

X Shift Game Design

Working Title: X-Shift

Platform: Consoles

Genre: 3D action/adventure/platformer

PRELIMINARY STORY: World description

In a world of the future humans rule over all things and animals have developed into intelligent beings. Humans rule the world with their already advanced technology. The animals try to survive but the humans control all markets and products. The animals try to survive but have to deal with paying for, selling, and living off human creations. The top corporation called JAX Corp. is the most powerful of the companies and is run by three co-presidents called the TRIAD. They recently released a new type of robots that are able to perform various tasks. The robots contain elemental gems that the company recently discovered while mining into a sacred mountain the animals have strived to protect. There are different types of robots that can perform various tasks depending on the gems they have with in them.

Good Guys

Xavier D. Bear-

Xavier is the hope of his town, he is a genius mechanic that is hoped to one-day change the way humans see animals. Xavier is happy go lucky and likes to make jokes. While he likes to joke about others, he himself can take a joke directed at him. When he was a kid, his father taught him everything he knows and strived to teach his son how to do as much as a human could. One day while looking through a junkyard for parts for a new weapon he created, he finds a discarded robot that was supposed to be returned to the factory never to be just thrown away. Upon this amazing discovery, he decides to use this opportunity, take it to his garage, and use it for parts. Upon closer inspection, he discovers the gem with in it. Wondering what it could possibly do he studies it. After much research, he decided to try to use it in his new creation called the R.I.G. he found that this made the rig fire bolts of electricity. After this, he placed the rig on his work desk and went to bed. After all was silent, the broken robot activates a homing signal. Soon after, a Seeker robot from JAX Corp. bursts into the garage and takes the robot. As this happens Xavier's sister, Iaishia walks in from all the noise and she is abducted.

Crystal-

The AI built into all of Xavier's inventions. She is actually a program Jennifer found while hacking JAX Corps servers for a news story. the story was quickly suppressed by JAX Corp. Jennifer handed off the program to J and he took it to Xavier who found a way to use her and implemented her programming into all of his creations. Her Origins in are mostly unknown but Xavier later finds out that she was created decades ago by a computer programming genius named Whatley. Her original programming is in a supercomputer contained within JAX Corp. Xavier's version is contained in his labs computer and is connected to everything within his garage and room. She is always connected to Xavier's RIG, and J and Tony's Watches. She originally had no personality but it seems she was programmed to evolve. she speaks to everyone in a

different manner. her attitude towards Xavier is rather comedic with back and forth arguments. With J she is 100% serious, and with Tony she is very straight forward and tend to ignore him when he speaks causing him to yell at her to listen.

J-

J is Xavier's best friend and is very mysterious. He tracks down and investigates the happenings around the town for the news reporter Jennifer. People try to act natural if they see him though if he is seen he is not gathering info. Having no parents he searches for the truth behind his origin. He is a genetically altered test tube puppy in the golden days of JAX corp. He was created along with a female version to guard the animal's royal family - de Luna, the leaders of the animal people. The only people in the world that know of his clouded past are the leaders of JAX corp., the Luna family's the head engineer (Xavier's Father), and the then chief of security (Tony's Father).

Tony-

Tony is another friend of Xavier. He is sarcastic and hates to do any kind of work that might tire him. His father is the chief of police in the town, and he often eaves drops on the police lines to hear any kind of useful or interesting info. He likes to talk to people via his communicator watch and tell people what to do. Not very many people like to talk around Tony since he is a known eaves dropper.

Iaishia T. Bear-

Xavier's sister who is kidnapped. She is a strong and strong willed girl that knows almost as much as Xavier does about mechanics. She secretly sat and listened to her father teach her brother and hides this from everyone. When in the process of being kidnapped, she grabs the closest object near her in an attempt to use as a weapon and happens to pickup the gem. When in captivity she studies the gem and figures out a way to break out. She later finds an exiled robot named J.A.M.I.E deep within JAX Corp., which helps her to escape.

Jennifer-

A girl chipmunk news reporter, she acts like a ditz but knows a lot more than she puts on. She tend to do questionable things to get the story including hacking. She is the original finder of Crystal and forces J to spy as payment for finding info on J's past. much like Tony informs Xavier. She studies the cities troubled pasts, and has most major events in her archives.

Chrissy-

J's counter part; she was the female version of the guardians that JAX enterprises were trying to revive. Having the same basic DNA as J, she is more of a sister than anything else; she was a part of J's past until the age of 10, when she suddenly vanished.

J.A.M.I.E. -

(JAX Automated Mechanical Intelligence Experiment.) An experimental robot created by JAX corp. using a newly discovered Light Element Stone deep within the mountain of birth, of which the animals hold as a holy place. He is awakened accidentally

by the then imprisoned Iaishia. He was created along with another robot that was created by with another new element discovered where the animals believe human life is thought to have been started. He is one of a set of two experiments, the other involves another Robot of the same basic model but using an artificially created Dark Element Stone.

Mushu-

A the leader of an animal liberation faction known as the Rift Cats, he and his squad are always beating the Evil Mr. Bran into submission every time he starts an uprising. After Mr. Bran steals a weapon of mass destruction they try to commandeer it and save the world from a humiliating defeat from the worlds worst little tyrant.

Jargons-

Jargons are monkey like creatures live in ruins and caves in the mountain of birth. They protect the gems from anyone who tries to steal them. They have a tribal leader that is said to be hundreds of years old. This Jargon is said to know the stories of earth and many other worlds. Humans refer to him as the “the stubborn old monkey”

The Bad guys:

The three leaders of the JAX Corporation, J of JAX, A of JAX, and X of JAX, known as the TRIAD. They were once the great leaders of JAX enterprises became corrupt after a freak accident while trying to revive an ancient line of guardians known as the Line of Bacchus, which once guarded the animal royal family the Luna family. The project was headed by J of JAX and dubbed project J in his honor, and was to set a new president in human animal relations. Before the accident, they set goals of integration between the humans and the animals, after the incident, they seem to have lost parts of themselves and no longer seek to unite the factions, and run the company with there own secret ambitions in mind.

