes	<b>Rarity</b>	Very Low
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Quadclopes

<b>Visual</b>	<p>The Quadclopes is a bipedal bot with reverse-joint legs and a quad-barrel mortar for a head. It somewhat resembles a miniature Aggress in its overall shape. The quad-barrel mortar makes up its "eyes" and head, thus its name. It's mortar eyes are mounted to a pivot point on its back/shoulders where it can rotate them up and down to better aim at its target. Just below the quad-barrel is its "mouth" which is essentially a mesh speaker thing; this pivots along with the quad-barrels. It's body chassis and legs are very similar to the Aggress; it has an angular, bulky body and reverse-jointed bipedal legs.</p>		
<b>Behavior</b>	<p>The Quadclopes is essentially a walking mortar. It is relatively weak in most areas but makes up for that with its powerful quad-barreled mortar. When it targets an enemy, it will pivot its quad-mortar towards that target and fire off a quick volley of thermite grenades, one right after the other. The grenades have considerable range but its accuracy is hit and miss. Once it fires its volley, it must take a few moments to reload before it can fire off another volley. Thanks to its pivoting ability, it can act as a decent anti-air combatant. A variant exists which will fire anti-air proximity bombs. These bombs will fly a distance before deploying small rotars which allow them to drift back down to the ground slowly. If a target gets too close to them, they will start to blink and beep and then explode a moment later, damaging anything within their blast radius.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	Medium
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	Medium	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	Low	<b>Knockback Tolerance</b>	Medium
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Mettapin



<b>Visual</b>	<p>The Mettapin can be thought of as a hybrid of a turtle and a centipede. It has characteristics of a turtle's shell but with legs like that of a centipede. Its shell is incredibly durable and capable of withstanding massive amounts of firepower. Its bug-like pointy legs allow it to crawl on walls and ceilings with ease. It also has a small, armored head with ocular mechanisms which allow it to see where its going and aim at targets. When it goes for an attack, it will open up its shell and reveal volt laser guns. However in doing this, it makes itself very vulnerable to attack.</p>		
<b>Behavior</b>	<p>The Mettapin is a damage soaker that works well to harass the player when they aren't expecting it. When its shield is up, the Mettapin will either be invincible, or will be able to absorb an order of magnitude more damage than when its shield is down. However it has no means of attack without making itself vulnerable; this is when the player will want to take it out. Mettapins won't always try to follow the player around. When the player is far away, it will try to attack. Otherwise it will just wander the level a bit. If the player fires on it when its shield is up, it will tuck in its head, hunker down, and withstand the beating without moving. It will do this so long as it is being attacked; when the attack stops, it will take a second to pop its head back out and move around again. It will hunker down the same way when it attacks, though it is vulnerable in this state as it has to open its shell to reveal its volt laser guns. Its attack consists of a quick burst of volt lasers in a v-shaped spread.</p>		
<b>Armor</b>	Very High (Low w/o shell)	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	Very Low	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	Very High (Low w/o shell)	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Ferrapin

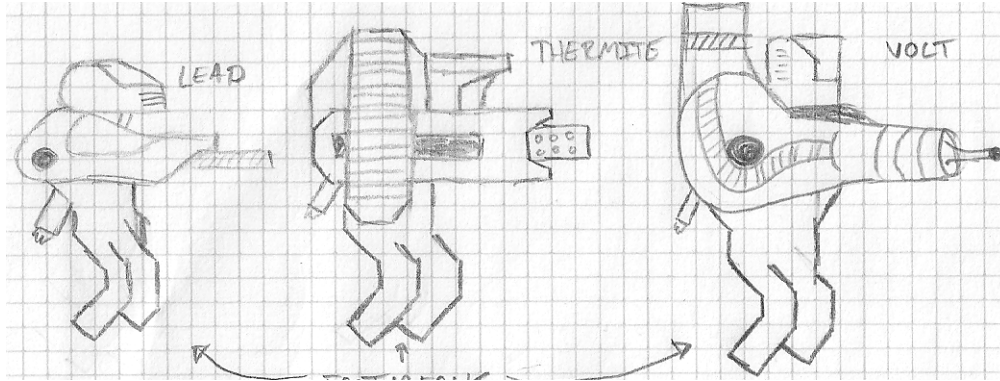
<b>Visual</b>	<p>Much like the Mettapin, the Ferrapin can be thought of as a hybrid between a turtle and a centipede. However the Ferrapin has a more turtle-like shell and larger legs. It's head is hidden within it's shell and you can only see it's eyes glowing from within. It's shell is lined with drill spikes which it uses to defend itself and also as a means of offense. The shell should look very sectional, perhaps made up of hexagons or similar. When it goes into this low-armor state, it will fire off each section of its shell as projectiles. This will expose its inner parts, which are much more vulnerable. The inner parts should be mechanical looking in nature if possible.</p>		
<b>Behavior</b>	<p>The Ferrapin has the same movement behaviors as the Mettapin; it can walk on walls and ceilings. However the Ferrapin can move much faster, which enables it to track a player's movements and position easier. It has less armor than the Mettapin but can still soak up quite a bit of firepower before being destroyed. The drill spikes that line its shell act as a form of defense and offense. Anything touching the Ferrapin's shell will take damage from the spikes. It uses this to its advantage and tries to stay lined up with the player's position in the hope that they will accidentally land on the spikes and get hurt. It will also occasionally drop small mines as it walks, but only on level ground. When the Ferrapin is close to destruction, it will hunker down and "charge up" the drill spikes. If the player does not destroy the Ferrapin quickly while it is in this state, it will fire off sections of its shell in a wide V-shaped pattern, hoping to do damage with the spikes on them. A Ferrapin can fire off the entirety of its shell while doing this. If it does, then it is left very vulnerable, although its movement speed is drastically increased.</p>		
<b>Armor</b>	High	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	Medium	<b>Attack Speed</b>	Very Low
<b>Stun Tolerance</b>	Very High	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Polli



<b>Visual</b>	Imagine a wheel made up of numerous sharp blades. That is essentially what a Polli looks like. It has a central hub where its ocular mechanisms are mounted. Around this hub are two sections of counter-rotating blades; a smaller set and a larger set. The Polli uses these blades as its method of movement and attack.		
<b>Behavior</b>	The Polli's behavior is somewhat mindless, but it is effective. It will roll along surfaces at a high speed using its larger blades. Anything in the way will get chopped to bits, and they will stop for absolutely nothing. It can roll up walls and along ceilings as well. If the Polli comes to an angle that is greater than 90 degrees, it will reverse direction. The Polli works well to guard surfaces or floating platforms.		
<b>Armor</b>	Low	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	High	<b>Attack Speed</b>	High
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Armapede



<b>Visual</b>	<p>Armapede's come in three variants - normal, thermite, and volt (note: lead in the art refers to normal; the art is kind of old). They share the same basic chassis shape, but have different designs to reflect the types of projectiles they fire. Armapede's use basic Ferrmite bipedal chassis as their base. This chassis has a small booster equipped which allows it to boost along the ground for short distances. Each chassis has two weapon "arms" attached at the shoulder and specialized heads and ocular equipment to aid in fire control depending on the weapon equipped. They are a little more than half the size of the player's Autostrider.</p>		
<b>Behavior</b>	<p>Armapede's are the footsoldiers of the Ferrmite warforce. They aren't particularly strong or smart, but they come in large numbers and are easy to replace. They can walk along the ground but cannot walk on walls or ceilings. This does limit their usefulness, but they make up for that with a versatile selection of weapon variants. The normal variant fires plain projectiles at a decent rate. The thermite variant fires larger, explosive projectiles but at a much slower rate. The volt variant fires longer-range volt lasers which can bounce off of surfaces a few times at about half the rate of the normal version. Armapede's also have a short-range ground dash which they can use to increase their movement speed for a very short time.</p>		
<b>Armor</b>	Low	<b>Firepower</b>	Low
<b>Size</b>	Small	<b>Mass</b>	Low
<b>Movement Speed</b>	Medium	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Very Low	<b>Knockback Tolerance</b>	Low
<b>Resizeable</b>	Yes	<b>Rarity</b>	Very Low
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		



## Lurchipede

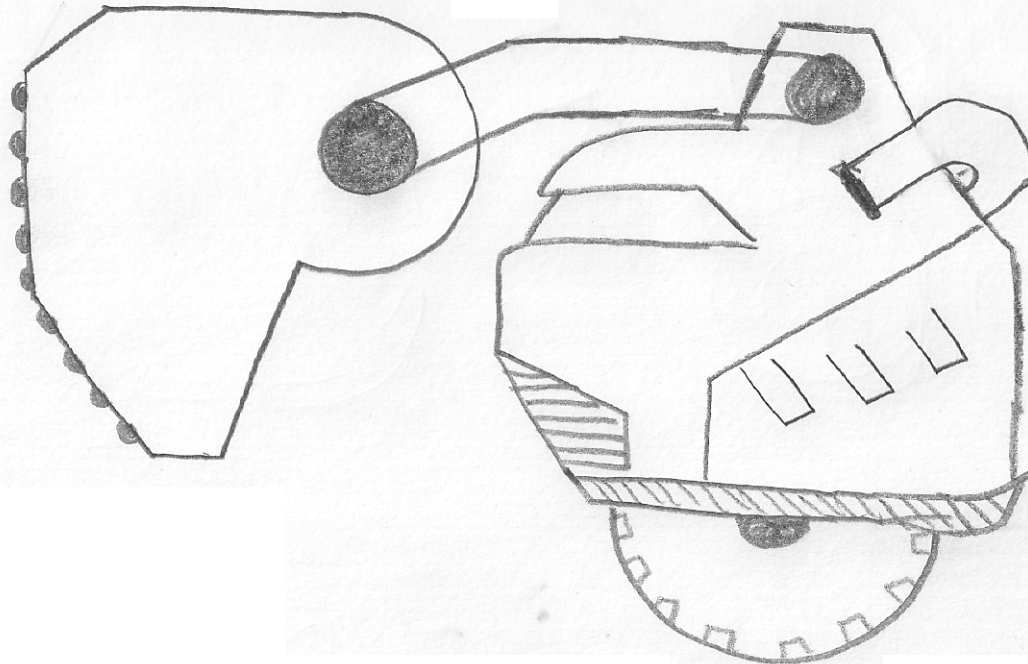
<b>Visual</b>	The Lurchipede is a quadruped bot which uses mining pistons as its legs. It has a wide platform body and a large, cylindrical head mounted on top. The head has three small volt lasers attached to the face which are angled upwards, which it uses for anti-air fire. The head is also lined with heavy-duty spikes. The legs are very thick, heavy pistons which have pointed spikes for its "feet". It's normal walk animation is similar to a spider. However when it attacks, it lock its legs into position and begin pistoning its feet very rapidly; it's movement speed increases drastically in this state. If its target is in the air, it will launch itself very high up into the air using its pistons.		
<b>Behavior</b>	Since it is stuck to the ground, the Lurchipede will use its weapons to attack foes in the air. It will walk normally when it doesn't have a target. However when it goes into attack mode, it will begin to vibrate its piston legs very quickly, allowing it to skirt along the surface of the ground at much higher speeds. This allows it to keep up with a foe that is evading it in the air. Using its spiked head, it can leap incredibly high into the air at very high speeds, allowing it to smash into its target. It also have an array of small anti-air volt lasers which fire upward at an angle. The Lurchipede can also do light damage if it rams into a target on the ground. But for the most part, it is pretty weak when faced off at ground level.		
<b>Armor</b>	Medium	<b>Firepower</b>	Low
<b>Size</b>	Medium	<b>Mass</b>	Low
<b>Movement Speed</b>	Very High	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Low
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Sledgebot



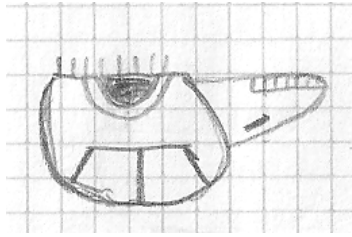
<b>Visual</b>	<p>Take an armored chassis, mount in to a gyro-stabilized sphere, toss on two large combat sledgehammers, and you've got yourself a Sledgebot! It's build is fairly simple but it is also pretty effective. It has two sledges, one on each of its sides, which it uses as its only means of attack. The chassis is pretty simple; it has a small glass dome where it houses sensors and other mechanics, a fairly well armored body, and a sphere which it uses to roll around on.</p>		
<b>Behavior</b>	<p>The Sledgebot's behavior is just about as simple as its design. It is kind of dumb, but this isn't much of a detraction as it can do quite a bit of damage if you let it run over you. It will lie in wait for a target. When it sees one, it will charge off at high speed, wildly swinging both of its sledgehammers. If you don't get out of its way, it will plow right through you, smashing you with its hammers until you can get free. It will continue to charge for a few moments even if it loses sight of its target; if it hits a wall, it will stop for a few moments, stunned and unable to right itself. It's hammers also act as a decent defense, and will deflect most projectiles away. It's ill advised to fire upon it when it is charging at you. Instead, wait for it to lose sight of its target, and attack it before it can charge off again.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	Medium
<b>Size</b>	Medium	<b>Mass</b>	High
<b>Movement Speed</b>	High	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	Low	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Sledgedozer



