**MacroHard Inc. Presents:**

**SolarStrife**

**Members:**

* Evan Apostolou
* Jacob Shultz
* Ademola Adesoji
* Andrew Choi
* Chase McIntosh
* Edwin Sanchez

**Designer: Ruleset**

In an attempt to make our rules more understandable, we created a rulebook using slides in a powerpoint. We have included the presentation as “Final Project Rulebook” in our submission. The slides go in order from first page to last page, left to right.

**Writer: Story**

Solar Strife takes place in the same universe as Cavern Clash. The Voldkrigs, a militarist Dwarf empire, have begun a war with the Great Orc Khanate.The Voldkrig hail from the world of Raldsa, a planet close to a massive red sun, forcing a majority of the population to live beneath the surface. The Great Orc Khanate comes from the ocean world of Knade. The Scrack system was designated as a DMZ, (demilitarized zone) after a temporary peace was brokered between the two sides, as both factions, along with many others, were forced to withdraw troops and ships to repel the third Synth Uprising. The Voldkrig world of Vakt sits on one end of the system, with the Orc world of Borta sitting on the other. Between the two sit several uninhabited planets. One Ecumenopolis of unknown origin, three planets that could potentially be used as Agriculture worlds. Two worlds believed to be numerous in minerals and resources. And, finally, a dead world, completely devoid of life. Voldkrig high command believes that a world-ending weapon could be on the planet, and thus have ordered it taken. The Voldkrig and Orc fleets have stationed themselves at their respective planets and now are poised to begin their war for the Scrack System.

**Artist: Artwork**

The artwork for the game is under the Artwork folder in the submission. All previous art along with the new art is in the folder.

**Presentation:**

The powerpoint we will use for our presentation is called “Macrohard Final Presentation” in the submission folder.