

# EMPYRION

GALACTIC SURVIVAL

## Playfield Reference Sheet

v0.1

### Contents:

- Drones & NPC
- Deco Plants
- Deco Stones
- Single Type Textures
- Combo Textures

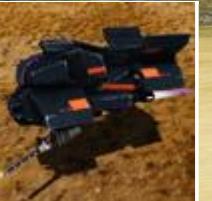
All NPC, deco and textures are listed with their „playfield name“, e.g the name you need to add to the playfield.yaml.

NPC and plants might have different names in the game

### Notes:

- For some entities and deco there are additional info available, added in brackets below their slot or marked with a color (f.ex. weapons, IDs etc)
- NPC: always use the HERD playfield name, if available.

# Drones

							
DroneSmallFast01Minigun (Minigun)	DroneSmallFast01Plasma (Plasma)	DroneSmallFast01Rocket (Rockets)	DroneSmallSlow01Cannon (Cannon)	<b>DroneSmallAttackBase</b> (Rockets)			
							
DroneLargeSlow01Minigun (Minigun)	DroneLargeSlow01Plasma (Plasma)	DroneLargeSlow02Minigun (2x Minigun)	DroneLargeSlow02Cannon (2x Cannon)	<b>DroneLargeAttackBase</b> (Rockets)		EnemyDroneV2Minigun (Minigun)	EnemyDroneV2Plasma (Plasma)
							
SpaceDroneLaser (Laser)	SpaceDronePlasma (Plasma)						
							
TroopTransport	TroopTransport01						

# Aliens – Troopers

							
ArmoredGolem	TurretRobot						
	<i>Minigun</i>						
							
ZiraxMale	ZiraxLaser	ZiraxRocket	ZiraxShotgun				
<i>Minigun</i>	<i>LaserRifle</i>	<i>RocketLauncher</i>	<i>Shotgun</i>				

# Aliens - Humanoid



AlienAssassinGrey



AlienAssassinRed



Hexapod



TalonGuardian  
TalonGuardianHerd

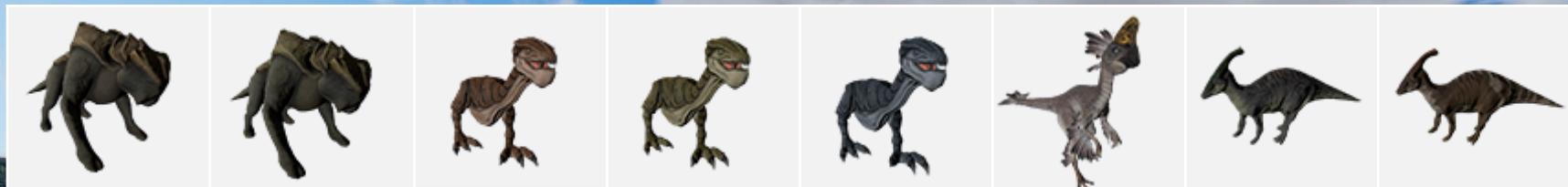
# Monsters

							
Overseer	PlantMonster	TotalHorror	WoodWalker				

# Agressive

A small, dark, quadrupedal creature with a segmented body and long legs.	A large, multi-legged alien bug with red and black patterns on its body.	A large, multi-legged alien bug with a dark, mottled pattern and red eyes.	A large, multi-legged alien bug with a dark, rounded body and long legs.	A large, multi-legged alien bug with a dark, segmented body and long, spindly legs.			
Crawler	AlienBug01	AlienBug02	AlienBug03	Otyugh			
A green, worm-like creature with a segmented body and multiple legs.	A grey, worm-like creature with a segmented body and multiple legs.	A white, worm-like creature with a segmented body and multiple legs.	A large, blocky golem made of brown rock or sand.	A large, blocky golem made of white ice.	A large, blocky golem made of dark, swampy mud.		
CaveWormGreen	CaveWormGrey CaveWormGreyHerd	CaveWormWhite	GolemDesert	GolemIce	GolemSwamp		
A large, dark brown spider with a prominent red patch on its back.	A large, reddish-brown spider with a segmented body and long legs.	A large, blue spider with a segmented body and long legs.					
Spider01	Spider02	Spider03 -Spitting-					
A dark, bipedal predator with a long tail and sharp claws.	A large, bipedal predator with a long, serrated tail.						
RaptorNight	Spinosaurus						

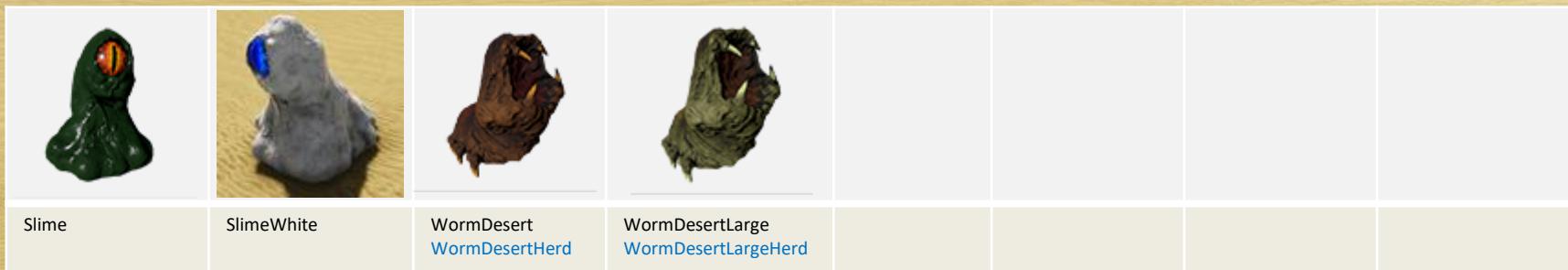
# Non-Aggressive



LizardMule <a href="#">LizardMuleHerd</a>	LizardMuleBaby	MegalonopsBrown	MegalonopsGreen	MegalonopsGrey	Oviraptor	Parasaur <a href="#">ParasaurHerd</a>	ParasaurBaby
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Raptor <a href="#">RaptorHerd</a>	Triceratops	TriceratopsBaby	AlienBug01				
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Slime	SlimeWhite	WormDesert <a href="#">WormDesertHerd</a>	WormDesertLarge <a href="#">WormDesertLargeHerd</a>				
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# Alien - Civilians

A dark-skinned alien with purple glowing lines on its body.	A dark-skinned alien with purple glowing lines and a slightly larger build.	A dark-skinned alien with purple glowing lines and a smaller build.	A dark-skinned alien with red glowing lines on its body.	A dark-skinned alien with green glowing lines and a larger build.	A dark-skinned alien with blue glowing lines and a thin build.	A dark-skinned alien with orange glowing lines on its body.	A dark-skinned alien with orange glowing lines and a larger build.
AlienCivilian1 -Laser Pistol-	AlienCivilian1Fat -Laser Pistol-	AlienCivilian1Small -Laser Pistol-	AlienCivilian2 -Laser Pistol-	AlienCivilian2Fat -Laser Pistol-	AlienCivilian2Thin -Laser Pistol-	AlienCivilian3 -Laser Pistol-	AlienCivilian3Fat -Laser Pistol-
A dark-skinned alien with white glowing lines on its body.	A dark-skinned alien with white glowing lines and a larger build.	A dark-skinned alien with orange and blue glowing lines on its body.					
AlienCivilian4 -Laser Pistol-	AlienCivilian4Fat -Laser Pistol-	AlienCivilian5 -Laser Pistol-					
A dark-skinned alien with purple glowing lines on its body.	A dark-skinned alien with blue glowing lines on its body.	A dark-skinned alien with yellow and red glowing lines on its body.					
Trader1 -Laser Pistol-	Trader2 -Laser Pistol-	Trader3 -Laser Pistol-	Trader4 -Laser Pistol-	Trader5 -Laser Pistol-	Trader6 -Laser Pistol-		
A dark-skinned cyborg with a metallic, futuristic appearance.							
AssaultCyborg -Laser Rifle-							

