

The World

The Beast

The Beast that came to Earth has since expanded to cover the entire globe. Its physiology is unlike anything previously encountered. It exists as a single creature with a central intelligence. This over mind controls a series of smaller semi-autonomous organisms. Each of these has their own brain, nervous system and organs that all feed back to the larger Beast. All of these region spanning organisms will need to be destroyed to rid the planet of the Beast.

Each sub-creature has its own network of organs each of which performs a vital role and ensures its continued existence. Each organ in turn will develop its own network of glands and nodes and these nodes are capable of protecting themselves, whether this is by releasing warriors or by other means.

To defeat the Beast, Razers will need to cooperate across millions of missions coordinating assaults on an grand scale to methodically destroy each gland, organ, creature and the Beast itself.

CAN ONE PERSON MAKE A DIFFERENCE?

By completing a standard mission as part of a concerted cooperative effort you can have a cascading effect down the network to dozens, hundreds or thousands of players.

This effect will be logged and communicated to you so you can keep track of your “war stories”.

Glands

Glands exist on the outer edges of the creatures structure. They are small but vital to its existence. Glands can be located anywhere amongst the Beast’s network of organs. Typically each organ will be surrounded by a series of glands. Some glands produce and deploy the many creature types that defend, repair and maintain the Beast. Some glands support swarms of drones that gather resources that sustain the Beast. Glands are the focus of many of the missions Razers will undertake and must be destroyed before Razers can mount assaults on the rest of the Beast.

Organs

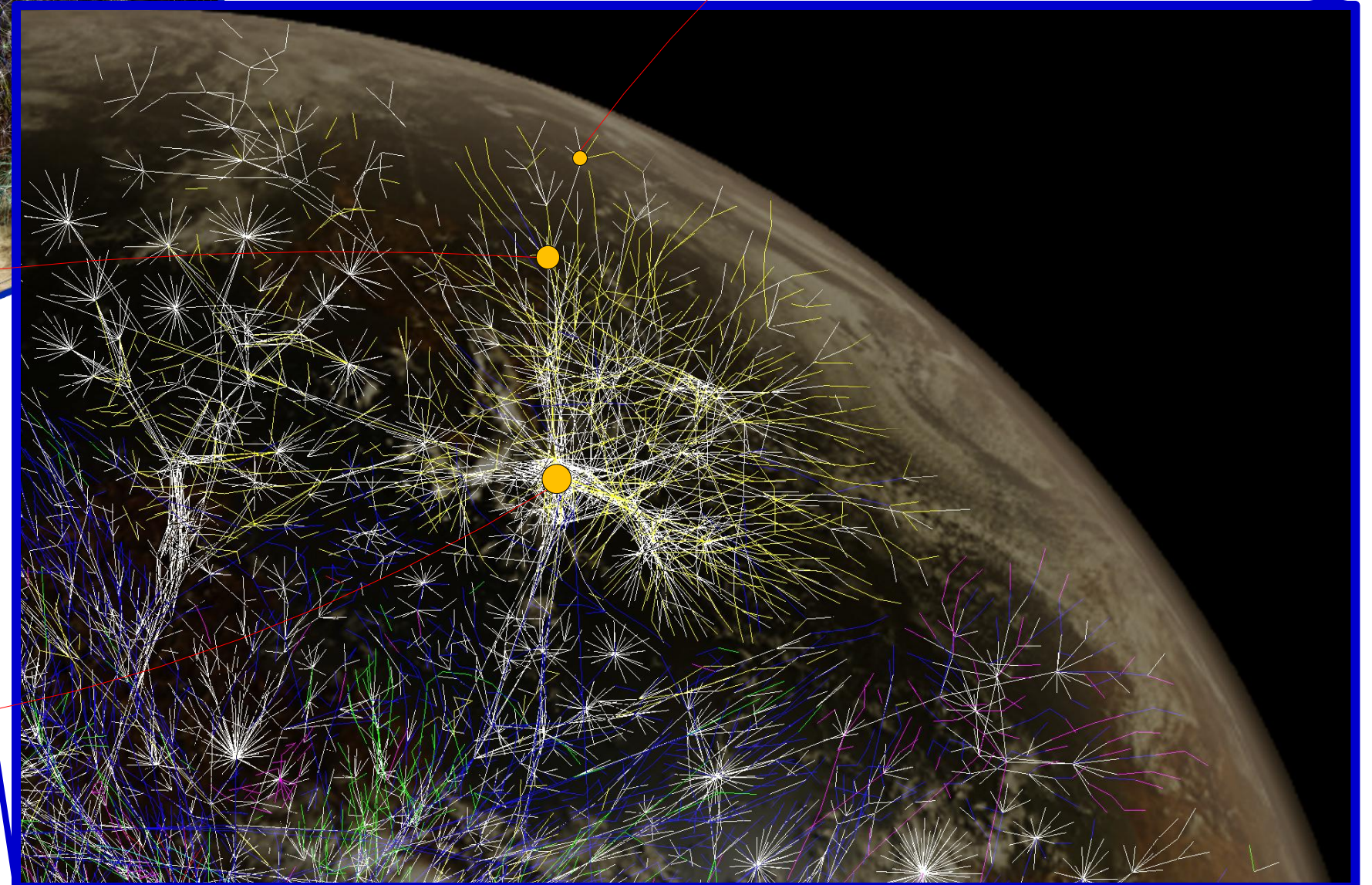
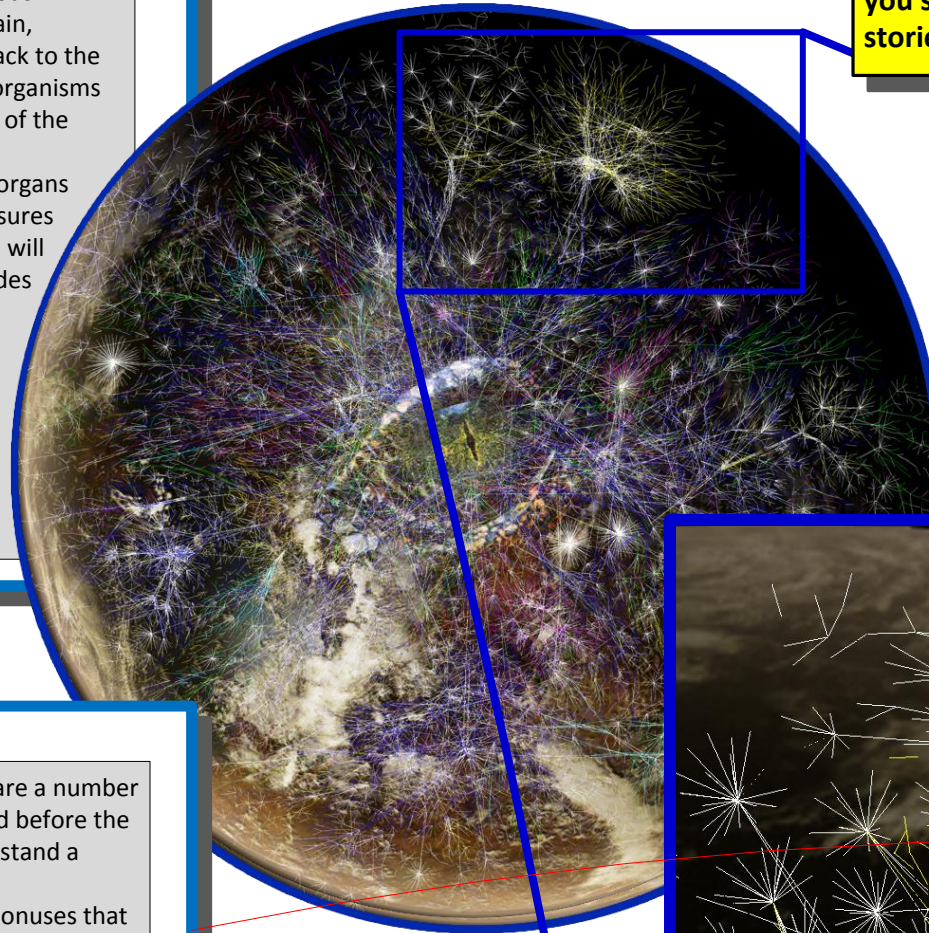
For every region spanning creature there are a number of organs. These organs must be destroyed before the creatures are weak enough for the UFF to stand a chance at destroying them.