Mr. Bran-

An evil little penguin that has his mind set on one single goal, world domination. He and his forces are weak, and no one fears him. His minions don't care for him they just follow his orders so he will stop yelling. He and his forces are a common joke on both the human and the animal fronts. However, he has commandeered what he believes to be a weapon of mass destruction that creates black holes from a JAX corp. testing sight in the central wastelands. Its not actually a weapon of mass destruction but a test generator to create temporal portals, but the Rift Cats chase after him believing the story is true.

J.A.M.I.E. D.E.A.P.-

J.A.M.I.E's counterpart. A corrupted version of Jamie created with a synthetic Dark Element. Dark Elements have yet to be found in nature, but JAX corp scientists theorize that because they found the Light Element that the Dark Element exists. The scientists then carried out an experiment to create a Dark element out of the newly discovered Light Elements.

The other people: robots and human infantry ordered to keep all JAX corp. secrets secret.

GAME OVERVIEW:

Description of FMV:

The conjoined cities of Haven and Arcadia know together as Haven Arcadia are a place where nature and technology are brought together and are forced to deal with each, nature and machine, human and animal. The humans live in the industrial waste land of Arcadia, while the evolved and intelligent animals live in Haven. A river and a Bridge separate the two cities. Haven is also home to the two cities garbage dump. The animals in Arcadia are looked down upon and many are poor and live in the streets getting by day by day by doing odd jobs for humans. The citizens of Haven work hard and struggle to have a better life and raise their young to one day are as high in status as a human.

FMV progression:

Story opening is a 3rd-person view with no narration.

Camera starts above the clouds of pollution of the city of Haven Arcadia. The camera slowly comes down out of the clouds to show both sides of the city (Haven/Arcadia). The camera continues to zoom in until it is in the city of Arcadia in an alley. A few animals in tattered and worn clothing are sleeping and rummaging around the alley. In the adjoining streetcars pass and humans in business suits reading newspapers and talking on cell phones line the streets passing the alley. No one takes notice of any one else. The camera is at ground level as many people walk by on the sidewalk. Robot police and workers is seen patrolling and doing rounds. A few animals that do manual labor are hard at work. Suddenly, a police siren breaks the sound of the city. A male ram is running down a street with a broken robot dragging behind him. A large police robot is chasing him with flashing red and blue lights and a siren. The ram is stumbling and gasping for air while he runs. He turns the corner into the alleyway the robot follows. Many animals watch as they pass but they do nothing. The ram gets to a dead end in the alley with a garbage crate. The ram throws the robot in the crate and begins to climb the buildings to get away. The robot then grabs him by the leg and drags him off. The other animals just watch silently. Xavier is shown foraging through the garbage dump in Haven looking for any thing of interest. He then uncovers the robot. He quickly looks around if any one sees what he has discovered and he covers it in a quilt he finds near him and picks up a large car muffler and places it over his arm and drags the robot out of the dump to his truck. At the dump exit, the guard asks, "did you find any thing of interest today?" Xavier replies, "I just found a few good car parts. I Might have to come back and see if you have any other treasures buried here next week." Xavier throws the stuff into the bed of a truck then drives off in to the sunset towards his home in Haven. Camera fades out.

First level 1 summary-

The first level starts out in the city of Haven. You start out leaving Xavier's garage with no enemies. The player must follow a linear path. The player is free to test out how to play on his or her own. The path is a long street and allows the player to see all of the places they will be going to later in the game from a distance. The street then comes to a roadblock at the bridge that crosses into Arcadia. Near the bridge is a police station. Tony enters and takes Xavier behind the station to the police training grounds.

Here the player is taught how to use the controls. After completing an obstacle course, the player must defeat a robot boss that does not cause damage to the player.

X-Shift levels/Xavier's Story

- Level 1- on your own- Xavier is set loose in his city. The point of this level is for the player to figure out on their own how to move the character and the camera. At the end of the level
- Level 2- Boot camp- training missions on how to use weapons and advanced movement, meets Tony.
- Level 3- Welcome to Hill Valley- Xavier makes his way through uptown Arcadia downtown.
- Level 4- Acadian Business district- Xavier makes his way through a maze like city to the Trinity Building. Also finds the Bull Dog Pub.
- Level 5- Building of the Trinity- breaks into JAX head Quarters and finds that his sister is no longer in their custody.
- Level 6- Ship to ship combat- after escaping the Trinity building on a ship that the triad escapes in, Xavier makes his way to the control room to gain control of the ship.
- Level 7- Tundra Tumble- the ship is destroyed and the triad escapes again in an escape pod. Xavier is thrown into the tundra and is forced to make his way back to Haven-Arcadia. Xavier meets up with a group known as the Rift Cats. And is pulled into a side mission to take down an evil penguin named Mr. Bran
- Level 8- Rumble in the Jungle- after the rift cats loose their leader and Mr. bran to a creature that comes out of the temporal portal, they take Xavier to there headquarters and Xavier is forced to head back to Arcadia through a dense forest.
- Level 9- Where it all Began- after making his way through the forest, Xavier ends up in the mountain of birth, Xavier is told by the Jargons what the humans have done to the planet and about the magical gems, they have mined from the mountain.
- Level 10- Something in the water- the Jargons inform Xavier that if he were to follow some of the mine shafts in the mountain, he would gain access to the sewer system under arcadia
- Level 11- Arcadia Slums- after traversing the Arcadian sewer system Xavier end up in the middle of the Arcadian slums
- Level 12- Full Circle- after making it back to the trinity building he meets up with J of JAX for the final boss battle.

MULTIPLAYER: none planed at this time

COMPETITIVE PRODUCTS:

Sonic the Hedgehog- run around winding roads and highways. Destroying various robot enemies

Ratchet and Clank- use a vast array of weaponry to defeat enemies in a third person shooter.

