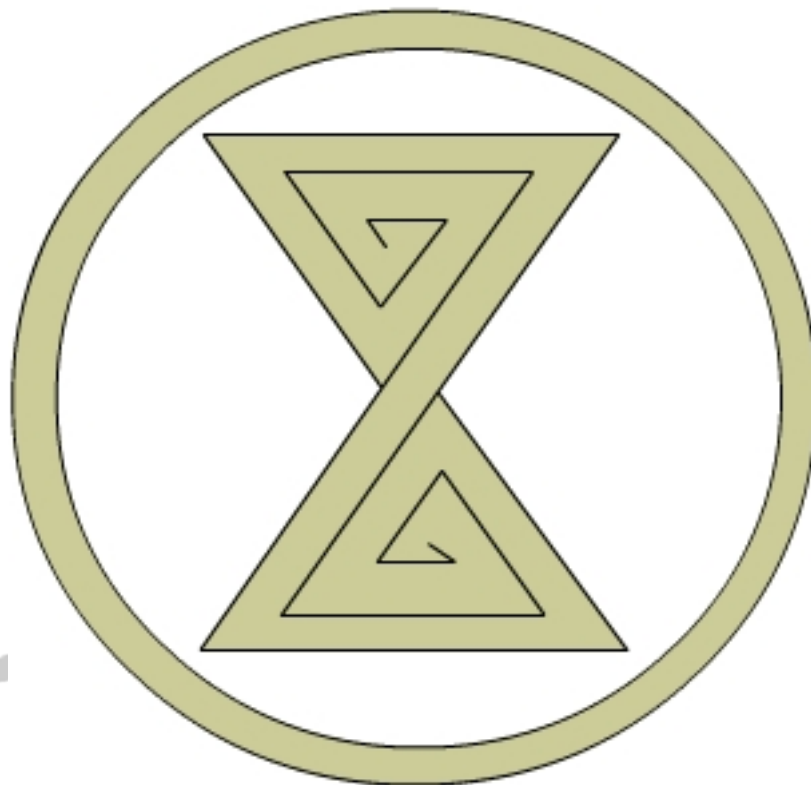


# FUZZ ION

INSTRUCTION MANUAL



Inde  
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## 1. Intro

Year 126 of the Era of the Colonization. 150 years ago, the humanity had to fight for its survival against other forms of foreign life in the Solar System.



After a victory that led the human race to rule over the others in the Solar System first, and the Milky Way later, the war ended. A new era of colonial expansion and technological development took place. This fact was harnessed by the resource and knowledge interchange of the different races in the Milky Route's Council. The discovery of the Spice triggered the Era of Expansion, soon becoming a strategic and valuable resource.



The Milky Way, home of the Earth and its life forms.

## 2. Story

### 2.1. THE WORLD OF FUZZ ION

*“¿The World that we live in? ¿How could I describe the indescribable? ¿Does the immensity of the human mind have an explanation? Because that is what our world can be compared to: an incredible mind. Incredible, but rotten and harmed deep inside its consciousness.”*



*"Conversations with Emperor Ihue Poo Tah", Ron Thal*

## THE SOLAR WAR

There was a time in History when all the Earth's inhabitants thought it was the end. The end of everything.

The unfortunate accident of the "New Home" satellite, which ended collapsing against the Satoran planet, was taken as an open war declaration by its inhabitants. Despite humans and satorans had already started making the first steps towards a common and peaceful future, a mere politician trick for controlling the red planet (due to the accident) was the cause of the biggest racial war in the known universe.

After the "New Home" collapse, the following months were full of accusations between both species. The tension was growing until, finally, the other three existent intelligent species in the Milky Way finished taking positions after one side or another.

There is no clue about who attacked first. But the war was unequal in number from a start. The Human Alliance, composed for human and boujis, lost territories one after another dramatically before the power of the satorians forces, formed by satorians, sprehjks and damaros. As the human alliance refolded lines, leaving planets that had been homes of millions of souls, there were two battles that passed to the annals of the history:

**The Destruction of Mars:** in question of two weeks, Mars and all the life it harboured were erased literally of the maps of the solar system, clearing thus the last planet toward the Earth planet on the way of the satorian forces. It was such the magnitude of the war that both decrees lost more than half of their armies in the barbarism that took place in the in the past glorious human colony. The human alliance was refolded toward its last defence line, The Earth, while the satorian forces regrouped all their troops as they got ready for the last battle.

**The Battle of the Moon:** when human and boujis lifted the view to the sky that morning, its souls froze during some brief instants. The fleet deployed to attack The Earth hardly allowed to see the solar rays or a new tomorrow's hope. All the inhabitants of the planet were mobilized in a desperate intent of braking that which will be for many an unavoidable era. The women and men of both races that could not fight by any reason were being put to the controls of the defence systems and intelligence, while the last boy was equipped with a gun and introduced in an assault ship. Hope, the last standing bastion of the human race, strengthened the hearts of all terrestrial people when they saw the leading spaceship of the attacking fleet exploding in millions pieces, meanwhile shots, bombs and explosions extended where it reached the view. This was enough reason so the humans counterattacked with so much fierceness as to



sow the fear into the soul of the last of their enemies. After eight days of uninterrupted fight, all the ships belonging to the satorians forces had disappeared, and the humans saw the Moon glowing with the same intensity as in the past.

After the days of glory that followed that victory, the alive troops of the terrestrial alliance were sent out to dent the defences of Satoran. With most of its army defeated and fatigued so much, human as boujjs imposed their conditions in the Milky Way.

An amendment politics was fomented towards the sprehjks and damaros, while the satorians suffered the biggest reprisals for what happened. The High Council of The Milky Way was created as a government organism that embraced all the existent planets in The Galaxy. It's a scale of powers headed by the humans and followed by the boujjs.

