Design Document for Bangai-HNC (Working Title)
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Concept

Bangai-HNC will be a 2D Space combat game in the style of Treasure's Bangai-O. B-HNC will retain the flying around and shooting hordes of enemies concept and bring to it many elements. B-HNC will provide variety in the Space craft available. The Craft themselves can be upgraded and customized. The game will also allows for a more open ended and RPG like experience. B-HNC should provide many hours of game play and a huge replay value.

Premise

In the future year 3thousandmhmmhmhmh The people of earth have expanded beyond earth. There are colonies in space and on mars. The people of earth have made contact with some strange and wonderful alien civilizations. As things tend to happen whenever humans are involved there where many conflicts between the humans and among the different alien races. Currently the galaxy is at an uneasy peace. Many Factions are vying for control over the known universe. These include government bodies from various races, Military groups, Corporations and religious groups. The player can take on the role of a freelance Mech pilot. Each pilot can have their own reasons for their involvement, but its up the player to provide direction.

Look and Feel

Bangai-HNC will look like a typical sprite based futuristic shooter. The player will be represented by a tiny sprite on the screen. The player will be able to fly around with the direction controls. When idle the player will fall to the ground when in an area effected by gravity. The player will be faced by an obscene amount of adversaries almost everywhere they go.

Most shops would resemble a futuristic version of custom car or bike shops today. Each one will have a head mechanic. The different shops and mechanics will be able to provide the player with different equipment and mech repair.

Different sectors will vary depending on the planet they are in. There will be approximately 5 to 10 different locations in the galaxy. Each location will have many sub-sectors. Some sectors can only be reached through other sectors. Some sectors can only be reached by going through a corridor. Corridors represent long expansed of the universe. These can be the surface of a planet or the space between planets. The backgrounds will change accordingly.

Game Play

Throughout B-HNC The player will be faced with many interesting choices. Initially the player will be faced with which race they wish to play as. This will determine their starting craft. The starting craft can be replaced in game and when the layer amasses enough money the player can purchase another mech unit all together.

As the player immerses themselves in the game and gets used to the universe they will be faced with more choices. As they play they will discover places with inhabitance. Most places will represent some sort of faction and require some measure of the player's services. These can vary in scope, difficulty and purpose as described under the missions section. Choosing which missions to take will effect the

character's prestige and path. This will effect who is willing to offer the player missions.

The player will be free for most of the game to explore the worlds on his or her own. By exploring the character can find rare items, shops, missions (usually offered from a bar), power ups, etc. Each faction in the game has a home base. These are usually not advertised and are well hidden and fortified. As part of a mission the player may be asked to take one over or destroy one. They player can also attempt to take over a faction or destroy it of their own accord. This will either put the Faction under the control of the character, thereby stopping them from attacking the player and providing assistance, or eliminate them from the universe (so the underling will no longer be around to attack the player).

Controls

-=Menu Commands=-

Command	Default	Function
Highlight	w/s or MouseOver	Move the highlighted menu item up or down
Select	Space/Enter LeftClick	Select highlighted menu item
Cancel Out	Esc Clicking cancel Icon	Cancels current menu returns to previous menu

-=Main Menu Options=-

Command	Default	Function
New Game	n	Starts up Character creation
Load game	l	Lists saved games to load then loads them
Quit	q	Exits program returns to OS what spawned it
Graveyard	g	Shows a lits of the top 100 characters
Credits	c	Shows the creators
Options	o	Lets the player customize display, sound and controls

-=In Game Commands=-

Command	Default	Function
Fly up	w	Has the player craft thrust upward
Fly left/right	a/d	Has the craft thrust left or right
Fly down	s	Has the player thrust downward until it lands on something
Change Weapon	f/g	Cycles through the crafts equipped weapons and sets the active one
Hit Switch	q	Toggles the switch next to the player craft.
Enter Local	e	Has the player disembark and enter the adjacent location Location can be bar/shop/etc.
Open Menu	r	Pauses the game and shows the In Game Menus
Shoot in Direction	NUM_1-9 !5	Has the craft shoot its equipped weapon in one of 8 directions. 7 being up/left 3 being down/right.
Alt Fire in Direction	SHIFT + NUM_1-9	*May not be added* Fires an alternate attack from the current weapon.
Fire Mega	NUM_5	Fires the mega attack of the selected weapon. These must be charged.
Issue wing Command	F1 - F4	Issues a preset command to the player's companions(wing) Such as fall back, engage, cover me, defend target.
Eject	CTRL+e	Ejects the character from a doomed craft. There is still a chance that the character could die. Even if the character doesn't die, if he or she cannot afford to purchase a new craft the game is over.