# PLANTS & TREES



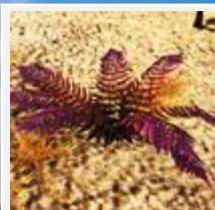
# Harvestable Plants/Deco

Playfieldname	Page	Ingame Name	Crop/Harvest
AlienPalmTree	Trees		SpaceOrange
AlienPlant05	Small Plants		PhoenixFernFonds
AlienPlant11	Exotics 1		Varonroot
AlienPlantMushroom2	Mushrooms		MushroomsSpiky
AlienPlantPod2	Exotics 1		AlienParts03
AlienPlantReef2	Exotics 1		AlineParts01
AlienPlantSpike1	Exotics 1		AlienSpikeLemon
AlienPlantThorn2	Exotics 1		AlienThorn
AlienPlantTube1	Exotics 1		AkuaFruit
AlienPlantWorm1	Exotics 1		AlienHoney
BrainFungus	Exotics 2		Brafuscungi
BrainFungusSnow	Exotics 2		Brafuscungi
BulbShroom	Exotics 2		TexturedPlantProtein
Cactus1	Desert		AlienThorn
CattailWinter	Small Plants		Corn
ClusterShroom	Exotics 2		FireMossScrapings
CobraLeavesPlant	SmallPlants		CobraLeaves
ConfettiMoss	Exotics 2		ConfettiMossScrapings
CoralBig01	Water		AlienThorn
CoralBig08	Water		CornDogFruit

Playfieldname	Page	Ingame Name	Crop/Harvest
CornDogBush	Small Plants		CornDogFruit
CornDogBushSnow	Small Plants		CornDogFruit
DesertPlant20	Desert		AloeVera
DimpleDomeSnow	Exotics 2		ConfettiMossScrapings
EggPlant	SmallPlants		EggPlantParts
ElderberryBush	Bushes		AkuaBerry
Hydrilla2	Water		SeaWeed
InsanityPepper	SmallPlants		KavaeBeans
LavaPlant1	Exotics 1		CornDogFruit
LavaPlant2	Exotics 1		CornDogFruit
Mushroom2	Mushrooms		MushroomBrown
MushroomBellBrown01	Mushrooms		AlienParts01
OpuntiaCactus	Desert		OpuntiaCactusSpears
PixieStalks	SmallPlants		PixieStalkBundle
PixieStalksSnow	SmallPlants		PixieStalkBundle
ScalyPods	Exotics 2		Egg
SeaWeed02-04	Water		SeaWeed
Snakeweed	SmallPlants		Fiber
Trumpet			TrumpetGreens

Playfieldname	Page	Ingame Name	Crop/Harvest
PromethiumStone	Crystal/Geyser		PromethiumOre
CrystalsPyramidBlue	Crystal/Geyser		PentaxidOre
CrystalStraight	Crystal/Geyser		PentaxidOre

# Small Plants



AlienPlant05  
(Harvestable)



AkuaFern



AkuaBushRed



AlienBush01



CattailWinter  
(Harvestable)



HollyWoodJuniper



HollyWoodJuniper  
Bare



SnakeWeed2  
(Harvestable)



AlienPlant07



AlienPlant14



CobraLeavesPlant  
(Harvestable)



CornDogBush  
(Harvestable)



CornDogBushSnow  
(Harvestable)



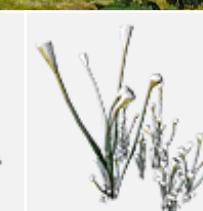
EggPlant  
(Harvestable)



InsanityPepper  
(Harvestable)



PixieStalks  
(Harvestable)



PixieStalksSnow  
(Harvestable)

# Bushes and Small Trees



BushGreen01

BushGreen02



ElderberryBushBlue

ElderBerryBushGreen

ElderberryBushOrange

ElderBerryBushRed

ElderBerryBushNoFruit

ElderBerryBush  
(*Harvestable*)

AkuaBush1

SucculentTree



BushWinter01

BushWinter02

BushWinter03

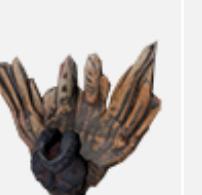
# Trees

							
AkuaPalm	AkuaPlant	AkuaPlant2	AkuaRainforest Rainforest	AmericanElm	Oak	AlienTreeBlue	UmbrellaTree
							
BaldCypress	BaldCypressFall	ChineseBayan	WhiteOak	RiverBirch	AlienBirch		
							
BlueSpruceWinter	SnowTreeRe1	SnowTreeRed2					
							
AlienPalmTree (Harvestable)	AlienPalmTreeHarvested	OmicronPalm	WeepingPalm1	Weepingpalm3	AlienBushRedFronts	AlienPlant02	

# EXOTICS 1

A cluster of small, glowing blue spheres on a dark, branching stem.	A single, tall, thin stem with several glowing blue spheres at the top.	A cluster of glowing blue spheres on a dark, branching stem, similar to BallFlower01.	A large, spherical, glowing blue structure with a textured surface, resembling a tree or flower.	A large, colorful flower with yellow and purple petals and a dark center.	Three glowing blue, tube-like structures extending upwards from a base.	A cluster of long, thin, dark stems with bulbous, glowing blue tops.	A cluster of glowing blue and pink, petal-like structures on a green stem.
BallFlower01	BallFlower02	BallFlower03	BallTree	BigFlower	GlowTube01	OnionFlower	AlienPlant20
A tall, slender tree with a thick, brown trunk and sparse, dark branches.	A tall, thin tree with a gnarled, brown trunk and many small, thin branches.	A tall, thin tree with a dark, twisted trunk and a few small, glowing blue leaves.	A small, reddish-brown, pod-like structure with a segmented body and a long tail.	Two brown, spike-like structures with a small, glowing blue center.	A cluster of three brown, curved tubes with a small, glowing red center.	A cluster of three brown, curved tubes with a small, glowing red center.	
CoconutTree	CthulhuTree01	CthulhuTree02	AlienPlantPod02 (Harvestable)	AlienPlantSpike1 (Harvestable)	AlienPlantTube1 (Harvestable)	AlienplantTube2	
A long, black, tentacle-like structure with small, glowing orange and red bulbous ends.	A tall, slender tree with a dark trunk and blue, feathery leaves.	A small, dark plant with a single, bright red, heart-shaped fruit.	A cluster of small, sharp, black, spike-like structures.	A large, dark, leafy plant with a complex, veined structure.	A cluster of green, bell-shaped flowers with a glowing blue center.	A cluster of white, bell-shaped flowers with a glowing blue center.	A tall, slender plant with a dark trunk and a large, multi-colored, feathery flower at the top.
AlienTentacleStage1	AlienTreeBlue02	LavaPlant1 (Harvestable)	LavaPlant2 (Harvestable)	LeafPlant	AlienPlant11 (Harvestable)	AlienPlant11Blue	AlienPlant04
A glowing yellow, spherical plant with a flame-like base, emitting a bright yellow glow.	A cluster of long, thin, dark stems with glowing yellow, spherical tips.	A dark, branching root system with a glowing yellow, hook-like structure at the end.	A dark, branching root system with a glowing yellow, hook-like structure at the end.	A dark, curved, thorn-like structure with a glowing yellow, hook-like tip.	A dark, worm-like creature with a glowing yellow, hook-like tip.	A dark, worm-like creature with a glowing yellow, hook-like tip.	A cluster of dark, branching structures with glowing purple, hook-like tips.
FantasyPlant1	FantasyPlant2	LavaPlant1NoFruit	AlienPlantRoot1	AlienPlantThorn2 (Harvestable)	AlienPlantWorm1 (Harvestable)	AlienPlantWorm2	AlienPlantReef2 (Harvestable)