JAK and Daxter- roam and find new ways to play and routes to take.

Weapons:

Battle RIG- a basic weapon that needs no ammo but delivers a melee attack that can deliver elemental bonus damage if ammo is used

Rapid RIG- fires in quick successive bursts elements only add damage to mobs with an elemental weakness

Force RIG- creates forces like magnetism and gravity

Beam RIG- fires in beams or streams

Barrier RIG- depending on ammo, creates a shield that cancels other opposing elements

Big RIGs- guns that specialize in only 1 type of ammo and cause massive damage for a large amount of ammo: Inferno RIG(fire), Flood RIG(water), Glacial RIG (ice), Tornado RIG(wind), Dynamo RIG(lightning), Sonic RIG(sound), Triadic RIG(light/dark/metallic)

Ammo Types:

(Earth, Wind)- Natural, (Fire, Ice)-Temperate, (Water, Lightning)- conductive, (Light, Dark) - Life, (Sonic, Metallic) - Artificial

Effects of weapon/ammo combinations:

Force RIG-

Lightning- creates a magnetic effect and attracts or repels and metal objects and mobs depending on mob type and charge: 2 modes positive and negative: certain mobs have different charges: prolonged exposure to magnetism may magnetize enemy

Earth- creates a gravitational effect and slow enemies down or make them too light to be effective (example a mob that jumps often may jump higher than normal causing it to lose its ability to aim)

Wind- creates a vacuum or a blowing effect effects lighter weight mobs only; can suck in small/light weight objects and throw them back out.

Sound- sucks in sound to make player silent and can then be used like a blow horn and disorient enemies and deafen them

Light- sucks in light to be used like a flash bomb

Dark- sucks in shadows to be used as a portable black hole

Beam RIG-

Fire- Creates a flamethrower effect that can burn wood items and melt certain mobs and items.

Water- Creates a stream of water that can be used like a fire hose and put out fires, fill up large spaces with water, rust certain robots and items, and hydrate certain creatures and plant life.

Lightning- creates a streaming flow of lightning that can be used to power certain items and enemies, paralyzes target and electrocute mobs.

Ice- creates a snow blower effect, which can be used to put out fires, ices the floor so certain mobs slip and slide.

Earth- creates a stream of sand that can be used to put out fires and builds up to allow ability to travel to higher places.

Wind- can be used to make fires more powerful, cuts through lightly armored mobs and walls, clean floors debris and cover tracks.

Light- creates a flash light effect that frightens or attracts certain mobs, and puts others to sleep empowers light creatures

Dark- Creates a beam of shadow that puts certain mobs to sleep frightens or attracts certain mobs and empowers shadow creatures

Barrier RIG-

Fire- creates a shield that protects against ice and wooden items, absorbs fire attacks, and falls easily to water.

Water- creates a shield that protects against fire attacks and burning items, water attacks, falls easily to electric attacks

Electric- creates a shield that vaporizes water and attracts and repels certain items, absorbs electric attacks falls easily to earth

Earth- creates a shield that nullifies electric attacks, makes player sink in water and move slower, absorbs earth attacks, and falls easily to wind attacks

Wind- creates a barrier of wind that rips apart earth attacks, makes player float on water and speeds player movement up, dispels scent of the player and makes undetectable to certain mobs, absorbs wind attacks, falls easily to ice

Ice- creates a barrier of ice that freezes wind attacks, can be used to deflect or focus light, absorbs ice attacks, and falls easily to fire

Light- absorbs light attacks emits light in dark areas, dark attacks destroy barrier

Dark- absorbs dark attacks emits a black hole in light areas, light attacks destroy barrier

Sonic- absorbs sonic attacks creates a barrier of sound rendering character silent and undetectable to certain mobs, nullifies metallic attacks

BIG RIGs-

These are specially made power RIGs Each weapon is specific to a single element only.

Dynamo RIG- electric

Pyro RIG- Fire

Aqua RIG- Water

Gale RIG- wind

Glacier RIG- ice

Terra RIG- Earth

Spectrum RIG- Light

Void RIG- Dark

MONSTER TYPES

Usually but not always weak to

Robotic- main elemental weaknesses to lightning and water (conductive)

Biotech- main elemental weakness fire and ice (temperate)

Human- main elemental weakness earth and wind (Natural)

Light- main elemental weakness darkness (Life)

Dark- main elemental weakness light (Life)

Animal- main elemental weakness smell, sound, metal

Robotic-

These basic mobs keep the city of Arcadia clean, do most of the manual labor, and as such have certain abilities.

Control Bots-

Cop Bot – basic robot that uses metallic projectiles attacks and melee

Swat Bot – upgraded cop bot

Pyro bot – uses fire attacks

Worker Bots-

Sewer bot – uses water and smell attacks that disorient the player

Painter bot – uses paint to blind the player (water attacks)

Gravel bot - lies down and fixes roads and uses earth attacks

Street Bot – uses melee attacks

gardener bots- weak to fire, resistant to ice- uses earth based melee attacks

Forest Bots-

lumbering Jackbot- weak to lightning, resistant to ice- uses metallic melee attacks.

Logging Carrey bots- weak to fire, resistant to ice- uses earth based melee attacks

Reforestation Bots- weak to fire, resistant to water based attacks uses projectile water and earth attacks.

JAX bots

Seeker Bot-

Stealth Bot-

Jet Bot-

Humans-

Humans live mainly in the dark city of Arcadia and leave the robots to do all the flat out work while they lead the bot forces, humans hide their true natures.

Control humans –

Copper – human cop use stun guns to paralyze, mace to blind, metallic projectiles, and melee

Swat – similar to cops but hide behind shields

Fireman- use melee attacks with axe and water attacks

Foresters-

Lumber Jacks- weak to wind, resistant to ice- uses projectile metal attacks

Saw Men- weak to wind, resistant to ice- uses mid range melee metal attacks

Reforesters- weak to fire, resistant to water and earth- uses melee metal attacks and projectile earth and water attacks.

