

Dark Star

Future vs. Fantasy

Dark Star is a first-person-shooter developed by Chaotic Enigma Interactive. Dark Star utilizes the Unreal Engine 3 to take fullest advantage of Nvidia Physx interaction, High Dynamic Range Rendering, Per-Pixel Lighting, and Dynamic Shadows while maximizing on the efficiency and speed of game play.

Dark Star is the first of the first-person genre of shooting games to bring the long awaited battle of Science Fiction VS Fantasy characters to life. Players engaged in the fast paced world of Dark Star not only have to rely on their dexterous skill in online combat, but have to interact with a heavy Real Time Strategy goal and mission based system. In Dark Star, players have the opportunity to arrange their teams into strategic teams to beat their enemies in a variety of different situations and game play.

Dark Star has the platform to be played on PC, Xbox 360®, and Play Station markets and interact with a combined ranking and networking system. Dark Star appeals to the causal as well as the hard core gamer, and draws from the target markets of both the fantasy and science fiction genres. In the world of Dark Star, players have the ability to form guilds and allegiances is possible, as well as generate rewards for skillful action in play maximizing on its appeal to all gamers.

World Overview

In the dark midnight of a distant galaxy, mankind struggles to survive. Nearly one millennium ago, men were masters of metal, flesh and the powers of the mind. They had explored, tamed and settled the vast expanse of the stars, and called it home. Then came disaster. The blending of technology and magick together created a rift in which a black hole threatened to swallow up dozens of the core worlds. The collective of the leaders of the largest four galaxies panicked in desperation, and sought to destroy this dark portal. They planned an assault of technology and magick on an epic scale, but the force became too great for even the

greatest of scientists and Channelers ever imagined. In error of man; they unleashed a galactic catastrophe so dire that it brought widespread holocaust to all but the most distant and untamed fringes of space. This genocide was termed “The Brightening” after the spectacular beauty and utter destruction that it brought.

A handful of the once civilized core worlds survive, their surfaces turned to the blackest nightmare. These descendants of the pinnacle of man-kind have renounced the powers of the ether, and cling solely on the fruits of advanced technology. Magick and its like became outlawed and hunted, fearing such an uncontrollable weapon which can be channeled through the bodies of men. Through the untiring work of ancient computer intelligence and automated systems men are able to survive amongst the barren ash covered bones of their ancestral galactic empire. They have become more dependent on machine than ever before in their history; relying on robotic servants, metallic limbs, and digital minds to show them the path to the salvation they seek.

In the furthest reaches of space, where the flames of The Brightening only lightly flickered at the fringe of time, the settlements of mankind fared differently. Without contact from their mother worlds, they quickly degenerated into barbarianism and feudal conflict. They never understood why the supply ships stopped coming, and so turned to the naturally abundant worlds they inhabited for sustenance. Technological advancement and history was forgotten except in the most basic terms, and the powers of the mind blossomed into a new might. Each world, cut off from the others, went to cultural and philosophical extremes to deal with the violent reality they now faced.

Now hundreds of years later, the men of the core worlds seek out virgin lands to occupy. As they began invading the resource rich outer rim, the Union of Sages has arisen to defy them. Uniting themselves with the other pure blood nations, the high council of the Union of Sages seeks to keep the worlds of their birth from the greedy and malicious hands of their unenlightened cousins. The invading high men have organized into a strong Confederation of worlds. United by their common history and abhorrence of the supernatural magicks that first destroyed their empire, they seek to take back the resource rich fringe of space by force. As the Confederation of Advanced worlds masses the remnants of the once great star fleets into an invasion armada, the Union of Sages prepares its desperate yet numerous forces for battle. This is the beginning of the new era of warfare, of technology versus magick!

Setting Summary

1. The Setting

- Post Apocalyptic Star Wars and Fantasy mixed setting:

Long ago, in a galaxy far, far away, where they have dragons...

- The “Core” civilized worlds are wiped of life and rendered barren due to a supernova event referred to as “The Brightening”. It was the result of a failed experiment with both magick and technology on a triple sun cluster. The objective was to destroy a black hole that was swallowing a heavily inhabited cloud nebula near the heart of the civilized world.
- Galactic population has been decimated and each life is very valuable.
- Only the very barbaric “Outer Rim” worlds remain inhabited, but they each already have a host of their own problems. They only flourished before “The Brightening” as outposts because they had civilized support. Abandoned on their own Pandora, they went to cultural and philosophical extremes in order to survive.

2. Future / Sci-fi Factions (The Confederation of Advanced Worlds)

- The strong “Inner Rim” governments souly survived because of automated facilities and evolved based on the technology of their homeland. The future worlds may be advanced, however only the elite reap the fullest rewards.
- Some of these planets are permanently scarred by the cataclysm. They only feebly support life through high nutrient farms and livestock cloning facilities. They have people labor in factories to upkeep their ancient life support machinery to ensure their continued existence.
- Many future world religions sprang up revering “the gods” who are actually automated support facilities, and their ‘acolytes’ (androids)

3. Fantasy / Mythical Factions (The Union of Sages)

- Because of their distance, these worlds were outskirts of civilized galaxies and survived the cataclysm. In many cases the survivors did not have a native industrial base and began to adapt to their environments. The civilizations quickly degenerated into feudal societies, and because of this are now just realizing they need to stick

together. The damaged “future” worlds seek to exploit their untapped resources and “cleanse” them of their tainted abilities.

- Magick is their means of communication, travel and warfare. In some cases they have retained a resonance of steam-punk technology enabling them to create fantastic armadas of magically enhanced vessels able to repel the Confederation Star Fleets.
- After often being separated for hundreds of years from the rest of the galaxy, these isolated systems harbor cultures based on Earthen myths.
- Even from the most feral barbarian worlds comes the dreaded stock of soldiers loyal to the Union of Sages whom can unearth even the most dug-in Confederation lines.