# EXOTICS 2

							
GrinShroom	BulbShroom (Harvestable)	BulbShroomYoung	ClusterShroom (Harvestable)	ConfettiMoss (Harvestable)	ScalyPods (Harvestable)	PulpitFungus	
							
BrainFungus (Harvestable)	BrainFungusSnow (Harvestable)	DimpleDome	DimpleDomeSnow (Harvestable)				
							
KavaePlant	MoundzTree						

# MUSHROOMS



MushroomBellBrow  
n01  
(Harvestable)



MushroomBellGreen  
01



MushroomTallBlue  
02



MushroomTallGree  
n01



AlienPlantMushroo  
m2  
(Harvestable)



Mushroom01



Mushroom02



Mushroom03



MushroomBigSky



AlienPlantMushroo  
m1



Mushroom2  
(Harvestable)

# DEAD

							
AlaskaCedarBare	AlienDeadTree	DeadTree01	DeadTree02b				

							
AntlerTree							


# DESERT

							
AlienDesertPlant	Cactus1 (Harvestable)	Catus2	Cactus3	OpuntiaCactus (Harvestable)	DesertPlant20 (Harvestable)		

# WATER



Hydrilla2  
(Harvestable)



CoralBig01  
(Harvestable)



CoralBig08  
(Harvestable)



Seaweed02-04  
(Harvestable)



CoralStone01-03



CoralStone01-05



CoralStone03-05



CoralStone03-06



CoralStone04-03



FingerSponge03-01



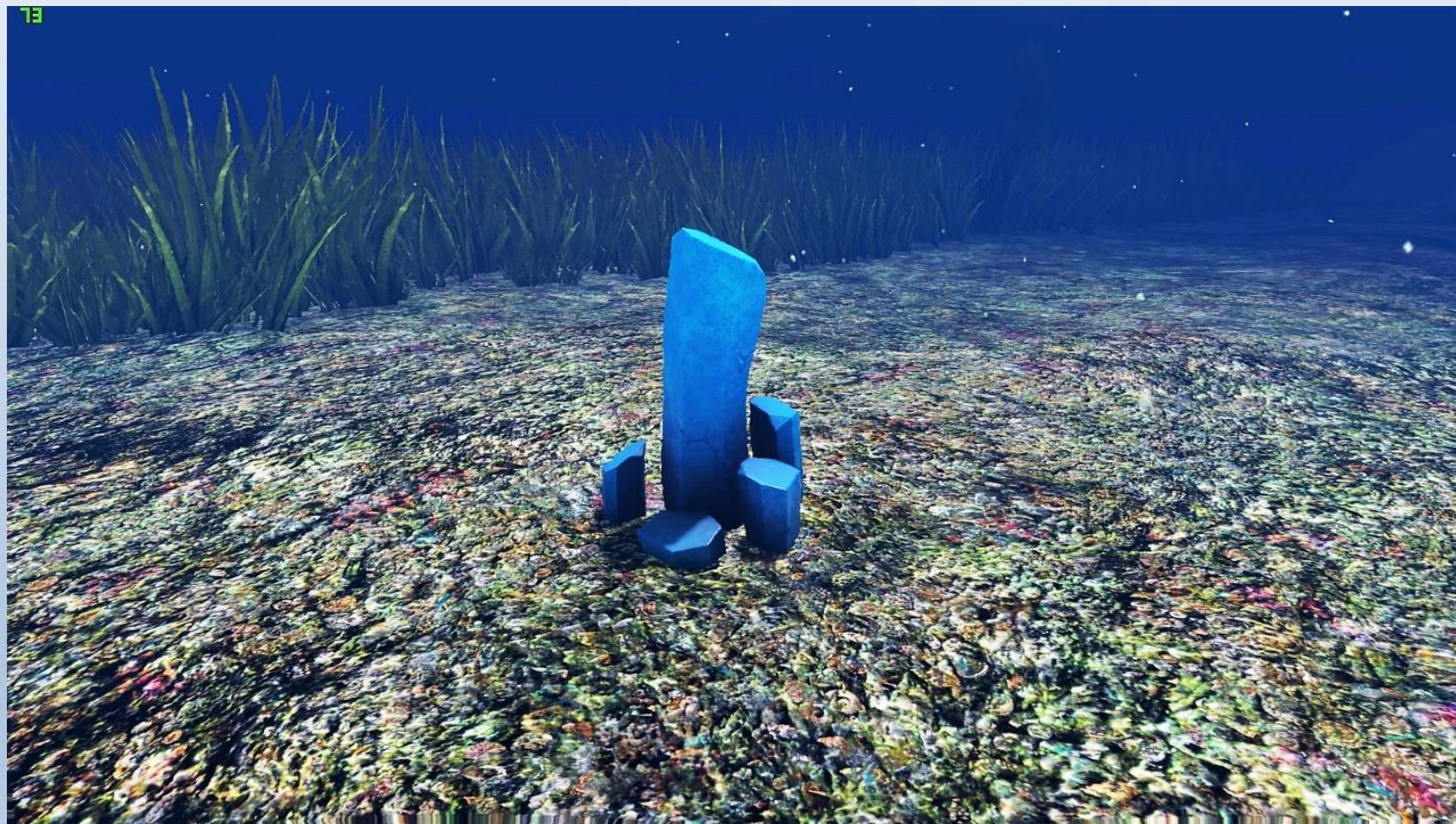
OmicronPlant



OmicronWaterLeaf



# Additional Deco



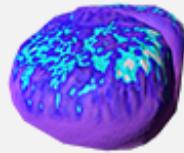
# Crystal – Geyser - Skeletons



CrystalPyramidBlue  
(Pentaxid)



CrystalStraight  
(Pentaxid)



Promethiumstone  
(Promethium)



