

OUTER FRINGES

GAME FEATURE DESIGN

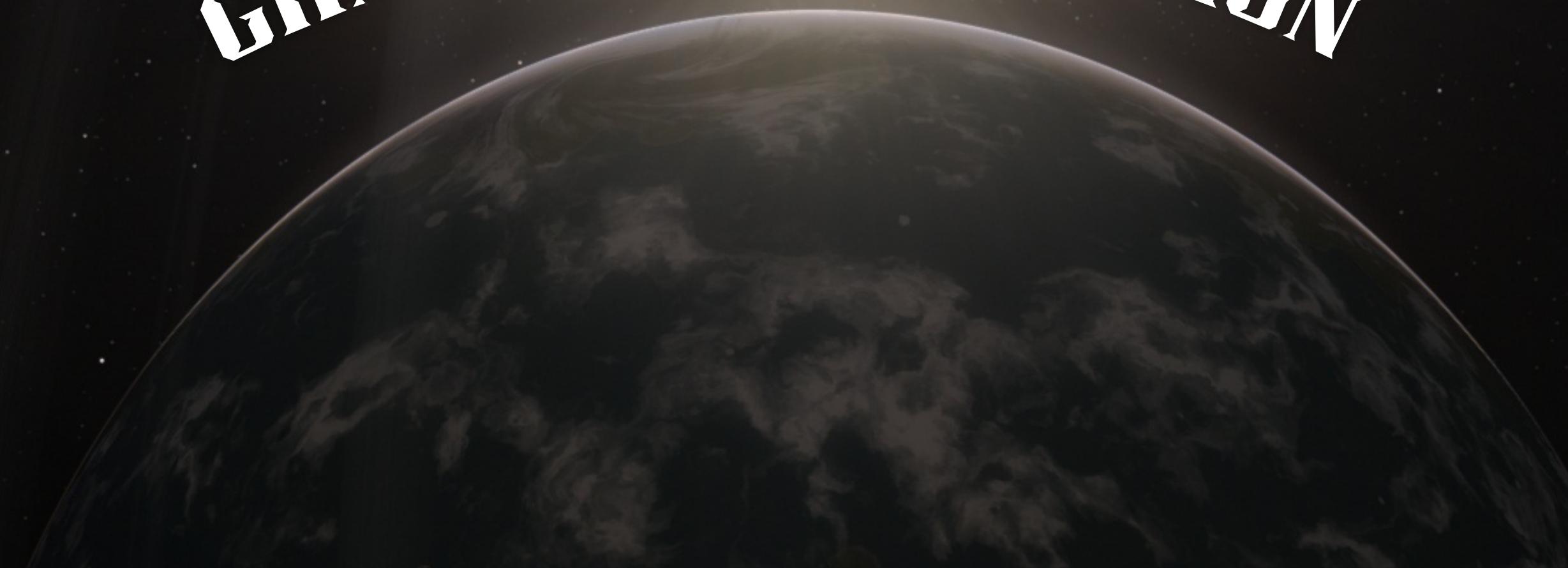


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Core Gameplay

A dramatic image of Earth from space, showing a bright sun in the upper left quadrant, its rays streaming across the dark void. The planet's horizon is visible, with a thin, luminous atmosphere layer glowing against the blackness of space. The curvature of the Earth is clearly visible, and the surface below is a mix of dark oceans and lighter landmasses.

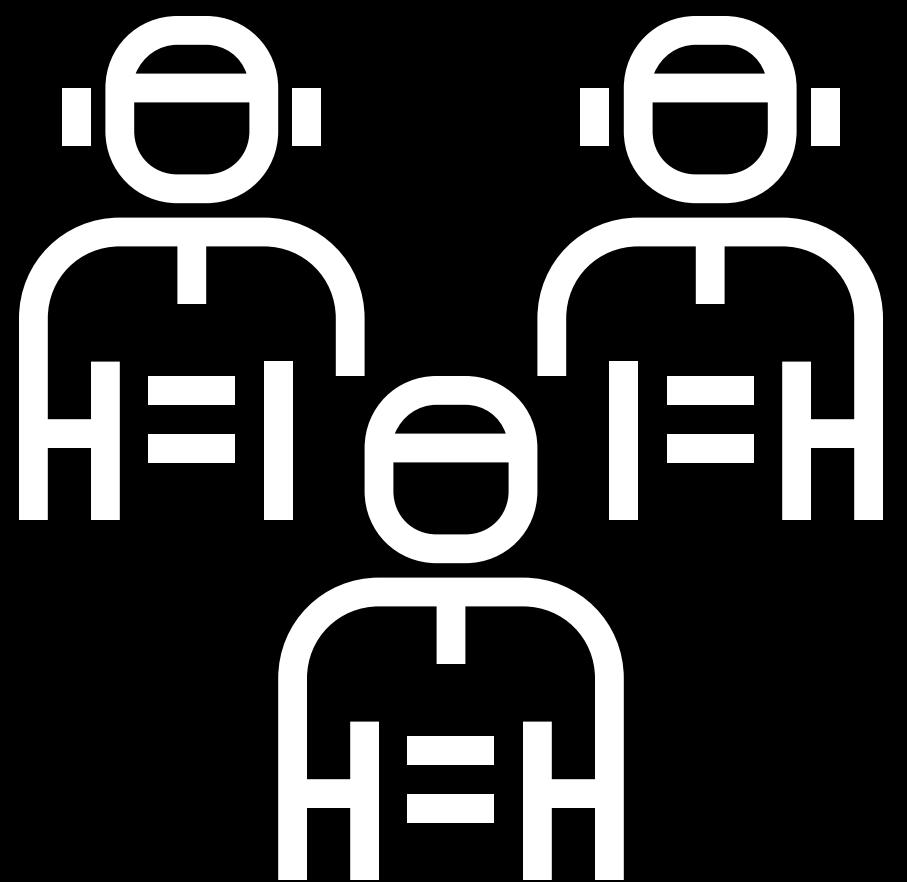
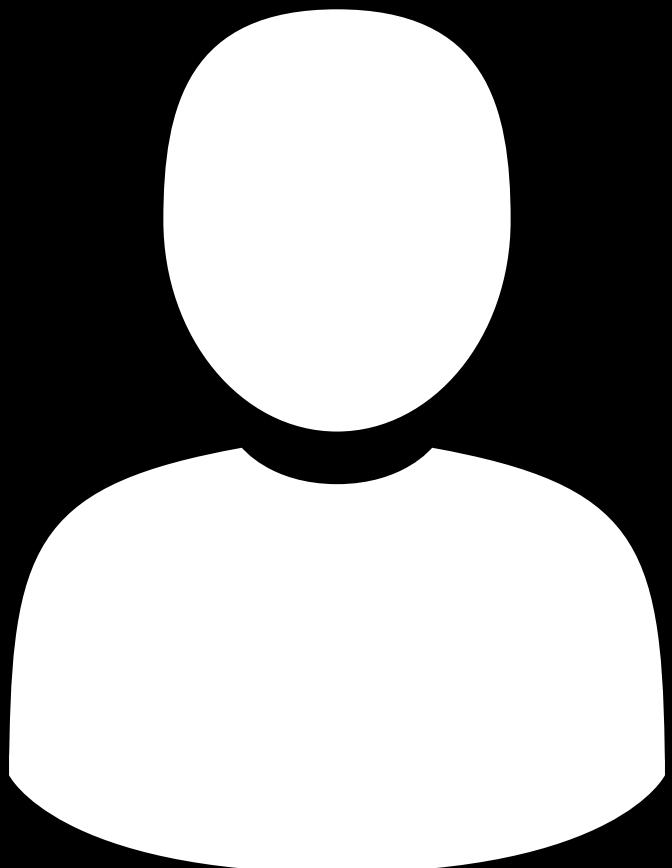
1.1 Player Controls

