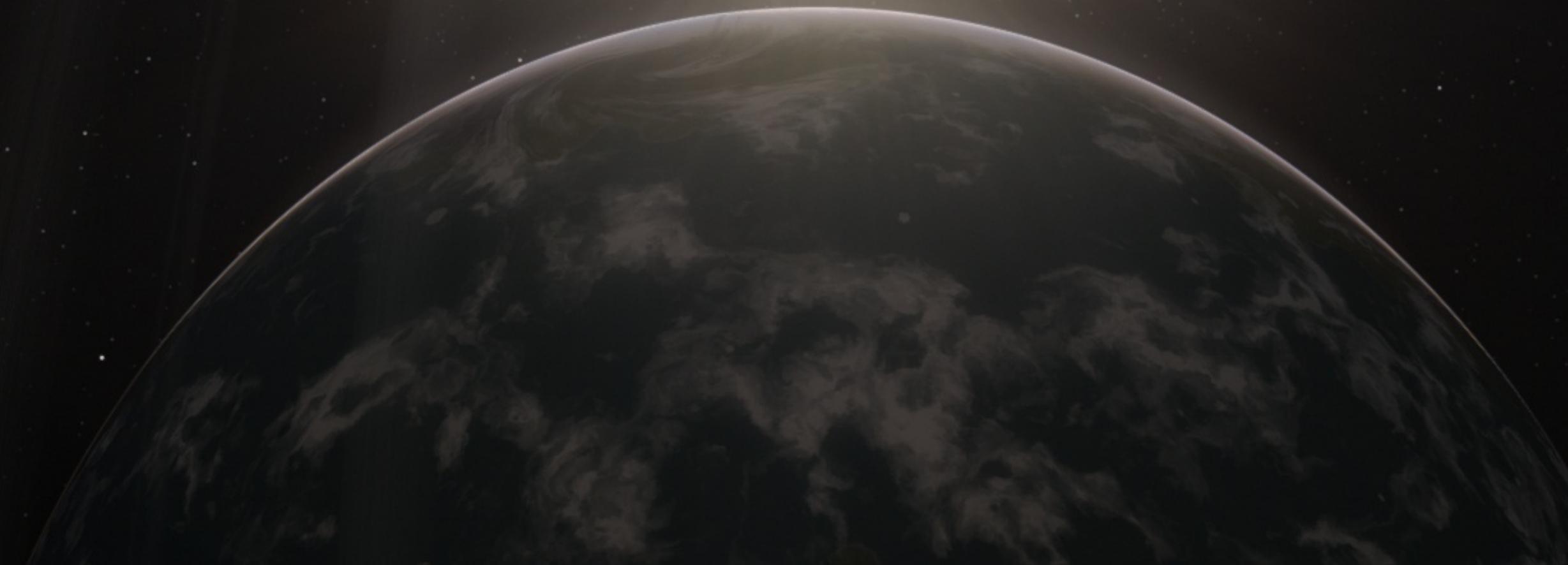


# OUTER FRINGES

## CONCEPT ART



# Table of contents

## **1. Characters**

- 1.1. Miller
- 1.2. Pascal
- 1.3. Grace
- 1.4. Williams
- 1.5. Serge
- 1.6. Eve
- 1.7. Calvin
- 1.8. Rosie

## **2. RAM Interior**

## **3. RAM Exterior & Other Elements**

## **4. New Terra**

## **5. Bonus content**

# Characters



# 1.1 Miller



**Name:** Miller

**Age:** 65

**Occupation:**

Retired detective

**Born:** 2218

**Birthplace:** Ceres

You play Miller, a well-known former detective from Ceres. Miller's childhood wasn't easy. Born into a poor family on Ceres in the upper slums, one of the least desirable places to live due to the strong Coriolis effect, Miller never knew luxury and had to learn how to survive on his own at a young age. At the age of 17, Miller decided to become a detective after his parents mysteriously disappeared. During Millers' career at the CSF (Ceres security force), he solved many great cases deemed unsolvable, including his own parents' disappearance, which turned out to be the work of a local gang on Ceres, now a part of history. During a well-earned vacation to Mars, Miller met Pascal in a local Chinese-owned bar. They got to talking, and they really hit it off, still being friends to this day. Miller retired 11 years ago at the age of 54. After he blew through his retirement plans, Miller lost all passion and direction in life and didn't know what to do. Miller had done everything, rock-hopping in a tea kettle, slingshot racing, sight-seeing on the moons of Saturn, drinking at almost every bar on Ceres, from the docks, to where the Coriolis effect becomes unbearable and watching an ungodly amount of every available entertainment feed. After Miller had done everything, he spent his days wandering around the docks looking for trouble or at least something to do. So when his long-time friend Pascal approached him with a once-in-a-lifetime opportunity to go through the Saturn gate to the new worlds, he was ecstatic, to say the least, to finally have some change in his dull life.

## 1.2 Pascal



**Name:** Pascal

**Age:** 59

**Occupation:**

Engineer at MTA

**Born:** 2224

**Birthplace:** Mars

With degrees in mechanical, electrical, and software engineering Pascal is one smart man. Coming from an Indian heritage in the Mariner valley on Mars Pascal's parents realized early in his life that he was no ordinary kid and pushed him to achieve extraordinary goals. As a teenager, Pascal loved to tinker with vehicles. After graduating high school Pascal enrolled in one of the best Universities on Mars - MTU (Mars technical university). At MTU Pascal pursued three degrees at the same time, barely sleeping and with no free time, but it paid off. Right after he graduated he got approached by the MTA (Mars Transit Authority) to design a modular vehicle for use in the tunnels of Mars, codenamed MATV (Modular autonomous transport vehicle). Pascal kept working at MTA his whole life, never having time for a family until the Saturn gate opened. When habitable worlds were discovered on the other side of the gate, the MTA relaunched the MATV project, but this time to create vehicles being able to adapt to any conditions, while still preserving their modularity for use on the new worlds, now codenamed NEV. Along with the NEV project, they developed a sort of garage, named the RAM (Rapid assembly and modification) workshop, so these vehicles could be built, repaired, and customized on these new worlds. After the first colonies were established and the first NEVs were in use a need arose for someone qualified to be on-site to maintain these vehicles. So Pascal was given a chance to move to New Terra with his family and make a new home on the largest colony outside Sol. Since Pascal didn't have a family member to bring but didn't want to waste the chance, he chose Miller to come with him.

