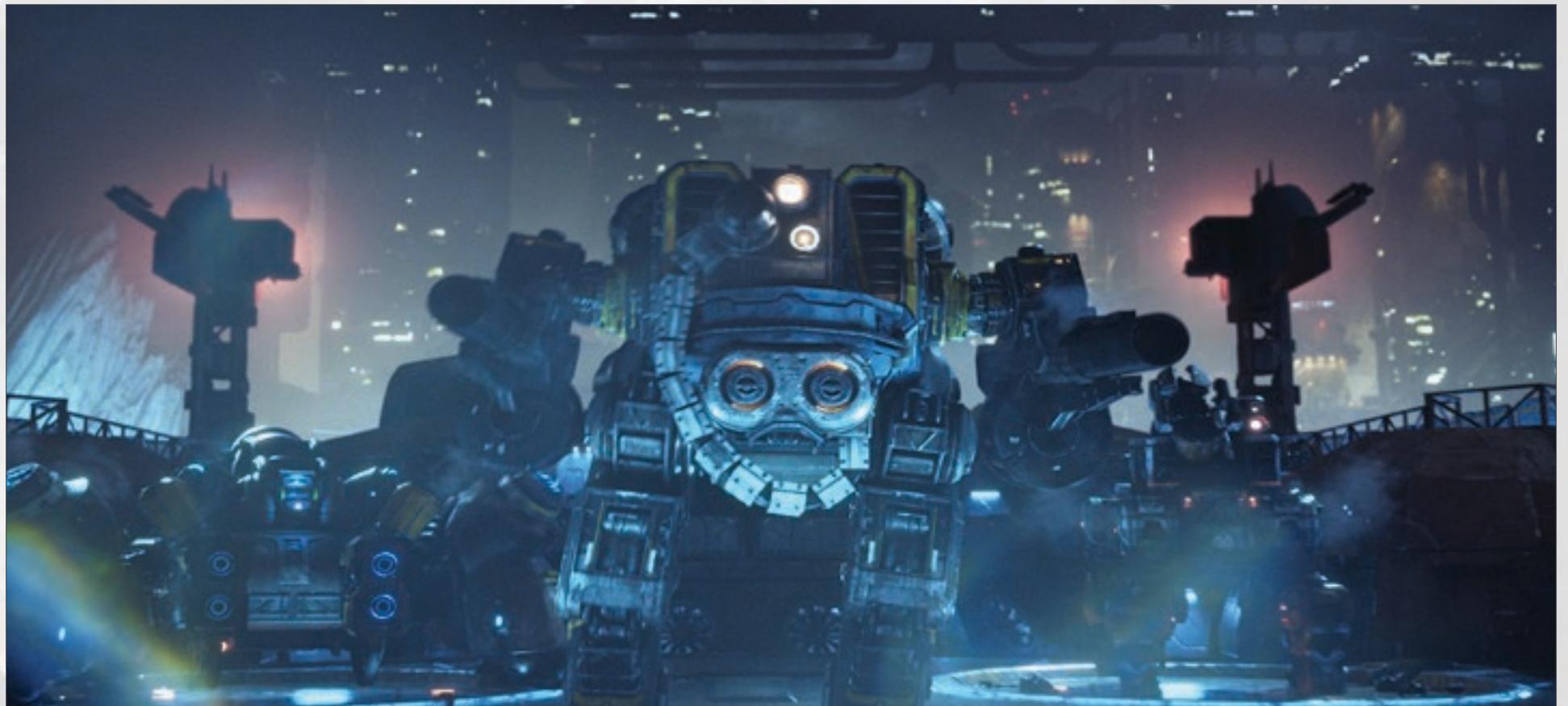




THE ART OF DROPZONE





Three hundred and ninety million miles from earth lies the prize. The CORES of Europa. Indestructible in their making and inexhaustible in the energy they provide. Discovered accidentally and now the focus of all mankind. Now every corporate, military and political entity mankind has devised is fighting for control of this moon and its riches. Waves of humanity's best are tossed into the fray in the hopes of retrieving enough CORES to tip the balance of power in their favor.

For the average Rig Pilot this doesn't mean much. Each day they must contend with competing squads as well as the enigmatic Kavash, the alien race which infests Europa and makes inhabiting the surface impossible.

-Coran James, Drauger Archivist - 2182, June 12th



PILOTS

Who are the best rig pilots? Well, that depends on who you ask. Also depends on what kind of rig they're driving. The best Gunners are always cocky. They know their rigs and they let you know it, but they're very competent and more than willing to jump into a scrap and unleash some serious firepower. Mechanics on the other hand tend to be more reserved. They can be know-it-alls because they usually do know it all. They're small but tough, like their rigs. Tanks are the opposite. Big, wide, strong and can take a beating. Tankers will rarely run from a fight and are usually up front taking hits for the rest of the team. Strangest of all are the Summoners. Those poor souls banished from their habs on Europa. They're odd and hard to get close to, but during a Core run they can pull some tricks out of their hat that you'll be thankful for. Whatever class they drive, I haven't found two pilots that are alike.

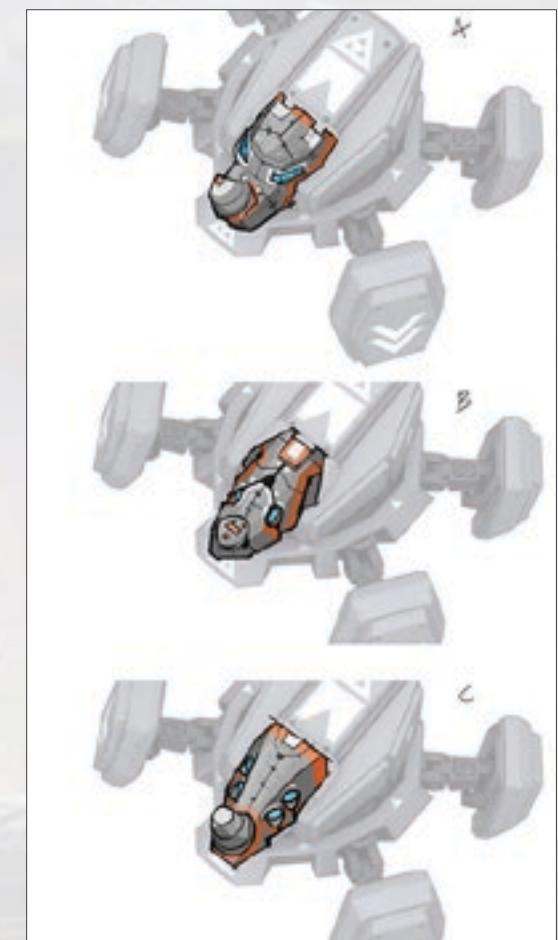
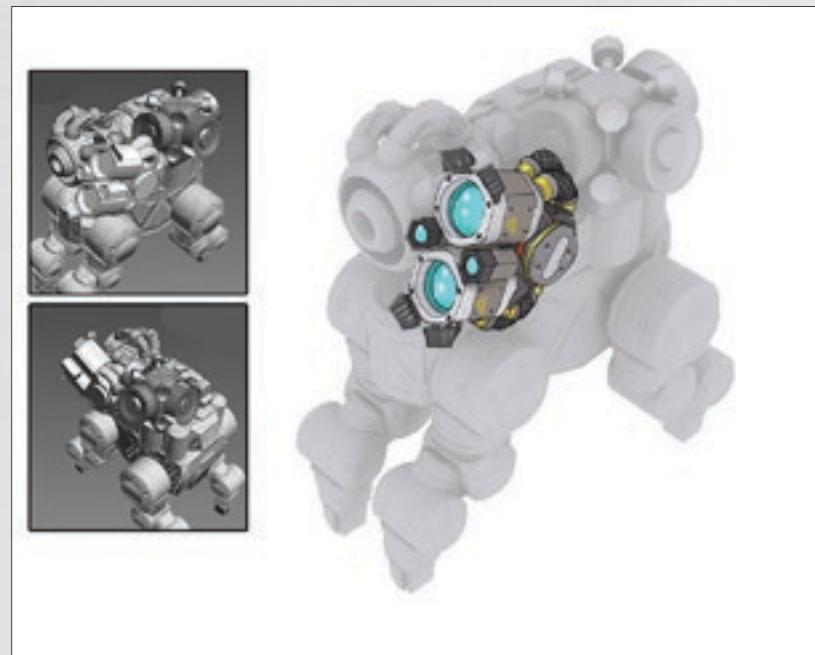
-Ramus Gorran, Senior Bartender, Europa Station IV - 2077, May 6th

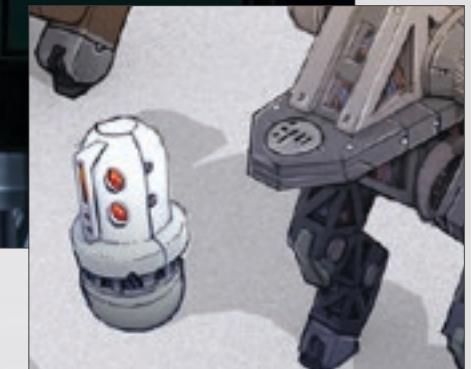
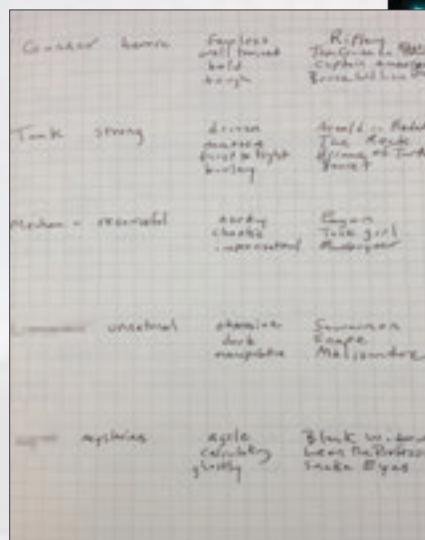


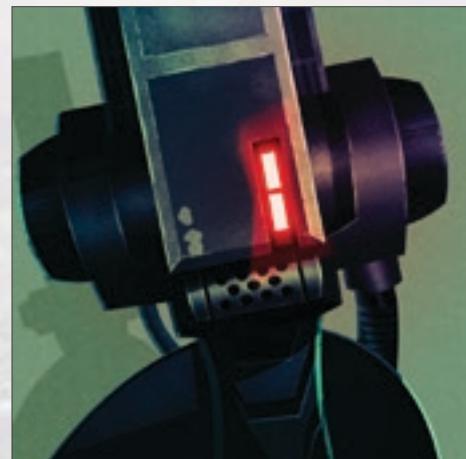
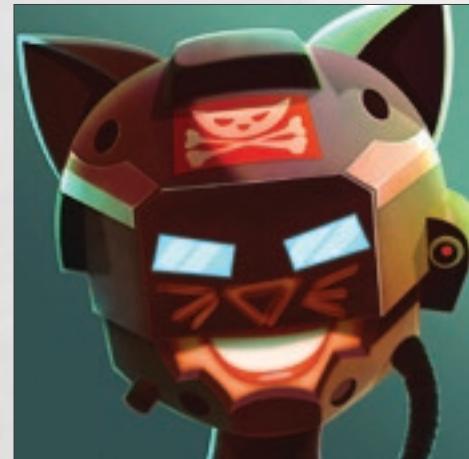
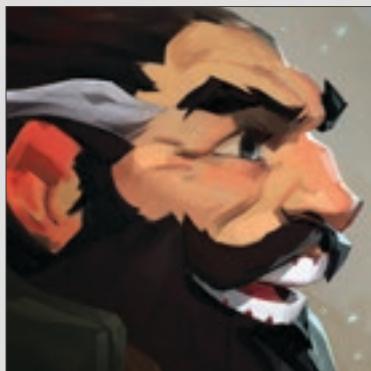
GOALS

For each rig type we've created a physical lexicon. Mechanics are short and stocky...tinkerers. Tankers are huge, massive, imposing. Gunners are the fighter pilots, the athletes, the cocky ones. Summoners are long and skinny...stretched out by their time on the moon of Europa. They come across as mysterious...aloof, almost alien.

Originally we had no pilots and the rigs were to be sentient machines but we soon found that without the human element they felt lacking. Pilots give us an opportunity to express the different personalities of the rigs, gear and play styles available in the game.



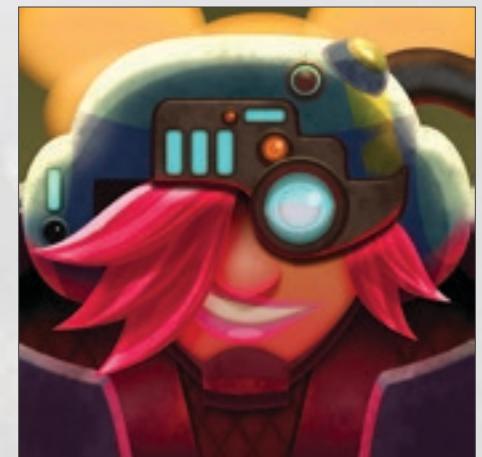
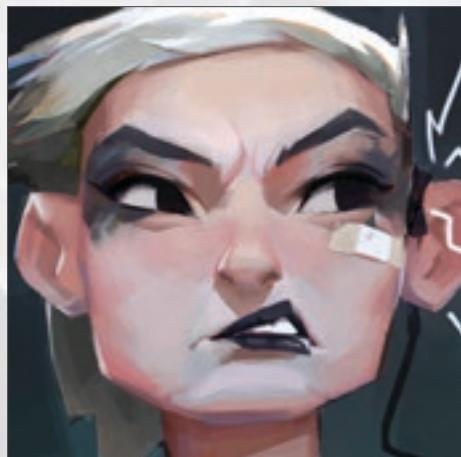


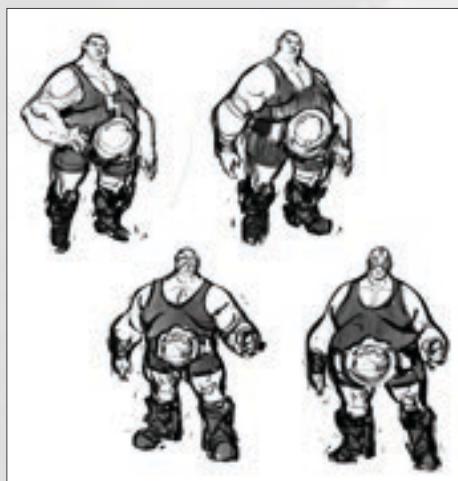


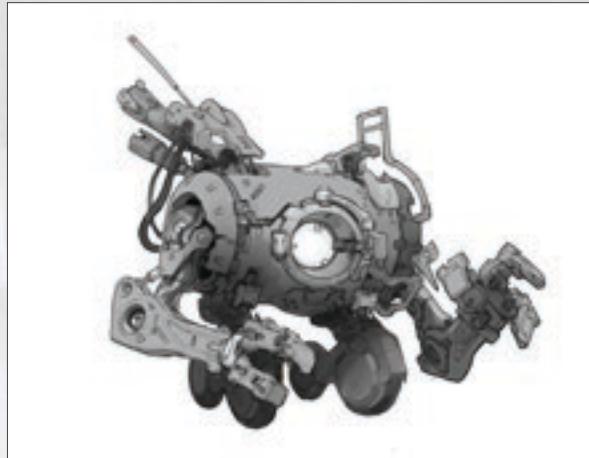
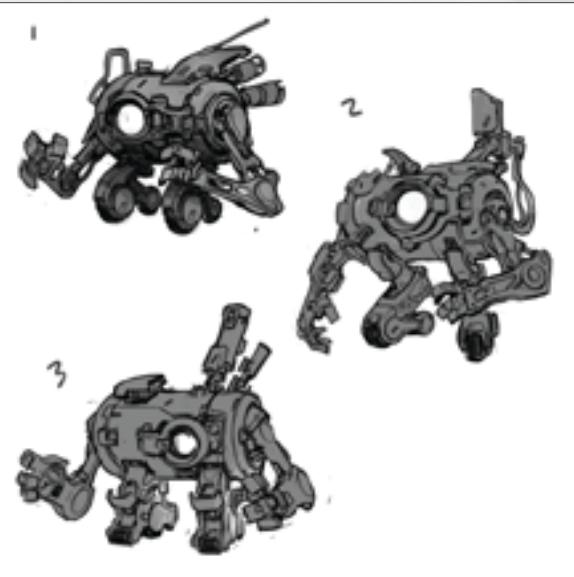
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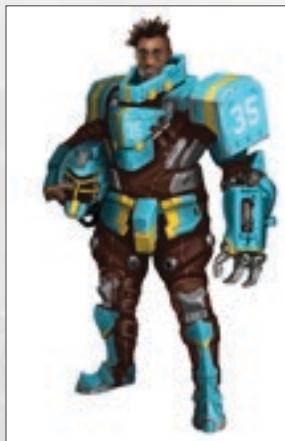


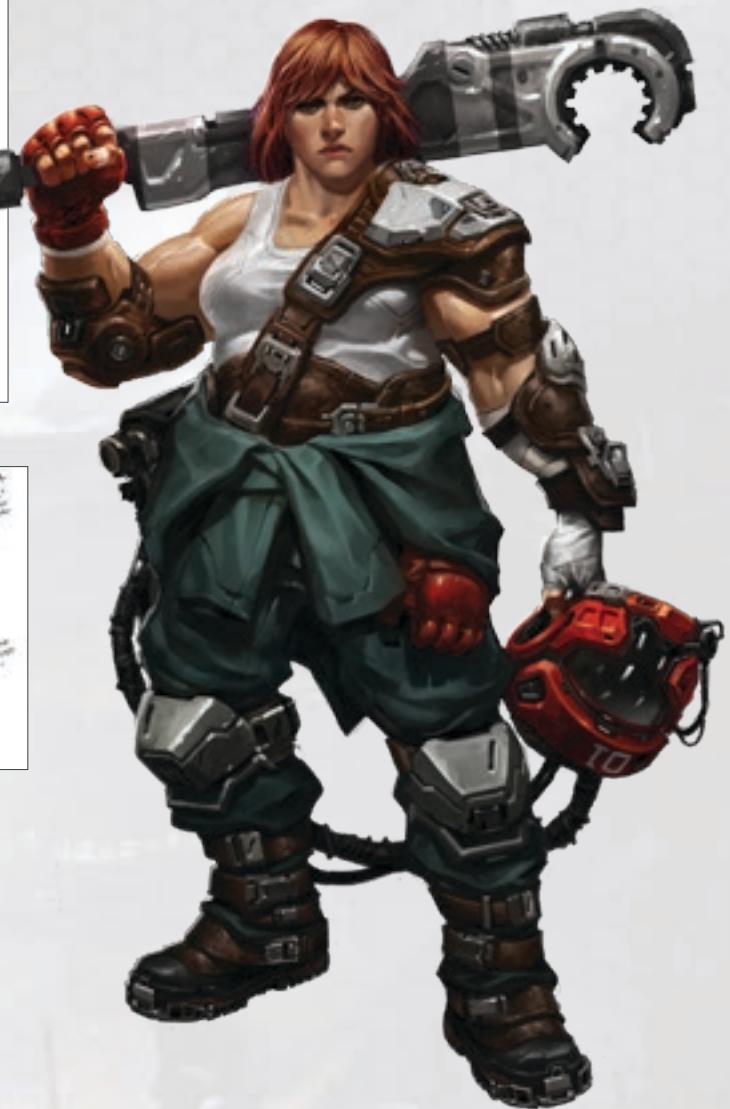
WALLACE GRUMLIN

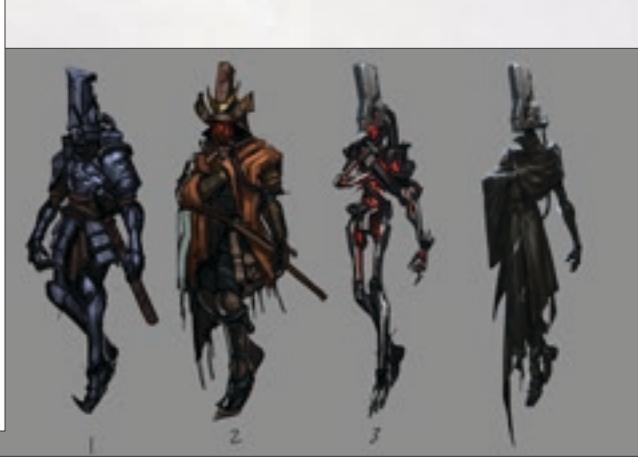
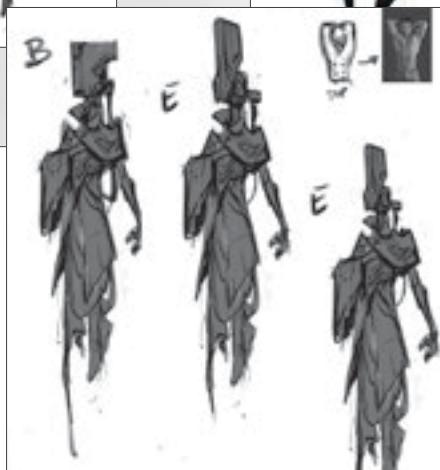
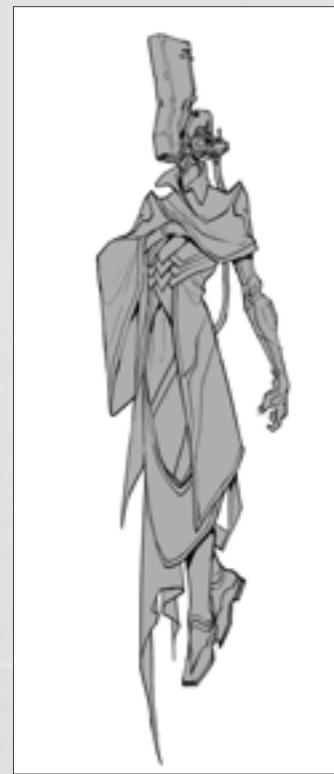
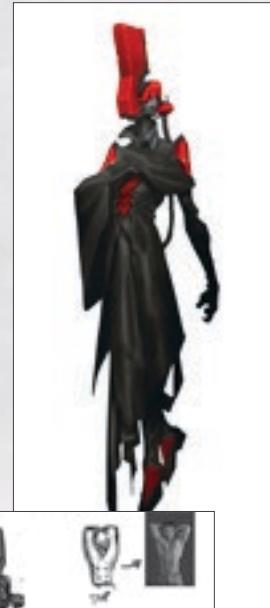
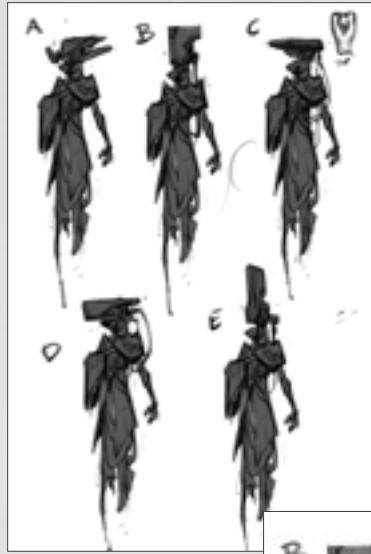


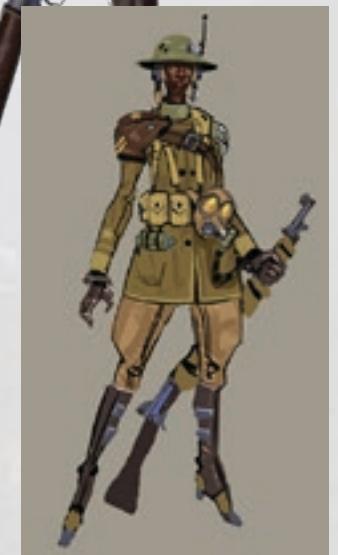
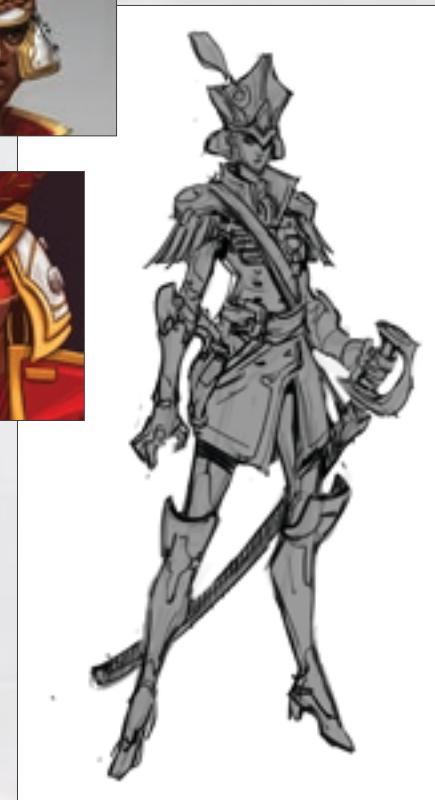
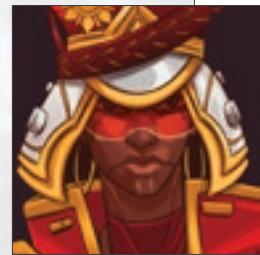
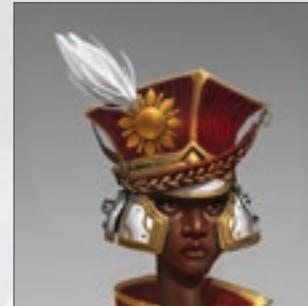


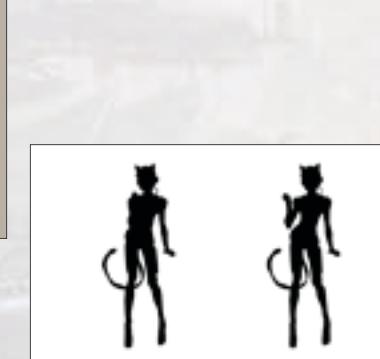
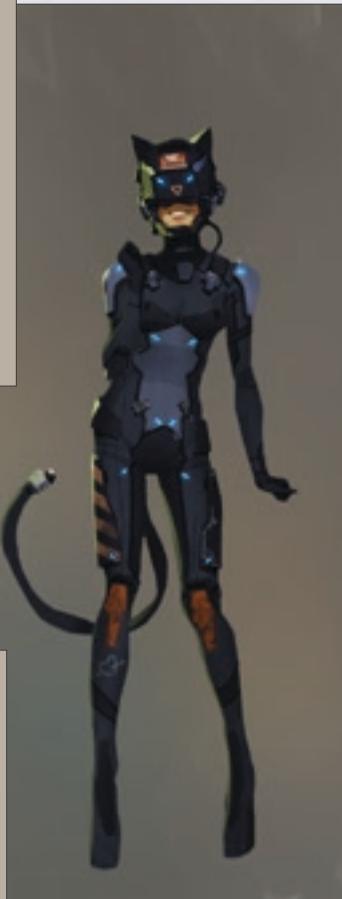


