



A design document by:  
Sara Spaulding // "SophinaK"

# PRELUDE

*It is night on Avius. The soft sounds of wind and water fill a small, dimly lit room. The light creeping in through a slightly opened door outlines two dark shapes lying on the bunks bolted to the outside wall. A teenage boy sleeps on the lower bunk, his breath regular and heavy. On the upper bunk a young woman lies awake, light from the corridor glinting off the lenses of her glasses. She turns over, a harsh creaking sound coming from her bunk as her weight shifts. There is a round window on the wall beside her bunk, heavy framed with bolt-studded edges. She pushes back the curtain and looks outside. Far away from the night stilled ship, lights flicker and gleam on the horizon. A city. Her destination.*

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# INTRODUCTION

Ex-Terra is an adventure game for the Nintendo DS. Designed to offer co-operative play over WiFi, as well as a full single player adventure, players will take on the roles of Callie and Corby Whitmer, telepathically gifted siblings in a post-apocalyptic world who've become caught up in the politics of their home colony.

In the world of Ex-Terra, players will navigate through an elaborate environment, clearing obstacles and solving puzzles to progress. Along the way their belief system will be challenged by members of opposing factions who hope to use the siblings' abilities for their own ends. Ultimately what becomes of the Whitmers, as well as their world, Avius, is up to you.

# BACKSTORY

*A wrenching impact tears the young woman from her bunk, sending her tumbling to the cold floor, bruising palms and knees with the force of impact. Beside her, her brother mumbles to himself in the darkness. In the corridor, the lights flicker and go out. Fumbling across the room for her fallen glasses, she feels the chill of the metal flooring give way to a new kind of cold: water. The ship is sinking.*

Ex-Terra takes place in a distant, post-apocalyptic future. The human race has taken to space, colonizing worlds and searching for other forms of life. The great human fleet, Ex-Terra, patrols the colony worlds, keeping peace between rival factions and maintaining the unity of the human species despite its scattered and far flung locations.

The colony world Avius lies in an outlying system along a little traveled route. Several hundred years ago the colony at Avius rebelled against Ex-Terra's governing presence and expelled the fleet from their space. Without the presence of Ex-Terra, Avius was cut off, unable to receive supplies, technology, or new settlers from the outside systems. In time, Avius was forgotten. Lost among millions of star systems, the colonists of Avius are alone, helpless and stranded on a world that is not always hospitable.

Because of the Rebellion of Avius, the population has divided itself into two distinct segments: the conservative Landborn party, led by Maarten Soren, which advocates allowing a new society to grow on Avius without outside influence or the 'corruption' of the space fleet's technology, and the more controversial party which calls itself the Stargazers. The Stargazer party on Avius is led by Arrah Vaughan and advocates making any and all attempts to contact Ex-Terra and the outside world. To this end, the party has brought together all the remaining technicians on Avius, as well as anyone else they believe has a skill that would be useful for contacting Ex-Terra and ending the exile of Avius.

# CHARACTERS

*Startled into wakefulness by the shock of cold water on her skin, Callie sat up. Shaking her brother roughly by the shoulder she pulled him off the bunk beside her and together they crept toward the darkened hallway. Where before there had been the laughter and talk of the ship's crew, now there was eerie silence. Occasional groans and shudders passing through the walls and ceilings were an ever-present reminder that the ship was no longer safe.*

*By the time they reached the hatchway to the upper deck the water was knee-deep. Emerging from the ship into the warm moonlight of Avius's summer, Callie could see the dark shape looming above them. An island. The ship's bow reached close enough to a rugged outcropping to jump across. As Callie and Corby crossed the deck, the ship's creaking and lurching grew more intense. At the last moment before Callie jumped, the ship gave a final jerk and threw her headlong into the swirling water. Without a look behind, Corby sprang from the bow, managing to cling to the rocky outcropping where he pulled himself to safety and then turned, staring for a long moment at the water where his sister had disappeared.*

## CALLIE WHITMER

Callie Whitmer was born on Avius in a small fishing village near the inland sea called Kor. She is introverted and somewhat bookish, coveting the rare chances she has had to study. Though she is generally easygoing she has a tendency to be manipulative in order to get her way. Corby is her only sibling, and they are very close. She occasionally finds herself annoyed by his ego—despite the fact that during their childhood, she was the one who cultivated it. Callie is extremely logical; she has an eye for detail and can pick up languages and patterns easily.

