

Storyline

Monday, June 9, 2014 1:50 PM

Trapped on an isolated planet you must endure your host Aliens militaristic tests.

Split into days these gruelling exercises progressively get harder and harder, being faced by larger, tougher Aliens with better weaponry every round.

If you die, you die for good. You will play anew as another human, also enduring the trials, who is usually a room or two behind you.

After so many days of these trials, mistakes occur, and the chance to escape is presented. Suddenly you're not fighting a weaker alien race, you're fighting the superior Alien Race. You die, you die for good.

Fighting your way through the base, your objective is to find a ship, and make it home.

Opening Cutscene

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Snatched from Earth you are trapped on an isolated Alien Planet in an unknown location. Locked in a cell and kept docile you are surrounded by hundreds of other humans, abducted from Earth for unknown reasons. In moments of lucidity you awake to see your kin being dragged off, kicking and crying to an indefinite location within the bowels of the base.
You can never know for sure, but these people - they never return.

Removed from your cell - though cell is a forgiving term - you are lead through the base. Glimpses through windows give you your first view of the strange red-orange planet. Stars in the distance are unfamiliar, the Sun is much larger, but not as bright. As you watch a moon is thrown into the star, the resulting explosion sends out waves that mildly shake the planet you're on.

Moving on you pass closed doors. Familiar human screams pierce the corridor past each one, echoing long enough for you to pass to the next room, and the screams never stop. From one comes an ear-piercing scream, a crack - and then silence. You whimper.

Another window shows you another section of the base. Humans, certainly dead ones, piled into a mound, thrown onto a conveyor belt and moved deeper into the facility.

Thrown into a room by your guards you wait, anxiously, in the blindingly white room, listening to the echoes of dying humans, and the dull thrum of the base powered by some unknown alien mechanic. After some time a different door opens.

Once you step through you catch eyes with a small alien, shorter than you. The alien runs at you madly. Around the room are four different, earth weapons; a bat, a pistol, etc.

Once you kill this Alien, using either your fists or by selecting a weapon. Your Final Test begins.

As you progress through the game, completing so many rooms in a single day, you begin to face much more powerful opponents. You are never given a weapon again, and must rely on what your enemies drop.

*You are fighting a separate species of Alien, one subordinate to your captors. Think of the Covenant from the Halo series. You're being kept by the Elites, and fighting the brutes (not the same but you get the hierarchal picture)

Escape

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You awake for the day, locked in your cell as always. Having made it through so many trials you are the first one the guards come to, and they take you from your cell and march you out, just like any other day. However, rather than the usual left-turn you take, to head towards the test-area, you turn right, to locations unknown. You pass down a bare corridor, red lights spinning overhead like warning sirens. The guards take you into a room at the end of a corridor. On the wall is a single suit, a tight-fitting astronaut suit, with a small bubble-dome head. You put it on.

The guards lead you on, to the outside.

You step out onto the Alien Planet, the surface crunches, feels dusty under your feet. On both side of you there are stands, forming a tall corridor straight forwards. Above you you can see Aliens jeering.

Walking forward the ground begins to dip down and suddenly opens up; a coliseum. The floor is uneven, rocky. You are surrounded on three sides by stands, full of cheering Aliens. The fourth side is the solid metal of the base. Opposite you, under the stand, is a drawbridge, and you watch with incomprehensible fear as the large gate is drawn up. A colossal Alien steps out, four times taller than you and three times as thick.

After defeating the behemoth he falls, and attempts one last shot, missing, it hits the wall of base, and you run for it, leaving the Aliens to finish the beast.

Now you are inside.

*Idea: When you manage to escape, some aliens escape too and they attack their master (The supreme alien race) and other alien races (Including you). (**This will be easy to implement with the factions feature in the cryENGINE)