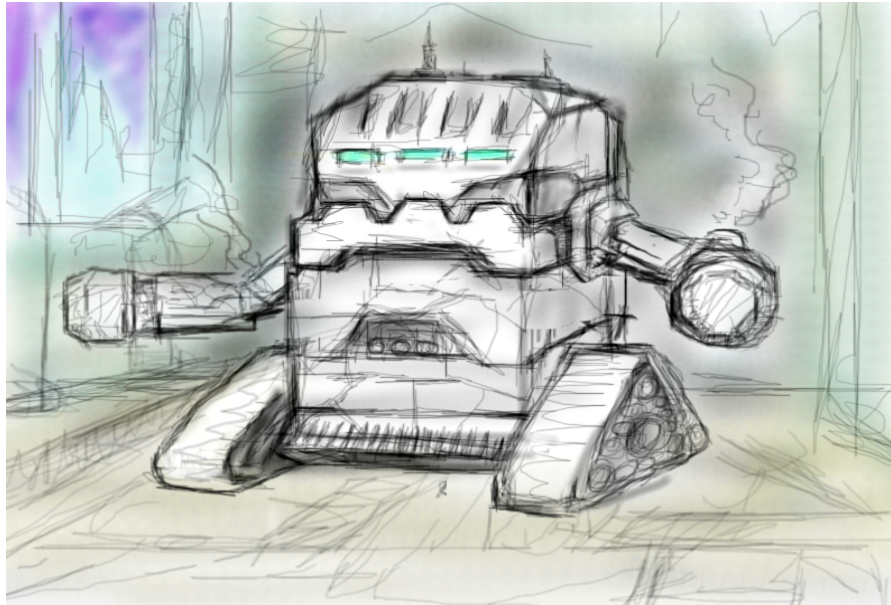
<b>Visual</b>	<p>If you pumped a Sledgebot full of rob-steroids, then you'd end up with the Sledgedozer. The Sledgedozer is the product of completely absurd design by brute force. It rolls around on a large, iron wheel. The chassis is extremely well armored and quite bulky. The most prominent feature of the Sledgedozer is its massive iron mega-sledge. The megasledge is mounted to an arm which is anchored near the top of its head. It also has a small slit visor where sensors and other gadgets are located. Some engines and other mechanical bits are left bare near its rear.</p>		
<b>Behavior</b>	<p>Even though the Sledgedozer is a super beefed up version of the Sledgebot, it is still quite dumb. What it does have going for it is complete invincibility from its forward flank thanks to its megasledge. Most projectiles will just bounce off of the large iron block, allowing the Sledgedozer to plow through enemies in front of it with ease. When it locates its target, it takes a second to rev-up its engine, and then it will blast off with its megasledge lowered down in front of it. Once it starts rolling, it takes a while for it to slow down and stop; if it hits a wall, it will stun itself temporarily until it can turn around. If you try to attack it at close range, it will attempt to smash you with its megasledge, doing tons of damage. It's weak point is its back where its engines are located.</p>		
<b>Armor</b>	High	<b>Firepower</b>	Medium
<b>Size</b>	Large	<b>Mass</b>	Very High
<b>Movement Speed</b>	High	<b>Attack Speed</b>	Very Low
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	High
<b>Cubit Yield</b>	Very High	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

## Beetlebomber



<b>Visual</b>	<p>The Beetlebomber's body is part snail-like and part beetle-like. They are about half the size of the player, on average. It has a rounded shell with a head that sticks far out from the rest of the body. The shell has two retractable doors which open up to drop its thermite bombs. It has tiny, stubby legs which allow it to stick to ceilings very well, but they don't work well to move very quickly. When it attacks, it will open its doors and a large light on its shell will begin blinking just before it drops its bombs. It's head has a small ocular sight which allows it to aim its payload.</p>		
<b>Behavior</b>	<p>The Beetlebomber can only stick to ceilings; it cannot walk on walls or floors. It also doesn't move very fast at all, but it will try to follow the player's movements when its nearby. When it attacks, it drops specially designed thermite bombs down on its target. When they hit the floor, they explode into a vertical column of fire that last for a few moments before shrinking and disappearing. If the bomb hits directly, it does more damage but doesn't explode into a column of fire. When they attack, their doors open on their shells and they will beep and blink for a brief moment before dropping their bomb.</p>		
<b>Armor</b>	Medium	<b>Firepower</b>	High
<b>Size</b>	Medium	<b>Mass</b>	Medium
<b>Movement Speed</b>	Very Low	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	Low	<b>Knockback Tolerance</b>	High
<b>Resizeable</b>	Yes	<b>Rarity</b>	Medium
<b>Cubit Yield</b>	Medium	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

## Steelman



### Visual

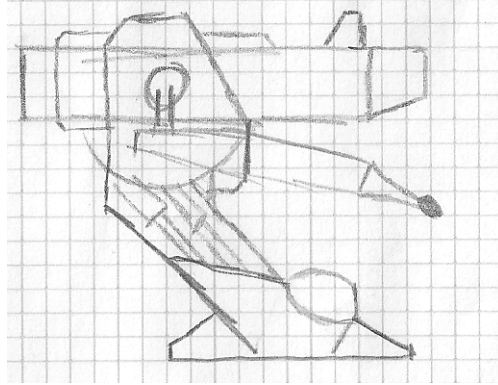
The Steelman is a husky, heavy, stubby defense bot. As its name suggests, it is made up of lots of steel and thus has a huge amount of armor. It moves around on a set of heavy treads and has a decent movement speed given its weight and size. It's body is shaped like a cube but it has some other defining designs. It has a big, toothed set of jaws, sort of gear-like. It has two small slits where its ocular mechanisms are located. And it has a set of very heavy and powerful arms with big pistons attached to them.

### Behavior

When an important target needs defending, the Steelman is deployed to help bolster the ranks. It can absorb tons and tons of firepower and keep on trucking; it has no weak spots. Even though it is so large and heavy, it can move around at a pretty decent speed thanks to its heavy treads. Its main weakness is its short-range attacks. It can fire out its pistons in two different modes - a melee-range high-impact smash or slightly longer range rocket-propelled rocket punch. At melee range, it will very quickly fire out its piston at its target and do high damage and very high knockback and stun. If it is being peppered with fire at longer ranges, it will aim its pistons arms and fire them out at the target. The pistons are attached to chains going back to the Steelman's arms, which allow it to retract them after they have rocketed away. This attack has longer range but does significantly less damage and knockback. It can aim both attacks in any direction though, giving it a bit more utility. It has one other attack, although it is indirect. It will drop mines as it moves around, allowing it to better defend an area. When its target is out of range, it will go back to its original starting position.

<b>Armor</b>	Very High	<b>Firepower</b>	Medium
<b>Size</b>	Large	<b>Mass</b>	High
<b>Movement Speed</b>	Medium	<b>Attack Speed</b>	Very High
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Very High
<b>Resizeable</b>	Yes	<b>Rarity</b>	High
<b>Cubit Yield</b>	High	<b>Cellbit Yield</b>	Medium
<b>Special Drops</b>	None		

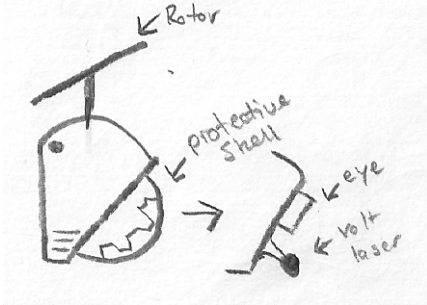
## Aggress



<b>Visual</b>	<p>The Aggress uses a chassis design similar to the Quadclopes. It has reverse-joint biped legs and a torso which cradles a big weapon. That's where the similarities stop however. The Aggress makes use of a very large and powerful cannonball launcher and it is the most prominent aspect of its design. The launcher sits within the torso cradle and also acts as its main method of sight thanks to small ocular mechanisms on the launcher's sights. This launcher can pivot up and down as well. Near the back, upper part of its body is an array of smaller cannons which are angled upwards. Finally, it has two arms which are mounted with special volt lances. The Aggress should look very menacing and intimidating, and also very mechanical.</p>		
<b>Behavior</b>	<p>When raw firepower is needed, the Ferrmites deploy an Aggress. It is perhaps the most aggressive and most powerful non-Ferrmagiga bot in the entire Ferrmite warforce. It comes equipped with an extremely powerful cannonball launcher, an anti-air prox missile launcher, and a short-range volt-lance. The cannonball launcher is its main method of attack. The cannonball it fires is quite large and flies very fast. When it hits its target, it does high blunt-force damage and a ton of stun. It can aim its launcher up and down, making evasion in the air not very useful. However if it cannot reach its target with its cannonball launcher, it will begin to fire off its floating anti-air prox missiles. It fires off a spread of 5 at a time up into the air. The missiles don't home-in, but they will explode if you get too close to them. It's final method of attack is its volt lance. If its target tries to get in close and do melee damage, it will zap them with its volt lance, doing lots of damage and stun. It can fire its volt lance on the ground and create a ground-hugging volt wave projectile; while this has better range, it does less damage and no stun. The Aggress has one weakness - its slow movement speed. It is very accurate with its weapons, but most Autostriders can get out of its range if they are diligent. If you can manage to get behind it for a moment, you can evade its attacks and do some damage. Even though it is slow, the Aggress can actually jump up on ledges above it thanks to its powerful reverse-joint legs.</p>		
<b>Armor</b>	High	<b>Firepower</b>	Very High
<b>Size</b>	Large	<b>Mass</b>	High
<b>Movement Speed</b>	Slow	<b>Attack Speed</b>	Medium
<b>Stun Tolerance</b>	High	<b>Knockback Tolerance</b>	Medium
<b>Resizeable</b>	Yes	<b>Rarity</b>	Very High
<b>Cubit Yield</b>	High	<b>Cellbit Yield</b>	High
<b>Special Drops</b>	None		

## C. Ferrmavolo

Ferrmavolo have the gift of flight. Because they can fly, they can very easily chase you down if you try to evade them in the air. However they normally have lower armor and firepower capacities, which they sacrifice in order to fly around. They also tend to stuffer from stun and knockback the most.

<b>Scuzzer</b>			
			
<b>Visual</b>			
<b>Behavior</b>			
<b>Armor</b>	Very Low (Low w/ Shield)	<b>Firepower</b>	Very Low
<b>Size</b>	Small	<b>Mass</b>	Low
<b>Movement Speed</b>	High	<b>Attack Speed</b>	Low
<b>Stun Tolerance</b>	Medium	<b>Knockback Tolerance</b>	Very Low
<b>Resizable</b>	Yes	<b>Rarity</b>	Very Low
<b>Cubit Yield</b>	Very Low	<b>Cellbit Yield</b>	Low
<b>Special Drops</b>	None		

- **Scuzzer**  
Small, annoying little flying bots. They have a retractable shell which hides their weapons and sensors. They must stop to open up and attack; this is when they are most vulnerable. They can be destroyed with their shells closed, but they take a few more shots. Their attack consists of weak volt lasers.
- **Razorbit**  
Very small flying bots which are made up of small, spinning blades and a tiny ocular mechanism in the center of their body. They aren't very intelligent and are very weak. If a target is in range, they will swarm towards you and try to ram their body into you. They can be dangerous if found in large swarms though.
- **Needlvolo**  
A Needlbeam that has been anchored to a small turbine and given the power of flight. It uses the same attack as the Needlbeam. While it can fly, it can only move horizontally with any real speed. It can move vertically but it does so very slowly. It's attack is very fast but it has very low armor.
- **Ferrbit**  
Ferrbits are small flying drone bots which always attack from above. They are relatively harmless on their own. But in groups they can be very deadly. Their attack is a simple volt laser and sometimes they will zap the player with a homing volt laser from their two prongs on their underbelly.
- **Leerbit**  
These guys are like Ferrbits mixed with Leercannons. They have the same attack as a Leercannon, but it is mildly weaker. They will try to stay within a certain range of the player. Their eyes are made up of dense haysark crystal.
- **Volli**  
Similar to the Polli, however it has unleashed itself from the ground and taken to the skies. It bounces around

randomly with its volti-fied body, damaging anything it touches. It has less armor than a Polli and makes its body out of refined haysark crystal.

- **Crushman**  
A rather inelegant bot made up of a steel cube. He will fly very slowly around until he notices you. That's when he will fly above you and fall from the sky, crushing anything beneath him. The impact shoots ground-hugging seismic waves from both sides. He will repeat this process until you destroy him; he is most vulnerable after landing on the ground.
- **Therman**  
This poor bot was forced to make his body out of a thermite bomb shell. They will rush you and then detonate when they get close. It is best to smash them when two or more are close together so they will take each other out.
- **Razormaw**  
This bot thought it would be fun to attach a large rotating blade and propeller to himself. He is rather fast and does a lot of damage if you let him get too close, but he has weak armor.
- **Pronto**  
A very fast moving and heavily armed Ferrmavolo that is very well designed and difficult to take out. Their body is exceptionally well shielded and will deflect all attacks. They will stop and spew lots of projectiles at you when they attack; while in this state, they are more vulnerable. When their shield is up, they will try to charge at you to smash you.
- **Optipede**  
These are upgraded Scatterpedes. Now equipped with boosters, these guys can fly around just like you! They fire a very fast stream of thermite, homing, or normal projectiles.
- **Vollanx**  
An extremely dangerous flying enemy. It carries an impressive wall of guns mounted to two shield-like hands. It will fire a massive wall of firepower at you and, at longer ranges, will open up its shield-hands to fire out a massive thermite fireball from its cannon-like mouth. However it flies very slowly and sacrifices some of its armor for its huge amount of firepower.
- **Mecharch**  
A neutral bot which repairs and rebuilds Ferrmites and other objects. It has no defenses but it can be a pain if you allow it to rebuild its fallen brethren or other vital targets.
- **Jetworm**  
A bot which lives in denser liquids, such as water, oil, and lava. It is comprised of many components in a long line, making it look worm-like. If you get in front of it, it will shoot a very violent jet of whatever liquid it is swimming in. The spikes on its body will damage you if you touch them. They tend to swim in broad, wavy patterns and will also jump out of liquids and try to hit you if you are close to the surface.
- **Liquicutter**  
A medium-sized swimming bot which will patrol vats of liquid. If it sees an intruder, it will jet forward at very high speed and attempt to cut the offender with its chainsaw-like rotating fins. They tend to travel in packs.
- **Volthida**  
A very dangerous swimming bot that likes to make use of volt weaponry. It has two appendages with spiked steel balls on their ends, which it will use to smash you if you get too close. Its appendages are also electrified and will damage you upon contact. At range, it will swing its arms out, flinging volt beams towards its target. Its backside is a volt plate which repels all attacks. Its final attack consists of a persistent volt discharge, which it will fire at a target for a few seconds. It can move pretty quickly but doesn't have a ton of armor. Its main body is heavily comprised of haysark crystal covered with shielding plates.

## D. Ferrmagiga

Ferrmagiga come in a variety of designs. Some can walk, and others can fly. But one thing ties them all together; they are the toughest, most dangerous bots in the Ferrmite warforce. Use extreme caution when you come across one!

- **Reclucid**  
Not content with guns, these guys attached two blades to their arms. They will rush you and try to cut you up, but rush away when you shoot at them. They dash around very fast and can be difficult to hit. At very close range, it will use its melee attack to reflect your own bullets back at you. Shoot him in the face and he might back off! He can really mess you up if you're not careful.
- **Gateman**



A hulking steel beast, the Gateman blocks paths with its enormous square body. It will not attack you unless provoked. At close range, it will pulverize you with its massive piston arms, doing insane amounts of damage. If attacked at longer ranges, it will open its massive jaws and fire out a gargantuan, yet somewhat slow moving, thermite fireball; it explodes with a massive radius of effect. Occasionally you will see one very slowly rolling along on its treads, but they usually will stand still.