4. Travel

- “Cruisers” are non-hyper drive futuristic carriers capable of moving entire colonies along with armed military might. “Furans” were created in response of the Fantasy realm’s need for defense and they operate around rifting or teleporting magicks.
- “Ships” are hyper-jump/rift-jump capable and are either savaged relics from before the “Brightening” or one-shot energy creations crafted by magical evocation for large scale troupe transport.
- There are a few “Star Sliders” capable of galactic travel. These are administered by guilds attempting to be the non-partisan in the intergalactic war. Local parties and factions can travel amongst these ships, but only if you can pay the right fare. Smuggling is the only source of feudal trade, as the societies mutually despise one another.
- Hyperspace is a vastly uncharted and there for, very dangerous. There is the exception of a few established routes the “Opiliene Trade Guild” protects and administers.

Heroes Character Classes

Dark Star offers the player a variety of different classes to play from. Each class has a unique weapons structure based on their evolution after the cataclysm. The combat system in Dark Star gives way to a new wave of “shooters” where the players can actually delve to melee combat in a first person environment. In order to ensure balance, melee based classes will have ranged weapons on a minor scale, but receive buffs and enhancements to movement and the

world around them. It is Dark Stars vision to be one of the first innovators of fighting combo system within the first-person environment.

Each world which the heroes hail from varies widely in environment and level design. As the player emerges himself into the world of Dark Star, the richness of the environment is apparent at an immediate glance.

<u>Fantasy</u>	<u>Sci-Fi</u>
War Wizard	Cyborg
Viking	Alien
Cleric	Medic
Mage	Sniper
Ninja	Ghost
Rouge	Gunslinger
Warlock	Demolitionist

VS.

Fantasy - The Union of Sages

War Wizard

War Wizard Description



War Wizards are dark in skin color with blue runes and glyphs which adorn the head and body. Their eyes glow yellow with the heat of a volcano and they wear harden molten lava as armor. From their wrists silvery bracelets attach to chains attacking obsidian rods covered in cryptic writing. The rods are called Volcanian Hammers for when the War Wizard holds them, giant hammers of lava grow at their length to be used in melee combat. War Wizards are masters of Fire and Earth and have a variety of ranged combat abilities.

Character Back Story

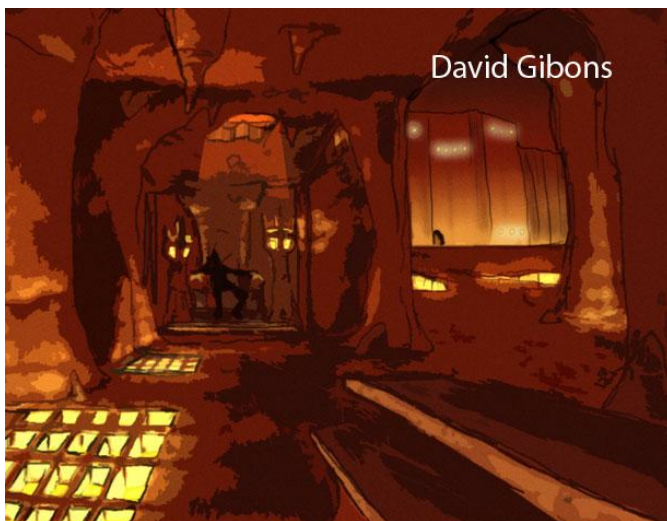
The Outer Rim Planet of Venhu is the home world of the War Wizard. Venhu was a volcanic research facility before the Brightening focusing on gravitational anomalies on the outer rim. Realizing that their world's structure would come to an end due to the volcanic eruptions, the magick of the War Wizard evolved to control Earth and Fire.

The leader of Venhu was a young mage by the name of Flagan. The miners and scientists of the research facility followed under his guise as he was the first one to adapt to their new found powers. In order to save their civilization, Flagan designed the Orbs of Transmutation. These orbs allowed those with lesser magickal ability to channel the power of Earth and Fire unhindered.



John Quick

As inhabitants of Venhu adjusted to their new powers and abilities, the landscape around the station started to become unstable. Flagan directed the colony to use their new found gift to shape the lava, earth and fire around them; but to accomplish this they would have to move their city into an active volcano to fully utilize the Orbs of Transmutation. As the civilization matured, a fellowship of defenders arose from its depths. They were known as the War Wizards and they are the defenders of Venhu nation.



