Colonizing Venus Video Game

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## 1. Preface

**History of Venus**

In an alternative universe way before humans became technologically advanced, there existed a thriving society of an advanced species that resided across the entire surface of Venus. A small group of these species anticipated the oncoming of a Venusian Ice Age and migrated below the surface while few survived above the surface fighting the cold harsh environmental conditions. Hundreds of thousands of years later, this species branched into two daughter species. One species evolved to live underground with their advanced technology, while the other species evolved to survive on the surface.

During the Ice Age, the uppers hunted and interacted with wildlife, migrating from place to place like ancient hunter-gatherer humans.They however lost the luxury to pursue any activity that wasn’t directly contributing to their survival. All advanced technology and knowledge was therefore lost. The downers however were able to farm their resources. Relying on root/tuber based foods, they developed a means to maintain life underground. They engineered and maintained skyscraping oxygen ventilation systems on the surface that distributed fresh air to the underground cities and were capable of maintaining functionality through Ice Ages with the appropriate maintenance. They constructed complex national socio-economic and architectural structures that spanned a large mass of Venus’ mantel. Here, they took shelter from the Ice Age, but had to contract workers to continuously access the surface and maintain their oxygen ventilation systems.

As the uppers began to technologically devolve, some downers began to discover how easily manipulatable they were. Their cooperation with these uppers was amicable in the beginning, trading food and resources for superior technology, but as an intellectual divide began to grow, these downers started to take advantage of the uppers. This allowed them to flourish beneath the surface without focusing on menial tasks slated for the intellectually underdeveloped uppers. With the increasingly sparse communication between the uppers and downers coupled with the miracle-like technological gifts of trade, it was only a matter of time until their mysterious existence influenced the uppers to drape a fictional veil of heroism over these downers and worship them like gods. As this specific downer city became an underground superpower amongst the other downer communities, they again began to take advantage of their good-will. They collapsed the underground government systems, committed genocide and conquered the entire downer species.

The geography of the land began to structure itself such that there existed a separate major downer city coupled with a major upper community directly above it. The uppers began to obliviously maintain the oxygen ventilation systems and supply the downers with frequent sacrificial gifts, including food, resources, sex and death. The underground population began to depend on the uppers for basic life systems, and so continued to rely on and grant miracles for them. Due to a prolonged history of lacking exposure to UV rays on the surface, the uppers could no longer be exposed to extended time above ground without proper protection. They were physically atrophied, weak and fragile and were only able to function due to their dependence on advanced mechatronic exo/endoskeletal engineering technology. The uppers, on the other hand, evolved into large tough creatures that were once capable of hunting large Venusian wildlife and survive the harsh long winter.

The downers had long known about the existence of Earth and had been monitoring its behaviour. Earth was colder, less dense, and had a larger ozone layer, which led the downers to believe they could survive on its surface. They knew that humans were not capable of surviving the next approaching global catastrophe, so they decided to wait and continue to monitor the planet until humans would die out. After arriving on the planet they can easily clean the atmosphere of greenhouse gases and fix the global mess that the humans had created.

They were surprised when one day, they began receiving continuously repetitive radio signals from Earth in English as an attempt to contact their species. They knew that one day humans would arrive on their planet so they devised a simple plan. They could not afford to start a war with the humans, so they would instead attempt to expel the humans from Venus by creating the illusion that the planet carried an inhospitable environment. This would repel the humans from their planet and they could then die off on Earth like their destiny intended.

**History of Earth**

Early sightings of the planet Venus showed an atmosphere very similar to Earth. Under closer inspection it was clear to the astronomers of Earth that complex inorganic structures were scattered around the planet’s surface, hinting at the possible existence of intelligent Venusian life. Various satellite missions were purposed to explore the foreign atmosphere and surface confirming the hypothesis that intelligent life has evolved separately from Earth on another planet in our solar system. NASA began to bombard the planet with radio signals attempting to teach them english and for a potential first contact, which consistently yielded no response.

Advancing human technology eventually revealed that ancient human-like creatures inhabit the surface of Venus, that of which agglomerated in five major cities within close proximity of each other, very similar to the empires of our ancient mesopotamia. Their structures all resembled ancient egyptian craftsmanship, however the presence of far superior technology was evident. The nature of the off-site architecture present on the surface was extremely complexing to the astronomers of Earth. In some places there were grand advanced abandoned structures and in others there were huge piles of rubble were a large metropolis seemed to once thrive. They were able see these large structures on the surface from outside the atmosphere of Venus. Upon entry into the atmosphere, however, all attempts to surveil the potential civilizations were mysteriously intercepted.