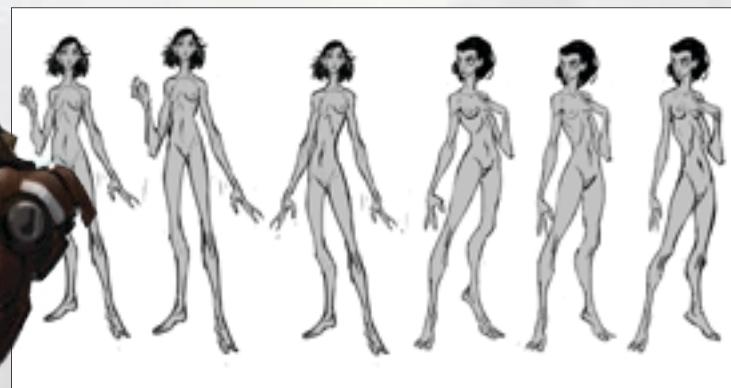
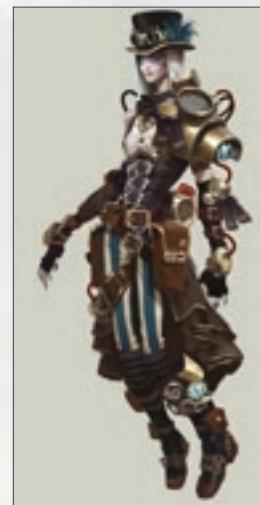
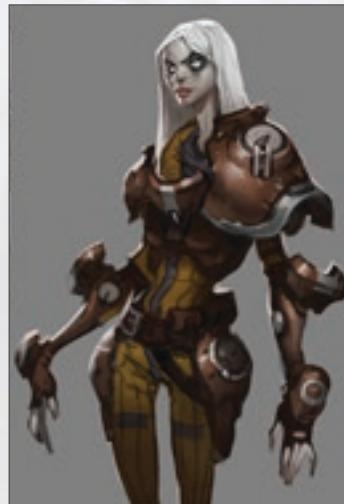


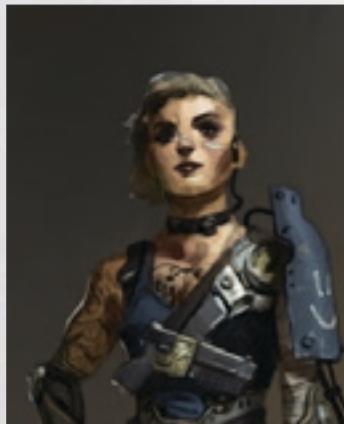


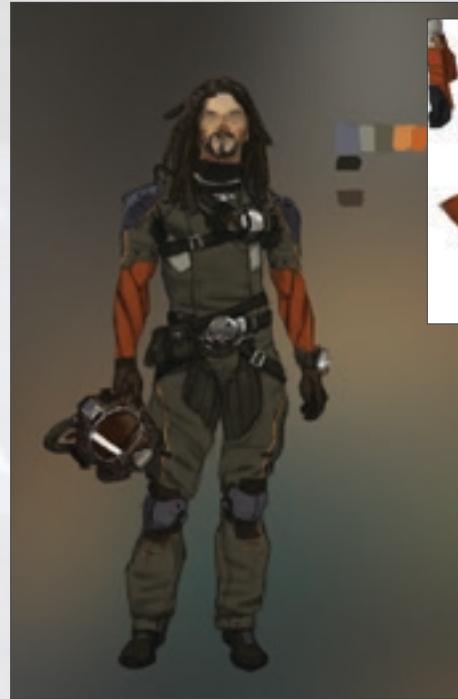


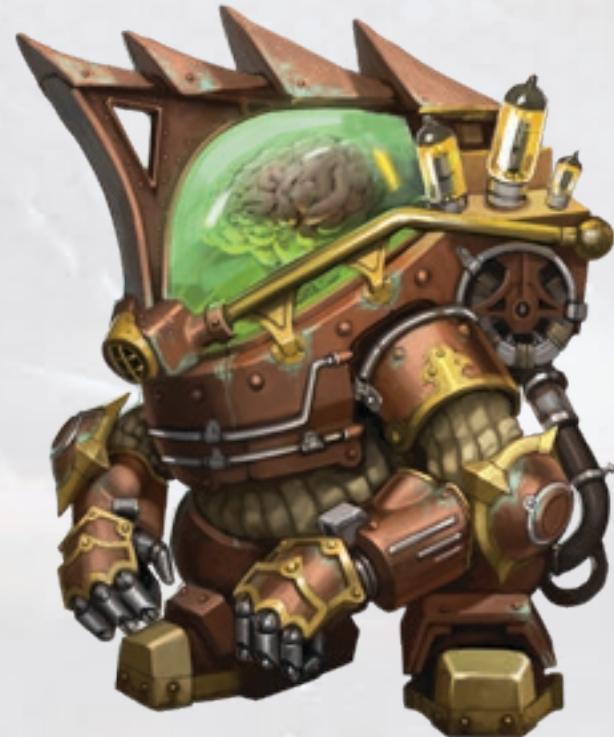






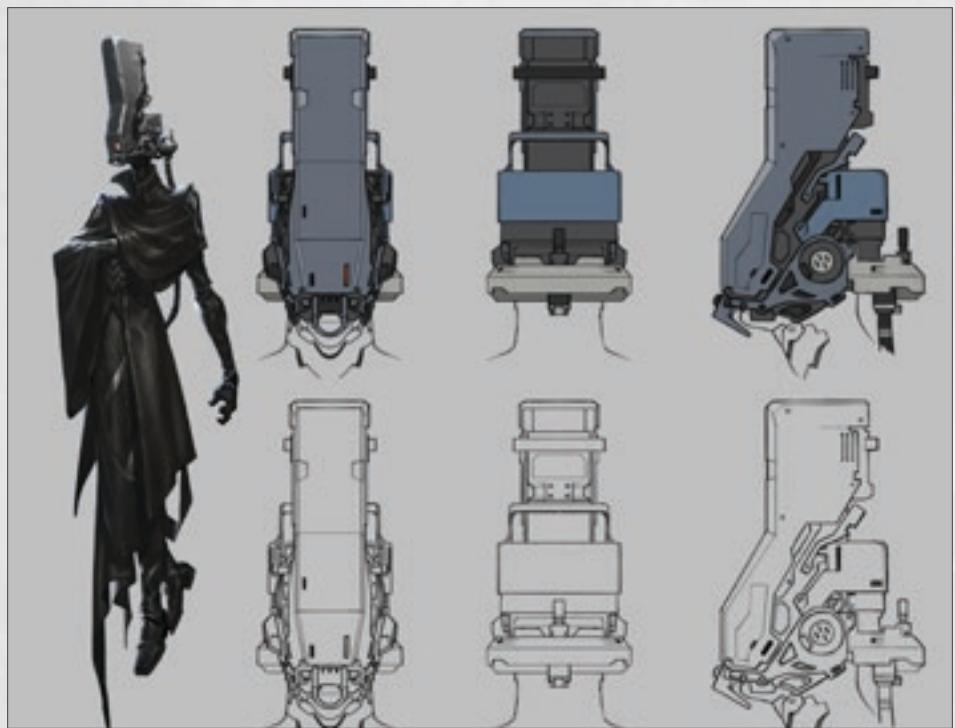


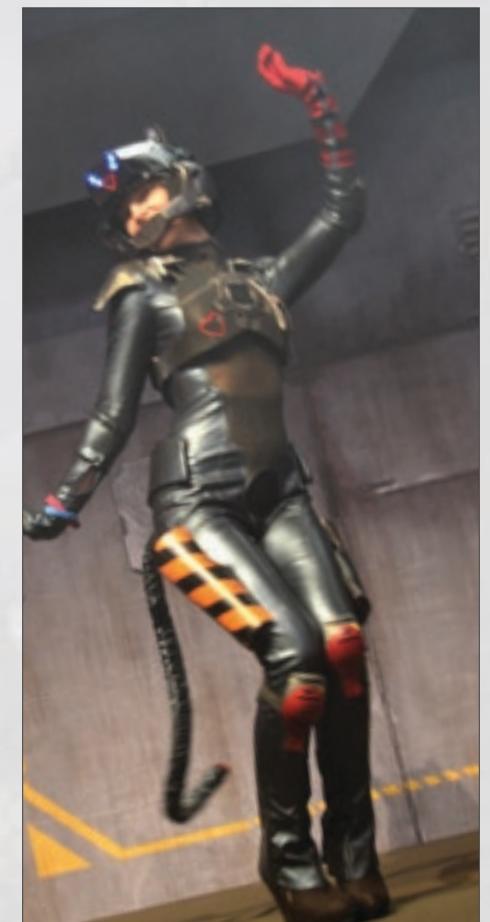
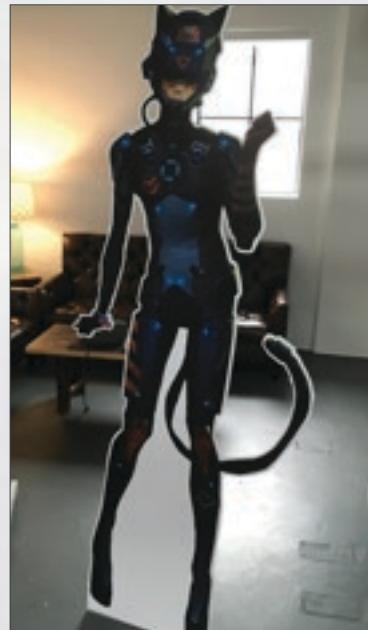






COSTUMES







DROPZONE

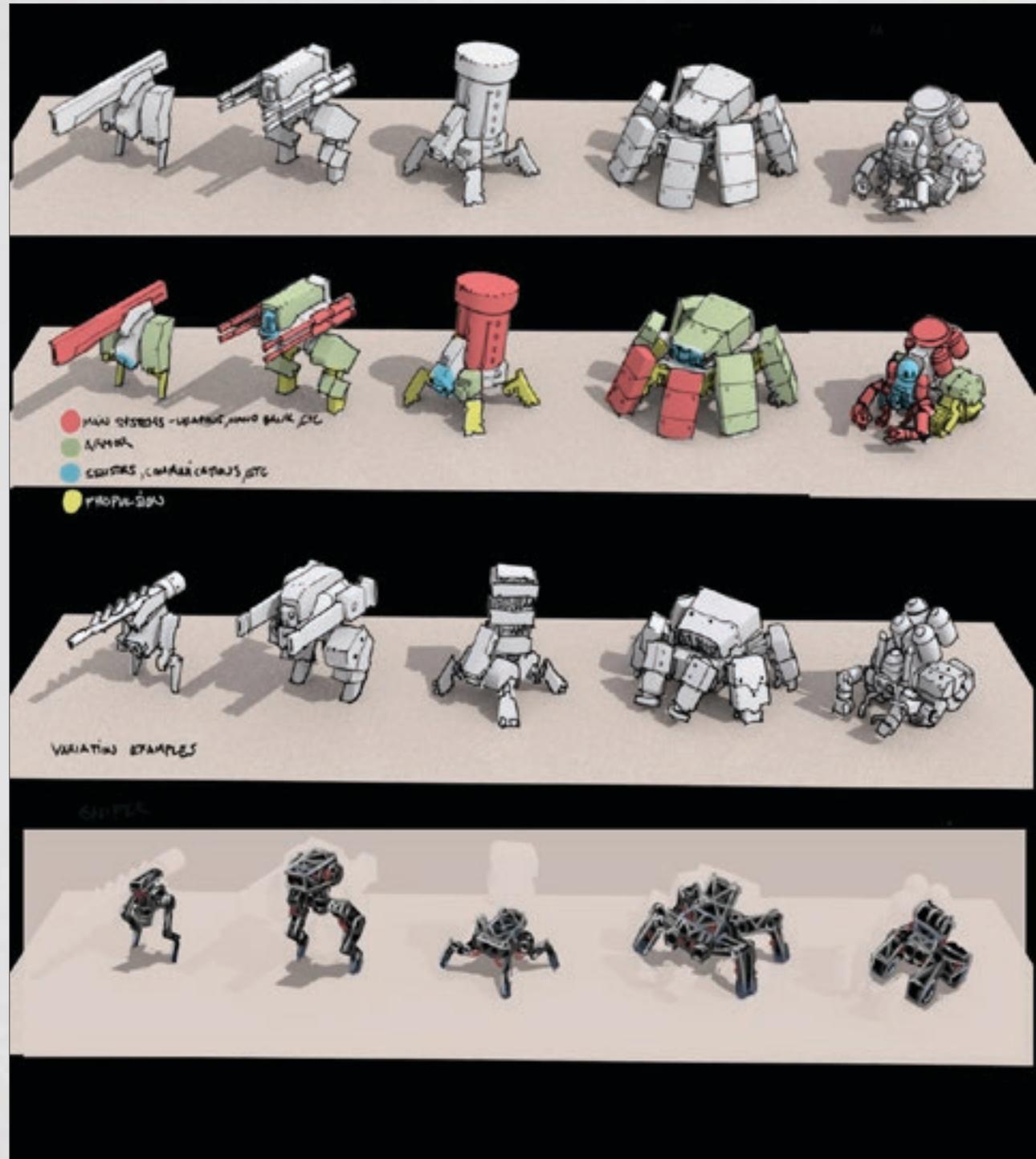
RIGS

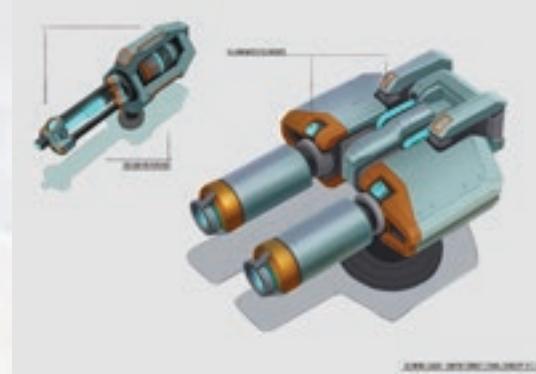
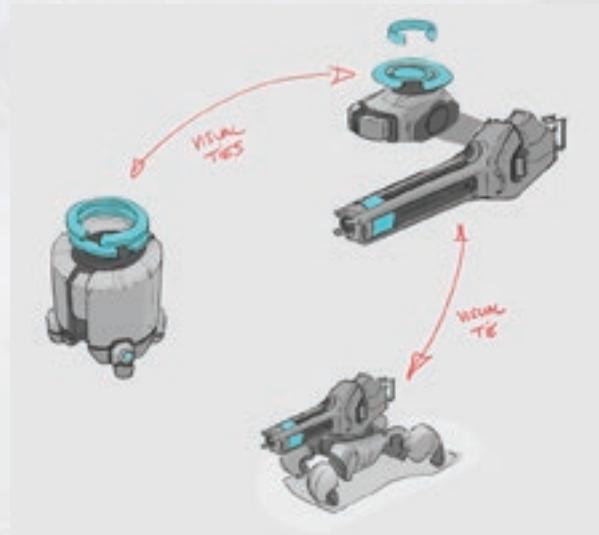
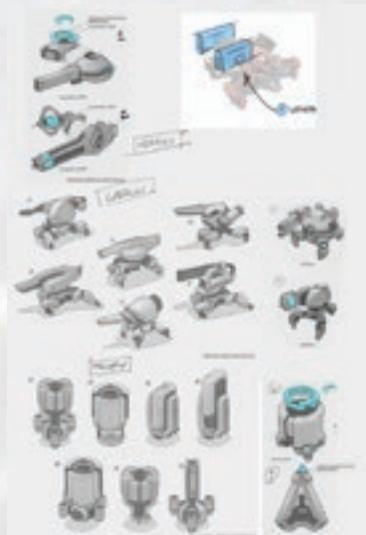
The year was 2165 - Nothing like it has been seen since. Tens of thousands of these new core hunters swelled the already bursting populations of the Exile habitats and ships in orbit. The core hunters brought with them money, resources, greed and blissful ignorance of the dangers waiting for them on the surface. And they brought with them Rigs; bought, acquired and in some cases stolen from anywhere and everywhere. In a matter of weeks construction and mining ground to a halt all across the Belt and outer colonies as Rigs were hastily crated up and shipped out to the orbit of Jupiter. Upon arrival they would be refitted with as much armor as they could carry and still move and promptly dropped down onto the surface of Europa, their eager and naïve pilots ready to grab a core and make their fortune.



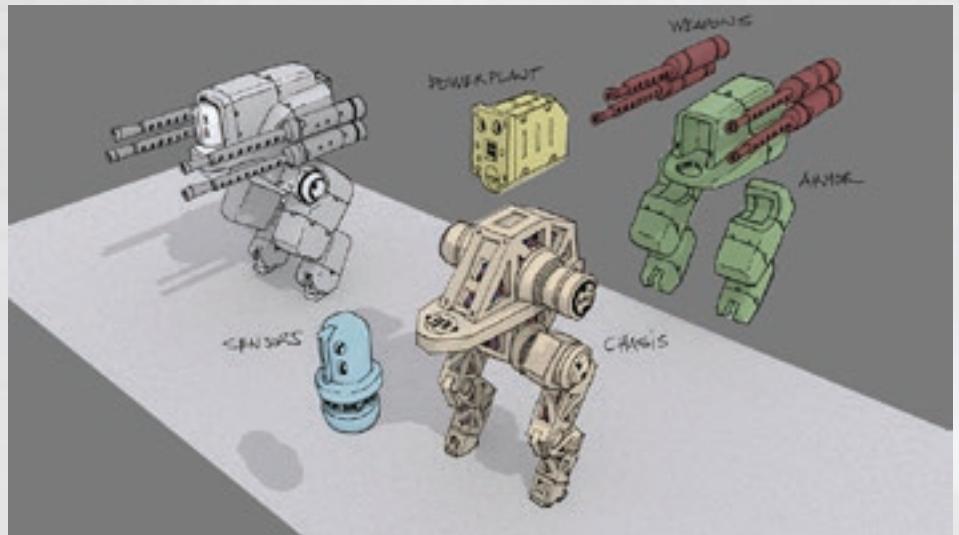
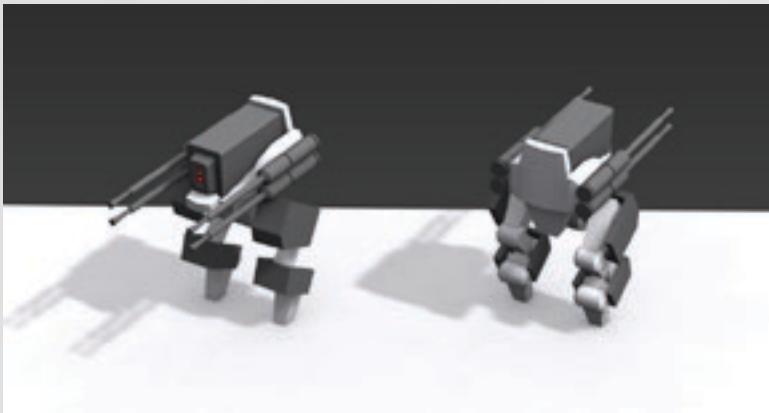
GOALS

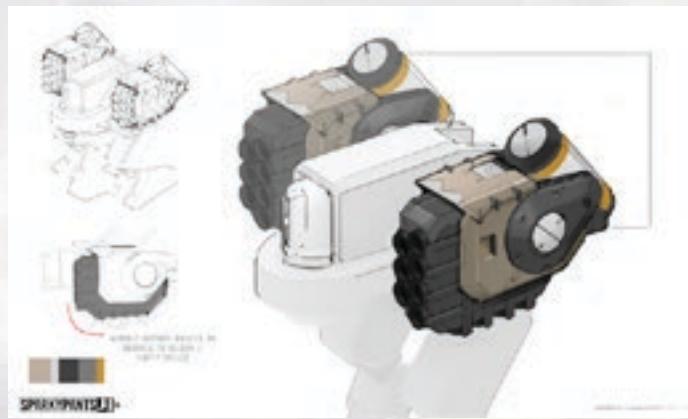
We wanted each class of rig to read as unique while visually representing its style of play. Their silhouettes had to be easy to parse and differentiate. We also wanted to push this variety in their locomotion and animations. We also needed for the rigs to be modular, able to swap out pieces of gear. For this reason we established chassis, and undelying skeleton that supported the various gear and gave shape to the final rig. Each rig is a combination of it's chassis, the specific gear it carries and the pilot who controls it.

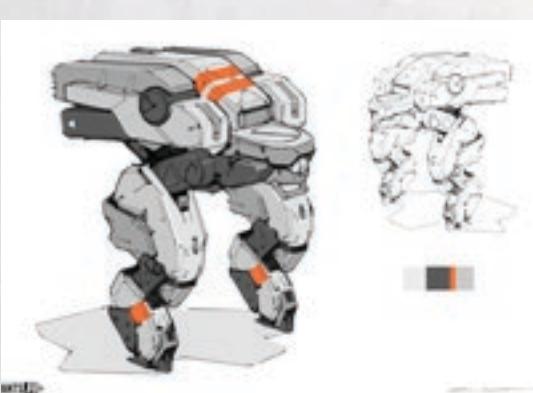
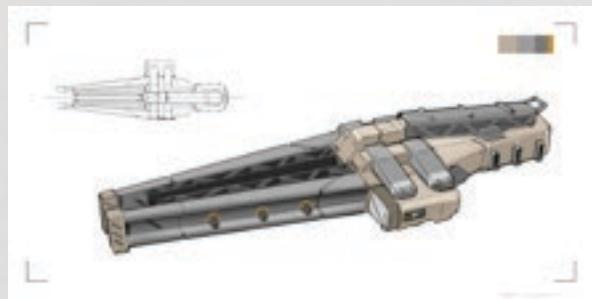
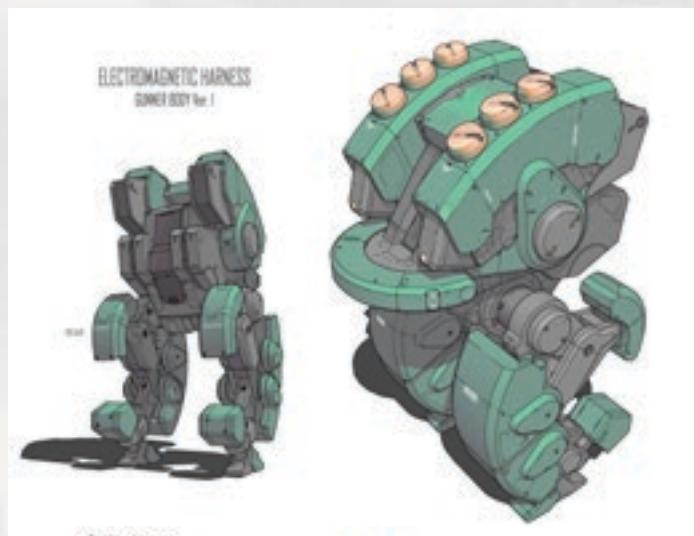
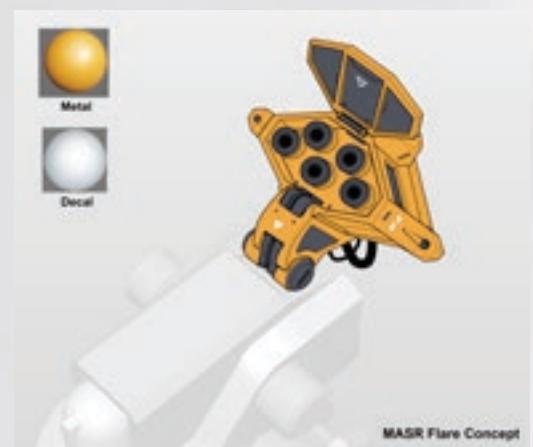
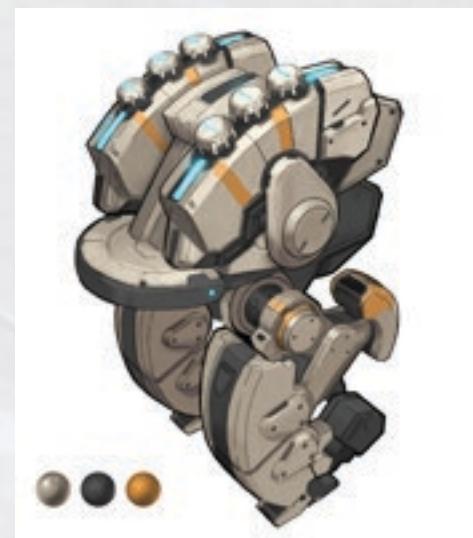
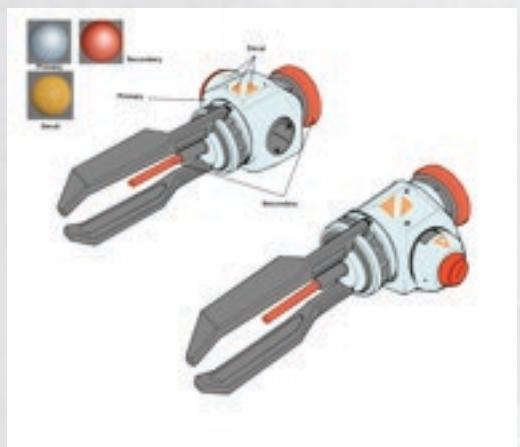




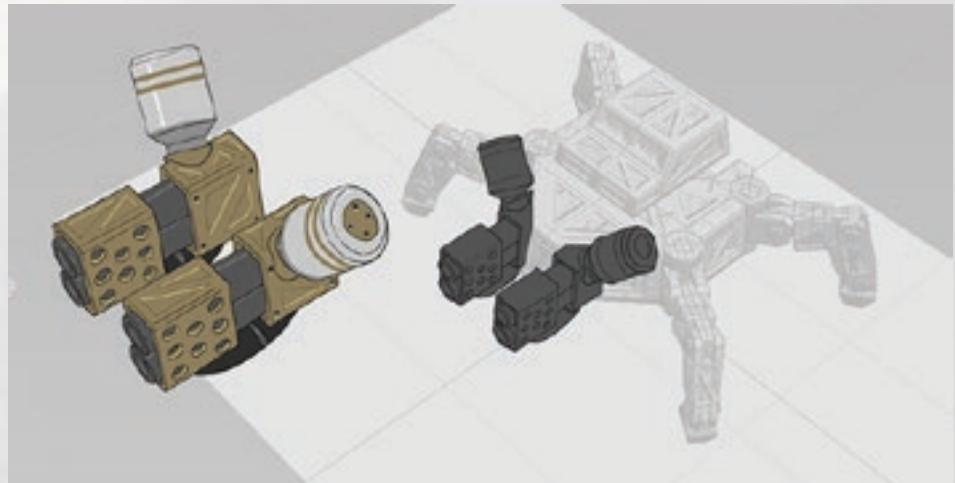
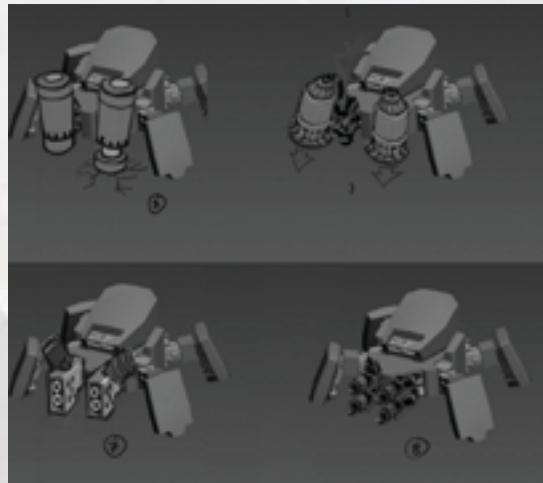
GUNNER