David Gibons

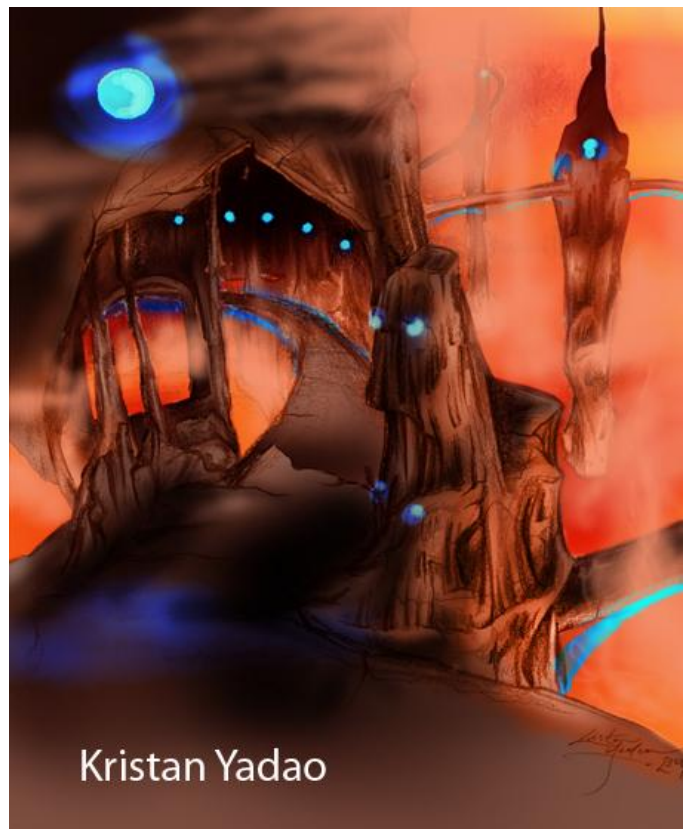
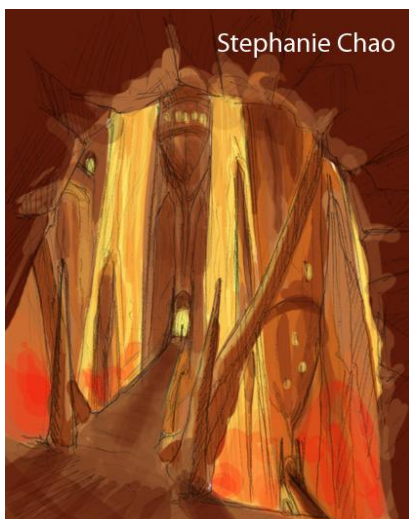
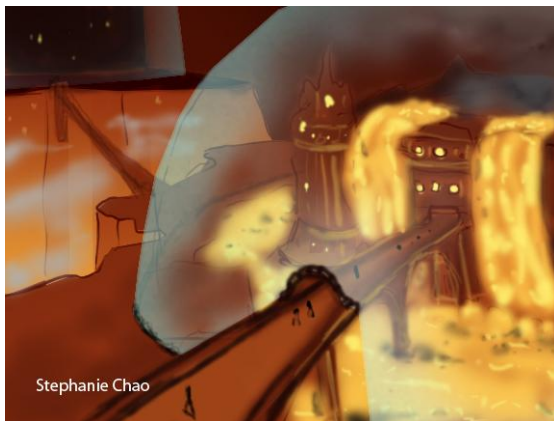
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of ranged combat abilities.

War Wizard Spell Abilities

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Volcanian Hammers	The War Wizard summons hammers made of pure Volcanian lava.
2	Breath of	The War Wizard breaths forth a breath of incinerating fire and

	Fire	heat. Cone AOE Attack
3	Stun	The War Wizard calls forth a giant boulder to throw at the enemy. If the boulder contacts the opponent, they take damage as well as become stunned
4	Flame Bolt	The War Wizard hurls a bolt of liquid magma at target.
5	Stone Skin	The War Wizard summons lava to cool over his body protecting him from damage
6	Tremor	The War Wizard casts a Point Blank Area Effect which stuns / slows players within range
7	Create Volcano	Ground Targeted Area of Effect spell
8	Firestorm	Expanding Area of Effect Spell



Viking

Character Description

The Vikings are the warriors of myth and legend whom charge into battle in the worst of conditions. They are connected to the Gods of the Nordic lands channel forth avatar like powers. Their primary weapon is a two handed axe and wielding lightning with their hands. Their amour is adorned with beasts of legend on steel plates that hang over chain mail.

The Viking is the primary melee class for the Union of Sages. Most of the upgrade nodes allow the Viking to absorb massive amounts of damage while giving him the speed to engage opponents in melee combat. The Viking's vice is ranged weapons, but up close he is unparalleled.

Viking Spell Abilities

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Axe of Valhalla	2 handed axe of Viking legend
2	Ferocity	Upgrade to Speed, Amour and Damage
3	Boom of Tyr	The Viking calls upon the God Tyr to bestow might in battle. Area of Effect Stun
4	Harth of Freya	Regeneration – When the Viking kills a player, a potion of heath is returned to the Viking.
5	Scourge of Vahalla	Limited invisibility
6	Call of Odin	The Viking casts a Lightning Bolt at target
7	Blade of the Winds	The Viking unleashes wind as sharp as steal towards opponent. Close range cone damage spell
8	Avatar	Torrents of Air which surround the Viking making him invincible for a limited time

Cleric

Character Description

The planet of Felian was an Earth type planet in which daylight lasted only 5 hours a day. However the landscape remained in a constant sunrise or sunset for the remainder of the 5 hours. During the 19 hour night there are 3 moons, Red, White and Blue and a constant aurora borealis. Little did they know that the Aurora was actually radiation from the Brightening which sparked their magickal abilities.

As the radiation soaked into their bodies, it had a adverse effect. The inhabitants began to charge by the radiation which if not properly discharged would explode in proximity around them. They used their power to tunnel into the caverns of the world and hollow out great cities for them to thrive in. As citizens of Felian developed into Clerics they built giant pyramidal structures to the Gods they worshiped on the “Upper Ground” and use ritual sites to terraform the world around them as they discharge their energy.

The Clerics are cast in bright silver plate armor and white robes with silver serpents running down the breast plate. Their eyes have a faint glow of teal purple and their mace is two heavily adorned snakes with open mouths at the head. Twin pairs of gigantic fangs spring forth on either side of the mace with other spikes riddled along its edges. A faint purplish blue glow surrounds the hand and mace as the Cleric looks towards his next victim.

Cleric Spell Abilities

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Shield of Slief and Holy Mace	A one handed Mace with the hilt of silver serpents and the Shield of Slief with the crest of a viper
2	Minor Augment	Augment of a low healing unit, ammunition or armor on a personal or external basis.
3	Mental Nova	The Cleric channels the radiation inside himself to focus into a bolt of energy
4	Smite	Empowered the mace of the cleric to throw red lightning bolts
5	Holy Crusader	Augments the cleric mace to become serpent like. While in this form a beam of light can spring out of the mace holding anyone stunned in its path. Those stuck while in this mode will be damaged and poisoned

6	Winged Serpent	Ethereal wings sprout being the Clerics armor which allow him to jump at a extremely heightened rate. The Cleric does not take damage from the fall.
7	Viperous Wave	Cone Area of Effect spells which poisons and slows all within its range.
8	Fangs of Mortality	A high damage bolt spell which returns health to the Cleric

The Mage

Character Description



The mages home world originated on the Soriant Cluster on the planet of Kashra. These 4 planets revolve on a center moon of swirling blue light. This is the headquarters for the Union of Sages and is the epicenter of the Magical Worlds. The center moon of the Soriant Cluster acts as a magnet for magickal and psionic energy and during the Brightening the loss of life was so great that a web of blue spider light lightning began to surround the Cluster.