At the time that Ex-Terra takes place, Callie is 21 years old. She has straight brown hair that reaches just past her shoulders and clear brown eyes. She wears dark-rimmed glasses, without which she can barely see.

## CORBY WHITMER

Corby Whitmer was born on Avius in the same small village where his sister grew up. Unlike her, Corby is outgoing and athletic; he spent his childhood swimming in the inland sea and climbing the cliffs in search of seabird's eggs. Corby is brash and outspoken and quite clearly thinks he's more intelligent than those around him. Aside from this snobbishness, Corby is generally a good kid, he is well liked among his peers, and most of his brashness is due to inexperience and youth.

Corby is 17 years old at the time that Ex-Terra takes place. He is tall and broad shouldered, but still a little gangly and not quite filled out. He has blond hair cut short and hazel eyes.

## ARRAH VAUGHAN

Arrah Vaughan is the de facto leader of the Stargazers party on Avius. She is one of the last remaining engineering experts in the colony, as the longer Avius is abandoned the less technological resources remain on the planet. With no means of producing more equipment, the space-faring technology left over from the colony's early days is slowly disappearing.

As Avius's foremost expert on communications, Arrah is in charge of Project Resonance, the Stargazers' final attempt to contact Ex-Terra. Based out of Avius's largest city, Project Resonance seeks to combine the surviving communications technology with the talents of a few telepathically gifted individuals to create a signal strong enough to reach Ex-Terra.

Arrah herself is in her early forties, straightforward and down to earth. She is short and stocky, with black hair cut blunt at her chin, and dark eyes.

## MAARTEN SOREN

Maarten Soren is the leader of the Landborn party on Avius. He is a well known historian, one of the few that Avius has, and he has made a special study of the preserved documents from the time of the original Avius rebellion. It is believed that Soren understands the reasons for that original rebellion better than anyone else on Avius, and as such he is widely hailed as the leader of the society.

The Landborn party advocates continuing the rebellion of Avius. They wish to construct a new society from only what they have available on the colony world. They are opposed to borrowing any more than strictly necessary from their predecessors. They are extremely isolationist, and wish no contact with the outside world.

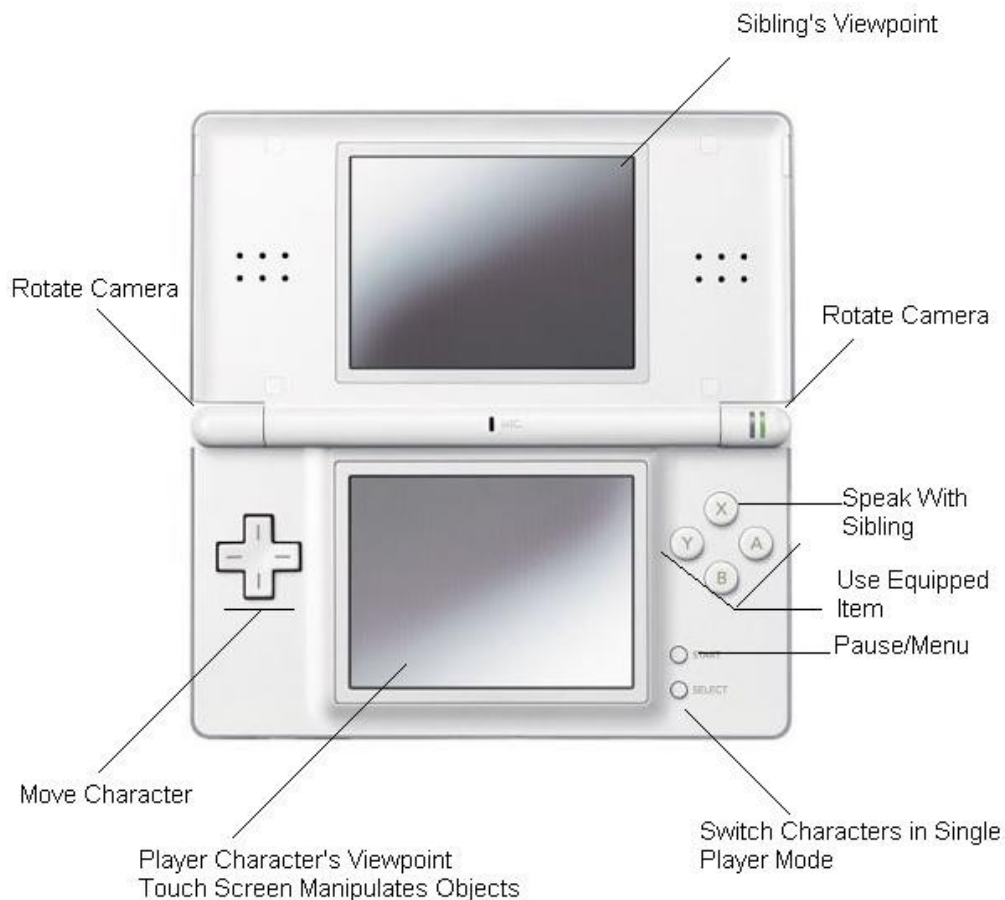
Maarten Soren does not appear directly in Ex-Terra, but his influence is clear in his supporters. He is a man with strong ideals and an ear for a quotable phrase, as such his followers will often repeat his pronouncements verbatim.