Organs grant the creature and its forces’ bonuses that span entire regions. Killing them is a significant undertaking. Requiring cooperation from multiple squads, or companies. If a region is liberated fully, all Razers who have sworn allegiance to that region will gain bonuses, especially if they were involved in its liberation.

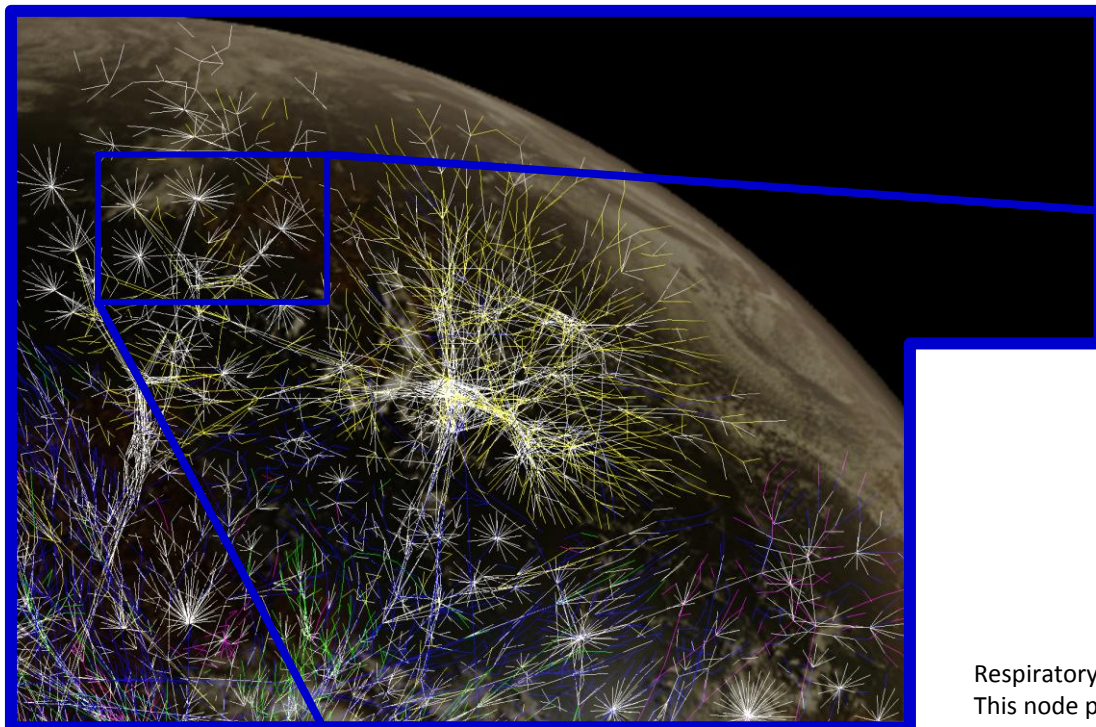
Sub Creatures

Although the Beast is one entity that is controlled from a central brain. Each region is controlled by a semi-autonomous creature. The creatures are difficult to kill and will require massive levels of cooperation over the course of months or years. Organs must be destroyed to weaken the creature before it’s central core and it’s connection to the Beast can be assaulted.