Since the Brightening, the Union of Sages has sought to understand what happened and create a new government for the survivors of the cataclysm. The Union of Sages set out exploration missions to discover other magickal worlds and develop alliances with them. Developing trade and stability in fragile galaxies the Mages became the staple for truth and order in the Outer Rim.

The Mages are dressed in blue robes with the swirling of symbols and colors around their hands. Mages agelessness is visible in his face and his eyes hold all the secrets of the world. The Mages were the first to apply the Steam Punk Technology to the world of Magick and ghosts of ancient technology work actively its civilization. Buildings and vehicles appear half created by magick and steel in obscure and distinct creations. Technology for the Mages extends from elaborate psionic mainframes to levitating people and building structures.

The technology of Rifting is created here and the Soriant Cluster because the inner trade network for the Outer rim. Smugglers from the Confederation and the goods they have for sale can be found if you extend a watchful eye. The Mages are the most offensive spell casting class of the Union of Sages and hence take the greatest damage.

Mages Spell List

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Wizards Staff	2 Handed Staff
2	Lightning Bolt	The Mage casts a fast fire single burst of Lightning.
3	Flame Strike	The Mage casts forth a magma bubble that splashes all nearby objects.
4	Chain Frost	The Mage fires a single projectile that will dissipate, upon contact the bolt will shatter apart and try to hit nearby enemies
5	Lightning Array	A spell which emits 3 Lightning Bolts with Stun durations
6	Cone of Cold	Fast moving channeled wave of Cold energy. Deals little damage per tick but reduces movement speed of players and weapons.
7	Torrent of Lighting	The Mage casts a whirlwind of Lightning in a straight direction. Anyone caught within a proximity of the torrent will be drawn closer towards its epicenter.
8	Nuclear Winter	The Mage casts a marker which all heat and cold fuse into a gigantic explosion. Extreme cool down and reduction of mages power for a limited time. Any character looking directly into the blast will be blind for a certain number of ticks.

The Ninja

Character Description

The world of Kai-Tan was a fertile recently colonized world before the Brightening. It was believed that this rich resource and temperate world would become the New Earth. Unfortunately the first of the supply ships never came after the planets terraformation and the colonists reverted to a life style kin to futile Japan.

Kai-Tan became the “green belt” of the Union of Sages due to its ideal weather conditions and vast assortment of resources and living space. The Union amassed a great deal of golems and other mythical creatures to farm, till and process the plentiful land to then have it dispersed to the other worlds within the Union.

It is from this world that the warriors of Ninja sprang to life to be the guardians of this sacred new human homeland. Ninja’s have the internal ability to bend light and space to their will and they became legendary fighters within the Union. The Ninja’s are dressed in traditional black uniforms with lightweight, heavy endurance armor plates. The Ninjas are known as “priests” for their ethereal meditation necessary to master their Ninjas skills or Chooning. Chooning allows the Ninja to not only draw upon themselves and affect light, but teleportation, telekinesis and weapon enchantment. The Ninjas wield pulsing chaos blades which can sever anything they come into contact with.

The Ninja Spell Abilities

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Chaotic Katana / Grappling Hook	The Ninjas two primary weapons are a Chaotic Katana which swirls of dark purple mist-like energy and the Grappling Hook which allows the Ninja to fasten himself to any wall, ceiling or surface. If a player is struck with the Grappling Hook, they will be stunned
2	Ethereal Shuriken	The Ninja can Choone his chaotic energy into thrown blades in energy in the form of Shurikens
3	Chaotic	The Ninja surrounds himself in a band of purple chaos energy which if the Ninja is struck or triggered by the Ninja himself,

	Avoidance	he teleports to a close proximity position
4	Shadow Step	Ninja Invisibility
5	Blade Rift	The Ninja Rifts forward in space striking anything in its path for massive damage.
6	Flame Walk	A wall of Flame emerges from the feet as he runs leaving his path obscured and damaging opponents over time that are within its proximity.
7	Circle of Darkness	While this skill is activated, any enemy targets in proximity of the Ninja are blind in pitch darkness
8	Timeless Assassin	The Ninja channels the Chi of his past ancestors allowing him to double his speed, triple damage and double his jump radius

The Rouge

Character Description

The world of Relas is a barren wasteland of sand and storms. It was colonized to help culture and gather a rare gas, Solene, which is released by nests of fearsome carrion creatures called Gorouts.

The Gorout resembles a cross between a spider / scarab-like creature with a thick elongated tail on the end of its carapace. Gorouts borrow through the sand in a way that almost seems like water and can feel disturbances on the sand miles away. Its giant spider like legs allows it to climb over mountains but when it is not immersed in the sand, it is at its weakest point. A hole in lower middle of its underbelly shines with a burning energy and it is here where the Gorout can be fatally injured. It's from these burning holes inside the Gorout that the Rouges received their power.

The Rouges live amongst the cavernous mountains and cliff faces along the faces of the Vugan Deserts. After the Brightening, the planets terraformers broke down and the civilization moved into the sheltered mountains in the search for food and water. In the rocks of the wilderness the survivors found vast underwater canyons with they used to irrigate the sand around their new homeland. The Rouges developed abilities from the Solene and the harsh environment which they lived to allow them to pass through solid objects. They also began to channel the elements of water and psionic abilities which seemed to swell inside themselves.