Degenerates

Robbers- weak to wind, resistant to ice- uses mid range melee metal attacks

Animals-

Animals wander through out the world; some are more evolved than others are.

Brown Bears- weak to metallic attacks and fire, resistant to ice and water, uses earth melee attacks.

Wolves- weak to Metallic and water attacks, resistant to ice, uses ice melee attacks.

Hawks- weak to metallic and lightning attacks, resistant to earth, uses wind attacks.

Dogs- weak to metallic, and fire, resistant to ice- uses earth melee attacks and projectile water attacks.

Cats- weak to metallic, and water, resistant to ice, uses earth melee attacks.

Pidgins- weak to Metallic, ice, and lightning attacks, resistant to wind, uses wind melee/projectile attacks.

Upgrade and customize weapons

The RIG can be upgraded by finding new weapon types that drop as the story progresses, special non-required weapons, and special parts to create the BIG R.I.G.s. the ammo and weapons create different effects depending on ammo and weapons. Items can be found during game play and bought at the hardware store. And put together either at Xavier' home garage, the Bear Family Garage and Repair in Haven, or at Panda Body and Customs in downtown Arcadia.

Weaknesses and Strengths

Different types of enemies are weak to different attacks there are six types of enemies robotic, bio-tech, human, animal, light and darl. Each has its own weakness and strength. Robots main weaknesses are lightning and water, biotech are weak to Ice and Fire, humans are weak to earth and wind, and animals are weak to sound, smell, and metal. The enemies are not always weak to these effects. Special enemies may have a different weakness than usual. Weakness does not only include elemental weakness but a weakness to the weapon that is used also. Some weapons may have a negative effect on the enemy and make them stronger.

Enemy detection

Enemies engage the player in different ways, many attack due to sounds, and most attack due to sight of the character, or the heat a player may create. They also track the player in different ways. Some track by sight(foot prints) , others track by scent. The only way to avoid sight is to cover your tracks or run across a hard surface, for scent tracking the player must escape to the sky, or water, or change/ mask their scent. There are scent producing shops the disorient scent based tracking; these places include flower stands, perfume shops, sewers and bakeries, in addition to certain items the player can carry. Sight based enemies will track as long as you are in their line of sight, once you are able to escape the line of sight the enemies will continue in the direction you were last seen in for a certain amount of time before giving up and returning to their jobs. This can be done by jumping in trees or tuning many city streets quickly. Large open areas are hard to loose sight-based enemies while city blocks are ideal. Sound based enemies can be distracted by making a noise or creating a noise away from where the player is. Some enemies do not attack at all unless they are attacked or the player has performed an action that triggers them to attack.

Enemy grouping/placement

Some enemies' link to other enemies of the same type, therefore if they see one of their own engaging the enemy they will join. This can be beneficial or detrimental, the player can gather the group and single out one type of enemy and destroy them based on weakness quickly or be destroyed by the enemy much faster. Bosses will sometimes make all near by enemies to come to its aid, taking out these enemies before hand will reduce the amount of back up the boss receives. Some enemies, mostly animals and humans, travel in packs and are extremely dangerous to engage all at once, the player must find a way to scatter or separate the group or trap them all at once. Some pack animals robots and humans can call for back up if given the chance the back up called may not be of the same type as the one that called. Most enemies are assigned to posts around the city. Many are robots that perform maintenance around the cities and remain in that place sneaking around these enemies is best. Some patrol areas and walk around blocks, timing is used to get past these enemies

Mini games/secrets

Many areas have secret objectives that are not told to the player but do affect the story. In times where speed is obviously wanted there a timers set off that the player does not now of, there is no real time limit but if you perform what is needed fast enough you will be rewarded. Others secrets include destroying all enemies in an area (timed/not timed) or proceeding through an area with out being detected (no killing/killing with out being detected).

Xavier's story Area Connection & text Flow Chart

Start

The town of Haven

- Haven suburbia
 - Xavier's house
 - Living room
 - Xavier's room
 - Xavier's Garage
 - Haven Public Park
 - Brandon's Tree House
 - Bear Family Customs and Repair
 - Mud Puppy gas station
 - Haven Flower shop

Down Town Haven

- The Warf
- J.C.'s Hardware
- Haven shopping center
- Haven Police station
 - Police training ground

Valley Hills

- Panda Body and Customs
- Valley Hills Veterinarian Clinic

Hill Top Floral Shop
Valley Bakery
Downtown Acadia
Arcadia Docks
Bulldog Pub
 Bulldog pub basement
 Bulldog pub back door
Arcadia sewers
 Arcadia Water treatment plant
JAX Corp. Front Entrance
JAX Corp. Loading Zone
Building of the Trinity
Lobby
 Stairs
 Express elevator
 Upper levels
 Top floor
 Cargo elevator
 Lower levels
 Basement labs

Connections break by way of escape craft
The Southen tundra
 Rift cat camp
 Pengi town
 Bran's safe hold
 The oilrigs
 Oilrig docks
Southern Valley Forest
 Rift Cat HQ port
 Rift Cat HQ Upper
 Research and development
 Rift cat fugitive prison
Mountain of Birth
 Lost temple
 Ancient catacombs
 Arcadia sewers
 Arcadia water treatment plant
Arcadia Slums
 JAX loading Zone
 Bulldog Pub Back door
 Arcadia docks
 Acadia Sewers
 Arcadia Water Treatment plant
Building of the Trinity
End Game

Water connectors

Haven Warf
Arcadia Docks
Oilrig dock
Rift Cat HQ port

Sewer connections

Arcadia Water Treatment plant
Arcadia slums
Valley hills
Ancient Catacombs
Downtown Arcadia