In Outer Fringes there are 2 ways of moving around, by driving or walking. When driving you can go forward or backward, and steer side to side, just like a regular car. While walking you can go forwards, backward, and to your sides. When walking you can pick up boxes to load in your vehicle and tap to interact with the world, for instance to open a door.



1.2 Game Modes

Outer Fringes features two game modes: a singleplayer story-driven campaign where you drive around delivering cargo, completing quests, and experiencing the rich story, and a multiplayer racing mode where you can go toe to toe with other players and race with your NEV and gain fabulous rewards.



1.3 Singleplayer Main Game Loop

Outer Fringes singleplayer mode's main game loop boils down to a simple formula:

1 Pick up delivery

Check the job board for delivery tasks the NPCs have requested. You can see the destination, cargo specifics, and rewards. When you find a delivery you wanna do, drive to the pickup location and collect it.

4 Upgrade NEV

Using materials, either bought or from rewards, upgrade your NEV to improve your efficiency and unlock new types of delivery.

2 Transport cargo

After picking up the delivery, drive to the destination while abiding by the cargo specifics. On the way, you may pick up other deliveries to maximize efficiency or explore the world.

3 Hand-off delivery

Arrive at your destination and hand off your cargo. If the cargo arrives on time and in good condition you will be rewarded and your reputation will increase.



1.3.1 Pick Up Delivery

To find all the available jobs open the job board, through your optical implant or the terminal in the RAM workshop. Here you will be able to see all available jobs with the following information:

Short description - A short message from the job creator possibly containing story exposition

Origin - Where to pick up the delivery

Destination - Where to hand off the delivery

Creator - Who created the job

Rewards - Rewards may include ♦EMA, ✶SOLR, and materials

Cargo specifics - Any special requirements for cargo, such as temperature, fragility, time limit, and more.

Delivery type - Deliveries are classified as regular, story progressing, repeating, or high security.

After accepting the delivery drive out to the pick up location and load it into your vehicle, either manually carry it or with the help of a robotic arm.

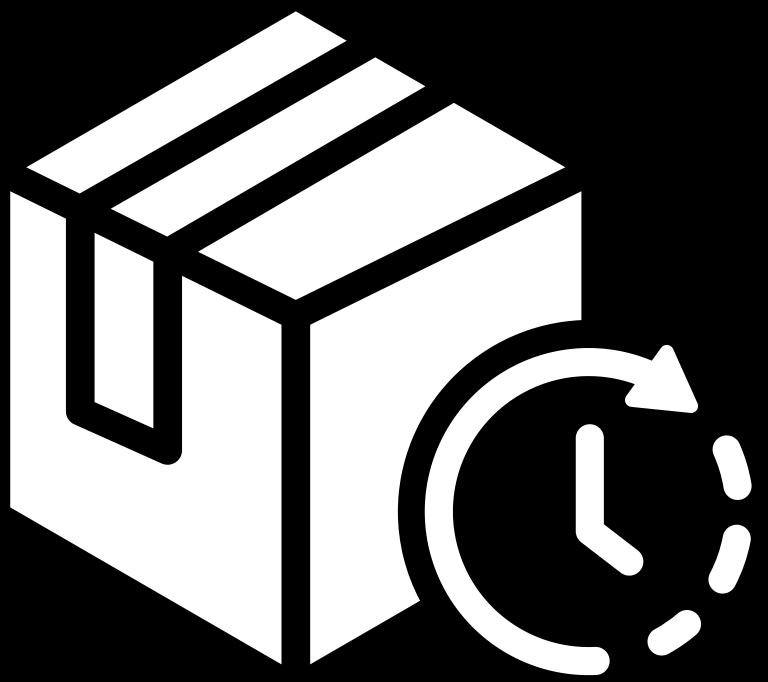
1.3.2 Transport cargo

After picking up the delivery, the map in your optical implant or on the NEV screen, if you have one installed, will show you the way to the destination. Then simply start driving toward the destination. If your cargo isn't high security or time-restricted, you may stop on the way and pick up more cargo to maximize profits or take a detour to explore the beautiful landscape of New Terra.