As time passed and our time left on Earth became evidently short, NASA decided to explore the possibility of migrating people to the clearly habitable planet of Venus. They sent researchers, soldiers and companion robots to inspect the validity of this prospect. The main character is contracted by the American government to explore and research the Venusian surface with a crew. The main character is a researcher. Their plan is to make contact with the residents of Venus and determine whether they should be eradicated before a human shipment arrives to begin populating Venus…

## 2. Characters

### The Human Crew

The crew consists of six members: the main character, who is a researcher, three other researchers, two soldiers and one companion robot.

#### Main Character - Marek Zilk

* Mid to Late 30’s American (coastal)
* Commander and Exobiologist

Researchers (NPCs)

* Anthropologist and Psychologist
* Physician and Biochemist
* Roboticist and Mechanical Engineer (Crippled)

Soldiers (NPCs)

* Explosives and Ranged Weapons (Crippled)
* Melee and Close Quarters Combat

Companion Bot (NPC)

* Storage, Information and … (Partially Functional)

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### (First) City Leadership

Within the first city, there are two main leaders, along with with a high council of 4.

#### King

## 3. Game Story

**Highlights**

* The downers shoot your ship down upon entry into Venus and lose all supplies and equipment. Only a few recruits survive. Your new plan is to survive on this planet, communicate with earth, and find out what happened to your ship.
* The downers plan:
  + They want to lead the humans to believe that Venus is inhospitable for them and this needs to be relayed back to earth.
  + The best way to do this is to capture them, and force them into feeding bad information back to earth, and them kill them.
  + When the humans arrive, the first thing is to get them to them downers. To do this, they make the uppers trick the humans into believing that they can find a way to communicate with earth in the downer city.
  + They tell the uppers to initially welcome the humans into their city and gain their trust and then eventually take them down into their temple to trap them.
* On your hike from the ship, you run into random Venusians that take you to their city and introduce you to their king where you receive food and shelter.
* Here, you do missions and side missions to gain the trust of the uppers while giving them your own trust in return.
* This city and another city are at war. The king asks you to retaliate against an earlier attack.

**Chapter 1: Landing on Venus**

Upon entering the atmosphere, your ship is shot at (by the same weapons that were intercepting initial probing attempts) and many team members die before even touching the ground. When the limited survivors wake up on the surface, they find that the crashed ship is now populated with dangerous animals from outside exploring the ship for food. After saving some crew members and what is left of your equipment you reconvene with your team just outside of the crash site.

You have no idea what happened to your ship. You realize that almost all of your supplies were lost in the crash, so you decide to abandon the current plan and attempt a first contact in the hopes of receiving shelter, nourishment and a way to contact home. The Flight-Data Acquisition Unit (FDAU) in the cockpit of the spacecraft (wherever it landed) is connected to the Deep Space Network (DSN) and constantly sends ship status data back home. Earth is aware that the mission has failed, but they do not know of the existing survivors on the surface of Venus.

After walking some time through the Venusian landscape, you come across a small group of tall, skinny and elegant (women) Venusian creatures slowly collecting what look like flowers from the small patch of grass in which they originate (flowers are for jewelry and shit). You slowly approach them but they are initially scared so you stop. You carefully continue to walk up to one who steps towards you, and use hand signals to inform her that you’re tired and looking for food; you point to the large pillar of black smoke behind you attempting to indicate that you were in a crash. She patiently watches you, smiles and seems to understand. She informs the others, so they begin to move towards the city. Before the one Venusian leaves however, she hands out a flower to you as a symbol of peace. As she’s holding the flower out and you’re looking into her eyes, she immediately gets shot through the head with an arrow followed by loud screeches.

The Venusians scatter. Another tribe of Venusians begin chasing down and violently murdering the first tribe of women. One of the woman Venusians runs behind your crew for shelter. You remove the melee weapon from the sheath of the dead Venusian below you. The living woman Venusian gives her weapon to one of your crew members and everyone else has some sort of weapon already. You take out this team of violent Venusians and save the one Venusian woman. She waits until night time to take you to her city so that no patrons spot your alien appearance.

**Chapter 2: Meeting the First Upper Civ**

Upon nearing the city, off in the distance you see an impressively large, skinny and sleek black structure. Moving closer, you realize the city you're being led to bares a striking resemblance to ancient egyptian cities, which surround the skyscraping black monolith. She takes you through the front gate. The woman leading you through the city and into the King’s temple seems to have no trouble getting you past any of the guards. She utters the same short Venusian sentence to each guard that blocks her way, each with a surprised and rushed reaction to let you through. As you open the doors to the throne room, a messenger whispers to the King of your arrival. He literally hovers off of his throne and gently touches the ground to stand and begins walking towards you. He gracefully pronunciates the words “Please, explain your presence.” The humans are stunned into silent amazement.