Control of a region is also difficult to maintain with many fronts open to counter attack but if the beast is to be destroyed the UFF must take back the planet region by region.



Enemy Network



Glands

Glands perform tasks for each organ, defending, repairing or supplying it with the resources it needs to function. An organ that is well supplied with resources will perform its task more effectively. An organ with multiple defensive glands will be difficult to attack and Razers are advised to destroy several of its defensive glands.

Here we can see several glands. The collection gland gathers resources for the digestive inlet which in turn strengthens all nodes connected to the sub creature. Additionally there is an enzyme gland that effectively provides artillery support to the digestive inlet. A spawner gland that increases the amount of enemies available to protect the organ and a respiratory gland that creates an hazardous spore cloud that protects enemies. Before they can assault these glands they must complete missions to locate and weaken them.

Organs

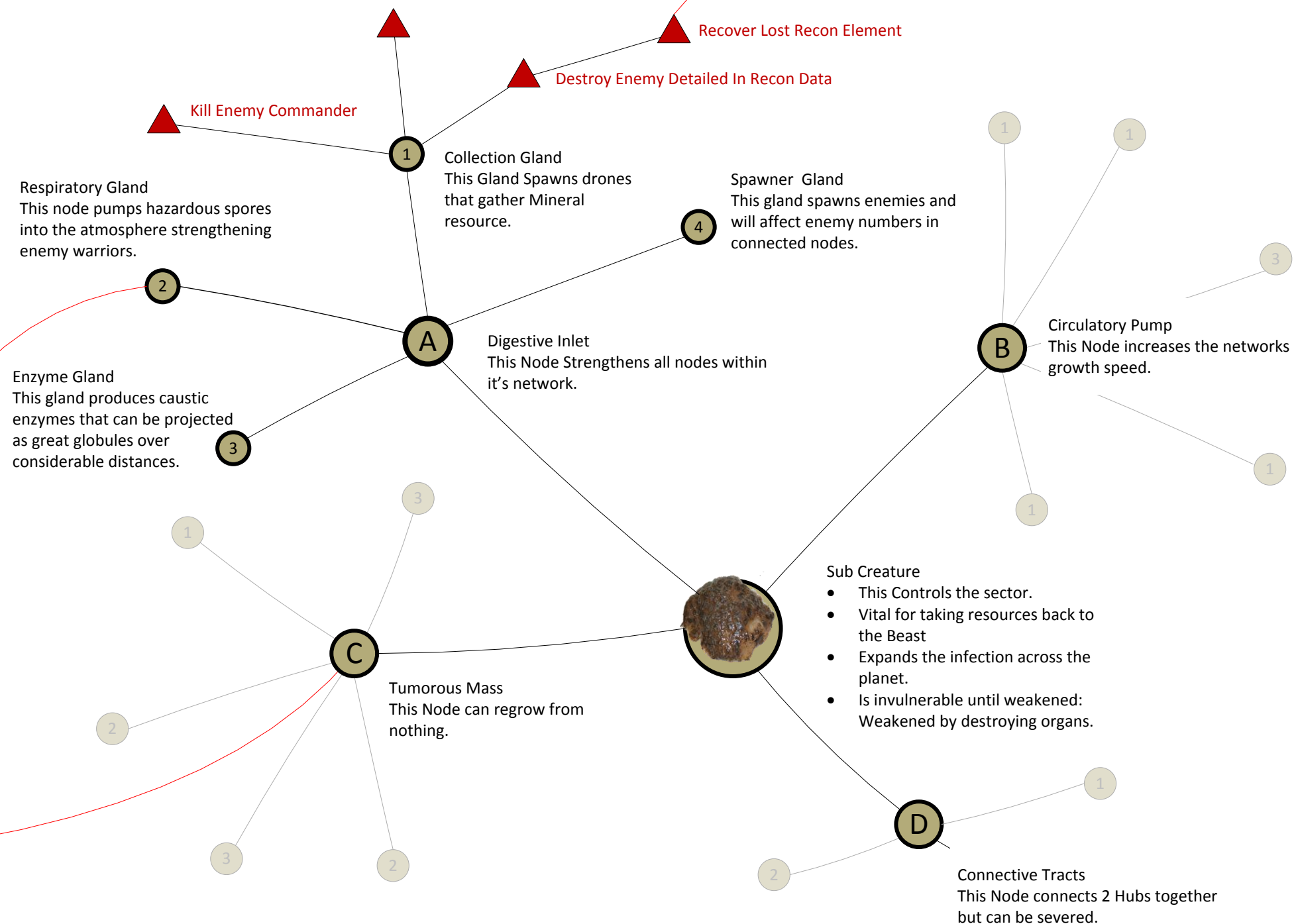
Organs support the Sub Creature and are in turn supported by their glands. Each organ has a function and a set of associated behaviours. These range from increasing the strength of all connected organs to increasing the speed at which the Beast will regrow. Certain organs will have optimal or necessary sequences required to destroy them.

The Circulatory Pump at (B) for example will continually regrow unless at least 2 of the collection glands marked (1) are destroyed simultaneously.

These rules are consistent across the entire beast so the community must learn the behaviours of the Organs, Glands and Creatures in order to destroy it more effectively.