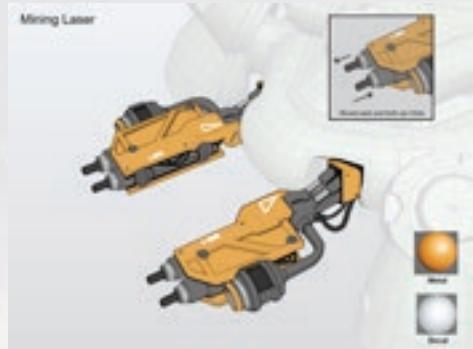
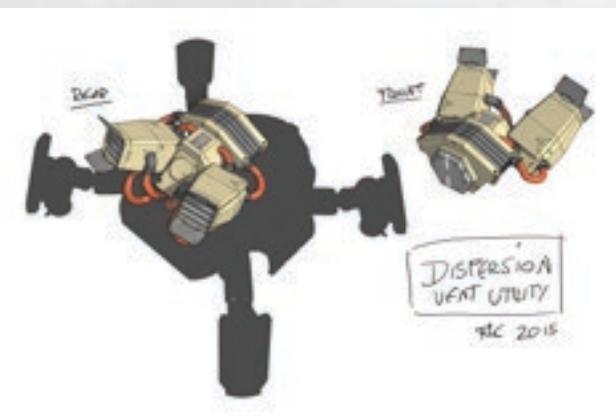
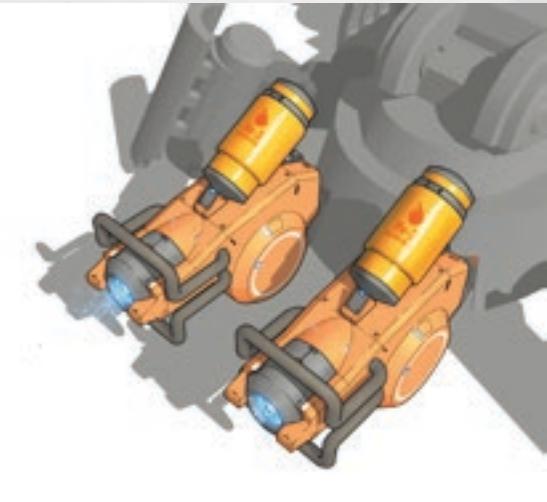




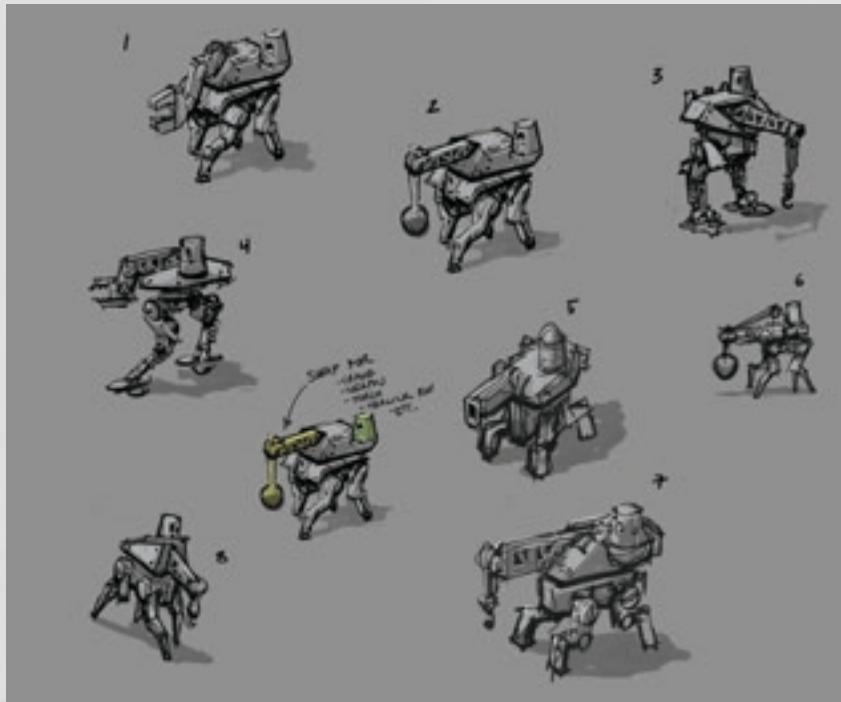
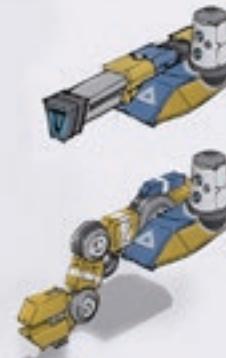
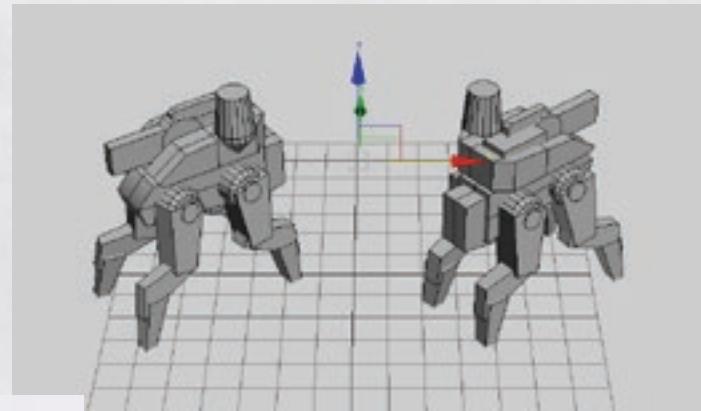
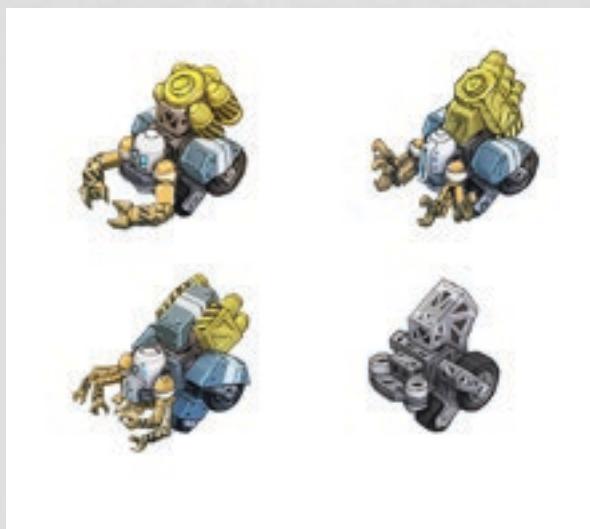
TANK



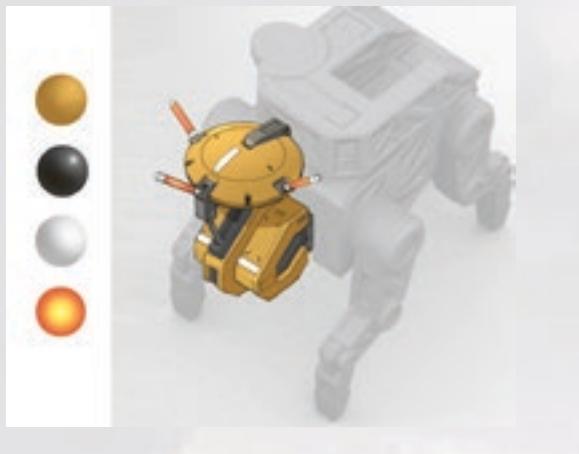
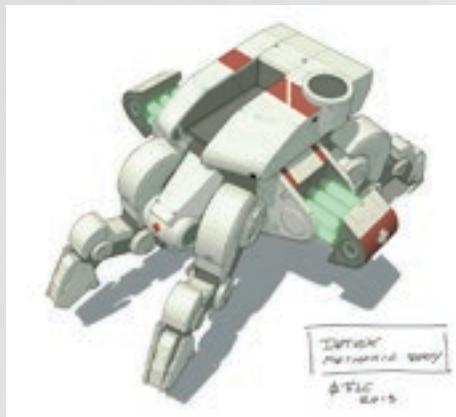




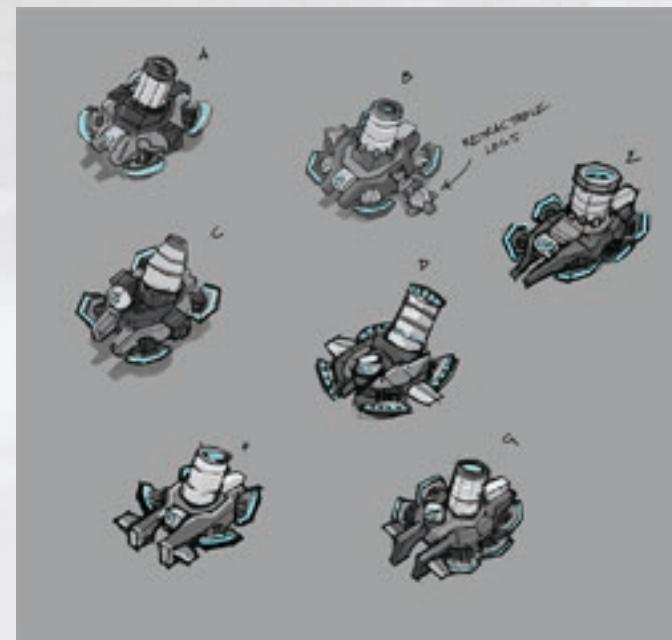
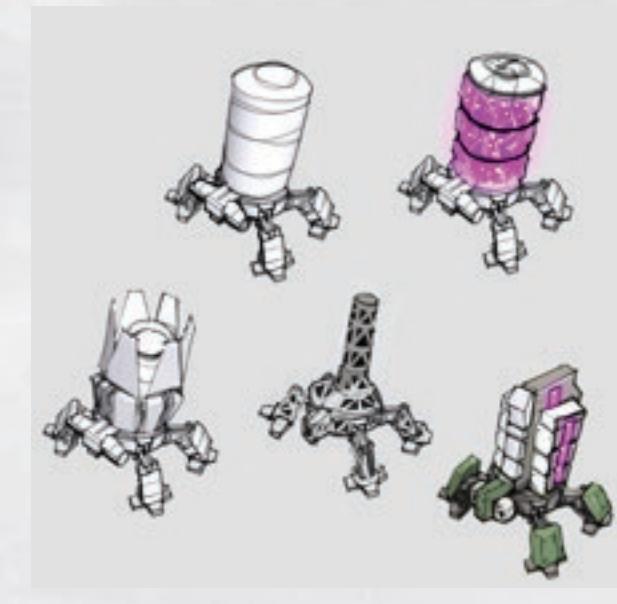
MECHANIC





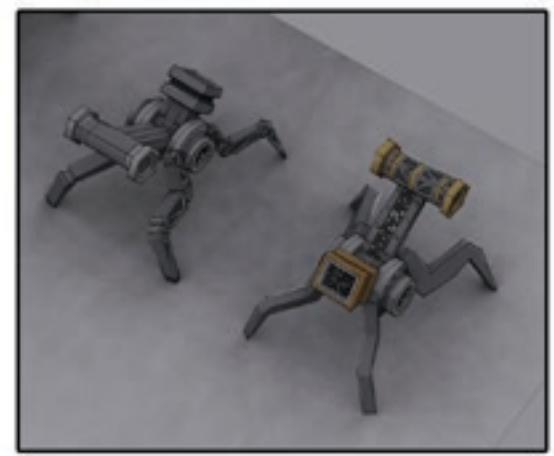


SUMMONER

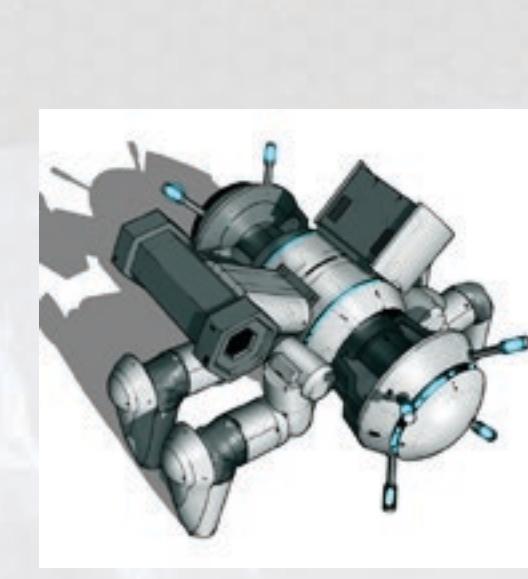


SUMMONER

- Lapse Generator (weapon)
- Summoner's Husk (armor)
- Quantum Leap (utility)





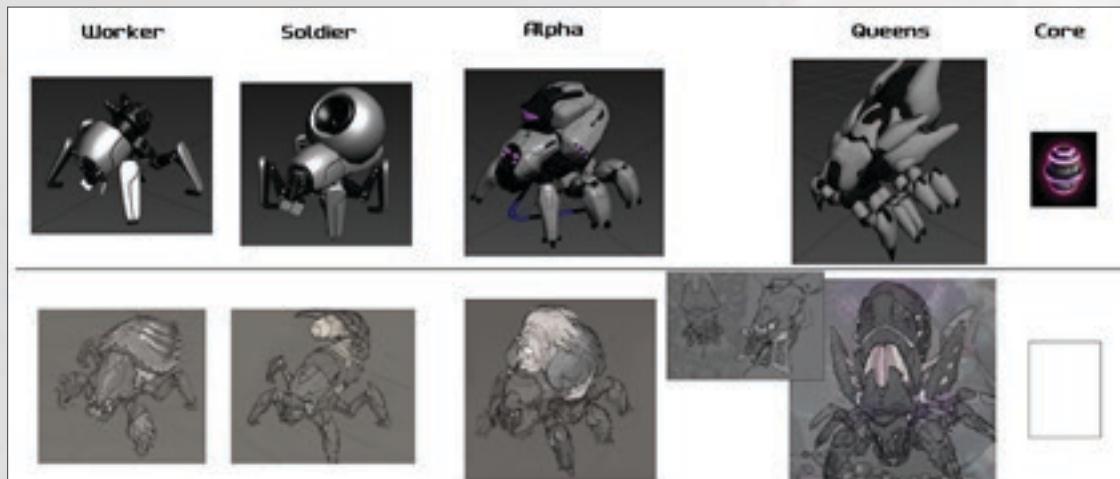
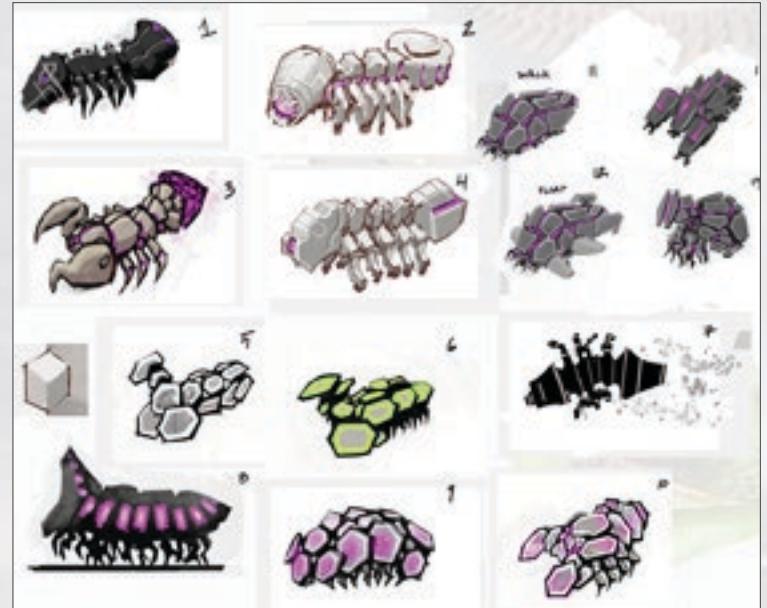




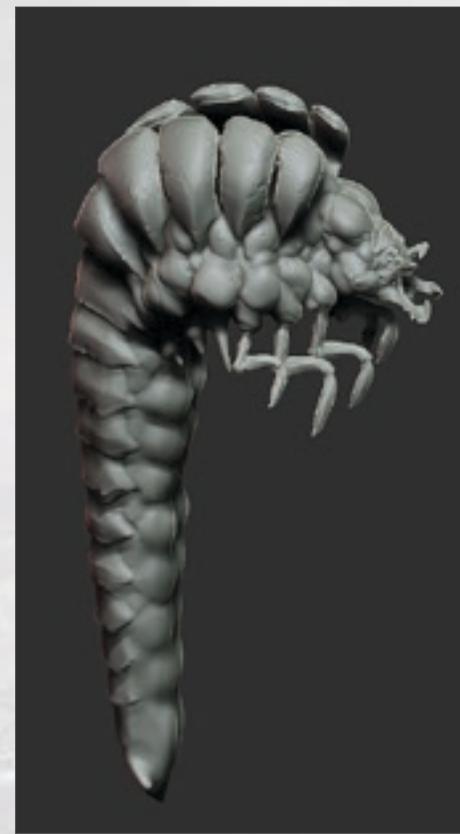
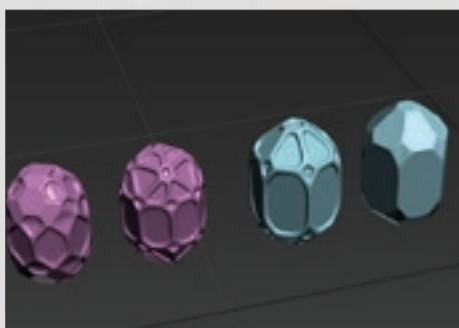
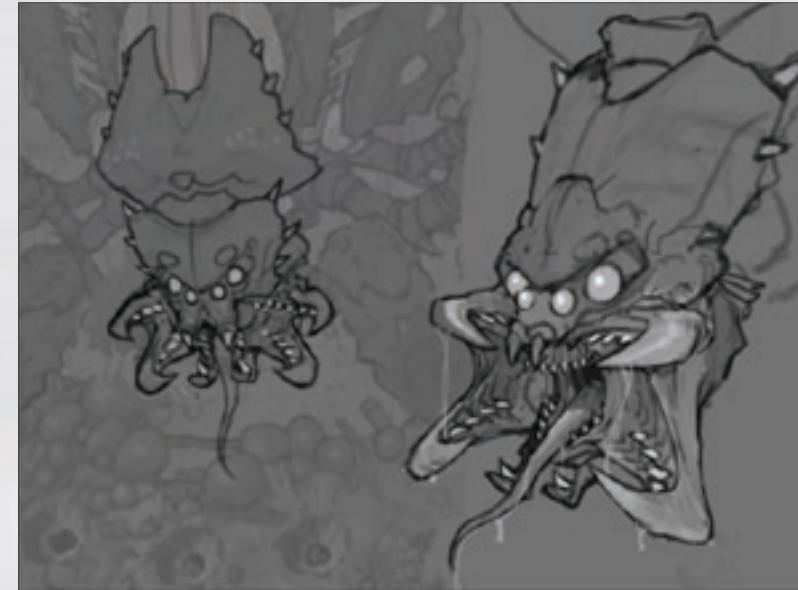
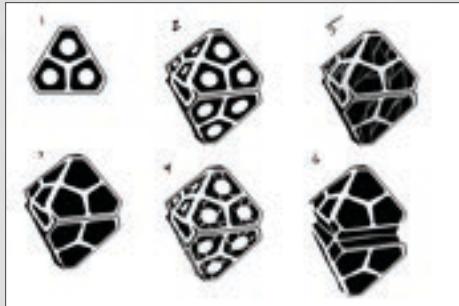
KAVASH

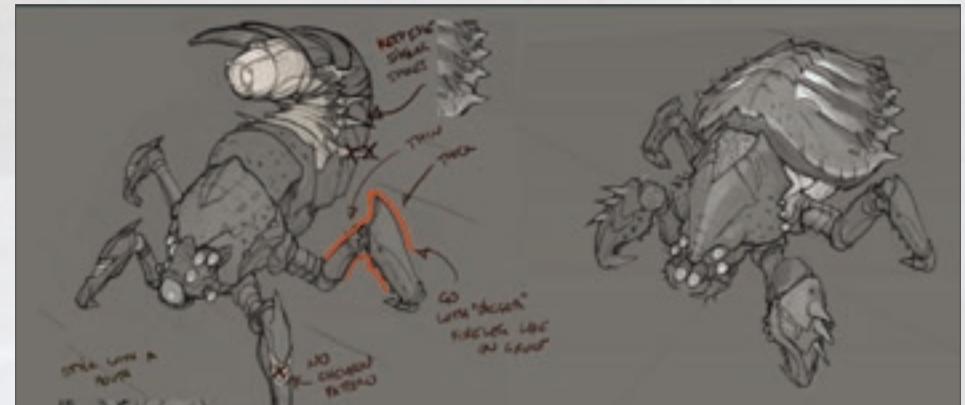
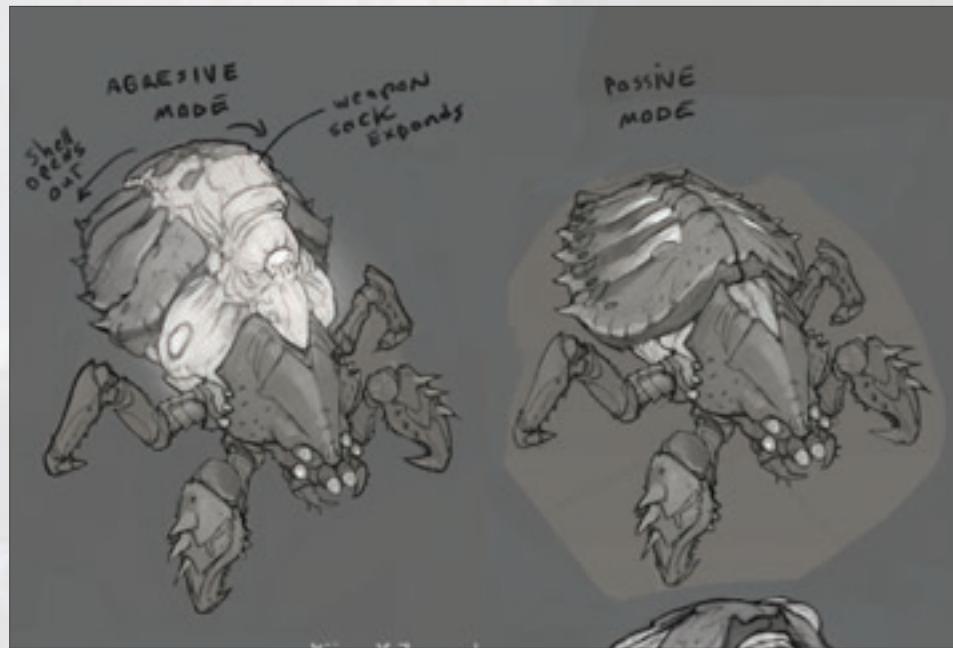
2164 – (August 8th) “K-Day” The day of first contact with the Kavash (though at the time they are referred to as the bugs, or “the plague”, or a variety of other names – it is only months later that they will be named the Kavash, in honor of the miner, Nate Kavash, who according to Drauger, first encountered them). First contact with the Kavash is in the mines under the Arran Chaos. Many are killed. The Mayor of Haven will give the evacuation order and the rest of the enclaves of the Europa colony quickly follow. Any ship capable of achieving orbit is commandeered and approximately half of the population will escape, only to be left to drift helplessly in space. To this day, the origins of the Kavash are unknown. Little is known about the Kavash or their origins, other than that they appear to possess a “hive mind” and are motivated by a ruthless desire to possess Cores and Core energy for some (as yet unknown) purpose. So far as is known, Kavash possess neither technology or spacecraft, or any means of leaving Europa.