After these events, people over the galaxy came to the reconstruction of everything that was desolated during the war. Soon after the creation of the Council, the scientific growth was fomented due to a narrow collaboration with the boujjs and the access of the terrestrial scientists to the resources of the rest of existent races, what propitiated the discovery of such technologies as the Spice, key resource in the upcoming years.

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## THE LOTH AND THE COUNCIL

With reason of the new Era of the Colonization, and the enormous organizational effort that it supposed to control the whole Milky Way, there was created a new government form: the High Council governed by the Loth, old members of the Indigo human Empire. This organization took charge of administering the economy, social aspects, and to assure the execution of the interplanetary norms of the Milky Way. The members of the highest instances always remained in the anonymity, carrying out their regency tasks through middlemen.

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## THE SPICE REVOLUTION

The Spice is a metalloid element with atomic number 120 in the periodic chart. It is located under the Astate, and its symbol is " Esp ". This element had already been studied previously, having been confused with another kind of altered tellurium in base of its atomic, and therefore discarded the similar structure.

From the moment the Spice was identified, as well as its main properties, this resource became the element with bigger value of the galaxy, very above the gold or the platinum.



The Spice is a semiconductor (according to the treatment received previously) that allows the construction of highly resistant materials, malleable and slight at the same time, with a really small production cost and without the necessity of construction of big centres for its manipulation. In fact, its extraction process is extremely simple, as well as its factory and transformation in lot of energy forms.

Thanks of so revolutionary discovery, it was possible a new technological revolution that opened the way to what has been denominated "The Era of the Colonization" to begin.

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### **A NEW ERA**

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Thanks to the Spice, it was possible to carry out a quick expansion for the Universe starting from planetary modules (artificial spheres of approximately half of the size of the moon that allow harbouring life such as we know in any inhabited planet). The Spice changed the form to see the life in the space. From the amplification of ships, planets, satellites, etc., in a future, there are dreamt possibilities like everlasting interstellar voyages previously impossible due to the lack of storing the fuel; rumours about a complete reconstruction of the Mars planet are also ringing a bell.

Nevertheless, the beginning of The Era of the Colonization, were not exempt of problems. The value of the Spice mines bore the necessity to adopt measures of access restriction very severe, as well as a government regulation that was dictatorial for many. Big companies in charge of the factory of elements base and of Spice like Hasecorp, got rich due to their dominant position inside the Council. The reservation of rights of exploitation, protection, etc. became a very valuable one. Also, the problems of security and corruption were a great problem during these first years of transition. These came accompanied by a hard police repression and the direct confrontation between the governments and some of their oldest military men, retired by the force like part of the treaty of interplanetary peace. Soldiers and warriors of different races that survived the War were lost in a period of peace without knowing what to do.

When the war finished, they were many the humans and boujis that retired to its respective planets to enjoy a calm life, never enjoying comforts (as it continued the incredible scientific progress that was carrying out thanks to the increasing collaboration among erudites of both races) and living long lives.

Other few soldiers continued on the position for defending the Earth, finishing their days like noblemen old or high positions in the Council or diverse government charges of smaller importance.

And there was a minority that, unable to adapt to a peace time when the only thing that hey had learned to in their life was to fight and survive, almost always became mercenaries or smugglers that rented their services to the best



bidder, after the search and protection of mines or wells of Spice in the planets far from the centre of the galaxy (and even in neighbouring galaxies even unknown).

## Now

We are in the year 126 of the Era of the Colonization.

The precarious balance based on the force with which it began to exist the Council of the Milky Way, has opened the way to a time of peace and trust among races in the one that, in spite of the unavoidable existence of small confrontations, one can hope a new and lasting time of collaboration among towns.

The races defeated in the war showed their commitment for the reconstruction sharing technologies as complicated and vital as the Soma, starting from Spice or the energy shields.

The **Soma** is a drug investigated by the sprehjks from the Spice and the hemp. Manufactured correctly, it induces in the receiver a slight state of aggressiveness, but also allows a quick regeneration of any living organ (excluding the head ones) thanks to their nutritious properties that allow the alive cells to acquire the same regeneration capacities as the mother cells.

On the other hand, the energy shields (technology in development for the damaros before the last attack to the Earth) deploy a protection barrier in a wide radio that is able to avoid damages against any external attack. They have demonstrated to be extremely useful in the battle field.

Both contributions have helped to forget last differences and to an approach among races for a combined expansion outside of the Milky Way.

With the view in this end, there is a frenetic obsession for discovering and collecting Spice until in the most remote and inhospitable systems...

## 2.2. THE CHARACTERS

*“Had the High Council known about the consequences of their contraband elimination plan, they wouldn’t have made so much effort to scatter the delinquent core through the deserted space systems. Sending the Nebula 2 to the Argentes System was only the beginning of a series of dreadful events.”*

*“Spice war and its causes”, Feod Elk Ulho*

The transport spaceship Nebula 2 took off several years far from The Earth since his captain, the former on the Imperial marines Hayden Cornell, received the biggest responsibility in his life: to gather the Spice of an entire



planetary system. A deserted, forgotten system and grieve explored. The system was Fu-Ckalot, good known for the name of one of their planets: Argentés.

The activities of the ship smuggler used to vary according to the responsibility that was assigned to them. Shipment missions and gathering of goods were alternated with some more dangerous ones, as the inspection of abandoned areas or the tedious "bug-killing" of commercial spaceships. They usually only rented their abilities to those who had enough platinum to pay them, but something took the captain Cornell to accept this last mission without thinking it twice. Their instinct told him that it will be different to the other ones, and he always followed his instinct. Up to now, it had maintained him alive. Also, their company would like to know that they will be buried in something big, and not another of those missions of second class that hated. This time it consisted on the continuous gathering of spice during a long period of time, in big quantities, and the earnings were important. The client's contact seemed very sure of the economic solvency of its superior

Although anything was like in the old times to the service of the forces of the Empire, up to now everything had gone well. The break-up of the elite forces of those that belonged had been a hard blow. But, after a time, the captain had re-done his life and conformed a stable company of faithful women and men. They were smugglers, yes, but they followed the codes of honour that had been imposed them in their years to the service of the Empire.

