

STORY



In the distant future, mankind colonized the galaxy. Although there were planetary governments, the colonization era joined mankind in one galactic nation. After years of peace, Zatros, a vast and wealthy colony, began a war of conquest to establish a totalitarian galactic government. Weaker planets fell first, one by one. The others developed new machines designed to fight in space. They were called War Techs.

The pilots of these machines were teenagers with special attitudes. They became one with their vehicles, thanks to cybernetic implants.

The bodies and minds of adults generally rejected these implants, so the future of the new generation was entrusted to themselves.

The symbiosis between pilot and War Tech became the deadliest weapon in the galaxy.

The Zatronians owned the most advanced War Techs thanks to their greater resources. The defeat of the disorganized resistance force seemed inevitable, until the fate of the war was overturned by the most unlikely team of pilots...

Some vagabonds of planet Hebos' suburbs were rescued by Nathan Romanis during a ground operation. Famous for being the only pilot in the galaxy above the age of 20, Nathan was a guide for the boys and trained them, personally creating a squadron most feared by the Zatronian forces.

CHARACTERS



Nathan Romanis, 25

Faithful and brave. The main character.



Andreas Laine , 16

Smart, irreverent. Always in competition with Nathan.



Sule Ousmane , 17

Rebels' attack squadron leader. Loyal, lively.



Jacob Nash , 17

The Ares colony's best War Tech pilot. Cold, rational and lethal.



Aiko Mori . 16

One of the most promising War Tech pilots of the rebel



"The Black Hound", Unknown

Zatronian champion, still undefeated. The most feared War Tech pilot.



Admiral Richard Venger, 56

A tough and relentless war veteran. The military head of the rebel colonies.



LT Isadora Alves , 20

Nathan's personal operator.



Red Roger, 36

The captain of the space



"Starburst", 22

Independent smuggler, dealing in goods and information.





CLASSES & WEAPONS

Each Tech's capabilities are described by these stats:

X ATTACK ARMOUR SPEED

F ENERGY + AIM

At the start of the game the player can choose which class to build their Tech. The choice will influence the evolution of the Tech's abilities.

During missions, the player gains Experience Points. These XPs define the Tech's Level (starting from Level 1). A Tech's Level influences its stats.



Weapons

Techs can be equipped with 2 kinds of Guns: Fast Guns and Cannons.



Cannons

Cannons are slower guns that deliver big damage.

Both types of guns can be built from different technologies with each one delivering increased amounts of damage.



LASER

■■■ ANTI-MATTER

ELECTRO-MAGNETIC PACKED ENERGY

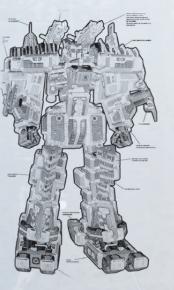


Fast Guns

This gun type has a high fire rate but usually delivers small amounts of damage and drains very little energy.

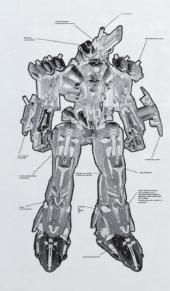






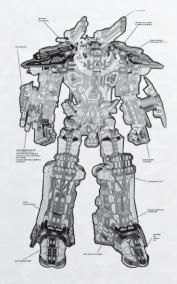
X ATTACK	96100	
# ARMOUR	%130	
♠ SPEED	9680	
→ AIM	96 8 O	
4 ENERGY	96 9 0	





X ATTACK	%120
# ARMOUR	96 7 0
○ SPEED	96120
→ AIM	% 9 0
4 ENERGY	%100





ATTACK_	% 8 O	
ARMOUR	%70	
SPEED		% 1 2 O
AIM		%130
ENERGY	%80	
	ARMOUR SPEED	ARMOUR %70 SPEED AIM

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PAUSE MISSILES **CAMERA HEAVY ATTACK** /QUANTUM WAVE MODE **FAST ATTACK** SHIELD MOVE UP BOOST SWITCH **PRESS L STICK MOVE DOWN** MOVE L STICK ALLY ORDER UP MISSILE MODE **RIGHT** AIM CANCEL ORDER **R STICK DOWN**

MENU

The Main Menu is set in a fully 3D environment, the War Tech launch hangar.

Main: Options, Achievements, Credits



Configuration : Visual Customization and Parts Upgrade



Mission: Mission briefing and launch



Simulator: Tutorial, Simulated Missions, and Challenges



PROGRAMMING

Programming & Level Design / Manlio Greco

ART

Graphics Animation / Domenico Gallo

MUSIC

Main Theme OST & Sound Effects / Riccardo Bellistri

Additional Music / Andrey Sitkov

Additional Music / Michael La Manna

STUDIO DIRECTO

Studio Director / Ben Lee

CREATIVE DIRECTOR

Creative Director / Aaron Grove

PROGRAMMING

Lead Developer / Russ Bartley

Lead Developer / Kyle Orth

Developer / Connor Locke

ART

2D Art Lead / Hussein Nabeel

2D Generalist / Sheree Fiala

2D Generalist / Patryk Olas

PRODUCTION

Head of Publishing / Mike Bolden

Producer / Ellen Jurik

Producer & Trailer Production / Jeremiah Strackbein

Publishing Producer / Samuel McCully

Assistant Producer / Vanessa Lee

MARKETING

Marketing Manager / Aaron Glinski

 ${\sf PR\ \&\ Social\ Media\ /\ Patricia\ Vera}$

QA

QA Lead / Maria Sjöberg

QA / Aiden Pipe

QA / Eva Ly

