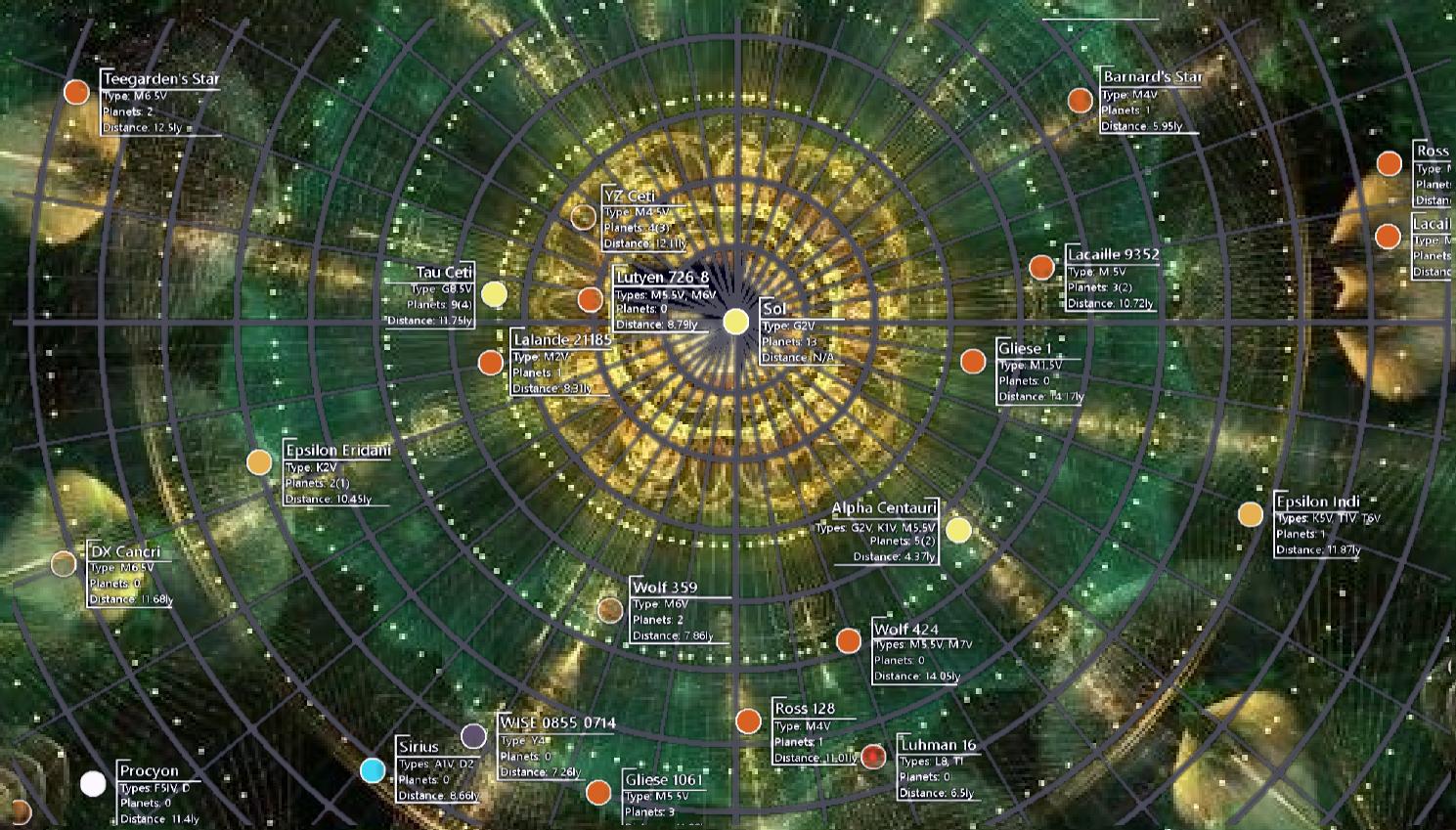


Mandala Milky way

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GAME SUMMARY



LOGLINE

An altruistic artist with a terminally ill daughter accepts a job from an oil company making planet sized art installations to pay for an expensive treatment; however, their life support system malfunctions and they wake up 20 years later discovering Earth is devoid of life. One ship of humans escaped and traveled to Proxima. The artist must build art, ads, and propaganda for different factions of a capitalist alien species to acquire a ticket on warp drive space ship, and reunite with their daughter.



GAME DESIGN

THEMES

All art tells a story. Lies are profitable, but influence society for the worse. Truths can change the world, but come with a cost. What story will your art tell? Is a lie justified if it helps your family but hurts society?

ART CREATION

Complex design in a simple U.I. Players will build layers by selecting patterns, shapes, and symbols from a library, and customizing the repeating, color, fade, rotation direction, rotation speed, and music to create complex awe inspiring mandalas in outer space.

