



Epic Pro Win IV :: Hax Edition

Consolidated Game Concepts of *Divine Providence & End Result*

~ This is a preview of the game documentation, with six selected pages out of 40 total ~

Epic Pro Win 4 is a future-set MMORPG combining the largest array of game-type elements to date, meaning gameplay can be combined or substituted by the player with an Action/Shooter gameplay style (focus on an instanced dungeon experience or closed map areas with low polygon count for quick response time during pvp), a Fighter (martial arts based system) gameplay style, RTS-like gameplay (during sieges or for resource managing in the city-planet based economic system), sandbox free-build (for the city structures and designs) or a Racing Game blend in which players that choose Pilot classes can control various vehicle types during combat or during leisure (like Fighter Jets, Spacecraft for interstellar transport, and Mechs for terrestrial combat). With Hax Edition, an even more in-depth class system allowing for yet another gametype variant will be added: the text-based gametype. Text-based games are viewed by most as boring, and would be slow moving compared to the Action/Shooter, and most of the other classes; to remedy this, Hax classes (that utilize the text-based gameplay) will have a unique synthesis of both Action and Puzzle gametypes making the Hax classes buffer-like/skill based characters in the game as well as allowing for Hax characters to explore the "Infrastructure" in maps similar to the cyberspace maps in Half-life's Dystopia mod. On top of all this, most of the environment in EPW4 reacts to a timed pattern based on the game music playing. Sieges and clan warfare are heavily orchestrated to songs and sound patterns within the game. Each planet has a different theme, based on a different genre of music.

PvE grinding will be a large part of the game as leveling will not be easy like it is in WoW, however Shooter based classes (Soldiers) and Racing based classes (Pilots) will be able to level up by competing in Team Matches (CTF, FFA, and other shooter game modes) and Racetrack matches (Speed Trap and Lap modes) in closed maps or instanced dungeons. That being said, PvP is the real focus of the game, where every class and game-type are pressed into one area allowing the most diverse and unique in-game battles, from small 1-on-1 skirmishes to 240v240 alliance wars to seize control over planets and intergalactic territory.

The map system will be open-world for most of the game. Closed maps will be used for designated PvP zones, space travel/space battles, racetracks, and clubs. Clubs are special buildings in the cities of every planet that allow "Black Market" trading (explained in-depth later).

Another uniqueness about Epic Pro Win 4 is the Avatar System which takes effect in cities. Cities are not considered battle zones and battle can only occur if you have committed crimes against the territory and are spotted by the city's NPC guards, or are a part of a gang war. So this means cities are completely safe from mob danger. This allows a level of casualness to take effect. When a player enters and leaves a safezone (like a city) his/her character will automatically switch armor and gear between Battle Mode and Avatar Mode. Battle Mode obviously takes place when in a potentially hostile environment; Avatar Mode is in safe zones only and completely changes the appearance of one's character. Clothes for your avatar are highly customizable and usually free unlike Battle Armor and Gear. A Sims or Second Life approach to casual gameplay takes place in safe zones and especially in cities where socializing and physical appearance are the focus. You can make this gameplay style the focus of the game entirely as leveling up will still be possible with minigames in the Arcade's of cities. Another streamline aspect of gameplay being implemented takes advantage of the automatic switch between Battle Mode and Avatar Mode: you can have stackable characters (up to five) on a single avatar. This makes switching between races and classes as easy as two clicks (so long as you've created a new character under the same avatar). More of the Avatar and Toon systems will be explained in the "Other : Avatar & City Perks" sector.

Tron-like loading animations will be used for the spawn of vehicles and players. A similar unload animation or 3-D pixilation effect takes place when a vehicle or player is destroyed/killed. The player's carry weight will be high and "Flash Determined" as objects in-game are generated digitally in the futuristic environment. Flash Weight will allow players to store objects in a digital locker and access them from terminals anywhere in-game, making their carry weight not a problem if they exceed capacity. More of Flash Weight will be explained in the Character Systems sectors.