## 1.3 Grace



**Name:** Grace

**Age:** 34

**Occupation:**

Head of medical on Hermes

**Born:** 2249

**Birthplace:** Ganymede

Grace is a tall, light-skinned woman with dark hair, brown eyes, and freckles on her cheeks. Being very professional by nature she is strict and dependable, but when she is off the clock she lets loose and becomes a completely different woman. She was head of medical on the Hermes, but after the crash, plans changed, and now she is planet-side overseeing the colony clinic. Having many years of experience working at a clinic on Ganymede, Grace didn't have a hard time getting on the Hermes and got selected as head of medical. Alongside technicians, engineers, and flight crew, she was one of the few people who stayed awake during the three-year-long flight to New Terra. During the flight, she monitored and cared for the rest as they were in suspended animation. The original plan called for Hermes to stay in low orbit around New Terra for eight months, ferrying down supplies and bringing up anyone needing medical care the small colony couldn't provide. After the eight months passed Hermes would load up on ore and resources mined by the colony, return to Sol to pick up more supplies and colonists, and then return back. But as Hermes crash-landed, plans changed.

## 1.4 Williams



**Name:** Williams

**Born:** 2238

**Age:** 45

**Birthplace:** Earth

**Occupation:**

Geologist in the Europa mines

Born on Earth, Williams was always fascinated with geology. After graduating high school William enrolled in the Paris Commercial Zone University (PCZU) to study science and geology. After graduating with a doctorate in geology, Williams received a lucrative job offer in the Europa ice mines as a geologist helping survey potential mining sites. Over the years, as William's expertise increased, he became head of surveying operations, overseeing all survey operations. When the gates opened William had a great interest in surveying these new planets but didn't have the means to do so, but when Hermes was being built things changed. Due to William's experience in surveying mining sites, Futura inc. offered him to be head of mining operations in Sierra, which he accepted.

# 1.5 Serge



**Name:** Serge

**Age:** 53

**Occupation:**

Professional miner

**Born:** 2230

**Birthplace:** Asteroid belt

Commanding the room with a thick Australian accent and a golden beard, Serge's personality is just as explosive as the explosives he uses. Serge is a great drinking buddy and even a greater miner. Born in the asteroid belt into a family of miners Serge was guaranteed to become a miner from the day he was born. He became semi-famous during his life for his mastery of mining with explosive charges and the countless bar stories involving him. So it is no wonder that after the unfortunate mining accident in Sierra, Futura was looking for a replacement who would also boost morale, and Serge was chosen.

# 1.6 Eve



**Name:** Eve

**Age:** 34

**Occupation:**  
Security force

**Born:** 2249

**Birthplace:** Ganymede

Coming from a relatively wealthy family on Ganymede, Eve is probably the most serious person you will ever meet, who doesn't take no for an answer. She has never been intimate in her life, and never plans on being since she says relationships are an exploitable weakness. Early on in her life, she was a closed-off kid who was fascinated with biology, but as she grew up her childhood fantasies faded and she started working in security. Now she is in the professional security sphere. Eve has worked all over Sol, from Luna to Neptune, wherever pays the most. In the past few years, she has worked security for Futura inc. on their colony ships heading to the new worlds, and between trips on the colonies themselves, since they are prime targets for piracy and sabotage. Her current assignment is aboard the ill-fated Hermes heading for New Terra.

## 1.7 Calvin



**Name:** Calvin

**Age:** 31

**Occupation:**

Shuttle pilot

**Born:** 2252

**Birthplace:** Mars

Coming from a military background you think Calvin would be dead serious, but he's the complete opposite. Calvin is a stout man, with piercing blue eyes who is the chattiest and friendliest man you'll ever meet. After an honorable discharge from a 10-year career in the Martian navy, Calvin was one of the better pilots around. For this exact reason, Futura invited him on to the Perseus heading out to establish Sierra. On Sierra, it was Calvin's duty to ferry all types of cargo and passengers down and up the gravity well of New Terra. In his spare time, he goes on sightseeing flights and is the most knowledgeable about the surrounding terrain of Sierra. The ship he flies, nicknamed "The screaming Firehawk", is a medium-sized ship capable of lifting multiple tonnes into low orbit and long-range atmospheric flights utilizing its wide body for lift.

## 1.8 Rosie



**Name:** Rosie

**Age:** 27

**Occupation:**  
Xenobiologist

**Born:** 2256

**Birthplace:** Earth

One of the younger colonists in Sierra at only 27 years old, Rosie is fascinated by anything alien and has the excitement to back it up. The Saturn gate opened when she was just 7 years old and ever since then she was sure of her future, she wanted to be a xenobiologist. Her childhood dream came true as she now is one of the first xenobiologists ever. Finding work after graduating was a breeze for her and even before she had graduated Futura approached her with the offer to board the Perseus. Beyond thrilled Rosie accepted the offer and now has been studying the local fauna for more than 4 years, categorizing, classifying, and naming the hundreds of new species she has discovered on New Terra.