<div align="center">-=In Game Menus=-</div>

next menu	d	Cycles the current menu Stats, missions, Location, Options,
last menu	a	Wing commands, etc
back to game	esc	Closes the menu, unpauses the game and returns to the game

<div align="center">-=Location Options=-</div>

At All

Leave

At Shops

Buy/sell	b	Lists equipment the shop has to sell/ player has.
Repair mech	r	Shows the cost of repairing a damaged mech, Y/N dialog
Upgrade	u	Some mechanics can upgrade a specific craft for a price/mission

At Mission locations

Talk	t	Start conversation with someone at this location
Chat	c	talk to the person
Inquire	i	inquire about any tasks they may have
Collect	C	After completing a mission for them collect on it.
Recruit	r	Interested pilots may be willing to join your character.

At Headquarters

Destroy	d	Destroy the faction- effects prestige and public opinion
Take Over	t	take over the faction - same as above but you now have control over it.
Hand over	h	On a mission only. Hands control over faction to client.
Recruit	r	When a player controls a faction or is friendly to one the player can force/request support.

Maintaining your craft

In Bangai-HNC the player has a craft with which to complete missions and to explore. This craft will have certain stats associated with it.

Armor - This represents how much of a punishment the craft can take before it explodes.

Special defense - The higher the value the less damage the craft takes from special attacks such as energy weapons

Cooling - Some equipment requires a certain level of cooling. It also reduces fire based damage.

Generator - The more powerful the generator the faster the capacitors fill up for the mega attacks. Some weapons require a certain output level from the craft's generator.

Mass - This effects the acceleration of the craft and its movement in gravity.

Thrust - Determines the acceleration and thus the maneuverability of the craft.

Max Thrust - Determines the maximum speed of the craft.

Capacitors - The number of mega attacks the craft can have charged up at once.

IE Slots - The number of internal expansion slots the craft has for added goodies. Includes added capacitance, Faster fire rate, faster lock on etc.

EI Slots - The number of external expansion slots the craft has for added goodies. Includes additional thrusters, added armor, shields etc.

At shops the player should be able to purchase parts that use either the internal or external slots. Parts usually have minimum requirements in order to work

on a craft. Shops can sometimes upgrade one or a few of a crafts stats. The specific increases depend on the mechanic's area of expertise and the mechanics feelings toward the character. Some upgrades may require the character to perform a mission for the mechanic. These missions may include getting a rare part, or opening up a trade route or perhaps something personal.

Missions

The missions in B-HNC will be in the game to give the player more options. It is entirely possible for a player to avoid missions entirely and still have a lot to do such as increasing the abilities of their craft, exploring, or taking over the universe.

Missions will be structured in several ways. They can be:

Find an Item - The client will divulge the general location of the item desired and it is up to the player to find it and bring it back and then collect on it. If the item can be destroyed or captured by another faction then the mission can be failed. Early missions would not have that. Items can even be people.

Deliver an Item to some place -These have the player attempt to deliver an (usually useless to the player) item to a location the client will divulge. This will usually involve the character surviving a hostile corridor or running a maze. The mission can be completed either on delivery or on return after delivery. The mission can be failed if the player ejects from his craft or if there is a time limit.

Clearing out an area of X - X is usually a type of enemy or a faction. This type of mission would entail destroying all of the enemy generators on the level and then destroying the remaining enemies.

Destroy a target - The target can be a specific or unique enemy or building or even an item. In the event that the target is a unique entity to the universe and is already destroyed then the mission would not be offered.

Race - Win a race from point A to point B. Races may have unique conditions such as do not attack any other competitor or forfeit or Win without getting hit by anything. A race is lost if a competitor gets to point B before the player.