Level 1/2

Mission Name: On your own/Boot Camp
Mission Briefing: Opening cut scene
Win: The objective of the first half of the level is to get to the end. The second half is to defeat the boss at the end.
Lose: There is no way to lose
Challenges: get to the end and beat the boss, learn the controls
Pick up Items: Basic R.I.G., wind ammo
Weapons: In the first part of the player's tutorial the player is given the Melee R.I.G. in the later half the player is given the Basic R.I.G.
Ammo: No ammo in first half, second half you are given wind elemental ammo
Special NPC: Tony- guide that explains how to use advanced movements, Crystal- Guide that teaches the player HUD and R.I.G. controls.
Enemies: Dummy Bots
Enemy Strength: these enemies use a pushing attack and rubber bullets to slow the player down. Nothing hurts the player. The enemies here do however have more defense than later enemies to compensate for lack of attack capabilities do.
Boss: Big Dummy
Boss Strength: As with the dummy bots the player cannot be harmed, the boss is a large dummy bot that uses a spin attack to knock the player away from him. This boss has a much higher amount of defense and health compared to that of the rest of the Dummies.
Secrets: there is a record time to beat that the player is not told about. The player does not know this and does not need to beat the time to pass the level. There is a reward for beating the time later in the level.
Plot: Crystal immediately reports to Xavier that the robot that kidnapped his sister is still in the vicinity and getting away. After pursuing the robot to a bridge, connecting Haven to Arcadia the bot manages to get away. Tony happens to be at the bridge looking at the city from

a distance then hears all the noise Xavier and the bot are making. After the bot escapes, Tony stops Xavier and tells him he can never hope to beat anything the way he is running around. Tony takes Xavier to the nearby animal Police Station Training ground and tells him that if he can't get through this he can have no hope of getting through Arcadia

Summary of level:

Act- Stage One- On Your Own

The setting is early morning after Xavier's sister is kidnapped and he is forced to hunt her down. This part introduces Crystal Xavier's holographic sidekick. Crystal introduces the player to the compass that then appears on the HUD. A white dot displays the way the player needs to go. This is a suburban area that has cars parked in the driveways and on the road. The player is able to attack using the melee R.I.G. and bash many items on his or her own.

Act- Stage Two- Boot Camp

The bridge has a barricade up to prevent passage due to renovations on the bridge. This introduces enemies in the form of stuffed robot scarecrows. These enemies have a lot of padding and do not hurt the player. They are there to slow the player down. After being defeated, the robots drop Wind elemental ammo. A little while later the player is given the Basic Rig, which allows the player to use the ammo and rip the dummies apart. Tony instructs the player on advanced movements, while Crystal instructs on how to use the R.I.G. and ammo.

Level 3

Mission Name:	Valley Hills
Mission Briefing:	any cut scene or goal stated before hand
Challenges:	find the way downtown and defeat the boss
Items:	any items that may be collected to get through the level
Special NPC:	Tony, Crystal
Weapons:	Melee Rig, Basic Rig, beam Rig
Ammo:	Wind, Water
Enemies:	worker class Bots- painter bots gardener bots ect.
Enemy Strength:	enemy strength and defense
Boss:	King of the Hills
Boss Strength:	moderate strength low defense
Win:	get downtown
Lose:	lose all health
Subplot:	put out a burning house that one of the bots chasing you starts.
Summary:	this level is much like the hills of San Francisco in which the player must find his way out of the hills and downtown. The houses are close together and lined along the hills. The player can search around and ask NPCs how to get down town, Crystal his computer remembers where he has been and the directions Xavier is told.

Level 4

Mission Name: A Night on the Town.
Mission Briefing: any cut scene or goal stated before hand
Challenges: find the way to the Building of the Trinity
Items: any items that may be collected to get through the level
Special NPC: Tony, Crystal, Steven, Amanda, Luis, and Michael
Weapons: Melee Rig, Basic Rig, beam Rig
Ammo: Wind, Water,
Enemies: maintenance class bots sewer bot, street cleaner ect.
Enemy Strength: moderate strength, moderate defense
Boss: Neon operator
Boss Strength: low strength High defense
Win: get into the Building of the Trinity
Lose: loose all health
Subplot: Get to the Bull Dog Pub and talk to three new story NPCs Steven, Luis and Michael, and told to find their co-worker Denise. Go to Panda Body and customs to meet the Bear family rivals- the Panda family.
Summary: This level introduces more characters to the story and gives the player a basis for side missions. The level is made up of city blocks made up of many sky scrapers and alley ways.

Level 5

Mission Name: The Triad
Mission Briefing: any cut scene or goal stated before hand
Challenges: get to the top of the building and defeat J of JAX
Items: key cards to advance through the floors.
Special NPC: Tony, Crystal, J of JAX, J
Weapons: Melee Rig, Basic Rig, beam Rig, Shield Rig
Ammo: Wind, Water, lightning
Enemies: security Bots class- stealth bots, destroyer bots.
Enemy Strength: High strength, low defense
Boss: J of JAX
Boss Strength: moderate strength low defense
Win: defeat J of JAX
Lose: loose all health
Subplot: hear the story of how the J came about
Summary: this level can be approached a many ways. If you have done the side mission given in the bull dog pub you are able to through the back entrance and bypass many lower floors. If the player does not do this he must go through the lobby. The player must then steal key cards to advance though the floors.