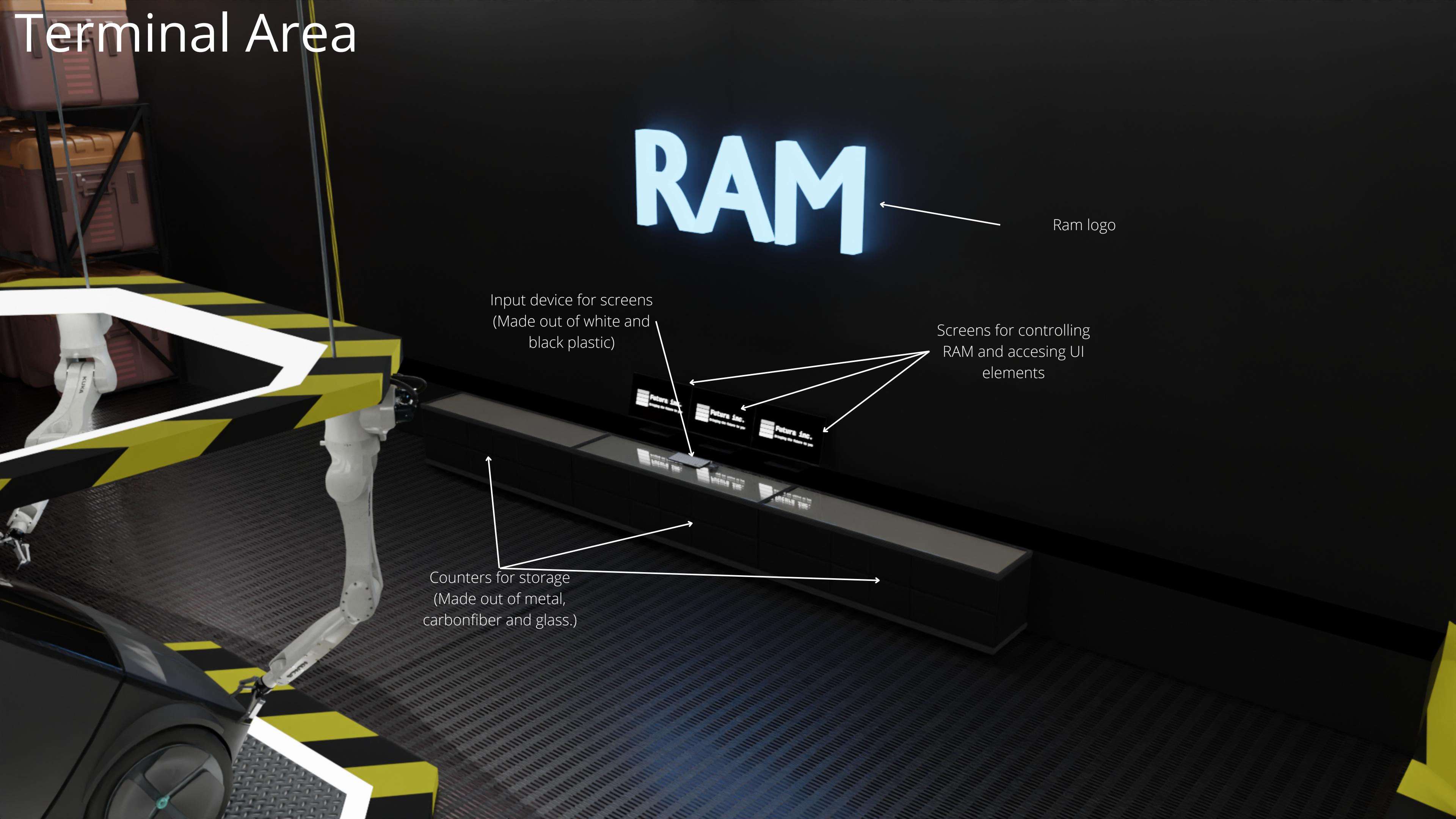
# RAM Interior

RAM

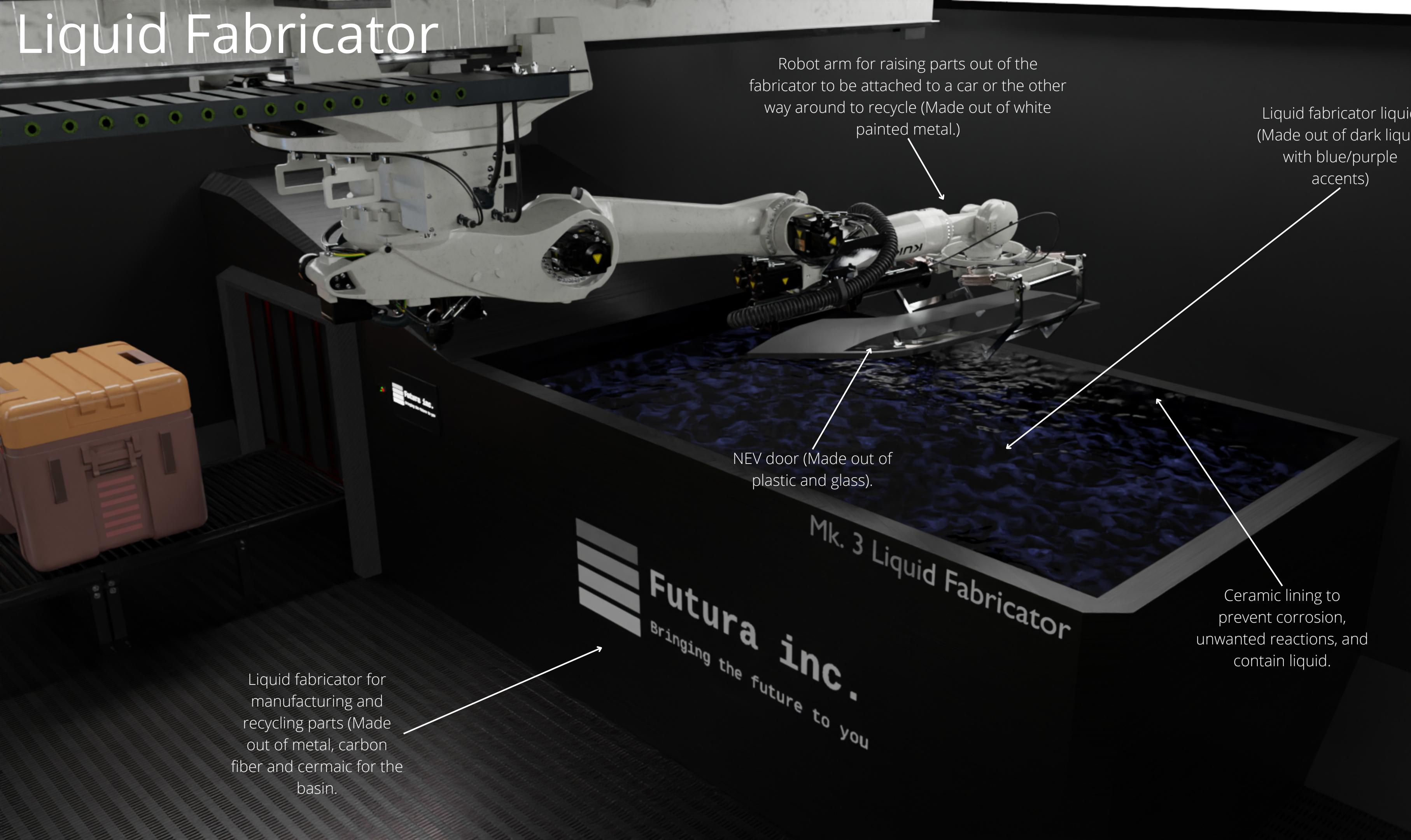
# Assembly platform



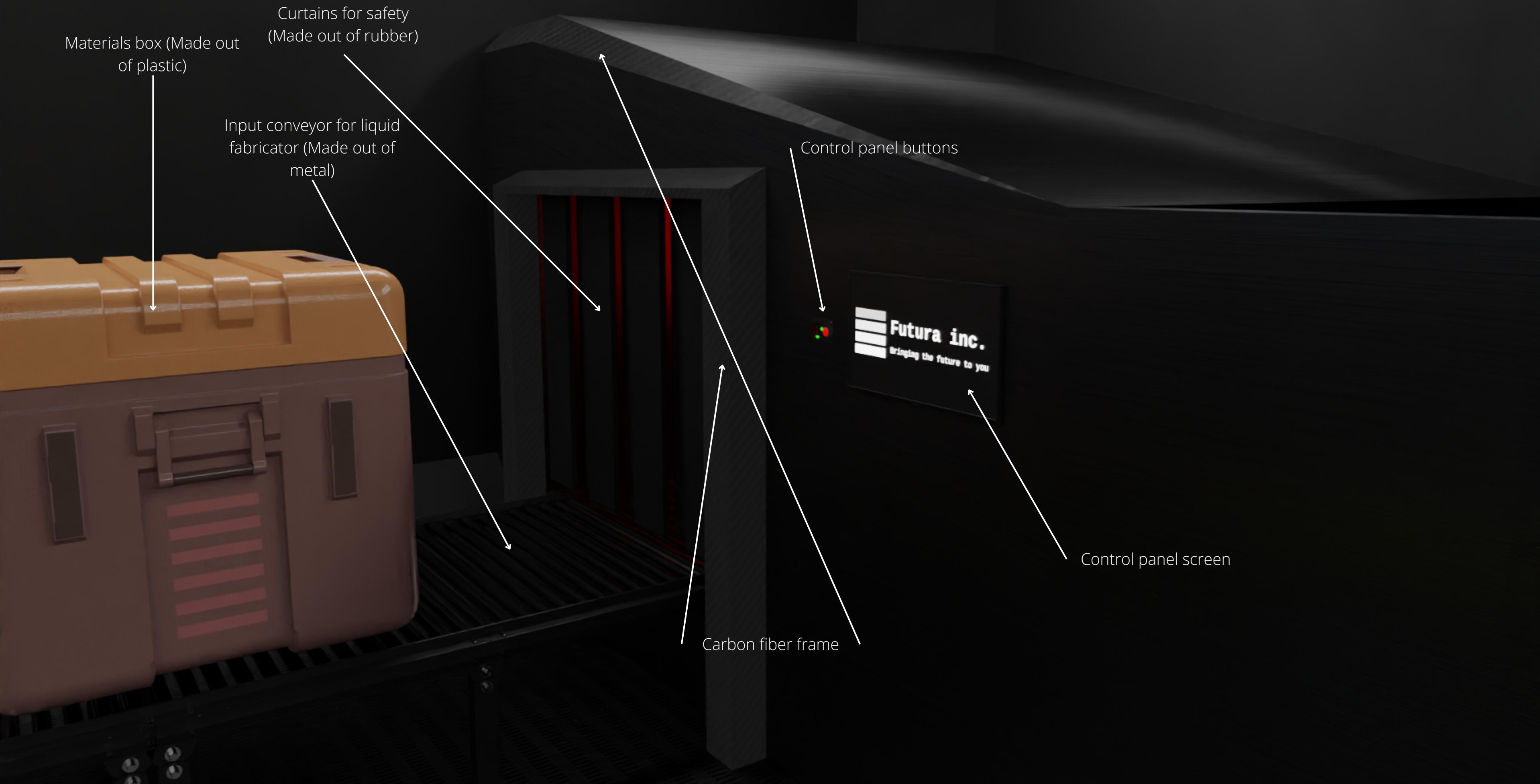