GasEmitter1



GasEmitter2



SkeletonMammothT  
orso



SkeletonWhaleFull

# Stone Deco



# Small Rocks & Stones



RockSMallA02



RockSmallC01



RockGreySmall02



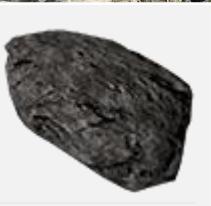
Rocks02



Rocks03



RockGrey01



RockGrey02



RockGrey03

# Medium Rocks

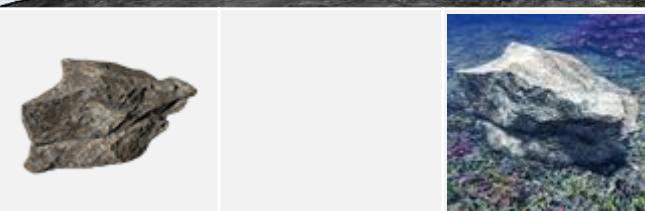


RealRock1

RealRock1Snow

RealRock1Water

RealRock1Dark



RealRock5

RealRock5Water



RealRock2

RealRock2Snow

RealRock2Dark



RealRock6

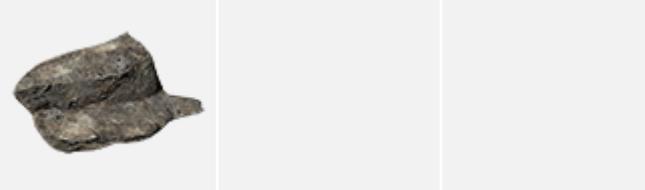
RealRock6Snow



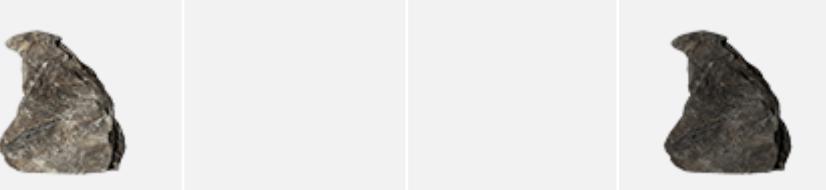
RealRock3

RealRock3Snow

RealRock3Dark



RealRock7



RealRock4

RealRock4Dark



RealRock8

RealRock8Snow

RealRock8Water

RealRock8Dark

# Medium Rocks



RealRock9



RealRock9Water



RealRock10



RealRock10Snow



RealRock10Dark

# Boulders and Large Rocks



Boulder1

Boulder2

Boulder3

Boulder4

Boulder5



DesertRock1

DesertRock2

DesertRockMedium  
1DesertRockMedium  
2

DesertRockLarge



ModRocksBrown01

ModRocksBrown02

ModRocksBrown03

ModRocksBrown04"/&gt;

# XL Rocks & Pillars



Pillar1



Pillar2



Pillar3



Pillar4



AridRockYellow01



AridRockYellow02



AridRockYellow03



AridRockBrown01



AridRockBrown02



AridRockBrown03



AridRock01



AridRock02



AridRock03

# TERRAIN TEXTURES

Single & Combined



# SINGLE Textures

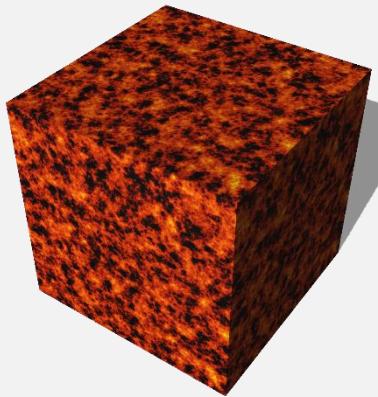
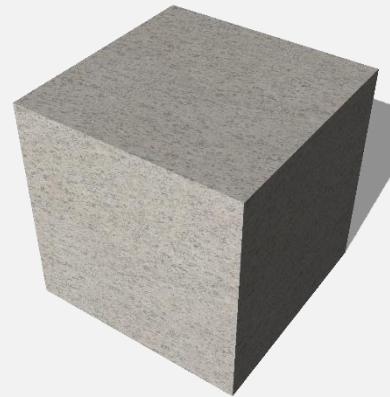
Example:  
(for all textures)



- NAME: name of texture to be used in the playfield.yaml
- TEXTUR ID = for use in external editors
- NOTES
  - e.g. drops of resources and ore is tied to the texture
  - Some (single) textures also generate heat or radiation.

# FUNCTIONAL GROUND TEXTURES

## BEDROCK



Bedrock

BedrockLava

7

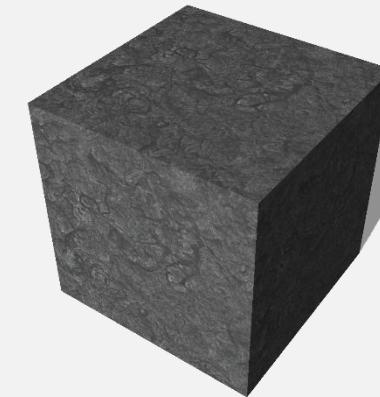
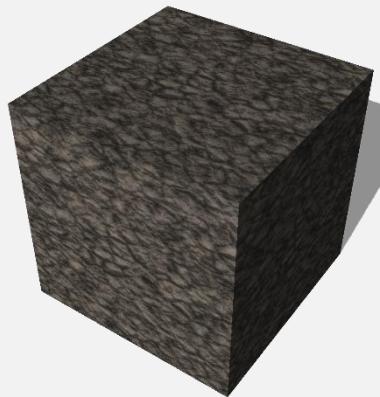
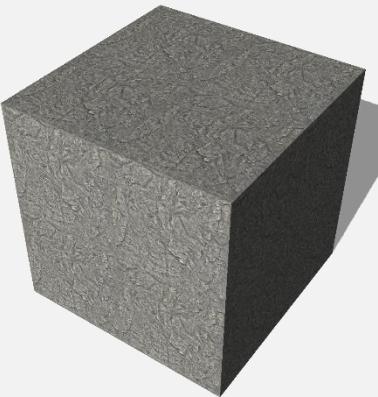
94

Indestructible

Indestructible

# FUNCTIONAL GROUND TEXTURES

## dropping: CRUSHED STONE



Cliff

105

RockBrown01

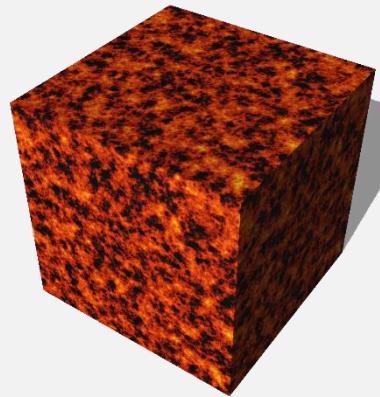
59

RockBrown03

10

RockGrey08

86



RockAsteroids

57

(for Orbital Asteroids)

RockLava02

27

RockLava04

89

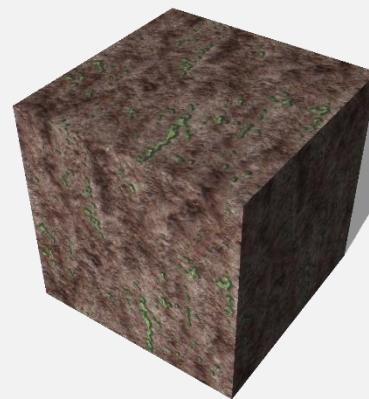
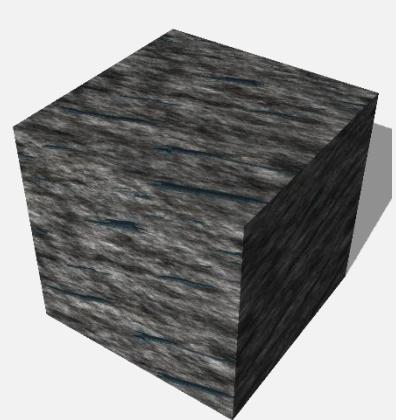
RockLava05