# GAME MECHANICS

*When Callie awoke, she was lying face down in a half submerged hallway. Rubbing her eyes with disbelief, she sat up and looked around. The tunnel was smooth stone blocks on all four sides; the section where she lay was sloped sharply downward, disappearing into dark water only a few feet below. Just above her on the slope the hallway leveled out, continuing smooth and unbroken out of sight. Getting to her feet, she wandered up the hallway a little distance, stopping when she came to an engraved pillar in the middle of the hall. A tracery of symbols ran in bands round the top and bottom of the pillar, but Callie didn't know what they were.*

Ex-Terra is unique among adventure games for the dual perspective it provides. The player controls both Callie and Corby, and because of the two unique characters and their respective strengths and weaknesses a new dimension of cooperative play is opened up.

The controls for the DS are as follows:



As everything in Ex-Terra is impacted by the dual character design, so too are the puzzle dynamics affected. In single player mode the player controls either Callie or Corby at any given time. The character that the player is controlling appears on the touch screen, while the sibling who is not currently being directly controlled appears on the top screen. When the player wishes to switch between characters, she simply presses the Select key, and the two screens will trade positions giving the player control of the previously inactive character.

The most unique gameplay element in Ex-Terra is the two player co-op mode. Co-op mode is available through Nintendo WiFi connection and utilizes the DS microphone to enable easy voice communication between the two players. In co-op mode, one player always controls Callie while the other player always controls Corby. Each player will always see his own character on the touch screen and his partner's character on the top screen; however, unlike in single player, the entire viewpoint of the inactive character will not be enabled. The inactive character will be viewed as though through a foggy lens (signifying Callie and Corby's telepathic connection), and will show some though not all of their surroundings. The only time the player has an unimpeded view of his sibling's surroundings is if the two characters are standing close together. In that case, anything that can be seen by one is also visible to the other. This enables both players to have a general idea where the other is and what they're doing without giving away all the answers to the puzzles too easily.

As the game begins Callie and Corby are separated on the island, but must still cooperate to progress. Because of their special telepathic gifts, they are able to communicate with each other by pressing the X button. This allows them to show the other an object, or ask a question about something in their field of vision (an environmental feature that can be questioned will be highlighted with a gold colored glow). If the sibling has knowledge about that object or area it will automatically be shared and new possibilities will open up. The siblings will also encounter other survivors of the shipwreck throughout the island and can use their telepathic connection to share information provided by these NPCs with each other.