# Terminal Area



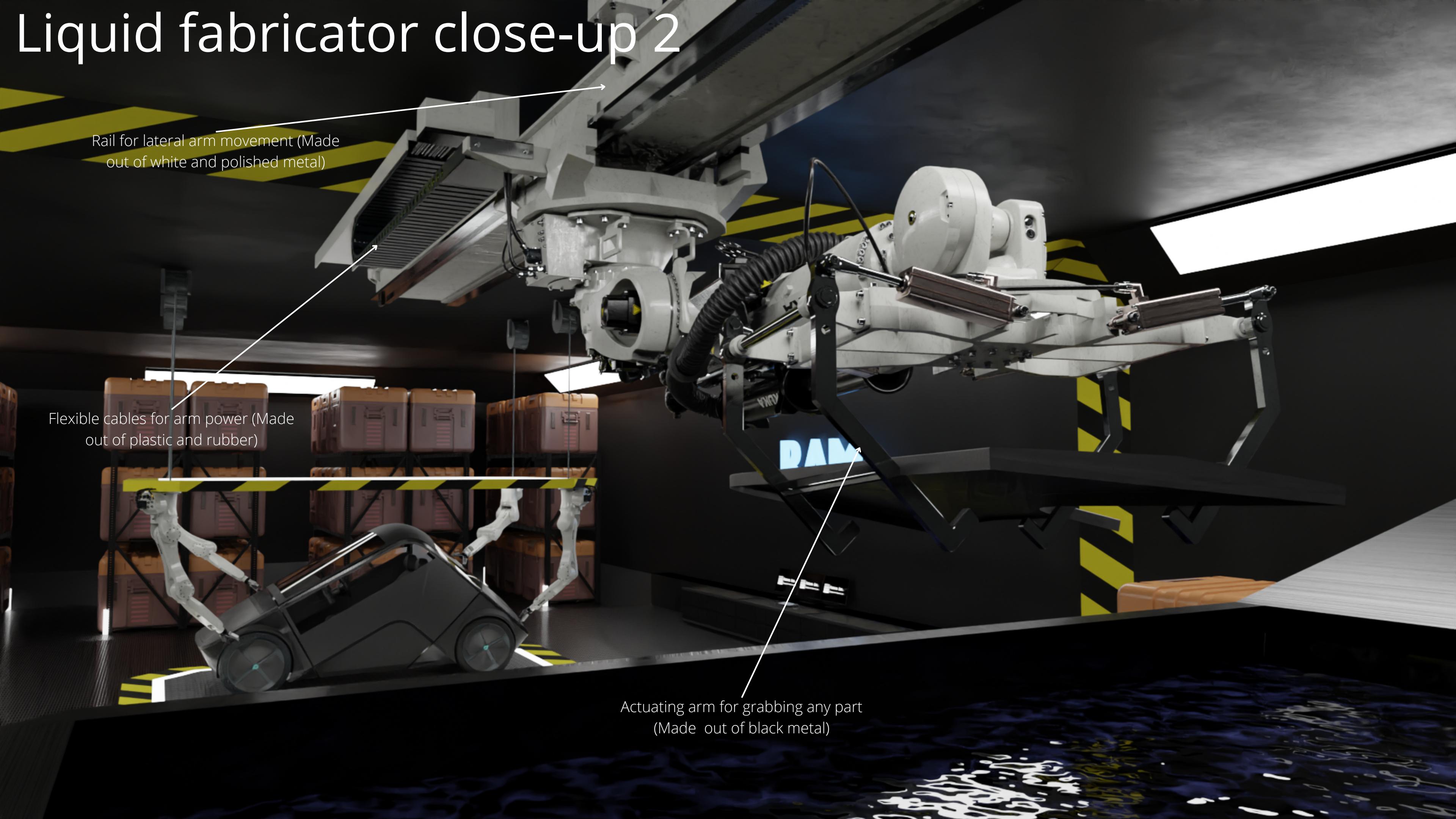
# Liquid Fabricator



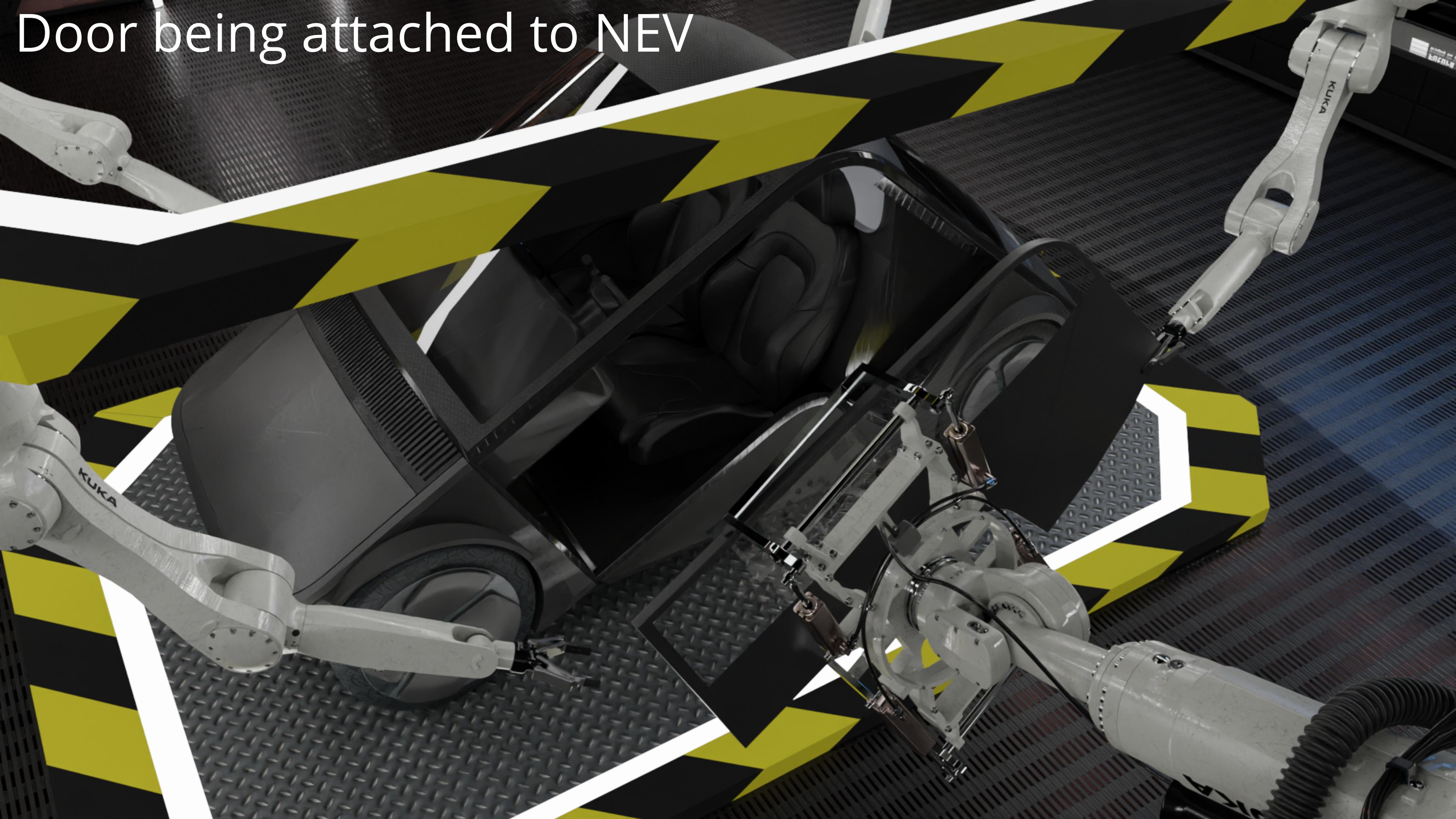
# Liquid fabricator close-up



# Liquid fabricator close-up 2



Door being attached to NEV