Missions

Before the UFF will authorise an assault on a Gland or an Organ; Missions must be completed in the surrounding area. Completing missions will give the player bonuses that effect the Gland and other missions surrounding it. Some missions are completed in sequences and completing some missions will unlock related missions.



Syndicate Network

As the creature and its ground forces are removed from a sector the UFF will begin to establish a foothold in the region. Securing resources and building outposts and firebases. The beast will slowly attempt to retake these sectors. First by sending in ground forces to dislodge the UFF troops. Players will be able to help repel these attacks and thus stave off the encroaching infection.

Outposts

Outposts are the basic structures built by the UFF to secure an area. Manned by a small garrison and located in regions previously occupied by alien infection these lightweight prefab structures can not hold out for long unsupported. Some outposts are special and will grant region wide bonuses if kept protected.

Syndicate Resources

Capturing a sub node that the enemy was using to extract resources will allow the syndicate to extract those same resources and use them to further the way against the beast. The squad that originally captures the resource point will gain an immediate quantity of the resource as well as a smaller amount for each turn the point is held (up until a specified cap).

Enemy Incursion

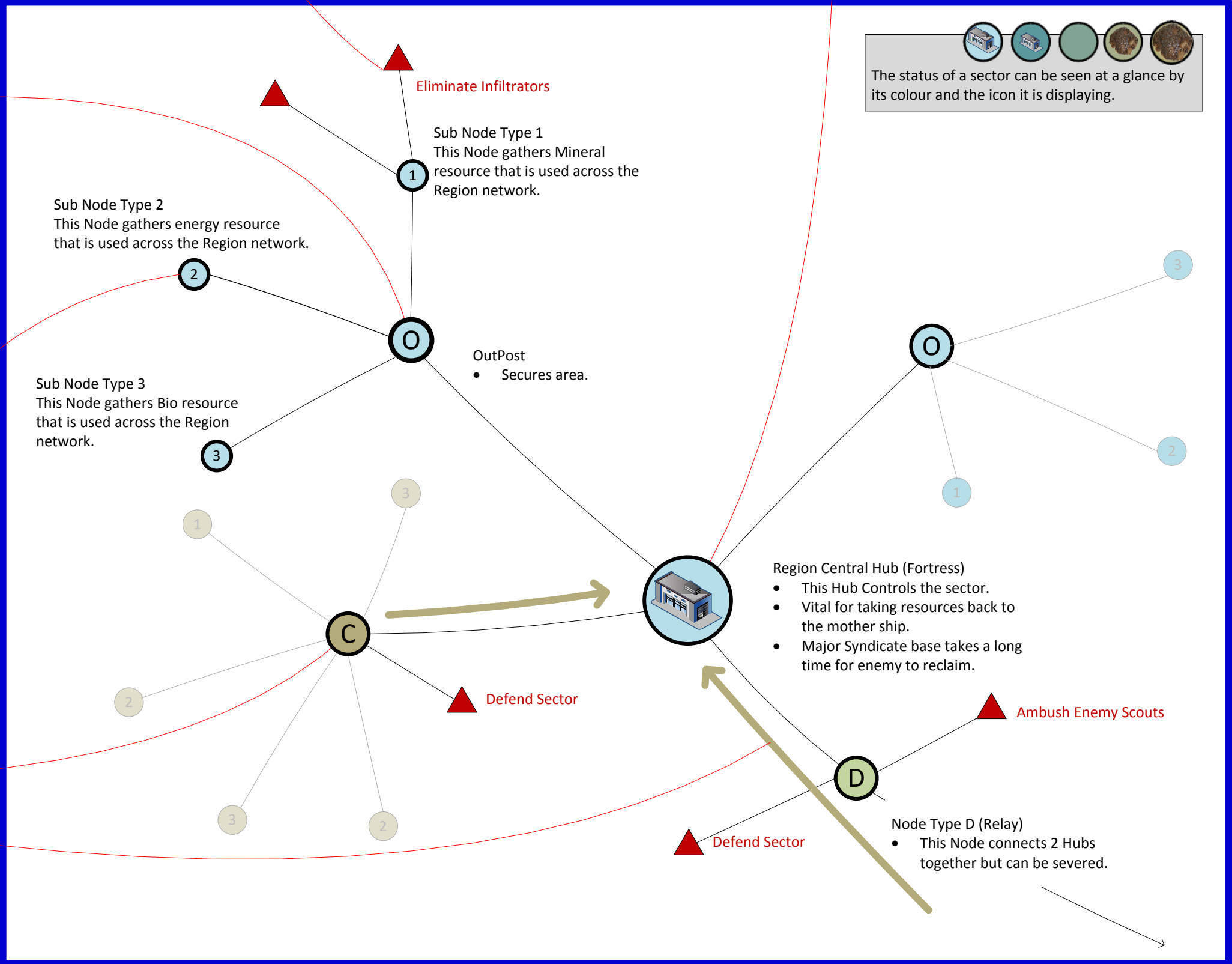
Regions bordering UFF held sectors will automatically cause connected sectors to atrophy and start to turn back towards enemy control. In regions that are controlled by the enemy the probability that Defend missions are generated is much higher. If an enemy sector is not captured the rest of the region is at risk of being slowly lost, the more enemy sectors that connect to a sector the quicker this will happen.