For example, when Callie climbs out of the tunnel and finds the pillar with its bands of symbols, she presses the X button to speak with Corby. Corby has left the rock outcropping and found a gateway set in the stone that seems to be encrypted with a series of arcane symbols. When Callie shows him the pillar she has found he is able to copy the order of the glyphs and unlock the encryption. Now that the door is open, Corby can continue deeper into the island.

Telepathic communication is not the only means that the siblings have of assisting one another. The player will soon realize that Callie and Corby are in very nearly the same place in the ruins, but are on different levels vertically. Because they are close together they will be able to affect each other's location by the actions that they take in their own. Callie, on a lower level, may be able to knock down a pillar that is blocking a doorway above her or drain water out of a flooded higher room, while Corby may lower ropes and ladders that allow Callie to progress or raise gates from above that block lower passageways.

Later in the game the siblings will be reunited and will progress through the remaining puzzles together. Their individual strengths will come into play at this point: Callie is much better at interpreting patterns, deciphering languages, and solving spatial puzzles, while Corby is much more athletic and will be useful for times that climbing, jumping, or brute strength are required. At times Corby will be able to progress on his own a short way, relay information back to Callie who uses it to

open her own pathway to catch up.

Puzzle solving will largely be done with the touch screen controls to manipulate objects. To uncover a buried object the player would rub the stylus across the touch screen, mimicking a digging motion. To remove dust from a forgotten engraving, one might blow into the microphone. To throw a rock at a distant target the player would equip the rock to A, B, or Y, select it, and draw an arc from the character's hand to the object he wishes to hit. For Corby to jump a gap he would come to the edge with the d-pad controls and then the player would draw an arc across where they wish Corby to jump. The game camera can be rotated with the shoulder buttons to ensure that the player always has an accurate angle when jumping or climbing. To reset the camera to its default angle press both shoulder buttons together.

The final elements to the gameplay are Callie and Corby's special skills. Each sibling has an ability that the other one cannot use. Callie, as a result of her studies, can find and repair the machines that are in various states of decay around the island. Corby's skill is psychic in nature: he is able to access the minds of NPCs on the island to uncover more information or secrets that they may be holding back.

**Callie's Mechanic:** The equipment repair mechanic is something that Callie has picked up during the course of her studies. She is one of the very few residents of Avius with an understanding of how electrical equipment operates, and with very basic parts she can often repair damaged equipment. This is useful for allowing Callie and Corby to make use of the ruined equipment that litters the island. As Callie travels she will see small highlightable areas on the screen which Corby cannot access. When one of these areas is selected, Callie will see a zoomed in view of the area, and will be able to scrape with the stylus or blow into the microphone to uncover any mechanical parts in the area. There will be several varieties of pieces she is able to find, including small fuses, wires, and bolts. Each of these pieces will have a distinctive shape, and Callie's current parts inventory is viewable in the menu screen accessed with the pause button.

When Callie finds a machine she wants to repair, she will have the option to zoom in on a certain part of the mechanism, which begins a tangram-like mini-game. The missing pieces of the equipment will be shown as a blacked out shape, and Callie must use the pieces in her inventory to completely fill in the darkened space. A long narrow twisting shape can be filled in with a piece of wire prodded into place with the stylus, or a small cylinder with a bulge on each end might represent a fuse. When several of these shapes are placed close together, Callie will need to experiment with the placement of different pieces until she finds a match. When a match is found, the equipment will begin working, and Callie and Corby are then able to use it.

An early equipment repair puzzle may be as simple as replacing missing wires or a row of bolts. Later puzzles may require an entire set of fuses to be arranged in a particular manner, or a complicated assembly of different parts to be constructed before the player is allowed to progress. In general the more complicated a mechanism is, the more difficult it is to repair.