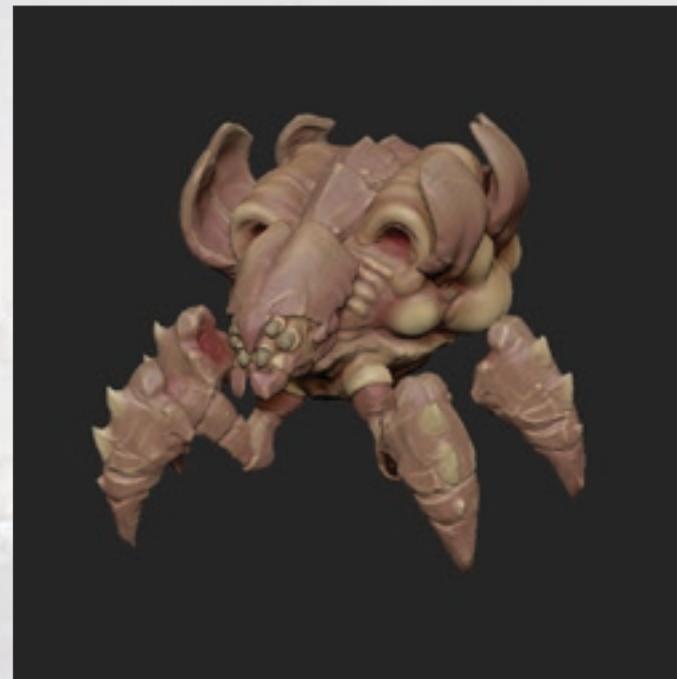
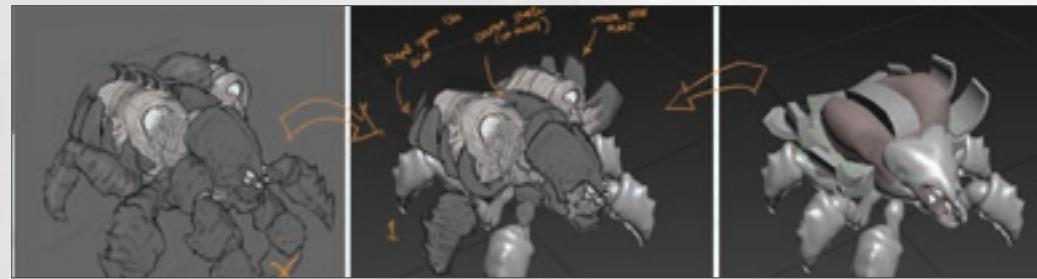
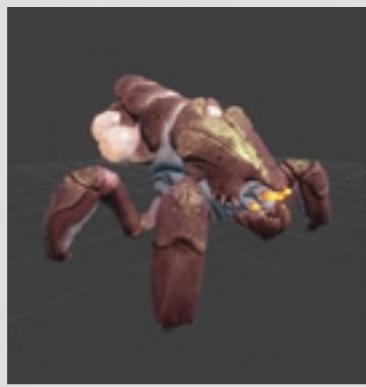




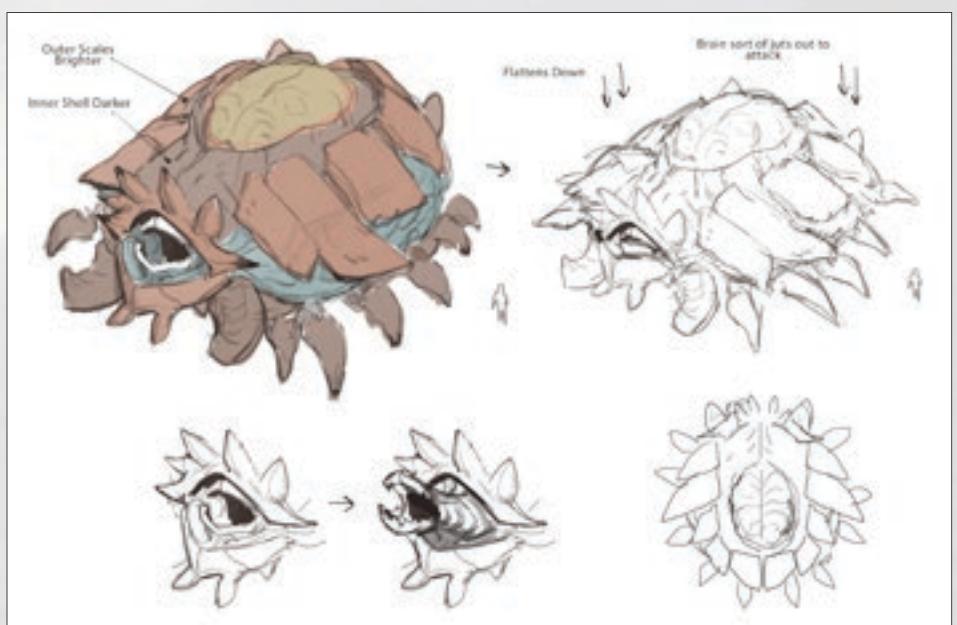
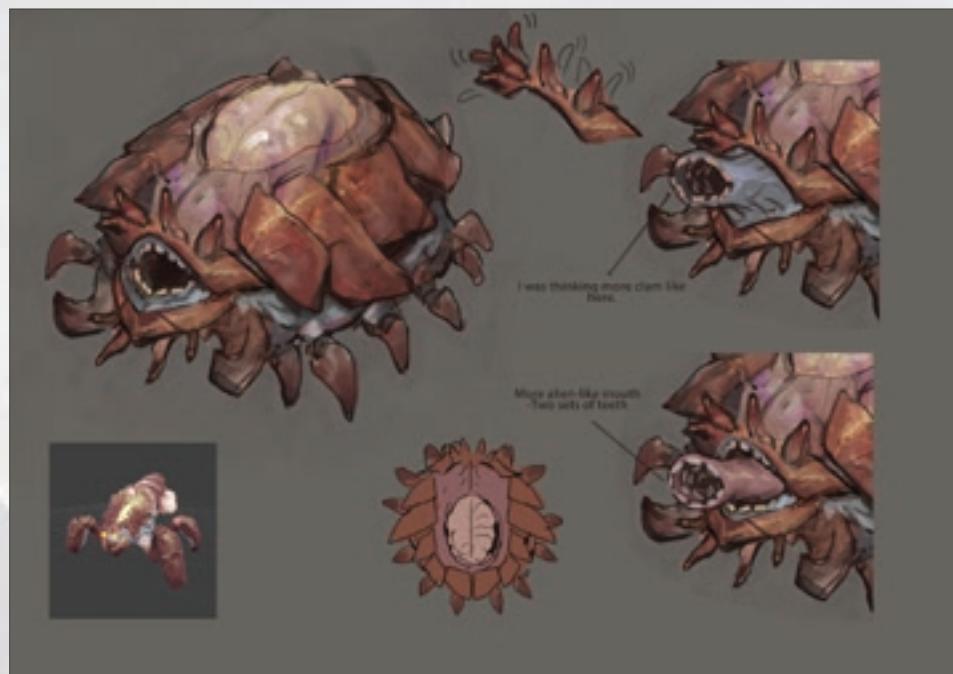
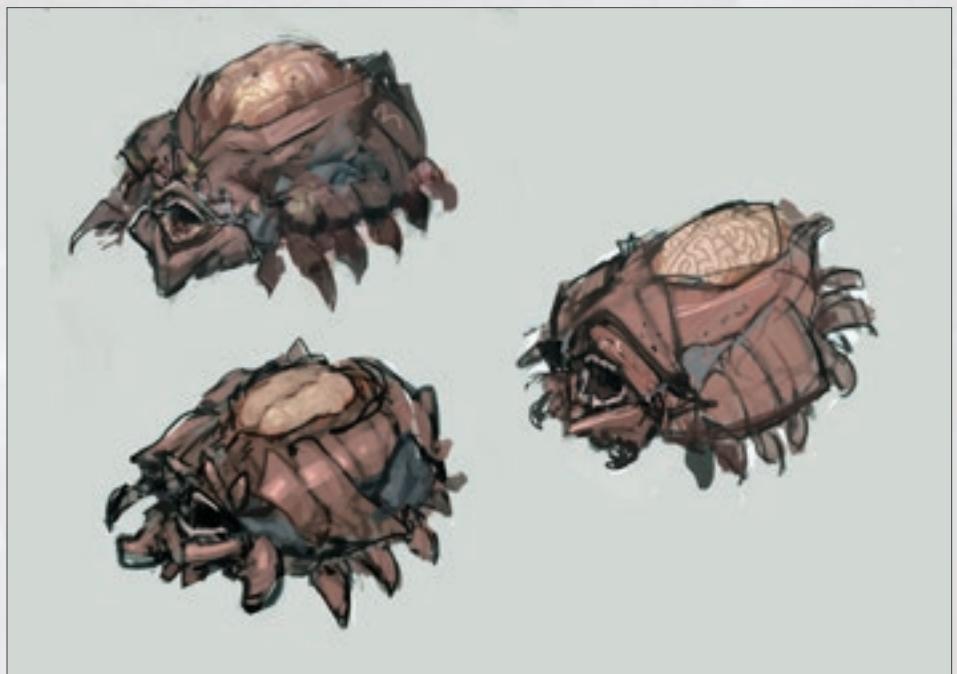


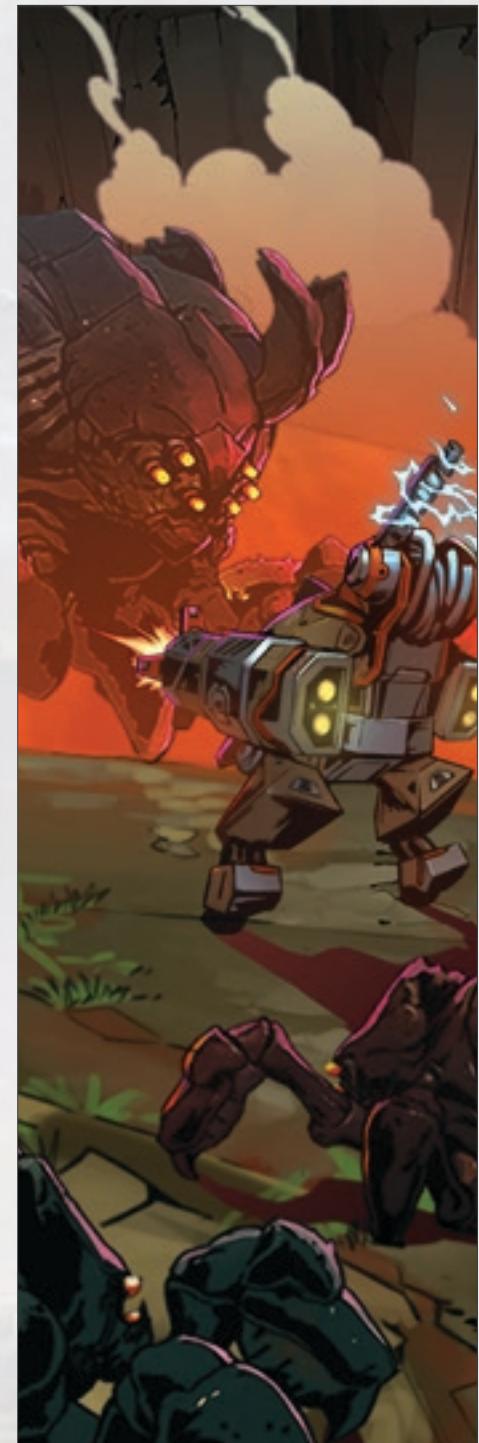
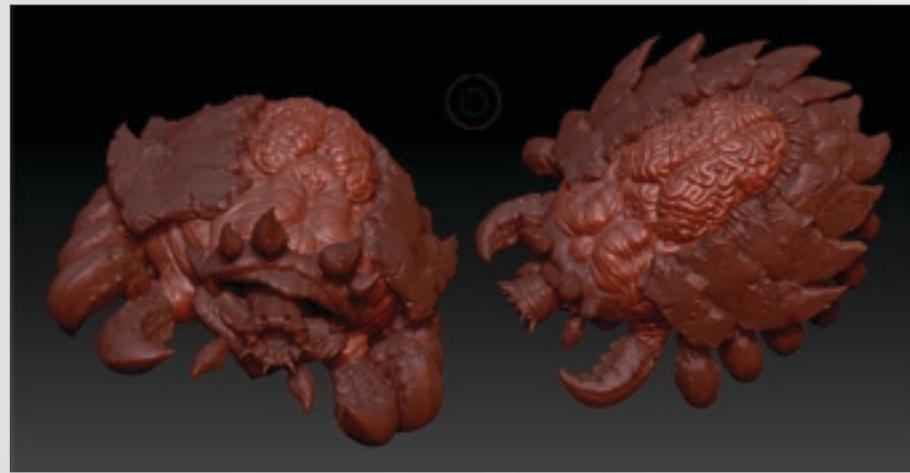


ALPHA



BOSS





ENVIRONMENTS

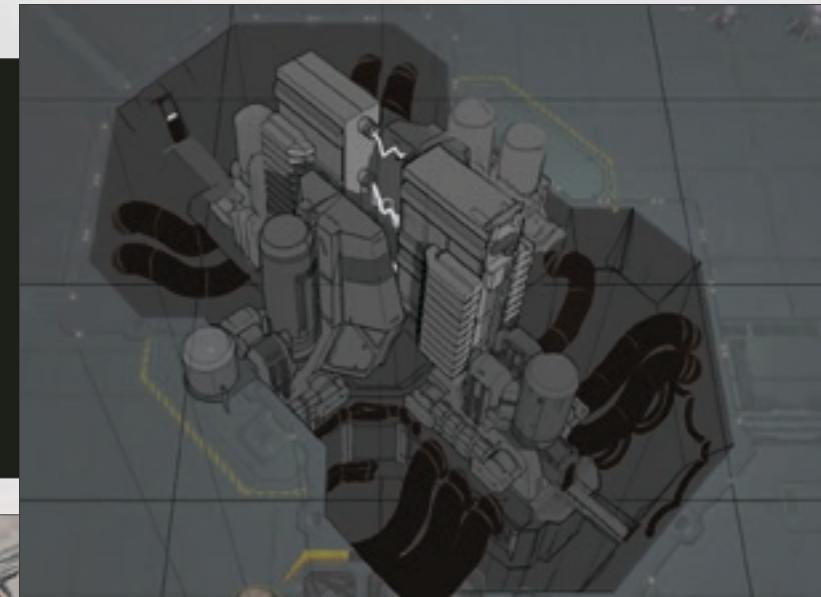
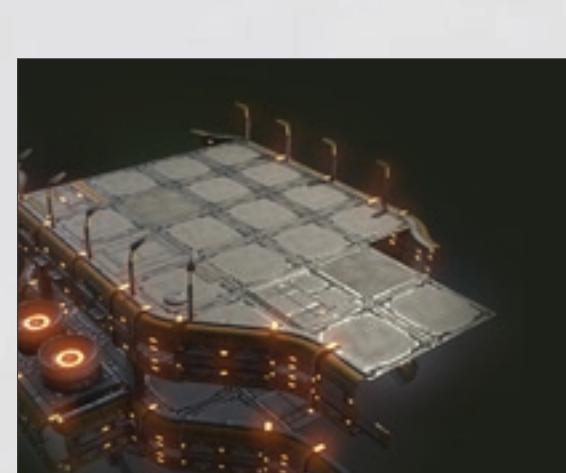
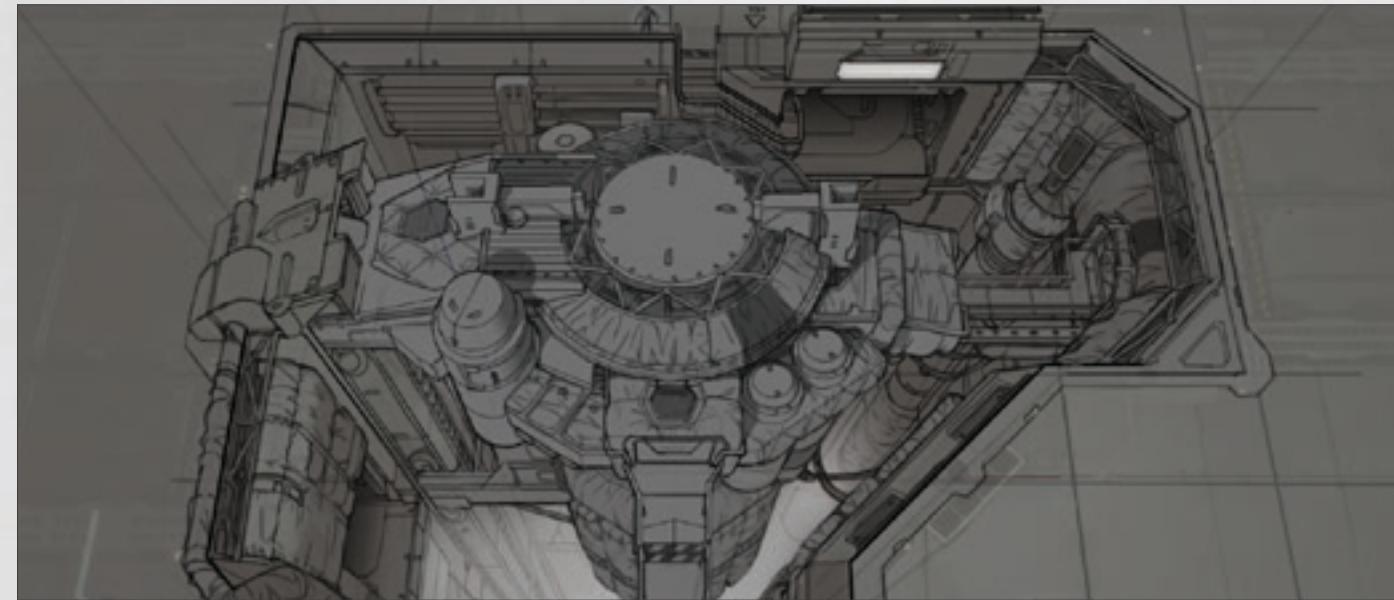
2043 - First contact with Europan liquid ocean made. Chemical composition discovered to include far more organic molecules than originally thought and very similar chemically to earth's ocean. No sign of intelligent life but microbial life is prolific. Ocean floor appears geologically active with volcanic vents that drive the Europan ecology. Additionally, pockets of CO₂, N₂, O₂ mixture (essentially an Earth-like air mixture) are discovered to exist under the ice. The ice shields the ocean from the massive Jovian radiation and these pockets are thought to make human habitation possible.

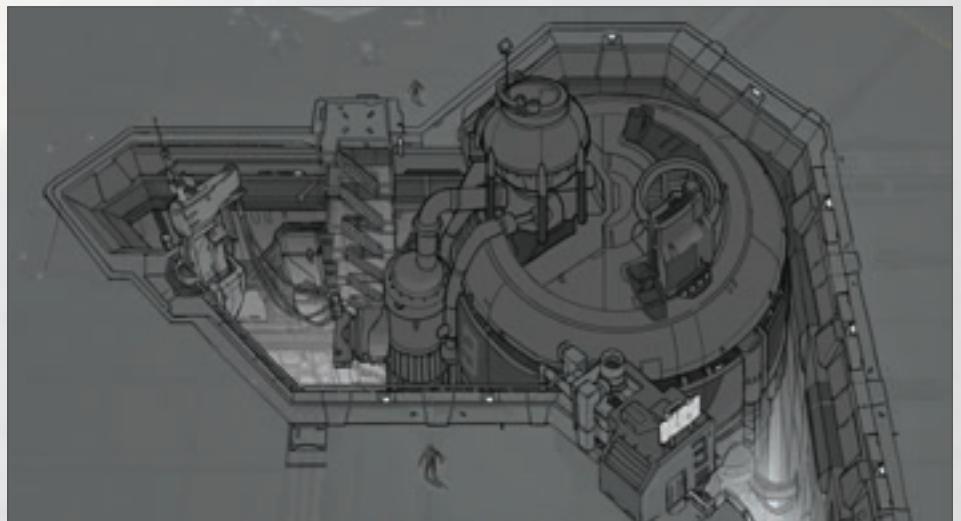
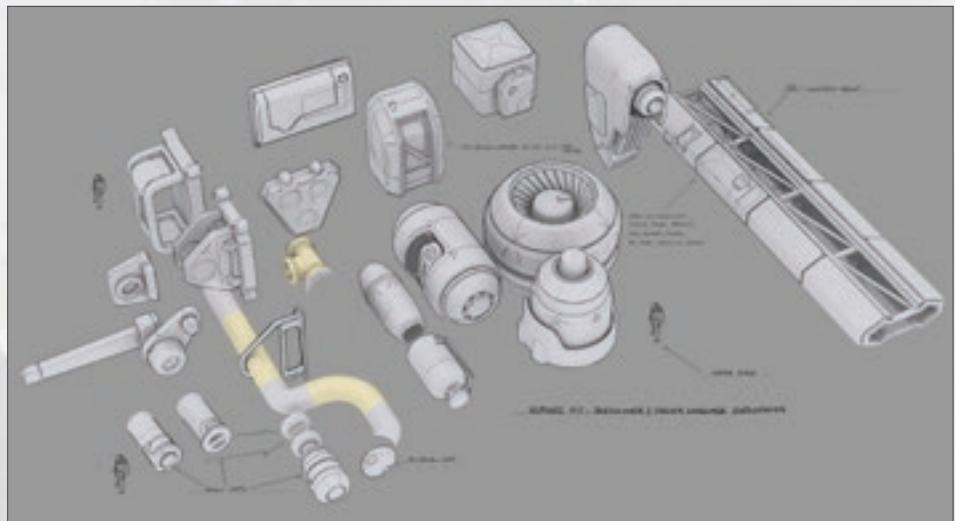
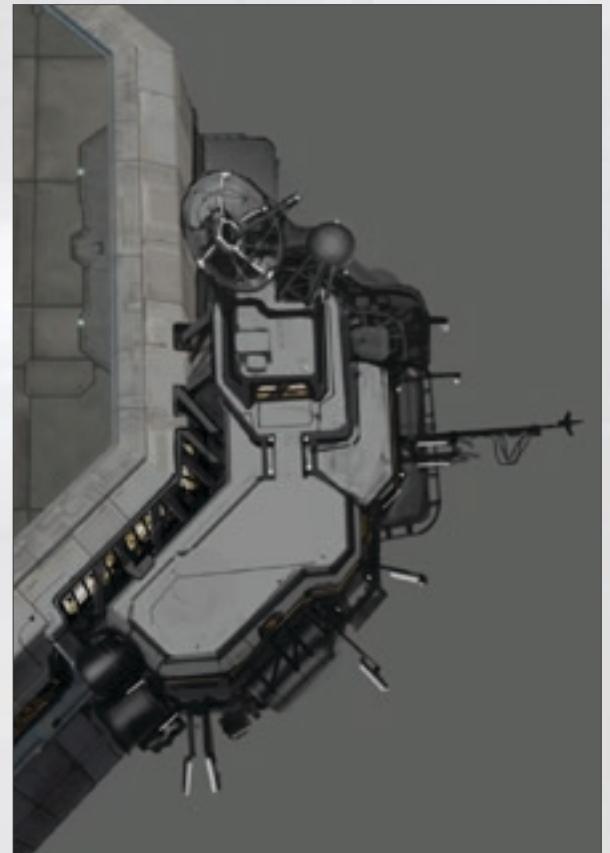
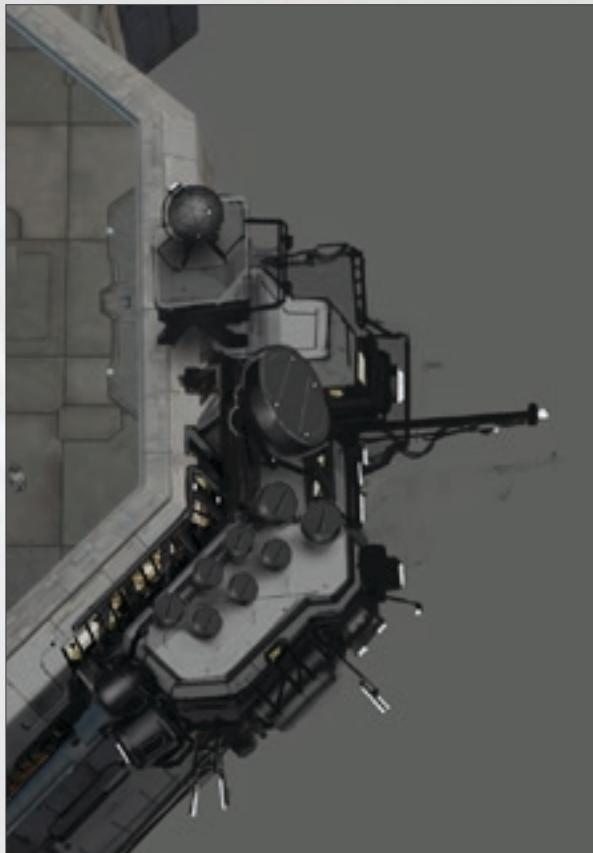
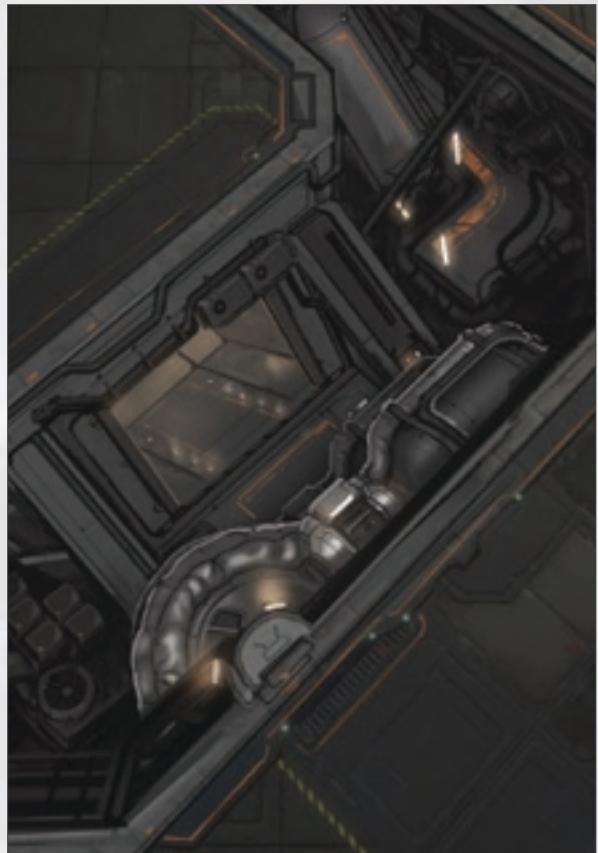
In the years to come, Europa becomes the economic and political center of humanity. The availability of Cores stabilizes thanks to thousands of Core Hunters. The corporations will continue to maintain their claim on Europa, fight the Kavash, and field squads of their own hunters to claim Cores.

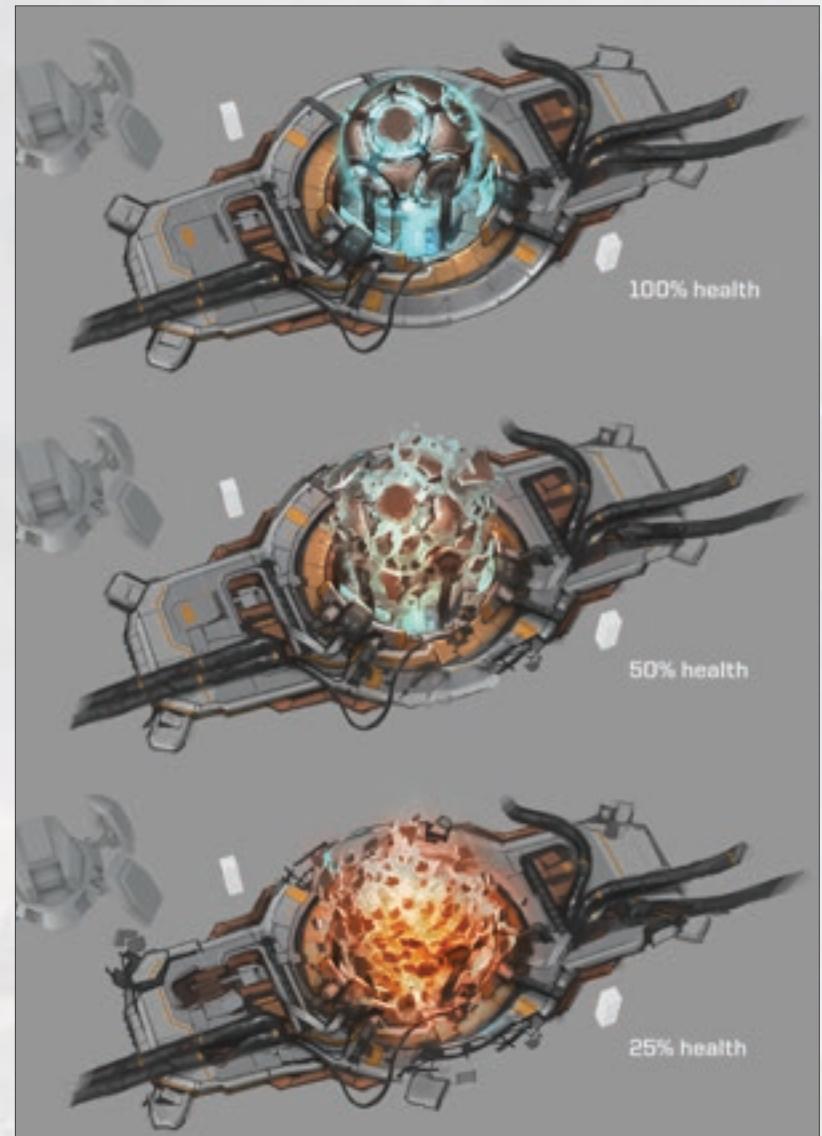
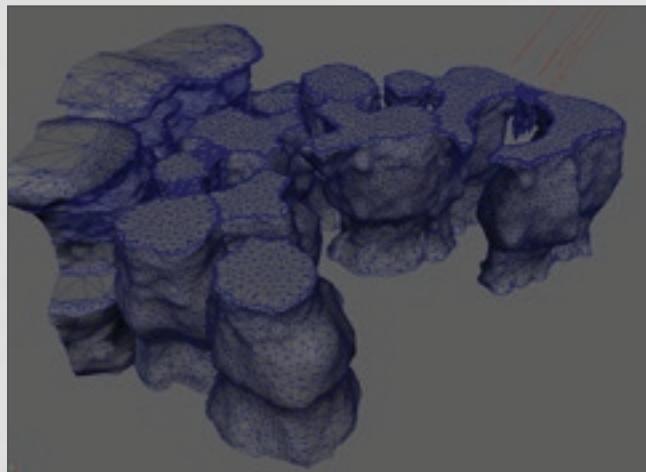
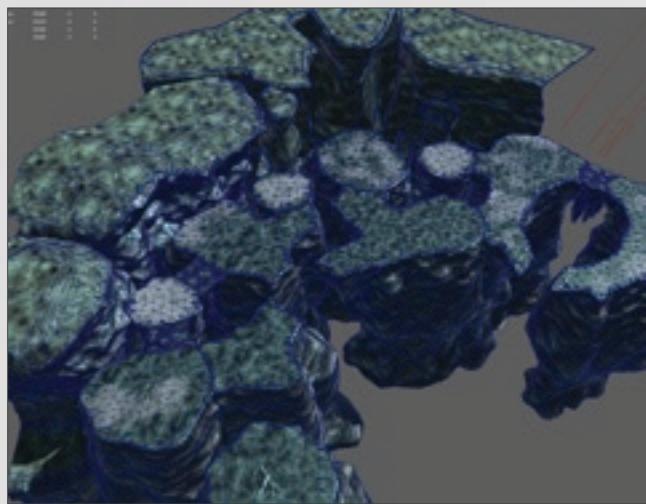
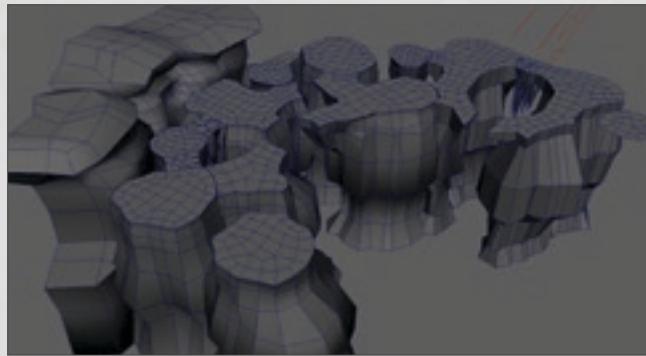