Defensive Missions

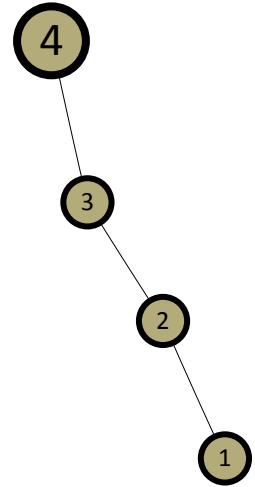
As friendly sectors begin to turn back into enemy sectors, defensive missions will begin to be generated. If a sector is connected to enemy sectors these missions will likely take the form of defending a position against waves of enemies, ambushing large enemy columns en-route to the front. In fully secured territories these missions will be rarer but could be eliminating enemy infiltrators, protecting UFF rear echelon assets or repelling surprise large scale incursions.

Fortress

Forts are larger UFF installations that secure whole regions. Fortresses take substantially longer to retake than outposts and often offer more easily defensible positions when Razers must hold out against enemy onslaughts. Some fortresses can act as part of networks that together can increase, research speed, XP accumulation or resource income rates when all are held simultaneously.

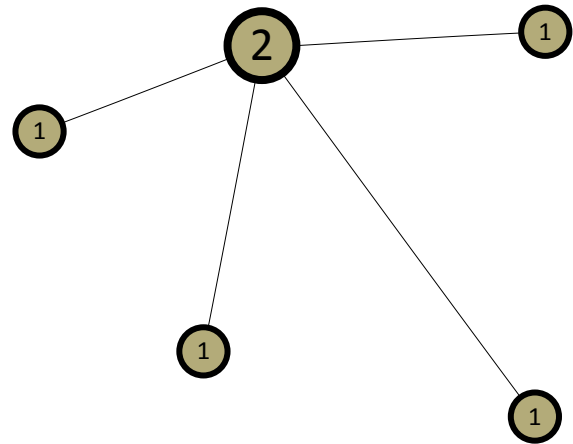


Sequences



Linear

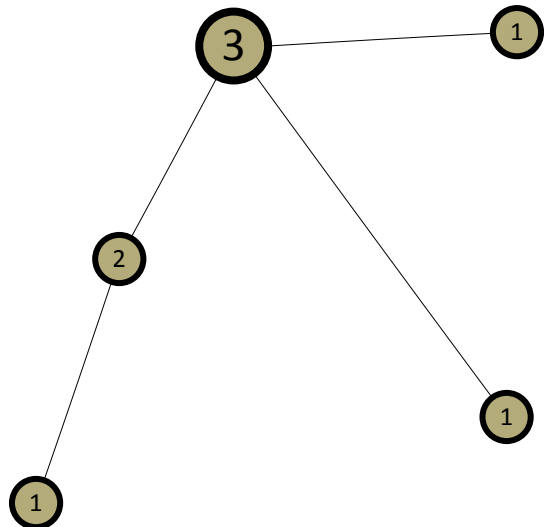
A linear sequence requires Razers to destroy all Glands or complete all missions in a specific order in order to weaken the end goal. In this case the Razers must start at Gland 1 and progress in ascending order until they reach their end goal at 4.



Hub

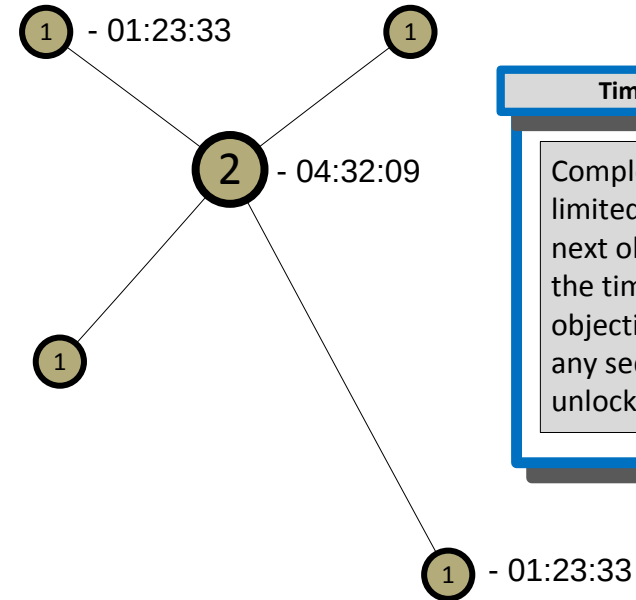
Hub sequences require that a series of satellite missions must be completed before the central objective is weakened sufficiently to be taken.

Simultaneous Hub sequences may require 2 or more satellite missions to be completed simultaneously or use the time limited requirement.



Mixed

Mixed sequences may contain a combination of linear, hub and time limited sequences that must be completed before the central objective can be taken.