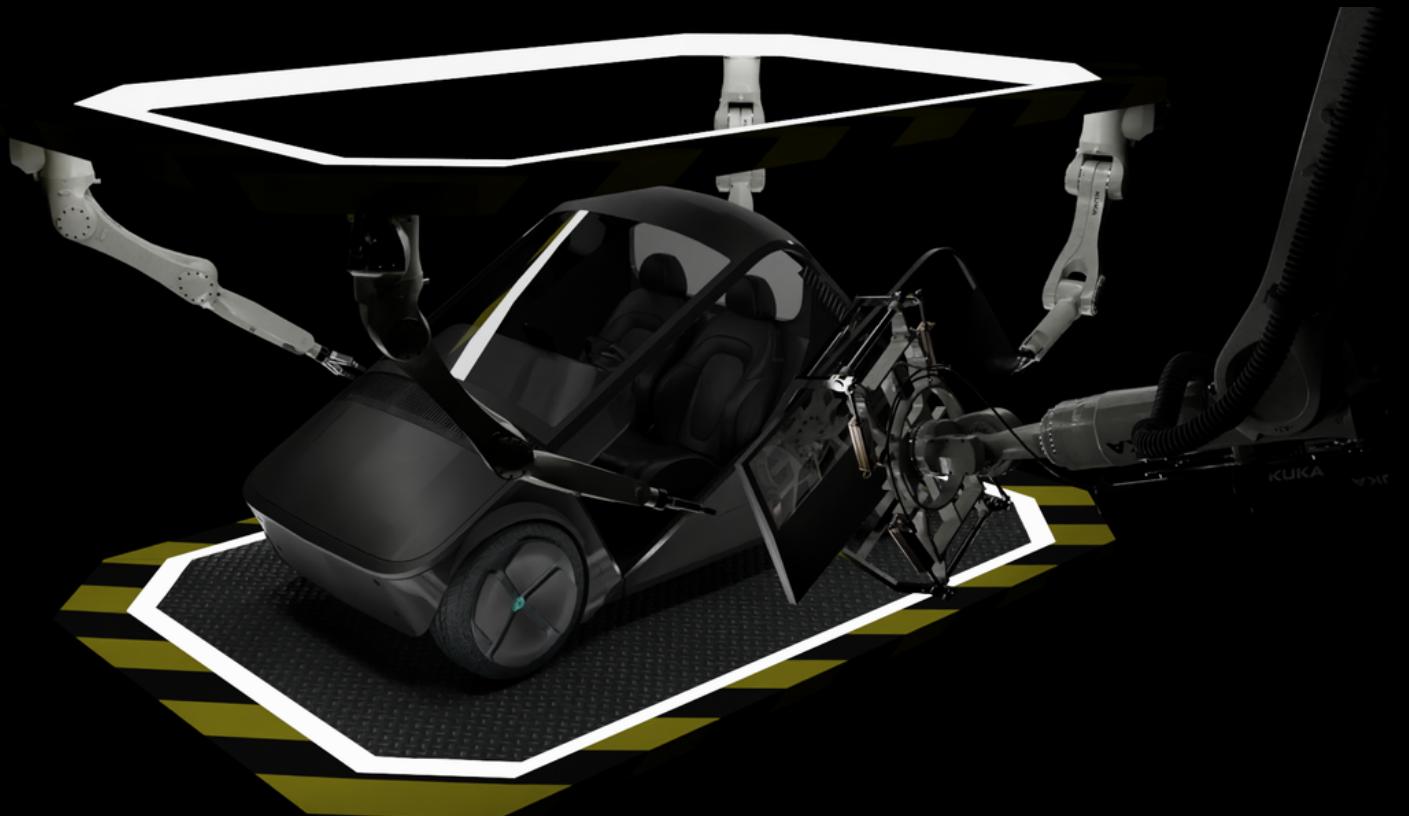
1.3.3 Hand-off delivery

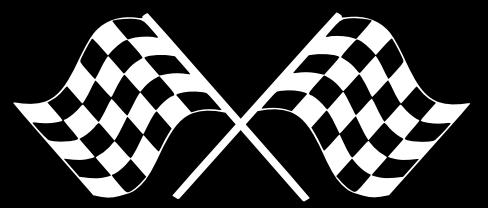
When arriving at your destination, if the location has an automatic unloading area, unload there, otherwise pick up the cargo yourself and set it in the designated spot. If all the cargo has been transported and meets all the requirements, then collect the rewards (❖EMA, materials, or even ✦SOLR) from the NPC at the destination or if you have automatically unloaded you will get paid remotely. When collecting the rewards from an NPC they may chat with you and possibly advance the story. For each successful delivery your reputation will increase, but if you fail to deliver your reputation will decrease and you won't gain any rewards.



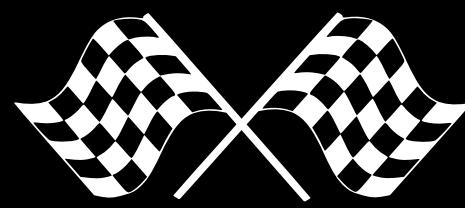
1.3.4 Upgrade NEV

After gaining materials and ♦EMA you may want to upgrade your NEV, if you have the resources of course. Simply head back to the RAM workshop and plan your upgrades from there. All your materials are automatically transferred to your workshop for use in the liquid fabricator. All the available upgrades are listed later in the doc. After selecting an upgrade the liquid fabricator will automatically consume the required resources and start fabricating the new part. Fabrication takes time but can be sped up using ♦SOLR. After the part is finished you can either store it or apply it to your NEV.





1.4 Racing mode



After your first delivery in the single-player campaign, Pascal will introduce you to the New Terra Underground Racing Club, where all Outer Fringes online players can connect and participate in racing events. The player will be granted a brand new stock NEV as their racing NEV.

Multiplayer mode utilizes the game's ecosystem token - Fringe Coin (\$FRNG), which allows players to participate in racing tournaments as well as purchase/mint special NEV upgrades in the form of NFTs, which can later be traded.

Racing will contain multiple game modes, therefore plenty of play-to-earn opportunities:

Standard race

A race of 3 to 8 players where after each race the players current ranking updates in a leaderboard.

The ranked system contains multiple division and at the end of each season the best performing players get rewarded.

1v1 race

Players can go through a quick race which includes the ability to bet \$FRNG on their race, where the winner takes all. Users can look for races through skill-based matchmaking or invite friend for a 1v1 race.

Tournaments

Where players will pay the tournament entrance fee and go head-to-head with each other for multiple rounds until the last race where the winner receives the entire entrance fee pot. Official community tournaments will be organized with bigger prize pools but player can create private tournaments

1.5 RAM Workshop

The RAM Workshop is the player's main base and acts like a garage. From here the player can access and modify their NEV, store NEVs, fabricate new NEV parts, and store materials or parts. To access the RAM workshop the player must approach the front by foot or a NEV and a ramp will open allowing the player to enter. When entering with a NEV the vehicle will automatically drive in to prevent player frustration because driving manually up the ramp could be tricky. After the NEV has parked in the middle the player can start modifying it. Without a parked NEV the RAM workshop can do everything except modify a NEV.