108

Temperature 200°C

# FUNCTIONAL GROUND TEXTURES

## dropping: RESOURCES



IronResource

81

IronOre

CobaltResource

85

CobaltOre

CopperResource

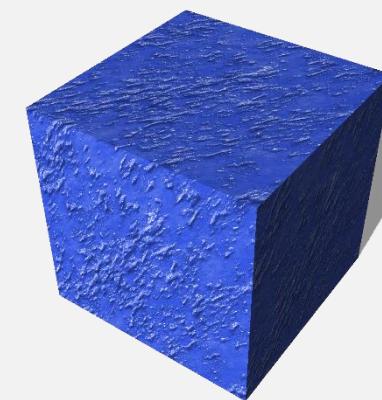
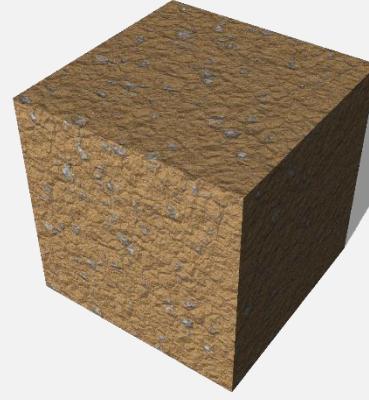
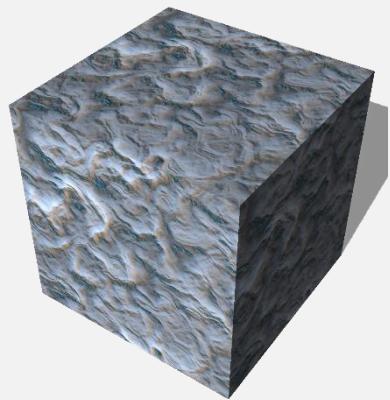
79

CopperOre

SiliconResource

82

SiliconOre



MagnesiumResource

84

MagnesiumOre

NeodymiumResource

83

NeodymiumOre

Sathium

53

SathiumOre

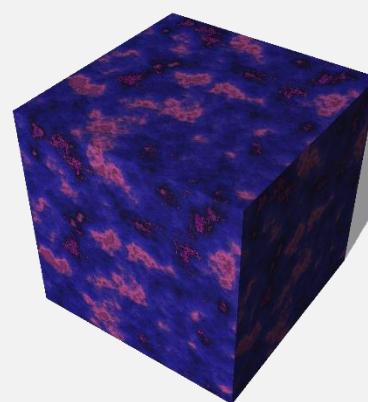
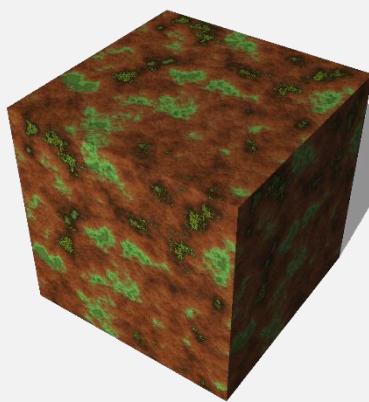
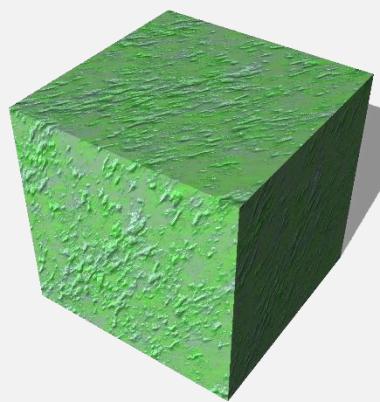
PromethiumResource

80

PromethiumOre

# FUNCTIONAL GROUND TEXTURES

## dropping: RESOURCES



ErestrumResource

ZascosiumResource

PentaxidResource

90

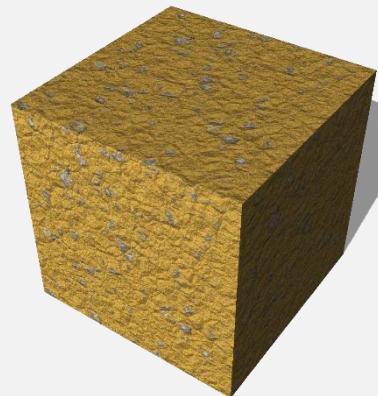
91

114

ErestrumOre

ZascosiumOre

PentaxidOre (Radiation 0.2 )

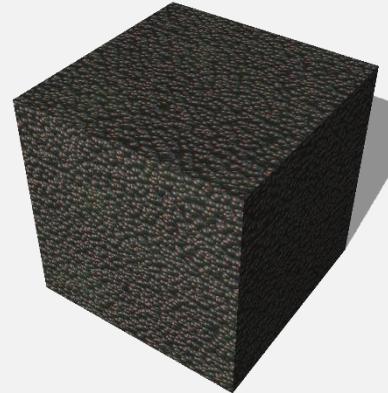


GoldResrouce

95

GoldOre (Autominer not usable)

# Alien



AlienBlack01

15



AlienGreen04

11



AlienGreen05

12

# Grass



Grass02

28



Grass03

29



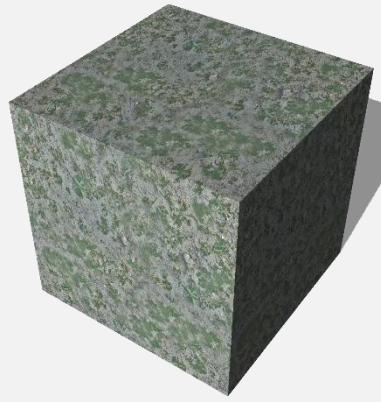
Grass05

30



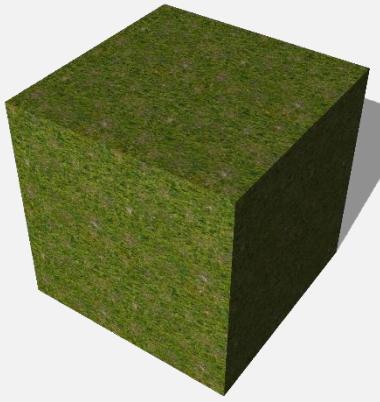
Grass06

31



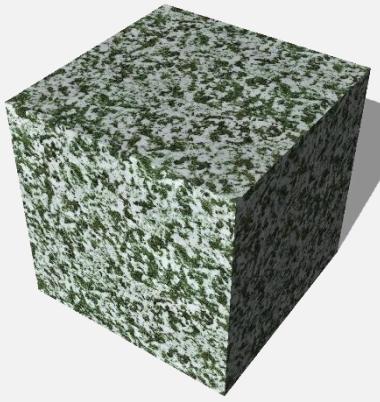
Grass08

32



Grass09

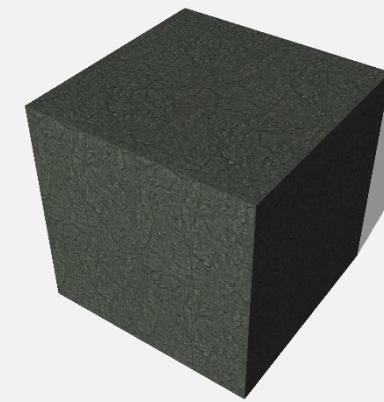
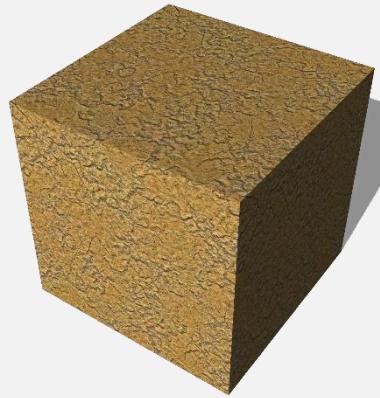
65