76 years had passed from that. The cryogenization capsules used in the long interstellar voyages, as well as the long life that the use of Soma provided, had allowed that the hope of life of the human race ended up overcoming figures before never dreamt.

In the time that occupies us, that of the incident of the planet Argentés, the Nebula 2 crew consisted in five former marines, a load pilot and an expert in technical space flights.

## THE NEBULA 2 CREW

Hayden Cornell was part of the Solar Wars as soldier of the forces of the Indigo Empire elite, now governed by the High Council Loth. He was a first class soldier of the attack squadron that was responsible for demolishing the nurse ship of the satorians forces in their attack to The Earth. Acclaimed as heroes at their return, after the formation of the Council the biggest gratitude they saw was a medal hung in its chest and a solemn speech about its successes to the service of the planet

The coming years were not especially simple. They had to suffer the inclemencies of the space trips in search of small groups of satorina resistance, to eliminate or take them prisoners on behalf of the human race. When they



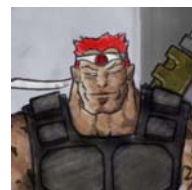
finished the dirty work, the members of the squadron of Cornell (as well as many other) they were simply forgotten.

Soon after the interplanetary agreement was signed after the war (and in spite of the opposition of the Military Council) the forces of the space marines were dismissed. Hayden didn't have other choice but to resign its origin planet and to search a life like a smuggler. The marines, before considered the elite of the space forces, had become little less than proscribed and rejected.

Therefore, the captain Cornell, like some of their partners, decided to become mercenaries. They would rent their services to be able to survive, taking advantage of their formation like elite warriors. Together with their friends Espin and Rippley, formed the Nebula crew. After several incidents and a ship lost in a bankrupt mission, they contacted with one of the leaders of Hasecorp, a captain's old friend, Zone. He ended joining them, abandoning his cause and providing access to the ship that they rebaptized as Nebula 2. To find a pilot and sailing technician was not easy task, but Cornell knew well where to ask. Finally, it hired the services of Thorpe and Leana. Janko would arrive later, when they were presented the opportunity to carry out tasks of extraction of Spice.

---

### Hayden Cornell



Type: medium.  
Height: 1'85 m.  
Weight: 90 Kg.  
Age: 145.  
Birth place: Earth  
Hobbies: VR games.

He is the captain of the group of marines; he has earned his range and the respect of their entire subordinates from the old war days, those in which he led the attack of their squadron inside the nurse enemy ship. Their

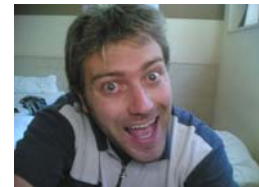


fierceness combating infused encourage in the hearts of their partners, being in a group of unstoppable attackers for the satorians forces.

Open minded and clear and precise thought, his orders are accepted with pleasure for all their marines, just because they have learned how to trust his common sense and decisions to take them harmless in almost any situation.

Their 122 years of military experience have get him to realize that the most cautious you are when you are to control a smuggler spaceship, the better.

For several years it suffered nightmares. The war ended up a lot ago, but here he is, fighting against the satorians. Suddenly, a great shade extends before them. Everybody is paralyzed while the new threat begins to extend like a cloud over them. The terror goes a long way between all as strange hordes begins to fight against them, as flocks of mad insects. Satorians and humans fall equally before the alien threat, while he and their men remain amid the show, unalterable, without suffering any damage. The scent to Spice is very intense. Then it is when she appears. The mother of the beehive of creatures. She moves in a leisurely, parsimonious way, almost it would be said like if she is enjoying the show. At a time, she comes closer to Cornell, with her eyes attached in the captain. Once they are both faced, she begins to emit that noise. It is something terrible of hearing, and it seems that he is the only one that listens to it. The other ones remain as frozen before him. Everything stops to their surroundings while it feels inside their mind the mother's words they combine that they pray: "The future is history."



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## Zone

Type: Heavy.  
Height: 1'92 m.  
Weight: 105 Kg.  
Age: 69.  
Birth place: Earth.  
Hobbies: extreme sports.

He is an introverted, shy and easily frightened man. He hides after the shield of his armour despite having great physic force. When he was a child, he had to play with the children of superior courses, since his fast physical developed body caused him problems with the boys of its age. At university, in the rugby team he allowed himself to show his abilities when the other players left flying to their step. He had the opportunity to register for professional teams, but their girlfriend retained it in the university next to her with the help of bad



arts, taking advantage of the kindness of Zone that didn't realize because she went the only woman to which had loved and the only person in which trusted.

After the beginning of the war, the girlfriend of Zone left it for another younger university student, and without having concluded her physics studies, Zone decided to enrol in the I exercise escaping from the suffering deceit. It passed effortlessly the physical tests, and thanks to their studies he became one of the best specialists in explosive and construction of all type of gadgets.

Due to what happened at university, Zone passed a difficult time alternating aggressive behaviours with depression times. Due to these changes of character, he didn't fit to some commands he was assigned to. But then he met the Colonel Cornell who helped him to overcome their problems and became the brother he never had. Then the complications in the war had them separate and Zone became one of the leaders of the revolution against the interplanetary company Hasecorp.

Then at the end of the war, Cornell, that so much had helped him, contacted him and spoke him to join their activities as smugglers. Zone didn't doubt to join his Nebula 2 crew. Zone provided them the restricted access that they needed to steal the ship smuggler Ogre 4 that was rebaptized as Nebula 2.