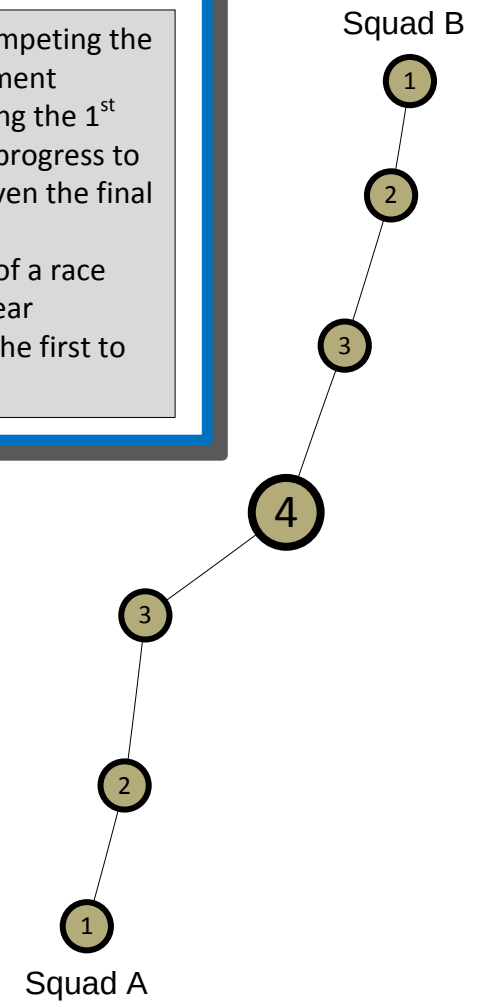
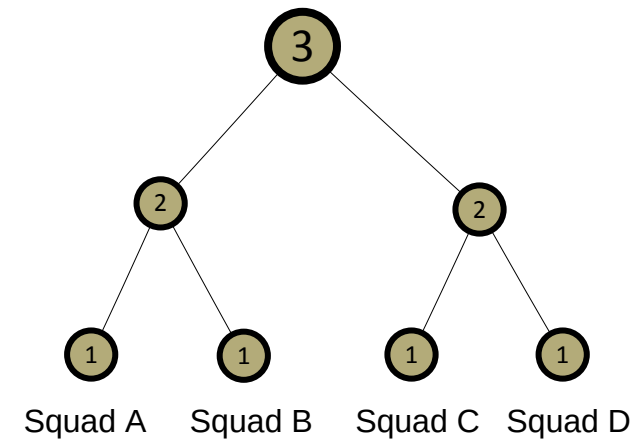
Time Limited

Completing the first objective in a time limited sequence starts a countdown. The next objective/s must be completed within the time in order to unlock the main objective. Alternatively the main objective of any sequence can be time limited once unlocked.

Competitive

Competitive Sequences see multiple squads competing the complete the end goal. This can be in a tournament structure with 4 or more squads each completing the 1st mission. The top scoring squads of each group progress to the next stage with the winning squad being given the final mission and it's rewards as the prize.

Competitive sequences can also take the form of a race with squads starting at the end of matching linear sequences and racing to complete them to be the first to the primary goal.

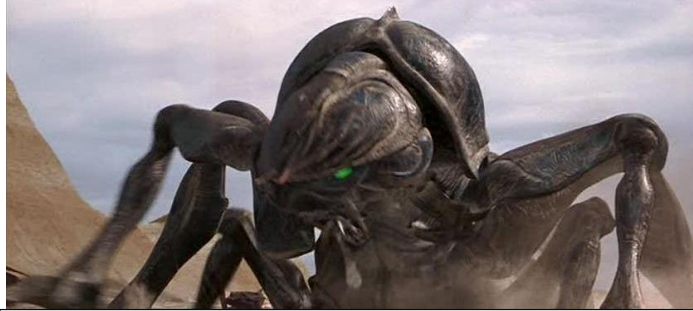


Missions

Story Missions

Overview

Story missions are unlocked as the Razer ranks up. They advance the player characters **personal narrative**.



Bespoke Design

Story Missions are hand crafted and so contain bespoke objectives, allowing for creation of memorable set pieces.

WHY HAVE THESE?

Hand Crafted – Allows us to deliver hand crafted experience inside a larger game.

Personal – Lets the player engage personally with their Razer character.

Skirmish Missions

Overview

Skirmish Missions are created with modular design pieces; enabling us to create thousands of missions by mixing and matching the various variables into a nearly endless combination. Skirmish missions make a large percentage of playable content.

Objectives

Each Skirmish mission is made up of one of more of the following objectives, mapped down onto a piece of terrain.

- Recon – gather information on an alien, or region
- Assault – assault an alien position
- Defend – defend an allied position
- Rescue – rescue a captured ally
- Recover – recover lost data/ammo/intel
- Collect – collect alien info/tech/samples
- Bug Hunt – destroy a specific alien
- Destroy – destroy building or environment

WHY HAVE THESE?

Scope – Allows us to provide the scope of missions necessary to support such a massive game.

Meta-world – Players can work together to ‘chip away’ at the Overworld.

Fresh – Missions always feel new. Players aren’t constantly replaying the same content.

Assignments

What are assignments?

From time to time, assignments are offered to Razers. They comprise of 3-5 skirmish missions that are played consecutively, and carry their own mini story. Often, the skirmish missions are augmented in some way when turned into assignments.

Example – Recon Assignment

We need intelligence on these 3 species of Aliens. Drop down into these 3 territories, and extract this element from the environment. As this is a high risk mission, all accompanying Razers must also be Assassin Class.

Example – Wipe-out

5 queens need to be taken down, as they’re quickly breeding new aliens. Because these areas are so highly populated, no guns are allowed to be taken on the assignment.

WHY HAVE THESE?

Sink your teeth in – Allows players to engage in strings of missions with the same squad of Razers.

Rewards – We can give player bigger rewards for completing assignments than 1 off skirmish missions.

Fresh – Adds yet more augmentation and variation to skirmish missions

Social – Encourages players to find new friends to play with, especially where mission augmentations require specific classes/abilities/etc.

Hives

What are Hives?

Hives are the ‘dungeons’ of Razer. They exist as persistent locations in the alien world (i.e. they can never be captured by the UFF)

Hives are introduced to the player as part of their story missions, however, players can return to Hives anytime and replay for loot, leaderboards, XP and fun!

TYPES OF HIVES

Typical Dungeon – Make it through to the end of the dungeon. Kill all the bosses.

Horde Mode – Defend a location against waves of enemies

Special – Maps generated specifically to leverage the mechanics and co-op nature of Razer

WHY HAVE THESE?

Mastery – A mission type that players can learn, and master (dungeons are not subject to random generation)

End Game – Provides challenging content for heavily invested players

Metagame – Draws players into the metagame with unique items/loot.