**Corby's Mechanic:** The psychic interview skill is accessed on the main screen by selecting an NPC character with the stylus. At the end of the conventional dialog if the player is using Corby there will be an additional option labeled "Investigate further?" This causes a mini-game to begin in which Corby must enter the NPC's mind by matching his mental signature to the subject's. In the mini-game the player is given an elastic and flexible substance (Corby's mental pattern) on the touch screen that must

be manipulated with the stylus until it matches a “key” shape the player is shown at the beginning of the sequence. The substance begins as a roughly spherical shape, and can be pushed and stretched in three dimensions to match any shape required. It can be rotated with the shoulder buttons to get a different viewpoint, and when the player pauses for a few moments it will begin to revert automatically to its original shape. This means that the player must act fast to match the key shape before the shape returns to its neutral state. ( If this mini-game seems difficult to visualize, imagine the Mario Party mini-game “Face Lift” in which you would manipulate a character portrait to match a distorted portrait shown at the beginning of the sequence. The basic concept is the same, though Corby's mechanic is more fleshed out, in that it works in 3D and is considerably more difficult.)

These puzzles will be simple at the beginning of the game, but will become increasingly more complex, depending on the importance of the info that Corby is trying to access as well as the number of times that he has accessed that particular character's mind. In essence, the more sensitive the information is and the more prepared the NPC is, the more guarded their minds will be and the more they will resist Corby's probing. An early puzzle may only require Corby to prod the substance into an elongated cylindrical shape, where a more difficult puzzle may require him to mold it into an intricate shape with wards like a key.

When Corby gains access to a character's mind the result is similar to unlocking a “Psyche-lock” from the Ace Attorney games. The character will then present Callie or Corby with more conversation options and will allow them access to considerably more information. Some NPCs only have one secret for Corby to uncover, others may have several increasingly difficult mental blocks to remove.

The various NPC characters that the siblings encounter throughout the game are survivors from their shipwreck. Each will be affiliated with either the Landborn or the Stargazers party, and will try to influence the siblings to side with them. Both sides will have different information available, concerning the parties' motivations, as well as involving parts of the island that particular NPC may already have explored, so it is necessary to pay careful attention to the information given. At certain points, the NPC may ask Callie or Corby a question, and their answers will either incline toward favoring the Landborn party or the Stargazers party. Each sibling will have a small monitor in the top left-hand corner of the screen that indicates which party they currently favor.

There will also be a number of repeated use objects in the game, including (but not limited to) a torch, a canteen, and a knife. These can be assigned to the A, B, and Y buttons and used at any time by either sibling. The knife can be used to scrape items, it can be jammed into cracks to loosen stones, or it can be thrown at distant targets, among other uses. The canteen is used as a healing device, it can be filled at any water source on the island, and contains three drinks. Each drink refills the sibling's health to max. The only way for a sibling to lose health is to fail an environmental puzzle. Falling in holes, remaining under water for too long, and being crushed by falling rocks will all decrease health.

If either sibling dies, the game will reset back to the most recent save point. The game can be saved at any time from the menu which is accessed by pressing Start.

An example scenario of the gameplay from shortly after the siblings are reunited shows these different mechanics in action. Callie and Corby have just emerged from a series of half submerged hallways in the lower section of the island, and have come into a ruined courtyard. At the back side of the courtyard they encounter an NPC shipwreck survivor who they recognize as one of the ship's crew. The crewman

won't talk to them, saying that they belong to the vile Stargazers party and that they are Arrah Vaughan's obedient dogs. Corby uses the psychic interview technique to access the NPC's memory and discovers that he is aware of a hidden elevator in the rear of the courtyard that would take them up to the next level of the fortress, but that he has sabotaged its gearbox in an attempt to prevent them from reaching Arrah Vaughan who is a few floors higher up. The siblings had not previously been aware that Arrah Vaughan survived the shipwreck, so they decide to investigate the elevator right away.

To reach the elevator, Corby must climb a series of ledges and leap several gaps, finally pushing down a large boulder to make a step for Callie to climb up and join him. When they are both together at the elevator, Callie investigates the sabotaged gearbox and attempts to repair it. The blacked out silhouette of the missing pieces might look something like this:



Callie can tell, looking at the silhouette, that she's going to need two octagonal washers, a long screw, a third octagonal washer, a short fuse, a piece of wire, and a power plug to complete this repair. She has all of those elements in her inventory except the third octagonal washer. Returning to the courtyard to look around, Callie notices a glint in the dirt near the feet of the Landborn shipwreck survivor. Digging in the dirt with her knife, and then blowing away the dust she uncovers a piece of twisted wire and an octagonal washer. Taking the items with her, she returns to the elevator, assembles all the pieces of the puzzle in the correct order and the siblings hear a buzz that indicates that the power has returned to the elevator.