- **Giggite**

A very large turret which fires a variety of volt projectiles. One volt bolt is a very large, fast moving bolt. Another is a splitting bolt, which will split into 7 smaller bolts. Its last volt attack is a slower, smaller volt bolt which will bounce off of surfaces. Unlike normal turrets, the Giggite can very slowly move around on treads to better aim at the player; they can stick to ceilings and walls as well. They are very powerful but can they be taken out if you are vigilant.

- **Torqfort**

The more reckless Ferrmites decided to take a Hemicannon, beef it up, and equip it for movement. What they ended up with was an aimless monster which will spew projectiles in all direction once it starts to spin up. Try to do as much damage to it as you can before it spins up to full speed!

- **Fearcanth**

These swimming behemoths guard and maintain liquid vats. They move around with turbines, but they can't move very fast. Their attacks consists of fast moving torpedoes and a vacuum which will suck you in to melee range. At melee range, it will try to crush you with its massive mechanical jaws. If you try to escape it by leaving the liquid its patrolling, it will fire large, slow moving homing missiles from the top of its head and try to hit you out of the water.

- **Terpsipede**

A mechanized horror, these guys use heavy-duty pistons for legs. They will ram and trample you if you are not careful. And yes, they move much faster than you do! They fire slow moving homing missiles to distract you and bombs into the air which will gently float down to the ground using propellers. If you stay in front of it, it will fire a massive volt beam from its big eye-cannon.

- **Endoarch**

A very large and very well armored flying bot. It is so heavy that its movement speed is extremely slow. It can soak up a lot of damage, however. It will slam you with a very powerful volt lance at close range, doing very high damage. At longer ranges, it has directional volt beams which it can fire left, right, or vertically, though it takes a few moments for it to charge them up. It uses high-powered anti-gravity propeller which constantly spews out volt zaps, which will stun you if you get too close to its bottom. The Endoarch will spawn Ferrbits at a slow rate, and it can also act as a way to block paths. Floating haysark orb.

- **Santistalker**

In hopes of stopping the Automasanti movement, a Ferrmadomnus created its own specialized warrior - the Santistalker. It has similar capabilities to the Autostrider. They have tons of armor and move very quickly. It will try to dash in close and melee you, and will zip back and forth firing powerful homing missiles and volt lasers. It also carries a radar jamming module, scrambling the player's radar until the Santistalker is destroyed.

- **Exastalker**

Prominence's ultimate defense bot; its a heavily upgraded Santistalker. It has capabilities similar to the Autostrider. It can move extremely fast and can counter an Autostrider's attack with its powerful melee weapons. It will summon two Ferrbits, fire multiple homing B.A.M.M. projectiles, and fire a powerful phasing discharge volt laser. It can also decimate an Autostrider's armor with its far-reaching haysark blade. One special attack consists of a weird beam which will home in on the player and slowly drain away its Cellbit energy.

## E. Ferrmadomnus

Unlike other Ferrmites, a Ferrmadomnus isn't just one entity. It is actually the sole commander of the Acrosanti in which you may be fighting in. You may be inside of a Ferrmadomnus's body! In order to take down a Ferrmadomnus, you must first find the M.I. core of the Ferrmadomnus. That is the mind of the Ferrmadomnus. Once destroyed, its strangle hold on the other Ferrmites will be released. Those who are still loyal to the Ferrmadomnus will be more easily swept up or destroyed.

The M.I. cores of each Ferrmadomnus are all relatively similar looking. The core can attack targets just like other enemies. However one thing to note here is that the level design containing Ferrmadomnus fight will have a big impact on

the overall behavior of the Ferrmadomnus boss fight. So the behaviors of these enemies may change once their levels are designed.

- **Ecilon**  
Fires off small, homing volt missiles and has a zapping melee attack. Ecilon prefers to allow its minions do its fighting on its behalf, so there are many Ferrmite spawners protecting it. Unfortunately it has no shielding for its M.I. core and it is rather exposed in its chamber.
- **Metaphagus**  
Has a high-powered haysark volt laser attack, but is limited to only 3 fixed firing positions. Uses a repulsing wave attack which pushes the player away, but the attack must be charged up.
- **Delphic**  
Chamber is filled with lava and Oxispits and Erupticants. Will summon Thermans at regular intervals. Its attack consists of firing a couple of homing B.A.M.M.s at the player.
- **Celomatic**  
The M.I. core is housed in a very well armored chassis. The chassis is equipped with a Blinkwarp gun, allowing it to zip across a long distance easily. It's attack consists of very fast and accurate volt projectiles, homing thermite missiles, and a pinball-like attack by throwing itself all around the chamber at high-speeds.
- **Agglius**  
Consists of 4 separate, redundant cores which can detach from their housing. The cores are built into a moving, flying platform which has built in defenses and armor. Each core can attack independently. Attacks consist of an aimless flurry of volt projectiles, a shocking volt beam which stuns you at closer range, and a body-slam if you get too close. The chamber is lined with Erupticants which spew out hot material from the star Phasmus.
- **Omicra**  
Summons weak enemies but has no attacks of its own.
- **Droit**  
Has an eyelid-like shield which protects it from all damage. It opens up occasionally to attack. Its attack consists of a constant volley of volt missiles. The M.I. chamber is protected with crushing pistons.
- **Arclinth**  
Moves around incredibly quickly and has a volt zapping melee attack. Will stop occasionally and try to suck in the player while shooting out a bunch of volt zapping melee lances all around its body.
- **Cathlinth**  
Fires barrages of thermite fireballs, ranging from small to large and homing. Also has a powerful thermite flamethrower attack at close range. Doesn't move very quickly though.
- **Castor**  
Uses both Arclinth and Cathlinth enemies (only their M.I. chassis without the M.I.). The main enemy is made up of the two smaller M.I.s of Arclinth and Cathlinth nested together with Teslinth's double-size M.I.; this makes up Castor. This triplicate M.I. will avoid the player until it defeats Arclinth/Cathlinth again. After they are defeated, Castor will fire waves of Razorbits, fire splitting thermite fireballs (when they hit a wall, they split into smaller fireballs), and a very powerful charge-up volt beam. It has two appendages which houses its thermite fireball and charge-up volt beam weapons. It will push the player away if it tries to get into melee range.
- **Prominence**  
Summons low-tier enemies and fires out circular waves of volt-wave projectiles in all directions. It also has a high-density haysark sphere which orbits its chassis which will fly out into and smash into any target that fires at it. Isn't terribly well armored, but this guy is encountered many times.

## F. Secret Enemies

These are enemies that aren't directly associated with the Ferrmite empire. Most of them are exclusive to secret episodes and as such won't be a part of the initial game release. A few of these enemies (particularly the Lux Collective) will be a part of the initial game, but only found in secret areas or special game modes. Also, these enemies aren't separated out into fixed, walking, flying, and boss. But I will list them in that order same order.

### *i. The Lux Collective*

The Lux Collective makes up Midas Lux's security force within its Lux Lair. Most of them are gold-colored, or have portions of them colored gold. Essentially they should just be recolored versions of the Ferrmite designs they are

based off of. With the exception of the Lux Bearer and the Dynamute, the enemies will only appear in the Lux Lair which is a part of the Cyclidrome gamemode.

- **S.A.L.**  
A large missile launcher similar in design to the S.A.M. It will fire giant, slow moving golden missiles at you. The missile does high damage, but will also explode in a shower of cubits.
- **Luxid**  
A Fluxid that leaves behind a golden volt beam behind it. The beam lasts longer and will turn any projectiles passing through it into cubits.
- **Lux Bearer**  
A neutral bot which is employed to carry and transport cubits. If you shoot it, it will drop cubits! But if you let it go unchecked, it will move around the level and steal any cubits and cellbits that will drop before you can pick them up. It will try to flee if it sees you, and will change its direction every time it is hit.
- **Cubiman**  
A Steelman, but instead has a body made of golden cubits! He is a little more aggressive and has a bit more health. Explodes into a shower of cubits after you destroy it!
- **Crushlux**  
A Crushman made out of golden cubits! Instead of slowly flying towards its target, it has the ability to teleport just above its target and crush them! Will fling out a bunch of cubits when it smashes down.
- **Dynamute**  
An enigmatic bot which has the ability to transform any material into golden cubits. Moves extremely fast and has the ability to telewrap. If your lucky enough to hit and destroy it, all active projectiles, including your own, will turn into cubits. However once it disappears, it is gone for good.
- **Luxbit**  
A Leerbit, but has a body made out of golden cubits! Is a bit more aggressive and has a bit more health. Explodes into a shower of cubits after you destroy it!
- **Luxapede**  
An Optipede that seems to have lost its way and become damaged. It will fire cubits at you!
- **Midas Lux**  
A Gateman made completely of cubits! Has the same behavior as a Gateman, but with a few more additions. It can fire massive thermite bombs and blasts from its huge mouth. It also has an attack which will instantly turn all of your projectiles into cubits for a short period of time.

## ii. The Lonnadect

The Lonnadect are special, high-tech bots of alien origin. They are a part of 3 secret episodes and originate from the Murmurn/Aegritundo story arc. These enemies share a common design thread in that they are made up of a special metal called argonost, which is a stark black, shiny metal. Argonost is a common material with objects of this origin. The Lonnadect are exclusive to the secret episodes and as such won't be seen in the initial game.

- **Ultithurn**  
A very large turret which has amazing armor. It fires a very hard-hitting phasing helix laser, which will do a lot of damage as well as push you back with great force. Once the main gun is destroyed, a smaller one emerges firing a spread volt laser.
- **Dynahammer**  
A well-armored piston which has two modes of attack. It will very quickly shoot out at you if you get too close, smashing you. Or if you are close to its sides, it will slam down and cause a shockwave attack which will hug the ground/walls/ceiling and also cause mild stun.
- **Autarch**  
A husky, armored walking bot with heavy armor. It will charge you when in front of it, trying to damage you with its drill. If you fly away from it, it will fire a grapple-arm with a spiked ball on the end and try to slam you back down to the ground. If the grapple is out of range, it will fire off a volley of very fast moving thermite missiles. Once you destroy its body, the head will detach and fly around, attacking you with a small volt laser. The flying head is very weak.
- **Hexafusilier**  
A very large walking bot, its chassis is made up of a hexagon-like prisms. When it attacks, it opens up and fires a massive barrage of powerful, fast-moving missiles or a large Fluxsphere projectile. After it attacks, it closes back up and becomes nearly invincible.
- **Cremation Drone**

A heavily armored flying bot. It shoots out an incredibly hot flamethrower which does very high damage. It will also shoot out thermite grenades occasionally. It flies around with flower-petal like blades which spin around its body; these blades will do damage if you touch them.

- Vitalica

A large, sleek flying machine equipped with two haysark blades and a 4-prong reflecting volt laser attack. It will try to get in close and melee you if your close enough, but will attack with its lasers if it is at longer ranges. Its volt laser attack is special - it will fire off in your direction at first. If it doesn't hit a target or a hard surface, it will coalesce into a much larger volt orb for a few moments, before firing off again for a short period of time. It does this until it hits a target/surface or dissipates. It also fires out Oscillass pods occasionally as an anti-air attack.

- Custodian

A highly advanced machine being. It seems to be a guard for the M.I. core within Murmurn. Has the ability to phase through space to dodge attacks. Its attack consists of a multi-pronged laser, a dual-arm slash from powerful haysark blades, and a barrage of homing volt-missiles. It will use a special attack which can nullify all of your weapon's projectiles for a short period of time. It also has a small Orbit-like companion which it will use to rain down volt lasers on top of the player, as well as a way to heal itself slowly at certain times.

- Murmurn

Highly armored and massive, but immobile. Is shielded with Argonost armor plating, but has port holes used as ventilation. Port holes fire out raw haysark beams, which do immense damage and stun. However the core can be damaged through the portholes. The shell of the core will open up, exposing the core but also firing a massive wall of pure volt energy and volleys of homing volt missiles, doing massive damage to anything it touches.

- Aegritundo

The true mind and body of Murmurn, which reveals itself after casting out the minds of Agglius and Celomatic. It moved its M.I. into a highly aggressive battle chassis similar to the Custodian. Its main attacks consist of a devastating, ultra-powerful, wide-area haysark beam, a massive volley of volt missiles, a multi-pronged reflecting laser, a fast ramming melee attack, and a gravity-manipulating orb which will toss you around and cause damage. It will occasionally open itself up to expose an odd, black core. This core then activates and a huge volume of energy and matter is expelled to anything that isn't shielded. In opening itself up, it exposes its M.I. core, giving you a chance to do extra damage.

- Illthos

Infused with enigmatic technologies, defenses, and attacks. Will erect a reflective shield which repels all attacks and throws them back at you. With the shield up, the core will attack you with a manipulation attack, which will try to throw you off course or into hazards. It will also fire a volt-like lance at melee range, and a targeted, ultra-powerful sky-laser. The sky laser is a wave which emanates in all directions and can only be dodged by taking cover behind a wall. To remove the shield, you must destroy all four of its power nodes which protect it. The power nodes have a powerful multi-thermite flamethrower attack which has considerable range. When the shield is down, the core will spawn new nodes while it recharges its shield. The nodes will attack you with spur projectiles until the shield is back up; destroy the nodes in this state to slow down the shield regeneration.

### iii. The Greymatter

The Greymatter are the only biological enemies in Autostrider. They make up 1 secret episode which takes place at the very end of the Autostrider time-line. These enemies serve as sort of a nod towards one of our other plots in a different game. Though they are biological in nature, they have properties which allow them to merge with the Ferrmite's body, thus creating cyborg bodies.

- Biosire

A turret-like greymatter construct which has been infused with Ferrmite technologies. When alone, it will fire a corrosive projectile at you, doing damage. The projectiles will explode into a mist of acid which will linger for a few seconds before dissipating. If a Greymatter enemy is nearby, it will slowly heal it while in range.

- Phlogicannon

An odd, squishy construct which spawns small, sentient little greymatter blobs called Phlogis which follow you around. Larger blobs will split into smaller blobs when you fire at them, but smaller blobs can stick together to form larger blobs. If they catch up to you, they will stick to you and do small damage. The more that stick, the more damage they do. Use your melee weapon to knock them off, then destroy them.

- Terramancer

A Greymatter being which has successfully taken over a number of unlucky Ferrmites. It has constructed a

walking chassis with augments, which allows it to use Ferrmite weapons. However it is fairly slow moving. It can erect a temporary telekinetic shield which will repel your projectiles if you attack it from far away. At long range, it will fire off a slow moving, but very large and powerful homing missiles. At closer ranges it will fire out a stream regular projectiles or a few thermite grenades. Its weakness is at melee range, where it has no defenses.