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### T. Rippley

Type: Heavy.  
Height: 1'70 m.  
Weight: 54 Kg.  
Age: Unknown.  
Birth place: Earth.  
Hobbies: killing aliens.

Little is known about this splendid woman except that she was born in the Earth. She showed up in the recruitment office after Mars destruction, apparently battered and disoriented. Given the excellent physical capacities and mental techniques that she demonstrated during their examination, her appliance was accepted. Cornell and she met during the satorian resistance troops elimination missions. They got along pretty soon.

She hates every race that's not human. That has helped her making lots of enemies during her life in the Human Alliance.



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## Janko

Type: light.  
Weight: 80 Kg.  
Height: 13 standard units.  
Age: 35.  
Birth place: New Burkina Faso.  
Hobbies: Drinking Grogg and playing the Krothalus.

The most recent incorporation to the Nebula 2. This young marine applicant was soldier of the Council Loth, but he preferred to become specialist in technical extraction of Spice, knowledge that were worth him his quick ascent in the New space Marina. But its lack of respect for the norms took him for the roads of the smuggling. The official version says that it was an attack of fleeting madness that took him to hit one of its superiors. The reality is that Janko had drunk too much that night.

He knew Zone during a macro party in honour to the old marine space. Starting from then, he collaborated with the Nebula 2 group in extraction tasks



and technology maintenance until he decided to be part of the company in a continuous way.

Its lack of experience in the battle field is compensated by its illusion of ending up being a marine as those they told were in the past some day.



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## Espin

Type: light.  
Weight: 86 Kg.  
Height: 1,83 m.  
Birth place: Earth.  
Age: 97.  
Hobbies: Internet and modelling.

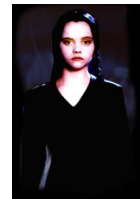
The only one among the crew of the Nebula 2 that was in the Solar was fighting besides the captain Cornell. Then, he was no more than a cadet, and he never ended up fighting in a real battle. His life always rotated around the search of new sensations and wealth than to fight, so he didn't doubt when Cornell invited him to be part of its company.

Surprisingly, Espin was what you may call a muscle brain. When he was a boy he demonstrated some sublime capacities to develop repair and transform any type of mechanical or digital thingy. Its adolescence was contained between 4 walls surfing pages on the net and other boys of his age where playing football outside.



The day that his father died in the explosion of Mars, he decided that he would make pay the responsible for it. He enlisted in the Alliance like field Specialist, where he found and got along well with Cornell. This occupies the captain to train and took care after him at the middle of the battle field, until the day comes and he killed with his genius a group of 35 from bottom to top armed enemies.

From then on, Cornell knew that he would have to begin worrying about the identifications of cadavers before of Espin's security.



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## Leana Ricci

Birth place: Satoran.

Age: 28.

Weight: 67 Kg.

Height: 1,69 m.

Hobbies: electrocuting rats.

In charge of the sailing systems of Nebula 2. One of the few satorAln students in the university of interstellar naval engineering of New Tokyo. In spite of being a brilliant student, her strange likings for the Origami, the electricity and the hazelnut liquor took her for the way to the smuggling and the illegal sale of sailing systems, as well as the business of the secret exchange of paper puzzles for interplanetary trips.

Due to an unfortunate incident related with a party night, a macho comment and a hammer in the head, BeatelWoos went to the jail of women of the planet. There she knew Thorpe, one of their best friends. The only one.



## Ryan Thorpe

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Birth place: Eatrh.

Age: 53.

Weight: 107 Kg.

Height: 1,72 m.

Hobbies: motor vehicles riding. Drinking. Both at the same time.

The pilot of the spaceship Nebula2. A talkative and amusing guy which only premise is: "Live quick". He was captured in an illegal career of retro jalopies channel Fandango of the planet BeatelWoos and, consequently, imprisoned. It is not known very well if it was for their charms, for the protuberance in their ways or because they didn't notice very well, but the case is that he ended up in the prison of women, where he knew Leana, and together they designed an escape plan. The bad thing is that they finished devising it one day before their conditional freedom. Even so, for pure professional pride, both escaped for the toilet, becoming proscribed again.

He knew Cornell in a bar frequented by smugglers, while it looked for somebody that could want their services.

### 2.3. THE QUEST

*"The Solar War had no winners. There were only losers. Too little can remember what it meant to humanity and even less the ones that can say that were there. A lot was lost then. Too many things changed. Even the essence of humanity."*

*"War consequences", by Phineas K. Brohn.*

The captain Cornell woke up suddenly. A cold perspiration travelled its face, hardened in infinity of battles. Its eternal cold, serene expression, didn't allow perceiving the desolation that sank him in dark thoughts.

"Another time that damned dream", He thought. "Don't lose the head. It is not more than an idiot dream. Also, that happened ago a lot."

"But it is so real...."

A noise at the other side of the door put him in state of alert. He got up of a jump of their bunk and place turned against the wall, facing the door. For his 145 years, Cornell continues having the same reflects and agility that when it was part of the elite army of the Indigo Empire, almost a hundred years behind. He tightened his muscles, preparation to face any creature. He reviewed the plane of the ship mentally, studying possible exits of the room in that he was. It



had been lots of aliens infestations those that they had suffered inside the Nebula 2, and many lives those that had gotten lost for lack of caution. That would never pass him.

After a brief instant of tension, Cornell relaxed.

" Zone! had not I told you that you should take charge of designing the route plan and locating the space concentrations? What are you doing here? I almost shoot you for one of those parasites!"