Rouge Spell Abilities

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Rifting Short Sword / Grappling Hook	Duel wielded short swords which slow as they strike. They also possess a Grappling Hook which allows the Rouge to attach to any wall, ceiling or surface. If a player is struck with a Grappling Hook, he is stunned for a timer duration
2	Liquid Blades	The Rouge focuses his master upon water to create blades of pure Gisha, an acid like liquid. As he throws these blades, any player stuck becomes poisoned as well as damaged for initial amount.
3	Intrepid Path	Greatly increased Movement Speed
4	Watery Grave	The Rouge releases a mist around the player which confuses the movement controls of anyone within its proximity.
5	Transmutation	By focusing on his own human watery state, the Rouge has the ability to pass through some objects and walls unhindered. The Rouge sees these objects are part of his watery self and while this ability is triggered in game play a color aura denotes this new passage in time/space.
6	Call of Odin	The Viking casts a Lightning Bolt at target
7	Acid Rain	A lobbed type sphere which the Rouge releases into the environment. During the spells duration, anyone passing through its effects will have mixed movement and weapon interaction as well as be damaged over time.
8	Tsunami	The Rouge has the ability to cast a Tsunami which swells up around the caster to then create a giant wave hurled at a target. The effects of the swelling act as a Point Blank Area Effect Stun and the wave as a Direct Damage Spell.

The Warlock

Character Description

The planet Impius confines the studies of the Warlocks to their own societies and world. The Warlocks were paranormal researchers before the Brightening, studying parallel dimensions of souls and daemons. Once the supply ships stopped coming, the ethereal decay withered away the protections which the civilized world installed. Wraiths and sub-planner entities attacked the barriers trying to consume the researchers. One of the psychics that studied doorways sealed the barrier and the civilization evolved.

The Warlocks are Demonologist Wizards whom cast runes and wards of power to concentrate their energy on fast area networks. As they progress in abilities, the Warlock becomes more Ethereal and wraith-like, appearing to levitate.

Primarily they use runes to place traps that activate themselves when triggered. Essentially the runes serve as targets or “painted areas”. Based on the Arc of the characters view point, some of the wards may be compressed into a sphere which can be lobbed a short range into the air to fend off foes not directly on the ground. The Warlocks large area effect spells require mass amount of Mana or resources to cast, so a wise Warlock always uses strategy to when defending a position.

Warlock Spell List

<u>Key Selection</u>	<u>Spell Name</u>	<u>Description</u>
1	Deafening Blast	Rifts from the Ethereal plane open up and a scream of unholy torrent unleashes in the Painted Area of Effect. All players in the area effect are stunned and minorly damaged
2	Recall	The Warlock can set a point of location that if he casts the spell again, he will return to that position.
3	Psytonic Embrace	A triggered ability which gives the Warlock the ability to go in and out of a Wraith evoked state. This allows for a 10% attacks missing the caster as well as make him harder to see. (40% Wraith 60% Solid)
5	Diabolic	A Painted Area of Effect Spell where anyone within the proximity will be drained of health a portion of which is

	Tincture	transferred to the Warlock.
5	Sufferance Stasis	A Painted Area of Effect Spell where anything caught in the proximity of the spell will slow down to 30% of their former move rate. They will also be drained of Mana which will be transferred to the Warlock.
6	Crippling Visions	The Warlock evokes the fury of a thousand souls which obscures everyone's controls within the area of effect. It also performs damage over time.
7	Torturous Enslavement	The Warlock Summons a demon whom attacks anyone with in proximity
8	Hellfire	The Warlock opens up the nether regions of the underworld to unleash black and gold flames onto the victims within the Area of Effect.

Future - The Confederation of Advanced Worlds

The Cyborg

Character Description

Not far from the outskirts of where the Cataclysm stopped sit the planet of Calentrum. During the Brightening the skies became white as if one suddenly went blind. When the spectacle passed the citizens of this moderately technical civilization were the first teams to send in search parties into the vaporized empire.

As the Nations came together after this great tragedy, the leaders of the modern worlds looked for a leader to come forth. Before the Brightening, Calentrum was a modification spaceport where people could be outfitted to bio-mechanical implants and weapon system upgrades. After the Brightening, Calentrum used its advanced technical mainframes to compile information still accessible to the modern age. These advancements lead to the creation of an organized government and defense Armada to protect the still civilized worlds and unify the worlds of men. This was the birth of the Confederation of Advanced Worlds and its pinical fighters were the Cyborgs.

The Cyborgs are half machines half men manipulations designed to the peak of perfection. Their advancements include an augmented endoskeleton that improves a higher strength, agility and endurance then pre-moded human could ever sustain. Weapons systems began to become integrated into their design and they quickly became the leaders in the Confederation.

Cyborg Weapons List

<u>Key Selection</u>	<u>Weapon Name</u>	<u>Description</u>
1	Vorpall Sword	A laser like sword which vibrates on a subatomic frequency.
2	Phase Rifle	Semi automatic rifle that generates a low impulse quantum phase. The projectile is a dull red color that moves in a straight line. When it strikes it leaves a devastating hole and a trail of smoke behind its blast.
3	Chest Canon	The Bio-Mech suit and Endoskeleton open to reveal a flack cannon. It fires a series of bullet sized explosives. Each missile deals a small amount of splash damage when discharged.
4	Flux Gun	Improved Phase Rifle which generates a series of multiple phases at once. It creates a wavy 3 beam shot.
5	Chain Gun	Built to meet the Cyborg's superhuman strength. This gigantic gun fires a rapid amount of deadly shells.
6	Impact Rail	A short range cannon style launcher that releases a powerful wave of gravitations that can slow an enemy's speed.
7	Rocket Launcher	Shoulder Canon capable of shooting a tactile rocket.
8	Hydro-shock Canon	An Arc Lobbed shell which causes devastating destruction

The Alien

Character Description

The Aliens are created on the Inner Rim planet of Peregrium. The human who lived here worked on bio-chemical weapons research and after the Brightening, their services to make “soldiers” were required. Aliens act as a frontline grunt for the Confederation and are always the fodder wave sent into combat.