Defend a target - Ensure that a target is not destroyed before something can happen. This can be before the target escapes an area or before repairs can be completed. This usually involves killing waves of enemies and even taking the occasional bullet or two. Mission fails if the target is destroyed.

Infiltrate area - Get to a check point alive and get out again. These missions might be to test a security system or to provide a distraction.

Take over Faction - Fight your way to headquarters of a faction and take it over or destroy it or hand it over to client. Mission fails if the player chooses to do the other option.

Missions can have many conditions placed on them. These may be:

Time limit - Mission or mission objective must be completed within a set time.

Stealth - Avoid detection by the enemy and sensors. Killing witnesses before alarms go off.

No Harm - Avoid killing certain enemies or structures.

Scott free - Avoid taking damage before a certain mission objective is

complete. Such as while in the possession of an item.

No Specials - Avoid using the mega attack of a weapon.

Melee - Avoid using projectile weapons. Limited to swords and other melee weapons.

Keep Wing alive - The player will be accompanied by one or more wing men. They must survive.

Exploring

The universe will be very vast when completed. Initially it will be 2 areas separated by a corridor. When not at a shop, mission location or headquarters the player is free to explore the universe. Straying too far from a shop can be dangerous as they are the only places the player's craft can be repaired. Exploring can uncover new shops and mission locations. Exploring is the only way to find some rare or unique items and faction headquarters. Even headquarters missions will not divulge the exact area of a factions headquarters.

While exploring the player will encounter more and more challenging enemies. As a player gets close to faction intensive areas the opposition will increase. The player will be faced with all types of encounters in the known universe. Most will be hostile, while very few will be neutral. At the start of the game No one will be friendly. When a player takes over a faction that faction will then be considered friendly. The player's craft can still damage friendly craft. This will turn the enemy hostile. Only the player's wing will be immune to the player's attacks.

Throughout the exploration of the world the player will be faced with many obstacles and puzzles. These puzzles can usually be overcome with the appropriate weapon or item. Some of the more elaborate puzzles will involve switches and speed. Some will be about avoiding alarms and other craft or precise navigation though a dangerous area.

"Winning" the game

While there is no specific win condition in the game, there are some "endings" the character can get. Whenever the player dies that is an ending. Whatever faction is on top at the time gets their ending. When the player cannot afford to replace a destroyed craft they get a similar ending.

If at any given time there are no missions available in the game the game is won. This may be the result for many reasons. The player has destroyed / taken over all factions and interested parties. As the player completes missions certain missions will be no longer available/completable. Some missions will make the player an enemy of a faction or party and that party will not longer offer the player missions.

When there are no more missions to be completed the player will be shown their ending. The ending will vary based on the decisions the character made throughout the game and which factions are in power. Decisions such as which factions where taken over and which where destroyed, Which factions were supported and actions taken by the player on their own such as destroying buildings and what not. After the win screen the player may continue to play the game if they wish or retire their character.

Stages of Development

Stage 1: Engine - Almost done. I will convert the engine in development

for TCoA for use with this game. Menu system should be basic but in place.

Stage 2: Test Bed - Create the place holder graphics for the craft and some enemies as well as projectiles. The test bed will allow the player to fly shoot and kill.

Stage 3: Map elements - This will show the engine's ability to display backgrounds and the map. This will also show what needs to be done with the map editor.

Stage 4: Initial build - The first build will combine a few simple maps of areas and a corridor together and let the final aspects of the game mechanics be worked out. Additional weapons will be added. Missions will be available

Stage 5: Intermediate build - Fine tuning the engine and mechanics. Expanded world add better graphics. More missions

Stage 6: Final Build - Added additional craft, Large world, Final graphics. Most missions.

Future Builds: Adding more craft, areas, weapons, missions, etc.

Development tools

The development tools that will be required to create the world elements that will go in the game. The tools may not be needed right away.

Map editor

Enemy creator

Place/character editor

Why this game would be Good

This game will provide the player who enjoys side scrolling shooters a nearly endless experience. The ability to customize and upgrade the ship should provide a feeling of accomplishment as the player progresses through the game. The freedom provided by the open ended game should provide great replay value even for those who have beaten the game.

The missions will allow the player to make a perceivable difference in the world of the game. They will provide direction for the players who are lost and variety for those who enjoy the rest of the game.