" Parasites? Could none of those bugs ever pass over the defences of the Nebula 2, my captain? I collaborated in their construction. And with regard to my tasks... it has been a while ago that I finished them. We are already flying over the air space of Argentes, Sir. You have been sleeping several hours."

"The dreams are lasting more and more each time". – Though Cornell - Since we are in this planetary system they have worsened... Everything is worsening. The spirit of the company, my perceptions and dreams... I will have to be cautious. But why are they so real? What is there in these lost planets that intensify my memory?"

"Is everything all right, Sir?"

"Yes, Zone. I am a little stunned. That is everything. Too much of a dream for this old captain. We will study the extraction plan. Are there many concentrations?"

"Why do you think that I have come? You will have to see this to believe it..."

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### **ACT ONE: THE ABANDONED SPACECRAFT.**

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"So the levels of Spice radiation are very high. Interesting."

"Yes sir. And what is stranger is that all the lectures come from the same point". - Leana Informed, in charge of the sailing systems - In the sector four of the southern steppe are unusual quantities of radiation. And everything seems to come from that crater we got there."

"Great! Because all you already know what that supposes. Wealth"! - Espin Exclaimed.

"Calm down Espin"! - Cornell silenced him - We will have to step carefully. A condensation of Spice of such a magnitude cannot be normal and we will have to be ready for anything."

"Yes captain". - Espin grunted.



"The planned way of action was to scout and recollect, but we will inspect the area first. In addition to the standard equipment, we will take some 'extra toys' this time. And Janko, I want you to come with us too. It can be a good opportunity for you to get involved in a true mission.

"But captain, I..."

"Don't wanna hear excuses. Although enemy presence is not detected, we can not say the environment is safe, so I need you prepared. Rippley, I want the situation of the Spice concentration and the landing coordinates."

"In a second Sir. Among all the possible landing areas there is one that has gotten my attention. The readings indicates the presence of some type of well-known technology down there, but whatever it is, it doesn't answer our calls. It could be an abandoned spaceship."

"A good starting point. The ship will leave us the more fences possible of this device. Do you hear me Ryan?"

"Take it done, cap". – said the irreverent, but expert pilot of the Nebula 2, Thorpe.

"Ok, everyone get ready. We are landing."

## 3. Contents

### 3.1. GENERAL DESCRIPTION

In Fuzz Ion you control five different marines. Each of them with different persona background and special abilities.

Each marine has a set of attributes that difference him/her from the rest. This attributes will increase on the moment a marines' level rises. This attributes are:

- **Vision:** the marine's visibility range in a dark room with the lantern off. This affects the distance from which the marine can detect the presence of aliens.
- **Strength:** affects the damage inflicted by marines during hand-to-hand confrontation and the distance to which a grenade can be thrown.
- **Stamina:** amount of damage that a marine receives when attacked.
- **Agility:** chance to fire during the enemy's turn when an alien approaches to the visibility area of the marine.
- **Precision:** ability of the marine to impact in a target when using fire weapons and grenades.



- **Speed:** mobility of the marine. The more speed, the more distance He can move.
- **Class:** specifies the level the marine has reached.
- **Experience points:** stores the experience points the marine has obtained by killing enemies.

There are other five measurers that indicate the present state of the marine:

- **Life:** amount of physical damage that the marine can take before passing out.
- **Action:** the marine will be able to perform actions as long as he has action points. Each time a movement, attack or usage of the inventory is made, a certain amount of action points will be used.
- **Shield:** additional physical attack protection. As long as the marine has shield points, the damage inflicted by enemy attacks will reduce them, after life points. This points can be recharged.
- **Mood:** mental state of the marine. It depends on his/her background and present state. The lack of mood points will reduce the marines' other abilities, such as precision.
- **Energy:** amount of energy that the marine has. This energy will be needed to perform special actions, such as using the lantern or communicate.

### 3.1.1. Classes

The marines gain experience by killing aliens. Their level will increase when reached to certain amount of experience points. The class level details are as follows:

- \* The player begins controlling 4 soldiers (beginner level) and a captain (initAlte level).
- \* If a marine eliminates an enemy, he/she receives a certain quantity of points of experience, depending on the enemy.
- \* A marine receives a class upgrade when he/she gets a number of points of experience determined for each class. The quantity of necessary experience to increase of class will be bigger than the previous one.
- \* The class change takes place warning to the player with a text message in screen automatically.
- \* When a class change happens, the improvement in the attributes is established automatically.
- \* When a class change happens, life points aren't modified, nor the action points, energy, shield neither the points of experience; nevertheless, the mood state will ascend to the maximum.
- \* When changing class the attributes that are improved are: vision, forces, resistance, answer capacity, precision and mobility.

Possible classes:



- Rookie.
- Initiated.
- Skilful.
- Experienced.
- Expert.
- Master.

### 3.1.2. Actions and movement.

Marines will be able to carry out actions and to move in a turn while they have action points left. Each action or movement will subtract points of action of the available total in the turn. At the beginning of the player's new turn, all the characters will have all their action points again.

When moving toward a tile, the one marinate it is faced in the address in that he/she came walking.

The different actions the marines will be able to perform are:

- Actions.
- Tactics.
- Inventory usage.
- Others.

#### ACTIONS

- "Move: to move to a certain tile.
- "Rotate: to change the orientation in which faces the one marinate.
- "Open/Close door: he/she opens or closes a door.
- "Attack: it allows to use anyone of the available weapons in the inventory (body to body, arms at distance, grenades) if the situation allows it.
- "Call elevator: The marine calls to the elevator which makes the doors open. He/she will only appear in the menu when the marine is located in front of the door of an elevator.
- "Use: to use the element of the corresponding scenario (to activate computer, switches).
- "Gather: it allows that the marine that he/she has the collector of Spice, begins the collection of the resource of some source of Spice of the scenario. This action will require more time than the regular: the turn in which begins plus the following. It is required to have some minimum action points in the shift that begins.
- "Recharge energy: the marine comes closer to the one with the collector to recharge the energy points and their pile.