1.6 Resources

Outer Fringes has a total of 3 currencies:

- ♦EMA - The main currency used for commerce in the game, used in buying materials from NPCs. ♦EMA can be obtained from completing deliveries, rewards from multiplayer racing, and bought with ✶SOLR.
- ✶SOLR- Premium currency used for speeding up the game or buying materials and ♦EMA. Can be bought with real money or rarely obtained from delivery and racing rewards.
- \$FRNG - On-chain Outer Fringes ecosystem token used for trading with other players and other online features (More information is in the monetization pdf).

1.6 Resources

In addition, Outer Fringes has 13 different types of materials used in the liquid fabricator to upgrade your NEV:

- Leather analog (Le) - Used in interior elements such as seats.
- Plastic (Pl) - Primarily used in the body or in the interior.
- Carbon Fiber (CF) - Primarily used in the body or in the interior.
- Rubber (Rb) - Mainly used in tires.
- Aluminum (Al) - Used in the frame of the vehicle and mechanical parts.
- Steel (St) - Used in the frame of the vehicle and mechanical parts.
- Electronic components (EC) - Used in electronics
- Silicon (Si) - Used in electronics and glass.
- Lithium (Li) - Used in batteries.

1.7 Delivery Types & Modifiers

Each delivery is categorized into one of 4 types:

- Regular - Just an ordinary delivery.
- Story progressing - Delivery will progress the main story.
- Quest progressing - Delivery will progress a side quest.
- Repeating - Repeating deliveries from mines or greenhouses can be automated.

To make the game more interesting and to give the player a challenge, deliveries can also have modifiers, either one or multiple for a more challenging delivery. Generally, more modifiers equal higher rewards. There are 4 modifiers:

- Cryogenic - Cargo needs to be frozen for the entirety of transport, meaning you need to specialize your NEV with a cooler.
- High security - When delivering a cargo of this type you must adhere to a strict route and not have any other cargo with you.
- Fragile - With this cargo you must drive gently in order not to break the contents.
- Urgent - Cargo must be delivered in a set amount of time.

1.8 Reputation

Reputation is one of the most vital metrics of the player's performance. For each NPC the player has a set reputation stat, starting at 0, with a maximum of 100, and a minimum of -100. For each successful delivery, your reputation increases by a bit, but when failing a delivery your reputation decreases severely. Over time reputation slowly goes back down to 0, which means if you have a particularly good reputation with an NPC you have to keep delivering regularly to keep it high, but if you have a low reputation it slowly goes back up to 0 giving you a second chance. Reputation is a big influence on the rewards you get from delivery. Due to this fact reputation is a great mechanic to punish the player for missing deliveries and encourage them to play more strategically.

1.9 Scrapyard

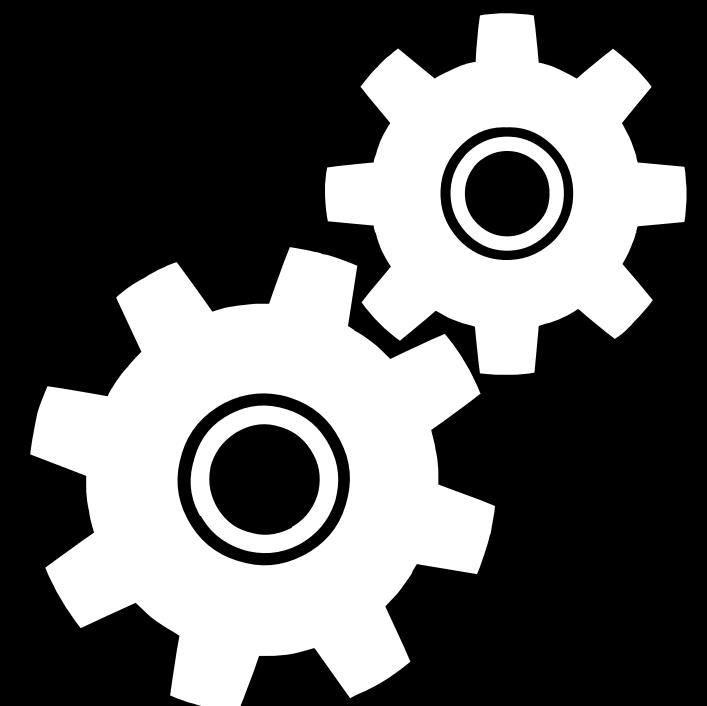
On the outskirts of Sierra lies the scrapyard, one of the most useful buildings to the player. Here you can buy or sell materials for EMA. To get started drive out to the scrapyard and head inside. There you will find a terminal where you can buy or sell materials. Note, the materials aren't physical so when buying materials they are automatically added to the RAM workshop, and when sold are automatically taken, no need to transport them around and micro-manage, simplifying the game for mobile. When buying materials, the prices are at their respective baseline levels, but as you start buying, the prices increase until they are incredibly expensive, after a while, the prices start going down again until they reach their baselines. The same price relationship is true for selling materials but in reverse. When selling materials the price goes down until they are practically worthless, but after a while, the price slowly reverts to the baseline. This mechanic is in place to ensure the player plans ahead for big upgrades and mimics a real market.

Other Elements



2.1 NEV Automation

Later in the game, you will be able to automate NEVs to complete deliveries for you. To automate a NEV you have to add the necessary hardware and software such as sensors, and a specific operating system. After those upgrades, you have to program the vehicle where to drive and what to do. These automated NEVs will only be able to complete specific deliveries from mines, greenhouses, and other facilities. These select facilities constantly produce resources and they need transporting to refineries, storage, and other places. If you're able to transport all the resources a facility is able to produce you can upgrade it by spending resources and money to increase its output. This mechanic allows the player to earn passive income and incentivizes them to design optimized vehicles for these tasks.



2.2 Trading & Auctioning System

As mentioned in the previous PDFs, Outer Fringes will feature a native NFT marketplace for the acquisition & trading of in-game used NFT cosmetic upgrades and other in-game valuables.

Besides the functional upgrades which will be crafted offline with resources utilizing ♦EMA and ♦SOLR, a player has the ability to interact with our online NFT marketplace to acquire rare NEV customizable and trading items. A user is able to randomly mint an NFT through "Loot Boxes", which algorithmically determine the rarity of an NFT item in an order of:

{Common -> Uncommon -> Rare -> Ultra Rare}

After minting these NFTs the user can trade them either in an open market on other platforms or in our native Marketplace. The Outer Fringes

Marketplace offers multiple auctioning systems like an English or Dutch auction alongside a regular listing, so it's up to the players how they interact with the marketplace and come up with different strategies for trading these NEV customizables with each other.