Aliens are surrounded with a highly excessive exoskeleton on an elongated neck with an expansive jaw. They are very muscular and have several tentacles along the side of their spine. These tentacles have suction cups which allow the Alien to run up walls and ceilings with the proper upgrades and the Alien is an extremely fast character.

The Aliens are created strictly for warfare and are known as the fiercest combatants in galactic history. It is not unheard for aliens to kill members of their own squads for the thrill of bloodshed and duels by their own kind are common.

Alien Ability List

<u>Key Selection</u>	<u>Weapon Name</u>	<u>Description</u>
1	Talons	The Alien uses his clawed talons to attack his foes.
2	Lightning Phase	The Alien draws upon electricity in the atmosphere to channel a bolt at a single target.
3	Tentacle Beam	Produces a halogen decay which reduces armour rate and damages the opponent. An electric tentacle appears when shot.
4	Wall Walk	Allows the Alien to run along the walls and some cases on the ceiling. All damage taken in a fall from remote vantage points may damage the Alien badly.
5	Acid Spray	The Alien sprays a Cone Area of Effect of Acid on anyone within the proximity.

6	Acid Trail	The Alien leaves a trail of Acid behind his location. All within the proximity are burned with Damage Over Time
7	Bio-Chemical Shoulder Graph	With this weapon the Alien can shoot bacteria which devour anything in its path.
8	Nexus Claws	The Alien's claws become white with fusion and inflict an immense havoc.

The Medic

Character Description

The planet of Mulomedicus was a research facility for healing and bio-enhancement by AI machines. The humans who colonized the planet and up kept the research facilities moderated minor controls on the AI environment. Essentially, the humans and the collective research droids lived in a symbiotic environment. Then came the Brightening. During the initial states of the Brightening, solar radiation ripped through Mulomedicus's environment. The colonists took shelter in the AI machines research facilities where they remained for decades.

The humans interacted with Androids known as the Medics and a reversal of roles arose in the history of Mulomedicus. Over time humans began to forget their old ways and started thinking of the Androids as the speakers of the Gods. The Medics provided education, food, water and sleeping locations and kept humanity alive almost as a pet. The AI machines evolved themselves into a level of consciousness and humanity became their slaves.

Hundreds of years later the Confederation requests the assistance of the Medics in their onslaught of the Magickal worlds. The Medics negotiate rare resources from the rich Outer Rim in exchange for healing in the upcoming war.

Medic Ability List

<u>Key Selection</u>	<u>Weapon Name</u>	<u>Description</u>
1	Laser Pulse	A rapid charged gun with a laser projectile
2	Nano Spray	A Fogger weapon that generates a slow moving conical spray of destructive nanites
3	Minor Augment	Minor antidote augmentation on Android and players in proxy of Medic
4	Magnus Rifle	Long barreled rifles that fires a single magnetic rocket. These operate like a regular rocket but also have a minor heat seek
5	Greater Augment	Major antidote augmentation on Android and players in proxy of Medic
6	Implosion Grenade	A grenade that draws physical objects towards it before it explodes
7	Nanite EMP	A Point Blank Area Effect spell which creates a stunning nanite swarm to envelop the medic and anyone in proximity
8	Biogenics	A Rifle style gun that fires a hollow projectile that injects a victim with poisonous nanites. Causes a person to hallucinate and lose direction control.

The Sniper

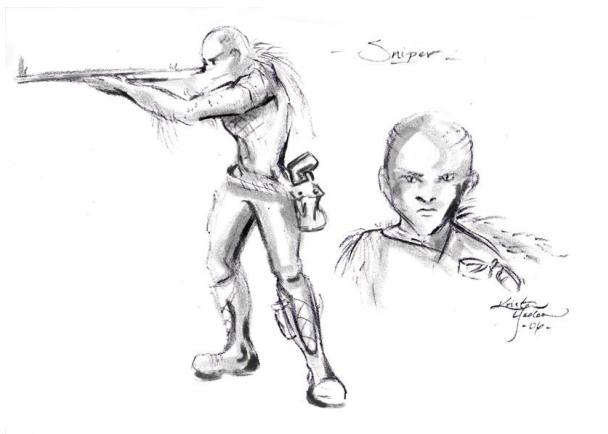
Character Description



The planet of Vorik is the home of the Sniper. In this ravenous jungle landscape before the Brightening was the home of fierce monsters and radioactive mutation. Housed in this untamed environment are the industrial prisons. In these confines of concrete and iron, prisoners slave over creating weapons for the system which enslaved them.

This remote planet is surrounded by swamps and mutated rain forests and giant beasts the size of giants roam the landscape. After the supply ships stopped coming and the beasts began to attacking the prisons weakened by a lack of reinforcements. Eventually one of the research stations was compromised and the explosion sent the compound into an uproar. The Warden and prison guards left the prisoners to fend for themselves as they rushed to the escape vessels. The jungle mutated to even a greater degree leaving the flora and fauna to evolve in a

different way. Some grew larger while others seem to come alive and passers by must beware of their attack.



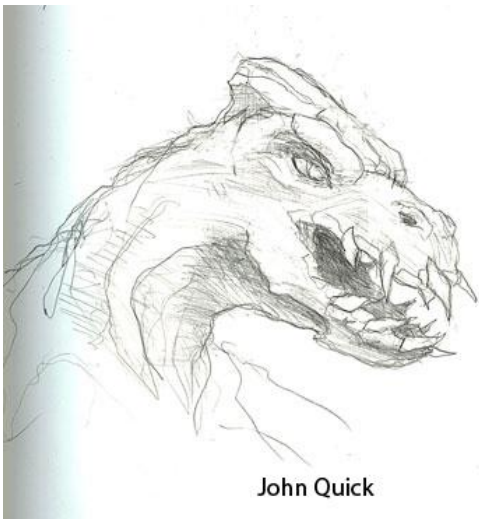
The Snipers arsenal has been developed to allow battle with these creatures from afar. The Sniper exposed to this radiation starts to evolve in its own surroundings letting its face become more angled and his skin became more ashen gold. His mutation becomes more reptilian, scales start to form on different places of his body.