To carry out all these actions it will be necessary to click with the right button of the mouse on some element of the scenario (tile, ally,...), spreading



this way the contextual menu that contains the actions possible envelope this element.

## TACTICS

- "Crouch/Stand: to change the vertical position the one marinates.
- "Post: it allows that a marine adopts the position of posting. In this position, the marine it will aim better and he/she will have the maximum probability of making opportunity fire.
- "Cover: it makes the marine unfold the shield, so that it covers a circular area with a certain radio taking the marine as the centre. All the characters that are inside this radio will be protected before enemies' attacks at distance. This protection doesn't prevent the enemies to penetrate in the radius and they can attack. The shield will remain deployed during the enemy's shift and it will return to its normal state after the same one. This action spends a considerable number of action points and energy of the pile.

These actions can be selected through the context menu in the right inferior part of the screen.

## INVENTORY USAGE

- "Use object: the marine will use an object from the inventory when making click on him. He/she will be able to use: Special objects (it varies according to the marine), lantern, radio, Soma, bomb.
- "Change weapon: it allows changing the weapon that takes the marine for another available in the inventory, making click on it. This action doesn't spend action points.

## OTHER ACTIONS

- "Recharge shield: next to the bar of energy of the shield he/she is the button of recharge of energy of the shield. When pulsing on him, the shield points are increased to expense of a certain quantity of pile points that they waste away in the process. This process doesn't consume action points.
- "Centre screen: beside the character's change he/she is the button that allows centring the screen in the one it marinates selected. They don't waste away action points in this process.

### 3.1.3. Visibility

The game view is an isometric superior one.

The player will see in black those areas of the scenario that still haven't been explored. The fog of war will cover all the tiles that the player has visualized previously but of those that he doesn't have direct vision in that



moment. For fog of war we understand the filter of dark colour that covers the parts of the screen that have not already been investigated by the player's characters or those areas visited in those that there is not presence of you marine (represented in a clearer colour). This filter prevents the player to see what happens in those areas.

The marine will have a direct angle of front vision of 120° all the time, and he/she will only be able to attack those enemies, interact with the objects and move to the tiles that are inside this angle of vision.

### 3.1.4. Mood and communications

The marines' mood points affect to those actions they carry (to attack, to use object and to post), in such a way that with a state of low spirit, the marine will have bigger chance to fail their objective. If the mood points low, a marine can end up suffering a panic attack. The affected character will begin to shoot and to scream, diminishing the points of mood of the rest present in the same room. Besides this, the marine affected by this "panic " will lose all the action points in that turn.

The mood state of your marine decays with the capture of the others, or when going into in a dark room without having partners close. Also, if the captain of the group is captured, the spirit of the rest of the troop will decay drastically.

The state of spirit of a marine will ascend little by little while it is in the same room that another. The radio communications among the group of you marinate will make the two marines that speak get a little mood points raise.

The mood levels are:

- DementAI. (black)
- Panic. (red)
- Fear. (orange)
- Normal. (blue)
- Motivation. (green)

### 3.1.5. Damage and marine imprisonment

Every time that receives an enemy impact, marine suffers a damage that will be represented as a number on the character's change.

This damage can be absorbed by the shield, in the case of having enough shield points for it. In this case the marine doesn't lose points of life. The shield can be recharged with energy points. The quantity of given lost shield points a certain attack is same for all the marines, independently of their class or type.



In the case of not having shield points, the damage affects the marine's life points directly. The magnitude of the suffered damage will come determined by the two following factors:

- Resistance of the marine: the bigger resistance the smaller suffered damage.
- The attacker strength, in case of a hand-to-hand attack.
- Quantity of inflicted will come determined by the enemy's aim in the case from a distance attack.

When the points of life of a marine reach to zero, he/she will be captured by the enemy and won't be controlled by the player anymore. Every captured marine is taken to the end of the level, where can be rescued if at least one of you marines arrives to the spot. This implies that the levels will always begin with the whole group of marines under the player's orders. Every rescued marine will maintain armament and inventory, but points of life won't be recovered completely, rather he/she will have them to 80%.

If the captured marine it is the one that has the collector of Spice, when disappearing, he/she will leave it, being able to be picked up by any other one that is located on the tile in which it was left. The same thing happens with their ammunition.

### 3.2. WEAPONS

All your marines will carry 2 firearms, a standard one common to all and a personal one with their concrete characteristics. They will also have a blade for the hand-to-hand combat and grenades. One of the marines will have mines.

- Secondary weapon (hand gun): standard weapon of all your marines. Low reach, reduced damage and infinite ammunition.
- Main weapon: half to long reach that causes a bigger damage. It has finite ammunition and it will vary according to each marine:
  - Light marine: UZI, fire blaster.
  - Medium marine: laser.
  - Heavy marine: automatic of great size.
- Grenades: explosive throwing weapons.

The mines will only be controlled by one of the light marines.

The characters won't be able to pick up any type of armament of the scenario. And they will only be able to pick up ammunition dropped by the captured ones and in the armament rooms on the ship.

Combat types:

- Hand-to-hand: all opponents that are in a radius from a tile to his surroundings, included diagonals. This attack type will be able to



be carried out so much with weapons body to body like distance, being the first one the most suitable for these situations.

- Distance attack: any attack with firearms or throw able weapons to an enemy located in any tile inside the range of vision of the marine.

The combat mechanics is developed as follows:

The player decides to attack an enemy character and there is a selected marine with enough action points to do so. When selecting a marine, he/she will have selected the very last weapon that was chosen. If the player wants to change the weapon, he will have to click the left button of the mouse on the icon of the weapon in the HUD.