Level 7

Mission Name: Mission 6- Tiny Tyrant

Area Name: The Northern Tundra
Mission Briefing: J of JAX escapes in an aircraft and speeds north to the frozen tundra. Xavier hangs on as long as he can but fatigue gets to him, and he faints and falls off the ship. Crystal activates the wind shield Rig and they land in soft snow. When Xavier awakes, he finds himself lost in the Tundra.
Challenges: wander through the tundra fatigued, and with no map.
Items: N/A
Special NPC: Crystal, Mushu, Mr. Bran, Pengi people, Rift Cats
Weapons: Melee Rig, Basic Rig, beam Rig, Shield Rig
Ammo: Wind, Water, lightning, Ice
Enemies: Oilrig bots, flame bot, oil bot, loading bot, repair bot, Pengi henchmen
Enemy Strength: moderate strength, high defense bots, low strength moderate defense animals.
Boss: Mr. Bran
Boss Strength: high strength, moderate defense
Win: Mr. ran and find the way to oil rig port
Lose: loose all health
Subplot: Mr. Bran has stolen a weapon of mass destruction from JAX corps., Research and development. Xavier wants to know how to get back to Arcadia so he can save his sister and defeat the triad.
Summary: This level is set in the frozen tundra after the J of JAX escapes from Xavier after they fight. Xavier is able to hitch a ride on the escape ship and falls off the ship when flying over the icy tundra. He is then forced to find his way back to arcadia. While in the tundra, a tribe of Pengi people continuously attacks him. When shouting hail Bran while they attack. Xavier soon comes across a camp of Rift cats that are after Mr. Bran for stealing a weapon of mass Destruction from JAX corp. they say the weapon was illegally created and against animal human treaties. Getting the weapon back will be used as evidence to have the Triad put in jail. The goal is to stop Mr. Bran from using the weapon and get back to arcadia.

Level 8

Mission Name: Mission 7- R&R
Area Name: The Northern Valley
Mission Briefing: After getting off the oilrig, the rift cats take Xavier to their Head Quarters in the northern Valley. Upon arrival, the ship breaks down and must undergo repairs. They tell Xavier that they cannot take him back to arcadia unless he wishes to wait. They say he can try on his own and that it is just past the mountain of birth, they present him with a basic map and let him on his way.
Challenges: Get to the Mountain of birth
Items: Valley Map

Special NPC: Crystal, Rift Cats
Weapons: Melee Rig, Basic Rig, beam Rig, Shield Rig
Ammo: Wind, Water, lightning, Ice, earth
Enemies: various animals of the forest valley, lumber jack bots, reforestation bots.
Enemy Strength: high strength, moderate defense bots, moderate strength moderate defense animals.
Boss: Big Brown Bear- uses sharp claws and a rolling attack to fight. Can put Xavier to sleep with an attack called vernal equinox
Boss Strength: high strength, high defence.
Win: get to the base of the mountain of birth
Lose: loose all health
Subplot: N/A
Summary: this level Xavier goes through the forest and encounters mainly animal enemies. This level is to get Xavier out of his slump of being so far away from home. He sees hope in how nature seems to go on even with all of the cutting of the trees, and sees that the triad has bots that plant trees back and care for the forest, and he figures maybe they aren't all bad.

Level 9

Mission Name: Mission 8- Truth be told
Area Name: Mountain of Birth
Mission Briefing: Upon approaching, the mountain of Birth Xavier looks for an entrance. Crystal spots a cave. Xavier slowly goes in to the darkness of the cave.
Challenges: find your way through the mountain
Items: N/A
Special NPC: Crystal, Jargons,
Weapons: Melee Rig, Basic Rig, beam Rig, Shield Rig, Force Rig
Ammo: Wind, Water, lightning, Ice, earth, fire
Enemies: various animals of the mountain, mining bots.
Enemy Strength: low strength, moderate defense animals, high speed movement.
Boss: ancient specter
Boss Strength: high speed, low defense, and low strength
Win: to get to the ancient temple with in.
Lose: loose all health
Subplot: N/A
Summary: In this level, Xavier is told by the Jargons the animals and humans troubled past and how the humans came to come to the mountain.

Level 10

Mission Name: Mission 9- slum
Area Name: Arcadia Slums

Mission Briefing:	The Jargons tell Xavier that the catacombs in the mountain are connected to the arcadia sewer system. And that he can get back to arcadia through them.
Challenges:	go through the maze like sewers and arcadia slums to the building of the trinity.
Items:	N/A
Special NPC:	Crystal, Tony
Weapons:	Melee Rig, Basic Rig, beam Rig, Shield Rig, Force Rig
Ammo:	Wind, Water, lightning, Ice, earth, fire
Enemies:	various animals and bums.
Enemy Strength:	high strength, moderate defense humans and animals, high speed movement.
Boss:	N/A
Boss Strength:	N/A
Win:	to get to the building of the trinity.
Lose:	lose all health
Subplot:	N/A
Summary:	Xavier makes his way to the building of the trinity to engage in the final battle with the Triad.

Level 11

Mission Name:	Mission 9- Trinity vs. Triad
Area Name:	Trinity Building
Mission Briefing:	Xavier gets to the Building of the trinity to fight and finds J, and Tony waiting at the entrance when they are suddenly attacked.
Challenges:	defeat the triad.
Items:	N/A
Special NPC:	Crystal, Tony, J
Weapons:	Melee Rig, Basic Rig, beam Rig, Shield Rig, Force Rig
Ammo:	Wind, Water, lightning, Ice, earth, fire
Enemies:	N/A
Enemy Strength:	N/A
Boss:	the Triad
Boss Strength:	Extremely high strength, Defense and movement speed.
Win:	defeat the triad
Lose:	lose all health
Subplot:	N/A
Summary:	the enemy has four forms that Xavier, Tony, and J must defeat. The last form all three members of the triad fight at once while Xavier, Tony, and J fight at once.

Walkthrough of 3 levels

Level 1- on your own.