With most of the games elements hidden or obscured the game should provide more than just combat, but exploration.

Games Like this game

Treasure's Bangi-O will be closest to this game in appearance and function. The sheer amount of intense action that bangai-O provides is great fun and with the player usually stronger than the enemies there is no real sense of danger. The overall experience of Bangai-O is fun entertainment. If the player progresses through the game with caution their experience should be very similar. It is possible for an over eager player to bite off more than they can shew and get killed very easy.

The Mission based worlds in Grand Theft auto and Jak and Daxter/ Ratchet and clank provide the player with advancing story and direction while giving them freedom to explore the worlds in the games. This will be true for B-HNC as well, but unlike those games in B-HNC the player will be able to effect real changes while not in a mission.

The fact that some missions will not be offered to the player and some missions will conflict with each other will be reminiscent of Thomas Biskup's ADOM. The choices the player makes will effect the outcome of the game win or

lose.

The Game World:

Races:

Humans – The human made crafts are the most armored. The humans themselves are a race of sparsely haired mammals from the planet Earth in the Sol system. While not the first Space faring race they have quickly made a vast empire of sorts subjugating or allying with most other races. They had a brief war with the Orcutani but now that thats been resolved the Orcutani make up another happy people living under human rule. The humans have set up an interstellar alliance between the 5 races. The alliance is designed to give each race its ability to govern its own worlds as they see fit, while providing a common ground to handle disputes when they break out.

Robots – The robotic craft are by far the fastest made. The robots are the brain children of the humans. After the Orcutani war the robots broken away from the humans and founded their own homeworld and colonies in the Alpha Centauri system. Now the robots themselves are a respected part of the human's itnerstellar alliance. The robots are the number one exporters of surplus food stuffs for the other races.

Orcutani – If there is anything an Orcutani craft is good for, its good weapons support. The Orcutani where the first alien race that the humans had encoutnered with their excursions into the Rahabi star system. A minor misunderstanding on first encounter protocols sparked a minor 4 year war between the Humans and the Orcutani. Having lost the war, mostly due to the combined power of the humans and robots. The Orcutani where occupied by the humans for some 10 years after that while the humans graciously helped to rebuild their society. As a result the Orcutani where back on their feet and with a fully sustainable economy and government structure. The Orcutani are now a valuable ally in the Human's Instellar alliance.

Chakta – The insect like race has produced some of the the most versatile craft in the universe. Hailing form the Takishasuu system, the chakta where the last of the 5 races to encounter the humans. They had already had years of friendly relations with the alashanti and although they where suspicious of the human's intents with the creation of the alliance, they eventually signed on. The chakta are considered a mysterious race to most with their common stoicism and seemingly ancient history that appears to be more mythology than fact.

Alashanti – The reptilian race of the alashanti produce the most well rounded craft in the alliance. The star system of Xekufam is home to this musical people. The alashanti encountered the humans after the Orcutani occupation and thus has a very uneventful first contact. For several years the human alliance and the alashanti got along with the most minor of contact outside of trading. It wasn't until the human/alashanti trade routes began to be terrorized by space pirates on such a mass scale that the first human alashanti military action was taken against the pirate fleet. From that point on the alashanti joined up with the human alliance.

In Game Equipment

Throughout the game the player will be able to pick up new items which can be used for various purposes.

Craft

The craft of the player can be replaced along the line if the player deems

their current craft insufficient or if they get enough money they can buy a new craft. The player can only use one craft at a time. Additional craft and parts not used can be stored at a shop. The specific shop matters. Each major race will have a few different styles of craft available Usually Heavy Mech, Light Mech, and ship. Heavy mechs usually have the highest armor and expansion slots but are very slow. Light mechs are usually very maneuverable but with less armor than the heavy mech and less expansion slots. Ships are the fastest a race has to offer with the fewest expansion slots and less armor.

Human Craft: (stylized like armored core)

Heavy Frame – Highest armor available. Greatest mass. Lowest Thrust max. average thrust. Average capacitance. High output power source. Highest weight allowance. Few internal expansion slots. Few external expansion slots.