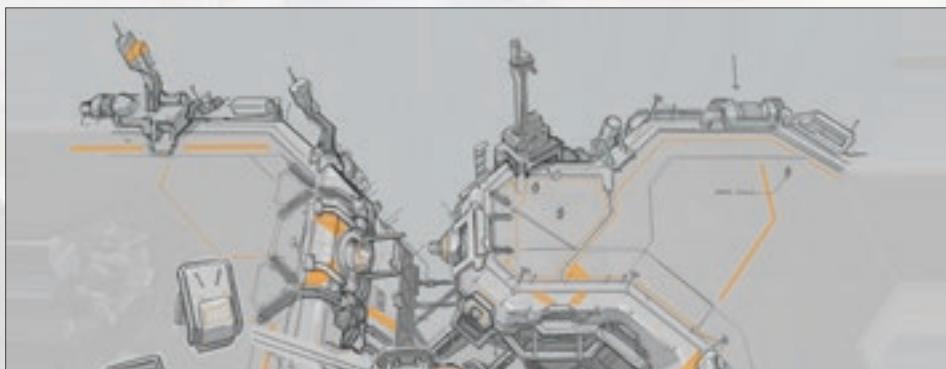
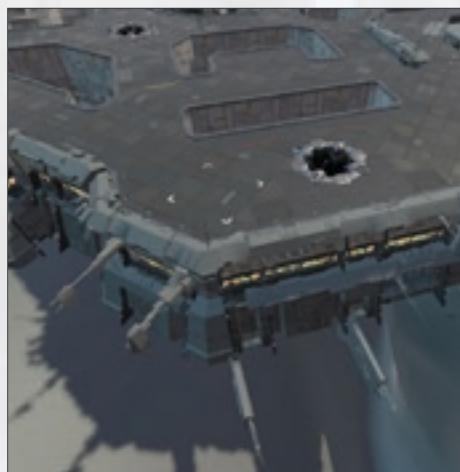
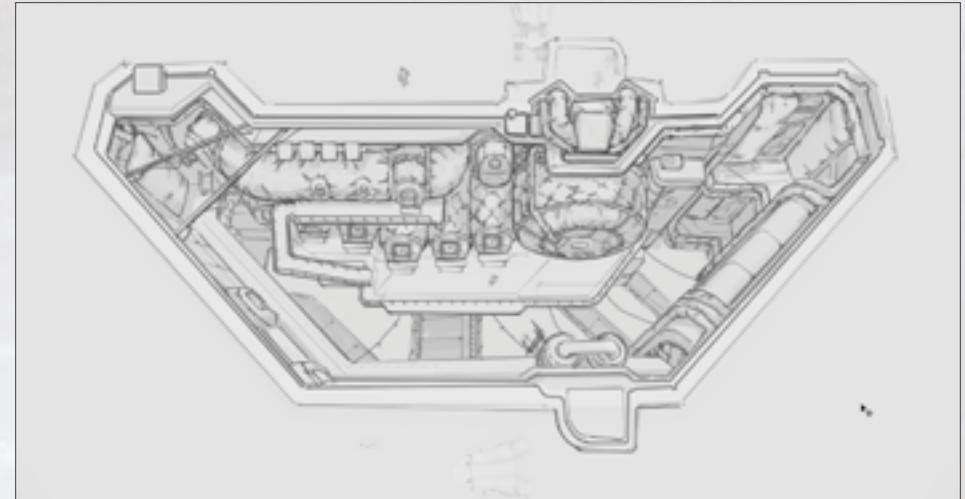
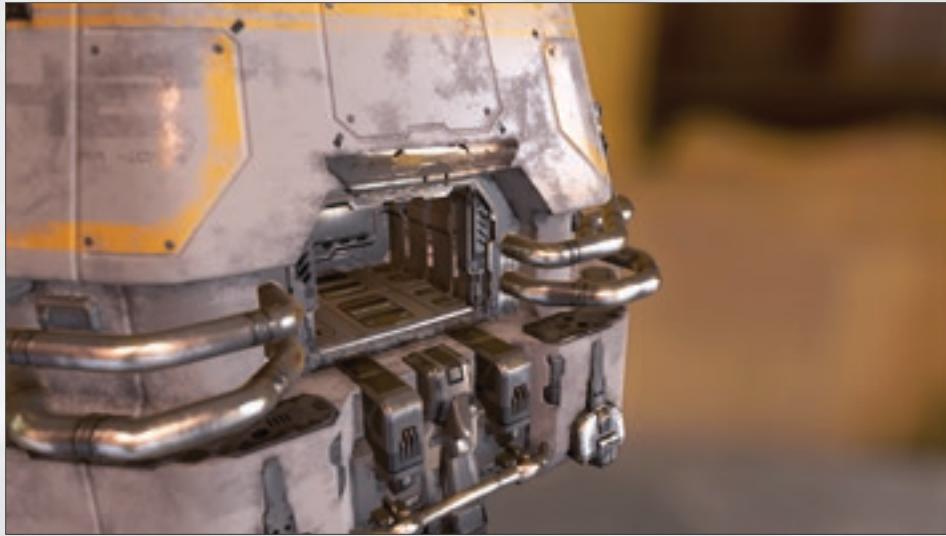
GOALS

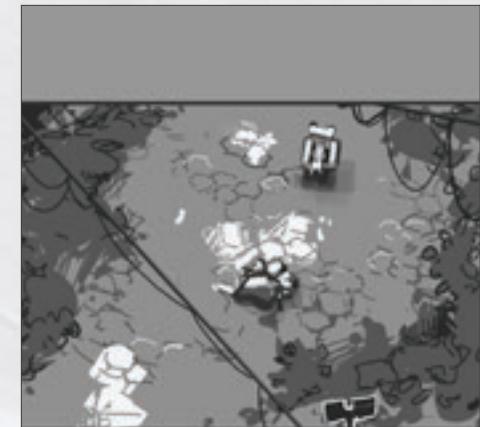
The moon of Europa is a fantastic setting for our game allowing us to explore underground mining sites, abandoned colonial enclaves, decaying factory zones, organic subterranean caverns and gem encrusted sinkholes. But all of these areas must accommodate and enhance the gameplay. Care must be given to create intuitive pathing for both players and their enemies. The objectives of the maps must be easily identified. The materials that make up the various environments must convince the player that they are battling on rusted steel plates or chipped snow covered granite. And finally the lighting must bring this all together, revealing the various elements to the player while helping to set the mood and feel of the zone where the battle takes place.



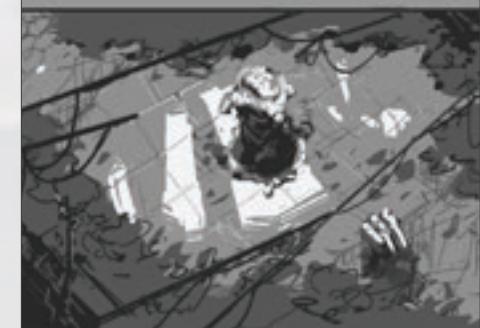




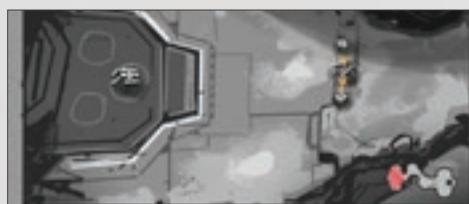




Recon encounters a Kavash alpha. From here on, the zones of light will gradually get bigger to help with the feeling of progress throughout the level.

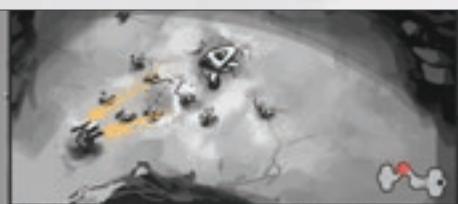


Recon fights a Kavash Hive. Note the light going through the holes and making shapes on the floor and Hive.



Dropship lands with Recon on it.

Optional, to the right, two Kavash are shooting at a downed Rig. Establish hostility, and move for an easier kill encounter than the group of 8.



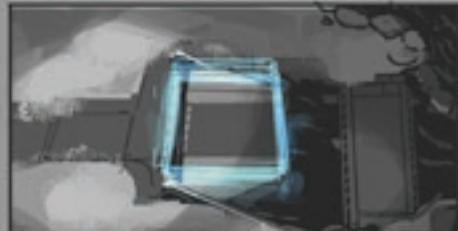
Recon fights a group of Kavash that have grouped around a downed Rig.

After defeating them, the Player can command Recon to interact with the downed Rig, which allows him/her to reveal more of the Minimap!

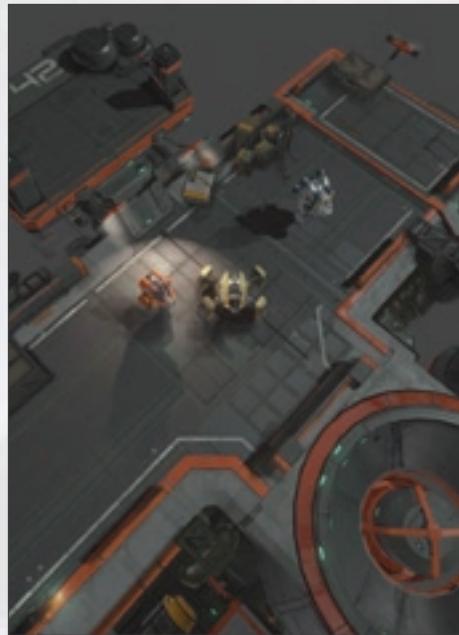


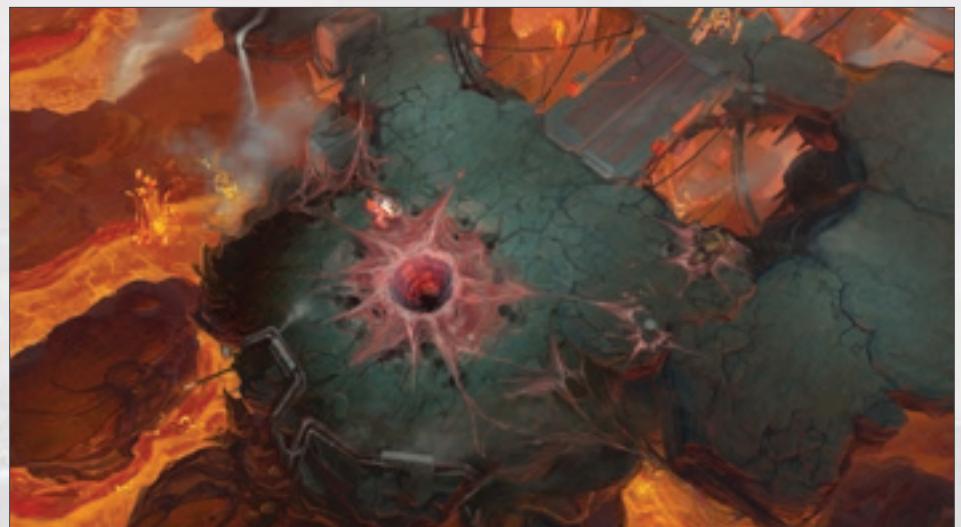
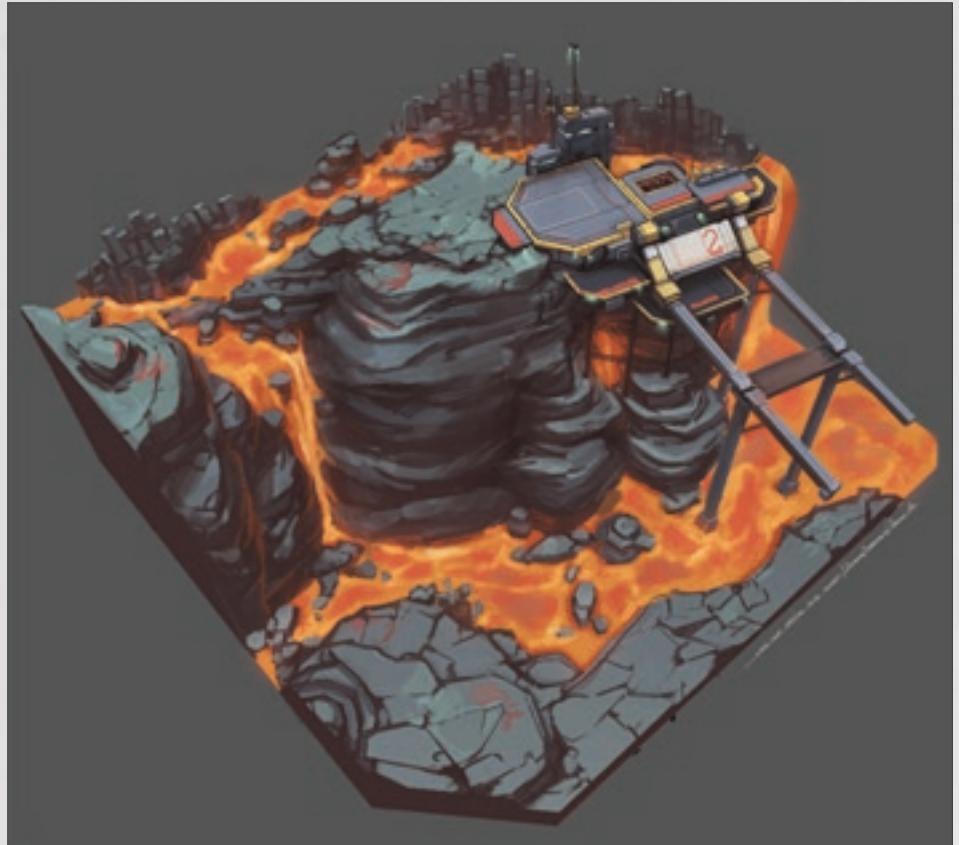
Another group of Kavash, downed Rig in the middle.

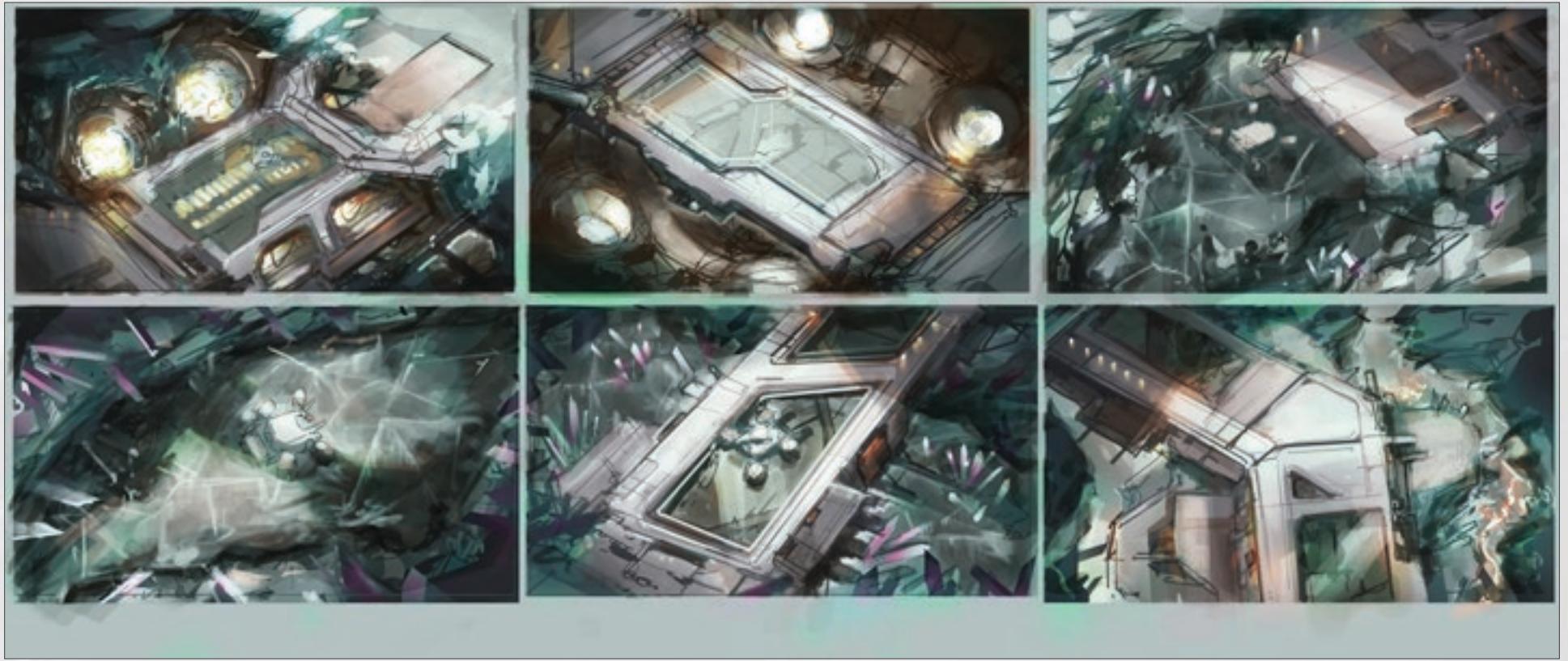
To the right is a chain that is now made. This helps lead the player to the next section with the shielded Elevator and provides a navigational landmark.



The Elevator / Exit area can be seen here. Recon arrives from the left to ride the elevator back up to the surface, so a diagonal shot like this looks cool visually, I think.



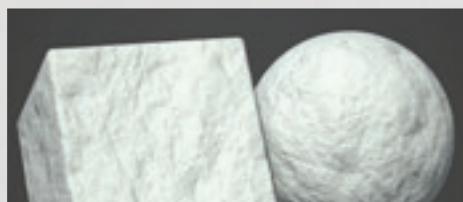
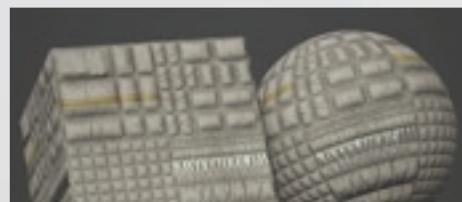
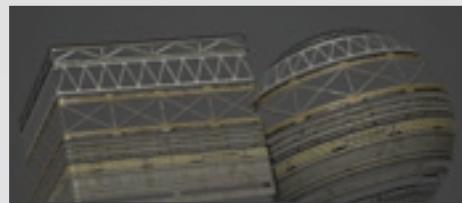
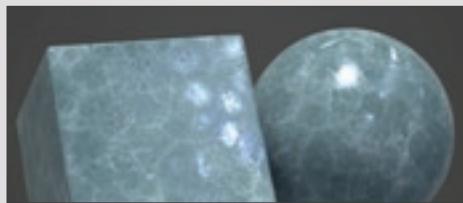
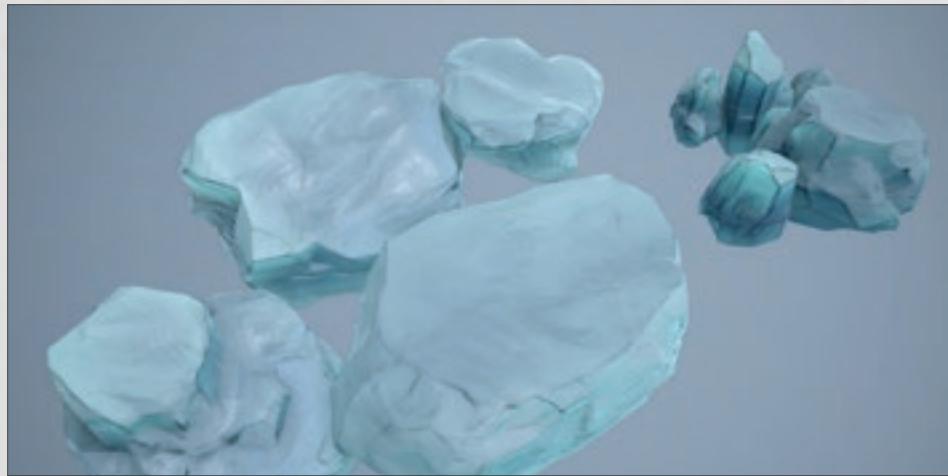


