

Brogguts Single Player

Summary (#, indicated mission number):

The player starts out recently “hired” by a company to manage a small mining operation on the outskirts of the galaxy. At first there is no enemy involvement (no attacks) so the player is concerned just with collecting brogguts (1, 2). After getting comfortable with mining and collecting brogguts, the player will be moved to a more dangerous and more valuable mining operation that will be attacked by one wave of pirates (3, 4). The player must successfully defend against these pirates to continue to the next mission (5, 6). The player gets promoted to defend a more valuable, more dangerous mining operation and hears mention of a competitor that is spreading rumors of the companies involvement with pirates (7, 8). Mission 7 will be a “no-mining” mission meaning that all the player’s brogguts will be given to him at the start, but he must budget them. After successfully defending this next operation, you get promoted and are put to defend the most rich mining operation that the company has (9). This mission is where the player gets attacked by a huge squadron of “pirates” that inevitably have to be able to destroy the player and take him “captive.” The pirates reveal that they actually work for the other company mentioned earlier and have instructions to take you back to them. On the way you and the pirates run into a squadron of pirates from your company (10). They attack the pirates thinking they are going to save you. The pirates put you in command of their ships and force you to destroy all of the ships trying to save you. Right before you kill the last ship, they scan you and realize that you are controlling the ships. You arrive at the other companies main space station and they immediately comment on how they should kill you for defending against their ships so many times, but instead are going to use your skills to their advantage. The first mission they put you on is an aggressive take over of an enemy mining station (11). It has considerable defenses and you must use the new technology that this company has available for you (new ships and upgrades). The next mission is similar, but you must destroy the enemies mining operation in a certain amount of time, before the valuable brogguts are all mined (12). The next mission is a defense mission, where the pirates will attack in waves, until you can go and destroy their space station that is “continually warping”

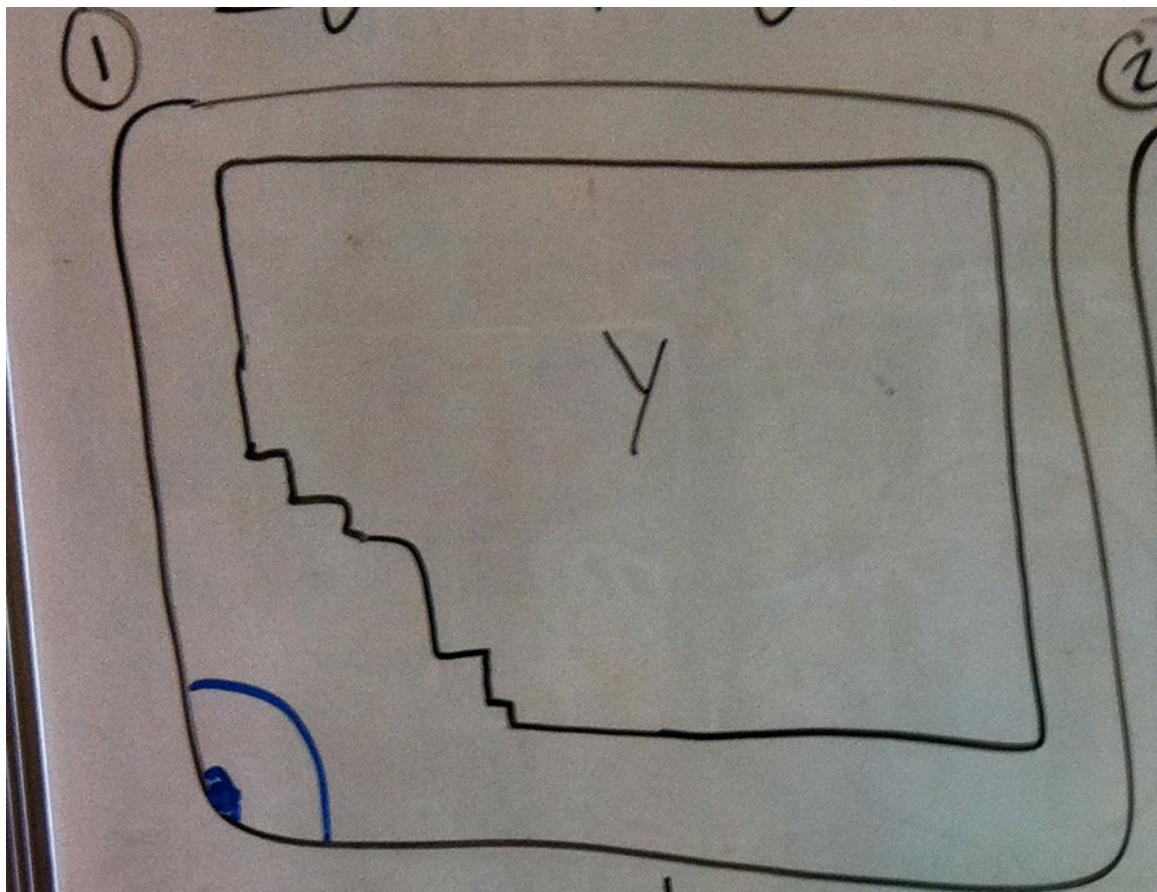
enemy craft in (13). The next mission you have to escort a special Ant to another station (14). This will consist of following the ant and making sure that enemy posted throughout the level do not kill it. When you arrive at your destination, you realize that the company was having you escort a large bomb to an outpost near your old companies space. The last mission is you trying to get the bomb close enough to the enemies space station to destroy it (15).

Unlocks and Upgrades Table:

Unit/Structure	Unlocked After Mission	Upgrade After Mission
Ant	0	2
Moth	1	6
Beetle	2	7
Monarch	3	8
Camel	4	11
Rat	5	10
Spider	7	12
Eagle	8	13
Block	0	1
Refinery	3	7
Turret	4	6
Fixer	3	5
Radar	2	6