Light Frame – Good Armor available. Average Mass. High thrust. High thrust max. Average capacitance. Good output power source. Average weight allowance. Few internal expansion slots. Few external expansion slots.

IS Fighter – (Last star fighter) - medium armor available. Light Mass. High thrust. Great thrust max. Average capacitance. High output power source. Low weight allowance. Few internal expansion slots. Average external expansion slot.

Robot Craft: (Styled like Zone of the Enders)

Heavy Mech Unit – Medium Armor – Great Mass. Great Thrust. Very Good Maximum Thrust. Good capacitance. High output power source. Very high weight allowance. Good number of internal expansion slots. Average external expansion slots.

Light Mech Unit – Light armor. Good mass. Great Thrust Great maximum thrust. Good capacitance. High output power source. Average weight allowance. Good number of internal expansion slots. Average external expansion slots.

Interceptor – (Jehuty in flight mode) -Very light armor. Good mass. Greatest thrust. Greatest maximum thrust. Good capacitance. High output power source. Low weight allowance. Average number of internal expansion slots. Average number of external expansion slots.

Orcutani Craft:(styled like Vehicons)

Heavy Assault Suites – Very good armor. Very high mass. Good thrust. Average thrust max. Best capacitance. Highest output power source. Great weight allowance. Good number of internal expansion slots. Poor number of external expansion slots.

Light Assault Suites – Good armor. High Mass. Very Good thrust. Average thrust max. Great capacitance. Very high output power source. Good weight allowance. Good number of internal expansion slots. Good number of external expansion slots.

Bomber – (Looks like Jetstorm/obsidian hybrid) - Average armor. Medium mass. Great thrust. Good thrust. Great thrust max. Very good capacitance. Very high output power source. Decent weight allowance. Small number of internal expansion slots. Good number of external expansion slots.

Chakta Craft: (styled like Tekkaman Blade)

Heavy Matrix – Very good armor. Very high Mass. Good Thrust. Decent maximum thrust. Good capacitance. High output power source. Very good weight allowance. Greatest number of internal Expansion Slots. Greatest number of

external expansion slots.

Light Matrix – Good armor. High mass. Great Thrust. Good Maximum thrust. Average capacitance. Very good output power source. Good weight allowance. Great number of internal expansion slots. Great number of external expansion slots.

Infiltrator – (Manta Ray like) - Decent armor. Good Mass. Very Great Thrust. Very great thrust max. Average capacitance. Very good output power source. Decent weight allowance. Great number of internal expansion slots. Very good number of external expansion slots.

Alashanti Craft: (Styled like BM Maximals)

Heavy Techno-organic Core – Good armor. Good Mass. Poor Thrust. Poor thrust max. Average Capacitance. Good output power source. Good weight allowance. Average number of internal expansion slots. Average number of external expansion slots.

Light Techno-organic Core – Average Armor. Average mass. Average Thrust. Average thrust max. Average capacitance. Average output power source. Average weight allowance. Average number of internal expansion slots. Average number of external expansion slots.

Scout Ship – (Bird like design) - Low Armor. Low mass. Good Thrust. Great Thrust max. Average capacitance. Low output power source. Low weight allowance.   Average number of internal expansion slots. Average number of external expansion slots.

Weapons

Every craft starts off with just a small gun. As the player progresses he can find and buy new weapons. Each craft can hold up to three weapons but only one can be active at a time. Weapons vary in their type, range, power, fire rate, Alt fire(if its implemented) and mega attack. Weapon types are:

Gun - Slow fire large ballistic bullets Short range Decent damage per bullet. Mega: Many directions fired at at once.

Machine Gun - High fire rate medium ballistic bullets. Each bullet does poor damage. Mega Streams of bullets fired in many directions at once.

Shotgun - Slow fire rate spread fire tiny bullets. Burst of many tiny bullets in several directions.

Flamethrower - Stream of fire goes through enemies. Short range. Mega: Giant fireball erupts around craft.

Buster - Powerful Blasts slow fire rate. Mega : Charged shot with huge blast in 4 directions.

Laser - Narrow beam bounces off of walls good damage. Mega: Many lasers fired at once in many directions.

Rockets - Dumb fire great explosive damage. Slow rate. Mega: many rockets fired in many directions.