Weapons- Melee Rig

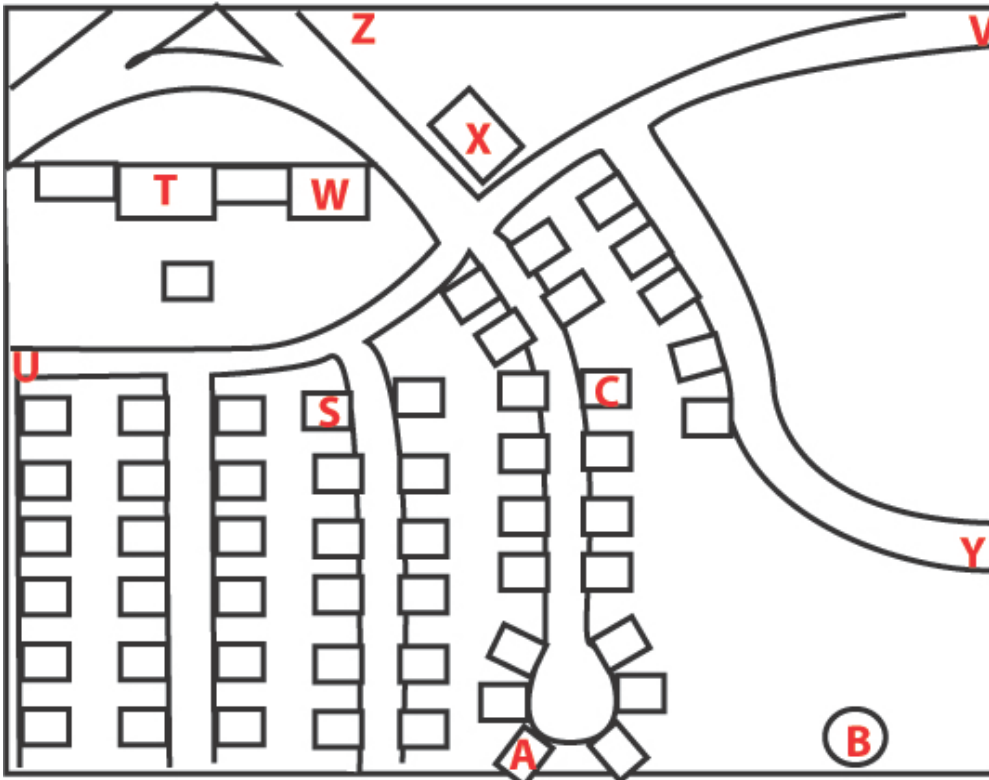
Ammo- N/A

Enemies-

Robotic- N/A
Human- N/A
Animal- N/A

Enemy weaknesses- N/A
Walkthrough-

The On Your Own mission is a suburban street in a cul-de-sac. There is an on ramp on to a highway to get to the next area. The street has cars parked in driveways and near the curbs. The only thing to do is get to the highway (A) Xavier's home is the starting point. There are no enemies but the cars on the street can be damaged. Damaging the cars results in a penalty later in the game, the goal is to get to the highway as fast as possible. Xavier's home cannot be entered at this time. (B) Is Brandon's Tree house to be used later in the game. (C) Is Jenny-chans home. (Z) Is the on ramp to the highway and act 1 end. (Y) Leads to the city dump and The Great Forest but is not accessible at this time. (X) Is a gas station to be used later in the game. (W) is J.C.'s Hardware and appliances, Xavier is able to buy tools that allow him to upgrade his weapons (V) leads past the park and leads to the Mountain of Birth, but is not accessible at this time. (U) leads to the high school. (T) Is the Bear family Garage and repair. Xavier's dad can be found here during the day. (S) Tony's house



Walkthrough of level 8

Level 3- Valley Hills-
Weapons- Melee Rig, Basic Rig, beam Rig

- Ammo- Metallic, Wind, Water
- Enemies-
- Robotic- Paint bot, Garden bot, firefighter bot
 - Human- cops, robbers.
 - Animal- dogs, cats, pidgins.
- Enemy weaknesses-
- Paint Bot- weak to lightning, resistant to earth- uses water/earth mid-ranged ranged attacks.
 - gardener bots- weak to fire, resistant to ice- uses earth based melee attacks
 - firefighter Bots- weak to wind, resistant to water, lightning, fire based attacks uses projectile water and earth attacks., some use melee metal attacks
 - coppers- weak to wind, resistant to ice- uses projectile metal attacks
 - robbers- weak to wind , resistant to ice- uses mid range melee metal attacks
 - dogs- weak to metallic, and fire, resistant to ice- uses earth melee attacks and projectile water attacks.
 - cats- weak to metallic, and water, resistant to ice, uses earth melee attacks.
 - pidgins- weak to Metallic, ice, and lightning attacks, resistant to wind, uses wind melee/projectile attacks.
- The Area- The player is placed into the residential area of arcadia and must find his way down town. The area consists of many houses, gardens and trees. Many of the trees can be burned down if they are in the way. Fires can some times go out of hand and must be stopped. Fires will also make fire fighters and cops to come. Using the Beam Rig with water ammo is necessary for stopping higher fires; the lower range fire can be put out using the Beam Rig and earth ammo. Saving ammo for these operations is needed, wind ammo and metallic ammo serves to defeat enemies. The player gets the beam Rig if he can manage to get the fire fighters to come and steal it from the fire truck. Water ammo is a common drop from the water based enemies.
- Enemy placement- player starts high on a hill, walking around you find stray pets and cops walking around. Scattered through out the area are painter bots and gardener bots doing maintenance randomly on various houses. In the back or on the side of a few houses you can see robbers climbing in and out of windows.
- Walkthrough- the player starts out at the top of a large hill in the area and goes down the street. There are two streets parallel three streets that run through them. One side quest is to defeat all the robbers in the area. The areas they spawn at are randomly placed at housed there are only 10 at one time. Defeating the robbers stops the cops from attacking you unless they see you harming pedestrians or robots. The field is very linear at he end of the area is a rail road crossing and the start of down town arcadia.

Level 8- The Northern Valley-

Weapons- Melee Rig, Basic Rig, Barrier Rig, Beam Rig,
Ammo- Metallic, Wind, Water, Lightning, Ice, Earth
Enemies-

Robotic- Lumbering jackbot, logging Carrey bots, reforestation bots.
Human- lumberjacks, saw men, reforesters.
Animal- Brown Bears, Wolves, Eagles, Hawks.

Enemy weaknesses-

lumbering Jackbot- weak to lightning, resistant to ice- uses metallic melee attacks.