- Greymatter Agent  
An enigmatic life-form, comprised of squishy layered material of some odd carbon makeup. Seems relatively harmless, unless you get close to it. That's when it will try to attach itself to you and take over your body. If you can evade its initial charge, it will start to hurl objects at you with its telekinesis.
- Strumcaster  
A Greymatter being which has successfully taken over a Ferrbit. It has modified it to fire a sustained, homing volt beam when you get close to it. When at range, it will fire small homing volt bolts.
- Thalamind  
A much larger Greymatter being which seems to have created a new body using the structure of a different organic creature. It has an incredibly tough outer shell lined with thick, sharp spikes. It moves rather slowly, but it can fire out its spikes as a means of defense. If you get in front of it, it will charge you and attempt to bite you with its sharp-toothed mouth. It will toss rocks and other debris at you when at range using its telekinetic abilities.
- Evermind  
A massive Greymatter being on Starks. It is a massive clump of fleshy material infused with the parts of fallen Ferrmites to armor it. It spawns other Greymatter beings to help defend it. Additionally it will also try to whip at you with its powerful tendril-like arms.
- Subjugator  
An Evermind which has amalgamated with amazing, unknown technologies. It has a variety of attacks, including a flamethrower, volt missiles, Phlogis spawn, and it also spawns orbs which will grab and throw you into walls (Quadrangle Manipulator attack). Also has the ability to partially phase out of the fabric of space, allowing it to be temporarily invincible, but still visible and able to attack.

## 13. The HUD

There are quite a few items that, ideally, will be displayed on the HUD. Layout is important as well, but I won't make mention of that in this iteration of the document. We do need to make sure the HUD isn't cluttered, however, and we may also want options to disable certain HUD elements on the user's end as well.

- Total/Remaining Armor Pool
- Cellbit Energy Bar
- Total Score
- Total Cubits (maybe the same as Total Score)
- Current number of lives
- Damage Dealt (small numbers over enemy which fade away quickly) (note that this may not be feasible in the NE0 version!)
- Damage Received (small numbers like with damage dealt) (note that this may not be feasible in the NE0 version!)
- Health Bar (hovers over enemies when targeted and attacked, then disappears when target is destroyed or is out of focus for X period of time)
- Total Cubits earned (may merge this with score, and have the score just be cubits)
- Current active multiplier (if one is picked up)
- Current active powerup and time left on said powerup if it is time-sensitive (maybe put multipliers in this queue as well)
- Combo Meter
- Active weapon names (swap between secondary and ultimate, depending on which one is selected)
- Minimap/Radar display
- Crosshair
- Targets (indicated with some sort of icon, perhaps an arrow or something hovering over said target)

# 14. Gameplay

Autostrider is a game that should be focused on shooting, movement, evasion, customization, hints of strategy and puzzle solving, all wrapped up into a nice 2D scrolling package. It is heavily inspired by games like Bangai-O, Armored Core, Gunstar Heroes, Vectorman, Megaman, and a few others. It should be very fast paced and, at times, chaotic. We want to put the player in positions where things seem overwhelming, but they will almost always have the tools to come out on top.

## A. Basic Player Interaction

Players, as Autostriders, have many different abilities. They can attack, switch weapons, collect items and powerups, interact with objects, fly and walk through levels, and so on. Players can move in any direction on the 2D plane and can aim and point in any direction with the mouse.

## B. Game Mechanic Interactions

Autostrider is primarily a 2D shooter. But there is a bit more going on in terms of the gameplay mechanics. Because of the highly customizable nature of the player's Autostrider avatar, there are a number of mechanics that can be mixed and matched in the game world. Enemies and their attacks offer a wide variety of gameplay. And there are scoring and level goal mechanisms that I want to detail.

### *i. Controls and Player Movement*

Autostriders are capable of walking, flying, and dashing (with the right modifiers). The speed of these actions depends on the chassis loadout that the player has chosen. Lighter chassis will be able to move more quickly while heavier chassis will move more slowly. One thing to note is that one large portion of the Autostrider's defense comes from its ability to move quickly and dodge incoming fire. This may seemingly make heavier Autostriders obsolete. However, the disparity between the lightest and heaviest possible builds should be close enough that the armor/speed ratio balances itself out. That is to say, the extra armor of a heavier Autostrider will help carry its lower speed in a way that doesn't break the core gameplay. Also, heavier Autostriders should not be limited in their speed too much. They should still have the capacity to dodge incoming fire to an extent. So, again, the disparity between light and heavy in terms of movement speed should be balanced out so that there is a point to being light or heavy, but not so wide that each category is too niche. Essentially I want there to be pros and cons for every possible Autostrider combination, but the differences between those pros and cons shouldn't be too wide when it comes to armor and speed.

There is no limit to how far a player can fly; flight capacity is unlimited. However an Autostrider is more vulnerable to stun and knockback when in the air. Your weapons are also less accurate when moving through the air. More advanced tactics include self-damage with powerful knock-back weapons, which can be used to propel yourself in a direction very quickly. Such tactics might be useful to retreat out of situations quickly or for someone who is speedrunning.

Autostriders also have mobility on the ground. While on the ground, the player gains more resistance to stun and knockback. Weapons are also more accurate when fired from the ground. However enemies that primarily walk on the ground are usually more powerful and have more armor. Walking is also slower than boosting, however players can boost along the surface of the ground to get around faster.

Player movement should be very responsive and fluid. When a player changes direction, it should be snappy and without any stiffness. It should also be very easy to make small changes in movements and direction. Boosting/flying around a level should feel powerful. If you stop boosting while in mid air, then start to fall, it shouldn't take very long at all to start flying upwards again when you start boosting from a free-fall. However gravity should still have some power to it. We'll probably have to play around with boost power vs. gravity power. We don't want flying movements to feel too floaty.

Getting the controls right is important! Sloppy controls in a game can ruin an otherwise enjoyable experience. This will probably take a good bit of experimenting and tweaking to get right. But I believe it will be worth it in the end.

## ii. Resource Management

There are a few resources that players must be able to manage while in a level. Those are the player's armor, lives, cellbit power, and cubits.

Armor management is pretty straightforward. The armor points tell how much health a player has before they are destroyed. Once the armor points reach zero, the player blows up and must restart the level, either taking a life or, if no lives are left, must go back to the level select menu.

The player's lives allow them to restart a level at a spawn or respawn station (a player can only restart at a respawn station if they have activated one in the level before dying). Player's can accumulate more lives by finding 1-UP and 3-UP items in a level, or by buying them at a vendor station. Once the lives counter reaches zero, the player must go back to the level select menu. Note that lives DO NOT carry over to new levels. A player starts with X number of lives (X is yet to be determined) and must complete the level with that many lives unless they find more. After the level is completed, the lives counter resets to X.

Cellbits are used as ammo/power for the secondary and ultimate weapons. The amount of cellbit power used varies from weapon to weapon; some may take a large chunk away per use while others may drain the power slowly through small increments. Ultimate weapons tend to use more cellbit power than any other weapon, but again it varies from weapon to weapon. Secondary weapons use less cellbit power per shot; the amount of power used may either be consistent per shot regardless of the modifiers used, or will be balanced with the overall power per projectile (weaker projectiles will use less cellbits/powerful projectiles will use more cellbits, etc). Cellbits, like cubits, come in a variety of sizes, with larger ones refilling more of the cellbit bar than smaller ones. Cellbits are dropped by all enemies, just like cubits, but they drop in lesser quantities. The player's cellbit bar on the HUD consists of a number of stacks. A stack is a filled bar. The player's Torso chassis part sets the number of stacks available to the player with a stat called "Cellbit Capacitors". The more capacitors in the torso, the more stacks a player can have, and thus the more overall cellbit energy they can store.

As mentioned already, cubits are the in-game currency and they also act as the player's score while in a level. They drop from all destroyed enemies and must be picked up in order for the player to add them to their score and total cubit count. Cubits are used to buy things from various Autostrider stations, such as Vendors, Refabs, Refreshers, and other stations. Cubits have a use outside of levels as well. They are used to buy new parts at the Autovendor, to buy new entities in the procedural world, and as a betting currency in the Arena. At the end of each level, the total number of accumulated cubits are tallied up. Penalties are taken for armor repair and for losing any lives. Bonuses can be awarded for completing the level quickly, finding secrets, finding M.I. cores, not losing any lives, and destroying a certain % of objects and enemies.

## iii. Level Navigation and Radar

One great thing about this game concept is that we should have the tools to create all sort of different levels, each varying in size, style, theme, and so on. Level navigation should be pretty straightforward for the player in most situations. The end-goal of any level is to take out all of the designated targets or to reach the Escape Station. So this means we can create both non-linear levels, linear levels, and combinations of the two with ease. What we do want to avoid are overly maze-like levels. So long as there is a sense of progression and a way for players to reach the level's goals with relative ease, then we should be good to go.

The player's radar should help with level navigation. Radar strength depends on the player's Autostrider loadout, but even the lowest power radar will be able to give a slightly larger snapshot of a level than what the player sees on the game screen. The radar is a small HUD item that shows key level entities - enemies, targets, and walls. All other in-level entities will probably be ignored when it comes to the radar's display. The radar display is pretty simple - it consists of different colored squares for each entity (with targets being highlighted in some way).

There is an element of level exploration we want to give the player, but the game shouldn't put too much focus on it. We want to limit the times where a player will feel lost or confused. Instead we should focus on setting up interesting enemy encounters and traps.

#### *iv. Gunplay and Countering*

Shooting and switching between weapons should be smooth. Much of the gameplay is focused on the shooting and aiming aspects, and there is a lot of emphasis placed on the weapon customization system. The main and secondary weapons should be relatively fast firing weapons; even the slowest weapons should be pretty fast firing. Of course there are trade-offs that need to be preserved between power and speed. But on the whole, Autostrider should have bullets and missiles flying all over the place as often as possible! Subtly isn't a word we want to use to describe the gunplay in Autostrider. Guns should feel powerful, or at the very least useful. When you blow up a Ferrmite, there should be sparks and flame and metal gibs flying all over the place.

One wrinkle of the gunplay in Autostrider is the ability for the player and enemies alike to counter each others projectiles. This mechanic is pretty straightforward - projectiles have health and, if they hit another projectile, the collision of the two will hurt both. Most projectiles have 1 HP, so getting hit with another projectile will cancel the two out. However larger projectiles will have more health, and as such will require more hits to be destroyed. Additionally, melee weapons can both counter and reflect projectiles. This can be relatively easy to very difficult depending on the player's melee weapon loadout. Certain enemies can reflect bullets back at the player with their own melee weapons or abilities. Homing projectiles that are reflected will then home-in back to their owner and hurt them if they are hit. Note that certain projectile modifiers make them immune to being countered or reflected (such as phasing projectiles).

#### *v. Targets*

Targets are an integral part of the level design in Autostrider. They designate what must be shot at/destroyed in order to trigger an action or complete a level. They can act as triggers for simple actions in-game, and they are the only way to complete a level. Targets can be almost any destructible object in the game, even non-hazardous objects and decorations. Interactive objects can be targets as well, in which case the player just need to perform the appropriate action to fulfill the target goal. Also there can be any number of targets...for instance, every object in a level could potentially be a target.

Note that indestructible objects can never be targets save for certain entities such as switches.

Targets should be marked in some way to identify them. They could have a bright outline drawn around them, a large crosshair could be on them, or an arrow pointing over their head could work. Whatever the case, they need to stand out from other objects in the game world so that the player knows that it is a target and must be taken out. Targets also need some sort of visible contrast on the player's radar screen. Additionally, it might be worth exploring a target checklist in the player's pause menu screen.

#### *vi. Stun, Knockback, and Freeze*

There are a number of temporary effects that can be imparted both on the player and certain enemies. These effects can be amplified and/or weakened with certain weapon modifiers, chassis loadouts, and plugins.

Stun is the effect of completely freezing all actions and movements of an entity. The time span of the effect is very quick; it usually lasts less than a second on average. But when combined with certain weapons, stun can lock a single enemy in place, rendering them harmless. However, the Autostrider is also susceptible to stun. When in mid-air, you are more easily stunned and can be stunned for a longer period of time. If your not careful, getting hit with a barrage of projectiles can lock you into place and destroy you quickly. A good way to get around stun is to use a high stun-resistant chassis loadout or plugins that help dampen the effects of stun.

Knockback is a force which pushes an entity in the game world. Usually the force comes from projectiles or explosions, and the direction of the push comes from the same direction that the projectile was moving. Knockback can be both a good and bad force for the player. High knockback weapons can be used to keep enemies at bay. On that same token, pushing enemies away all of the time means they might be harder to hit because they will be pushed back to a longer range. It all depends on how what the player wants in their gunplay. However, knockback also applies to the player's Autostrider. It works the same way for the player as it does for enemies. In this case, knockback against the player is more than likely going to be a negative thing since it is a bit disorienting and can throw off their movements and aim. Knockback also has an offensive wrinkle. With sufficient knockback, when an enemy is destroyed, its body will fly back and act as a temporary projectile, damaging anything it hits.

The combination of stun and knockback is called Stability. When combined, stun and knockback can be a very



useful tool for the player. If a stunned enemy is knocked back into another entity, that entity will take some damage and possibly be knocked back as well. This can create a small cascade of damage if enemies are in close proximity to one another.

Note that most Ferrmafixa-type enemies are immune to knockback, but they are not immune to stun.

Freeze is a more exotic effect that the player can use in their weapons. When an enemy is frozen, they are either slowed down dramatically or they will be completely immobile. Freeze happens in a couple of stages, depending on the weapon. The first stage slows down movements by 25%. If the enemy is continually hit with the effect, the speed of their movements is slowed down by 25% increments. So the next stage would be a 50% slowing of movements, then 75%, and then ultimately 100%. When an enemy is 100% frozen, the next hit will kill it regardless of the health it has left. Higher stages of freeze can be imparted with stronger projectiles. So the stronger the projectile using a freeze-type modifier, the quicker the freeze stages mount. However certain enemies are immune to 100% freeze (these being high-tier boss enemies). Flying enemies that are completely frozen will fall to the ground. And freeze is the only effect that will work on other projectiles. It will slow them down if it doesn't outright destroy it; if the projectile becomes completely frozen, it will stop in its place and the next hit will destroy it completely, regardless of the health it has left. If an entity is frozen, either partially or fully, and is not destroyed, the frozen effect will wear off after a short period time.

The player can also suffer from freezing effects. However the effect is limited to a slowing effect; the player can never be completely frozen. When the player is in the freeze state, their movement and weapon fire rates are reduced by 50%.

