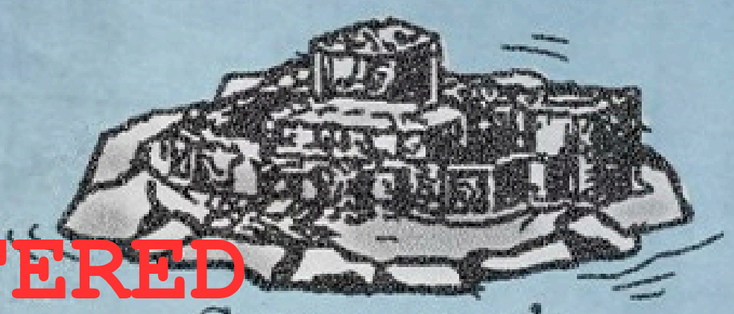
ENTER ZEEP

SPLINTERED & SHATTERED



SCOUNDREL'S FOLLY





GRAIN-GLORY FARM

PEG LEG PORT

SMELLMACK FACTORY

THE KYLE MANSION

TOBACCO NIGHT CLUB

GUNASTICK FORTRESS

THE MULCIBER DESERT

THE MULCIBER TEMPLE

THE NEW KINGDOM OF PANDEMONIUM

NOLAN CROSS

LOGLINE

A team of unlikely heroes known as The Eagle Front must split up across the divided country of Zeep to prevent the rise of a cult militia.

SUMMARY

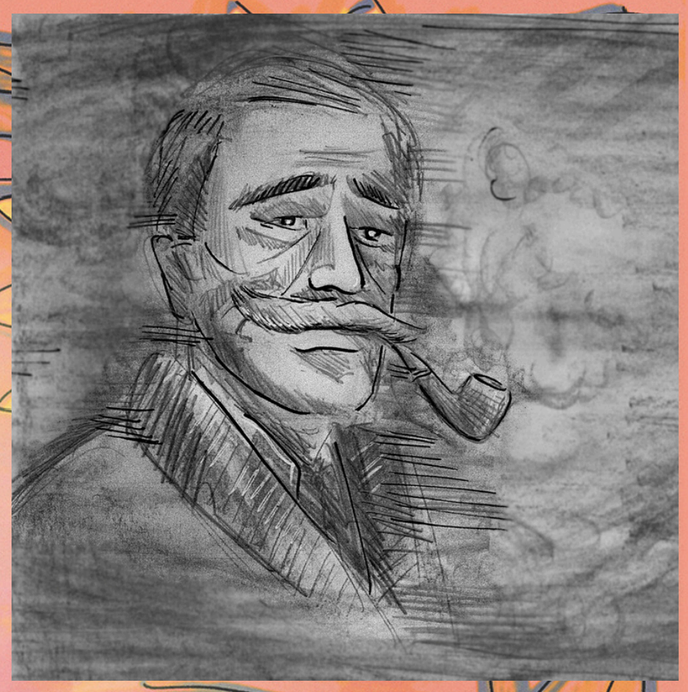
The sprawling narrative is segmented into three sequential Acts, each with five short Quests. Players take the roles of The Eagle Front's leader, Al Weber, his stalwart ally Jim Vaan, and the skilled huntress Flame Lewis, to investigate and perform various missions in an effort to counter The Order of Zontar - a shadowy organization led by their nemesis Malis Kafka.

Al arrives at the capital Krumbholdt Citadel to deduce who among the governing Marble Council is Zontar's secret agent. Jim finds himself embroiled in a case involving child disappearances in the dreary farmland of County Volkstaag, and soon must fight to the death in a brutal makeshift arena. Flame tracks an assassination target allied with Zontar to a vast dungeon complex, whilst evading a mutated arachnid creature. Their stories will converge at the game's climax, leading to one of Six Endings - with hopeful or disastrous consequences for Zeep. No one is safe in the coming struggle - these characters can easily die, or be rendered into states of purgatory. Will Al be rash and accuse the wrong Councillor of being an imposter? Will Jim fight skillfully and be victorious against the Arena Champion? Will Flame lose her mind in the depths of darkness? One wrong step can alter the fate of this world. The lore of Zeep will be revealed, but do not expect reward from the common folk. The real saviors can be misfits.