SnowyGrass

96

# Clay / Gravel / Cliff / Dirt



Clay

5

Gravel

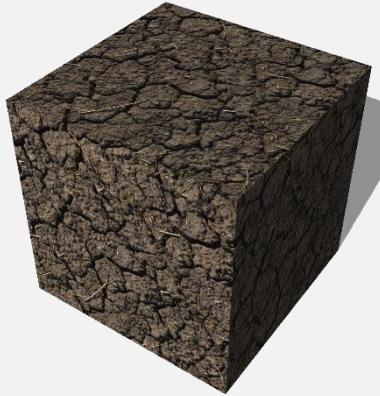
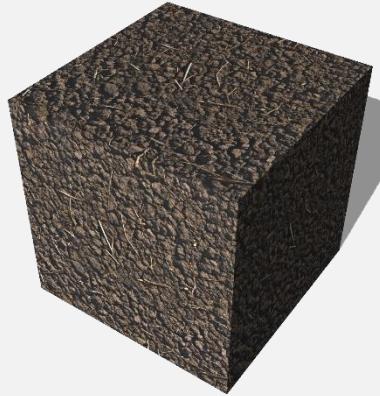
72

CliffBrown

106

CliffDark

109



Dirt

4

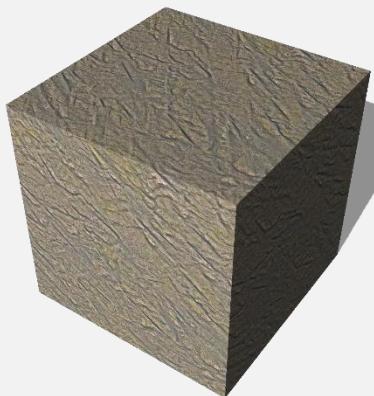
Dirt02

71

GoodDirt

66

# Stone / Rock



Granite

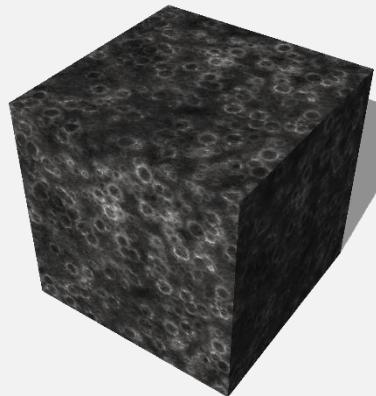
51

Stone

1

StoneBeach

43



RockBlack02

20

RockBlack04

58

RockGreen02

61

RockGreen02Dark

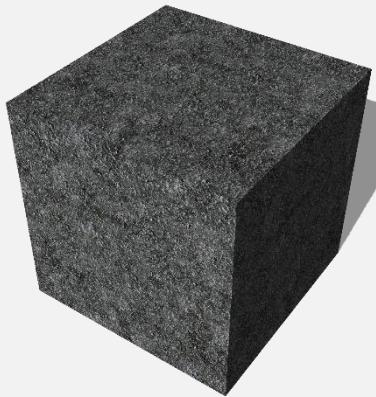
64

# Rock



RockGrey02

17



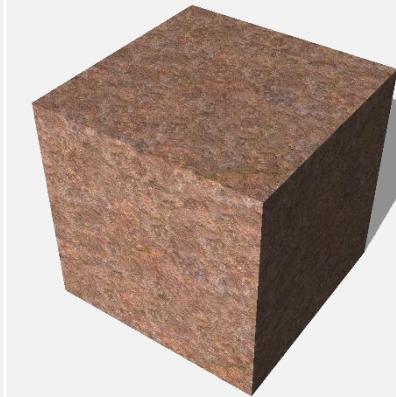
RockGrey06

78



RockRed

75



RockRed02

76



RockYellow

18

# Lava



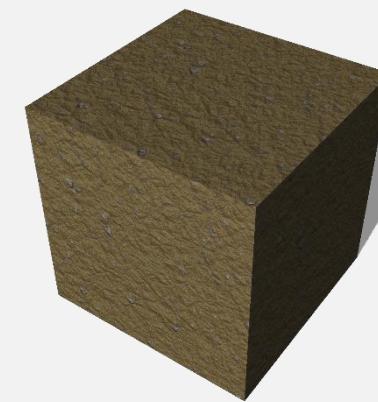
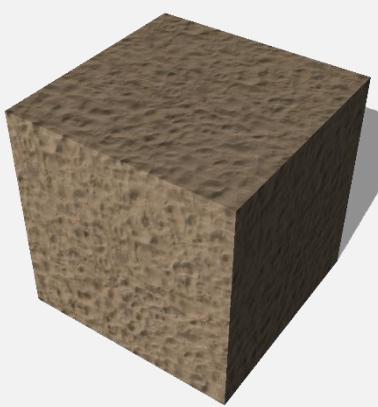
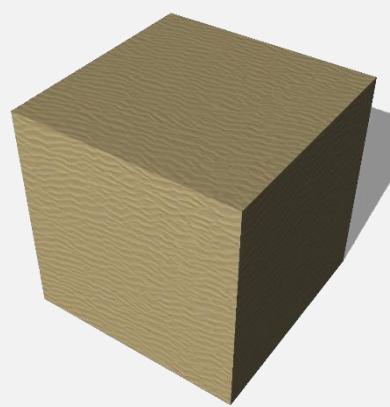
RockLava