### *vii. Multipliers, Combo Meter, and the Scoring System*

The scoring system in Autostrider is another big facet of the overall game mechanics. In basic terms, the score = your collected cubits. So the higher you can push your score, the more cubits you get at the end of a level. So it follows that players will want to try for huge scores so they can use those cubits for things like buying new parts in the Condoct and buying entities for the procedurally generated world mode.

For every object that is destroyed, one or more cubits are dropped. Cubits have different sizes and worths, ranging from 1 to some large number. Note that I don't know what the cubit/score scale will be like exactly, but with all of the multipliers and other cubit-expanding plugins, it will probably be pretty large. Anyways, larger enemies drop larger and more cubits. The player must pick them up to add them to their score, which represents the total cubit worth they have accumulated in that particular level instance.

The cubit score can be increased with special pickups called multipliers. Multipliers come in a variety of sizes - 2x, 4x, 8x, and 16x, with the higher numbers being rarer. They may drop randomly from destroyed objects and enemies, or they may be purposely placed by the level designer (note that we may want to remove the random element and keep them purposely placed to keep out that random luck element). The multiplier, naturally, multiplies the cubit worth upon pickup while the multiplier is active. This can greatly increase cubit scores for players who make good use of them. The multiplier only lasts for a certain period of time though. Once the timer is up, the multiplier effect is removed. Picking up multiple multipliers when one is active will stack them, but only up to 32x. Picking up a new multiplier while one is active resets the activation timer.

The combo meter is another mechanism that allows players to increase their scores/cubits. The meter is a bar that fills up slowly as the player destroys objects in the game level. For each object destroyed, a little bit more is added to the bar; the larger the object, the more is added at once. However as time passes, the bar slowly drains away your work. When the bar is completely filled, any destroyed objects in the world will drop double the cubits in the world. There are 4 filled bar states, with each state offering larger bonuses. Each state doubles the number of cubits that gets dropped by destroyed objects. However if the player isn't able to keep the bar filled up by destroying objects, it will drain away. Note that when the bar drains, it will drain back to zero regardless of the state that it is in. So, for example, if the bar is at state 3 and it drains away, it does not drain through state 2 and state 1. Instead it drains straight to state 0 and thus totally resets the bonus back to 0.

Cubits can be spent while in-level at certain vendor stations. This cost comes from the in-level instance of the player's score, and not their total cubit score (which is tallied at the end of a level and sent to the player's cubit pool back at the Condoct). When a level is complete, there may be cubit costs deducted from the total score accumulation for things such as losing a life and repairing armor. If a player loses all of their lives, then the level ends and they do not get any of the cubits that they earned before dying. However a player can get additional

score bonuses by completing a level within a certain time frame, finding secrets, taking out all objects and enemies, and etc.

In the right circumstances, a player has the ability to amass huge cubit scores. So we need to make sure that the cubit prices for the various shop-related items is set appropriately. We don't want to make it too easy to buy things, but at the same time we don't want to enforce a grueling grind either.

### viii. Overall Pacing and Difficulty

Autostrider, as I have described it in this document, should be able to fill in a rather wide variety of gameplay pacing styles. Levels can be more puzzle or time based, they can be more maze-ish and cramped with sparse but intelligent enemy placement, they can have intervals of intense action with slower-paced fighting in between, or they can be off-the-wall insane bullet hells. What we want to ensure is that when the gameplay speed escalates to the highest and lowest point we're comfortable with, the player should have the tools necessary to get through those situations. This means that the player's movement speed, armor capacity, and attack capacity should be at levels that can deal with escalated situations.

The overall difficulty should be moderate to high. "Moderate to high" is probably different for different people. I just don't want this game to fall into the trap of many modern games where there is lots of hand-holding and dumbed down gameplay. The difficulty should be inspired by games that were released in the period from the late 1980s through the late the 1990s. We can have some training maps to show player's the overall basics if we think that is necessary. But the gameplay and level design in the first few levels should be crafted in a way that guides the players through the gameplay mechanics without outright stating how to play the game. From that point, the difficulty should ramp up incrementally through each episode, reaching a point where the last episodes should be very difficult. We should not be afraid of letting players fail numerous times.

The biggest thing to take away from this is that we want the game to be fun but also challenging. Appealing to the masses is a bit of a double-edged sword, because it usually means the difficulty will have to be dumbed down for everyone to play it all the way through. I do want as many people to play the game as possible, but not at the cost of lowering the difficulty factor. If the game is too hard for some people, then that is just how it will have to be. There is a sweet spot we will have to find, of course, because I don't want to make the game so difficult that it is impossible for the majority of gamers.

### ix. Object Size Multipliers

I briefly mentioned earlier in this doc about how the majority of in-level objects, excluding the player and certain high-tier enemies, can be modified and placed in levels with different sizes. I saw this concept used in Bangai-O: Spirits initially, and it was a really interesting (albeit slightly lazy) way of adding a bit more depth to the enemies. The size modifiers worked in set multiples of .5x and 2x; there was no arbitrary size modifications.

The mechanics behind this are fairly straightforward. Most of the attributes of any given object that has its size changed from the default are halved or doubled, depending on which size is chosen. The affected attributes include HP pool, stun resistance, knockback resistance, movement speed, projectile size (by extension attack power), sprite size, hit-box size, cubit payout, and so on.

I liked this idea for Autostrider for a number of reasons. For one, I like the extra bit of depth and silliness it adds. Stronger enemies can be made a bit weaker and then mixed in with lower-tier enemies in easier levels. Additionally we could even do something like have an easy-mode whereby higher-tier enemies are always .5x size or something (that's just an idea though and may not work). The inverse of that is we can buff up weaker enemies to 2x and they then pose a bit more of a threat. We can almost think of these size modifiers as micro difficulty settings that can be applied per enemy. Enemies aren't the only things that can be size modified either; just about every object in the game (except for the ones I mentioned earlier) can be modified, including decorations and so on.

This also works out well in the procedural player enhanced world mode. The size modifiers can be used as a way for players buy cheaper, but smaller, versions of expensive objects or to send out much stronger enemies for a higher price.

At the moment, I think the way we might go about doing the visuals for the .5x/2x size modifiers is to just have the engine do the scaling on its end. Scaling up to 2x shouldn't be a big deal since it just doubles the pixel sizes, making the object look zoomed-in and more pixelated. But .5x might look odd as the object will lose a lot of its

pixel details. One way around this would be the obvious - hand-draw .5x size objects. But this will likely take entirely too long. Personally I don't think having the engine scale down to .5x will be too big of a deal since that was the method employed in Bangai-O and it looked decent in that instance. But if we feel that we can get away with hand-drawing .5x sprites for every size-scalable asset, then I probably won't complain!

Note that as something to experiment with, I think we might even want to give 4x a try. That may work best in the NE1 version of Autostrider since we may use models, and I think that will ultimately look better in that game if we use skins that are higher resolution. Scaling down to .25x (or a quarter of full size) might be too small though. I think 4x could work as a way to create bosses out of even the smallest of enemies, so that would be interesting to play around with.

### x. Weapon Modifier Pods

In the power-up section of this doc, you'll come across two entities: the Modifier Pod and the Modifier EX Pod. I added these to the document somewhat hastily after a spark of inspiration from a Bangai-O game. These are important tools for level designers that can allow us to play around with the player's main weapon as a way to interact with the level. At least that is the plan. It may turn out that this concept won't work out very well depending on the different levels of interaction we have between the player's main weapon projectiles and the entities they interact with.

The basic concept here is pretty simple. These modifiers pods, specifically the normal Modifier Pod, changes the behavior of the player's main weapon while in the level. As the doc currently describes it, this pod can contain any of the game's possible main weapon modifiers. Once picked up by the player, that modifier will replace the first-slot modifier in the player's main weapon. So for example, let's assume that a player has the modifiers VOLT+PHASE attached to their weapon. They then pick up an ECHO Modifier Pod. This replaces the VOLT modifier with ECHO, and now the player has an ECHO+PHASE main weapon for the duration of the level. That new modifier only lasts until the level ends or if the player loses all of their lives and dies (so essentially whenever the level ends, that modifier is gone). This means that we can offer different weapon abilities to players as a tool to let them get past certain obstacles or puzzles. Note that we may want to offer a way for a player to swap back to their normal modifier load-out while in-game; a Refresh Station might be one way to do that.

The key mechanic here is that the weapon modifiers need to act as tools for the player in some way. I didn't really design the main weapon's modifiers or the general customization concepts around a gameplay element in that way. So that's why I added the Modifier Pods as a pickup. The problem is this style of player customization we're using here is meant more as a way for players to fill in certain play styles that they are comfortable with, and not as a way to force certain loadouts to be used on certain levels. The original intention is for any possible loadout to work on any possible level. As the main weapon modifiers are currently explained, there is some potential for some of them to work as tools to get through puzzles or obstacles. A good example would be ECHO: it would allow the player to hit a target in a narrow passage or around a tight corner where they couldn't normally fit or shoot. PHASE could work well as a way to shoot through and past a massive horde of enemies to hit a target on the other side. THERMITE could work well to plow through a horde of enemies that the player might not be able to get through without getting overrun otherwise. But that's really all I can think of at the moment. Some other properties could be added to the rest of the modifiers provided we have some ideas for level interactions through them.

So essentially I like the idea of giving the player tools in-level as a way to create some new gameplay interactions. At the moment there are a few modifiers that will work for that, but I'm not sure if those few justifies the existence of this concept at the moment. This concept is borderline experimental (and thus it would be in the "Gameplay Lab" section), but I'm adding it here because I would really like to get this to work. Also I'm still not a huge fan of having pickups for the modifier swap as it is a little bit messy and unintuitive. A separate Autostrider Station might work better, but that's something that will have to be played around with.

Note that one good way to help differentiate between which slot gets the weapon modifier and which does not (upon pickup), we could make a distinction between both slots in some way. The easiest would be to have "primary" and "secondary" slots, and the "secondary" slot would be the one which would get the new modifier while in-level. These distinctions would only serve to clarify which slot would get an in-level modifier from a modifier pod. They would not have any gameplay differences other than that.

### xi. Hardpoints

Hardpoints are a stat/function that acts as a relationship between the player's Secondary Weapons and the Arm

chassis part they choose. It can be thought of as the amount of space an arm part has for secondary weapons, more or less. The more hardpoints an arm has, the more secondary weapons it can hold.

There are a few things to note here that may not be very clear in my initial explanation on the mechanic. The hardpoints act as actual physical points where the secondary weapons "snap on" to the player's arm part (most likely around the top and sides of the shoulder area). Different weapon types don't carry any weight; they are essentially weightless. However secondary weapons have weights attached to them; the weight is the same across all secondary weapon types. So if an arm has 3 slots, 3 of the same secondary weapons can be placed on the Autostrider at the cost of Y number of weapon times Z weight. However even though an arm part may have more than 1 hardpoint, it is not required of the player to make use of all them. If there isn't enough weight capacity to fill an arm's hardpoint capacity, then a player can opt to use less than the max number of hardpoints.

Another thing to bring up is how the weapons behave when there are more than one of them. I think the general assumption would be that more secondary weapons = more projectiles firing at once (or a higher rate of fire). Loadouts with multiple secondary weapons will fire in concert, so there wouldn't be any switching between them. At the time of this writing, I can see a few options as to how multiple secondary weapons might behave.

The first would be the general assumption; the fire rate would just increase. This assumes that the fire rate of a single secondary weapon isn't very high to begin with. And this assumes the extreme where the weapons would be using a modifier combination with the highest fastest fire rate is possible. So in other words, in order for a fire rate increase per additional secondary weapon to work well, a loadout with 4 secondary weapons using the fastest firing modifier combinations possible would need to be both reasonable and worthwhile without being insanely overpowered (or taxing on the game engine). So those are just a few checks/balances for that option to work.

The second would be more of an increase in power and size. There's some emphasis on size modifications already, so this might be the more interesting option to pursue. Basically with each stacked secondary weapon, the projectile gets some size and damage output buffs (perhaps a flying speed buff as well). Again, there's a power check that would have to be in place to ensure that a power-maxed modifier loadout with 4 secondary weapons isn't too crazy. But this idea is a bit wackier and could be a bit more interesting than just a fire rate increase per extra secondary weapon stack. Also, no, this idea doesn't make as much sense...but we shouldn't care too much about that!

Alternatively we could go for a mixture of both mechanics. Where a stacked secondary weapon would just offer moderate upgrades to the weapons fired all-around. In this case, the upgrades per stat wouldn't be as potent, but still worthwhile. It would have to be worthwhile in order for the hardpoint concept to even work.

### *xii. Emergent Gameplay*

There are a lot of things going on in regards to the customization options and the gameplay mechanics that are created as a result. The relationship between the depth of the customization options, the enemy behaviors, and everything else means that we probably won't be able to foresee some of the interactions that players will come across. With lots of testing we can get close, but in the end it is going to be impossible to predict everything about how our game's mechanics will play out.

What do we do if we come across an instance where an interaction breaks or otherwise alters the core gameplay? This is a good question. Ultimately we have to decide where the line is drawn on how broken an interaction may be. I think one of the worst things we could do is fix some sort of emergent gameplay mechanic or interaction when the players really like it. A very good example would be the Tribes series. Players in the original Tribes found out that there was a bug with the physics system which allowed them to hop or "ski" along surfaces, greatly increasing the speed at which they could move through a level. This was not intended by the developers but this bug actually turned out to be a gameplay facet that defined the Tribes series. Because of this bug, the skiing mechanic was made to be an integral part of the gameplay's mechanics, and the game was made all the better because of it. What if the developers of Tribes removed the skiing bug? It is hard to say exactly, but it is a possibility that Tribes wouldn't have been nearly as fun or popular with its exclusion.

There are many other examples of how bugs or quirks in a game can lead to interesting gameplay interactions. So if we come across such a situation, we need to take a very hard look at our options before making a decision to leave the bug/quirk in the game or to take it out. First of all, we need to see how much it breaks the core gameplay. If it makes the game entirely too easy or does something else in the extreme, we should consider

removing the quirk or toning it down somehow. Next, we need to see how easy it is to replicate. The easier it is, the more people that will be able to do it. If the quirk is very difficult to pull off, then it is probably fine to leave it in (depending on what it actually does to the game). Lastly, if we think the bug/quirk is novel but maybe a bit too problematic, a gameplay flag to turn the bug/quirk on and off is definitely something we should consider.