The Summoner and Morpher classes will be much more in-depth and have greater potential for playability than most MMOs in existence. This is important as it is a key advancement in multiplayer gameplay thus far. While these classes are not the focus of the game, they can potentially be the most powerful when used correctly. My personal experience with Summoner classes in games has been disappointing. The way they have been engineered in this game is radically different than most others. Summoners work their way up a magical hierarchy as they level, progressing through Sigil skills, then Servitors, Egregores, Tulpas, and finally Godform summons; respectively to how modern arcane mythology represents spirits. When in final levels, Summoners will be able to use Tulpa & Godform skills and their summons will no longer be responsive to their commands (at Godform tier) or will only obey for a short while and then become erratic and attack anything (applies to Tulpa tier). This may be a detriment to the Summoner, but only initially, as summons do not die with their master. These higher level summons are incredibly powerful and are mostly harmed by magic attacks alone. Higher level summons also tend to be three times the size of mechs or larger, making the Godform summons truly Godlike on the battlefield. They can really be a game-changer but their casting time and cool-down is the slowest of all skills in the game to help balance the power. Morphers are similar in their play style except Morpher classes don't summon external monsters to aid them, they *become* the monster. This is a concept I've rarely seen exercised in games. Sure it's cool to battle a dragon, but why not *BE* the dragon? Morphers' beast-forms are hard to maintain and require many materials to initially cast, but they can be slightly stronger than Godform summons and can be used as mounts by other players who aren't pilot classes or don't have any purchased Combat Vehicles.

The last thing to be mentioned should be that the single player introduction between levels 1-3 will explore physics of the game world not yet tied together in one sitting. The introductory quest will start (regardless of class and race) in a 1-Dimensional map as one of the in-game AI NPCs talks to you and transition into a 2D map for your flat avatar to explore. As your character "gains knowledge about his

universe" he or she will be able to view the environment three dimensionally. After yet another epiphany, the player's character can see in **four dimensions**, allowing him to slightly alter time flow. This introductory quest will be an analogy for the back-story to the game's LORE: societal advancement and how sentient beings became capable of finessing technology to the level they have in-game. It is also a tie-in to the actual gameplay as Arcane classes will be able to slow or stop time (in real-time) in local areas potentially slowing down or altering the time flow for surrounding players and mobs (bullet-time effects). Physics altering skills and effects will not be stackable, but will certainly add an uncommon aspect to the gameplay, hopefully making the overall experience more enjoyable.

Two different server systems- normal and permadeath.

The art style will most likely be a futuristic cyber-punk type of feel with dark fantasy elements blended in. TF2 vector blocks are a good idea for how the user characters in the " Infrastructure" will look. The map environment will probably be more like a hash of Dystopia and 1000 Amps. Different planets will have different art styles going for them, following suit with their individual music genres. There is also speak of incorporating a texture pack switch-out option like in Minecraft if the user feels the defaults are too boring.



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RACES

RACE NAME	PLANET OF ORIGIN AND ATTRIBUTES	DESCRIPTION	BASE STATS (T.Def & T.Att are 0 & 0 by default; augmented outside leveling)			
Humans (Homo-Sapiens) [Humans]	Earth [Earth]	Most diverse Class Tree; All equipment types available.	P. Att	21	P. Def	16
		<i>Most well-rounded race in respect to Stats. Humans set the average for base stats.</i>	A. Att	16	A. Def	9
			Att Speed	0.15	Cast Speed	0.29
			Move Speed	10	Accuracy	80% 15
			Crit. Chance	4%	Crit. Power	130%
			H&A Regen	5 2	Block %	4%
			Health	150	Arc Pool	60
			State Resist	15%	Weight Cap.	300
Cepterz (Niburuians) [Elves]	Planet X [Lightning & Water]	Human's first contact with extraterrestrials; They have far more sophisticated gates and technological weaponry.	P. Att	14	P. Def	13
		<i>Highest Magic Attack power; Ceptars also have the highest Magic Defense and the largest Arcana Pool.</i>	A. Att	25	A. Def	18
			Att Speed	0.12	Cast Speed	0.34
			Move Speed	13	Accuracy	83% 18
			Crit. Chance	2%	Crit. Power	130%
			H&A Regen	2 4	Block %	4%
			Health	130	Arc Pool	110
			State Resist	18%	Weight Cap.	250
Dark Cepterz (Niburuian - Daruds) [Dark Elf]	5th Moon of Planet X [Fire & Water]	Branch of Cepterz that rejected certain technological implementation & adhered to Arcane arts.	P. Att	17	P. Def	14
		<i>Dark Cepterz only have the second highest Magic Attack power, but they have the fastest Casting Speed and stronger Regeneration rate.</i>	A. Att	22	A. Def	16
			Att Speed	0.16	Cast Speed	0.38
			Move Speed	12	Accuracy	84% 19
			Crit. Chance	1%	Crit. Power	125%
			H&A Regen	4 5	Block %	3%
			Health	135	Arc Pool	105
			State Resist	16%	Weight Cap.	250



Example template for class tree visualization ^