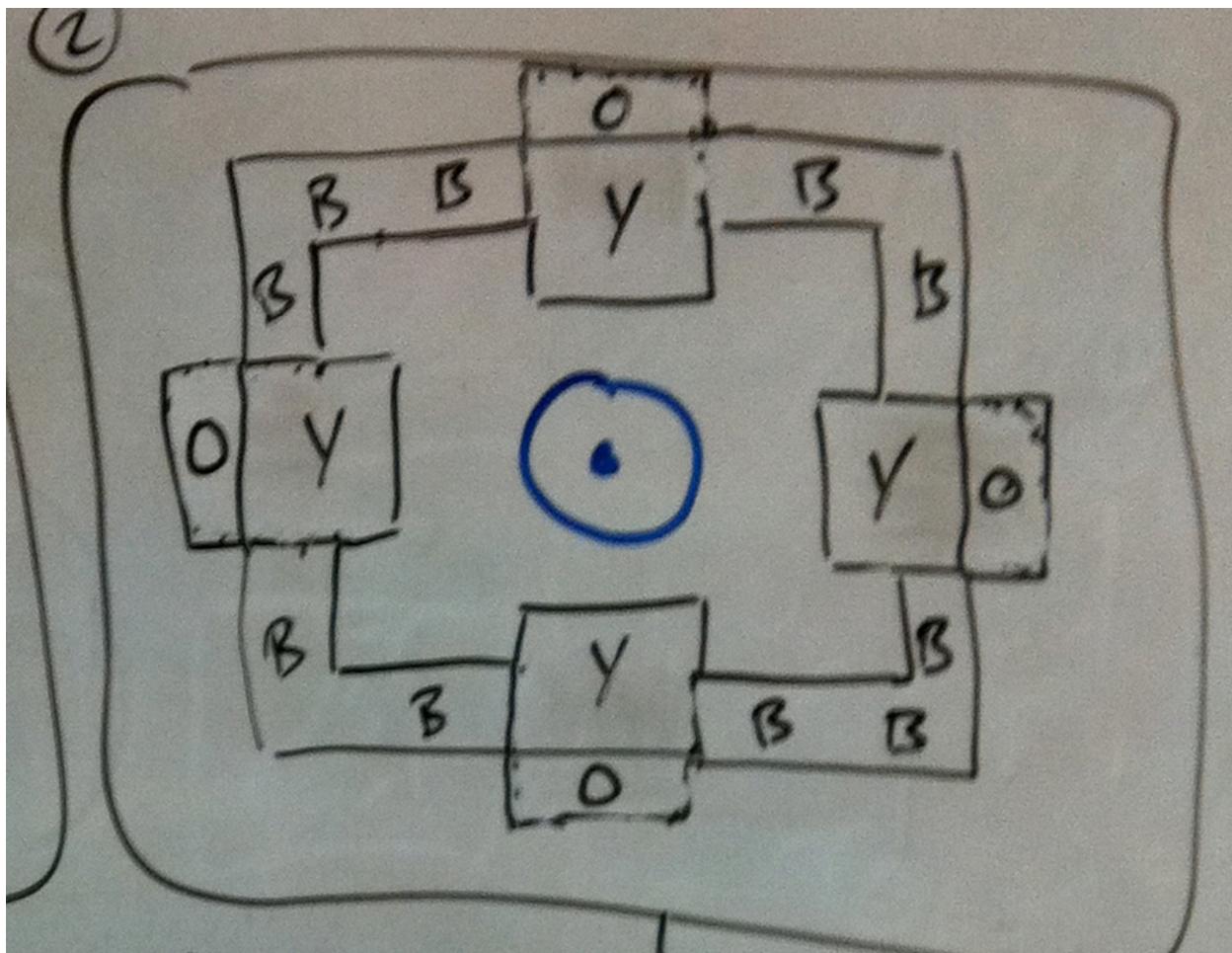
Detail Mission Descriptions:

1) "Free Brogguts!"



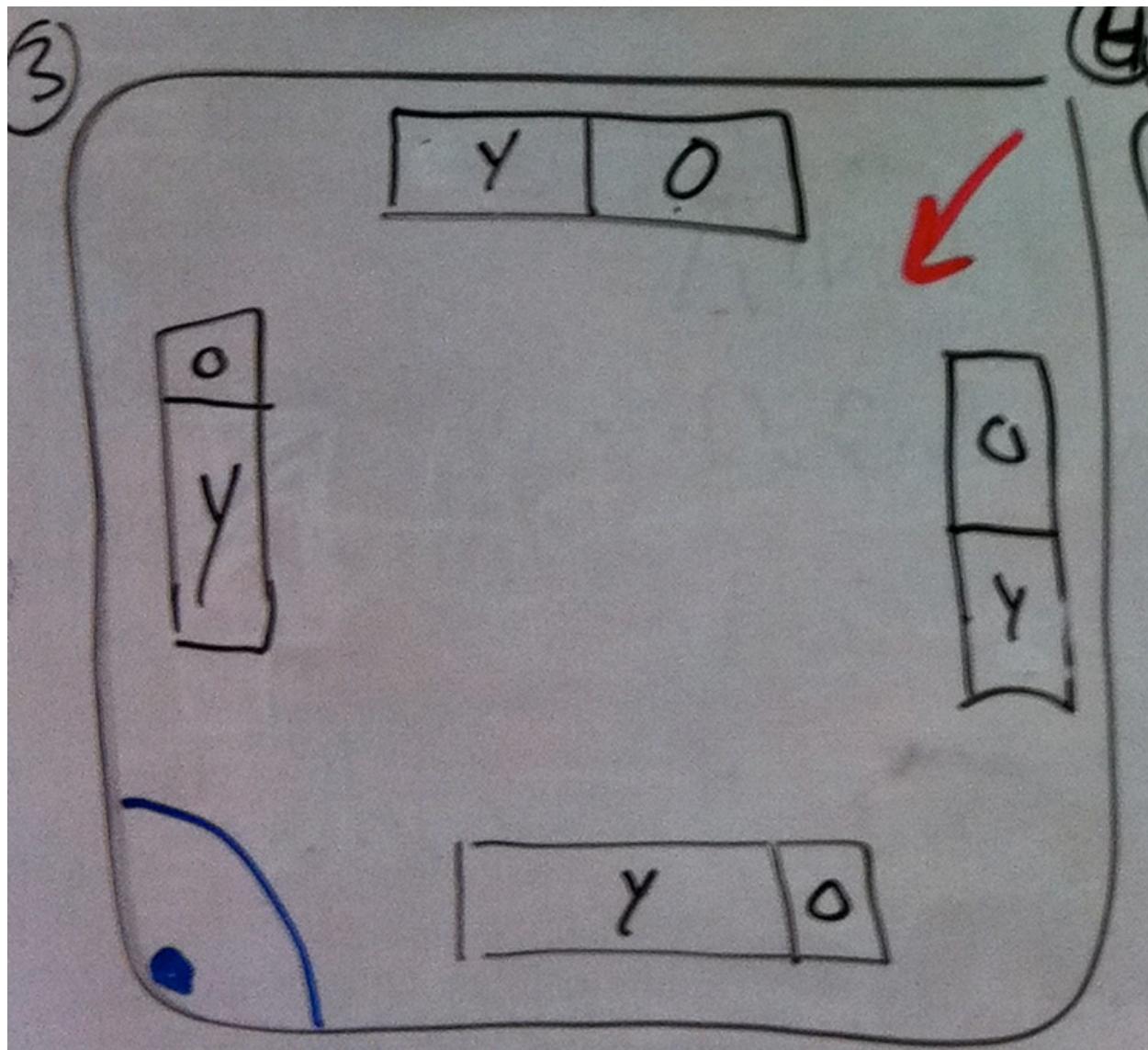
- Win Condition: Collect a certain number of brogguts
- Lose Condition: NONE
- Expected Difficulty: Easy
- Unlocks rewarded: Moth, Block upgrade
- Dimensions (cells wide x cells high): 8 x 6

2) "Rock Collector"