# Storage Area



# Overview



# Wide storage area view



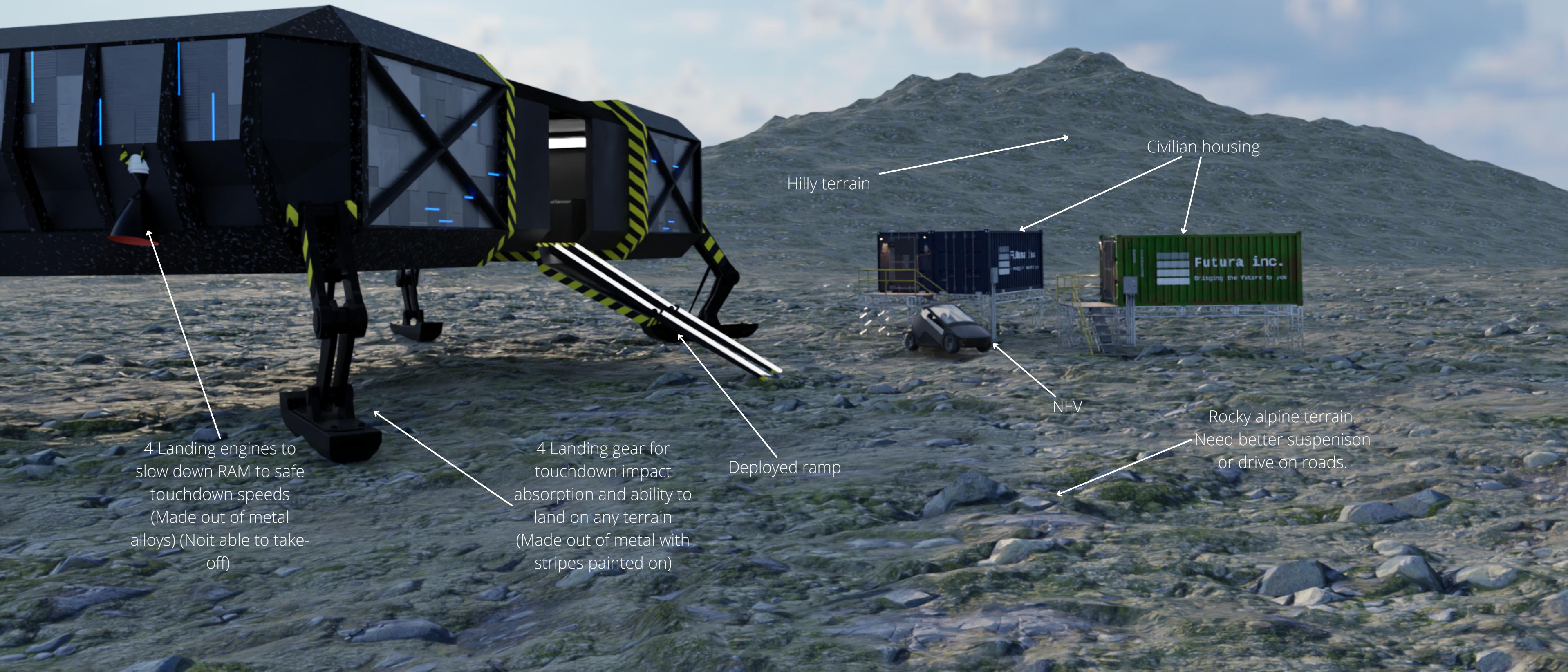
# Back view



# RAM Exterior & Other Elements



# RAM and colony building