The following step will be to pulse with the right button of the mouse on the enemy, to select the corresponding attack action and see the results. Three things can happen:

- The marine fails the attack. This is represented with a failure indicator over the enemy. No damage is made.
- The marine hits the target: some life points are removed from the enemy. The amount of points will depend on the factors mentioned below. In this case the enemy can die or not, according to their remaining life points. The player is informed of the quantity of life that the enemy has lost with an indicator.
- The attack is a critical attack, so the marine infringes more damage than the normal. In this case the life points lost by the enemy are presented in another colour. The possibility of making a critical attack depends on the Critical factor of the weapon with which is carried out the attack.

### 3.3. ENEMIES

There are two main types of enemies in Fuzz Ion:

#### NIHILISTS:

These are marines that once were infected by an alien scourge and have become humanoid beasts that irrationally attack everything that moves. They attack hand-to-hand or using the same secondary weapon as the player's.

#### KAINSHARS:

Unknown alien kind that the marines will have to confront during all the missions. There are four types of these aliens:

- **Fausts (Aliens-dog):** their will try to approach the player and attack him hand-to-hand. Can be in the floor, as well as in the roof,



where they will be able to fall all of the sudden before the player. Of moderate force. When they have lost almost all their life points and the player shoots them, it can happen that they start running towards the player in a desperate way to deliver their last attack committing suicide (the marine can avoid it if he/she has kept action points of the previous turn).

- **Preotas (welded Aliens):** much more powerful than the previous ones. They attack using their distance weapon if the marine is inside their reach. In the event of being at tile of distance, the attack will be hand-to-hand.
- **Zoyberg (elusive Alien):** of moderate force, their attack will consist on the acid fluids spitting. These fluids can fall to the floor hindering the mobility in that tile, or will impact in one of the player's characters causing him damage. These aliens will attack when the marine enters in their radio of vision. If it has enough action points as to come closer and to reach him with one of their shots, it will make it. Otherwise, it will only shoot the marine. Once shot, if it has enough action points, it will escape to the nearest covering.
- **Khaskah (bomb Aliens):** *aliens of great offensive power. Their attack will consist on rushing blindly in a suicidal explosive attack. The Khaskah will consider the objective to attack, giving priority to the nearest. They will only be able to move or to attack.*

### 3.4. TURNS, MOVEMENT AND ACTIONS

The game turns will alternate between the player and the AI, always beginning the game with the player's one.

The characters will be able to move in the 8 directions of the plane: North, south, east, west, northeast, northwest, southeast and southwest taking the character as the central axis.

In the case of the player's characters, each movement or actions will consume a certain amount of action points. The player will be able to carry out as many movements or actions as wanted with each marine and in the order he/she wants, for as long as there are action points available.

In the case of the aliens, they will only be able to move or to attack. The AI of the game will choose and carry out the enemy's actions during the enemy's turn, following the same rules that are applied for the player's turn.

### 3.5. ENERGY AND SPICE

The Spice is a resource of great importance in the game. It will be distributed by the scenarios of the game, and can be gathered by the marine of the group that has the object called collector of Spice". This object can transform the picked up Spice in useful energy that the marines can use: almost all the objects that they use will need a quantity of energy to work.



To recharge the energy of the pile it will be necessary that the interested marine comes close to the one with the collector of Spice so that it gives him energy. He/she will have to be located in a contiguous tile to that of the collector and select the pertinent action.

The Spice isn't kept from a level to another: at the beginning of each level, the energy in the pile of all your marines will be full, while the collector of Spice will be empty.

### 3.6. OBJECTS

Your marines will have a series of objects that will help them to advance along the levels. This inventory of objects will be a closed inventory, that is, unalterable; also, all the objects, except the bombs (that will be picked up in the fourth level of the game), will be available from the first level of the game.

The energy points of each marine will determine if you can use (or not) the objects that depend on energy. If the points of energy are not enough, it will be necessary that the marine goes to the one with the collector of Spice or to a energy recharge point.

#### 3.6.1. Lantern

All your marines have a lantern that can light the way in any moment as long as it has enough energy points. The usage of the lantern will make that the range of vision grows, but always in the direction the marine is looking at.

If the lit lantern is being used, a marine will only be able to use the hand-to-hand weapon and the secondary one to attack enemies.

Once lit, the lantern will remain in this state, consuming a fixed quantity of energy of the pile. The consumption of energy points is carried out at the beginning of the turn, so that although the marine turns off the device, the corresponding energy will be discounted in that turn. This will happen until the player turns off the lantern or runs out of energy points.

To turn off and on the lantern will consume action points.

#### 3.6.2. Communicator

All the marines will be equipped with a communication device that will allow them to communicate with another marine during their turn, regardless of the distance that separates them.

A communication action will consume action points, as well as energy points.



### 3.6.3. Spice collector

Only one of the marines will carry the collector. This device can be used an indefinite number of occasions to gather so much Spice as it can contain (it has limited capacity). It can be used with present sources of Spice in the scenario or with the small doses of the one that the enemy leaves when dying.

The Spice picked up by the collector, will be able to be transformed in energy that can later be used by all your marines.

In case the collector marine is taken prisoner, the collector will fall to the floor, being able to be picked up by other marines in the same way than the ammunition.

### 3.6.4. Soma

All your marines will have in their inventory some doses of Soma that will allow them to restore their life points partially.

The use of Soma will be limited by the number of uses preset in the levels 1 and 3. In the rest of levels, the quantities won't be recharged, for what the player will have to ration their usage wisely.

### 3.6.5. Mines

One of the marines has mines in his inventory. This weapon type, contrary to the rest, is used as an object. To put a mine it will be necessary to move to the desired tile and click in the mine object of the inventory. The mine will be located in the contiguous tile in the direction of the marine.

