

SLIONE The CHAMELEON

Slione the Chameleon is the protagonist of this hack-n-slash self titled game. This young, arrogant chameleon must travel through the Crystel Realm (yes, e). The realm has 5 home worlds, with 4 sub worlds accessed with Color Portals. To enter, one must have enough crystel power to match the portals' color, entering the other side. Worlds are heavily based on color schemes (Mono, Triad, Comp, etc). Crystel power allows animals to shift color. Though few have been able to harness.

The **Fluglets** (Hautflugler + insect) learned to harness this, to both become predator, and tip the ecosystem balance. General terms for races include **Antes**, **Sparachs**, **Flitters**, **Criks** and **Bezzers**. Bosses include a Mantis, Scorpion, Dragonfly, Cockroach, and Lord of the Flies, the Queen Bee (tbd)

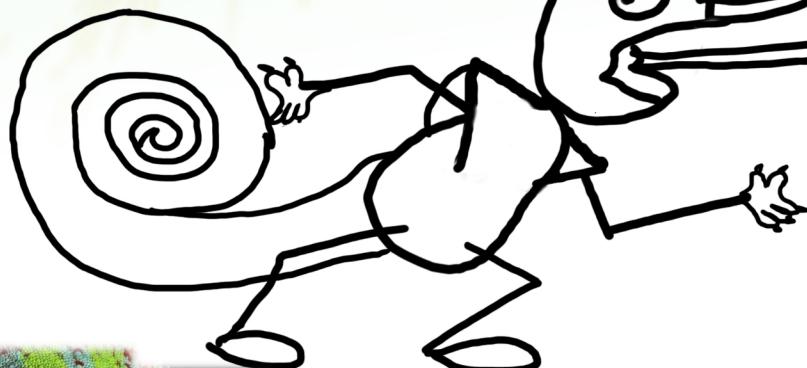
Tail

- + Stronger crushes
- + Can not be grabbed
- + Can hang/ aerial combat
- + Stun-Whip
- No Health bonus
- Shorter distance

Hands/Horn/Feet

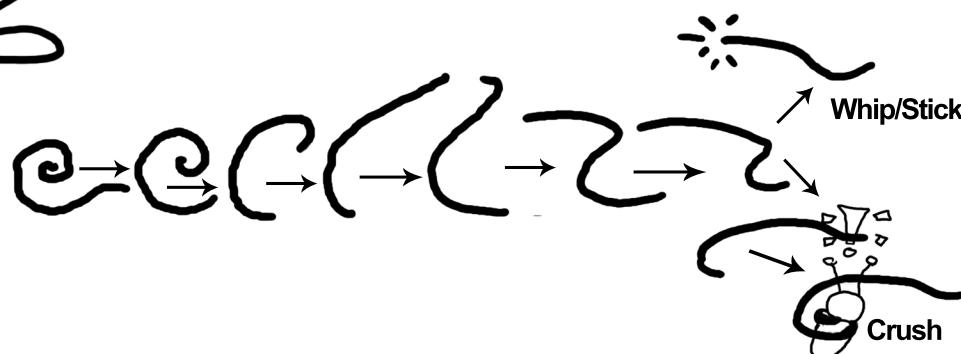
- + Quick combos
- + Can Pull enemy to horn for bonus damage
- + Some combos create distance.
- No Crushes
- Weak

360° viewing/fight angles.



Tongue

- + Crushes absorb Health
- + Pulls light enemies close
- + Closes distance on heavy enemies
- + Further reach
- Can be grabbed (tossed around)
- Weaker



SLIONE

The CHAMELEON

Rough

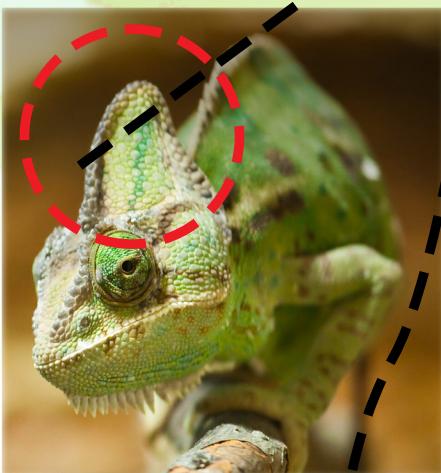
Posture:

Arms & Legs in sync

"Mohawk"

Hands

Feet



Primary Colors TBD