Missiles - Seaking fire good explosive damage. Slow rate. Mega : Many seeking missiles fired in many directions.

Lightning - Arcing seaking beam damages target until destroyed and finds new target. Short range. Mega - Many beams arc towards nearby targets.

Phaser - Wide beam shoots through targets. Medium range. Mega : Many beams fired in many directions.

Sword - Dash attack deals great damage at point blank range. Mega :

Omni-directional slash dealing great damage to all within range of attack.

Slicer - Short range weapon thrown and returns. Deals great damage.
Mega : Slicer seeks every enemy within range.

Axe/Scythe - Wide area of attack deals great damage - slow. Mega :
Omni -directional slash dealing great damage to those within range - slow.

Money

The interstellar unit of currency is the Lupen. Lupens can be spent anywhere. Lupens are offered for completed quests. Some defeated enemies will drop lupens. Lupens can be picked up by flying over them.

Some defeated enemies or destroyed structures will leave behind salvage. Salvage is useless to the player but it can be traded or sold to mechanics. Rare salvage is sometimes needed for mechanics to perform some services.

Parts

Internal

Generator Booster - Increases generator performance.
Radiator - Increased heat resistance
Additional Capacitors - Self explanitory
Alternator - recharges capacitors as you fight
Power Shield - Reduces damage taken.
Fuel cells - Increases maximum thrust/ provides boost
Lock on computer - Increases speed of missile fire.

External

Additional Armor - Makes the craft look cooler. Adds weight Increases health.

Additional Thrusters - Increases thrust or max thrust or both. Adds weight .

Shields - Defense against certain types of attacks.
Radar Jammer - Prevents lock on attack and defends against being detected by security systems

Radar - Gives advanced warning of whats around and increasees range of lock on capabilities.

Mega attack enhancers – increases the effectiveness of the mega attacks.
Scanner – Gives directions of certain types of objects.

Powerups

Repair module - Repairs a small percentage of health Different modules repair different amounts.

Capacitor - Fills one capacitor for mega attack.
Ally beacon - broadcasts unique marker to identify the craft as an ally of the area. If the player attacks the wrong target it will be canceled.

Power shield - Makes the craft immune to a certain type of attack for a short time.

In Game Locations

These are the terms for the different areas the player can explore and discover.

Sectors

A sector is a large square area. Sectors are usually populated with many structures and buildings. Sectors include space station interiors, mines, cities, citadels, etc. It is within sectors that most of the exploration will take place. Sectors can lead to more sectors or corridors. Most shops, mission hubs, and all headquarters are in sectors.

A large group of sectors linked directly together make up a supersector. A supersector represents a large continuous area. Each sub sector of a supersector may not be able accessible. As the game progresses the player will be able to gain access to these with certain weapons or through solving puzzles.

Supersectors are broken up into territories controlled by different factions. A faction can control territory in more than one supersector. Factions can even control corridors.

The Supersectors for the game world are:

Earth – The home world of the humans. Earth is currently a mega metropolis. The cities of earth are vast and teaming with people. The lower levels of earth hide the terrible carnage of earth's past. Earth's criminal underworld keeps its base of operations buried deep in the bowels of earth's dark past.

Mars – The first human colony off planet. Mars is mostly a wasteland riddled with forgotten mines and domed frontier cities. Mars is controlled mostly by the mega corporations that exploit mars for her resources. Mars is also home to tot eh working class rebellion, a growing militant group fighting the oppression of the corporations.

Keyops01 – The largest human space station and birth place of the robotic race. Keyops01 was originally a large scientific research station. Over the years the interest in the scientific discoveries grew and so did Keyops01. Keyops01 is not the amalgamation of several large space stations and is the size of a small moon. Keyops01 is still a scientific and technological hub where the best technologies are produced and those with power are those who control the technology. Because of the technological superiority the powers that be in Keyops01, the Brain Trust is feared and hated by others who seek power and technology.

Alpha – The new home world of the robots. Spawned on a dead planet in the Alpha Centauri system(what with it being so close to earth). Alpha has been terra formed into a thriving productive robot sanctuary. The vast gardens of the robot continuum are both beautiful and functional. The gardens produce the genetically altered plants that produce both energy and provide the robots with their polymers that they need to survive and prosper. They also provide the robots with much to trade with the outside worlds. As robots have no need for most of the food produced. The gardens of Alpha are extremely well protected.