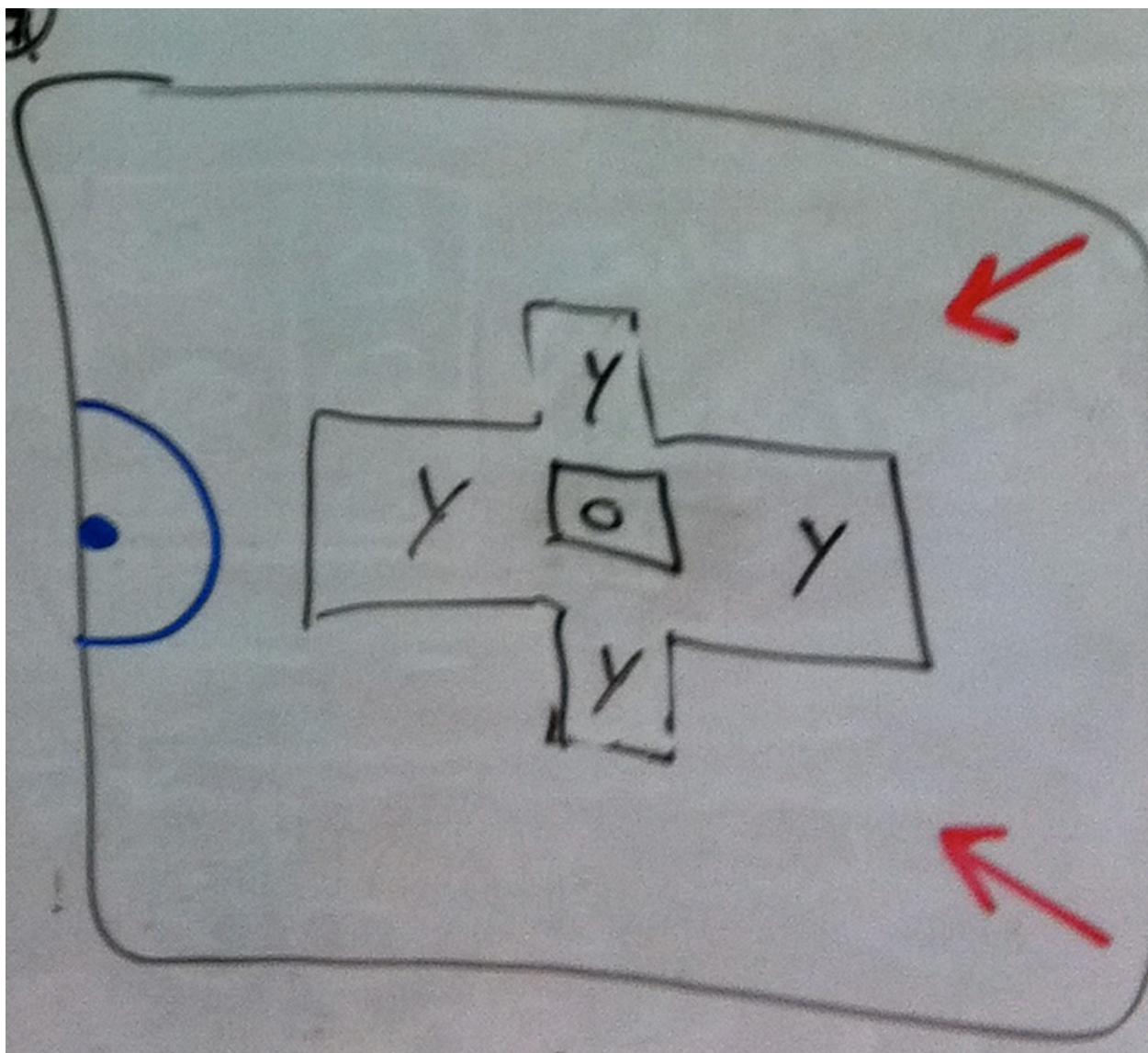
- Win Condition: Collect a certain number of brogguts
- Lose Condition: NONE
- Expected Difficulty: Easy
- Unlocks rewarded: Ant upgrade, Beetle, Radar
- Dimensions (cells wide x cells high): 12 x 12

3) "The Tides"



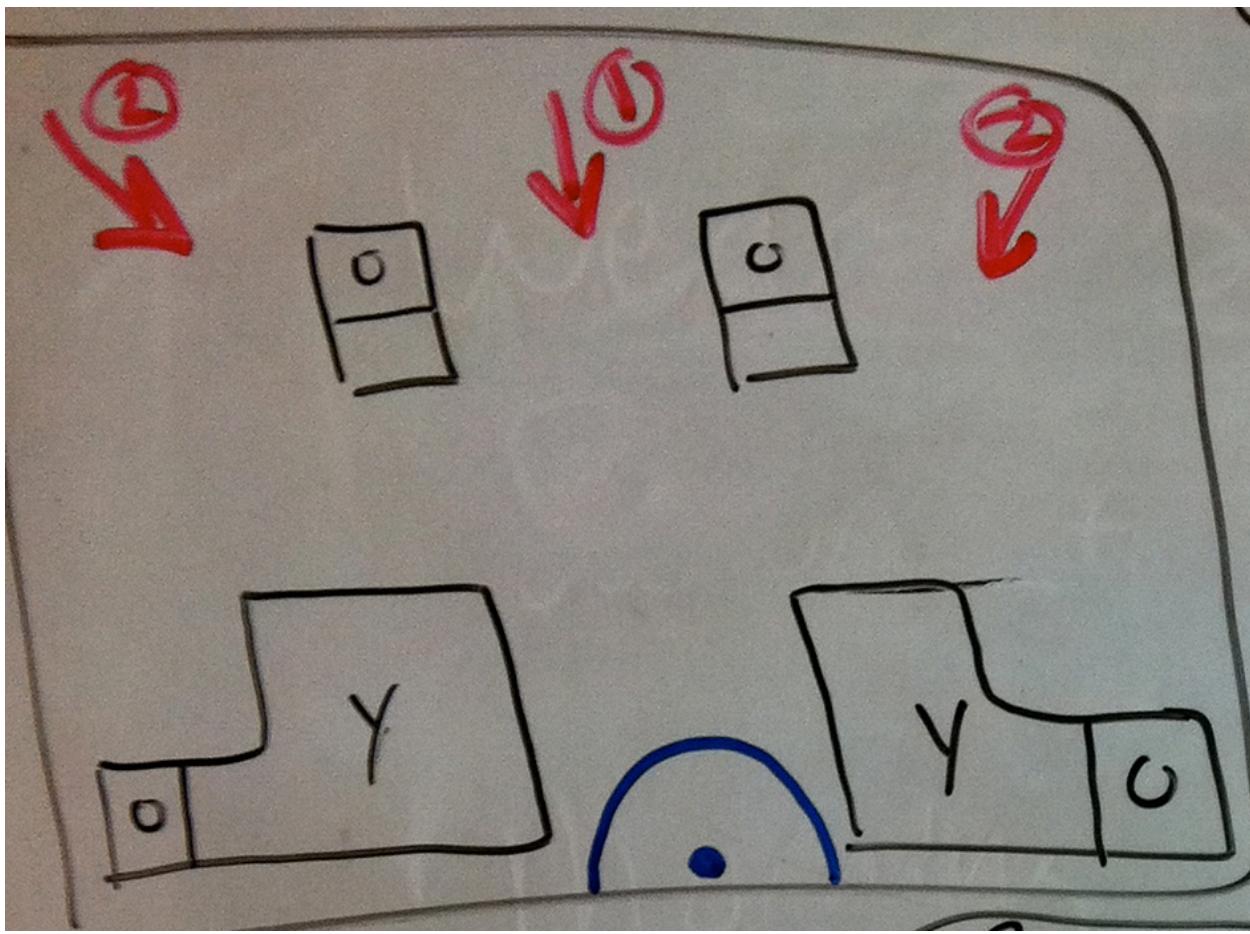
- Win Condition: Survive the wave that attacks after the countdown.
- Lose Condition: Base station is destroyed
- Expected Difficulty: Easy
- Unlocks rewarded: Monarch, Refinery, Fixer
- Dimensions (cells wide x cells high): 16 x 12