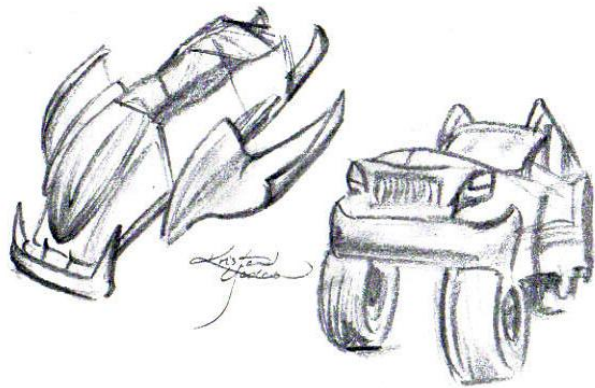
John Quick



John Quick



John Quick



Sniper Weapons List

<u>Key Selection</u>	<u>Weapon Name</u>	<u>Description</u>
1	1 Handed Pistol / Grappling Hook	1 Handed rapid fire pulse pistol. Alt fire is a Grappling Hook which allows the Sniper to attach to any wall, ceiling or surface. If a player is struck with a Grappling Hook, he is stunned for a timer duration
2	Golden Eyes	Two high caliber pistols with laser sights.
3	Blink Canon	The Sniper volleys a ball into a arch. Where it detonates the entire screen will turn white blinding anyone looking at/ within the radius of the blast. The
4	XM8 Assault Rifle	3x Magnification semi automatic assault rifle. Secondary fire is a zoomed in single shot.
5	Ion Painted Rocket	Fires a painted beam on the target at the fire of the rocket. The rocket is aimed by moving the painted target.
6	Commando Rifle	High Powered Sniper rifle with scope
7	Quantum Rifle	A rifle which shoots a gravitational beam at the target. When hit the target takes massive amounts of damage as well as being slowed
8	Implosion Rifle	If struck by this bullet, it has the ability to draw anything near it towards the enemy for an explosion.

The Ghost

Character Description



The Ghosts are known as the Cybernetic Assassins and house a guild on the Inner Rim planet of Solaris. Before the Brightening, the Ghosts homeland was used for cybernetic training ground for Special Forces. After the loss of their employer in the cataclysm, the Ghosts began offering services to those in the remnants of hostile takeovers.

The Ghosts are known for their ability to kill, but also are known for their price as well. The Assassins guild is one of the few organizations which are feared by the Confederation. Lucky enough the Assassins greed outweighs their skill and can be controlled for a price.

Ghost Weapons List

<u>Key Selection</u>	<u>Weapons Name</u>	<u>Description</u>
1	Vertiag's Daggers	Heat seeking Vorpals Daggers
2	Kenjis Whip / Vorpals Short Sword	Electric coiled whip capable of stunning targets while dual wielding a Vorpals Short Sword
3	Chameleon	50% constant invisibility till energy depleted. Can enter combat while in Chameleon.
4	Pulse Rifle	Burstable Pulse canon capable of firing many rounds accurately

5	Cloak	Invisibility till action or encounter
6	Rail Pistol	A magnetic charge which fires poison nail like projectiles. Initial damage plus damage over time
7	Assassins Blade	A curved long bladed cyber sword which can one hit assassinate characters from behind
8	Acoustic Rounds	An acoustic rifle which disorients movement with a massive damage impact.

The Gunslinger

Character Description

The Gunslinger is a specialized Cyber Punk who believes the beauty of warfare is best looked down to the barrel of a pistol. These fighters use cybernetic implants to their hands and arms to move then almost as faster than one can see.

They hail homage to the Gunslingers of the Ancient Earthen time of the Wild West and wear eye goggles / modification and long cybernetic duster cloaks. The Gunslingers modified eyes have a variety of different vision modes which they can access to display heat and noise nodes. The Gunslinger is not only an agile character, but has the skill of a marksman. As he progresses higher in skills, he becomes the melee hardened sniper of the Confederation.

Gunslinger Weapons List

<u>Key Selection</u>	<u>Weapons Name</u>	<u>Description</u>
1	Stun Pistols	Duel wielding stun attack with mild damage radius
2	Psionic Pulse Pistols	Lightweight rapid fire plasma pistols capable of accurate firing
3	Vision Mod	High Tech Eye upgrades which allows seeing thermal and

		movement heat signatures.
4	Gravity Wave	Knockback Rifle with Semi Auto Plasma bullets
5	Flack Pistols	Duel Wielded Flack Pistols with Flack capable Grenades.
6	Radio Halbringers	Radio Frequency Pistols which has a rapid fire and charge ability. The charge can be shot forth and engaged by triggering with the other pistol.
7	Laser Rifle	Semi Automatic Laser Rifle
8	Fusion Revolver	Two handled pistol which creates a fusion explosion.

The Demolitionist

Character Description

The Demolitionists come from the mining colony of Furian in the Inner Rim. This is largest surviving mining colony in the Confederation of Advanced Worlds and its planet is the size of 5 Earthen Suns. The Demolitionists focus on refining the art of explosions and area effects on massive scales

The Demolitionist is a character that you hope to never see behind enemy lines. He only has two ranged weapon, a flame thrower and a mini gun, however he carries enough fire power to destroy a world. The Demolitionist works by setting traps or actively painting the ground.