mockup





# Ramp close-up

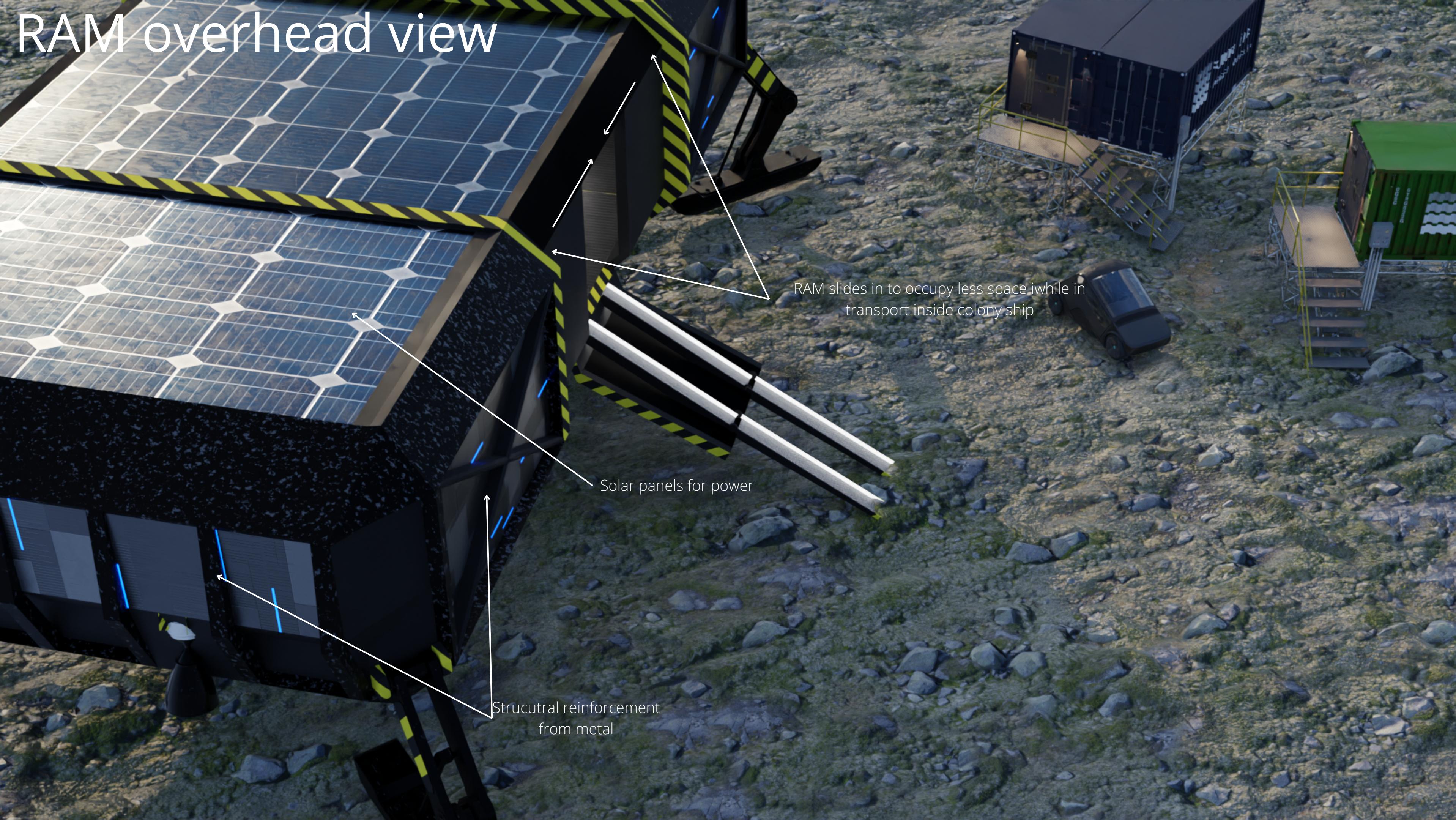
Ramp hinge

Thick door made out of metal to  
allow capability to pressurize RAM  
for use in hostile environments