4) "Twice the Terror"



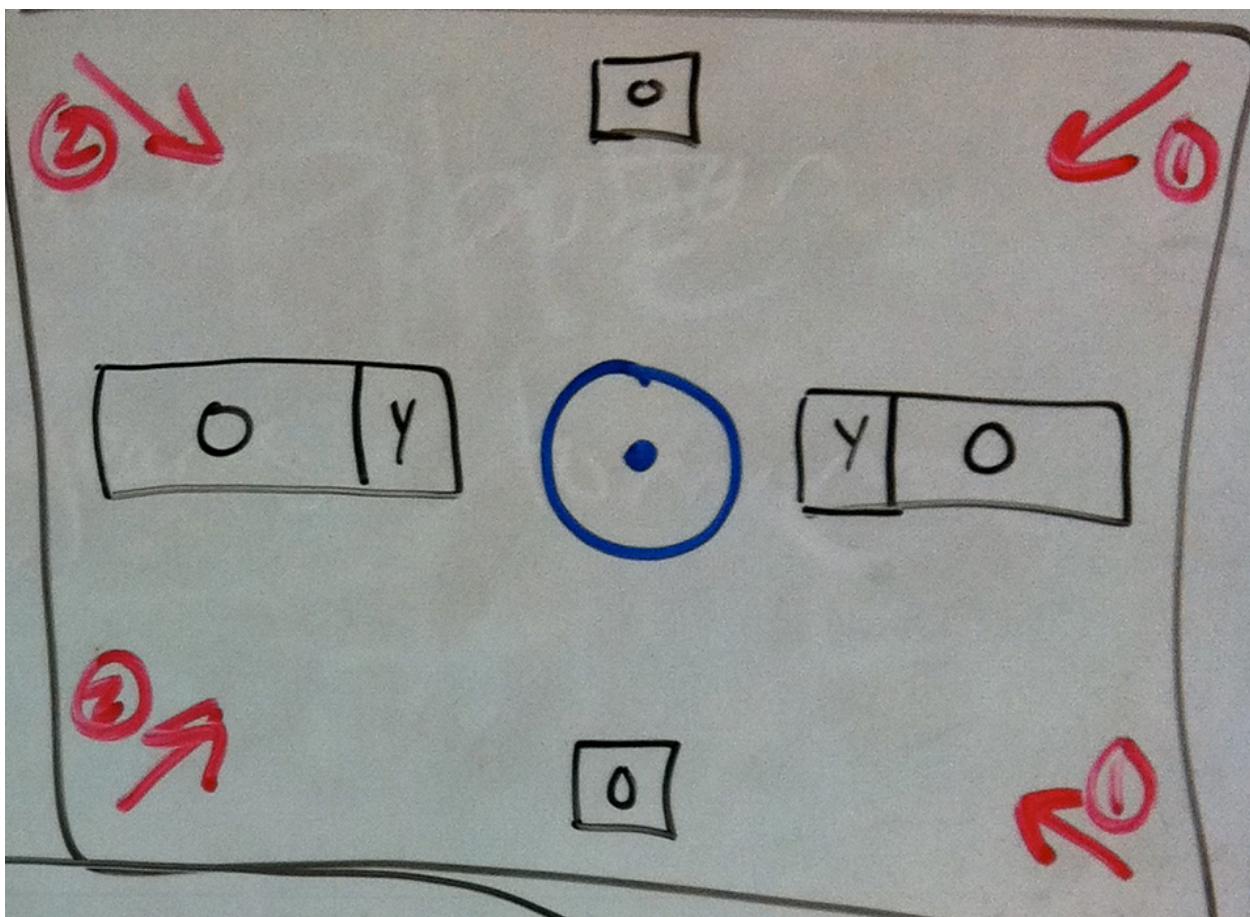
- Win Condition: Survive both the waves that attack after the countdown
- Lose Condition: Base station is destroyed
- Expected Difficulty: Easy
- Unlocks rewarded: Camel, Turret
- Dimensions (cells wide x cells high): 16 x 6

5) "Promoted"



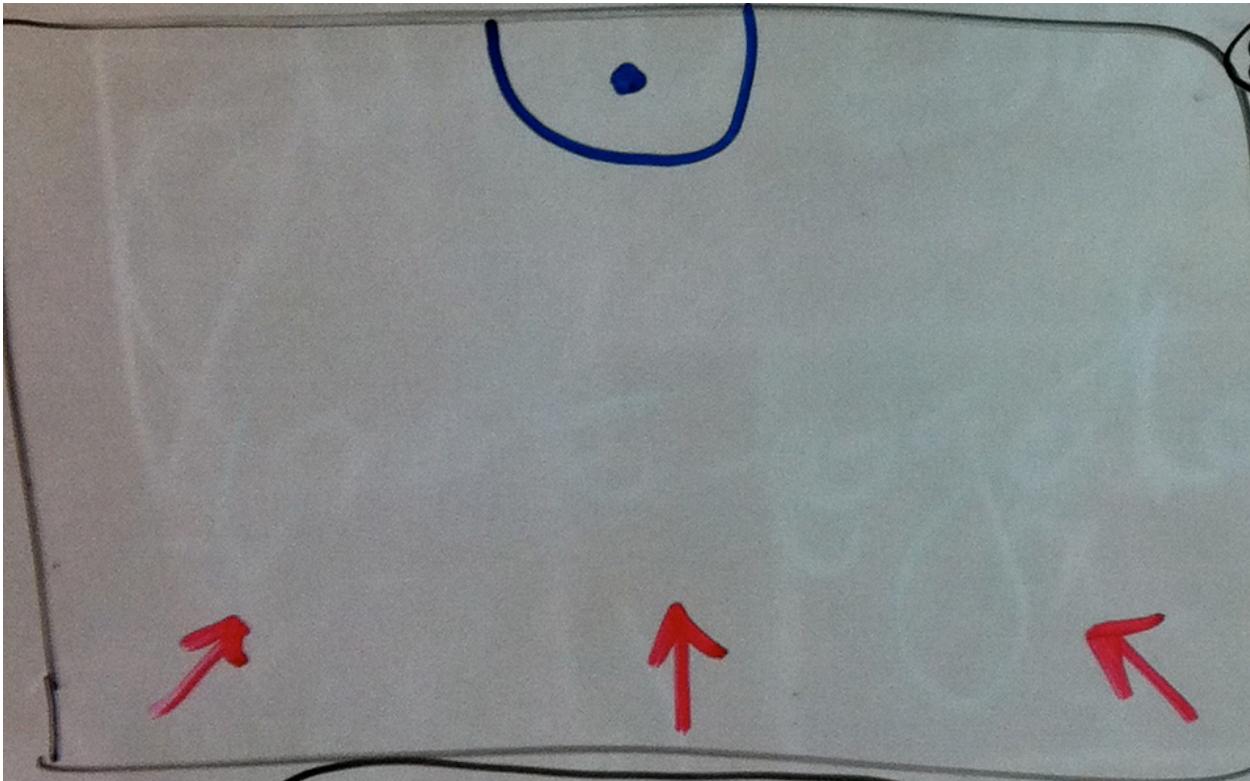
- Win Condition: Survive the two waves that attack after the countdown
- Lose Condition: Base station is destroyed
- Expected Difficulty: Medium
- Unlocks rewarded: Rat, Fixer upgrade
- Dimensions (cells wide x cells high): 16 x 24