Epsilon – The second robot colony in the Centauri system. Epsilon was built as a mine and factory. Epsilon is the birthplace for most robots built since the exodus from the Sol system. Epsilon's mines produce the raw materials that serve as the bodies of the robots. It is a utilitarian cyber metropolis. Epsilon is also home to the rogue robot group known as the Rusty Hand.

Omega – The space station Omega was meant as to be the robot military headquarters. Several years after the robots had secured their sovereignty The robot military in their single mindlessness wanted to return home to Sol and wipe out the human curse once and for all. Not all of the robots fealt that way and so in a massive

coup Omega broke away and is now an impenetrable fortress. They are constantly being watched by the humans and robot continuum alike. Omega is also home to the Robot Pacifist Group. They work in secret to undermine the Omega Right's efforts to take over Alpha and Sol.

Kilbash – The Orcutani home world. After the Humans can Orcutani first met, there was a huge skirmish over a mild misunderstanding. The humans won the war, in part due to the effectiveness of their robot pilots. Kilbash was subjugated for a time while the humans reconstructed their broken worlds. Kilbash has recovered the most and the governing body, The Orcutani Ministry, is friendly with the humans of Sol and there are many humans living o kilbash as well as orcutanu living in Sol. Kilbash is home to much organized crime, the most prominent is the Chnul Dek.

Rockbar – The largest moon of Kilbash is populated with many Orcutani. Rockbar suffered the most during the human occupation as it was overlooked for being a minor problem. The humans just didn't know or care that so many people lived there. As a result the Regency that governs the area is basically a figurehead government. Rockbar is a dangerous place with many militant groups vying for power.

Fefeleck – The only remaining colony of the Orcutani after the war. Fefeleck is the main resource mining planet for the Orcutani. The workers on the outskirts of their system are constantly being oppressed by the Human occupation and now the Orcutani ministry. The juggernauts are a radical military group vying for control over Fefeleck. Their base of operations are here. Fefeleck is also home to the terrorist group the Enuadai. The Enuadai blame the humans for the troubles of the Orcutani planets and seek vengence against any human facilities that they can get to.

Thristrak – The Chakta home world in the Takishasuu system. Thristract is mostly a dessert planet. There are very few places on the surface of the planet that are inhabitable. The chakta settlements are almost all underground in a vast network of tunnels and chambers. The tunnels of Thristrak are as ancient as the race is. They go for hundreds of deep and web themselves throughout the entire crust of the planet. The Chakta council of elders are the primary ruling body for the chakta people. Thristrak is home tot he most well organized and disciplined organized crime syndicate in the entire universe. They are known as the Kri.

Kalashest – The lush colony planet for the Chakta. Unlike Thristrak, Kalshest is covered in a thriving jungle. Kalashest is home to the only above ground colonies of Chakta. Keeping with their tradition the majority of the settlements on Kalashest are underground. This keeps most of the life on Kalashest from being disturbed. Kalashest is run by the Triangle of Order, a council of 3 that maintains order, justice and balance in the colony.

Dridashie – The orbiting space station around Kalashest. Dridashie is a pantheon of Chakta engineering and scientific vision. It serves as a commercial port, scientific research institute and its own self contained municipality. Dridashi is run by a commander of the Chakta military. On the surface the cast city inside the station seems to be a healthy thriving clean credit to the Chakta race. Underneath there are frequent skirmishes between the various criminal groups of the universe. Currently it is the territory of the Kri.

Ogatulus – The home planet for the Alashanti is a mix of grassy plains, swamplands and cities intermixed among the two. The alashanti have built towering citadels that contain large cities. Ogatulus is the only home world that does not have

the base of operations for the alashanti people. The planet of Ogatulus is run by an alliance of governers from each city who then in turn answer to the Prime Minister of the Holstat system. Power in Ogatulus sways between the different religious factions.

New Ogatulus – The home planet to the Prime minister of Holstat. New Ogatulus is a planet covered in water. The cities of New Ogatulus are built above and in the water. The people living below water are considered second class citizens even though they maintain the systems that run the city. The labor unions are trying to organize a social reform. Some of the more extreme groups are event taking military action. The most mentionable is the Malkians.