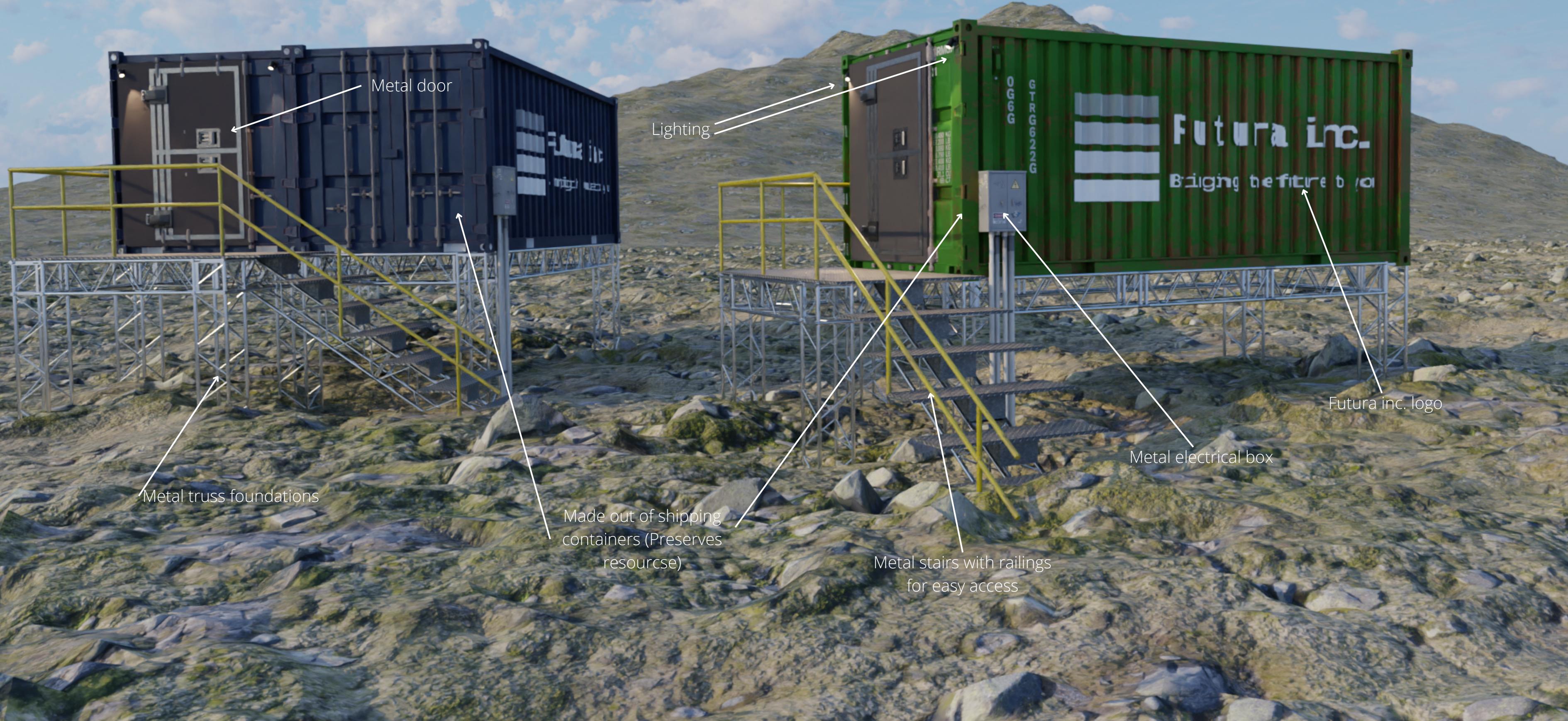
Grooved metal tracks  
for better traction.