THE WORLD & GAME PLAY

Space is a blank canvas. The entire game is set in outer space within three solar systems. Earth is radioactive and aliens prohibit direct contact with outsiders, so players never exit their ship or land on planet. All communication is done through intercoms, never face-to-face. Players interact with various aliens on ships in orbit and pick which jobs to accept. NPC's give emotional weight to the art players create, as each art piece will affect the trajectory of the alien species, and dictate how quickly players can reunite with humans and their daughter. The game is about making unique beautiful planet sized art, seeing its impact, and going to extreme lengths for your families well being.

DECISIONS, NPC'S, AND CREATING ART PIECES

Players take jobs from companies, the military, political leaders, and the working class to build mandalas that will either be ads, propaganda or personalize art. NPC's provide symbols or animated models that convey a message. It will be up to the artist to include the symbols/models without modification and take the money, or disobey orders by changing the designs message. By choosing which NPC's to help and which NPC's to turn on, the player will be driving the narrative either towards themes of the cost of placing family above ALL else or themes of personal relationships matter more than society.

CHARACTERS

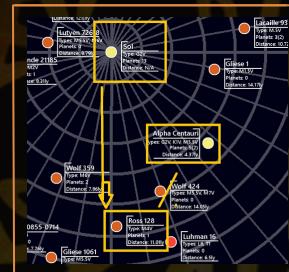
Our hero (the artist) is first and foremost a father/mother to a lovely daughter name **Luna** who is unfortunately sick with terminal cancer.

Luna and the artist often make 3D art together and sing her favorite song: "you are my sunshine". The only thing they love more than creating art is each other.

The artist was an activist for equality and socialism; however, protest and public art didn't pay the bills. To save Luna, the artist accepts an ad campaign for an oil company, **NRG**. This job, and all those to follow, is a choice between adhering to altruistic values at the expense of ones family, or placing ones family above the wellbeing of others.



ALIENS



The alien species are called **Innays**. They're capitalist, expansionist, competitive, innovative, militaristic, and individualistic. They've developed a warp drive, however, only the ultra-wealthy Innay's can afford it. Luckily, the artist's skills are highly valued, and warp drive transportation to the human colony is within reach if they accept high paying jobs.

All Innay industries have been consolidated into three monopolies. **Terra**, a technology and transportation company, employing the upper-middle class. Terra, recently started sending ambassadors to near by habited planets to establish trade relations. Their safety record is terrible, yet the public is unaware. **Prolev**, runs the military and manufactures weapons. They're always looking for an threat to justify their existence and size. **Cild**, controls the service industry and food production, employing 70% of the population, the lower to middle class, at a barely livable wage. Space stations and company ships orbit **Inra**, Innays home planet, which we call **Ross 128**. It's 10.89 light years from Earth. The human escape ship colonizes **Alpha Centauri**, 4.89 LY from Earth.

All antagonists use misinformation to maintain the current societal structure, advance their position, or benefit their family.

The main antagonist is **Laker**, a religious zealot and CEO of Terra. Terra is the only company providing Innay's with high wages, safe work, and corporate values. However, nothing comes before profit for Laker and his company. Laker hires the artist to help bury the story that Terra sent ambassadors on a suicide mission. He's also desperate to get his secular daughter to return home and stop her from leading a "sinful" life.



STORY CHAPTERS

PROLOGUE

NRG hires the artist to create two moon sized ads, one orbiting Earth, and another orbiting Mars. Luna gets her life saving surgery while the artist completes Ad # 1. The artist receives messages from Luna, **Rod** (an NRG executive), and **Jamie** (an old activist friend), making the artist conflicted over how to proceed. After completing Ad #2, Rod offers the artist \$50 million to construct a third ad before returning to Earth. Jamie suggests backstabbing Rod.

- **Create third ad.** \$50 million puts Luna in top 1%...or
- **Return home without created third ad,** or **make anti-NRG third ad.** Puts Luna in working class.

The artist is put into suspended animation while traveling to and from Mars, which causes memory fog. The ships A.I., **Abbi**, guides the artist in relearning the U.I. The artist goes into suspended animation to return to Earth, but they wake up 20 years in the future and discover the system malfunctioned.

1) EARTH'S LIFELESS, BUT THERE IS HOPE

The artist returns to Earth and discovers it's a radioactive wasteland, devoid of life and surrounded by impenetrable space junk. Yet, there's an amazing sight, two partially finished art pieces: a mandala with a sunshine in the center and a massive biohazard sign. There's only one person who could have constructed these: Luna. Abbi suggest the artist complete the partially finished pieces.

Bortman is 1/100 ambassadors Terra sent to Earth. Warp drives weren't cost effective, so Terra sent 100 ambassadors aboard individual ships, knowing only 1%-3% would survive the journey. Bortman survived, but his coms and thrust were damaged, marooning him in Earth's orbit. He saw the human escape ship depart Earth before humanity launched a nuclear holocaust. Maybe Luna was on that ship?

Bortman sees the artist working and contacts them with a proposition: make a mandala with an Innay S.O.S symbol. Bortman lies about the Innay society, pretending that a warp drive ship is readily available to all, and not a luxury experience. Bortman will do anything to see his family again.