### 3.6.6. Bombs

At a certain point in the game, the player will have access to a bomb of great power. It is a one-use object, and every marine can handle it. The fact of carrying a bomb is represented with an icon on the inventory. The bombs will be used as mines.

## 3.7. SCENARIO

Each level will consist of floors interconnected through elevators. It isn't necessary that the whole group goes to a floor to access it. There won't be visibility among the floors. Each floor is formed by rooms and corridors interconnected through doors.

The room floors will be composed by square tiles, limited by walls. To allow a correct visibility of each room, all the existent objects on the floor of the rooms will be indestructible.



### 3.7.1. Floor

The tiles are the minimum movement units on which your marines and aliens will be able to move.

Each tile will have an associated cost that will make more difficult to walk over it. This way, marines will have to choose the paths wisely.

### 3.7.2. Doors

The doors can be open or closed. All marines can open or close doors. To cross them, a door must be open. To open a door click with the right button over it and select the corresponding action. This action will be available only if the marine has enough action points. It will consume a fixed quantity of action points.

The closed doors won't allow attacks through them, and they disable the vision of what there is to the other side.

### 3.7.1. Spice

Accumulations of Spice distributed through the scenarios will be seen: next to the walls of the ship in those that can have a filtration, or near certain elements of the scenario.

Additionally, when aliens die, they leave a small quantity of Spice that can be gathered.

### 3.7.2. Ammo

Marines will pick up ammunition for their main weapon if they are placed on the tile that contains an ammunition icon.

### 3.7.3. Energy sources

Tiles which will recharge the energy points if we locate one of the marines on it. If the marine stops in this tile he/she will have the energy points recharged.

### 3.7.4. Elevators

Each elevator will communicate two floors of a ship.

Elevators are represented as doors in the wall that open up in a sliding way, and hide the marine when moving him/her inside it. The elevator doesn't have load limit.

It will be necessary to call to the elevator before being able to introduce marine inside; for it, we will place the character in the contiguous tile to the door, make click with the right button on the same one and will select the action Call elevator."



Once have introduced the marine inside the elevator, he/she is represented it by an icon beside the elevator. To take out a marine of the elevator, just click on this icon, in the left inferior part of the screen.

The elevator will transport all the marines within. For this to happen, just press the corresponding buttons that appear on the left side of the screen.

The action of calling the elevator, entering and leaving it consumes action points. The action of ascending or lowering, on the contrary, doesn't spend action points

### 3.7.5. Tele transporters

The tele-transporters will appear at the end of the last three missions, and they will be the form of inter communicating a ship with another.

To use them, move the marine to the tele transporter's tile, click with the right button and select the action "Tele to transport". To be able to carry out this action the marine will have the action points that it corresponds.

### 3.7.6. Computers and switches

A several points of the game, we will find computers and switches in the rooms of the ship. To use them, it will be necessary to place the marine in the contiguous tile to the element, click with the right button of the mouse and select the action Use.

### 3.7.7. Cober

The coverings are elements of the scenario that marines and aliens can use as protection, since the received damages when covering are smaller.

Two types exist:

- **Half body:** all the scenery elements that cover partially the characters when standing. They diminish (in a small percentage) the possibilities that an enemy shot impacts them. On the other hand, they protect completely when crouching.
- **Full-length:** columns and all those scenery elements that cover totally the character avatar, protecting him of any type of frontal attack.

## 3.8. MISSION GOALS

The objective of the missions will vary according to the scenario. At the beginning of each one, the player will be informed of the task, as well as during it in the case of existing changes in the objectives.



When completing a mission the player will be given a punctuation that will judge their skills when finishing the level. For they the following factors will be taken into account:

- Gathered spice.
- Remaining spice in the collector.
- Killed enemies.
- Captured marines.

## 4. Controls

### 4.1. USER CONTROLS

The control of the game will be carried out with the mouse, being been able to use the keyboard to select some commands by way of shortcut. The bellboys of the mouse will be used like it continues:

<i>Botón</i>	<i>Sobre elemento</i>	<i>Acción</i>
<b>Left button</b>	Marine	Select.
	Enemy	-
	Tile	-
	HUD	Action/element selection.
<b>Left button. Menu shown.</b>	Object	-
	Any	Hide menu
<b>Right button</b>	Marine	-
	Enemy	Shows menu with all available actions.
	Tile	Shows menu with all available actions.
	HUD	-
	Object	Shows menu with all available actions.

Mouse actions table.

### 4.2. GRAPHICAL USER INTERFACE

Here is a schematic vision of the user interface:



HUD

## HUD

The HUD is the part of the screen that contains the information of the selected marine, as well as its inventory, the available tactical actions and the marine selection list. The elements of this HUD are:

**Information of the selected marine:** under the avatar of the selected marine, in the left inferior part. Their attributes and experience appear in a numeric way, while their level of life, shield and energy of the pile are represented with bars. The mood is represented with a code of colours in the bottom of the ellipse that contains the character's avatar. From this part of the HUD you can select the action to recharge shield and to centre the camera on the selected marine.

**Tactical actions:** desplegable menu located in the right inferior part of the screen that remains closed until the player moves the pointer of the mouse over it. The actions that are shown here are those related with the tactical position of the marines: to post, to crouch, to cover with shield and to pass turn.



**Inventory:** on the menu of tactical actions is the menu that has two sections: one for the weapons and another for the inventory of the one marinate. Both types of elements are selected making a single click on the corresponding icon.

**Selection of marine:** on the inventory of objects there's a list all the marines, represented by the head. The colour of the ellipse that wraps its faces represents the state of the character's mood. Clicking on the characters' head selects the corresponding one.

**Turn pass button:** in the left superior part, there is a button to pass the turn of all the marines. The AI's turn begins then.



## 5. Credits

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