We may never come across this situation, which would be just fine with me. But if we do, I think we shouldn't be afraid of leaving in unintended mechanics or interactions so long as they don't take things to the extreme.

## C. Gameplay Modes

Autostrider should offer a number of gameplay modes. Some of these modes will not apply to the NE0 version of the game however (including multiplayer, unless something changes). These game modes are the basic modes; more modes could probably be implemented if we come up with interesting ideas.

### *i. Normal Levels*

Most of the game's levels will normal levels. Normal levels are human-created maps. They require two prerequisites in order to be completable - a player start and a target. The player start is self-explanatory. The target is any in-game destructible that the player must destroy in order to finish the level. Players can create their own levels with the Autostrider map editor, which gives them everything in the game they need to create their own fiendish traps and fights. Once a level is finished, the player is sent to the stats overview screen and then back to the level select menu. If the player dies, they go directly to the level select menu.

### *ii. Episodic Levels*

Episodic levels are packs of normal levels, which will usually end in some sort of boss fight or similar climax. The main quest of Autostrider contains 16 separate episodes spread across the NE0 and NE1 engines. Each of those episodes will contain a varying number of levels. And out of the 16 episodes, 4 of them are secret episodes that will likely be released as expansions at a later date. Each level in an episode is exactly the same as a normal level. However the difference here is that each level in an episode must be completed sequentially in order to unlock the boss fight level. Some sort of story conveyance mechanism can be employed in episodes as well (such as scrolling text or cut scenes in-between levels or episodes).

Modders should have the ability to create their own custom episodes.

### *iii. Procedurally Generated Random Levels*

These are normal-style levels which are procedurally generated to create random level scenarios. I have a few ideas for specific modes involving the procedurally generated levels.

The first is a sort of random level generator that the player can use to setup their own random level using a set of definable parameters. It would be a quick pick-up-and-play mode that allows players to jump into a random level quickly and wreck havoc. The customizable parameters would probably be things like map size (X, Y), level style (open, maze-like, etc), number of targets, difficulty, number of bosses, etc and etc. Once the parameters are chosen, the player is whisked off to the level. From there, it plays out just like a normal level. When the level is over, the player is returned to the procedural level screen. Also, if possible, some way to keep track of the seed would be nice. That way, if the generator makes something memorable, player's can share the seed so other people can play that level.

Another idea is a Spelunky-style random adventure mode. In this mode, the player's Autostrider is randomly assembled from a pool of restricted parts. The player is then thrown into randomly generated levels which start out easy but get progressively more difficult. After each level is completed, the player is allowed to go to the Condoct and purchase new parts/modifiers/plugins using the cubits they earn during play (part prices would most likely be much lower in this instance). After a certain number of levels, probably 4 or so, the player is sent to a boss fight. This progression continues until the player either dies or makes his/her way through a certain number of levels. Note that the player's cubit count, armor level, cellbit level, and lives carry over from level-to-level in this mode.

My last idea also comes from Spelunky. It can tie in with both variants of the random level modes I described above. A random seed is picked and, for that day or week, the level generated from that seed is sent to all of the

players. In Spelunky, this is known as the "Daily Challenge". Every player will have a chance to play this level and try to get the highest score. This works best with some form of leader board system so that players can see what their friends and the world at large has scored in that particular seed for the day. This daily/weekly seed could work for either the random level generator or the random adventure mode.

#### *iv. Player Enhanced Procedurally Generated World*

This is a special procedurally generated game mode which is on a much larger scale than the other concepts I've described so far. This is similar to a normal procedurally generated level, but the level itself is massive and can be scaled to be larger (to a point) or smaller depending on player numbers. This procedurally generated "world" can be played just like a normal level - it has enemies, traps, items, and so on. However, the kicker is that players can buy chunks of the world with cubits, where they can then make their own mini-levels from within the world. Players can buy more or adjacent chunks to further customize the world. The goal is to have many different players stake claims in this world and customize their chunks. Then other players can enter this world and fight their way through it. It can be thought of as a variant of multiplayer, without actually having multiple players on the screen at the same time. Cubits are important in this game mode if you are making levels here, as everything you place will cost you cubits. If a player dies in your chunk, then you will get some sort of bonus. Players who play through this mode want to find and destroy Volt Cores in player staked chunks. Destroying these cores gives huge cubit bonuses, and also deactivates all enemies in a player's chunk. For players creating levels within this world, their goals are to try and have players defeated in their chunks. This can give them cubit bonuses, and possibly the defeated player's M.I.s.

This mode is still being fleshed out, however, so things may change. Additionally, an entire new UI and interface will have to be created for the chunk editing mode. This mode is sort of the NE0 version of multiplayer, as we cannot (currently) have multiple players on screen at once. If this mode does well, we would love to bring it to the NE1 version of the game, perhaps even with true multiplayer.

Note that the concepts of the "daily challenge" and the player progression mechanics of the "adventure mode" could also be used in this player-enhanced world gamemode.

#### *v. Arena Mode*

The Arena mode is a singleplayer and multiplayer game mode where two-to-four Autostriders face off against each other in a deathmatch style fight. The singleplayer mode has the player fighting against a ladder of different AI-driven Autostrider designs, each getting more difficult as the player moves up the ladder. In order to be eligible to fight against an opponent, the player must meet a cubit cost. Once paid, the player is allowed to take part in the fight. If the player is victorious, they are rewarded with double the cubits they payed. If they lose, then they do not get their paid cubits back.

In the multiplayer mode, players can place bets before entering the arena. All of the cubit bets placed are pooled into one large sum. Whoever wins the fight, gets the cubits. This also works with team-based fights; in that case, the winnings are split evenly between all parties in the winning team.

The levels in which these fights take place can range in size and complexity, but on the average the levels are relatively small and provide some cover. Custom arena levels can be created as well.

This mode will very likely be a NE1-only mode.

#### *vi. Multiplayer*

Ideally, multiplayer will be something that can be added to all of the existing game modes for the NE1 version of Autostrider. At the very least I would like to see 2-player COOP in all game modes, but 4-player COOP would be even better. Split-screen is also something worth investing in for those who do not have multiple computers. I think more than 4 players at once might be a bit too crazy, but it all depends on the system requirements and what kind of loads the NE1 engine can handle. The Arena mode is definitely one that I would love to have multiplayer for.

The procedurally generated world mode is most likely the closest form of multiplayer we will be able to get in the NE0 version of the game. Although it is a shame that we can't have true multiplayer, I think this mode will more than make up for it until we port the game over to NE1.

## D. Difficulty Settings

I may have said this a few times already, but I want Autostrider to be a fairly difficult game on the whole. Not completely frustrating, but fair and difficult with a reasonable difficulty curve. It should be easy to pick-up and start playing a game, but difficult to really master as the game progresses. Some of this difficulty will lie with the Autostrider customization aspect of the game. As the game gets more difficult, a good knowledge of what sorts of Autostrider customization layout will work best in a given level and/or with the player's playing style will be one part of player success. The rest of the game's difficulty will lie with a player's mechanical skill (shooting, dodging, resource management, etc).

Of course not every player is going to have the same skill level, and some may find the game too frustrating or perhaps even too easy. So implementing some difficulty settings might be a good idea. There are a couple of ideas I have on how we could implement difficulty settings in the game.

One method places the difficulty settings on the level design. We could have three difficulty settings (easy, medium, hard) and then filter out level entities based on those settings. For example, a level could have 5 enemies on easy, 7 enemies on medium, and 10 enemies on hard. When placing said enemies, difficulty flags on the entity properties would determine which enemies will be used in the level depending on the difficulty level chosen. This is a pretty straightforward method to take, but it requires a bit extra work for the level designers.

Another method is to alter how enemies behave. For example, we could make enemies fire less often on an easy difficulty, or more often on a hard difficulty. This can be applied to a number of different behavior aspects too, not just attack frequency. First we find the middle ground for a particular behavior, call that "normal" difficulty, and then deescalate for easy and escalate for hard. We could alter behaviors such as projectile damage, enemy speed, resource drop rate or worth, and so on. Note that I don't think it would be nearly as good of an idea to alter how the player behaves. So, for example, I would want to avoid making the player slower, weaker, and so on. I would find it far more fun to keep the player feeling the same instead of gimping them.

If we like both methods, we could combine the two. Level entity filtering is a more direct method of difficulty modification, especially since the level design has a wider range on how much easier or how much more difficult a given level can be. For example, an easy level can be VERY easy and a difficult level can be EXTREMELY difficult, instead of just having one notch up or down for any given difficulty level. But level entity filtration takes more time to implement because it requires extra work and testing on the whole to ensure that all difficulty filter settings work well. If we couple a more indirect approach by altering entity behaviors depending on the difficulty level chosen, then we might have a nice sweet spot which allows level creation to be sped up a bit from a difficulty standpoint. There wouldn't need to be nearly as much focus on adding more enemies per level for a higher difficulty if said enemies are already more difficult intrinsically on said difficulty level. Yet we would retain the ability to push into very easy territory or very hard territory by adding less/more enemies with difficulty filters in addition to the intrinsic behavior modifications.

## E. Level Design

I came up with many of the designs in this document to allow for a very wide-range of design combinations. The levels will mostly be static, I think, but there are entities which allow for some cool puzzle and action pieces to be made. Even though Autostrider will [mostly] reside within a 2D gameplay space, having some variation in that space is a design goal of mine.

There are many facets of the level design that I could touch upon, but I will try to keep this section as concise as possible.

Level length and size is probably a good place to start. It is probably safe to say that our levels can be pretty huge if we want them to be. I can't speak to actual limitations though; that will have to be mentioned in the technical document. But as far as the gameplay is concerned, managing the level length is very important. It will be fine to have some huge levels. In fact, I welcome some huge, crazy levels as those can be very fun. For larger levels, any puzzle aspects should probably be carefully implemented so that they aren't too complex to deal with. Having to traverse huge swaths of space to do puzzles won't be very engaging. Also backtracking in larger levels can be a pain, so that should be balanced properly as well. I think larger levels will work best near the ends of episodes. Shorter, more focused levels will likely be more engaging and easier to digest for most players. We can focus on one or two particular gameplay themes,

and really drive that theme home on a shorter level. Also if the levels are shorter on the whole, then we can have more of them per episode. The larger levels later on can take themes from earlier levels and mix them together in a larger space. So basically, I think we do want some variation on the level length and size. But I think short to medium length levels will work the best, for the most part.

There should be a nice capacity for design puzzle elements in the levels, even though the game is focused mostly on the action aspect. We will probably have to wait and see how puzzle elements will work out mechanically. But assuming that we are able to design some cool puzzles, we need to make sure that we vary them and also make sure we don't focus too heavily on them. We might even be able to do sort of "action puzzles", which would involve using certain weapon modifiers to get through a certain section of a level.

Since we won't have full-on story exposition, a large portion of the overall story progression will take place within the levels. A level's theme will be the first big component that will help to convey the setting and point in the story's time line. This includes the look of the level tiles, the type of decoration objects used, perhaps even the type of enemies used, the background art, and so on. This should be fairly easy to pull off provided with have the right kind of level tiles to work with.

I love secrets and easter eggs, so we shouldn't hesitate to make use of them. Well designed secrets can make a normal level extraordinary, and easter eggs are lots of fun to stumble across. We can mix easy to find secrets with super obscure ones; the more obscure the secret, the harder it should be to find. But on the whole, some sort of hint to find the secret is usually good practice in my opinion. However, a secret area should NEVER be required to finish a level. They should be an add-on to the normal level progression; if the level cannot be completed without finding the secret, then that is bad design and it should be corrected.

Its probably safe to assume that there will almost always be something shooting at the player constantly. We need to design the levels to allow for ample cover when it is necessary, as the player won't be able to dodge everything. Certain object placements, including the player start, need to reflect this as well. We don't want to place something where it is impossible to gain access to (it can be very difficult to get to, but it needs to be fair and doable to an extent). This is a really big concern I have if we implement some sort of procedural level game mode. I want to make sure that these randomly generated levels have rules which ensure that we don't create scenarios that are impossible or very unfair for the player. That means cover when necessary, intelligently placed entities, well-chosen targets, navigable level structures, and so on.

I'll admit that I have little experience with level design of this nature. So we will want to do lots and lots of experimentation. We'll see what works, see what doesn't, and see if we come up with any cool ideas that haven't been brought up yet!

## F. Win/Lose Rules

The goal of the player in a normal level is to 1) survive and 2) find and destroy all targets. If the player dies but has extra lives, they will restart at the spawn station or at a refab station (if one was activated before dying). However if a player dies and has no more extra lives, the level is over and they are taken back to the level select screen.

If a player finds and destroys all of the targets in the level, the level ends and the player is taken to the end-level stats screen. From there they are taken back to the level select screen.

## G. Secrets, Easter Eggs, and More

One facet of gaming that I greatly enjoy is finding secrets and easter eggs. Secret items, secret passageways, secret messages...anything like that gets a huge thumbs-up in my book! Since we've got a pretty fleshed out mythos for the Nix universe, I've tried to include a few nods and winks to future projects in my designs. When designing levels, don't hesitate to add secret areas or secret items. In fact, if you've got an idea for a funny, interesting, or just quirky secret or easter egg (be it a message, item, or etc), then definitely ask the appropriate designer to make it for you! If the secret or easter egg is particularly wacky or esoteric, be sure to hide it very well. There are a few secret items that I've listed in this design document; most of them will connect to unlocking secret episodes and parts. Also, any secret item that doesn't tie into some gameplay feature directly can be given other bonuses such as cubit bonuses and the like.



A game such as this doesn't have a lot of room for lots of exposition or cut-scenes. So we should try to convey any story elements through gameplay as often as possible. In fact, I'd like to keep any text to a minimum when possible. One exception to this are the M.I. cores. I'm hoping we can scatter M.I. cores throughout various levels, which the player can pick up. Once picked up, the player can visit the Phasmentica which lists all of the found M.I. cores. Bits of stories can be contained within these M.I. cores for those who wish to read through it. For those that don't, finding M.I. cores will still have gameplay benefit as they will offer very large cubit rewards upon retrieval. Small cut-scenes and scrolling text can be used at the end of important bits, such as episodes. But, again, that is probably the only time I want to interject story...we absolutely do not want to interrupt gameplay to show a cut-scene or something similar.

Story conveyance will be one facet that we will want to work into the design, but in a very non-intrusive way if at all possible. This is something that we will likely have to experiment with quite a bit.

## 15. The Gameplay Lab

There are a few gameplay mechanics that we have discussed that I think are really great ideas, but I wasn't sure if they would work out in the grand scheme of Autostrider. So I reserved this section in the doc to talk a bit about them so that we have something to reference when/if we decide to add them to the game.