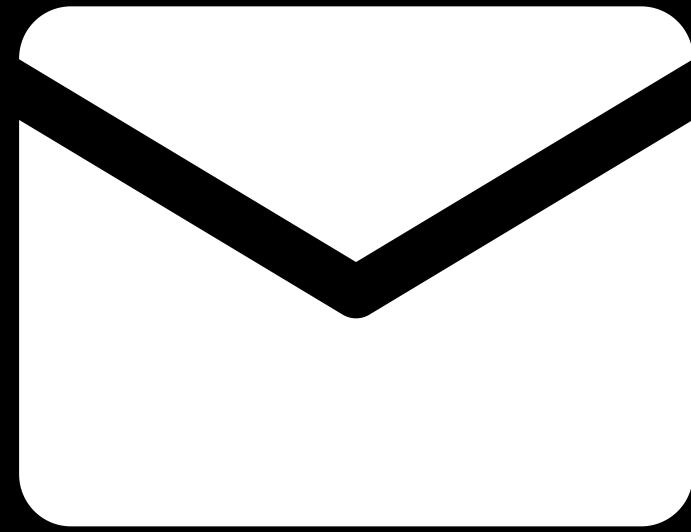
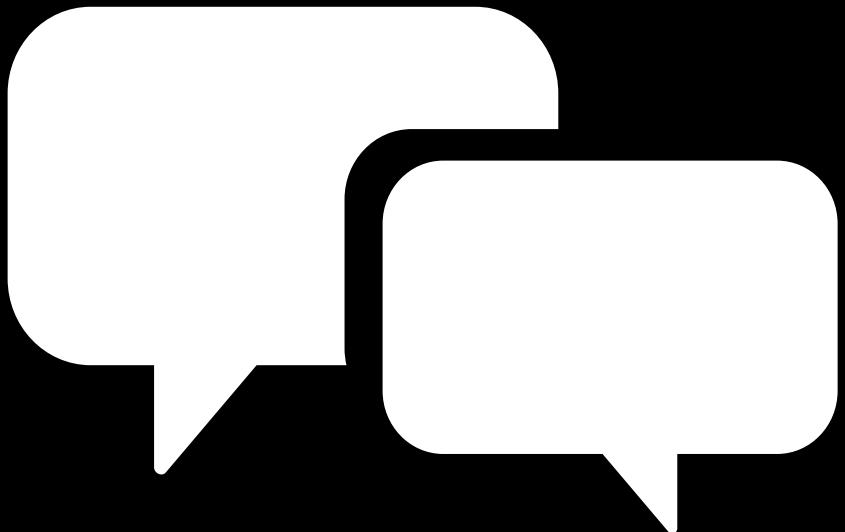
2.3 Daylight system

Depending on the time of day on the user's device, Outer Fringes will mirror the time of day with its daylight cycle. For example, if it's evening for the player it will be evening in the game, and so for all other times of the day. This is a neat feature that increases immersion and lets the player experience life in Sierra at different times of the day. Time of day changes are only visual and won't impact gameplay, and in addition can be turned off completely, set to a specific time, or change the cycle length, for example, to 1 hour.



2.4 Messaging system

Outer Fringes will offer a chat system in the multiplayer sections of the game, i.e races, trading, and auctions. It will be accessible easily, either directly from the menu, or on the hud. Here they can chat with other players in the current race, trade, or auction. There will also be an ability to send messages/mail to any player, even if they're offline, and the message will be waiting for them. Both the chat and mail systems drive community engagement and allow gameplay such as trading to occur smoother.



Design In Numbers



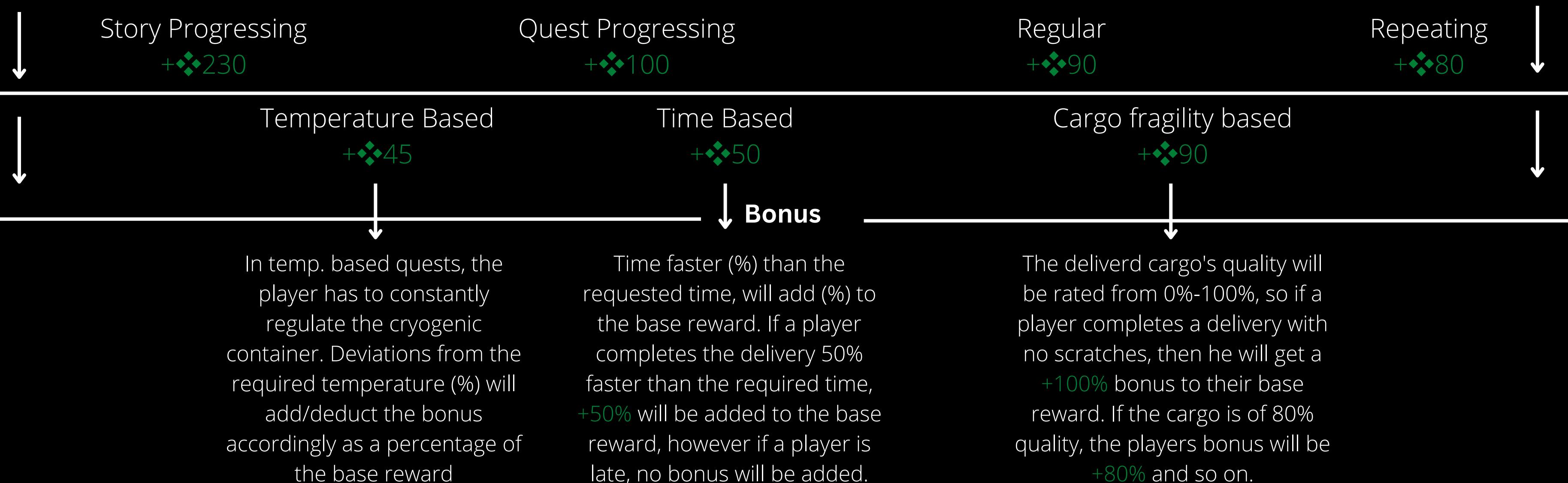
3.1 Reputation change

As mentioned before, the reputation stat is different for each NPC, and starts at the baseline of 0, with a maximum of 100, and a minimum of -100. Reputation is gained by completing deliveries and lost when failing deliveries. The amount of reputation gained for each delivery is calculated by taking the total reward gained by completing the delivery, also taking into account the amount given by reputation, and dividing it by 50. When failing the delivery, instead of gaining the calculated reputation, you lose that amount by 2 times. Taking into account the reward increase or decrease by reputation makes it so that it is easier to gain more reputation if you already have a high reputation, making the player focus on a few NPCs. Every hour, also counting time not in-game, your reputation changes by 0.5 towards 0. For example, if your reputation with an NPC is 84, then 24 hours later it will be 72, or if it was -64, then it will be -52.