6) "From All Sides"



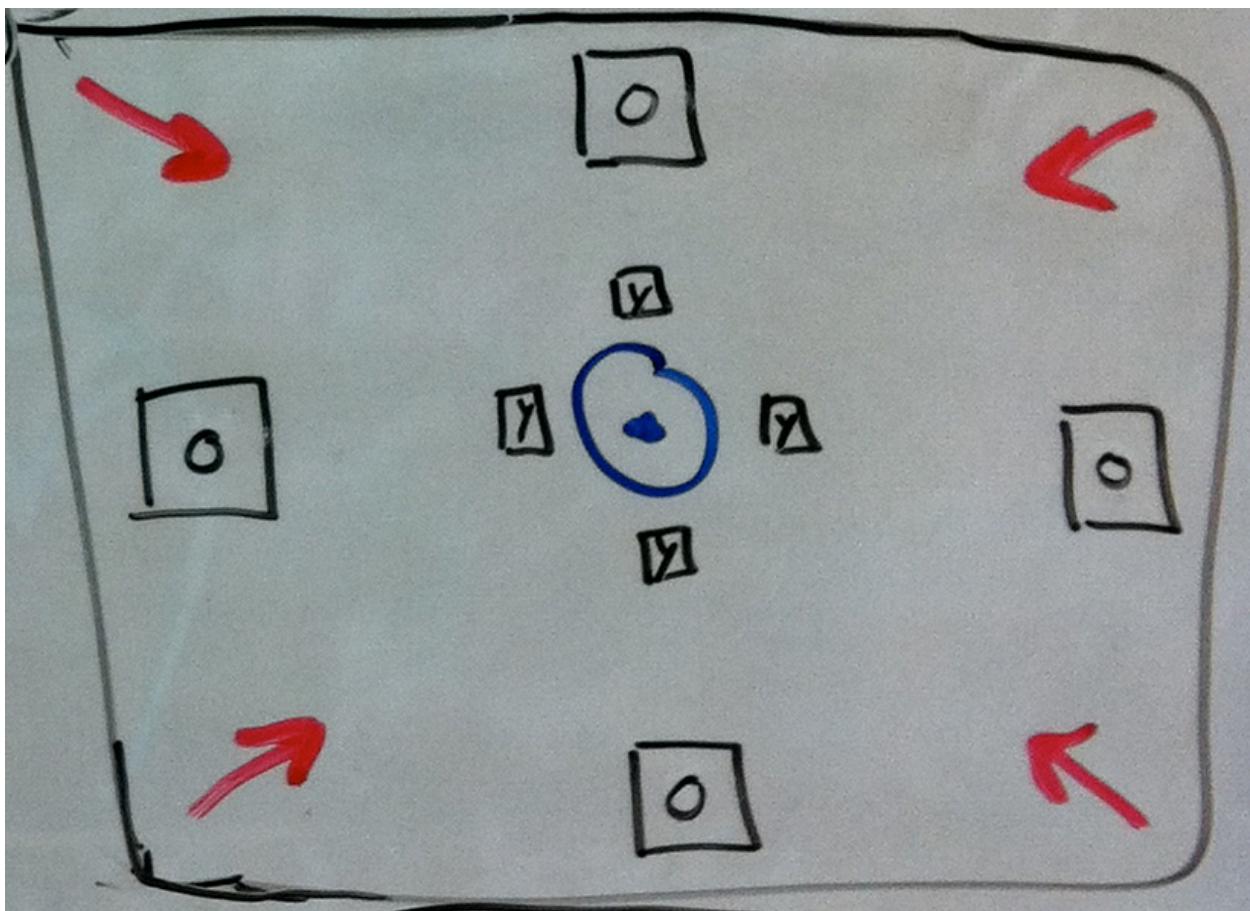
- Win Condition: Survive both waves after the two countdowns
- Lose Condition: Base station is destroyed
- Expected Difficulty: Medium
- Unlocks rewarded: Moth upgrade, Turret upgrade, Radar upgrade
- Dimensions (cells wide x cells high): 24 x 24

7) “On Your Own”



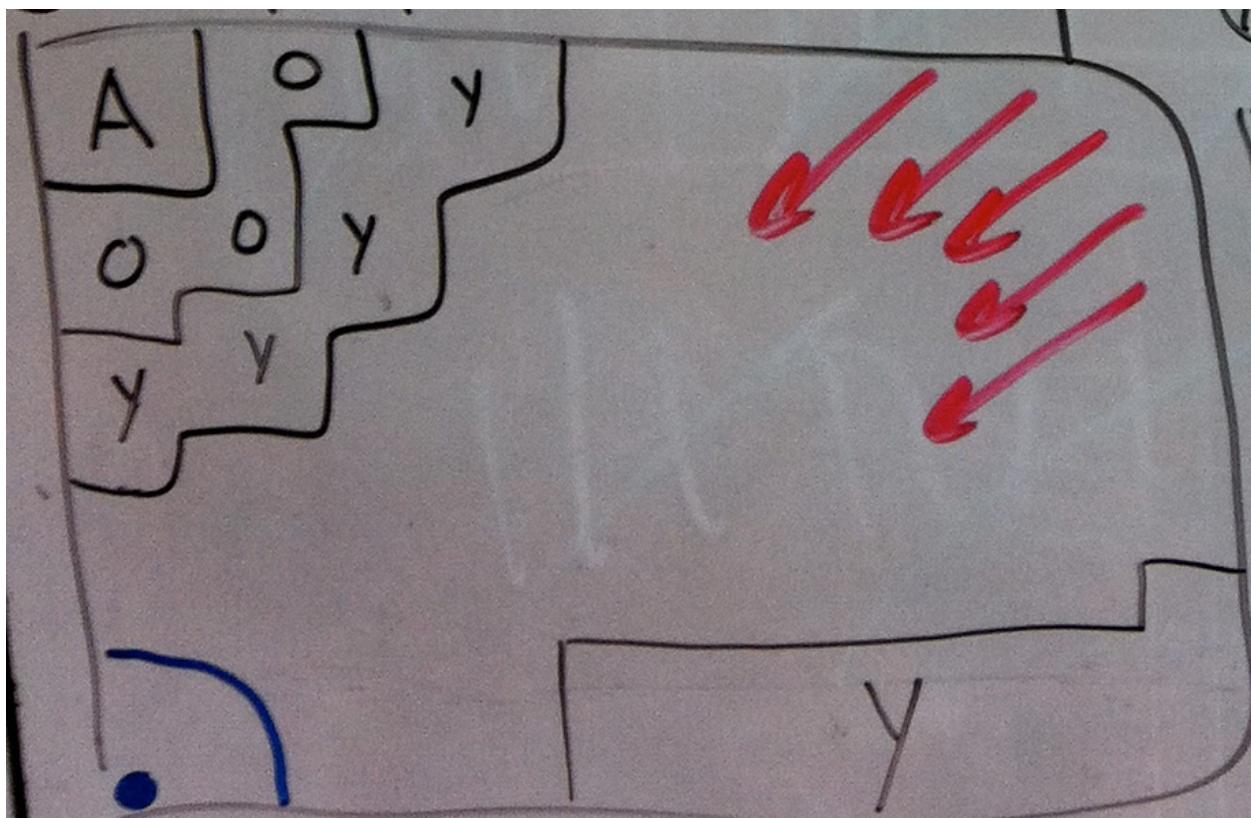
- Win Condition: Survive the three waves that come to you.
- Lose Condition: Base station is destroyed
- Expected Difficulty: Medium (You start with all brogguts, and can't mine them)
- Unlocks rewarded: Spider, Beetle upgrade, Refinery upgrade
- Dimensions (cells wide x cells high): 8 x 18