### A. M.I. Cores (as a gameplay mechanic)

Vortex and I briefly talked about how we could work in M.I. cores into the game. I didn't really elaborate on them in this document (at least as of this writing) because I'm still not 100% sure how I'd like to approach them. What I do know is that I'd like them to act as a sort of attitude/personality modifier, where different M.I. cores will give your Autostrider different reaction sounds (think of Vectorman and all of the little quips he says during the game...if you don't know what Vectorman is, search Google/Youtube for a video!).

In the older, original Autostrider specs, M.I. cores were going to act as passive bonuses for ammo types. So there would be a Thermite-based core, a Volt-based core, and a Lead-based core. These would also carry personality traits with them, but also some boosts to certain attributes such as weapon power and resistances.

We talked about taking that entire mechanic one step further by throwing in some RPG-like mechanics. The player would start with a bare M.I. core and would be given a skill tree, to which cubits could be spent buying certain skills. Depending on how the player worked their way through the skill tree, the core could end up being a Thermite core, Volt core, Lead core, or something different entirely. Personality traits would still be applied in this instance.

I had another idea related to M.I. cores where they would act as a sort of dog-tag system in the procedural world game mode. Dead players would drop their M.I. core wherever they died, and this would carry some bits of information in them. Whenever a player picks up that M.I. core, they would get a big cubit bonus and they would also be able to add that M.I. core to a list (probably in the Phasmentica). It would act as a sort of trophy. Additionally, I think we will probably use M.I. cores in the episodic levels as secrets and/or as regular items that can be picked up along the way. In this instance, these cores could act as a way to convey story bits in a way that doesn't interrupt gameplay (the player could only go through the M.I. core at the Phasmentica, back at the game's menu).

If we were to combine some sort of very personalized M.I. customization of some sort, with or without gameplay ramifications, having other players collect them and then even used them could be interesting! It all depends on how they would affect the gameplay though. And as far as the gameplay impacts are concerned, I haven't been able to come up with any ideas as of yet.

### B. Flight/Boosting Limitations

The infinite flight potential was brought up by Vader (our concept artist) in a discussion we had, and it had me thinking about how infinite vs. finite flight would work out in the gameplay. As of this writing, I'm still on the fence as to

which I would prefer from a conceptual standpoint. Infinite flight removes most, if not all, of the platforming from the game. Which I think is ok, since this game isn't supposed to have any major focus on platforming. The infinite flight potential also impacts other facets of the gameplay, including dodging incoming fire, general player maneuvering, the overall speed of the game, and the exploration aspects. If flight is limited, then it will slow down the game by some margin; it depends on how limited flight is, of course.

My initial idea for Autostrider had a flight and energy limitation mechanic. There were two extra Autostrider parts that aren't a part of this current design - they were the booster and the generator. The generator provided a constant flow of energy and would refresh the player's reserve every time a bit of energy was used. Volt weapons and the player's booster used this energy, meaning that flight was finite. This initial version of Autostrider was decidedly slower paced. I decided to do away with the finite energy/flight mechanic with the NEO version since I was opting for faster, less limited player movements. However after having this mechanic change brought to my attention, I gave some thought on a way to limit flight in this version of Autostrider that would mesh well with the fast-paced goals of the game. I decided that a heat mechanic would be a fairly simple way to go about implementing such a limitation.

The heat mechanic idea is pretty straight forward. Any time a player is using the booster for flight or for moving along the ground quickly, heat will slowly build up in a "heat gauge" on the HUD. If the gauge reaches its climax, then the booster will fizzle out and the player will fall back to the ground. The cool-off time would be very fast though, much faster than the heat build-up time in a situation of constant, uninterrupted boosting. This would mean that if a player was close to overheating, they could find a platform nearby to land on, cool off very quickly, and begin boosting again in no time. Something to think about if we go this direction is how booster power versus gravity will work in combination with this heat mechanic. If boost power is set very high (or if gravity is low), then tapping the boost might be a way to circumvent the heat mechanic. Or there would be little consequence to stopping in mid air for a split second to let the booster cool off, and the blast off again; a high-powered booster or low gravity means that the player wouldn't lose much altitude and would be able to regain what they lost very quickly. So we'd need to balance the heat mechanic out depending on how boost power/gravity we end up using.

One variant of this heat mechanic that I'm leaning towards right now is a combination of infinite flight + finite boosting. As the doc is described, boosting is the only way to fly around a map. However boosting is supposed to be the fast-mode of general Autostrider travel. Instead, it might be more interesting to allow a sort of slow hover mode for the player's normal flight, which would be about as fast as the walking speed of the Autostrider on the ground. In this instance, players can get around to any spot they want on the map, but being slow means that it would be very difficult to dodge incoming fire. In that case, they would want to boost around instead of hovering slowly. Boosting could then be tied to the heat mechanic, where as long as a player is boosting around a map quickly, they will build up heat. Once they overheat, they can't boost until they cool down completely. This would leave a player vulnerable to incoming fire, meaning that smart players would have to manage their heat appropriately to survive. I quite like this idea.

If we do go for a limited flight mechanic, and specifically the heat mechanic, then there are some new gameplay interactions I'd like to introduce to play on this mechanic. Some ideas include having thermite-based weapons, flamethrowers, and so on build up heat in the player if they are hit. If we have water/oil environments, then the heat build-up could be much slower or nonexistent. It would be pretty cool to introduce booster chassis parts in this instance as well; we could have boosters that provide high power but with high heat buildup, and vice-versa, etc. Some plugins could be crafted around this heat mechanic too.

## C. Rouge-lite Gamemodes

There have been a few games I've played recently (as of writing this section) that have really made me come to enjoy the random level generated mechanics of the so-called "Rouge-lite" genre of games. In particular I kind of like how this concepts work with action-packed games. We've discussed a random level generator gamemode and we might get a chance to implement that as a separate mode of play. But what I'll talk about in this section is a bit different. It would essentially turn the entire game into a Rouge-lite game, and some of the mechanics would change a bit. Note that this is just an idea and not a serious direction. But I'm hoping it might create some discussion as we develop the game. And we may find that this direction could be more interesting (or maybe not!)

What this style of game would do is force the story levels to be entirely procedurally generated (with some rules in place per episode, of course). Each episode would consist of X number of levels of a certain theme and a steadily graduated level of difficulty. The end of the episode would have a Ferrymadomnus boss, perhaps with a randomly

generated level as well. We would stick to the story arcs but the level designs from game to game would always be different. The key with this sort of level progress, however, is that we would need to put together sets of rules for each episode so that they progress properly. So for example, if a level is destined to have a Ferrmagiga fight in it, then a chunk of the level needs to be appropriately generated so that the Ferrmagiga encounter works in the level. This applies to various facets of the level design, not just entity placement. I think figuring out the rule set for the random levels to exist within would be one of the more difficult design aspects of this style of game.

On top of that, the player customization aspect would be slightly randomized as well, but the player would get some say in what customization aspects they choose. At the very beginning of a gameplay run, the player will start with a bare-bones Autostrider with plain weapons; no modifiers, no plugins, and no ultimate weapon. This would probably require us to create a "skeleton" Autostrider, which wouldn't use any of the defined Autostrider parts and would be bottom-of-the-barrel in terms of stats. As the player progresses through the levels, they will amass cubits. The cubits in turn will allow the player to buy a random assortment of items from special stations placed in each level; these items are randomly picked however. Also each level will have special rooms where the player can find new weapons and new modifiers for those weapons. As the player goes through the game, they'll get stronger and stronger and this will reflect the increasing difficulty with the passing of each level and episode.

With enough variation given to the player to choose from different Autostrider parts, we allow the player some leeway over their fate. There's an element of luck involved with this style of game though. I think this is ok so long as the player's skill at the game has the potential to trump this luck aspect (to an extent). I didn't really design the game to fit this sort of gameplay mold. But I'm pretty sure it would work with some tweaks. And this would also open up some more doors in terms of playing with new gameplay interactions. What I really like about this idea is how it keeps the player guessing and on their toes, and how much replayability is intrinsic with this sort of design. Also the weapon modifier system, ultimate weapon system, and plugin system are very extensive and synergize well with certain combinations. This synergistic relationship coupled with random levels and encounters could make for a really interesting gameplay experience.

If we go this route, I wouldn't want to remove custom made levels from the game. I'm fairly certain we would still need a level editor even with procedurally generated levels. So what I think we could do is have a "challenge levels" game mode, which would consist of player-made levels of any design we feel like making.

There are some cons to this direction. We relinquish total control over level design, so we can't craft specific experiences. They might be replicable in the random level generator, but it likely won't be exactly the same kind of experience. Also my gut tells me that getting the random level generator to put together the levels properly for a given point in the game will be tricky. With random generation, we want to make sure that the game is not too wildly different from run-through to run-through. And removing the customization freedom takes a bit away from the core game, although we could keep player customization if we really wanted. All in all, it's just an idea I had and we certainly don't have to go in this direction. It's just something to think about.

## D. 3-Part Weapon Customization

While ironing out the weapon mechanics a while back, I happened across another brain bubble that I thought would be worthwhile to mention here. It has to do with adding another layer to the weapon customization system. I really like the concepts of a customizable weapon and I'm quite happy with the current ideas I've come up with. I'm not sure adding another layer is an idea worth pursuing (and it depends on how difficult it would be to code), but it could help to further separate some ambiguities in some of the modifiers.

This third layer of customization is essentially an "ammo type" modifier. To clarify, there are currently two layers of customization - the gun and the modifiers. The gun mostly affects firing rate, projectile size, and some other, more fundamental projectile behaviors. The modifiers are more exotic behavior projectile influences and range from a variety of different modifications and behaviors. Some of the modifiers will turn projectiles into certain ammo-types, which have specific behaviors tied to them. For example, thermite adds an AoE (area of effect) behavior upon impact. Volt typically increases projectile speeds and turns it into a laser or beam (a beam generally means its thicker and move extremely quickly). Instead of having modifiers add this behavior, we'd shift them over to the third layer of weapon modification. This layer would include three types - Solid, Explosive, and Energy. Existing modifiers which impart these kinds of properties would be reworked so that their behaviors are irrespective of the ammo modifier chosen. This would take a bit of work to ensure that every combination would work and there would be little redundancy. But it could help to remove

any confusion in the current modifier system.

Note that this probably wouldn't extend to the melee weapons. The Main and Secondary weapons would most likely be the only weapons which would benefit from this third modifier layer.

## E. Orbits as Chassis Parts

Currently Orbits only make an appearance as secondary weapons (and also as an ultimate weapon, but that's a bit different). This isn't necessarily a good or bad thing, but it had me thinking about how the secondary weapons work as they are currently described (with the hardpoints system and whatnot). What if we included Orbits as a part of the overall chassis, and then mount the secondary weapons to them?

If we did this, I would dissolve the hardpoints system and then come up with a variety of Orbit designs which would reflect the old hardpoints system in a similar fashion. The Orbits would affect the Autostrider's total weight capacity, and heavier Orbits would be able to "carry" more secondary weapons (ala the hardpoint system). The Orbit will sit somewhere on the player (perhaps the shoulder) when the secondary weapon isn't selected. However when it is selected, the Orbit will detach and hover over the player's shoulder where it will fire its weapon from. I think in order for this to be worthwhile, there would have to be some other gameplay aspect in the work that would make this an interesting mechanic. We could use things such as cellbit cost per shot, accuracy, maybe even flight distance from the player. I'm not totally sold on the idea at the moment since it's hard for me to think of a great way to make this change interesting. But I thought it would be worthwhile to bring up, so here it is.

## F. Stacking Plugin Mechanic

While working on various plugin ideas for this document, one alternative method to implement the plugin mechanic came to me. This mechanic might help to make the list of plugins and their respective behaviors easier to work with on the player's side.

As the plugins are currently described, there are multiple plugins which have the same behavior but offer a buffed behavior for a higher plugin slot cost. For example, *Armor Boost* and *Superstructure* are both armor boosting plugins which give 10% and 35% extra armor capacity respectively. *Armor Boost* only takes 1 slot while *Superstructure* takes 5 slots. So essentially *Superstructure* is an upgraded version of *Armor Boost*; this is a basic tiering implementation.

Currently the same plugin can not be used multiple times. That is to say, a player can not use *Armor Boost* and then another *Armor Boost* on top of the first. Same type plugins can be stacked though. So *Armor Boost* and *Superstructure* could be used together to provide the player's Autostrider with a 10%+35% boost in armor. I like this method behind the plugin system because it forces a player to explore the other plugin behaviors while offering some wiggle room for those who want to focus on one or two specific areas of behavior.

The idea that came to me is to allow some plugins to stack but with some alterations to the plugin system. Plugins of the same type, but of higher or lower tiers, would get removed, thus cutting down on some of the redundant (and possibly confusing) plugins. So for an example, the *Superstructure* plugin would be removed. In its place, a player would have to stack 3-4 *Armor Boost* plugins to get the same effect. So the same basic plugin behaviors would still be attainable, and essentially we wouldn't really lose any of the benefits from the current system. However this also means players can go hog wild and stack multiple of the same plugin to allow for behaviors that are beyond the current scope of the plugin system. Allowing same plugin stacking could get kind of ridiculous depending on the plugin's behavior. For example, if a player has 19 plugin slots, 19 *Armor Boost* plugins could be used to provide 190% extra armor. One could argue that even though 190% extra armor is a lot, the player loses out on a lot of other benefits from excluding other plugin options. That is something to think about; in this case, what matters is how much weight the behavior that is being altered carries within the game. So the question we have to ask is "does allowing a player to give themselves 190% extra armor while excluding other plugin a game-breaking feature?" We would need to ask this question for each of the stackable plugin behaviors and, if we choose to go this route, alter said plugins in a way that stacking won't create game-breaking scenarios.

## 16. Art and Visual Styles

The visual style of the game is something that will probably be in flux until we can pin something down. What I do know is that the game should be somewhat steampunk-ish in design and look. It should not be human-style Steampunk (meaning no Victorian decorative designs), but should focus on more industrial-looking elements. That is to say things like gears, bolts, girders, screws, steam, electricity, pipes, oil and grease, heavy looking machinery, and so on should be the design focus for our over-arching visual theme. Some styles will have more high-technology looks to them, but this should be limited to certain themes and used as a contrast with the main steampunk aesthetic. I try to describe it as "alien steampunk"; that is our visual theme.

