

HYPHER

HYPHER is a 3D wireframe-graphics PvE Rogue-like strategic Arena Shooter where you upgrade your weapon and yourself all the while you shoot and kill enemies in the coolest ways possible!

Upgrade your weapon through classes each containing a unique skill tree, while also investing in passive items that go into a chain, creating a new different passive item depending on the order of the passives in the chain (more on that later down the line)!

Kill enemies with yours truly, your incredibly flexible and transformative weapon and all the different attacking mechanics and dodge their attacks with your impeccable schmovement abilities!

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PLAYER

Before delving into its inner mechanics, we must know the player's quirks as well.

The Player has a health bar, 8 stamina bars and a shield counter. Health bar shows the player's health, stamina shows your stamina, shields reduce incoming damage by the amount that is stacked, however they break very easily with one hit. So you can run out pretty fast. Also, the player starts out with only 4 stamina bars. Certain active items let you have more. Further elaborated in the Active classes & items section of this chapter.

The Player also has an inventory of sorts, where you can view your current passive items you own and also the classes you have (it's also worthy to note that there will be a wiki that expands the more stuff you discover, including classes. It will give info on which synergies produce which classes).

They also have money. Interest can increase if the money is kept and not spent. Money can be acquired at the end of a round.

It's also important to note that the player—and enemies as well— has an immune system. More on that in the bacteria mechanics.

Moreover, the player has weapon slots and ability slots that show up in your UI when playing. Certain upgrades/active items inhabit these ability slots or weapon slots.

One thing that the player AND enemies also have is a module that defines their characteristics (e.g attack speed, movement speed, health, shield, etc). These variables are then used by other components.

MOVEMENT MECHANICS:

1. Jump/Walljump
2. Lock into place when airborne
3. Walk
4. Dash
5. Groundslam. Start galloping down at the ground, resulting in a big collision and a shockwave that pushes enemies up if touched by. If an enemy was to collide with you, they would get hit.
6. Slide
7. Launch yourself inwards from where you jumped, also bouncing 2 times as a result. If an enemy was to collide with you, they would get hit.

8. Throw a sticky magnet that pulls you in, resulting in a big collision with whatever the magnet was sticking to, bouncing 1 time.

Note: some mechanics use up stamina. Stamina is a Player mechanic.

ATTACKING MECHANICS:

1. Gun. There are 9 weapon slots in which the gun can transform to different, well, forms and do different things. Can be advanced and expanded with the upgrade system.
2. Punch/karate punch. Parries bullets or lasers and hurts enemies.
3. Dynamite. Can be thrown in the air causing a huge explosion. Can be advanced and expanded with the upgrade system.
4. Abilities. There are about 3 or 4 ability slots (subject to change) that can be used up by active items.

Note: There can technically be more attacking mechanics with the upgrade system.

ECHELON MECHANIC:

Echelons can be chosen before you start the run, only then. They define the passive item pool of your run and also your gun's quirk.

1. Singularity. Can only shoot one bullet at full speed and damage.
2. Double-Standard. Can only shoot two bullets at half speed and damage.
3. Cerberus. Can only shoot three bullets at one third the speed and damage.
4. Quadruplex. Can shoot 4 bullets in one quarter of the speed and damage.
5. Cincos: Can shoot 5 bullets in one fifth of the speed and damage.

UPGRADE MECHANICS:

Here are all upgrade mechanics:

1. Active classes. Active classes are segregated into three categories: Starter classes (4 items cap) -> Synergized classes (8 items cap) -> HYPER classes (14 items cap). Classes include a unique skill tree containing different upgrades and branches (active and passive included (these passives are not included in the passive pool*1)). Active classes contain

these fuel cells that need a certain amount of active items within that class to be filled, giving a boost to all those active items in return. Fuel cells can range from one to four but collectively always amount up to the max item capacity of the class. Active classes can be synergized. Certain synergies with certain classes produce different classes. For two classes to be synergized, at least one fuel cell from both classes needs to be filled, which means a certain amount of items need to be bought from both classes to synergize them. Synergizing them will lead to a new and potentially improved class. Upon synergizing, you will get an X amount of new items (by random) from the new class, where X is the collective amount of items you had with the previous two classes. I will explain in more detail later down the line about this mechanic, as it is very complex and the main source of strategic planning in the game.*2 Recommend checking out the **Active classes & items** section if you want to know all about what they are and what they contain.

2. Passive item pool*3. The pool changes with the echelon you chose pre-run.
3. Passive item chain. This defines a structure that your current passive items go in and, depending on the order that they are placed within that structure, produce a new passive item that takes effect. Even if it's not actually in your inventory. You can materialize it and put it in your inventory by sacrificing a passive item that you already have. You can only have 8 passive items max.