Jargal09 – The Alashanti space station serves as a way station between the Holstat system and the rest of the alliance. Jargal09 is the ninth space station built by the alashanti bearing that name. Each one was destroyed by a different religious group for their own reasons. Each subsequent station was built larger and stronger than the last and with the salvage from the previous station. The Current Jargal station is a thriving port, but with the armaments to prevent an army from destroying it. Jargal09 Is run by the cargo hands teamsters.

Corridors

The corridors are long rectangular areas. They represent the space between sectors such as the surface of a desolate planet or the expanse between planets and space stations. Most races take place in corridors. The corridors provide the player with enough space to put their thrusters to the limits, while dodging obstacles and taking out enemies at break neck speeds. Very few shops and hubs are in corridors.

Shops

The shops are scattered throughout the universe. Different machine shops are home to mechanics of varying skill level and specialty. Not every mechanic will accept your business. Personal politics play a part in the decisions of mechanics who may work on your craft.

If a mechanic will accept the player the mechanic can provide some goods and services. The most common service is to repair damaged craft. The price varied depending on degree of damage, skill of mechanic and how the mechanic feels toward your character.

Some mechanics are very skilled and can provide upgrades for the character's craft. The specific increase depends on the skill of the mechanic and their area of expertise. Some mechanics specialize in speed or armoring or expansion etc. These mechanics can usually give that stat a boost no matter what type of craft it is. Others specialize in certain styles of craft such as heavy mechs, ventash craft or ships. These will be able to give a modest increase to all of the stats of the craft. No matter how skilled a mechanic is there is a limit to how much they can increase a stat. Increased stats may result in a new sprite for the craft.

Most upgrades will require a lot of money in addition to some other requirements. An upgrade may require an amount of salvage to be collected. Other upgrades may require specific salvage from a certain type of enemy. Others may require searching for a unique item. Depending in the mechanic and the state of the universe the mechanic may ask for a mission to be completed before he would be willing to help.

A shop is also host to many equipment that can be purchased to customize the player's craft. A craft can have added equipment internal and external.

Shop prices will vary. Different shops will also offer different weapons that the player can purchase. There are 13 weapon types but there are several models for each type. Each model varies in the specific weapon stats and price.

Mission Hubs

Mission hubs are places in the universe where a freelance pilot can relax and find out about missions and gather information about the affairs in the universe. At a mission hub there will be many different characters that the player can talk to. When a player talks to a character he can inquire about rumors gossip and other information. Depending on how the character feels toward the character and what has already been done in the universe the character may offer the player a mission. Not every character will offer a mission, the player may inquire about them on his or her own. Not every mission hub will accept the player. Some may violently reject the player.

Headquarters

These are the centers of operations for the different factions. Each faction in the universe has a headquarters somewhere. Even the weakest faction has a well hidden and well fortified base of operations. When a player discovers am HQ the player will have several options with what to do with it. If the faction was friendly towards the player the player may enter the headquarters and request assistance. If the player wishes to stage a coup the player can attack the headquarters, thereby making enemies of the faction and the faction's finest will attempt to defend its HQ. If the player can best the factions defense the player can have the same options as if the player fought his way to the HQ. The player can either destroy the faction, or take it over.

A destroyed faction will reduce the number of its underlings that spawn in the world. This will change the balance of power in the universe. This will also affect the player's reputation and public opinion.

A taken over faction will now serve the player. Underlings of the player will no longer attack the player until they are attacked by the player. A taken over faction will also affect the balance of power in the universe as the player takes over more factions the player will become a power in the universe. If a player continues to attack the underlings of a faction the faction may rebel and no longer accept the player as the faction's leader. Thus the player will have to re take it over.

Some missions will require the player to take over a faction for the client. If and when the player reaches the headquarters of a faction and takes it over the player will be offered to decide whether or not to take it over, destroy it or hand it over. If the mission required the faction taken over for the client the player must hand it over if he wishes to complete the mission. If the player chooses either other option the player will fail the mission and this will effect the player's reputation.

This will be an HNC production