“You can speak English?” exclaims one of the crew members. The King expels a short and quiet chuckle. “Dont worry,” He says with a smile. “The god NAME aids us in our communication. I am able to speak my thoughts, and you are able to hear them. Now again, please, provide an explanation for your presence.” The crew members look at each other. “Do you know what a planet is?” Says the commander. “No.” The king darts his eyes towards the guards, ensuring their readiness. “Okay. We come from a distant city, and we are currently stranded. We are honest and agreeable individuals and we need shelter and food until we work out how to get back home. Would you kindly aid us in our time of need?”

The king thinks for a moment. “I will offer you a chance to prove yourselfs to the gods. If they say that you can stay then I will abide by their wishes. Come with me.”

The King and the high priest lead the humans to the ritual chamber where they gets the humans to lie down on highly decorated stone beds. The priest begins his ceremony in the English language. As the humans close their eyes and think to themselves how absurd this, they suddenly open their eyes to find themselves free-falling through a black and empty abyss. They begin to scream and wave their extremities while continuing to fall faster until they decelerate to gently touch down on a dimly lit white floor. They hear the words “??????” and then violently wake up back in the chambers lying on stone beds. You utter these words to the priest and his eyes light up. “You are them. We must take you now.”

**Chapter 3: Exploring the Land**

You and your crew need to figure out how to contact Earth so you hike back to the ship to attempt to recover any salvageable technologies. Once you reach the destroyed ship pieces, you use your satellite interface to locate the cockpit so you can enter the electronic equipment bay beneath it and access the Flight-Data Acquisition Unit (blackbox). Approaching the indicated location, you realize that the cockpit of your ship is at the bottom of a large lake. You have to get to the bottom of that lake.

## 4. World Building

In this alternative universe, Venus has an annual orbit every 225 Earth days and a day-night cycle of 27 hours. The humans have to keep track of their shifted circadian rhythm. The average temperature of Venus is slightly hotter than the average temperature of Earth and the upper civs are located in a hot region of Venus.

**First Upper Civilization**

When the ancient Venusian species were nomads, traveling from place to place in order to stay alive, they eventually discovered that planting and maintaining a land of crops and livestock would yield a reliably consistent supply of food. They found large skyscraping groaning buildings, assumed they were godly and created a settlement where they were capable of growing their small tribe into a larger community. As they began to grow and were responsible for feeding more people, the occasional drought would kill a large percent of the community.

They developed their own religion and religious ceremonies focused around these large singing pillars. They would offer luxuries such as women and food to the basements of these massive monuments. At some point in history, there was a drought that lasted over a year. This made some people migrate to more humid environments but some stayed and continued to pray. One day as they were performing a ritual, they found a mysterious device left for them that creates water from nothing, ending their drought.

Activities

* Intermittent stone building (hierarchical structure of workers)
* Architecture for pyramids, residences, temples, tombs etc.
* Constant farming
* Astrology for calendars that aid in harvesting
* Poerty
* Games, gladiator death fights and entertainment
* Lottery style cullings, dependant upon cities belief in its population sustainability
* Ritual prayers and ceremonies

Attributes

* First large city ever
* Kings were close to the gods and spoke to them personally
* Either weather or sea water levels are very volatile across seasons and force them to make calendars that were able to predict these cycles.
* Had wells, defenses, and geometry to trace property lines.
* There existed vast industrial complexes including bakeries, granaries, breweries.
* Have writing and drawing and art and math

Religion

* These uppers settled in the location that they did because of the large present speaking towers. They believed that these towers were meant to communicate between heaven and hell and the sound would leak and is decipherable.
* They pray around these monuments to attempt communication with the other worlds and ask them for things. The High Priest enters the monument through the door of oblation (a thing presented or offered to God or a god.) with gifts of sacrifice.
* At the time that they were struggling with droughts and what not, the gods traded them the technology to produce moisture for the eternally devoted maintenance of their oxygen ventilation systems. The High Priest entered the god room and found the device, assuming it was a gift from the gods.
* Due to their overabundance of food, their population began to explode in numbers. This god eventually earn the reputation of the God of Life.
* This population explosion was the basis of this empire's first dynasty. The King of this dynasty is the Venusian messenger of the gods.
* He communicates with the gods through some miraculous ceremonial ritual but is actually just basic technology
* They build huge elaborate resurrection machines to aid people in the afterlife after they died.