They press the “up” button, enter the elevator, and continue their explorations.

# ART DESIGN

*Emerging from the darkness of the elevator into the bright light of the early afternoon sun, Callie and Corby stand blinking their eyes and staring around at the wide terrace they've discovered. Once a beautiful outdoor garden, the place is now a ruin of stonework and overgrown plants. In the center of the terrace a huge dry fountain rises, elaborate level upon level decorated with carved waterlilies and playful mermaids rendered in expensive colorful stones. At the base of the fountain, the cracked basin is filled with stones and dry leaves, the bright colored glassy shells of the pool's former inhabitants peeking out here and there among the debris.*

## ENVIRONMENTS

The island where the Whitmer's ship went down is a ruined pleasure home from the days before the Avius Rebellion. It is filled with overly ornate statuary and technological marvels that most of the people of current-day Avius believe are only legend. This environment is shown in full 3D on both screens of the Nintendo DS in an art style that combines a sense of realism with a little exaggeration. The darker underground settings will be shown in especially sharp, gloomy tones, with exaggerated shadows and stark contrast between dark and light. The futuristic areas of the island will be portrayed as extremely sterile and bare, with a predominance of grey tones and an almost colorless feel, while the more ornate decorative areas will be shown with an overabundance of color (the terrace mentioned above is an example of this) where the scenery will be lush, bright, and very busy.

The art style will be simple, with the attempt to render everything as closely as possible to its correct textures and proportions. The look of the environments will be similar to the appearance of the *Lost in Blue* games, with exaggeration only used to make very small objects easily identifiable or in order to enhance the mood of a certain setting. The rest of the time the backgrounds will attempt to portray the environments fairly realistically.

## CHARACTERS

The character designs for Ex-Terra are also intended to have an exaggerated but realistic look to them. On screen character models will be proportioned as realistically as possible and will show the characters from behind and slightly above, giving the player a good view of her character's position in the area at all times. These models will be shown in 3D, fully animated and able to maneuver around the areas various different ways, whether walking and running in normal gameplay or climbing, jumping and crawling as needed in certain situations.

Close up character portraits will be used during dialog sequences or in character specific mini-games. These portraits will be 2D, with more of a pencil drawing look, again similar to the *Lost in Blue* games. The 2D portraits will also be animated to allow the characters to portray their expressions, and will

show subtle changes, such as Callie's lowered eyebrows to indicate increased concentration while she is working on a repair or Corby's playful smirk while teasing his sister.

NPC models will look similar to those for the player characters. Each NPC in the game will have a unique 3D model and 2D portrait, so that the player does not confuse similar looking NPC characters.

## SOUND

The sounds in Ex-Terra will be extremely important to set the mood of the game. Each important area will have its own set of sound effects, making it possible to tell where you are on the island just by listening. Underground locations will likely include the sounds of dripping or running water and echoes, while areas high up on the island will hear birdsong and wind sounds. Certain auditory cues will be present in puzzles as well, so it is necessary to be sure that the sound is well produced and distinctive.

The musical soundtrack to Ex-Terra is unobtrusive. Because the game is designed to offer voice chat and WiFi play, the music is designed to be a backdrop and not an interruption. The themes are instrumental, and are intended to evoke certain reactions in the player. During exploration sequences the music will be very low, almost inaudible. The near silence should serve to emphasize the isolation of the island and the uncertainty that the siblings are feeling. In scenes where the storyline is progressing through dialog or discovery the music will be slightly more noticeable. The tone of the music should be slightly discordant, in order to evoke the feeling that the siblings do not possess all the relevant information, that something is wrong in the picture that they are not able to identify.