Demolitionist Weapons List

<u>Key Selection</u>	<u>Weapons Name</u>	<u>Description</u>
1	Flame Thrower	Ranged Napalm flame thrower. Extended Damage over Time when attacked by this weapon
2	Stasis	A Painted Target explosion with a medium radius that stuns

		enemies in the proximity
3	Mini Gun	Multi barrel mini gun
4	Singularity	An attack that creates a gravitational vortex to the epicenter. It can be used as black hole to draw all objects in the room to the center
5	Directional Fusion	Accelerated Fusion explosions that burst along a plane rotation. These can be controlled by the Demolitionist for explosions which travel along XY and Z axis's.
6	Timed Implosion	A timed / triggered attack that can be left on the floor or wall. When the elapsed time expires or the device is triggered an implosion will commence drawing everything to explode in the center
7	Acoustic Defiance	Audio waves are exploded in a Point Blank Area Effect throwing back any players near the Demolitionist
8	Super Nova	Sub Atomic Explosion on a massive scale

Game Play Description

Dark Star offers players the unique experience to engage in many of the different gaming elements of the most highly praised games. The game deals with the fast action of a first person shooter, however each level has points of interest which a player can advance their status. As with most first person shooters, players must run through the level to collect guns or nodes which allow the character to advance in weapons or abilities. This continued gathering of these nodes allows the player to combine abilities which can benefit not only himself, but his allies around him. Even though it is not required to play co-op, Dark Star is heavily developed in the nature of objective oriented game play. Some of the game type descriptions are as follows:

Death Match Games:

1. Death Match

- a. Traditional every man for himself game
- b. This can be played by either most kills in a time limit or first to amass a certain number of kills.

2. King of the Hill

- a. Players compete to see who can stand on the “Hill” the longest
- b. The location of the Hill can either be static or rotate periodically / randomly throughout the map

3. Amulet

- a. Players compete to see who can “hold” the amulet the longest
- b. Game can be set to either modify the abilities of the amulet holder, or the chasers or both

4. Monster

- a. One player is the monster at the start of the level and scores one point for each kill scored in that form
- b. Hunter’s players only score when they kill the monster, which they then become.
- c. Game can be set to either modify the abilities of the Monster, or the Hunters, or both.

Team Games

1. Show Down

- a. Team Death Match

- b. Can either be played most kills in a time limit, or first to amass a certain number of kills
2. Assault
 - a. One team defends while the other attacks a position.
 - b. Victory is had after attackers take out position either by destruction or triggering a switch controlled by a set time of uninterrupted activity.
 - c. Teams then switch roles and compete for a higher score.
3. Flag Assault
 - a. One team defends while the other attacks a position
 - b. Victory is had after attackers take flag/item and return it to their own spawn location.
 - c. Teams then switch roles and compete for a higher score.
4. Capture The Flag
 - a. Team vs. Team battle to capture the flag from the other's base.
 - b. Can either be most points in time limit or most amassed points.
 - c. Game can either require the team's personal flag to be in possession or not to score points.
5. Team King of the Hill
 - a. Players compete to see who can stand on the "Hill" the longest
 - b. The location of the "Hill" can either be static or rotate periodically / randomly
6. Team Amulet
 - a. Players compete to see who can hold the amulet the longest
 - b. Game can be set to modify the abilities of the amulet holder, the chasers or both.
7. Territories
 - a. Players compete to see who can hold multiple points on the map for the longest with a timer counting down to victory.
8. Node

- a. There are four or more “nodes” on a map, with one near each teams spawn point.
 - b. As teams capture nodes, their weapons increase in power and they gain extra abilities.
 - c. When all of the nodes are captured, the team claims a victory.
9. Onslaught
- a. Each team defends a Fort. The Forts have a certain number of hit points but can only be damaged when the enemy controls the node adjacent to it.
 - b. Destroying an enemy Fort wins the scenario.
10. Real Time Strategy
- a. Each team starts with a control center, a spawn point, a resource node with a collector on it and a ammo hopper
 - b. One player on each team is the Commander and issues orders to the teammates using a top down Real Time Strategy waypoint system. The Commander has the ability to see everything in the proximity of his teammates and the buildings under their control.
 - c. The Commander also “drops” items, health, runes, and ammo onto the battlefield anywhere in his team’s Line of Sight. The commander also has the ability to call down airstrikes or acts of God in the same fashion as described above.
 - d. All enactments of the Commanders cost resources which the players must provide by successfully attacking enemy establishments or from the harvest of resources.
 - e. Commanders can also drop new buildings, defenses, vehicle factories and resource collectors. Cooperation from the whole team will be required to turn these facilities online.
 - f. Commanders can flag uncooperative teammates as “rouge” and they cannot take from team assets such as vehicles or resources until the Commander chooses. This is usually used to encourage the players to follow the Commanders orders.

Co-Op Game Play

1. Monsters Defense

- a. All players are on a team together and are charged with defending a Fort from destruction by AI controlled monsters and classes.
- b. Monsters come in waves of increasing number and or difficulty
- c. Victory can be had by time limit or kills scored.

2. Monsters Onslaught

- a. All players are on a team together, and are charged with assaulting a Monster defended Fort.
- b. Players must capture nodes all the way across the map before they can attack the Fort.
- c. Each time a new node is taken the monsters begin to spawn faster and or increase in difficulty, but heroes have access to more powerful ammo and runes.

3. Undead

- a. All but one player begin the game on a team together, the Living
- b. One player is marked as Undead and cannot die
- c. Living and Undead can be modified with boosts or penalties as per amulet and juggernaut
- d. Each Living killed by the Undead rises as Undead
- e. Winner is the last Living, who starts the next round as the original Undead.

Controls and Peripherals

Dark Star initial release will be mapped for the PC gaming platform, with Playstation 3 and Xbox 360 to follow. Dark Star is built to use 8 keys for switching in between weapons and the interface which coincides with the console controllers.



One of the most exciting features of Dark Star is the ability to use combos. Depending on the player's class, different combos of attacks will be available based on their location in relationship to the enemy and weapon selected.

Example: We will assume a player is playing as the Ghost. During a battle with another player, he stuns his opponent within melee range and has access to the assassin's blade; a mini bubble will pop up instructing the player the key combination to assassinate his enemy.

This combo based architecture coincides with the excitement gained from fighting games and adds another level of detail to the classes which specialize in close counter melee combat.