

CRYPT RAIDER

This document details the guidelines for the writer, event planner and programmer for the Crypt Raider® action-adventure platformer RPG series. It will use the newly built AfterPhase® Advent (APA) engine. This game is **not** an anthology series.

A.I. of any type is **not** allowed and work will be thoroughly and routinely checked.

"Crypt Raider is the action-adventure RPG series starring solo, anti-hero, smokin' hot globe-trotting adventurer, Maximillien Croalvert!"

Gameplay would feature an enhanced variation of classic 3D controls (also referred to as 'Tank' controls) with precise platforming pacing and an enriched use of SeruaoSoft RPG mechanics, including various weapons, attributes, LV progression (weapons only), and upgrading. LV progression would only be for weapons as to not lock down or hinder Maximillien's native flexibility as a character and to not impede with the flow of adventuring, exploration and platforming traversal. This also means the player could, for example, complete the game entirely using only pistols with no health supplies used, etc. The player will be able to save the game anywhere at anytime, except during cutscenes. The game will always feature a "Scenario so far..." option that will play all the cutscenes up to the player's current point and level location save. Cutscenes can only be at the end or start of each level, in-game cutscene or pre-rendered, this rule applies.

The game will feature large, platform-based traversal and puzzle-centric style levels no less than 15 levels per game, with no more than 5 levels per location (e.g. 4 levels for Ireland, 5 levels for Prague, etc.). Levels will play in the order of the sequence from start to end with the story. After game completion, Level Select becomes available on the title screen.

Maxi's Manor is also selectable on the title screen, along with game configuration options. All graphic functions are hardcoded other than user-selectable rendering resolutions and its ALT+ENTER exclusive full screen/windowed mode toggle (PC only) as its AfterPhase API and AP7 counterparts.

Maximillien's character & story:

Maximillien, (*Maxi' for short and most commonly*) was born on September 15, 1960 to Edgar and Larry Croalvert. His back story is open to the writer's creative freedom. The stories of Crypt Raider games focus primarily on Maxi Croalvert and his globetrotting adventures across the world. Maxi is quite a simple character with not much depth. As an American aristocrat, he is smart, noble, enduring and generally cordial, so as long as others do not get in his way of pursuing ancient artifacts and relics for his own interest and journaling. To those who persist, no matter whom, they will be met with gunfire —no-holds barred. Maxi's passion for adventuring is what drives him in his life. His knowledge, education and linguistics sees him able to articulate and decipher ancient glyphs, solve complex puzzles, poetry, allegory, riddles, operate various machinery and communicate nobly within various cultures within civilizations. Maxi is also a gymnast, with all the acrobatic skills that would make climbing gear obsolete for him. He can run, jump, walk, parkour, sprint, commando crawl, all-fours crawl, perform front flips, back flips, sideways somersault, handstands, falcon dives, swan dives, swimming, breaststroke swimming, wall climb/shuffle, acrobatically strafe, excel ladders, swing from ropes, jump from poles, perform acrobatics on tightropes and much more. The time/timeline/setting of Crypt Raider **always/only** take place between **1990-1999**. Maxi's signature acrobatic is his index-fingers-only handstand.

Attire:

File: "**maxi_mood**" is the breakdown of Maxi's main attire. He will be able to dynamically change outfits based on his current location point in the game. i.e. multiple outfits. The crux of his attire is most titillating, having an emphasis of male attractiveness and sex appeal, predominately by his smooth body and physique, subtly revealing and skin-tight clothing, along with the subtlety of his movements and camera perspective(s) (e.g. swimming, etc.). His attire has no affliction on his own character. He is unobtainable, hard to get and most desirable.

Home life:

Maxi owns the Croalvert Manor within the secluded seaside regions of Rhode Island; inspired by the Old Westbury Gardens. The manor was built from the ground up and financed entirely by Maxi, himself. This is the only mode where the player would be able to have safe, instructional tutorials on controlling Maxi and gain familiarity of all his acrobatics.

The manor will consist of:

- An Assault Course
- Garden (Main)
- Open Field
- Outdoor & Indoor shooting range (pistols are the primary weapon to be found. However, returning to the manor after obtaining new weapons during adventures will appear in the manor thereafter at any time the player returns to the title screen).
- Patio
- Race Track
- Living Area
- Dining Area
- Kitchen
- Gymnasium
- Swimming Area
- Attic
- Wine Cellar
- Treasure Undercroft (where his more minor raided relics rest)
- Maxi's Quarters (i.e. his bedroom, bathroom, fireplace, etc. the list goes on, he's rich)
- Guest Bedrooms & Bathrooms
- Athenaeum, where artifacts and relics of Maxi's past adventures (and from each previous CR game) are held.
- Garden (Maze)

In the essence of crypt raiding, the manor will have its own set of puzzles to solve, showing Maxi's immense passion for adventure extends even to his personal home life.

Arsenal: (Can't argue with that! And the guns?)

Maxi's signature weapons are a pair of slightly elongated Remington 1911 R1 semi-automatics. During gameplay, his pistols are also ∞ (infinite), require no reloading and generally have the weakest power compared to other obtainable weapons; save for the double barreled variation unlocked and replacing his standard 1911s when all secrets are found on game completion; usable for NG < Redigere.