# STORYLINE

*The night sky blazes with stars as the siblings emerge onto the tallest tower of the ruined structure. Callie shades her eyes and looks wistfully into the sky, searching for moving lights and signs of life. Corby steadfastly turns his back and looks down at the rocks below, imagining the spread of lands, the rising and falling hills of Avius. Turning to look at each other, they pause for a long moment, holding their breath, deciding. Out of the shadows another figure steps, short, black hair gleaming in the starlight: Arrah.*

*“Go on,” she says, a note of pleading in her voice, “call them...”*

*Whispers fill the night sky, as more figures appear out of the darkness of the tower, closing in around them, pressing from all sides, each whispering, urging.*

*“Call Ex-Terra... free us.” “*

*Flee the manipulators, flee the space-farers, live here on Avius... be free.”*

*Taking a long deep breath, Callie and Corby turn away from all the voices. It is their decision at the last, and nobody else's.*

The story of Ex-Terra is at heart a political one. The conflict in which Corby and Callie Whitmer have become enmeshed is an old one, with the Landborn party pointing toward the original reasons for the Avius rebellion and the Stargazers party fearing the loss of advancement and the return to an older way of life. Both parties have a legitimate fear—and an appropriate response to it. There's no right solution to the conflict. Ultimately, the player will have to decide which solution he believes is the best one.

The story begins with Callie and Corby aboard a ship, the *Darter*, sailing toward the city where Arrah Vaughan's Project Resonance is based. They have been personally recruited for the project by Vaughan herself, who is aboard the ship as well. When the *Darter* is shipwrecked, the Whitmer siblings believe they are the only survivors of the disaster.

The wreckage of the ship occurs close to an island that had, at one point, been a resort-style luxury home for a colonist before the rebellion. As such, it is a place filled with old decaying artwork, vanished technology, and more than a few of the idiosyncratic secrets of the very rich. In the course of traversing the island, the Whitmers will encounter more and more survivors from the shipwreck.

The early part of the game will portray the events surrounding the sibling's arrival at the island. Most of the section on the ship will be told by cut scene; although, in single player mode, the player will control Callie as she tries to escape the shipwreck. In co-op mode, Callie and Corby will both be under player control at this time. After the ship sinks and Callie is swept away, the next set of gameplay events surround the siblings' search for each other. Once they are separated, their first priority is finding each

other, a search that will ultimately be successful, but leaves the pair at a low level in the ruins when they finally do find each other.

As soon as the siblings are reunited they begin climbing toward the top of the island, solving more environmental puzzles and meeting with the other survivors of the shipwreck. These survivors will not necessarily be encountered in any particular order, since the players will be able to choose various routes throughout the course of the game and so may not encounter every NPC at all, and certainly will not do so in order. The survivors of the shipwreck are split evenly in their political views between the Landborn and the Stargazers.

Some of the salient points that Callie and Corby should uncover during their journey are as follows:

Pro Stargazers:

- 🌐 *There is no medicine left on Avius. Even the simplest of antibiotics are becoming very hard to come by, and long term and advanced medical care is a thing of the past.*
- 🌐 *There is no knowledge base left on Avius. All the knowledge of the centuries has been lost to them, the history previous to the rebellion has all been destroyed, and there is no way to trace their roots beyond that point.*
- 🌐 *Some Stargazers have family tradition that states where they are from and where their relatives live. There is a strong sense of longing to return to a “home” and a wider, richer culture somewhere out there.*
- 🌐 *Avius is not a particularly forgiving environment. Without advanced sciences the severe weather in parts of the planet can be lethal. The foodsources are limited, and as technology fails simply surviving becomes a matter of backbreaking toil*

In general, the Stargazers fear a return to an earlier stage of civilization. The supporters of the Stargazers will tell horror stories about infant mortality and incurable diseases; they will bemoan the death of knowledge, the lack of major universities and study centers; they will worry that potentially great leaders, scientists, and scholars are wasting their potential doing farm work in the middle of nowhere. They do not want to revert to a pre-technological lifestyle or eke out a separate living. They have a strong consciousness of belonging to a larger world, which they long to return to and take a rightful place in. Callie will have a strong natural sympathy with the Stargazers.