Logging Carrey bots- weak to fire, resistant to ice- uses earth based melee attacks

Reforestation Bots- weak to fire, resistant to water based attacks uses projectile water and earth attacks.

lumber Jacks- weak to wind, resistant to ice- uses projectile metal attacks

Saw Men- weak to wind, resistant to ice- uses mid range melee metal attacks

Reforesters- weak to fire, resistant to water and earth- uses melee metal attacks and projectile earth and water attacks.

Brown Bears- weak to metallic attacks and fire, resistant to ice and water, uses earth melee attacks.

Wolves- weak to Metallic and water attacks, resistant to ice, uses ice melee attacks.

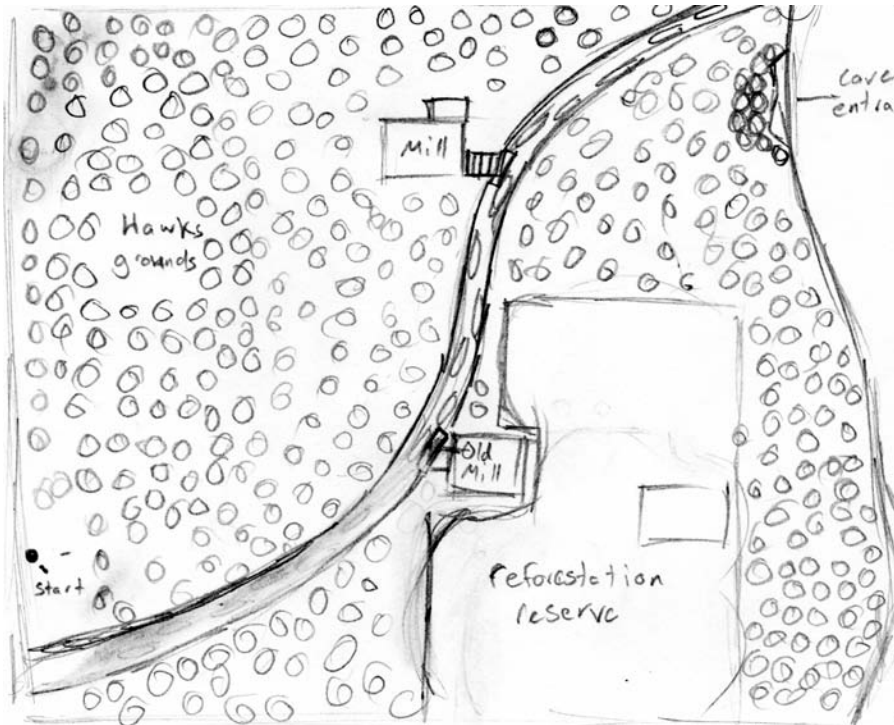
Hawks- weak to metallic and lightning attacks, resistant to earth, uses wind attacks.

The Area- The player is placed into the forest and must find his way through. The area consists of many trees and foliage. Many of the trees can be burned down if they are in the way. With out the use of fire the player is forced to use lightning ammo with the Beam Rig on the trees to start a fire. Fires can some times go out of hand and must be stopped. Using the Beam Rig with water ammo is necessary for stopping higher fires; the lower range fire can be put out using the Beam Rig and earth ammo. Saving ammo for these operations is needed, wind ammo and metallic ammo serves to defeat enemies. Some enemies are weak to lightning but it is better to save the ammo. Fire ammo begins to appear after next mission so it is not useable until that time if the player decides to back track.

Enemy placement- player starts out in the forest, walking around you find random wolves and lumberjacks cutting down trees. If the player goes north he will see a clearing, entering this clearing will cause the player to be attacked with out relentlessly by Hawks out of the sky. As the player nears the mountain, reforesters and Brown bears begin to appear.

Walkthrough- when the player nears the mill the number of lumber jacks increase. The player must get to the mill without being caught and try to sneak into a truck that is headed to arcadia. When the player gets to the mill, the truck headed for arcadia speeds off. After missing the truck, Xavier is forced to find another way back. He decides climbing the mountain is the only way and decides he has to find a way to cross the river. When getting to the river a mini game begins, in which the player must cross the river by jumping on logs that flow down the river. Once past the river the player

must try to find a climbable part of the mountain. After searching all around the mountain, nothing turns up. Xavier begins to give up but Crystal notices that there are many brown bears in the area and that most bears live in caves, which might be a way into the mountain. When approaching the north side of the mountain there is a cut scene, in which a bear disappears into the trees. When getting to the area Xavier says the trees are too thick to get behind, the player must then burn the trees down to reveal a secret cave into the mountain.



Character Art

Xavier

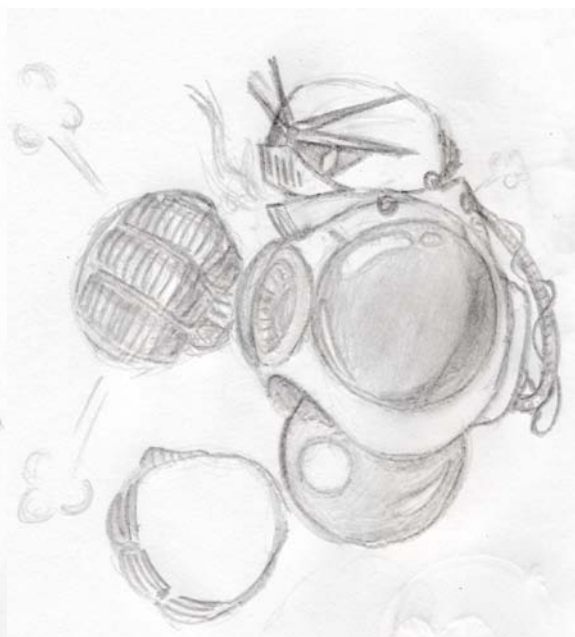
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J



J.A.M.I.E



Other non-main characters

Xavier's Family

Brandon



Pops



Jenny- Chan



Mr. Bran

Jargons- male/female