Other weapons in his arsenal include:

- Shotgun
- Twin Berettas (Semi-Automatics)
- Twin Berettas (Full Automatics)
- Twin Ingrams
- Twin Ingrams (Upgraded)
- M16A1
- M16A2
- M4
- M16A4
- Rocket Launcher
- Grenade Launcher
- Bazooka
- Crossbow
- Bowgun
- Compound Bow
- Speargun

And within his gear (common supplies):

- Pyrotechnic Flares to light dark crypts, tombs and passages
- Climbing gear (axes, grapple, etc.)
- First-aid packs (green colored + (cross) only, if applicable)
- Medicinal Packs (containing herbs and/or pills, etc.)
- Rare items (artifacts, keys collected to progress and so on)

The **Stopwatch** is the main item always within Maxi's inventory. Its seconds hand ticks based on the current game time in ticks or frames. Selecting the stopwatch in Maxi's ring inventory will display current level statistics, Secrets Found, Kills, Ammo Used, Med-kits used, Step Counter and the level's name at the top of the UI window, center-aligned. The game's font will use the SeruaoSoft SSAP font.

Combat:

Maxi would be able to draw his weapon anytime while he is not climbing or interacting with objects, such as lever switches, puzzles, etc. When an enemy approaches Maxi's proximity, he will point and lock onto the target.

The player may hold down the fire button to have Maxi fire his weapons in a steady, rhythmic pace, or they may rapidly press the fire button to fire faster. While the game will use auto-aim alone, the velocity and bullets dispersion are not always precise and can miss the target.

The player would be able to switch targets with the press of a button when multiple enemies are in range.

If Maxi is dual wielding (pistols, uzis, ingrams, etc.) while there are more than 2 enemies present in range, he will aim at both targets with each hand (left and right). Unlike climbing or interacting that would place Maxi in a busy state, armed Maxi in combat will be able to do most of his movements and acrobatics as before.

Inventory:

The inventory system will be different from the common UI seen in most SeruaoSoft RPGs, with its circular, ring-based menu for Inventory (main/center), Rare Items (below) and Options (above) using detailed 3D models for its identifiers that rotate and animate when selected; containing weapons and supplies, Items containing keys and rare items and Options containing settings/game options (portable CD player for Sound, US Passport for Game options). If an incorrect item or no item is used on an object that requires it, Maxi will respond with a simple, yet firm "No".

Vehicles:

Along the way, Maxi will be able to operate various vehicles to traverse through terrains within levels to reach his destination. Vehicles include: motorcycles, quad bikes, skidoos, boats, motorboats, kayaks and Underwater Propulsion Vehicles (UPV). Maxi's vehicle-of-choice is the quad bike.

New Game Redigere:

New Game Redigere (abbreviated "NG <", and also known as "New Game Down") is the standard, unlockable mode in all SeruaoSoft games. Contrary to New Game+ (Plus), NG < focuses on reducing player handicap and or power to rouse challenging replays while retaining weapons in a new playthrough as weapons Level Down.

Gameplay:

Adventures primarily focus on exploration, puzzle solving, unearthing ancient burials and legends steeped in mythology, magick (it is spelled this way), curses, realms while platforming various terrains, crypts, tombs and dodging its dangerous traps and pitfalls. Areas may very well extend beyond the crypts and tombs, including urban locations, so as long as it remains minimal and the solitude of Maxi's adventure is preserved.

Maxi's maximum HP is always 2000. Fall damage occurs when Maxi falls from large scale heights. The greater the height and thus the fall, the more fall damage inflicted. If the height scale reaches instant death, Maxi will scream at that point as he descends to indicate its lethality, breaking his bones on impact. Greater heights' fall damage is not safe even if Maxi plummets into water below. In these cases, fall damage will be a percentage of its ground-type counterpart and if the height is large enough, instant death will still occur and Maxi will die within the water.

If Maxi performs a dive from any mid-range height, he will break his neck on impact, dying instantly. When Maxi dies in situations, the Game Over screen will appear ~2 seconds after the death animation.

The Game Over screen changes the screen buffer to a sepia color with the words GAME OVER suspended over the monochrome color and opens the passport to 'Load Game'. Maxi's passport options are "Load Game", "Save Game", "Restart Level" or "Return to Title" will be the only options here; there will be no auto-saving or auto-reloading in these games. Maxi will encounter many foes and mercenaries that will try to impede him, mainly endangered species such as tigers, Dobermans, lions, bobcats, leopards, yetis, wolves, bears, bats, and other monstrous entities steeped in myths. **Bigfoot** is Maxi's very first boss encounter in a valley before twin Theropods and then a T-Rex. These is encounters are in the first CR game, by the third level.

Relations:

Story, lore, content, depictions, any and all relationships of any type, shape or form can **only** be of, and/or between biological, homosexual same-sex men; no exceptions. For more info, request document "**humen_r**".

'**Humen**' is spelled this way. It is a contraction of the word "human".

In Crypt Raider, while the above remains true, Maxi does **not** and will **not** ever have a love interest or partner. Maxi's passion for solo adventuring is what drives him in life, even to exploring the most extreme environmental situations. His unobtainable nature is strongly depicted in various marketing materials through his overt, sexual appeal.