2) ADS FOR LIES AND MONEY

The artist meets **Laker**, a religious zealot and CEO of **Terra**. He offers the artist a job with payment equal to half the warp drive transport cost, and a promise of connections that will lead to more work.

They're to make two mandalas. One features several Innay symbols that, according to Laker, personify Terra's values: family, safety, truth. The second mandala is to commemorate Bortman's heroism. Unknown to artist, both mandalas depict a lie. Conversation's with an uneasy and guilty Bortman, reveal he's conflicted about how human's are depicted and if he should put his family above all else.

STORY CHAPTERS

3) PROPAGANDA AND ILLUMINATION

Laker brokers a deal with **Prolev**. He provides 3D animated holograms for the center of five mandalas; weirdly, the animations depicts Earth being destroyed by another alien species, the **Havov's**. Laker lies, explaining that the Havov's are evil, and although they didn't destroy Earth, Innay's need to be reminded of the threat. Secretly, Laker's daughter, **Folkla**, disobeyed religious practice and married a Havov. Usually, threats and emotional manipulation get Laker what he wants, but his daughter is the exception and refuses to return home. Laker sees this as a fight for his daughters soul.

Bortman admits he was paid to spread the lie that human's attacked the ambassador's ships and killed everyone but him. He asks the artist to partner with him, requesting they modify the Terra Ad's with different symbols prior to him announcing to the Innay public that he lied. He's worried about his family and being killed, but the truth is more important to him.

Light from a mandala located at Alpha Centauri reaches Inra. **Luna's life among the surviving humans varies depending the artist's choice in the prologue**. Her art will reflect her current values and class.

4) CHOOSE WHO TO HARM

Depending on what the artist chooses in chapter 3, two different stories will unfold:

- Creating Prolev's propaganda** results in the military setting course for the Havov's home planet, and the artist getting 90% of the money necessary for warp drive transport. Bortman is left out to dry and, without the artist support, is murdered for speaking out. Laker offers a job paying the final 10%. The artist must create a group of several mandala's that promote one religion (Laker's religion) and demonize all others. The artist encounters Innay's from all religions and sees the emotional and societal repercussions their art has.
- Partnering with Bortman** will result in a revolt against Terra. Both Bortman and the artist become famous. Bortman creates the first independently owned company in over a century. Bortman buys a plot of space and the artists must create a 20 piece art exhibit within that area.

5) REUNITE AND CHOOSE TO FIGHT BACK

Depending on what the artist chooses in chapter 4, two different stories will unfold:

- Creating Laker's zealot art** results in Prolev decimating 30% of the Havov population, and Laker forcing Folkla to return with him. Before the artist departs for the human colony, they meet Folkla and learn of her trauma and devastation caused by Laker's life long "protective" actions.
- Creating 20 a piece art exhibit** will result in a swell of popularity for small businesses. Bortman commissions another 5 piece art exhibit which should provide enough money for the warp drive transport. Laker kills Bortman and offers the artist a free warp drive trip, threatening to kill them if they don't accept. The artist can stay and complete the exhibit, or take the free trip.

STORY CHAPTERS

5) REUNITE AND CHOSE TO FIGHT BACK

The artist arrives at Proxima Centauri B, the planet human's colonized. The human's who escaped wanted to wash their hands of the mistakes from the past and pretend like nothing needs to change.

NRG and other companies that help caused the downfall of humanity have white-washed 21st Century historical records. Human's departure from Earth is view as a modern manifest destiny.

Depending on what the artist chooses in the prologue, two different stories will unfold:

- Luna in top 1%:** Luna's art depicts a false history. She wants to maintain her wealth so her and her daughter, **Ava**, have the best life possible. The artist must convince Luna to rethink her views and partner with them to correct the false narrative. Luna refuses to partner. The artist must choose to go against Luna or accept the lie and settle into a new life with her.
- Luna in working class:** Luna must work for a living by creating ads for companies. She tries to convince the artist to partner with her to create art that can lift her and her daughter, **Ava**, out of lifelong servitude; however, the artist places society above family and wants to make art that counters the misinformation. Regardless of what the artist chooses to do, Luna partners with them. Ava's life will be changed by this decision. She'll either be lifted out of poverty, but live in a world teaching false reality, or she'll be killed by NRG in retaliation for the artist and Luna making art that causes humanity to question the lies they've been told.

ARF U.I.

The game and the world it takes place in is simple. The mandalas look complex, yet it's all created by player. We give the player an inexpensive canvas and brush, and they make the complex art. To see the basic idea, check out these links:

<https://projects.raspberrypi.org/en/projects/mandala/1>

<https://github.com/rnd7/mandala>

<https://github.com/Tonumoy/Modular-Arithmetic-on-a-Circle-in-Python>

A library of patterns, shapes, symbols, and templates will be provided.

Players select from the following variables to create ends possibilities:

1. layer

- Layer rotation direction
- Layer rotation speed
- Layer diameter
- Repeated patterns, shapes, or symbols (P.S.S.) within layer
 - P.S.S. color, saturation, ext.
 - P.S.S. fade, brightness, ext.
 - P.S.S. solid or wire structure

