Basic Story Outline

You are Khan, a smart but unfortunate man who was born into poverty and inopportunity; a class known as the Outsiders. You toil for your life on planet Ro, one of three progressively divided and dangerous worlds. The technocratic elite of yore had saved humanity from the brink of planetary collapse, by happening upon a closely knit system of three Earth-like planets. While the newfound space and resources at first were a godsend to humanity, the new technocratic and plutocratic Government has taken advantage of the plentiful resources to make leaping progress in robotics, AI, brain-computer interfaces, and biomechatronics. The government is made up of the Technocrats, who reside in Prelucci, and the President, who resides in the Core, and is the mastermind and enabling dictator-like figure.

Increasingly unstoppable and superior, the technocracy has established its position that their artificial race is the next evolutionary step in humanity, and that there must be an anagenesis of the old humanity in order to further progress. Wielding an untested breakthrough in biotechnology called MDMA (Massive DNA Modulation Architecture), and an unstoppable influence in the daily lives of its citizens, the Government wants to have complete genetic control of the direction of humanity. They will start with the Outsiders.

Fueled by fire as some of your dearest loved ones are kidnapped and forced to submit to the tests, you will not stand for it anymore. You and some of the most skilled people you know, Nikos and Lauren, get together to hatch a plan. One of them is Rea, founder of the covert rebel technologies company Abilisphere. She and her team have executed espionage missions against the Government for some time, stealing information at every chance they could get, and at all costs. She thinks they finally have a set of weapons and tools that can save your loved ones, and take on the machine…

Player Characters

Khan
Khan is an ambitious and intelligent young man who is the main protagonist of the series. Khan was held back from MDMA testing to continue his forced labor as a foreman at the Tritium mines. Khan spends most of his free time trying to learn of weaknesses in the Government, and looking for his chance to start a successful rebellion push. When he gets his chance, he is a born leader, takes the input of others, and weighs his options before executing his plans skillfully.

Non-Player Characters

Nikos
Nikos is Khan's little brother, and is an extremely brash and bold boy, and not as cunning and quick as his brother. He was similarly held back from MDMA testing to continue his forced labor as a Tritium miner.

Lauren
Lauren is a long-time colleague and friend of Rae. When she is not working at the Tritium mines, she teaches Jeet Kune Do to able bodied rebels. She is an independent, confident, and able member of the team. Khan has quite an affinity for her, though she seems to be oblivious to the fact.

Rae

Rae is the CEO and CTO of Abilisphere Technologies, and has little interest in direct fighting on her own. Instead, she is the biggest source of intel and technological support to the group. Her inventions, plainly called magic balls, are the main mechanics of the game. Although she has no abilities to use them and help you out in combat herself, she is your main go to when you need new options.

Settings

The Outside

The outside makes up a large majority of planet Ro. The mines section and its surrounding areas are somewhat Earth-like, with dense artificially planted forestry and an adapted ecosystem. However, due to the high amount of radioactive material on Ro, bites from creatures tend to be very fatal, and most of the planet is a hostile environment to humans. These creatures generally have a soft glow surrounding them.

- The Mines
- The Barracks

The Inside

The Inside is a rich and glorious section of planet Ro that is rapidly expanding. It is where the Government, its compliant citizens, the wealthy, and the technocrats live. The Inside takes on an ultra-modern city look and is 100% radiation-free. Robots of many types, including guards, roam the area surrounding each section of the Inside, and can commonly be seen helping Citizens, technocrats, and government figures with their work.

- Antechamber
- Citizen Central
- Praelucci
- The Core

Plot/Storyline

Act I

The story begins with Khan and Nikos's family getting kidnapped in the night and taken for MDMA testing by the Government. Hearing the news, Lauren and Rae meet up with the two and urge a full scale rebellion effort against their long time oppressors. The player goes through a series of trials in the fields by the mines designed by Rae to challenge Khan to learn to use her invention, the Magic Balls.

After completing the trials, the group hatches a plan and Khan begins his break into the inside. This is where Khan meets his first real foes, the Guards. They do not have any special abilities, but do have a ridiculously strong melee attack and impenetrable armor. Luckily, Khan's first magic ball, Freeze, should deal with them well enough. He breaks into the inside by defeating Buzzsaw, a large boss Guard who has chainsaws for hands and can stun with his mind…

Act II

Once in the Inside, Khan is met by more guards and also flying Guardians in the Antechamber. He manages to get past them, but the Citizens have set up a trap for him and are patiently awaiting his arrival. Khan becomes ensnared by the Citizens after a brief ambush and battle, and they attempt to bring him before the technocrats in Praelucci. Before they get very far, Lauren and Rae save him from his ensnarement and bring him to safety.

When they are far out of sight of the Citizens, Khan is informed that the Citizens have already captured Nikos and is being held at the residence of Star Citizen while he attempts to get the technocrats to take Nikos in for MDMA testing. Khan must fight his way through Citizen Central and defeat Star Citizen to save his little brother!

Act III

After Star Citizen is defeated, and his brother returned home, Khan must fight a path to the Core through the technocratic city of Praelucci. The technocrats are generally physically weak and slow moving, but have profound abilities to alter matter and generate high energy laser shots. Guarding the Core is Technobot, a robot with the physical strength and durability of the Guards and the high mental ability of the technocrats.

The Core is the Presidential chambers, and is 100% autonomously guarded by booby traps and sentries. Khan has to muster all of his abilities to overcome the various rapid abilities of the sentries and traps. Once he does so, he finally engages the President in his chambers for one final fight. Having defeated the President, The technocrats admit defeat and plead Khan for mercy from a similar fate. They declare him as the new President, and ask for his bidding. In the final scene, Khan can be seen speaking to the technocrats, urging the need for a constitution and elected official that represent all people equally. Nikos, Rae, and Lauren look on proudly at their friend and their success.

Game Mechanic Relationships

The main mechanic in the game revolves around the use of Abilisphere Technology's creation: Magic Balls. These balls are launched by the player at the target area. The player then triggers the precise location and direction of the balls effect with a recallable (unlimited use) control ball. The reason for these tools and weapons is that the Insider's physical and mental cybernetic enhancements make them too adaptable and powerful compared to an average human with conventional arms. Magic balls give the rebels a wide range of agile and powerful abilities without being prohibitively expensive to produce.