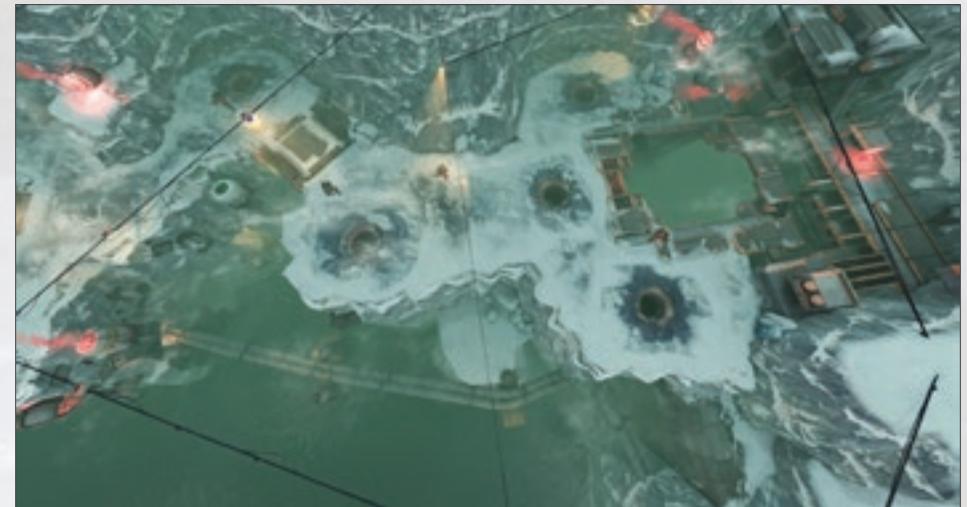


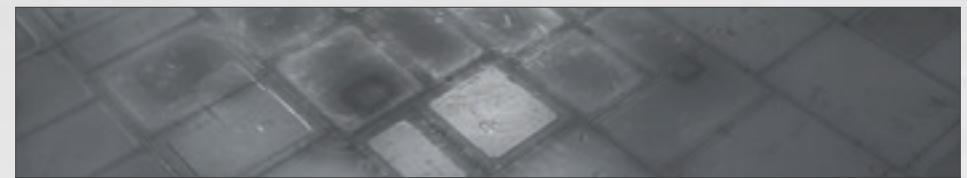
Dropzone Campaign Storyboards

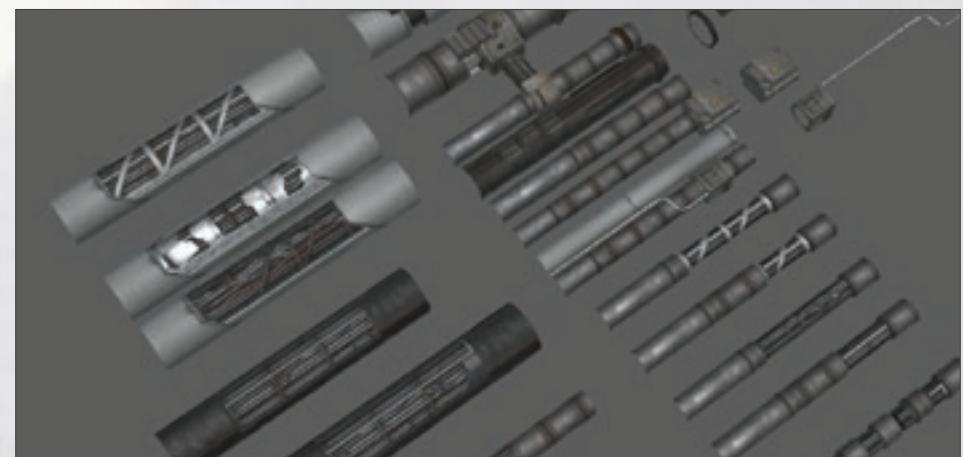
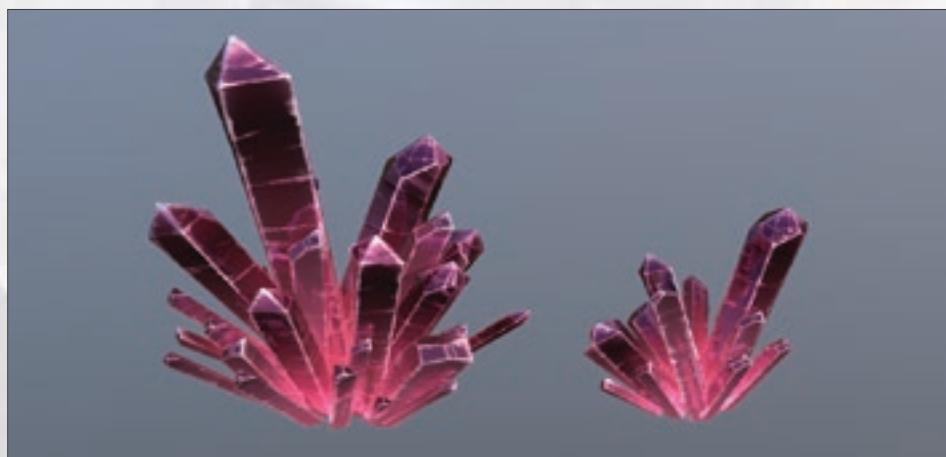
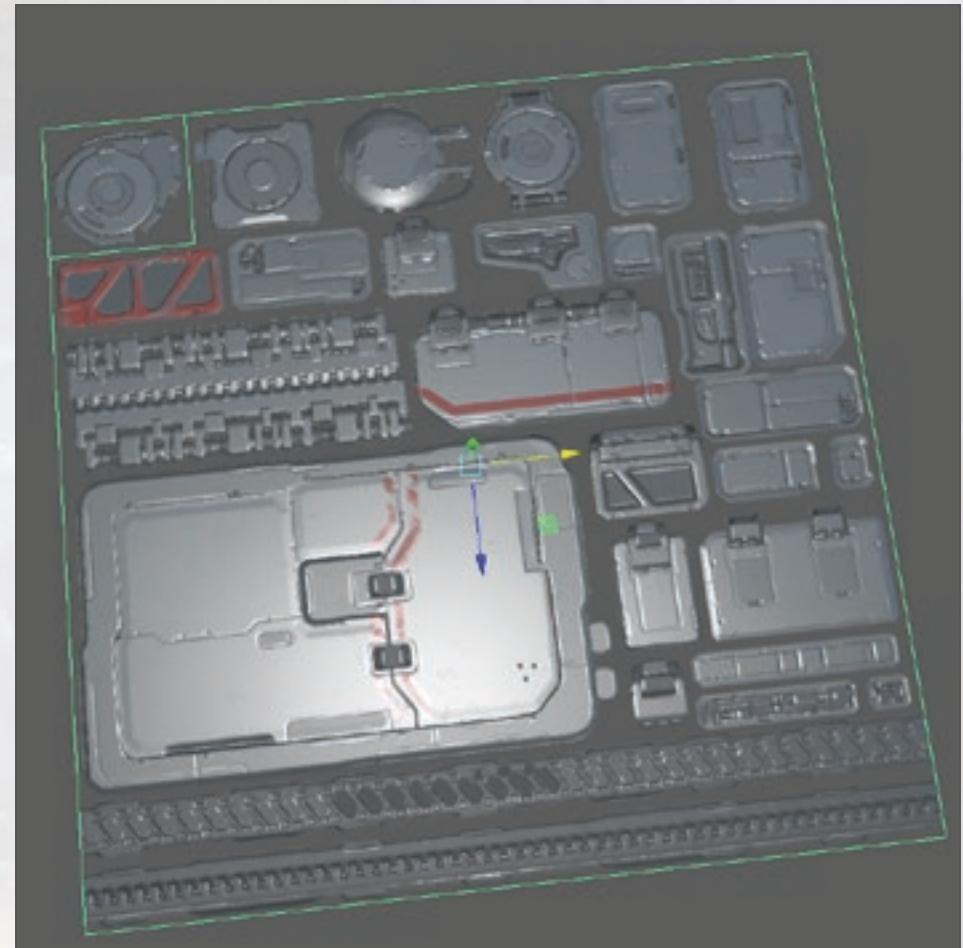
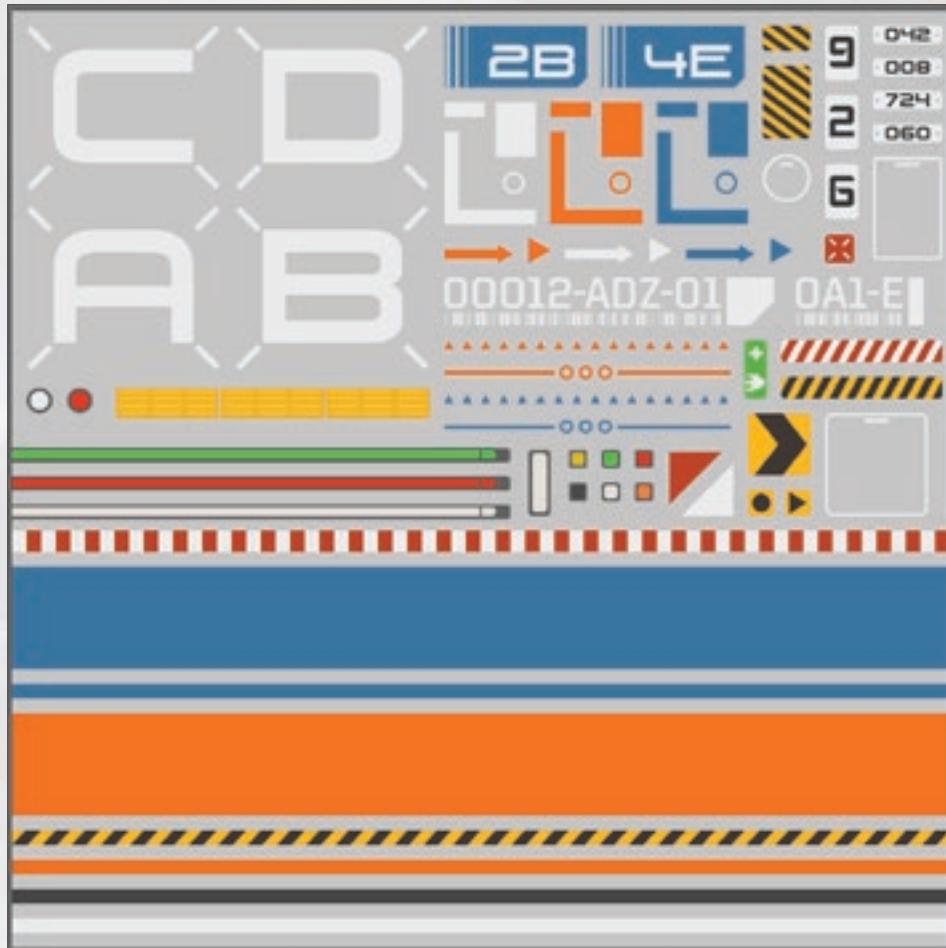
Mission 1: A Friend In Need



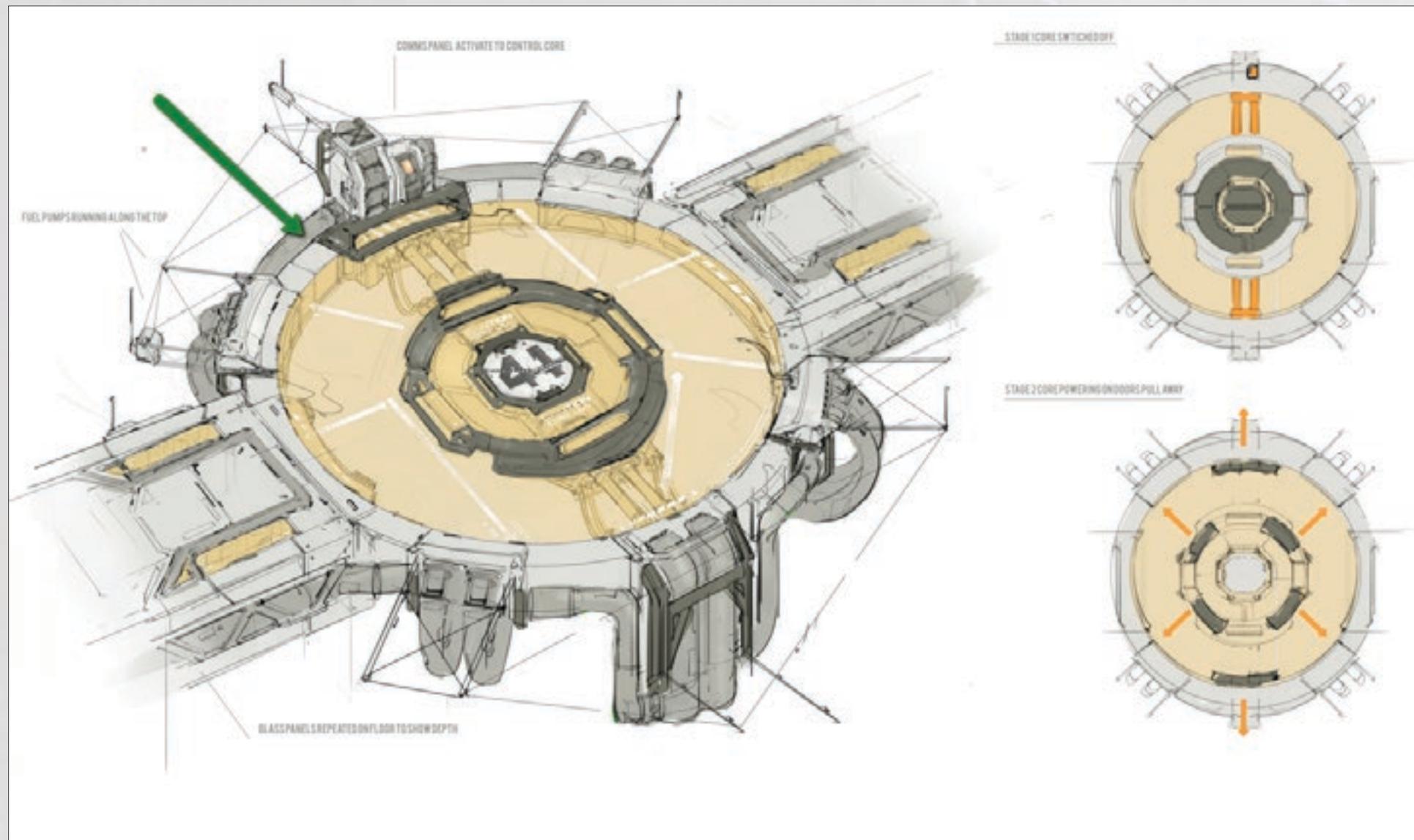


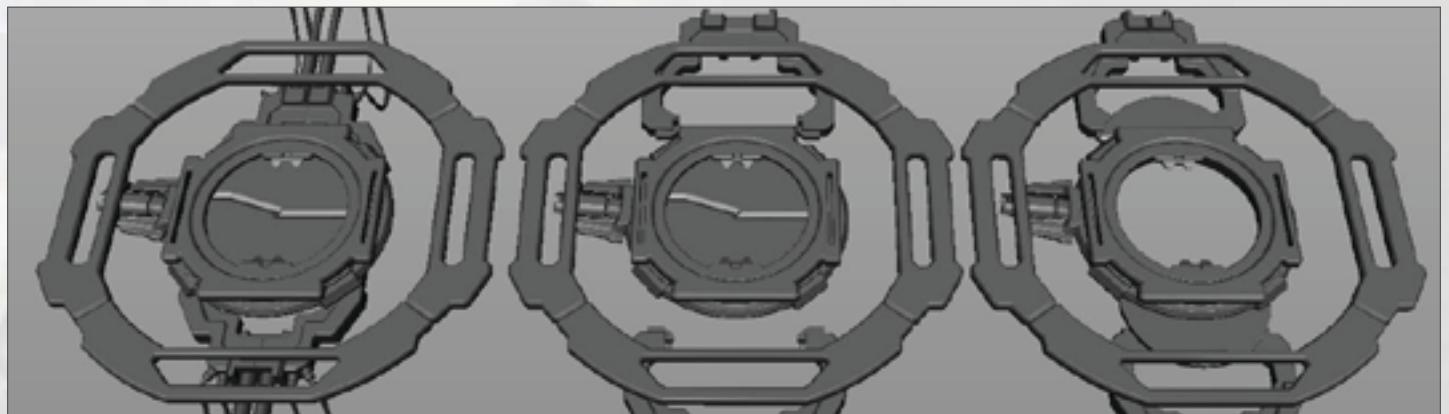
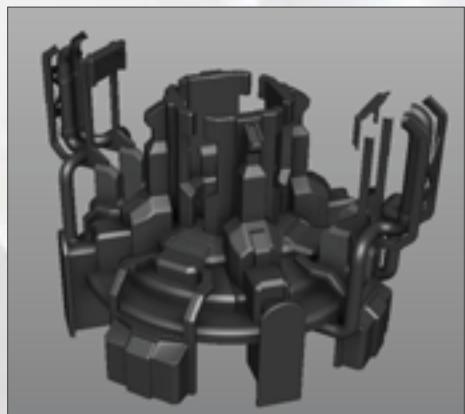
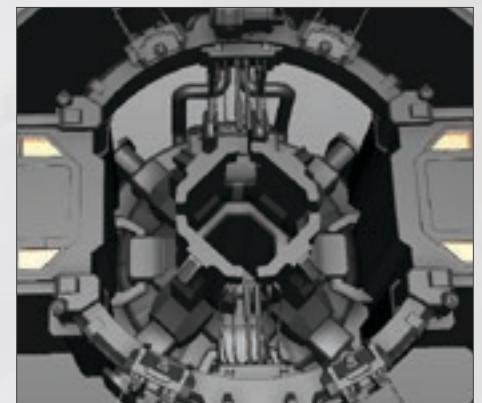
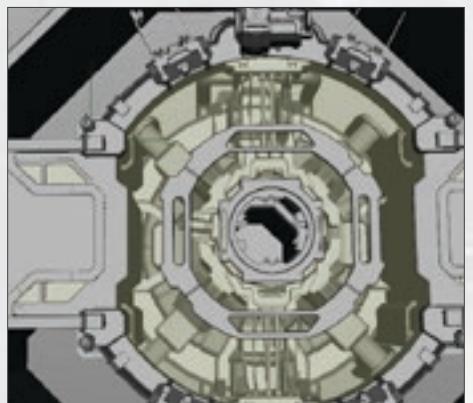
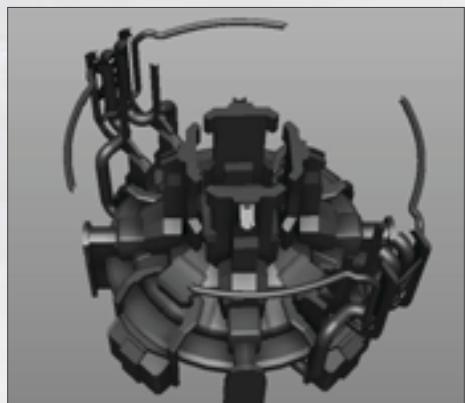
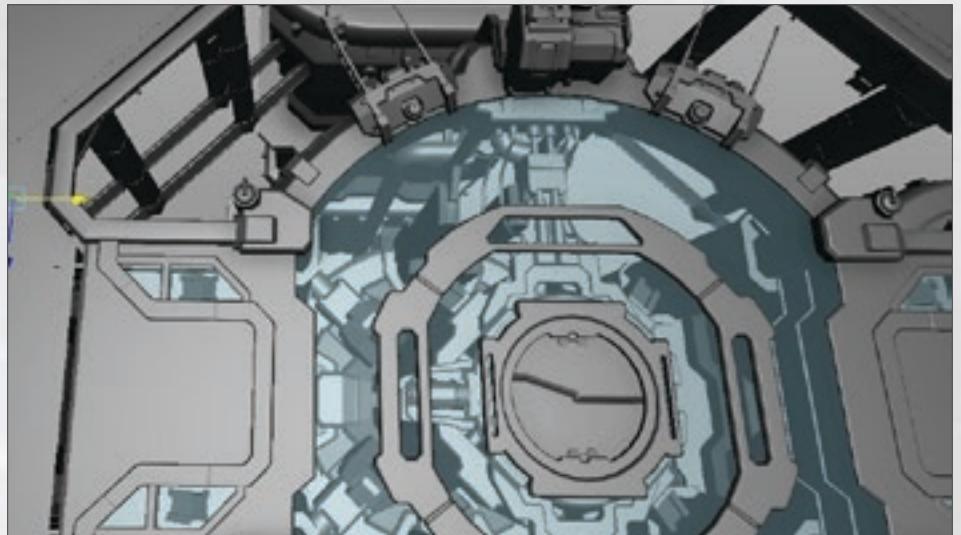




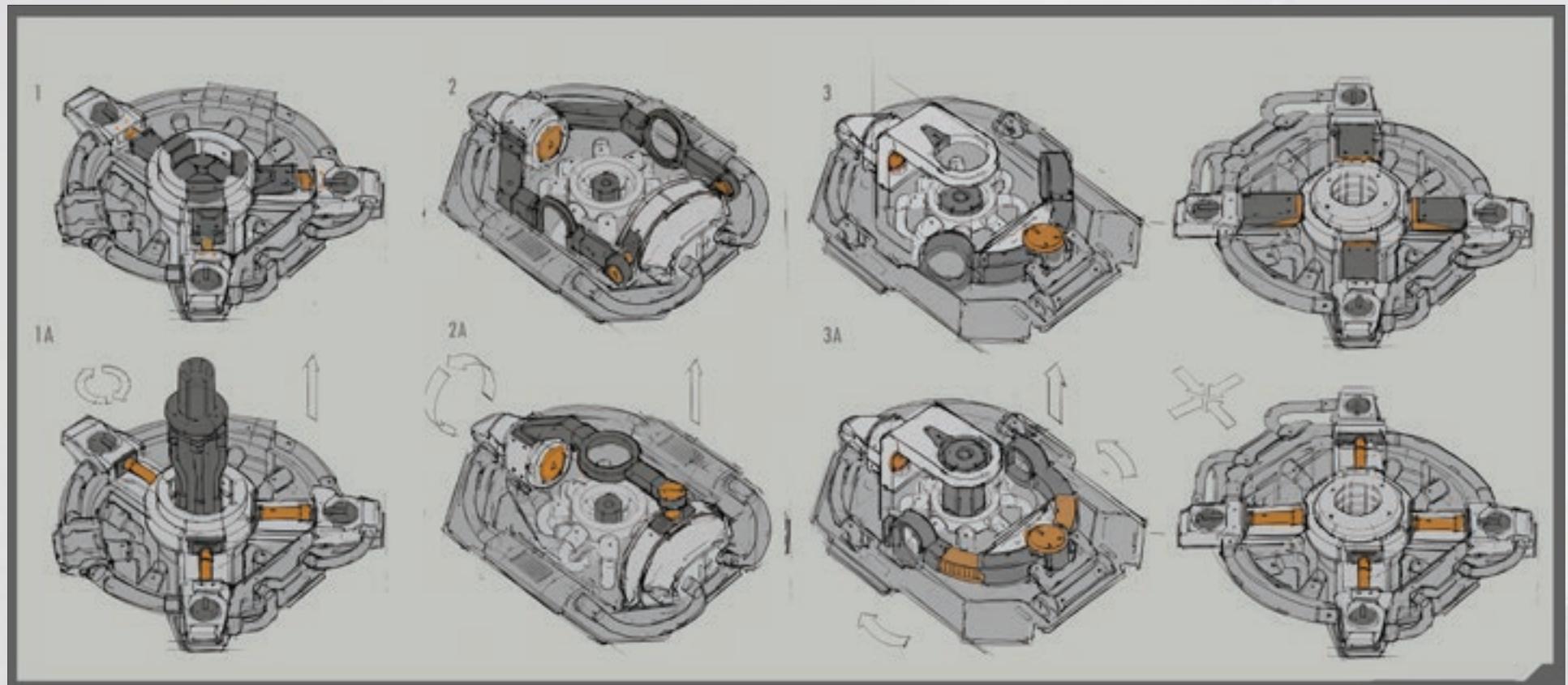


UPLINK



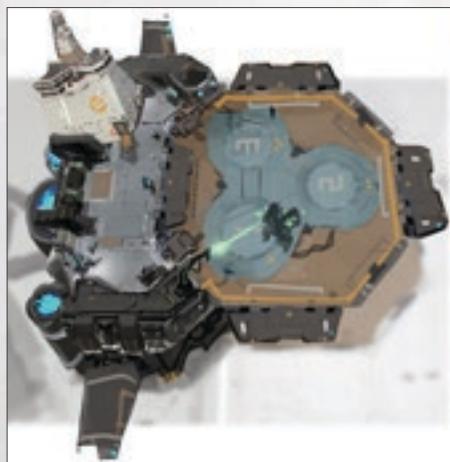
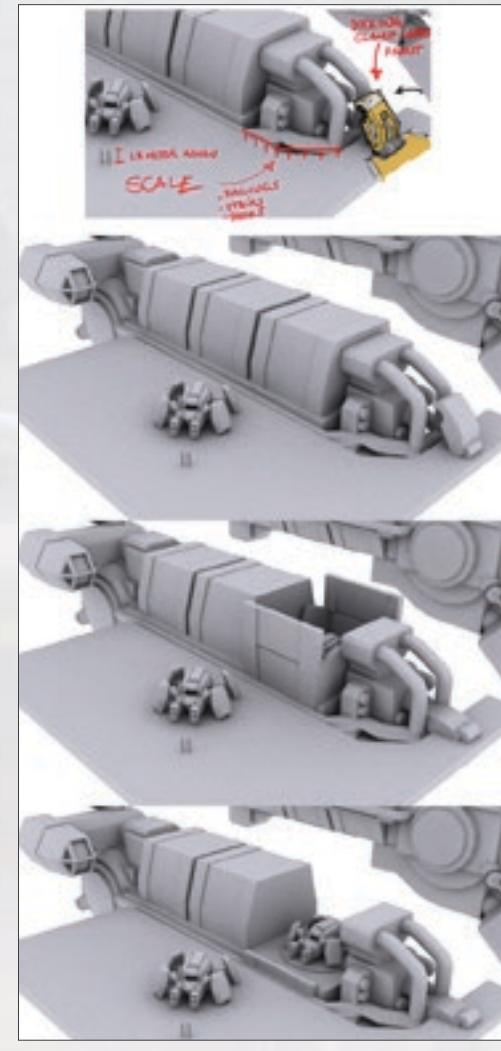
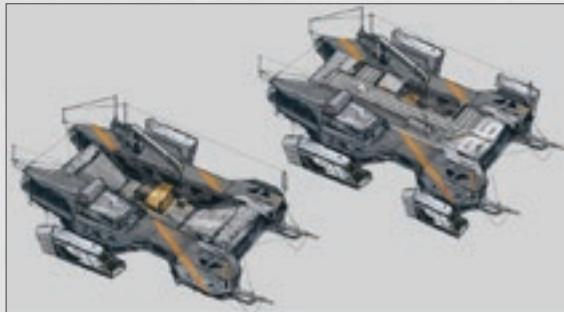


VISION TOWER

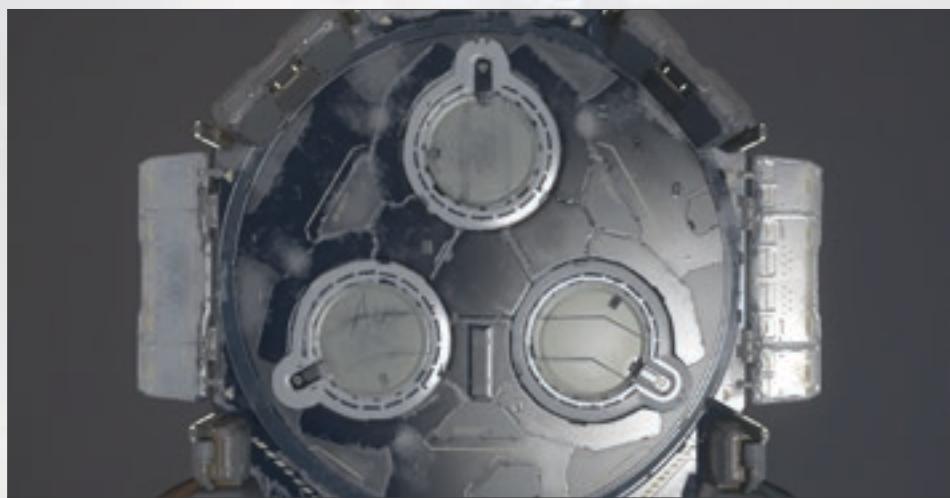
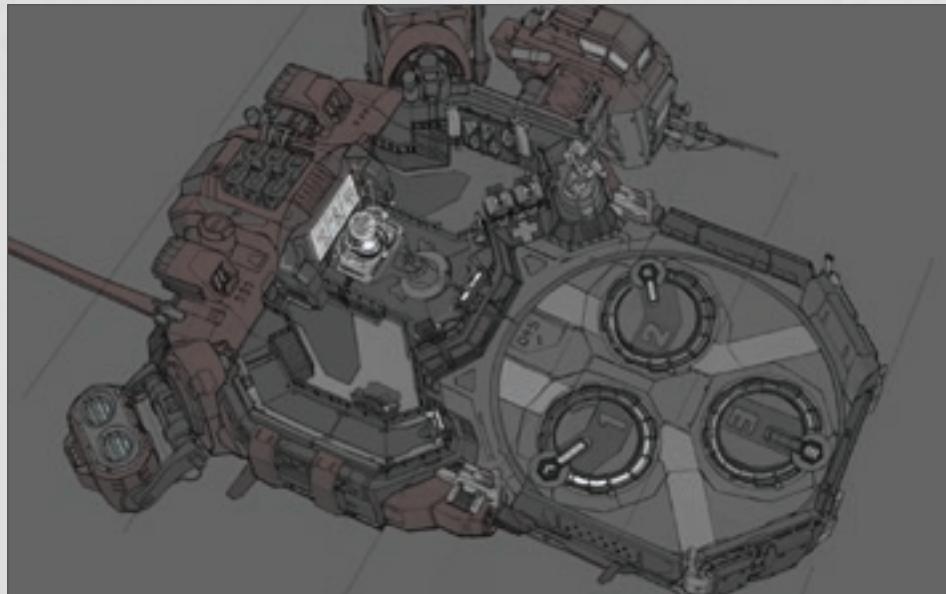


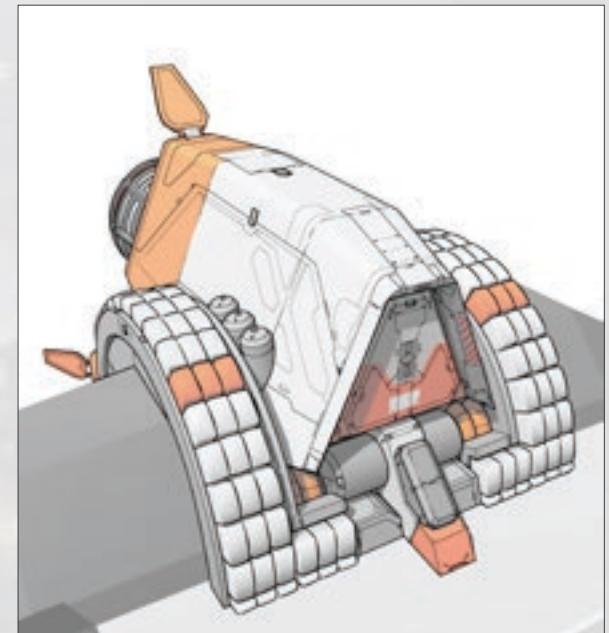
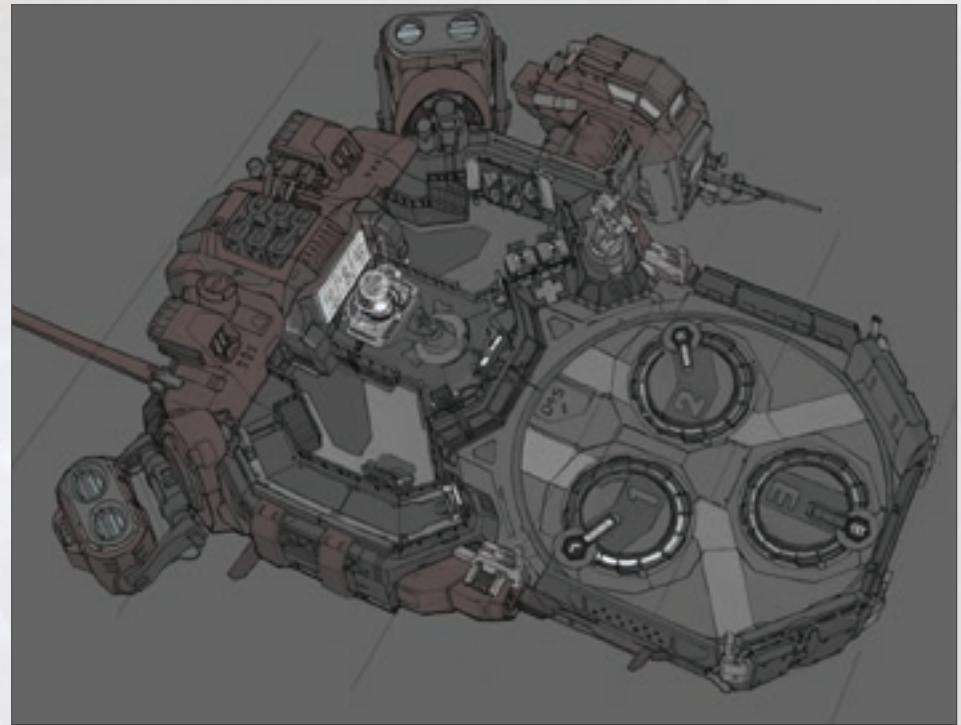