8) "Without Representation"



- Win Condition: Survive the four waves after the four countdown timers
- Lose Condition: Base station is destroyed
- Expected Difficulty: Medium/Hard
- Unlocks rewarded: Monarch upgrade, Eagle
- Dimensions (cells wide x cells high): 24 x 24

9) "Ancient Material"



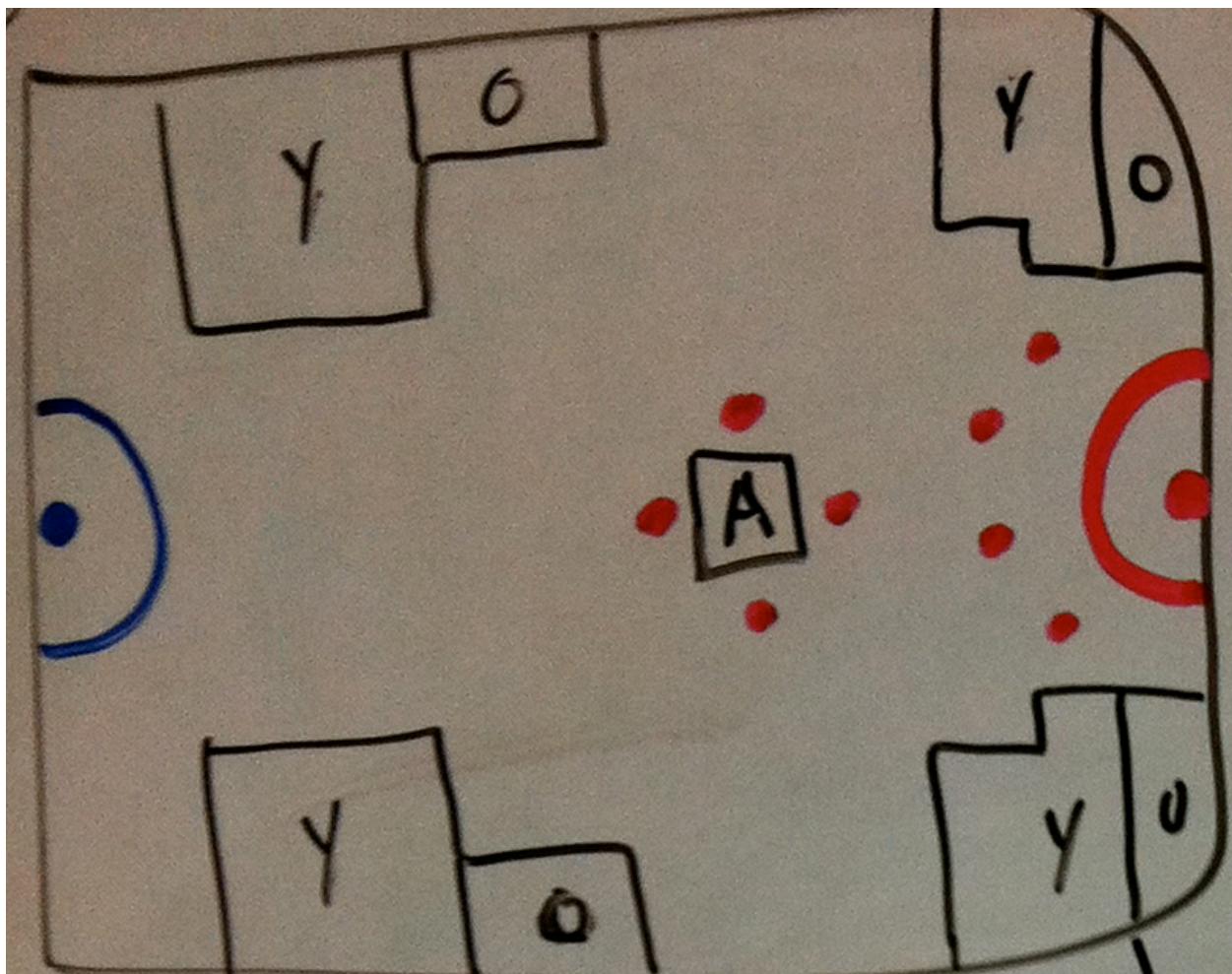
- Win Condition: After the countdown timer goes, a huge wave will come and kill the base station.
- Lose Condition: Base station is destroyed before the timer is half done.
- Expected Difficulty: Easy/Medium
- Unlocks rewarded: N/A
- Dimensions (cells wide x cells high): 24 x 12

1) “Captive and Active”