26

RockLava02LowRelief

102

# Sand



SandBeach

33

SandBeach01

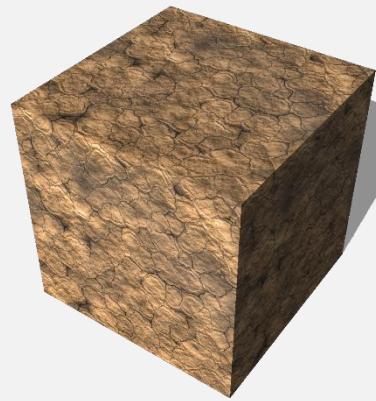
34

SandBrown

35

SandBrown03

37



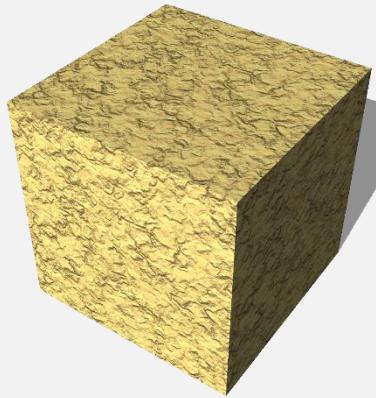
SandOrange

39

SandOrange02

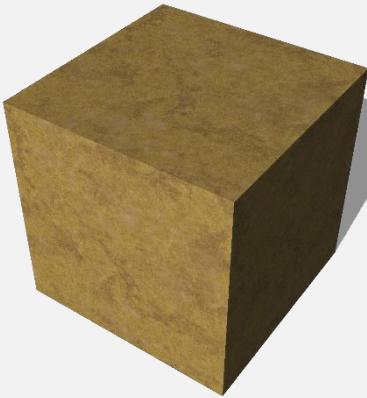
40

# Sand



SandYellow02

42



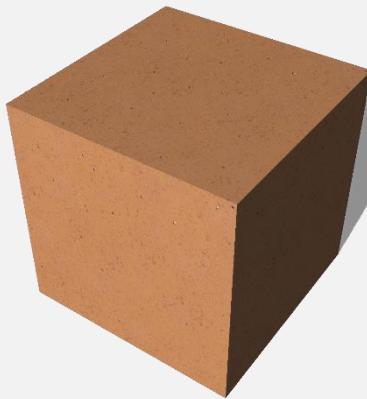
SandYellow03

62



SandYellow04

63



SandPebbles

73

# SeaGround / Snow



SeaGround

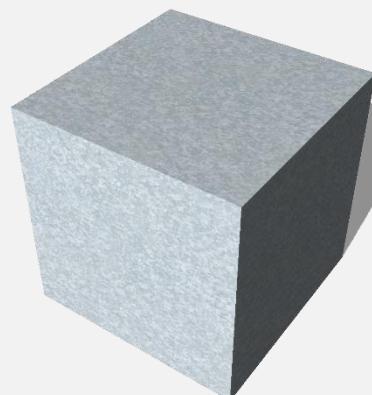
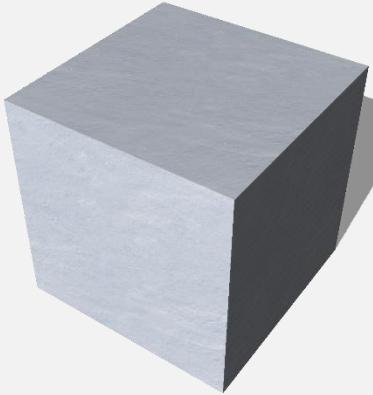
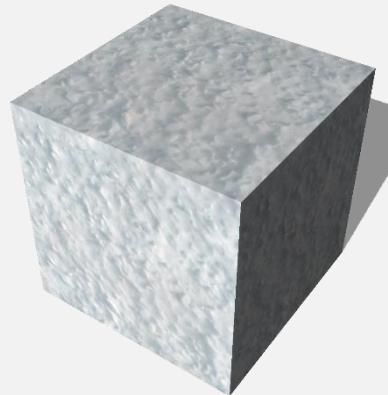
99

SeaGround02

100

SeaGround03

101



Snow03

167

Snow04

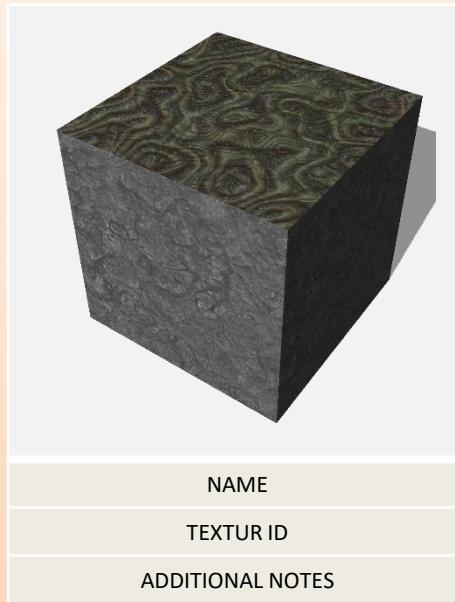
47

Snow08

22

# Combo Textures\*

Example:  
(for all textures)



- NAME: name of texture to be used in the playfield.yaml
- TEXTUR ID = for use in external editors
- NOTES
  - e.g. drops of resources and ore is tied to the texture
  - Some (single) textures also generate heat or radiation.

## Special notes for Combo Blocks

- Combo Terrain blocks have a thin top layer with a different texture than the rest of the block.
- This top layer is instant-removed when you dig into the terrain block
- Side note: The name combination can be deciphered as follows (not always, though):

AlienGreen04RockGrey08 (Example)

First Part of the name = Top Layer (AlienGreen04)

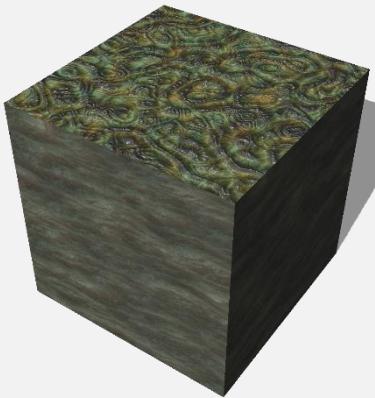
Second Part of the name = Body (RockGrey08)

# Alien



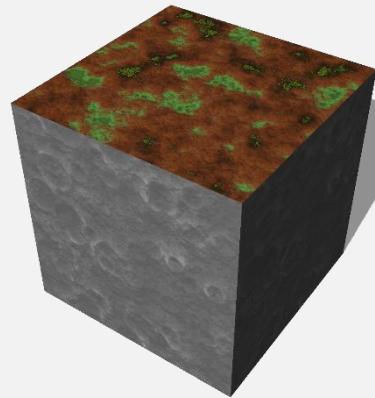
AlienGreen

8



AlienGreen02

9



AlienGreen03

10



AlienGreen07

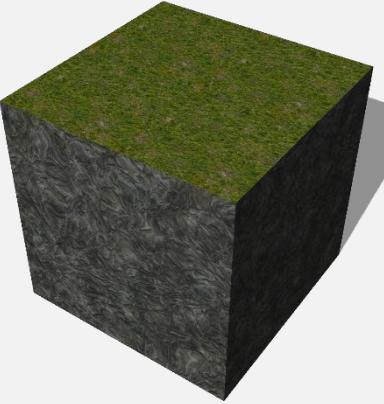
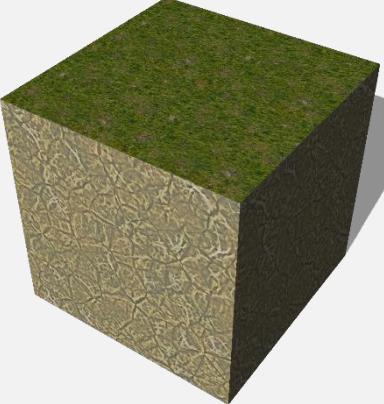
14