This mechanic of changing reputation even when not in the game encourages the player to keep playing every day to keep their reputation with NPCs high, and to focus on specific NPCs.

3.2 Delivery Rewards

Rewards will vary based on the parameters given in the delivery details with the highest weight being on the story impact and delivery type. Delivery type and story impact will set the base reward. After mission completion a bonus will be calculated based on the players performance, therefore within the job board's listings, only the baseline price will be base reward (later visualised in the "Job Board" slide)



With this in mind, let's calculate the reward of a time based, quest progressing mission (Bonus - Player completed delivery 50% faster than required)

$$\diamondsuit 100 \text{ (Quest Progressing)} + \diamondsuit 50 \text{ (Time Based)} = \diamondsuit 150 \text{ (Base Reward)}$$

$$\diamondsuit 150 \text{ (Base Reward)} + \diamondsuit 75 \text{ (Bonus is 50% of the base reward)} = \underline{\underline{\diamondsuit 225 \text{ (Total reward)}}}$$

3.3 NEV Battery

Each NEV has a battery that depletes by driving around. When a battery runs out the car must be charged at the RAM workshop until it's full. All the batteries charge 30% per hour, regardless of their size, even while the player is offline. Batteries can also be upgraded like any part by using lithium, which is quite expensive so battery upgrades are rare. This mechanic prevents the player from playing thru the game in one sitting, thus spreading out their playtime over multiple sittings potentially increasing revenue since battery recharge can be sped up using ♦SOLR. There are 5 tiers of batteries:

- Tier 1: 10km (Pre-installed)
- Tier 2: 15km (150 Lithium, 40 Electronic components, 20 Aluminium)
- Tier 3: 20km (300 Lithium, 80 Electronic components, 20 Aluminum)
- Tier 4: 30km (700 Lithium, 200 Electronic components, 20 Aluminum)
- Tier 5: 45km (2000 Lithium, 400 Electronic components, 20 Aluminum)

3.4 NEV Parts & Upgrades

In Outer Fringes you can upgrade your NEV in 3 main categories, with plenty of upgrades under each.

Functional

- Brakes
- Engine
- Suspension
- Tires
- Drivetrain
- Sensors
- Battery

Body

- Liveries
- In-depth color customization
- Body kits
- Frame/shape
- Neon kits
- Lights

Interior

- Operating system
- Interior materials & color
- Lighting
- Steering wheel
- Seats

**Approximately balanced costs and effects for these upgrades are displayed on the next pages.*

3.4.1 Functional parts

Prices

	Brakes	Engine	Suspension	Tires	Drivetrain	Sensors	Battery
Tier 1	Default	Default	Default	Default	Default	100 EC, 20 Al	Default
Tier 2	10 St, 20 Al	50 St, 100 Al	50 St	50 Rb, 10 Al	300 St, 500 Al		150Li, 40 EC, 20 Al
Tier 3	40 St, 80 Al	150 St, 300 Al	100 St	150 Rb, 20 Al			300Li, 80 EC, 20 Al
Tier 4	100 St, 200 Al	300 St, 600 Al,	150 St	300 Rb, 40 Al			700Li, 200 EC, 20 Al
Tier 5	200 St, 500 Al	500 St, 1000 Al,	200 St, 50 EC	500 Rb, 50 Al			2000Li, 400 EC, 20 Al

3.4.1 Functional parts

Effects

	Brakes	Engine	Suspension	Tires	Drivetrain	Sensors	Battery
Tier 1	100% braking power	100% Acceleration	100% Bouncier	100% Grip	2 wheel drive	Ability to automated NEV	10km range
Tier 2	120% Braking Power	120% Aceleration	115% Bouncier	115% Grip	All wheel drive		15km range
Tier 3	140% Braking Power	140% Acceleration	130% Bouncier	130% Grip			20km range
Tier 4	170% Braking power	170% Acceleration	140% Bouncier	140% Grip			30km range
Tier 5	200% Braking power	200% Acceleration	Electronically stabilized for smooth ride	150% Grip			45km range

3.4.2 Body parts

Prices

	Liveries	Color	Body kits	Neon kits	Lights
Apply	100❖ - 5000❖	500❖	1000❖ - 5000❖	2000❖ - 10000❖	100❖ - 1000❖, 20 EC