Al addresses the Marble Council

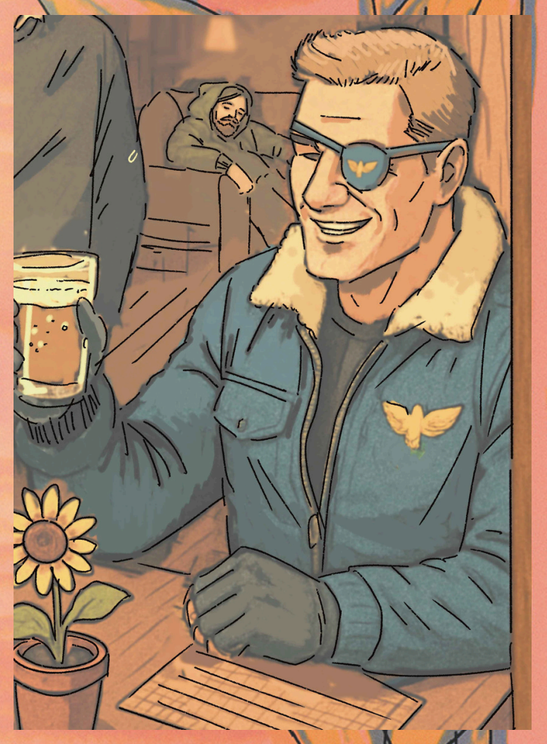
MAIN CHARACTERS

ALBERT WEBER



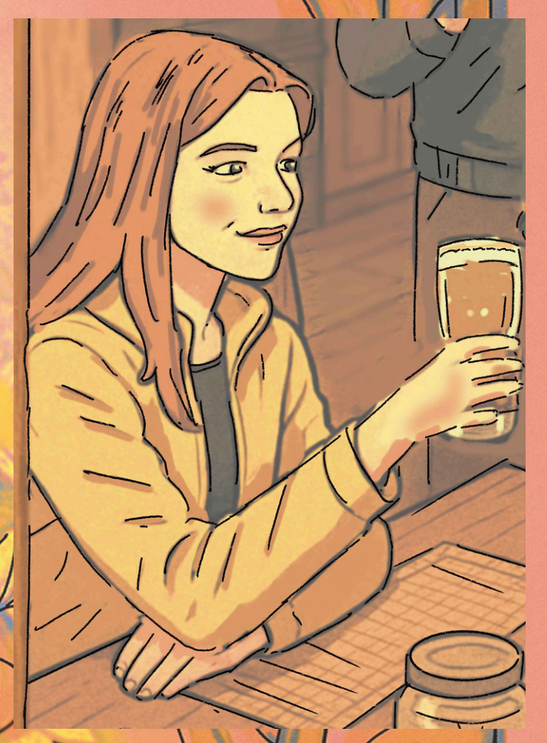
Al is an experienced German detective and amateur scientist who came to Zeep 17 years prior to the start of the story, initially out of academic curiosity at the strange landmass in the Pacific. Soon finding himself wrapped up in the politics and mysteries that afflict the wondrous yet chaotic place, he single-handedly pursued the drug baron Malis, sparking a rivalry. Al endeavored to realize his ambition of forming his very own faction of tactical altruists from every walk of life. His own weaknesses include a sense of ego and impatience, but his skills of diplomacy and intuition are unmatched.

JIM VAAN



Jim is Al's most loyal agent and confidant. Initially from a humble farming family, he joined the outfit from a passion for helping others, and fighting those that would endanger them. He is a skilled combatant but also naive.

FLAME LEWIS



Flame grew up hunting in Zeep's wilderness, and also displayed immense potential in puzzles and research. She was contacted by Al directly for a position in his group. She values camaraderie and mutual cooperation above all, but is prone to resentment.

MALIS KAFKA



The Big Bad of this tale. Abused as a child and a serial killer in his youth, Malis is a sadomasochistic crime lord with twisted ideals for a utopian revolution. At his heart, he is a tragic dreamer, searching for ultimate validation in bringing out the worst in the world, so that it may one day fall into natural peace and order. His presence is felt in every mission, looming over your actions.

SIDE CHARACTERS/NPC's

BADGE



Badge accompanies Flame on Act III's Mission to the Saberothi Desert. Introverted and determined, she is the focus of Flame's Side Quest, as she insists that they must save a trading caravan from an enemy raiding party. She is also secretly Al's daughter.



FABIAN CACHELLO

Fabian is Jim's Companion and a methodical ruffian. Traumatized by Malis' tortures, he now believes the ends justify the means, and uses his strength to its advantage. Jim will have the chance to try and pierce his shell so that they may work better together.

IAN WEBER

Ian is Al's cousin and his Companion to Krumbholdt. He is a depressed and anxious writer in the midst of a midlife crisis, but has connections at the Citadel, and is also writing a full record of The Eagle Front's exploits.





