[GENESIS]

A choice-and-consequence sci-fi roleplaying game

Synopsis

You play as Luanna Johnson, a NASA astronaut from Earth in the year 2050. She and her husband have been assigned to explore a new planet, but he is the first to go. The journey, supposed to take five years, has taken ten, and suddenly they stop receiving status reports from the ship, however there were no signs that something went wrong. She is sent there five years later, but the ship crashes upon landing, killing her crewmates. The telecomunicator is working, but no one seems to be listening. Alone in the planet, she has to survive, but in the harsh conditions, she passes out. Waking up, she realises she now has robotic prosthetic implants, and finds a humanoid machine, and discovers he was the one who saved her life. After a conversation, it is discovered that this android was once the first explorer rover on the planet, modified. The player has a conversation with him, in which it is revealed his name is Cain – the first human to be born, according to the bible, but also the first human to murder. You also find a non-humanoid flying rover named Abel (Cain's brother, the first human to die). The game consists primarily of choice-based dialogue, and world exploration, that includes combat and stealth mechanics. Not only do you have to investigate the world to see if it has enough conditions for humans to live in, you need to find materials to fix your ship. Nor the PC nor Cain have communication with Earth, and none know where in time they are, but they know that somewhere on the planet is their creator, a mysterious figure who supposedly has all the answers.

The player controls the protagonist, Lua, in first person and is presented with several dialogue choices that will impact the course of the story. They have the ability to interact with their surroundings and engage in combat. The player can use two AI-controlled companions, Cain and Abel, in battle. They must scavenge the area while exploring the world to find the Creator, encountering dangereous primitive alien wildlife. The player has the option to sneak, sneak attack and attack with ranged weapons. Meelee combat is limited due to the protagonist not being trained in such, but punching and shocking enemies with the mechanical prosthetic arm becomes an option after she is "repaired". Abel acts as a healer, remains close to the player and does not engage in combat. Cain has a meelee option in which he attacks enemies with a shock sword, but can also switch to ranged attacks with laser weapons. Scavenged items will be brought to a workshop, in which you can build vehicles and such.

Luanna "Lua" Johnson: Astronaut, has degrees in engineering and biological science, late 30's, in love with outer space and the idea of extraterrestrial life. Married to Thomas, "Tom", an astronaut who shared her ideals. She still hopes he managed to survive, somehow, somewhere. The player may decide most of her personality traits, but overall she is a clever, determined and brave idealist.

Cain: Even though he is an AI, he feels and thinks just as a regular human. However, he has a deep existencial crisis – who made him like that? What is his purpose? Is he alive? Cain "killed" another rover when he first became a conscious being, because he was in need of some mechanical parts. Later, the rover appeared modified and called himself Abel. None of them know the meanings of their names.

Abel: Abel does not have a gendered pronoun, so it is used "they" instead of "him/her". They are a flying droid (similar to ED-E from Fallout) who is very altruistic. They don't talk as much as Cain, only uses short sentences. BB-8 and R2-D2 are some of the inspirations for them.