The NE0 engine will very likely mean we will be working with sprites, and not 3D models. So all objects must be sprites unless otherwise noted. There may be exceptions to this depending on what features we have available to us in NE0. The NE1 version, however, may allow us to use 3D models if we think that is a path we want to take.

I would really like to use a limited palette or some other form of limited coloring scheme. We have talked about using the Genesis/Mega Drive color palette, which has 512 colors with separate "light" and "dark" palettes. We could create our own palette with as many colors as we'd like, though I think we will want, at the very least, 128 colors to work with. Another option would be to allow any and all colors, but limit the number of colors per asset to some number; perhaps 8 or 16 colors. This would give us either a NES look or more of a SNES/Genesis look. The overarching goal with the color palette is to try and go for a pixelated, retro look.

As for the art style, this is something that I'm not entirely settled on yet. We've had discussions on going for a slightly cartoon-ish look with few-to-no details and bright colors. If we go this route, I'd like to keep the level art assets more detailed so that the background acts as a bit of a contrast with object assets. A very good example of this is the game Spelunky; the original version is free to download, just Google it. Personally I like more detailed, pixel-art styles and that would probably be my first choice. Although I think with more detailed artwork on assets, we might run into time constraint issues. A good example of what I mean would be a game like Thunder Force IV (aka Lightening Force in the US...and yes, that is how it is spelled). The art in Thunder Force IV is very detailed and crisp, especially assets like enemies and other in-game objects. That style probably gets my vote, but that's only if we have the talent on board to create that level of artwork.

Lastly there's the rendering effects of the NE0 engine. Vortex has demoed some very cool lighting/shadowing effects that may be possible. A web-based engine is going to have limitations as far as visual effects go, but I'm hoping we can fit in some really cool visual quirks, courtesy of our coding chef! Vortex will probably go into more detail on these effects in his technical doc.

Figuring out the "look" of the game at the more detailed levels is going to require the help of artists. And I'm no artist. So while I have some ideas and expectations, the look of the game is definitely not in a concrete position as of yet.

## 17. Music and Sounds

*(Thank you Jimmy for reminding me to make this section!)*

At the time of this writing, a few music tracks have already been completed by our mighty music man James Paddock. All of which are fantastic and will very likely be used in the game! So as far as music is concerned, this section is going to be aimed at you Jimmy!

I'm pretty terrible at trying to describe anything related to music style, unless were talking about major genres or something. But Autostrider, being a fast-paced game by design, will definitely need music to help reflect that. So I will try my best to describe the style of music needed, as well as what instances we will need tracks for.

The quick way to describe what I'd like the soundtrack to be like is to use some examples. The music in the following Genesis/Megadrive games are on-par with the style I'd love to have in Autostrider: *Thunder Force III*, *Thunder Force IV*, *M.U.S.H.A.*, *Gunstar Heros*, *Alien Solider*, and *Sub-Terrania*. Out of those examples, one sticks out - Sub-Terrania. The music in Sub-Terrania is quite a bit different from the faster, more aggressive and pumping soundtracks that

I listed. It has more of an atmospheric, ambient sound, and I think we need a bit of that for some contrast. The gameplay, overall, will be fast, but there will be sections that are slower or more brooding than others. And some of the secret episodes in particular will be darker in nature, so some darker and slower music would be something we want there. But for the rest of the game, faster-paced music to help get the player pumped and motivated to plow through the levels is probably the way we want to go! The tone of the music should vary, of course, so we have a few options to choose from depending on the level style.

One reason why I brought up Sega Genesis/Mega Drive exclusively is because I would like to experiment with using the Genesis soundfont for the music. I think this is a possibility since the music will likely be made in MIDI. I'll admit that maybe this is sort of a personal preference thing, because I have a weird attachment to the way Genesis/Mega Drive music sounds. Some games on the system had pretty terrible use of the soundfont (sometimes it has that 8-bit sound, and I mean than in a bad way). The music in Genesis/Mega Drive games had a unique sound to them that I haven't really heard anywhere else. It can work really well with creepy, ambient music and also fast and aggressive music. For a good example, search for "Super Metroid for Sega Genesis" and also "Doom FM Arrangements" (both videos will be by "geckoyamori"). The music sounds great in this soundfont when it is the creepy stuff found in Super Metroid and when it is the more metal-ish sound of Doom. So if we can get away with using the Genesis/Mega Drive soundfont for the music, then I will giggle like a little schoolgirl. Note that if we go for a 16-bit, Genesis-palette look for the art, then having Genesis-style music would be that much more awesome.

I'm pretty sure that my descriptions above are very vague, so I apologize. As always, it is probably best to work with me directly if specifics are needed. So do not hesitate to get in touch with me.

As far as what instances of music we'll need, here is a quick list.

- Title screen/Main menu/Theme music with a catchy melody. It would be cool to reuse this melody in other tracks later on. I want the theme to be very relateable...something that makes a person say "hey, that's the Autostrider theme!"
- Music specifically for the Condoct. The music here should be easy to listen to on repeat since a player might spend a lot of time here.
- Music for the Phasmentica. Probably something lower-key here.
- Normal level music. The tracks needed here will need to vary in terms of tone, length, and style. The bulk of the game's soundtrack will be for the levels. On average, I'm guessing the tracks should be anywhere from 4-10 minutes maybe?
- Procedural world music. I think we might need something specific for this gamemode since the gameplay time could go on much, much longer than a normal level. So that's something to think about.
- Boss music! Since its a boss fight, something more dramatic and frantic will be necessary here. A few different boss themes will be nice to have too.
- Episode-specific music. A couple of the secret episodes will have a different feel to them, so some different music for them would be nice. I think the tone of the music will probably be decidedly darker for these.
- End-level/Stats screen music. Just something catchy and quick here to portray the end of a level.
- End-episode/Possible cut-scene music. This may require a few different tracks, perhaps building on previous melodies (like the title screen/theme music).
- End game/Roll credits music. Again, something building on previous melodies would probably work. Needs to have a finality tone to it.
- Extra/misc music. Just some ideas for things like secret levels, silly levels, and so on. Most likely the music can be made on-demand since no one knows what silly things we'll come up with.

Sounds are very important too, of course. It is difficult to say exactly what style of sound effects we should go for, since sounds are more abstract than music. But I think that if we go for the 16-bit/Genesis approach for the music and visuals, then why not the sounds too? This is something that will have to be ran past a SFX creator to see how feasible it is. I think the more important thing to talk about in relation to the sound effects are how and when they should be used.

In a gameplay sense, having aural cues is very important (next to visual cues too). So we should try to tie in sound effects to in-game events whenever possible. Sounds should also help to reflect various entities with in game. So for example, volt lasers would have their own distinct sound versus thermite exploding and so on. Enemies should have sounds to let the player know when they are active and/or wake up/spot the player. When something powerful happens in the game world, an appropriately powerful sound should accompany it. I feel like most of this stuff is pretty straightforward already so I won't go into more detail.

Having some nice sounds to accompany the actions in-game will help to bring the game to life. So it is definitely important to make sure we give sound to as many of the entities as possible!

## **18. Modding**

One important thing I want to talk about is the modding capabilities of the game and engine. Not so much the specifics or the technical aspects of modding, but more philosophical implications of modding.

I believe that it is extremely important to a game's lifespan, popularity, and overall fun-factor to allow full-access modding. If at all possible, the public should have access to all of the tools that us devs used to create the game. The level editor in particular is a very vital tool that the gaming public should have access to as this tool alone can create countless extra hours of new content for other gamers to enjoy. If the base game is modular and simple enough, like I think Autostrider will be, then creating new levels should be quite easy for most modders out there. And the gamers benefit from this the most, meaning we can possibly get more exposure out in the vast sea of indie titles.

Not only should modding be accessible and straightforward, but sharing the modder's content with other modders and gamers should be facilitated by us whenever possible. This ultimately depends on what Vortex can do as far as the engine is concerned, of course, but it should be a goal to make sharing content easy. Perhaps some way to browse custom mods and levels in-game? The simplest route would be to let modders download/upload their creations however they see fit, and then let players easily install the mod from there. Our forums could work as a makeshift mod/map repository of sorts, or at least a hub where players can share their creations.

Basically, modding and modders are our friends! So long as we are friendly to the entire modder atmosphere, I think it will pay off for us in many different ways. This section might just be moot as I think everyone on the team already agrees with me about this. But I felt it was worth a quick mention, just in case!

## **19. Demos and Demo Recording**

If at all possible, I would love to have a demo recording function in the game. In particular I think demo recording is a great feature in conjunction with custom levels. And if we attract any speedrunners, they will very likely love demo recording features.

I'd like to be able to record a demo of any game mode. It would be even better if we could have a few options for this as well. An option to always record and then keep a queue of, let's say, the last 10 games you played would be neat. If a player does something incredible in a game but didn't think to record it, automatic recording options with a saved queue would be a lifesaver. The player could look into the queue and manually save whatever demo they want.

An option to start recording during the middle of gameplay might be a good idea as well. Again, this works well for those who perhaps forgot to start recording at the beginning of play, or if someone just wants to record a small portion of a gameplay run.

I assume that if recording is possible, then playback is a trivial matter. So it goes without saying that a form of easy demo playback is probably a good idea.

Beyond that, I'm not sure what other demo recording features would be worthwhile. Perhaps some easy way to distribute the demos would be nice? If we have a nice level distribution system built-in at some point, extending that to demos would be pretty spiffy.

## 20. Scoreboard

Having a scoreboard is perhaps a luxury feature, but it seems like one that could help to generate some extra interest and competition in the game. In particular this would be really interesting to have with the "daily challenge" levels so players and friends can see who beat who in cubit score for that day.

I think scoreboards are probably self-explanatory, but I'll just skim over the few variations I had in mind for them. I will say that the score is basically the cubit accumulation a player gets at the end of a level, in case that wasn't clear.

One scoreboard would be a local-only listing. This would be a list of top cubit scores for one player on one copy of the game.

Another scoreboard would be an overall scoreboard for the entire playing community; in other words, it would be a leaderboard as they are often called in modern gaming. A given player would get a chance to see where they stack up in the grand Autostrider playing community.

The last scoreboard would be tied to the "daily challenge" mode. This would be a two-part scoreboard. One scoreboard works for the scores made for that day only (as an overall scoreboard for people who have played the challenge that day). The second scoreboard would be an overall scoreboard to see who has the highest score out of any daily challenge completed.

It's worth noting that cheaters would most likely taint the scoreboard. I don't know if there much we can do about that in the big picture. But if there is something we can do to marginalize the cheaters, we should explore it if possible.

## 21. Expansions/DLC

If you have taken a look at the multitude of objects, weapons, chassis parts, and enemies, you may notice that its a massive amount of content for just one game. Too massive for just one game, I would say. While this document is meant to describe how Autostrider plays and functions from a gameplay standpoint, some of the ideas and concepts we've come up with may not see the light of day. And that's ok, because this document is just that - a collection of concepts. What it does mean is that if we are successful, or if we feel inclined, we have enough material here to make expansions to the core game. Most modern gamers would recognize this as DLC (downloadable content), though that term has kind of a bad connotation these days thanks to money-grabbing business tactics that have started to plague the game dev industry.

I originally never came up with the content for this game with DLC in mind. As I kept coming up with ideas, and as the story line and lore expanded, the pool of content just kind of ballooned into what it is right now. After Vortex and I decided to merge the gameplay mechanics of the NE0 and NE1 versions of Autostrider, that meant even more content. So what I've done is divide out some of the content for potential expansions for both the NE0 and NE1 versions of Autostrider. If we are successful enough to keep the game updated, I would love to create some expansions using these new pieces of content. These expansions are essentially the secret episodes, and they will include some of the secret objects, items, and enemies.

The practice I want to forever stay away from is what is sometimes referred to as "on disk" dlc. It's the practice of locking away content in a game, then "releasing it" for a price after the core game has been released even though the content is already within the game. It's a dishonest, greedy tactic that will never have a place in anything I create. If we are able to actually create some of the extra content before the full game is released, then it'll just be released as normal content. Otherwise we'll do them an expansions, released either for free or for a nominal fee.

Expansions can be a great way to keep interesting in a game going. Particularly if they add something interesting and fresh, like brand new art assets, new enemy behaviors, new and interesting customizations, and so on. I remember back when UT99 was popular, the Epic guys would release map packs and other cool updates to the game. They were free to download and added lots of cool new content to an already very fun game. I almost never see that these days, at least not with large game dev companies. Thankfully the practice still seems to have a foothold in indie gaming. So I'm all for following that practice!



## 22. Closing Statements

If you made it this far, congratulations! You've just read the entire Autostrider game design document! If you scrolled to the bottom without reading anything, then congratulations, you are a cheater!

Seriously though, this is a fairly content and feature rich game concept. I tried to keep it descriptive but succinct as possible; there are certainly some details that have not been explained. These details may be delved into at a later date, or discussed in more personable environments once we start implementing content. Furthermore there are visual designs that need to be fleshed out; some concept art for some of the enemies has been made already. But what you see in this design document is, more or less, what I'm hoping the game will end up being.

Vortex will probably make a corresponding technical document, detailing all of the coding and internal design concepts associated with the gameplay mechanics described here.

What's described in this doc is the most ideal game I'd like to create. As you can probably tell, there is a ton of content here, and it is difficult to say if we will be able to implement all of it. My goal is to implement as much of it as we can (at least what ends up working from a gameplay perspective). But if there are designs we can't work in, either due to time constraints, lack of team members, technological restrictions, and so forth, then we can save that content for an expansion or for the NE1 version of the game.

Also something we really want to facilitate with our games is a sense of community and a great modding scene. Our content and levels will only take a player so far, even with designs focused on replayability. The procedural world modes will definitely help with this, of course. But we want people to make their own levels and content, and we also want to make the process of creating and sharing these levels and content as user-friendly as possible. Modding is what keeps a game alive, even good ones. We should never forget that!

Before ending, I would like to thank a few cool people for their help! Without them, much of this design doc and dream of making this game probably wouldn't exist (or get very far!)

- Jimmy: Thanks for always listening to my ideas and giving me feedback! You're one of the coolest dudes I've met online and I'm glad we got the chance to work on projects together :)
- VortexCortex: Thanks for basically becoming the other half of this project and being so inspirational! I don't think I would have ever come up with half of the ideas in this doc if it weren't for you :)
- Vader: Thanks for doing the usually thankless task of concept art! Your skills and unique takes on my horrible chicken-scratch concepts make this look 10x more professional. Also I love your mapping, have I told you that recently?

So this ends the Autostrider design doc! If you have any comments or feedback, please do not hesitate to send it our way. You can check for contact information at the top of the document.

Thanks for reading!