Lighting

# RAM overhead view



# Civilian buildings



# Environmental lighting



Night  
Day



Sunrise  
Sunset



# New Terra



# New Terra moons

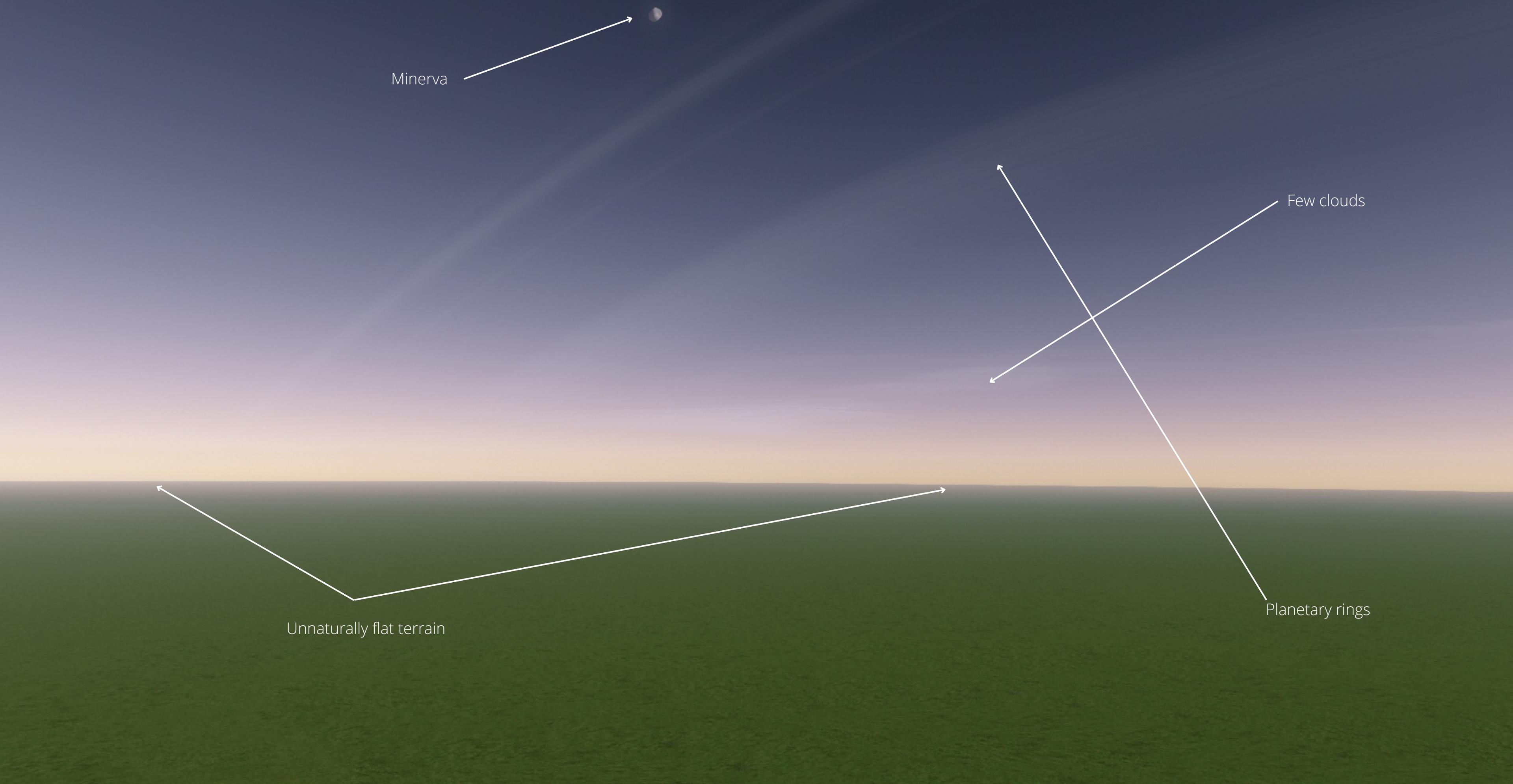


# New Terra Rings

Planetary rings



# New Terra flat plains morning



# Bonus content



<3



# Door attachment



# Fringe coin with loot box



# Loot box opening



# 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 mobile-style user interface for a job board. On the left, a sidebar titled "Job Listings" displays player stats: Balance: 1249 EMA and Reputation: 670. Below this are three cards for NPCs: "Serge" (Professional Miner), "Grace" (Head of medical), and "Eve" (Security Force). Each card shows completed tasks (e.g., 4/8 for Serge) and a relationship progress bar. A "BACK" button is at the bottom of the sidebar. The main area shows a detailed view for "Serge". It includes a portrait of a bald man with a beard, a title "Distress in Zeffari", and a cargo icon. To the right of the portrait are details: Provider: Serge, Cargo Pick-up: Owlimited HQ, Cargo Drop-off: Zeffari Caves, Time Limit: 4 minutes, EMA Reward: ♦150, Resource Reward: 6x Steel, and Delivery Type: Urgent. Below this is a "Description" section with the text: "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 to Zeffari Caves in 4 minutes". At the bottom, a section titled "Available Missions" lists three jobs: "Below the Moore" (Story Progressing, REP++), "Distress in Zeffari" (Quest Progressing, REP++), and "Trees Of The North" (Regular, REP++). Each mission has an icon, a title, a reward, a delivery type, and a destination.

**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

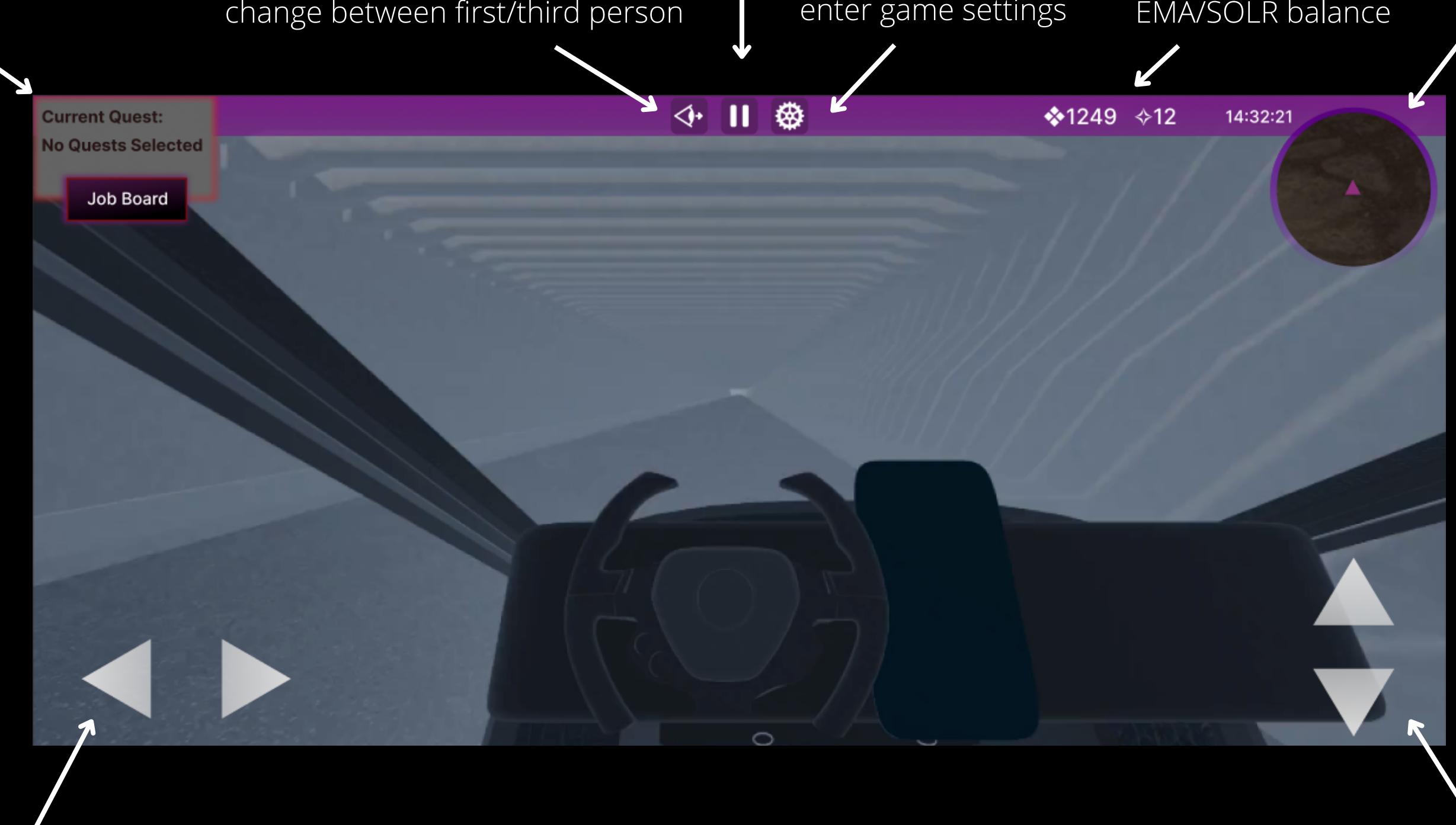
**Delivery Type** - Any special requirements for cargo, such as temperature, fragility, time limit, and more.

**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

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.

# HUD



left/right control arrows

Dragging anywhere on the screen rotates the camera.

forwards/backwards control arrows

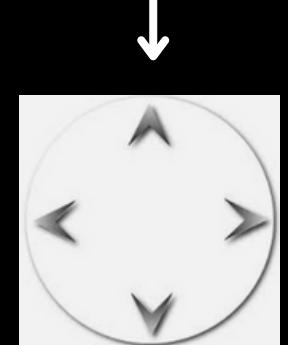
pause the game

change between first/third person

enter game settings

EMA/SOLR balance

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



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

# NEV Customization UI

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

**Full size renders, WIP  
renders, and more concept  
art can be found here:**

TITLE	LAST MODIFIED
Concept Art	9:08 am
Final Renders	9:07 am
WIP Renders	9:11 am



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