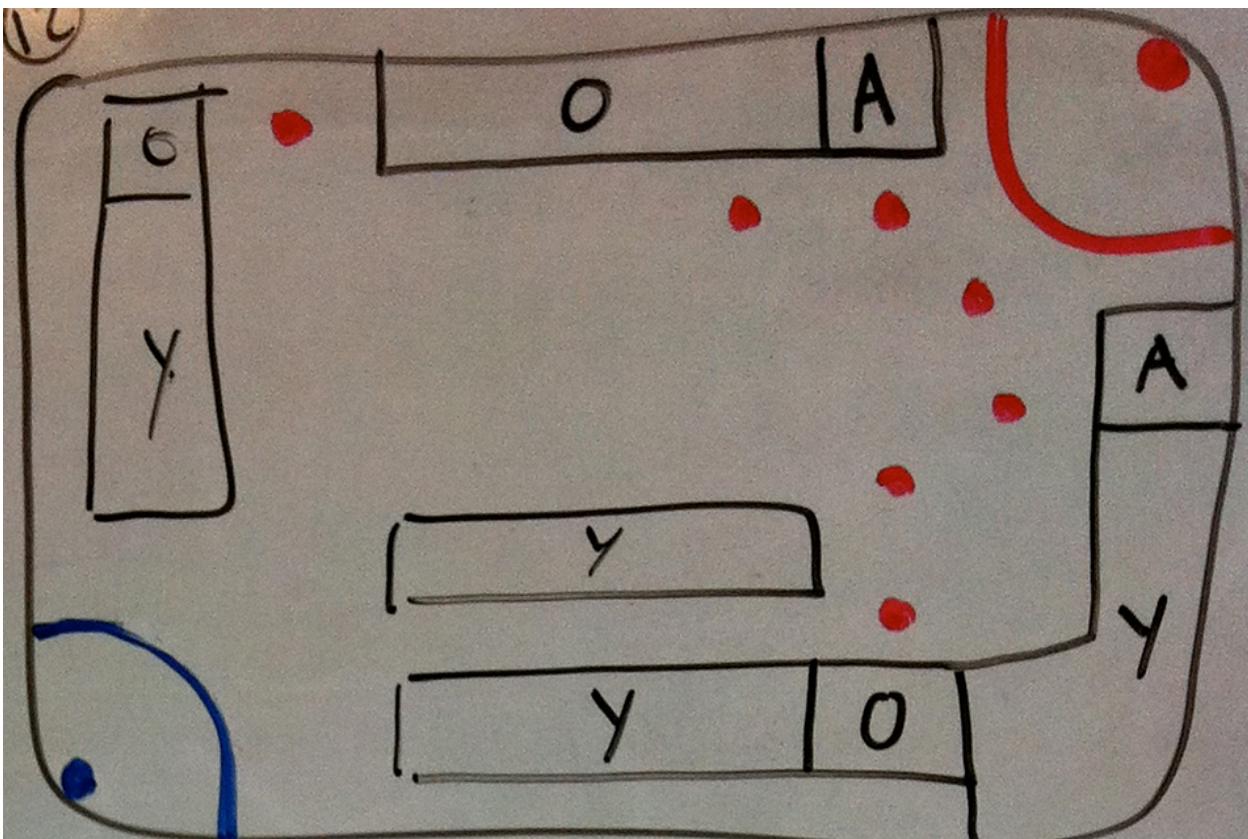
- Win Condition: All enemy ships are destroyed.
- Lose Condition: All friendly ships are destroyed.
- Expected Difficulty: Medium/Hard
- Unlocks rewarded: Rat upgrade
- Dimensions (cells wide x cells high): 24 x 24

2) "Passive Aggressive"



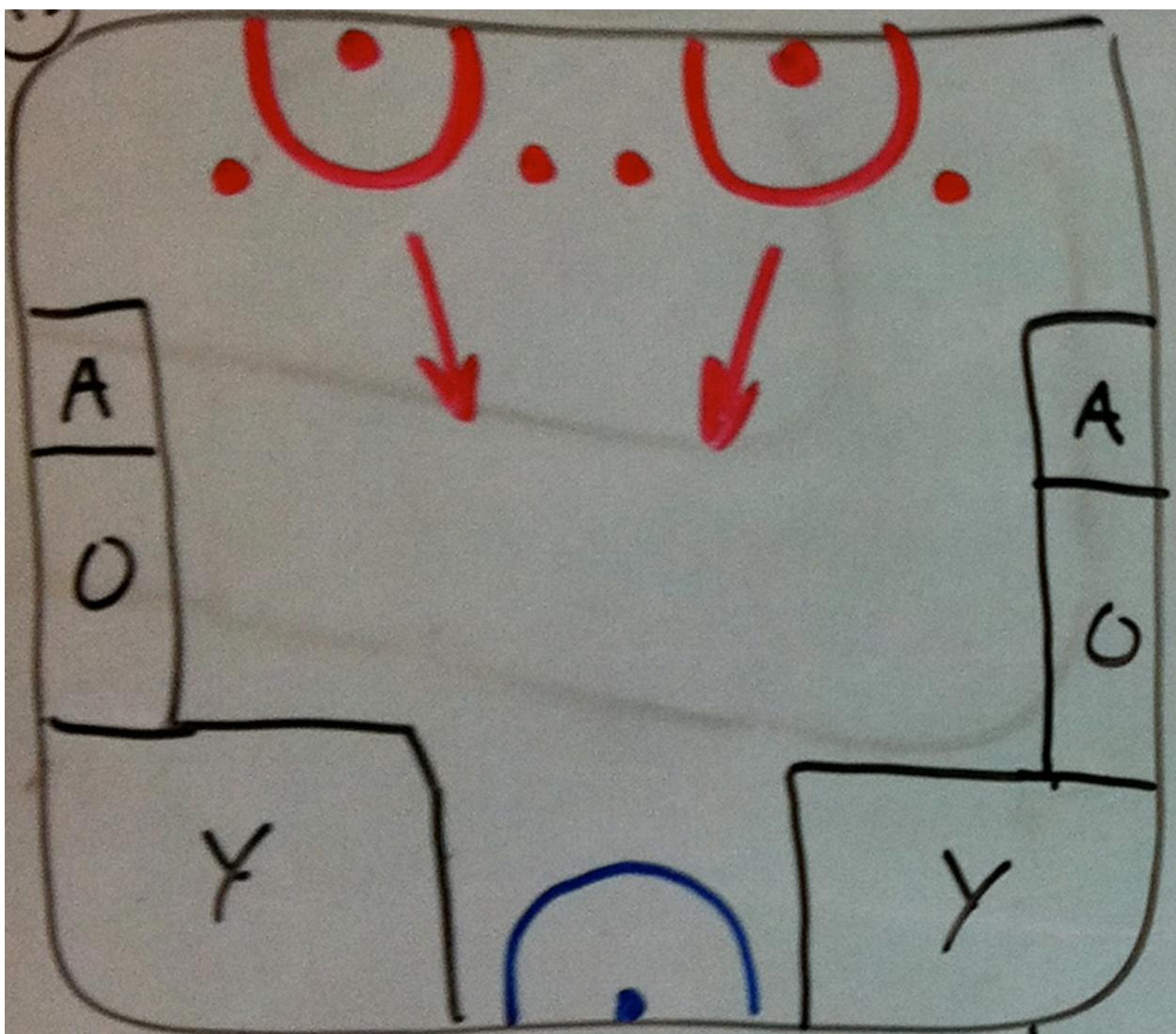
- Win Condition: Enemy base station is destroyed
- Lose Condition: Base station is destroyed
- Expected Difficulty: Medium
- Unlocks rewarded: Camel upgrade
- Dimensions (cells wide x cells high): 32 x 24

3) "There's No Time"