Leaderboards – Creates persistent maps that can be replayed for high scores

Challenges

What are challenge missions?

Challenge Missions allow players, squads, companies, countries, and social groups to compete against each other synchronously, and asynchronously.

Types of Challenges

Synchronous Time Challenge – two squads launch a mission at the same time. First to complete wins!

Synchronous Kill Challenge – which company can kill the most enemies by the end of the week.

Asynchronous personal challenge – see if you can beat our score on this mission!

Some challenges are set by the dev, but players/squads/guilds can also challenge each other... even with Skimish missions.

WHY HAVE THESE?

Competitive – Allows players to compete for leaderboards/items/etc

Social – It’s a good way of sharing your score with others, and getting lapsed players back into the game.

Infinite – Because players can create their own challenges, you never run out of PvP content..

World Events

Overview

World events are developer controlled events, which spawn special enemies/missions/objectives, usually with timed objectives.

Example...

A giant alien has broken through the ground in a Syndicate controlled territory. The Squad who destroys it receives a one off reward. If it’s not destroyed within 12 hours, the territory will be lost.

WHY HAVE THESE?

Meta-world – Allows us to re-enforce the concept of the persistent world, that all players can affect.

Player Story – Razers who engage in world events can be name checked in Razer news, making them part of the story.

Compete – Individuals/Squads/Companies/Countries may need to compete to be the ones to win world event rewards.

Skirmish Missions

Skirmish Missions

Skirmish missions are missions created from various component parts that can be mixed and matched into a huge number of missions.

The variety of individual components on offer deliver a varied and interesting number of mission . These missions make up 95% of mission gameplay in Razer.

Missions are randomly created by building them from a number of variable factors.

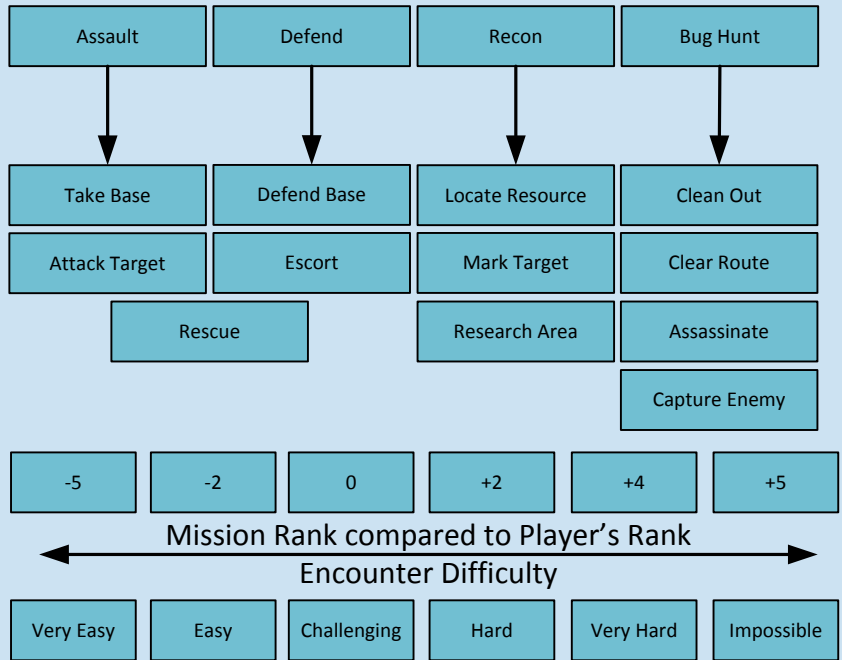
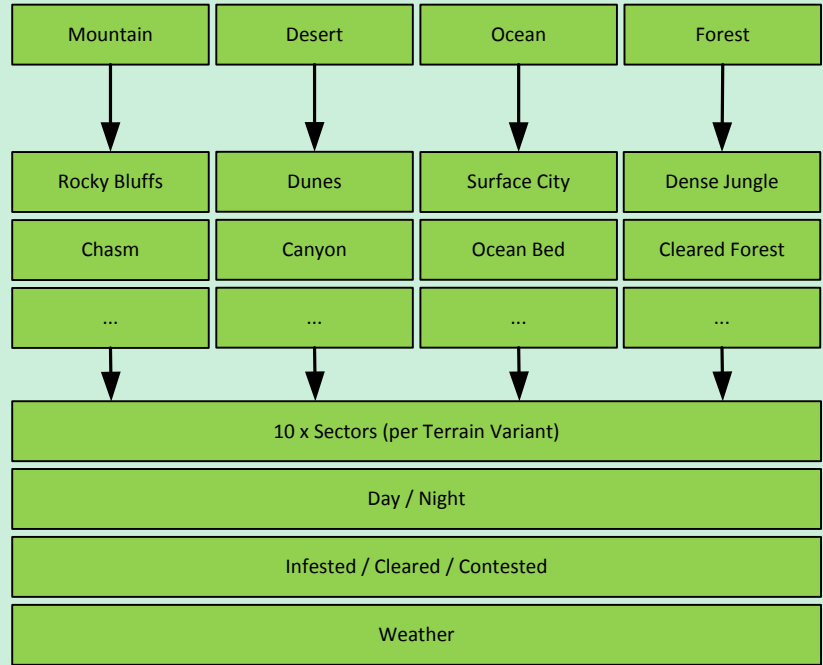
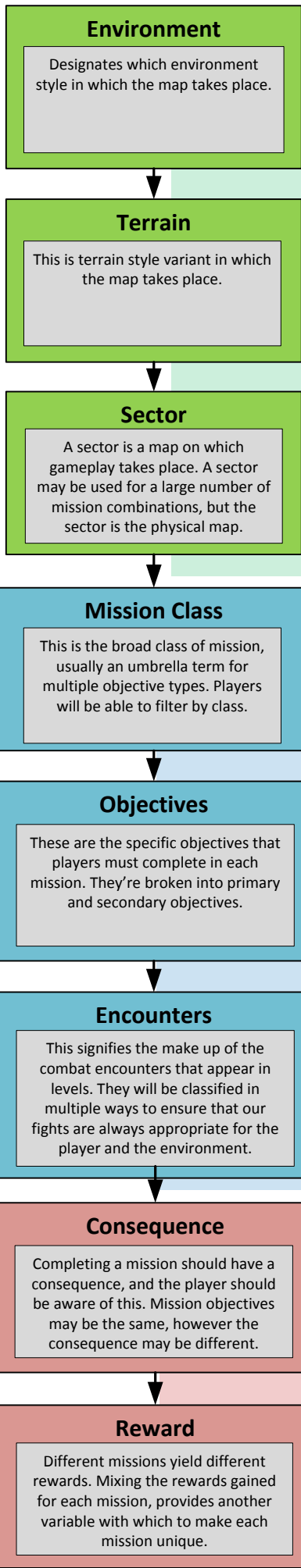
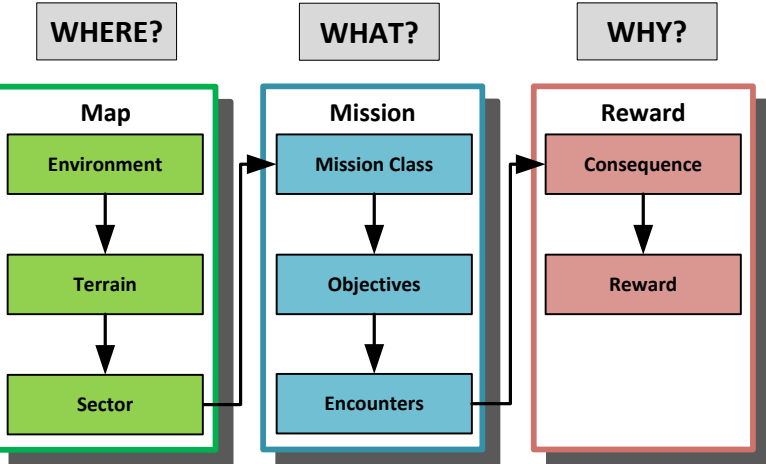
These factors are split into three classes...