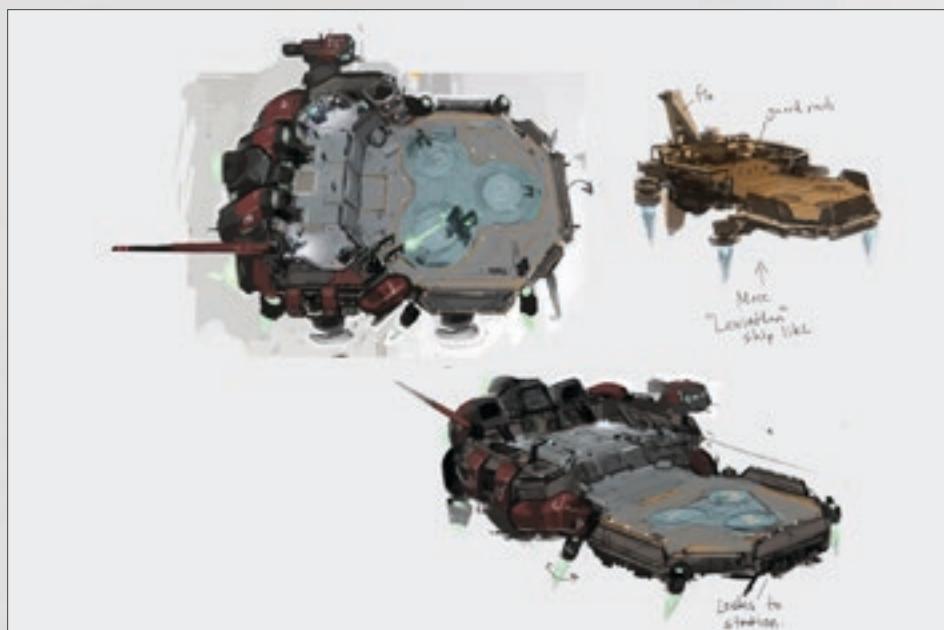
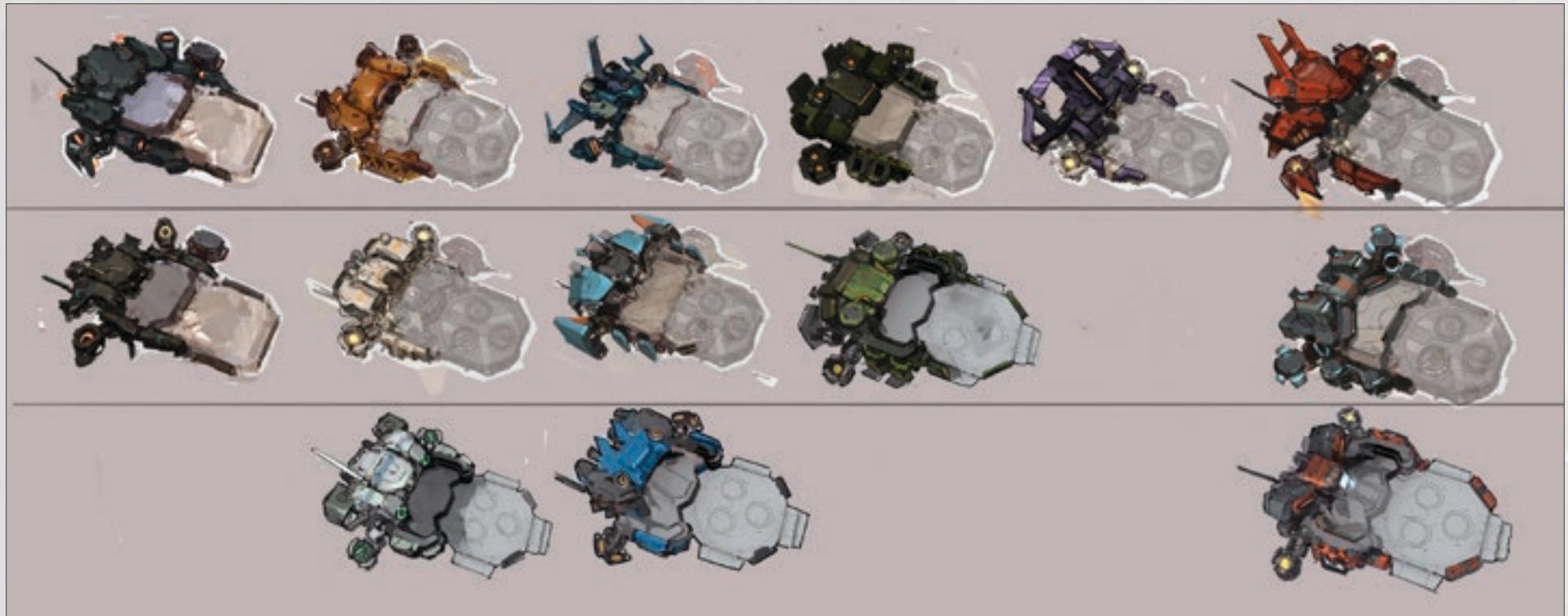
DROPSHIP









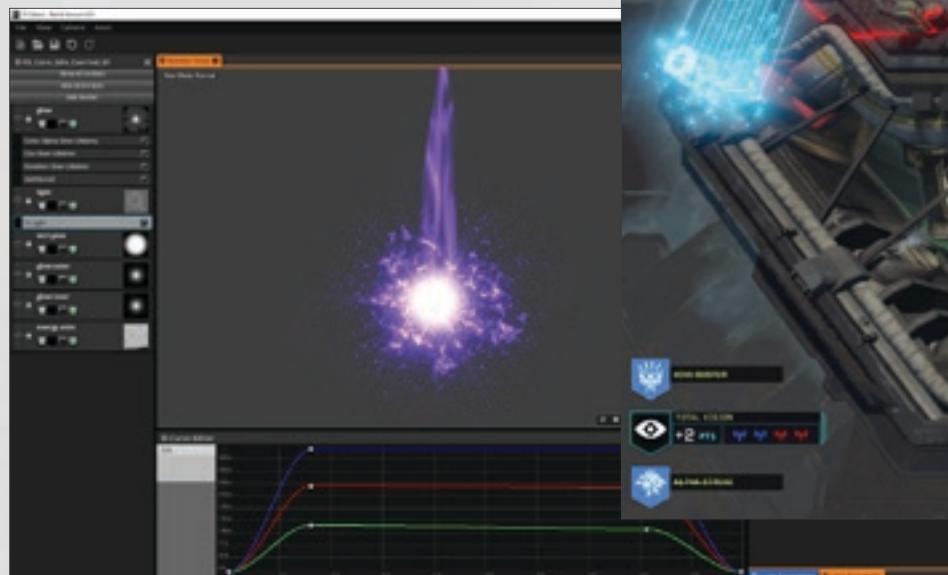
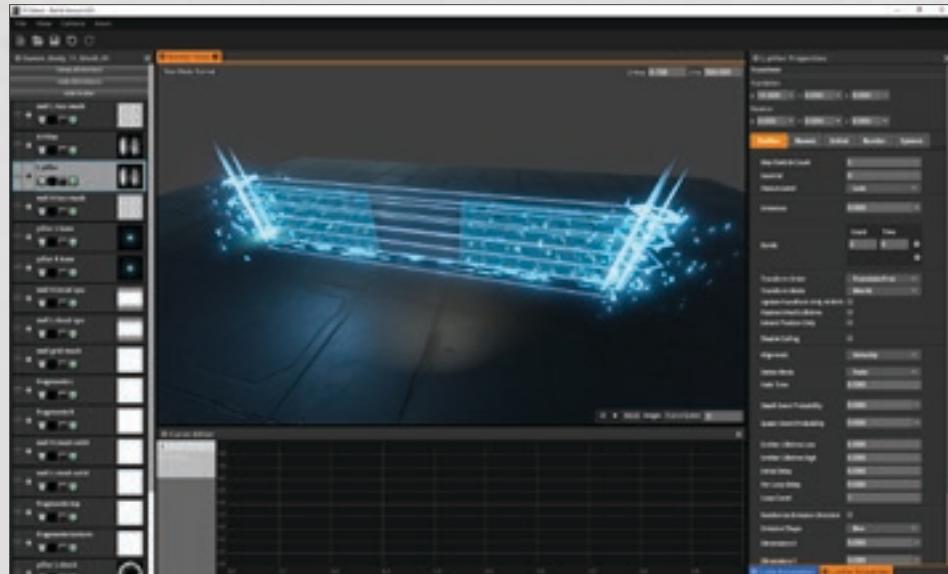


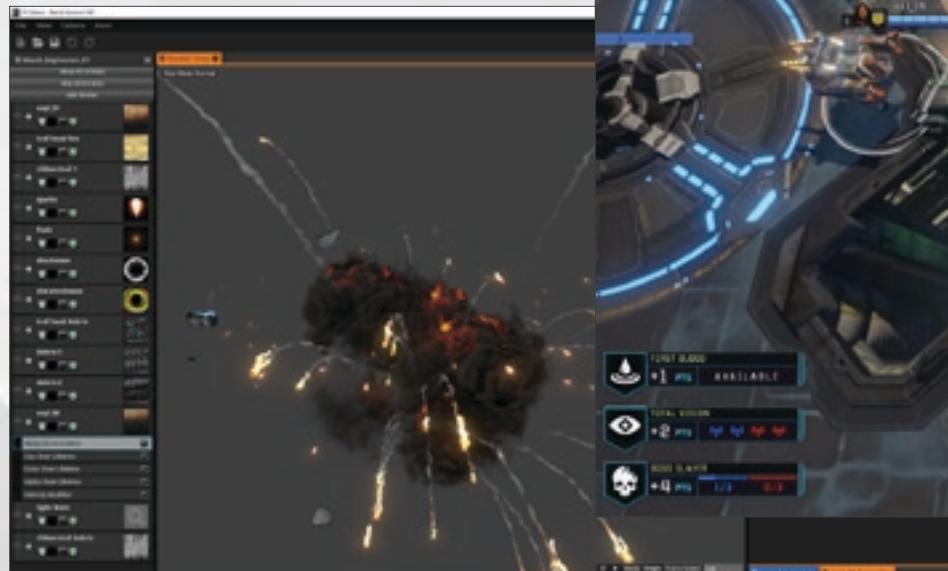
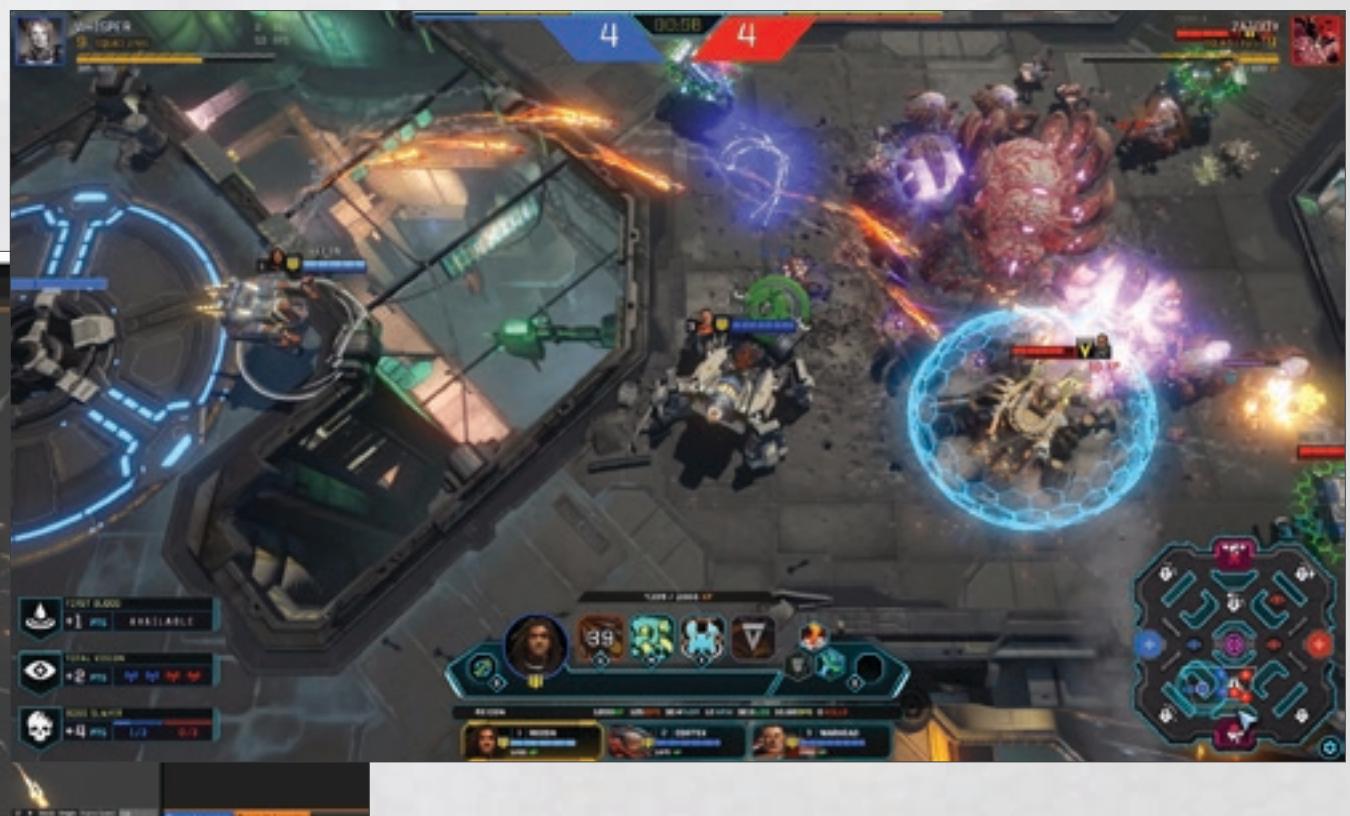
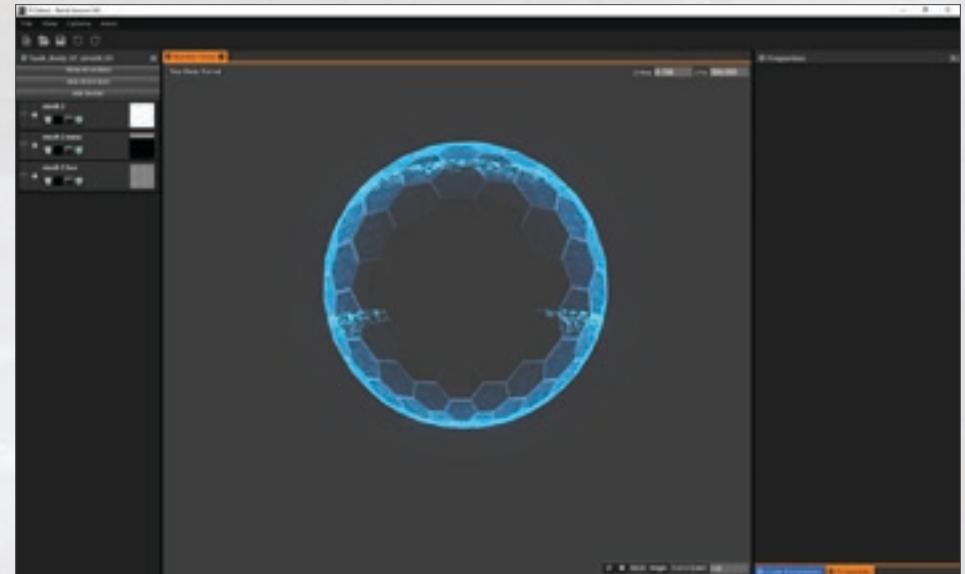
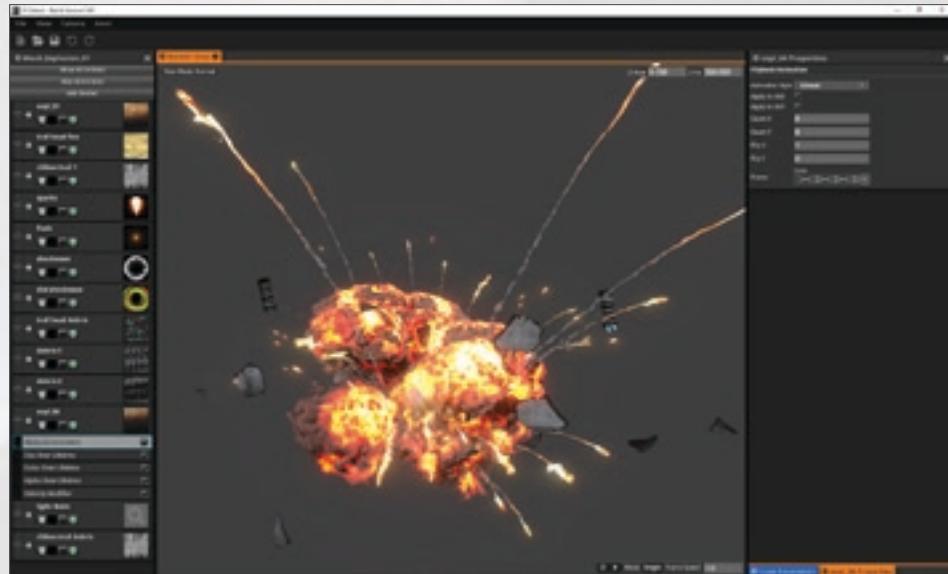
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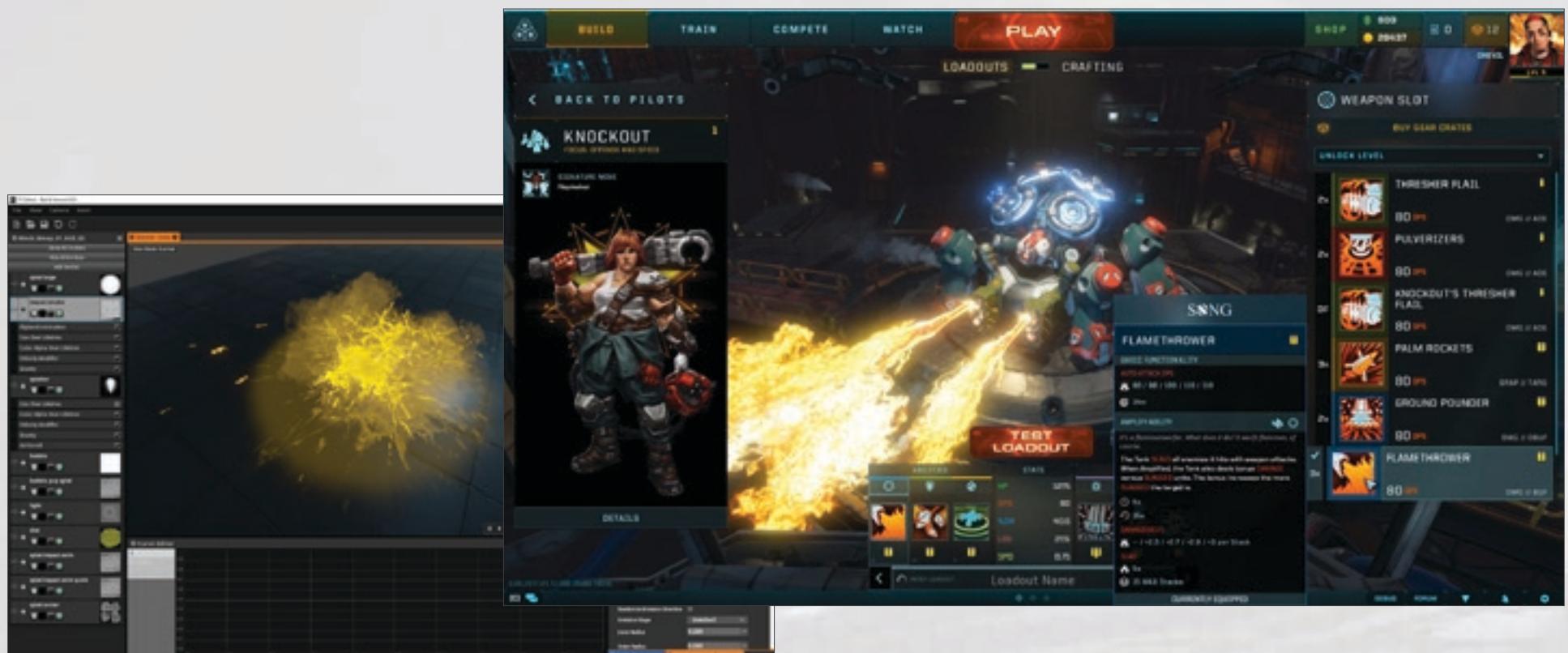
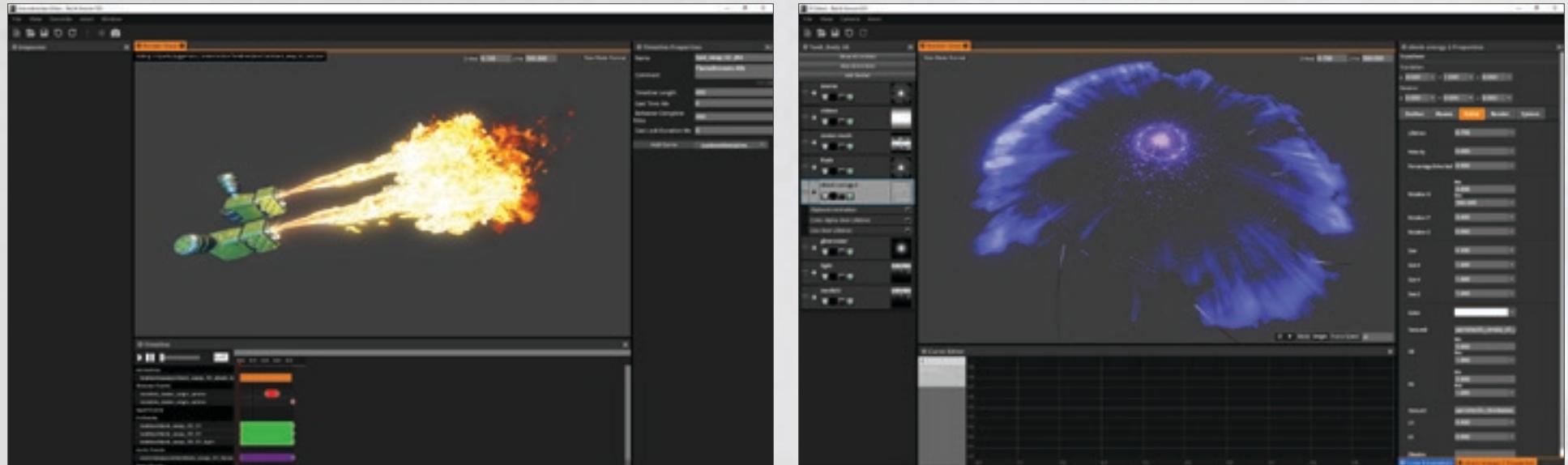
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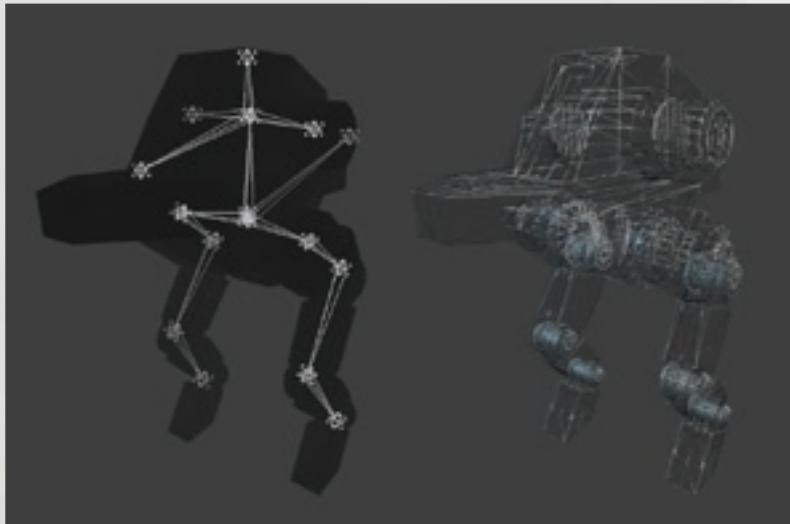
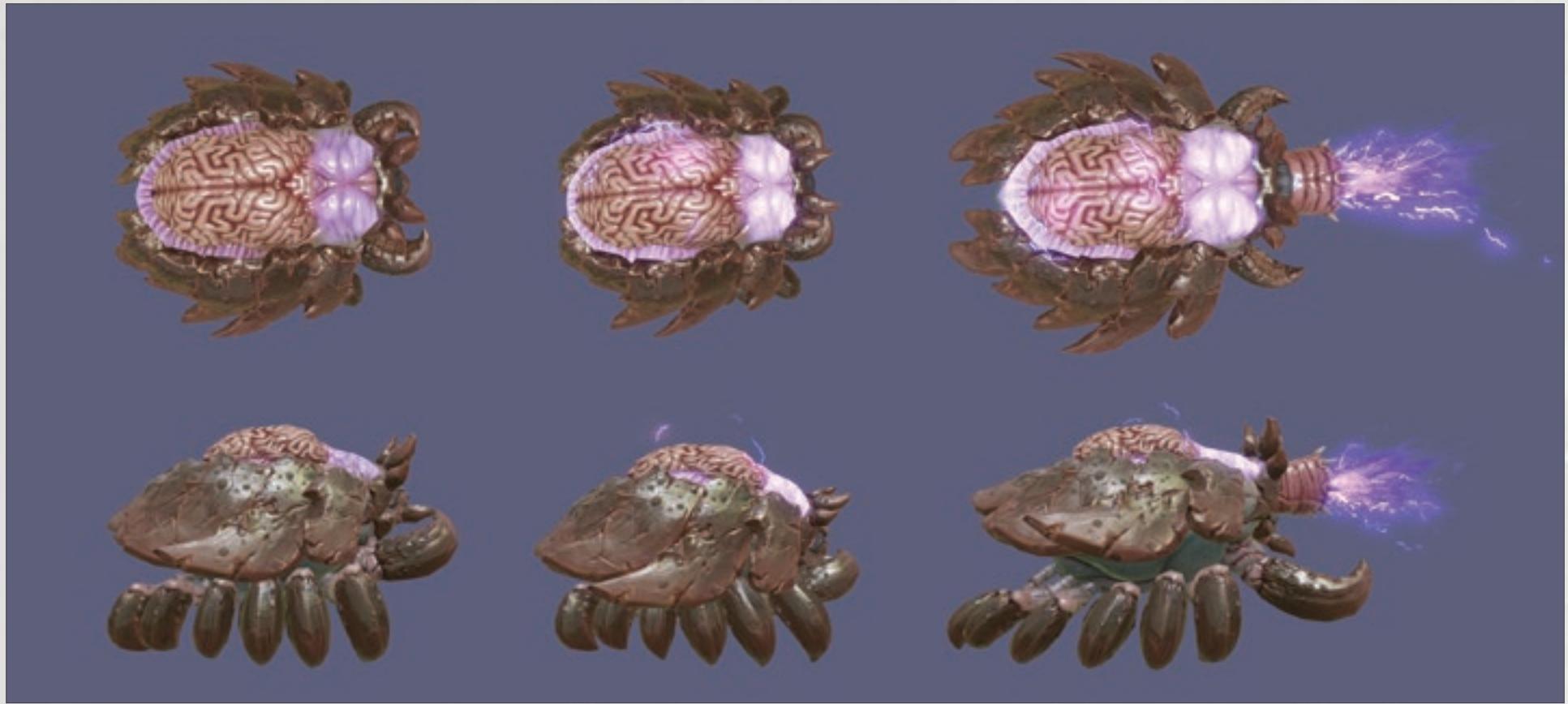