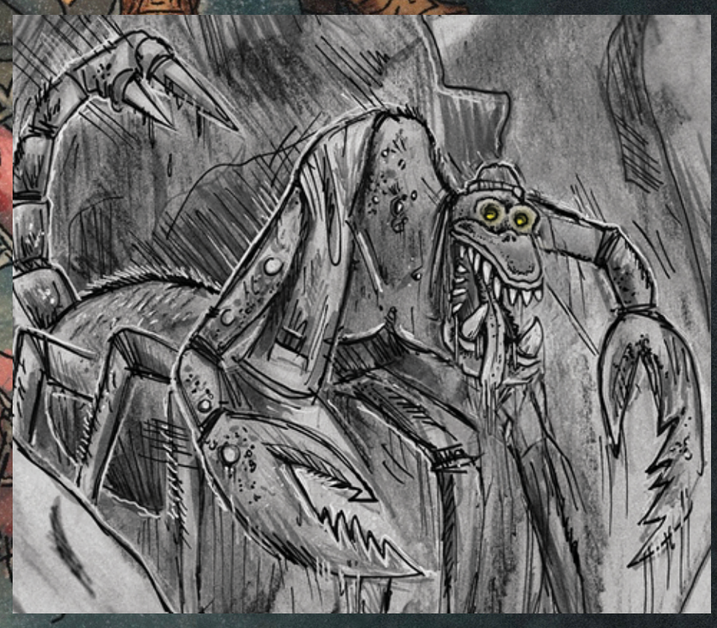
SELINA LORD

An Irish psychopath, Malis' lover, and most ruthless acolyte. She presides over the Volkstaag Arena.



EQUUS

A master swordsman obsessed with horses, he is a blind devotee to Zontar who acts as the Arena Champion.



SKORP

A horror that used to be human, the thing known as Skorp underwent an unknown metamorphosis, and now pursues Flame across the desert.

THE WORLD

ZEEP (Zero Energy Experimental Pile) is a landmass in two halves, known as the Western and Eastern Lungs. It was formerly a chunk of another continent before it was split off by a radioactive disaster. Now, it floats adrift in the Pacific Ocean, isolated.

A melting pot of various cultures, the peoples that settled it initially fought over territory and belief before a dubious peace was achieved. However, systemic issues continue to plague the balance, and doctrines such as Zontar attract masses of followers.

It is a vibrant place, scattered with unique biomes and natural phenomena. Medieval castles are being renovated for futuristic design, fields of sunflowers wither, and an alien sun beats down on scorched sands.

GAMEPLAY & MECHANICS

In Third Person, each Act has its own brand of gameplay reflecting the three main characters:

Al: Detective Work and navigating Dialogue Trees.

Jim: Combat utilizing his Stun Baton, with a Stamina Meter.

Flame: Stealth, and she must utilize her Ranged Crossbow to deal with threats.

Depending on if the player finished an Act after completing their Companion's Side Quests, or Failed Quests entirely, will determine which Ending Level they will enter, culminating in the Final Boss. Quests cannot be reattempted until a playthrough is finished.

Once beaten, Challenge Modes will be unlocked, including a Secret Boss, Speedrun Timers, and Custom Gear/Outfits.

ACT I: THE KRUMBHOLDT CITADEL

QUEST 1: Al and Ian arrive at the rainy Citadel, stronghold of the West Lung. They meet former allies, and settle into their living quarters as Al attends an initial hearing with the Marble Council. He begins profiles of each of the seven Councilors, knowing there is a traitor amongst them.

QUESTS 2 AND 3: Al continues gathering intel on each Councilor as he prepares to oust one of them publicly.

QUESTS 4 AND 5: Al makes his statement. If he accuses the wrong Councilor, he will be imprisoned, with only one more chance to get it right.

ACT II: COUNTY VOLKSTAAG

QUESTS 6 AND 7: Jim and Fabian arrive in the farmland searching for missing children. They capture a depraved farmer, who leads them into a trap: Staghorn Lodge has been converted into a Zontarian Arena.

QUESTS 8-10: Jim will be forced to compete in the Arena. If he has Fabian on his side, he will fight with you against the Champion, Equus. The Boss can only be attempted three times, and Jim may be killed permanently.

ACT III: SABEROTH

QUEST 11: Flame and Badge arrive at the frontier village of Los Guepardo where they hear their target, Shellfen Taipan, holds forth in the haunted ruin of Trimajenata.

QUEST 12: Trekking through the desert, they are tracked by the creature Skorp, and Flame must decide whether to help a caravan or press on to Trimajenata.

QUESTS 13-15: Flame navigates the vastness of Trimajenata, hallucinating from Skorp's venom.

<u>THE ENDING:</u> The stories connect, but who is there to face Malis in his Mansion depends on what has ocurred.