3.4.3 Interior parts

Prices

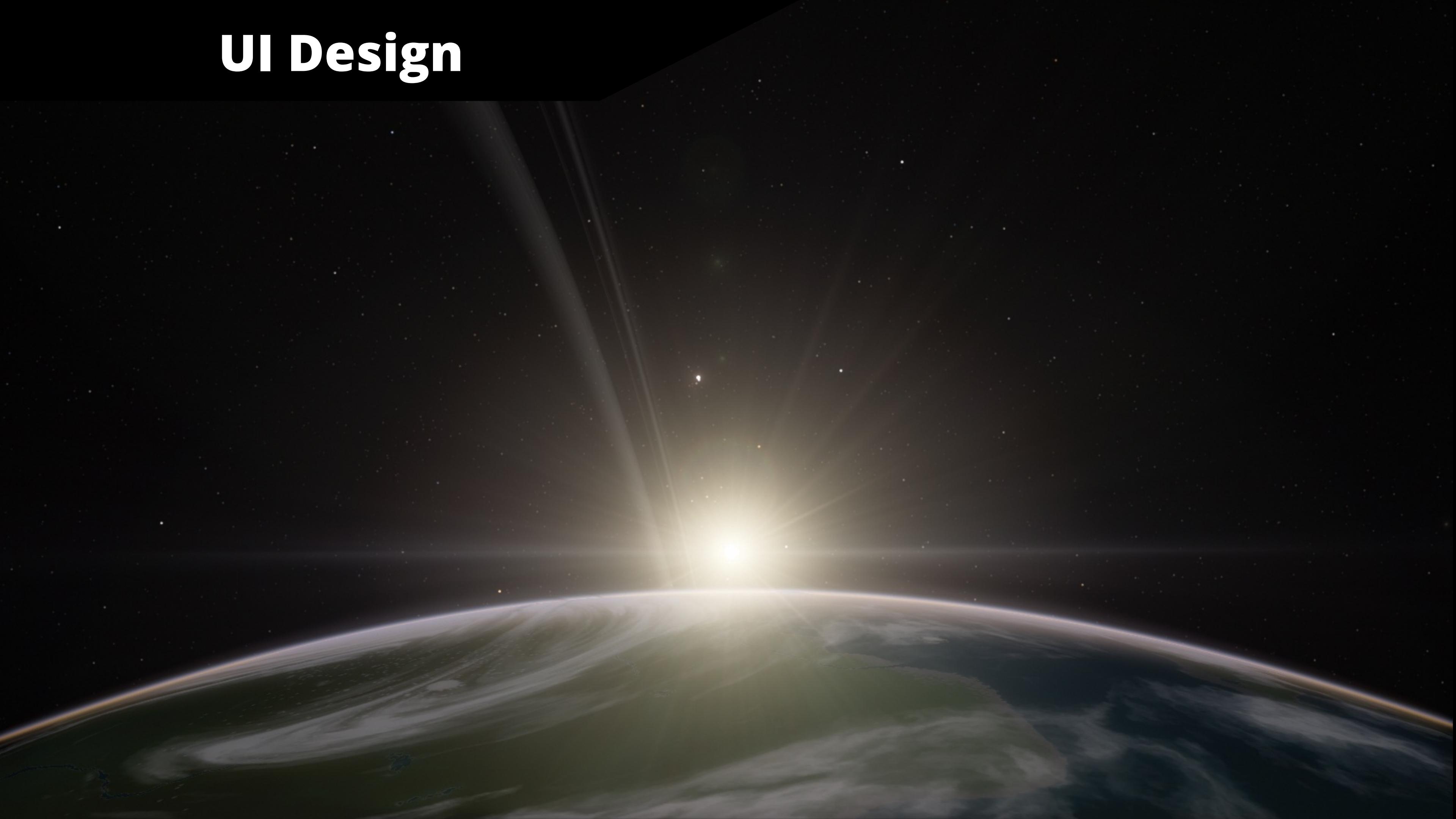
	Operating System	Materials & color	Lighting	Steering wheel	Seats
Apply		0-500❖, 0-100 CF, 0-100 Pl, 0-200 Si, 0-100 Le	50 EC, 10 SI	0-50 Pl, 0-50 Le, 0- 50 Al, 0 - 20 Ec	0-50 Le, 0-50 Pl, 0- 50 Al.
Tier 1	Default				
Tier 2	200 EC				

*Tier 2 Operating System allows for NEV automation

3.5 Material costs

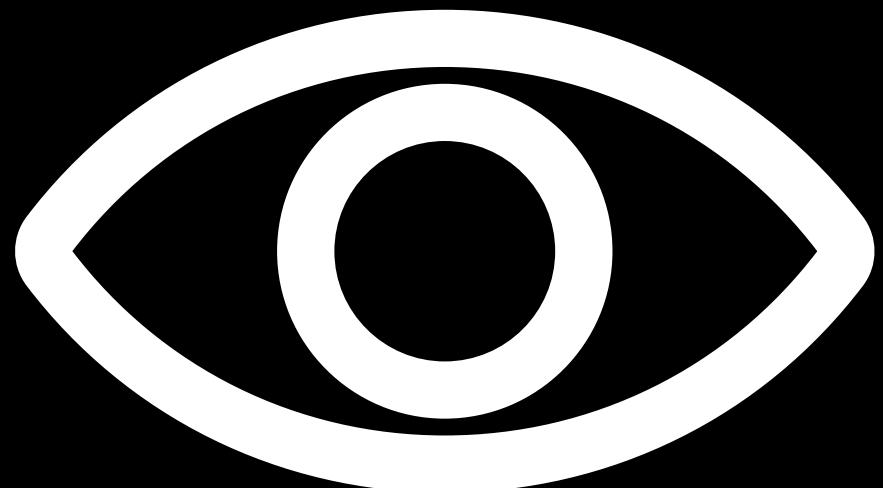
	Leather Le	Plastic Pl	Carbon Fiber CF	Rubber Rb	Aluminum Al	Steel St	Electronic components EC	Silicon Si	Lithium Li
Decrease per 1 sold	0.05	0.02	0.03	0.02	0.01	0.015	0.03	0.01	0.05
Baseline for 1 item	5	2	3	2	1	1.5	3	1	5
Increase per 1 bough	0.05	0.02	0.03	0.02	0.01	0.015	0.03	0.01	0.05