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U.I. (USER INTERFACE)

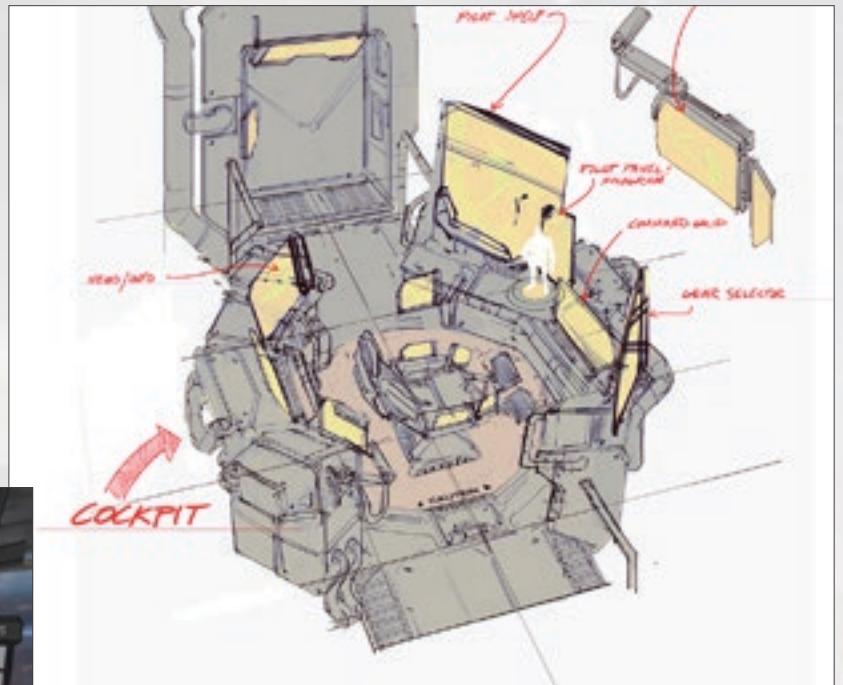
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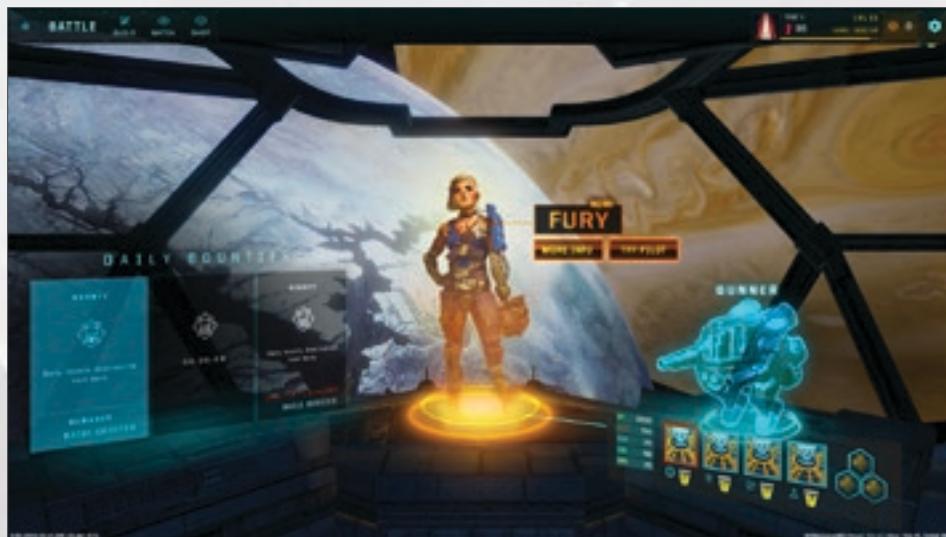
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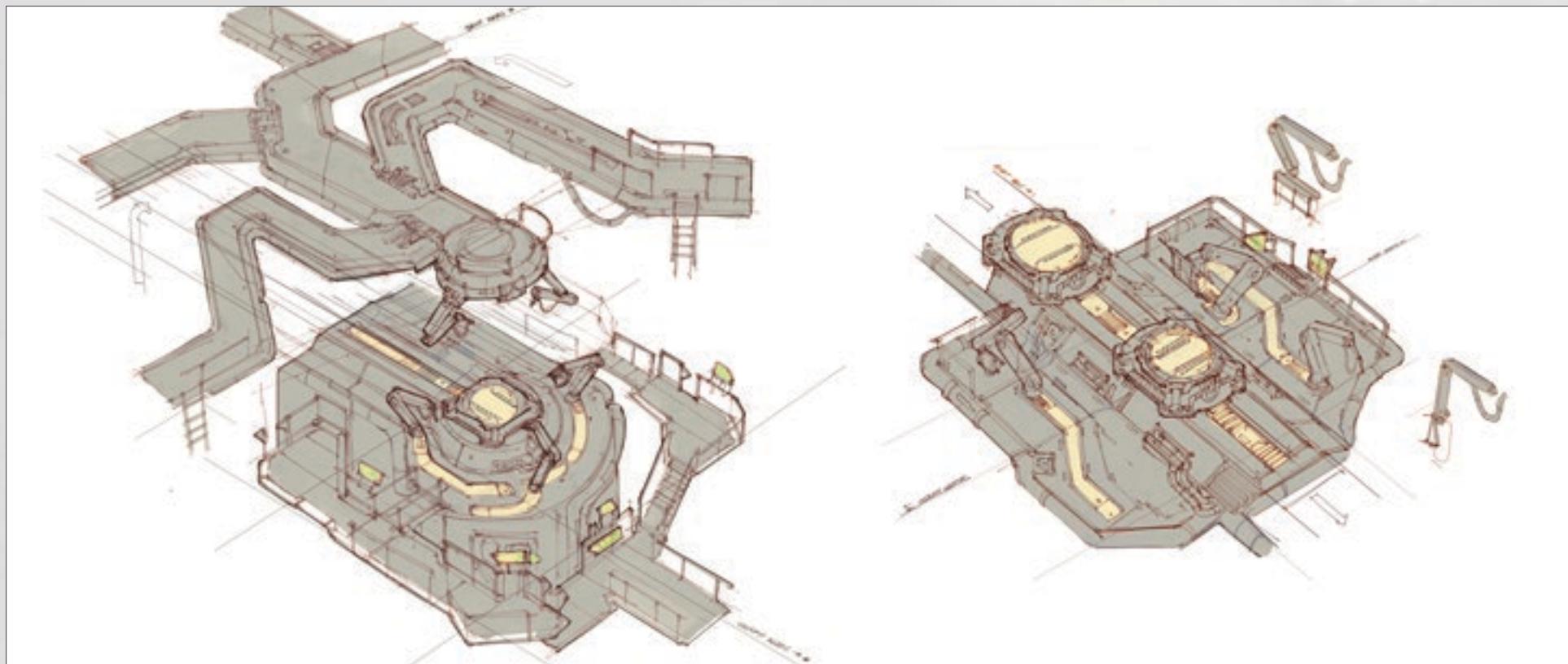


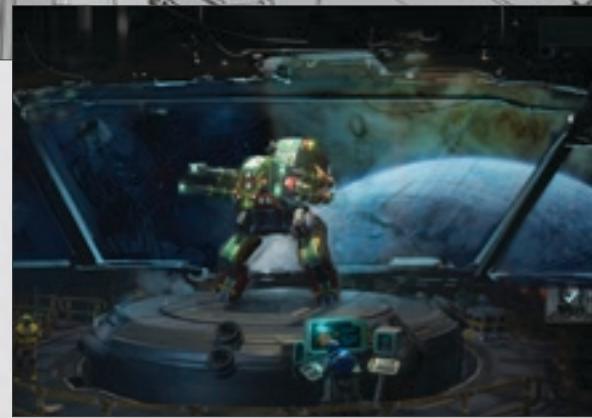
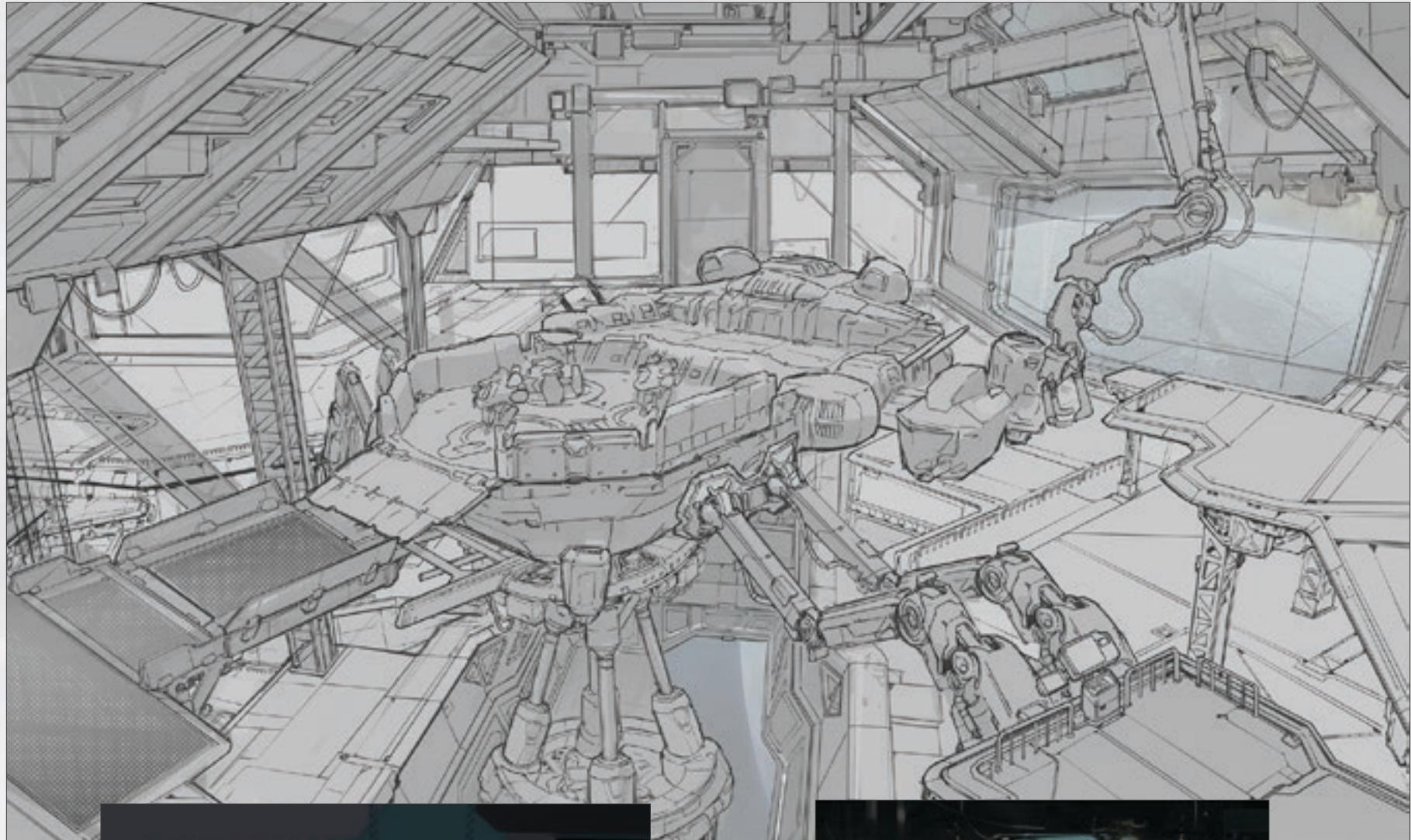


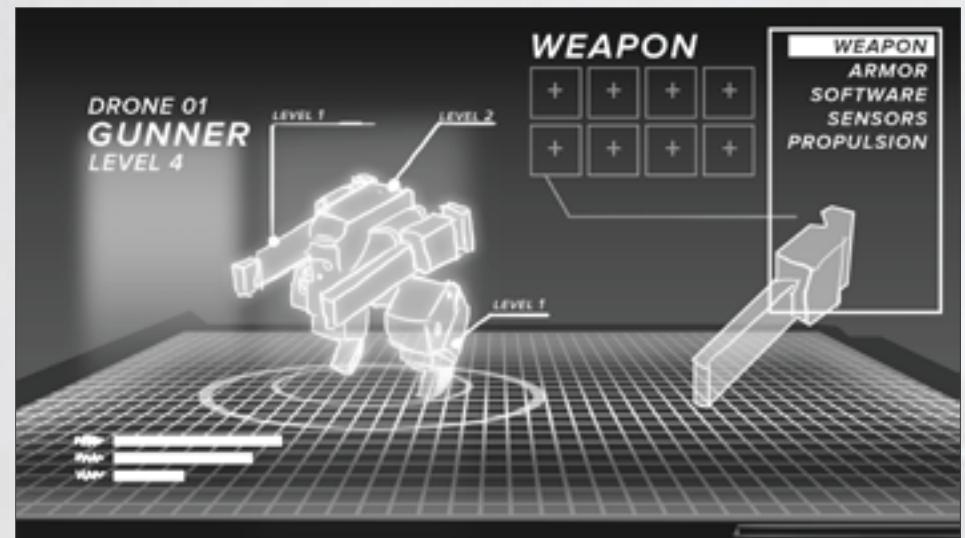
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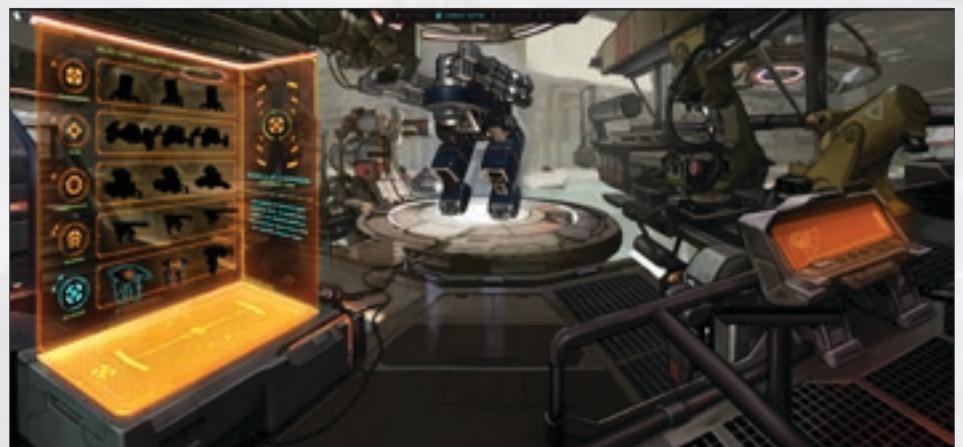
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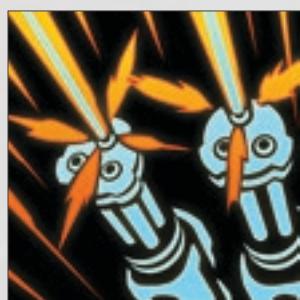
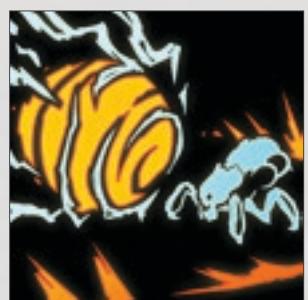
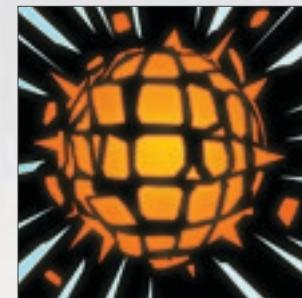
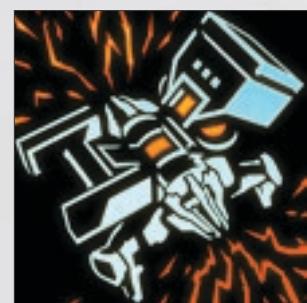
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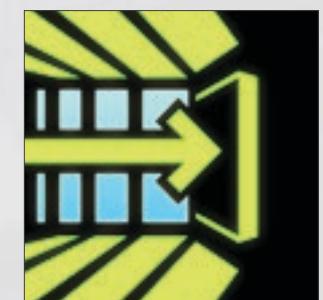
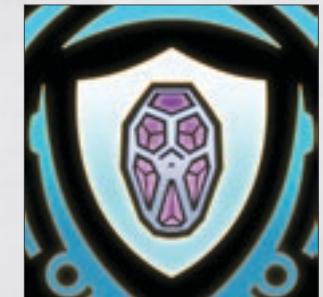




















The logo features the word "SONG" in a large, bold, black serif font. The letter "S" is unique, containing two blue horizontal bars that curve upwards and outwards from the center.

This version of the logo is identical to the one above it, featuring the same "SONG" text and the same stylized "S" icon.



LAKSHING

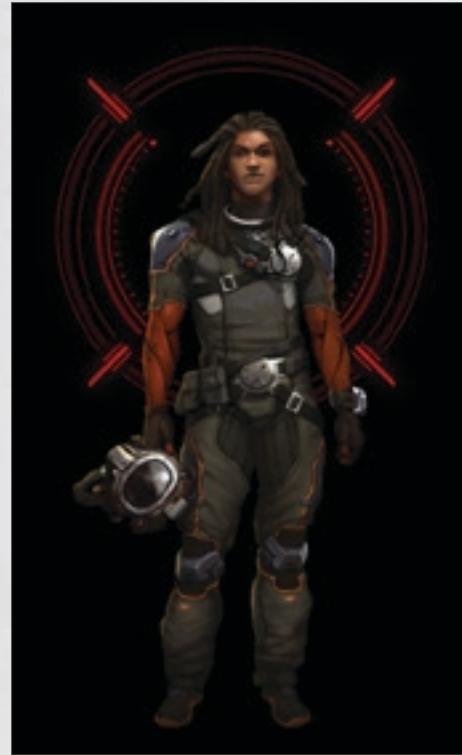
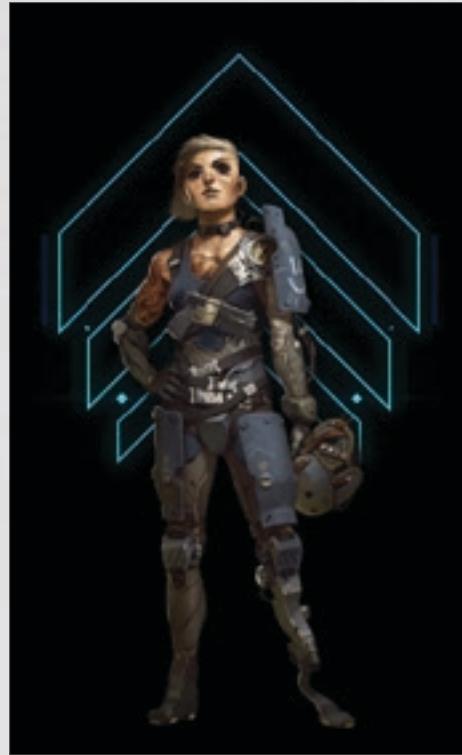


LAKSHING

The logo features the word "DRAUGER" in a bold, black, sans-serif font. Below the text is a stylized graphic element consisting of two orange and yellow curved shapes that resemble wings or flames.

This version of the logo is identical to the one above it, featuring the same "DRAUGER" text and the same stylized graphic element.



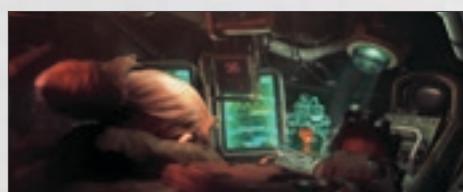
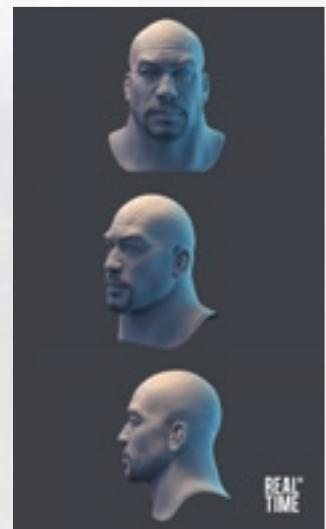
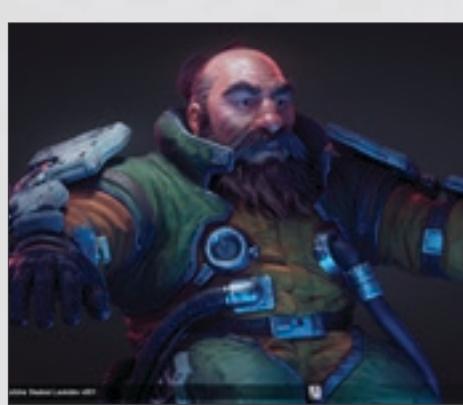
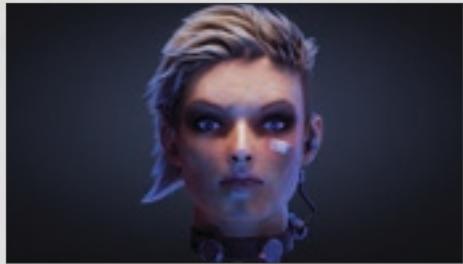


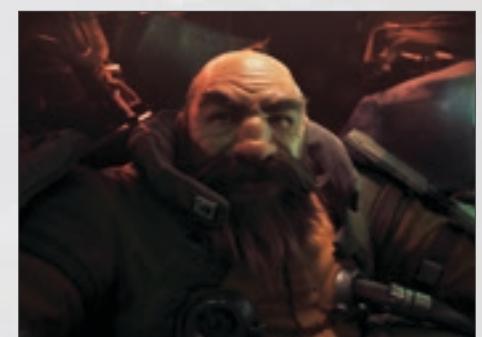
CINEMATIC

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|-----|------------------------------|-----|-----------------------|-----|--------------------------|-----|-----------------------|-----|-----------------------|-----|-----------------------|-----|------------------------|-----|-------------------------|-----|----------------------------|-----|-----------------------|-----|-----------------------|-----|-------------------------|-----|-------------------------|
| 1 | Other alien ships in the sky | 2 | Captain's hands | 3 | Ship coming in from left | 4 | Full view of ship | 5 | View of hangar deck | 6 | Drag ship towards | 7 | Dropping vertical view | 8 | In rotation to Dropzone | 9 | Dropship heading to Europe | 10 | Captain's hands again | 11 | Large Radio | 12 | View of control station | 13 | Captain looking forward |
| 14 | Dropship landing gear | 15 | Dropship landing gear | 16 | Dropship landing gear | 17 | Dropship landing gear | 18 | Dropship landing gear | 19 | Dropship landing gear | 20 | Dropship landing gear | 21 | Dropship landing gear | 22 | Dropship landing gear | 23 | Dropship landing gear | 24 | Dropship landing gear | 25 | Dropship landing gear | 26 | Dropship landing gear |
| 27 | Captain arriving | 28 | Captain arriving | 29 | Captain arriving | 30 | Captain arriving | 31 | Captain arriving | 32 | Captain arriving | 33 | Captain arriving | 34 | Captain arriving | 35 | Captain arriving | 36 | Captain arriving | 37 | Captain arriving | 38 | Captain arriving | 39 | Captain arriving |
| 40 | Dropship landing gear | 41 | Dropship landing gear | 42 | Dropship landing gear | 43 | Dropship landing gear | 44 | Dropship landing gear | 45 | Dropship landing gear | 46 | Dropship landing gear | 47 | Dropship landing gear | 48 | Dropship landing gear | 49 | Dropship landing gear | 50 | Dropship landing gear | 51 | Dropship landing gear | 52 | Dropship landing gear |
| 53 | Turbo-lifts rotate | 54 | Turbo-lifts rotate | 55 | Turbo-lifts rotate | 56 | Turbo-lifts rotate | 57 | Turbo-lifts rotate | 58 | Turbo-lifts rotate | 59 | Turbo-lifts rotate | 60 | Turbo-lifts rotate | 61 | Turbo-lifts rotate | 62 | Turbo-lifts rotate | 63 | Turbo-lifts rotate | 64 | Turbo-lifts rotate | 65 | Turbo-lifts rotate |
| 66 | View from gear | 67 | View from gear | 68 | View from gear | 69 | View from gear | 70 | View from gear | 71 | View from gear | 72 | View from gear | 73 | View from gear | 74 | View from gear | 75 | View from gear | 76 | View from gear | 77 | View from gear | 78 | View from gear |
| 79 | Fury's first landing | 80 | Fury's first landing | 81 | Fury's first landing | 82 | Fury's first landing | 83 | Fury's first landing | 84 | Fury's first landing | 85 | Fury's first landing | 86 | Fury's first landing | 87 | Fury's first landing | 88 | Fury's first landing | 89 | Fury's first landing | 90 | Fury's first landing | 91 | Fury's first landing |
| 92 | Dropship landing gear | 93 | Dropship landing gear | 94 | Dropship landing gear | 95 | Dropship landing gear | 96 | Dropship landing gear | 97 | Dropship landing gear | 98 | Dropship landing gear | 99 | Dropship landing gear | 100 | Dropship landing gear | 101 | Dropship landing gear | 102 | Dropship landing gear | 103 | Dropship landing gear | 104 | Dropship landing gear |
| 105 | Captain arriving | 106 | Captain arriving | 107 | Captain arriving | 108 | Captain arriving | 109 | Captain arriving | 110 | Captain arriving | 111 | Captain arriving | 112 | Captain arriving | 113 | Captain arriving | 114 | Captain arriving | 115 | Captain arriving | 116 | Captain arriving | 117 | Captain arriving |
| 118 | LANDFALL | 119 | LANDFALL | 120 | LANDFALL | 121 | LANDFALL | 122 | LANDFALL | 123 | LANDFALL | 124 | LANDFALL | 125 | LANDFALL | 126 | LANDFALL | 127 | LANDFALL | 128 | LANDFALL | 129 | LANDFALL | 130 | LANDFALL |
| 131 | LANDFALL | 132 | LANDFALL | 133 | LANDFALL | 134 | LANDFALL | 135 | LANDFALL | 136 | LANDFALL | 137 | LANDFALL | 138 | LANDFALL | 139 | LANDFALL | 140 | LANDFALL | 141 | LANDFALL | 142 | LANDFALL | 143 | LANDFALL |