AlienGreen04RockGrey08

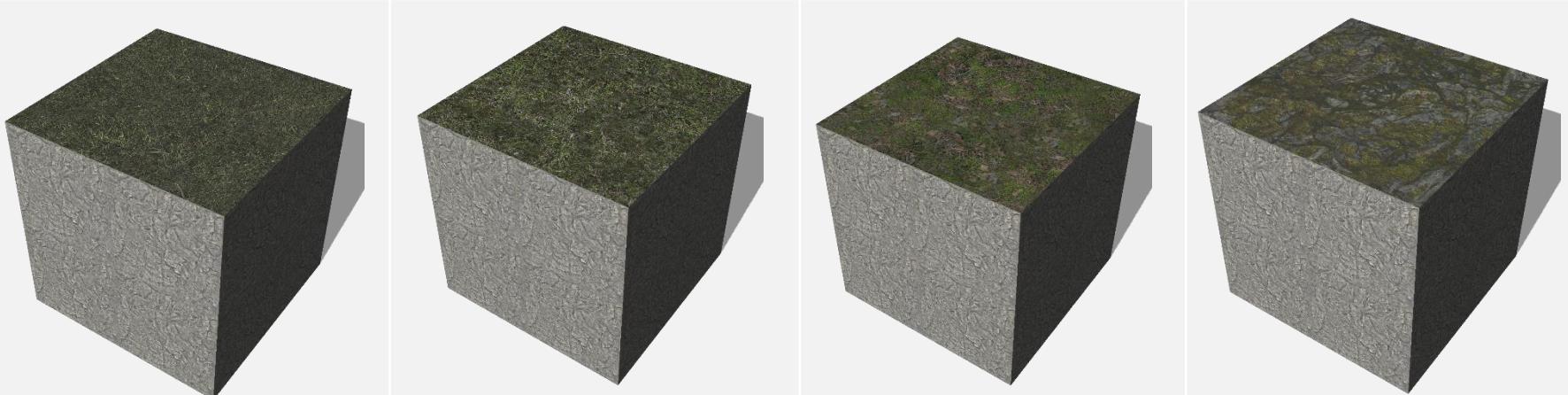
117

# Grass

			
GrassBlack	GrassRock	GrassCliff	StoneGrass
70	69	68	2

			
GrassBrown	Grass01BrownCliff		
45	104		

# Grass



Grass02Cliff

98

Grass03Cliff

38

Grass05Cliff

113

RockGrassCliff

112

# Dirt/Gravel/Desert



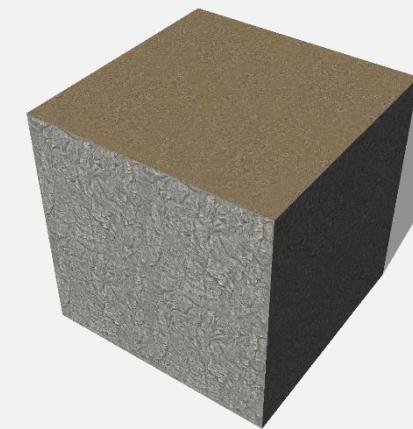
CliffGrassGrey

111



Dirt02Cliff

110



DirtCliff

67



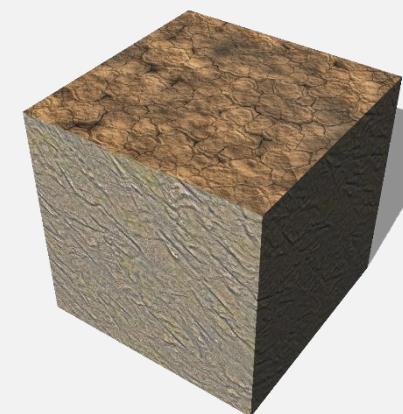
GravelRockBrown

92



GravelSandBrown

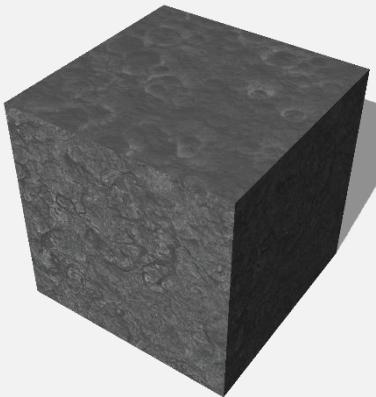
74



Desert02

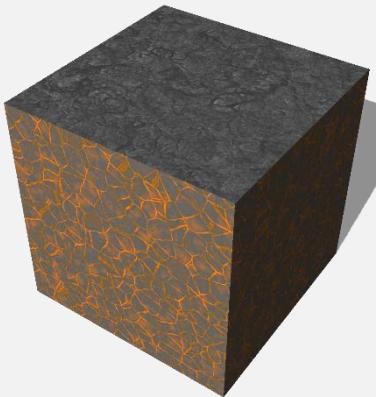
50

# LAVA / Stone



RockBlack

19



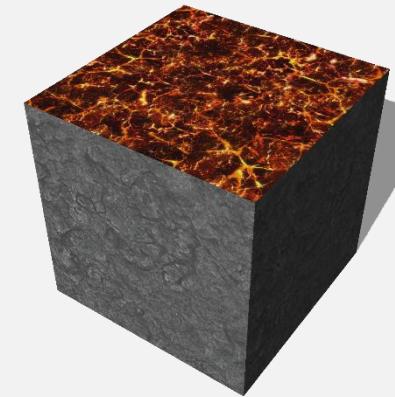
RockGrey08Lava02

97



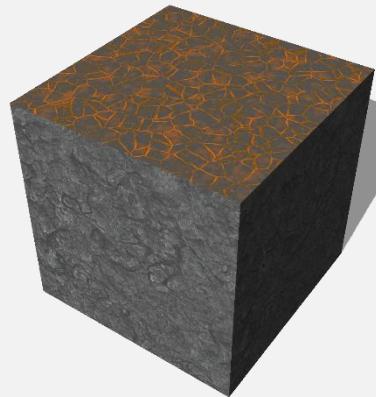
RockGrey08Lava

88



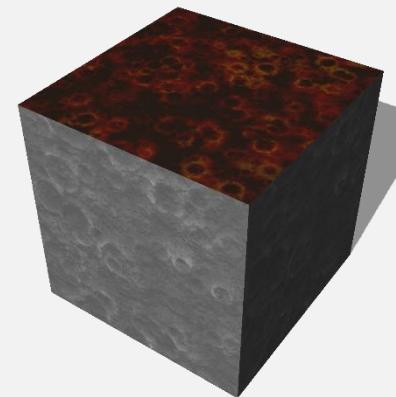
RockLava03RockGrey08

115



Lava02RockGrey08

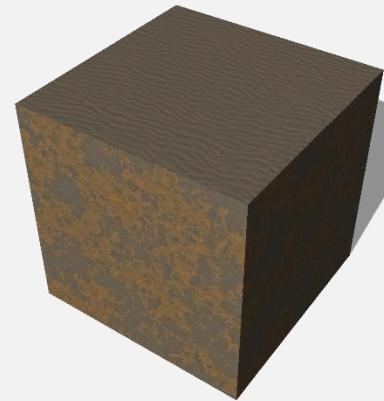
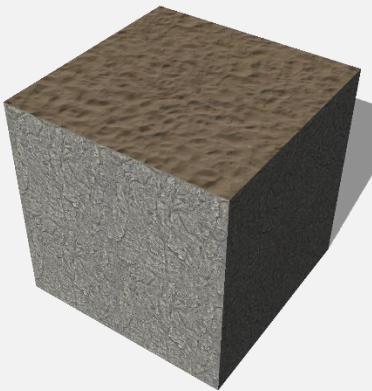
116



RockLavaBlack

87

# Sand



SandBeach01Cliff

103

SandBrown02

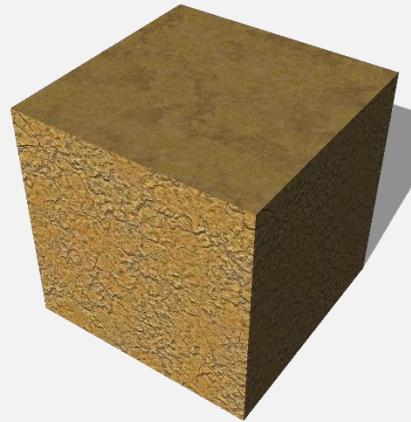
36

SandMars

44

SandOrangeBrown

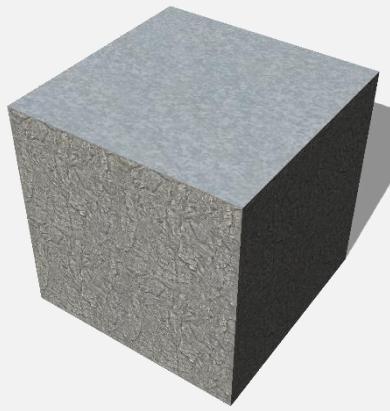
77



SandYellow03Clay

6

# Snow



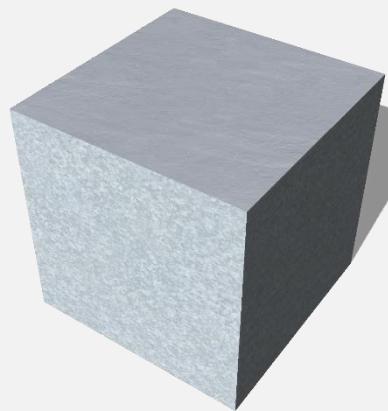
Snow08Cliff

23



Snow08RockBrown03

25



SnowRock04

24