UI Design



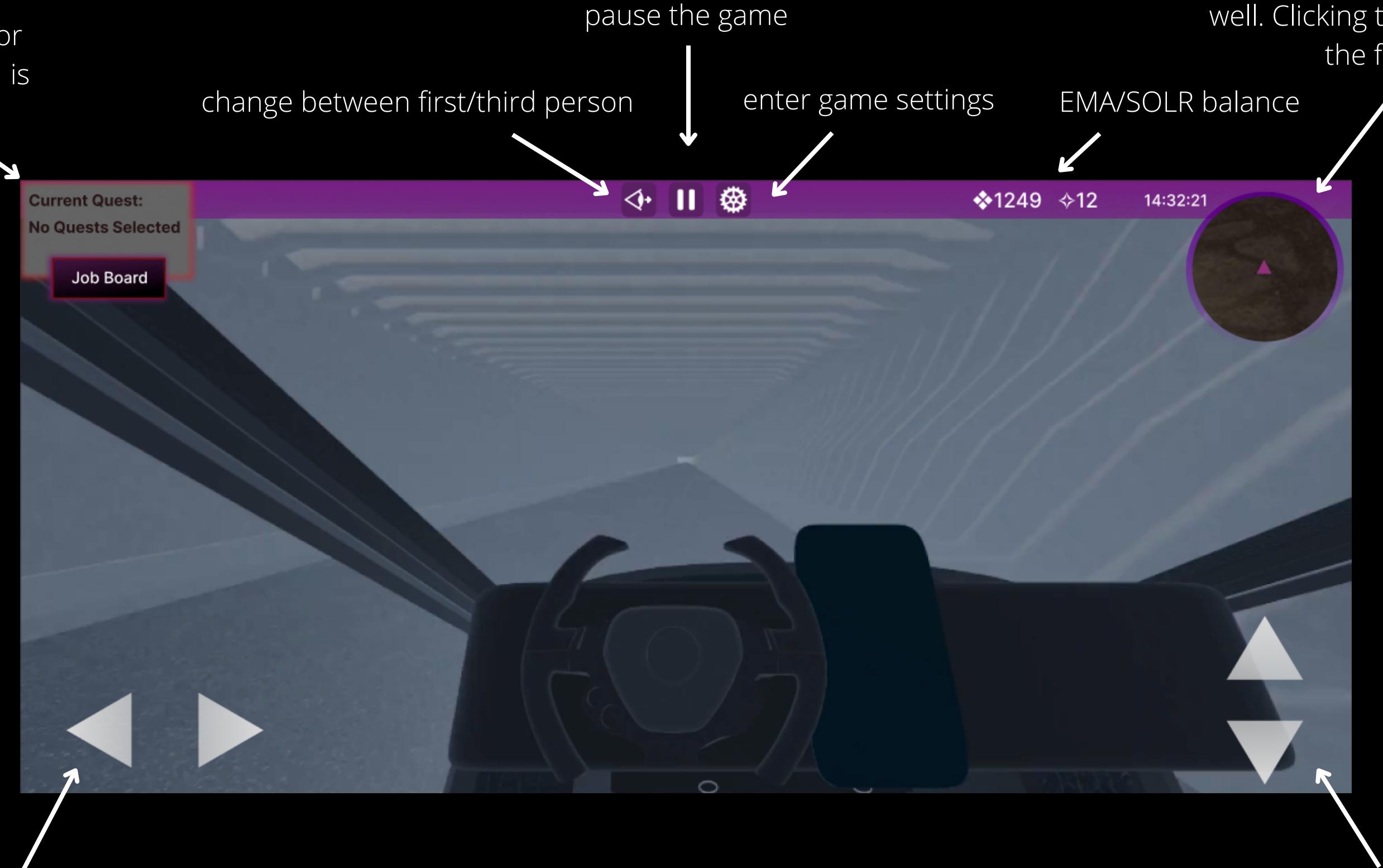
4.1 Optical Implant

Everyone in the 23rd century, including the player, has an optical implant that provides the wearer with information right in their line of sight. The optical implant allows the player to have a HUD and other menu features such as a map and the job board right in their field of view.



shows any active quests, deliveries, and messages. Clicking this opens the job board. On the top left dialogue is also shown, for example when Pascal's AI is talking.

4.2 HUD



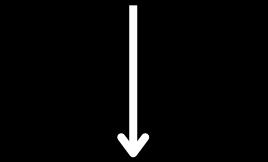
left/right control arrows

Dragging anywhere on the screen rotates the camera.

forwards/backwards control arrows

mini-map showing your current location and orientation and route as well. Clicking the mini-map opens up the full-scale map.

Exiting vehicle results in the control arrows changing to a walking joystick in the bottom right corner



4.3 Map

The map screen shows a top-down map of the surrounding terrain with houses, roads, colonies, roads, and relevant points of interest, such as delivery locations and routes. The map only shows the areas you have explored to encourage exploration. The player can long press to set and save a waypoint and navigate to that location. When navigating the game will create a route based on the fastest way to get there and then display it on the map.



4.4 Job Board

When the job board is opened you'll see a scrollable list on the left side with each element being an NPC. When clicked on an NPC's card (indicated by red), the bottom screen will display all available quests from the NPC. By clicking an individual quest, the upper screen gives additional information, such as:

The image shows a screenshot of the Job Board interface. On the left, there's a list of NPCs with their names, titles, completed tasks, and relationship levels. The middle section shows a detailed view of a selected NPC, Serge, with a thumbnail, a short bio, and a message. On the right, there's a list of available missions for Serge.

Job Listings

RAM Workshop
14:24:32
14 JUN 2281

Balance: 1249 EMA Reputation: 670

Serge Completed Tasks: 4/8
Professional Miner Relationship

Grace Completed Tasks: 3/6
Head of medical Relationship

Eve Completed Tasks: 6/10
Security Force Relationship

BACK

Serge

"Miller, my dear friend! I am currently over at Zeffari Caves and I have run out of explosives. I need you to deliver me 400kg of Ammonium Nitrate and 20kg of Biomass Briquettes as soon as possible. Trust me - it will be worth your while!"

Distress in Zeffari 🚛

Provider: Serge
Cargo Pick-up: Owlimited HQ
Cargo Drop-off: Zeffari Caves
Time Limit: 4 minutes
EMA Reward: ♦150
Resource Reward: 6x Steel
Delivery Type: Urgent

Description

Deliver 400kg of Ammonium Nitrate and 20kg of Biomass Briquettes to Zeffari Caves in 4 minutes

Available Missions

Mission	Type	Rewards	Delivery Type	Destination
Below the Moore	Story Progressing	EMA Reward: ♦275	Cryogenic REP++	Futura Inc. HQ
Distress in Zeffari	Quest Progressing	EMA Reward: ♦150	Urgent REP++	Zeffari Caves
Trees Of The North	Regular	EMA Reward: ♦180	Fragile REP++	Camp Nemo

Job provider - Who created the job

Cargo Pick-up - Where to pick up the delivery

Cargo Drop-off - Where to hand off the delivery

Time Limit - If the delivery is of type "urgent"

Rewards - Rewards may include ♦EMA and materials

Delivery Type - Any special requirements for cargo, such as temperature, fragility, time limit, and more.

Story Impact - Deliveries are classified as regular, story progressing, repeating, or quest progressing.

Short description - A short message from the job provider possibly containing story exposition

4.5 NEV Customization

Indicates the current screen



Garage

Exits the garage



Displays amount of EMA, SOLR and by connecting your crypto wallet - your \$FRNG. By connecting your wallet, you can also apply your NFT upgrades



◆1249 ◆256  Connect to view \$FRNG



Scrollable list of available upgrade categories. Clicking on one opens a list of available upgrades within that category



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