Pro Landborn:

- 🌐 *Ex-Terra is a military force that is nominally controlled by a government, but which controls the minority by force. The reason for the Avius rebellion was to create a free society without the fear of military retribution.*
- 🌐 *The politics of the wider colonies were very manipulative and dishonest, oppressive to those with an unusual viewpoint, and very strongly promoting of homogeneity.*
- 🌐 *The culture on Avius has been isolated for a long time. The wider world will have moved on by now, leaving those from Avius at a distinct disadvantage. If they were not marginalized before, they will be now.*
- 🌐 *Science and technology are overrated. The people of Avius have built their own society, and have made their own progress for hundreds of years; they do not need to rely on others for assistance, nor would they welcome outside interference in their affairs.*

As an overview, the Landborn believe they are better off without the corrupt politics that exist in the larger world. They will tell Callie and Corby tales of atrocities committed in the name of peacekeeping. They will recite visions of oppression, instill fear of having no voice in a government made up of those with centuries of deep-rooted power and self-interest. They will speak of ethical horrors resulting from the misuse of technology, and the corruption that comes from wholehearted worship of progress. They place a strong value on individual effort and maintaining your own separate identity. Corby will have a strong natural sympathy with the Landborn.

Whenever the siblings have a conversation with a survivor, their alignment between the two factions will shift slightly. Each sibling has their own individual alignment, and they have a combined alignment on where they as a whole stand between the two parties. It is this combined alignment that is especially important, because at the end, the Whitmers will have to make their final decision together.

About halfway through the story, the siblings will discover that Arrah Vaughan, the leader of the Stargazers party and the one who originally recruited them for Project Resonance has survived the shipwreck. Though she has survived, she has sustained a crippling injury and is not able to move by herself. Callie and Corby have the option to assist her by taking her with them (which will shift their alignment in the favor of the Stargazers) or by offering to go ahead and send help back to her (which will shift their alignment in favor of the Landborne). If Arrah Vaughan accompanies the siblings, she will be a continual voice in favor of the Stargazers that they can continually listen to or reject. Her influence is not large, but will be noticeable, should they choose to have Arrah accompany them.

The final stage of the game takes place as the siblings arrive at the highest spire of the island. It is at this last area that the final decision must be made what the siblings are going to do. At the top of the tower is an old decrepit communications antenna which was used in previous days for the wealthy owner of the complex to communicate with orbiting spacecraft. When they arrive, whether they have brought Arrah Vaughan with them or not she will be present at the top of the tower (if you did not choose to bring her yourself, the supporters you sent back to assist her will bring her instead), and will urge the siblings to make their choice. She believes that with Callie and Corby's telepathic abilities, the communications tower can be used to amplify their distress signal and reach Ex-Terra.

The supporters of Maarten Soren will also have fought their way to the top of the highest tower as well. They will surround Callie and Corby and urge them not to contact Ex-Terra. Depending on what the pair's final alignment between the two factions is will determine their choice.

If, between the two, their alignment is in favor of the Landborn, the player will be offered one last plea by Arrah Vaughan. This is their final opportunity to choose to contact Ex-Terra. If they reject it, they will push the communications apparatus over the side of the tower and flee, effectively deciding things in favor of the Landborn party. The game will end with a panoramic shot of the landscape of Avius, touching briefly on the different simple activities that are going on in various parts of the colony (farming, fishing, very pastoral images). The shot will zoom out to show the planet Avius on its own at the edge of the galaxy, and will highlight the comparative peace and solitude that they have gained.

If their alignment is in favor of the Stargazers party, the player will be given one last argument from an impassioned supporter of the Landborn position. If the player still rejects this final offer, Callie and Corby will join hands and project telepathically, ultimately receiving a communication from a member

of the human fleet. The game will end with a scene in which a moving light appears in the sky above the tower, and the small silhouettes of landing craft begin to descend toward Avius. The shot will zoom out and show the fleet in orbit around the planet, and then will zoom out farther to show the other civilized worlds that Avius is now once again linked to.

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