Map – deals with **WHERE** the mission takes place.

Mission – deals with **WHAT** the gameplay and objectives are.

Reward – deals with **WHY** you are doing a particular mission.

These three classes are further subdivided...



Example Mission

Bug Hunt

Mission Set Up and Setting

A Razer decides he wants to support his friends attack on a Gland by completing a connected mission. He wants to get into some serious combat so he selects a Bug Hunt Mission. Some elements of the mission are predetermined and some are partly randomised.

Location

The Gland this mission belongs to is located in a desert region of the world, amongst a sea of dunes. The area is heavily infested, the time of day on the surface is dawn and the weather is clear.



1. Mission Begins

The Razer has joined an ad hoc squad to help him on the mission. The primary objective is simple. Move into the target area and kill all enemies encountered. (The start location and primary objective locations are chosen from a number of pre selected mission locations. Playing another Bug Hunt on the same terrain the locations can be different).

2. Secondary Objective

En-route to the Primary objective the squad sees an unidentified object streak across the sky, distorted radio chatter can be heard. The object touches down somewhere beyond the dunes. Razer Command sends the Squad a secondary objective to investigate the crash site. Additional information states it to be a friendly aircraft that has been shot down. The squad decides to investigate the crash site.



3. Encounter 1

The Razers reach the edge of a small depression and can see the crashed vehicle. As they approach a group of enemies crest the opposite dune, a second group of enemies emerge from the ground nearer the Razers. The Desert Environment means the enemies spawn chances are weighted towards light fast enemy types with a slightly higher chance of ranged enemies. These enemies can also potentially evolve the ability to burrow temporarily beneath the sand.

Enemy Group 1:
This group is largely comprised of enemy Scouts and Snipers.
Enemy Group 2:
This group is a mix of basic warriors and assaulters.

4. Secondary Objective Achieved

Having defeated the enemies at the crash site the Razers move in and discover some UFF bodies, from the bodies they recover intel from a recent reconnaissance flight. As a reward for completing the secondary objective Razer command scans the area and marks the location of the remaining enemy groups within the primary mission area.



5. Primary Objective

The Razers can now see the location of the remaining groups and act accordingly. They decide to split into two groups destroying all the enemies then moving on to the exfiltration point.

6. Main Encounters

The 2 main enemy groups are centred around 2 Super Tanks. These are large transport enemies moving across the desert. They are supported by the enemies that they are transporting.

Enemy Group 1:
This group is a transport type super tank supported by a mix of mid level warriors, ranged warriors and drones.
Enemy Group 2:
This group is transport type super tank supported by a group of crusher type tanks.



7. Primary Objective Achieved

The Razers Defeat the main enemy groups and move on to the extraction.

8. Outcome

By completing the primary mission and destroying the enemy transports. The number of enemy warriors is reduced across the network of connected neurons. Connected neurons will also be weakened.

By completing the secondary objective the Razers discover the location of an enemy commander. This opens up an assassination mission in the current sector.

As a result of defeating the enemies and scoring well on the mission the Razers are rewarded by Razer Command with currency, weapon mods, resources and/or research.