Acquired Power-up

* FPS add-on/upgrade attaches Hydrogen filter that sucks in Oxygen from the atmosphere and binds the two to produce water. (Weaponized)

Questions to Answer

* Need to know almost all daily routines of the city (these will be used as background-stuff, forcing the ambiance to suck the player into the game world, these will also be included in side quests)
* Interactions between king and his people
* Create side characters within this population that the character can interact with for side missions or integrated into the main mission

### City Descriptions

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| --- | --- | --- |
|  | **Uppers** | **Downers** |
| **City Locations** | * A few large centralized communities * Must live close to a river or a lake for access to water | * One major city directly underneath each upper community |
| **City Structures and Architecture** | * The commoners live in mud brick and wood houses while the more important residents live in nicer stone architecture. The leader resides with his close government body and servants in a large elaborate stone temple filled with carefully crafted statues and gardens. | * Vast and elaborate underground caves populated by varying sizes of cities and towns. |
| **Outer City Structures** | * Large abandoned advanced structures from the ancient advanced civilizations populate the surface. * There are various chimneys coming out of the ground that pump toxins into the atmosphere * There are also radio towers in which to intercept the communications of Earth | * Hyperloops? |

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#### Cidade de Deus

* Agricultural
* Worship the God of Life
* Farms surround the
* The lowly walled city sprawls towards the towering temple, the apparent focal central point. Understanding the gravity of the earthlings presence, the elders decide to sneak them into the city in secret.
* The first time entering the Temple, the earthlings are in awe of its sheer decadence. The ornate carvings and tapestries depict a god of bounty, of abundance, and of life.
* The king and priest usher away the elders, allowing them to communicate with the earthlings in english.
* History of the uppers is explained and they allude to the gods but are not very forthcoming with information regarding their existence.
* Their parlay is interrupted by a massive groan of the temple and a violent shake. Guards then barge in and alert the king of a massive explosion on farm in the distance.
* The earthlings volunteer to aide the Venusian city, gaining their trust.

## 5. Side Stories and Missions

* A small group of community members take their religion too far and begin conflating reality with fiction to the point of self-harm. (funny take on religion and stupid people)

## 6. Game Mechanics

To conquer cities, the player must gain the trust of the above ground government, enter the underground temple, defeat that team of ancient humans, and eventually discover one of their advanced military technologies. Each temple holds a different technology and each technology is required in order to enter the next progressive temple.

You have to solve puzzles with these technologies like a force gun that can push you off walls and the ground. Or nanana i don’t know… other things

Once conquering a city, the player has control over their economy. They can use it to

* Gain money to spend on personal inventory items.
* Manipulate the economy of other cities in order to achieve a certain goal

## 7. General Notes

* There could be other human survivors that crashed a separate location

Ancient Egyptian Architecture

* The city was encapsulated by a large dam wall made of stone bricks to protect it from floods originating from the Nile
  + For construction purposes, one side is a steep staircase and the other is a straight wall
* They used the Nile to travel, south with the current and north with the wind.
* They built a network of harbours and canals that branched off the Nile and were used to connect far territories for irrigation and travel.
* Initially, tombs were initially called mastabas that had a large rectangular structure above ground. In the center a deep square hole is protected by large walls and protects that secret chamber beneath carved out of bedrock below. These chambers are filled with everything the King would need to live.
* Pharos would build shrines nearby the tombs so that priests could worship their spirits. This is what led to the grand monuments including the sphynxs and pyramids.
* It took 4 generations of builders to build the pyramid.
* One pharaoh Djoser was so popular they deemed him the god of stone building (opener of stone)
* While in power, he laid the construction of the pyramid and complex tomb structure that would eventually hold his body and play a central role in his afterlife.
  + He revolutionized pyramids with scale, and not from mud brick, but from limestone
  + This limestone came from a quarry on a cliff off site. They extract, cut and transport very large blocks of stone from this cliff side.They transported them with ropes and sled to move over the sand (wheels don’t work on sand)
  + His chief architect was also a treasurer, high priest and vizier.
  + The sun god was buried in the west where the sun god died and then faced the east where the sun god is born with the promise of rebirth
  + This was the first pyramid. 10,000 men worked on this pyramid and thousands of women were to keep the men clothed and fed.
  + The tombs were extremely elaborate networks of thin tunnels and rooms, probably to get intruders lost and die. Some walls are decorated with hieroglyphs and art works

