

Game Play

Upgrade and customize weapons

The RIG can be upgraded by finding new weapon types that go with the story, 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 four types of enemies robotic, bioorganic, human and animal. Each has its own weakness and strength. Robots main weaknesses are lightning and water, bio-organic 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.

Exploration of the cities of Haven and Arcadia

The areas connect to one another and are traveled to by way of public transportation through out the day or by foot. Public transportation runs on a schedule based on real world time and must be paid for Taxis are faster and cost more and must be called at a pay phone or approached curbside. There are many paths in both Haven and Arcadia that may be taken to avoid enemies. Using public transportation avoids enemy encounters. Running from an enemy is not necessarily a good thing, if certain enemies discover you they will chase you and will be joined by other enemies that see them. If you are able to hide for a certain period of time they will go back about their jobs. Many secret items are hidden through out the cities, there are

Enemy detection

Enemies engage the player in different ways, many attack due to sounds, and most attack due to sight of the character. 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 know 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 without being detected (no killing/killing without being detected).