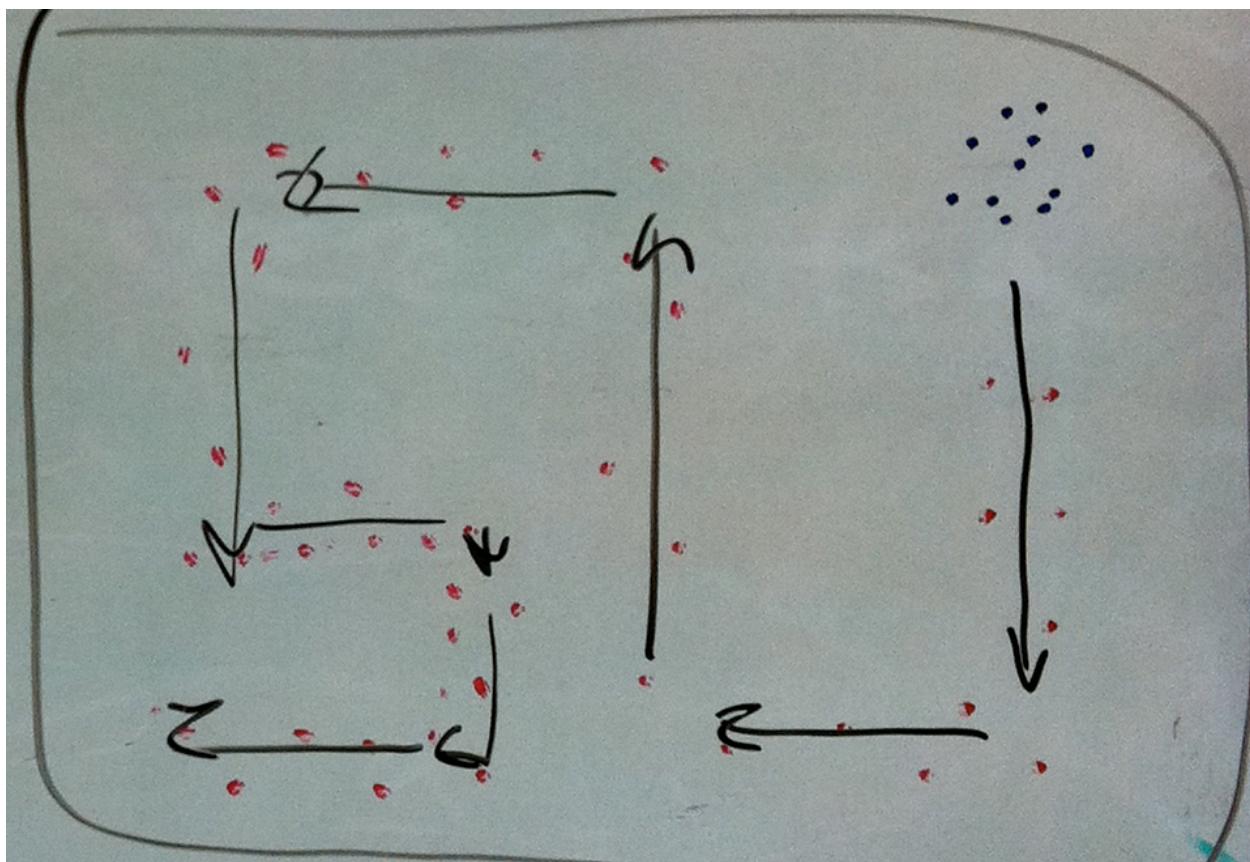
- Win Condition: Destroy the enemy base station
- Lose Condition: Base station is destroyed OR the timer reaches 00:00.
- Expected Difficulty: Medium/Hard
- Unlocks rewarded: Spider upgrade
- Dimensions (cells wide x cells high): 32 x 24

4) "Stand Your Ground"



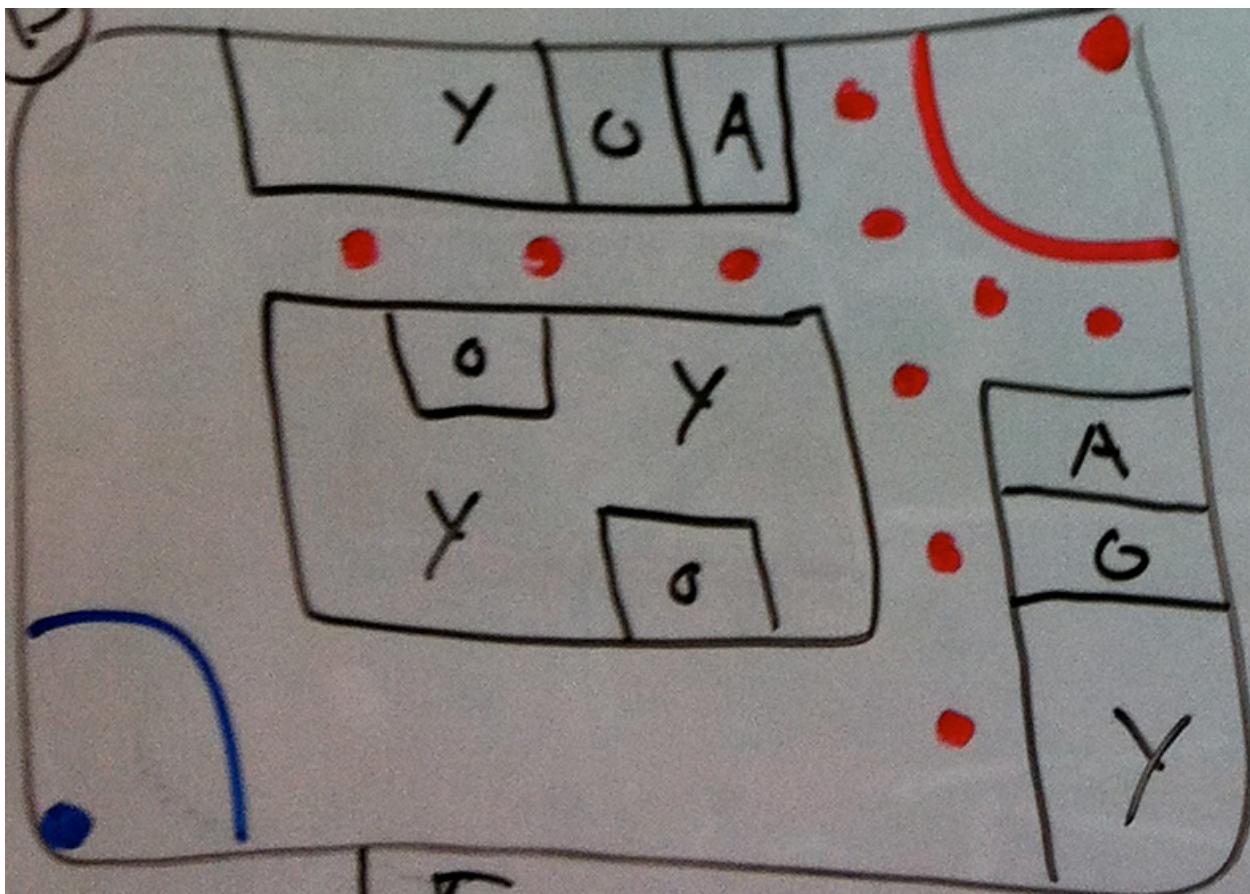
- Win Condition: Destroy both enemy base stations (which spawn countless enemies while alive)
- Lose Condition: Base station is destroyed
- Expected Difficulty: Hard
- Unlocks rewarded: N/A
- Dimensions (cells wide x cells high): 16 x 32

5) "Professional Escort"



- Win Condition: NPC controlled Ant safely arrives at the correct destination
- Lose Condition: NPC controlled Ant is destroyed
- Expected Difficulty: Medium/Hard
- Unlocks rewarded: N/A
- Dimensions (cells wide x cells high): 32 x 32

6) "An Important Delivery"



- Win Condition: Ant with bomb is safely escorted to the enemy base station
- Lose Condition: Ant with bomb is killed OR base station is destroyed
- Expected Difficulty: Hard
- Unlocks rewarded: N/A
- Dimensions (cells wide x cells high): 32 x 32