*1 Note: It's important to say that wherever else I'm referring to "passive items" I mean those that are in the passive pool. Otherwise I would state the exception. I would like to also state that there is no distinction between item and upgrade, those two words are used synonymously.

*2 Note: Elaborating further on these classes and the way they work: So when I talk about skill trees I obviously imply that items would have to be taken in a specific order in order to buy other items. Skill trees get more complex the bigger the item capacity gets. Active items are not stackable.

It's also noteworthy to state that there are 4 starter classes, 6 synergized classes and 15 HYPER classes.

Here are all combinations of class types and what they produce, with the following syntax representing the crafting system:

(Glossary: SC = Starter Class, CC = Synergized Class, HC = HYPER class, n/a = nothing)

Syntax goes like this: EXTRA CLASS + COMBO CLASS + COMBO CLASS = NEW CLASS
Any slot combination that has lower than 2 slots filled is impossible.

$n/a+SC+SC = CC$

$n/a+CC+CC = HC$

$n/a+HC+HC = impossible$

$HC+HC+HC = impossible$

$SC+CC+n/a$ or $SC+SC+SC =$ a new CC or the same CC if only one combo slot is filled and its CC but with an additional X amount of items acquired, where X is the amount of items you had on the SC. If the product of both item numbers amounts to more than the item cap of the CC, then you will instead gain money because you technically sold it.

$SC+HC+n/a$ or $SC+CC+CC =$ same thing with the above but with HC/the resulting HC.

$CC+HC+n/a$ or $CC+CC+CC =$ same thing.

$CC+CC+n/a$ or $CC+SC+SC =$ same thing but with the combo CC/the combined CC.

$HC+SC+n/a =$ same thing but with the SC.

$HC+CC+n/a$ or $HC+SC+SC =$ same thing but with CC/the resulting CC.

$HC+HC+n/a$ or $HC+CC+CC =$ same thing but with combo HC/the combined HC.

*3 Note: passive items are stackable, this does not affect the passive item chain, however.

ACTIVE CLASSES & ITEMS:

Here is a list of all active classes, from starter classes to hyper classes, given with their corresponding synergy recipe:

● STARTER CLASSES.

- Bravery
- Bloodthirst
- Magicka
- Evocus

● SYNERGIZED CLASSES.

- Sagacita (Bloodthirst + Bravery)
- Veneficus (Bloodthirst + Magicka)
- Elementum (Bravery + Magicka)
- Alpha Lanista (Bloodthirst + Evocus)

- Beta Lanista (Magicka + Evocus)
- Sigma Lanista (Bravery + Evocus)

- **HYPER CLASSES.**

- Zeus (Sagacita + Veneficus)
- Dione (Sagacita + Elementum)
- Artemis (Sagacita + Alpha Lanista)
- Avatar (Sagacita + Sigma Lanista)
- Hekate (Sagacita + Beta Lanista)
- Lizzard (Veneficus + Elementum)
- Xenia Veneficus + Alpha Lanista)
- Grinder (Veneficus + Sigma Lanista)
- Mooner (Veneficus + Beta Lanista)
- Mentor (Elementum + Alpha Lanista)
- Baller (Elementum + Sigma Lanista)
- Hephaestus (Elementum + Beta Lanista)
- Kappa Lanista (Alpha Lanista + Sigma Lanista)
- Omega Lanista (Alpha Lanista + Beta Lanista)
- Lambda Lanista (Beta Lanista + Sigma Lanista)

Note: To explain what the theme of all of these classes have is kind of tough, so I will only explain the starter classes for now.

Bravery is more of a warrior-type class, containing more defensive items but also a few offensive ones, though not very great.

Bloodthirst is about high dps. Consequently, there isn't a lot of investing in defensive items. However, the ones that are offensive are pretty darn good and if you follow the path of dps you can get some great fun at the risk of close to zero defensive mechanisms. Your choice as always.

Magicka is more about having abilities that don't directly cause harm to the enemy. It uses bacteria to cause harm upon them. At first this class is pretty weak but through synergies later on can come up as a very clutch class. Of course, defensive items will mostly include invader buffs and offensive items will include ally debuffs.

Evocus is pretty different from all other classes. It's mostly about not killing on your own, but having others do it for you. Defensive items will mostly be passive probably and offensive items will include some sort of summoning mechanism. Not to say that's all they are limited to, of course.

Synergized classes will follow the principles of both starter classes that were used to create it. Of course, some will deviate from those principles, but only a little, so as to create variety.

GAMEPLAY

ROUND MECHANICS:

A round is a special type of "level", it can consist of waves and sequences. Sequences only die out when all enemies of that sequence have died. Then the next sequence begins with new enemies spawning, until the last sequence dies out and consequently the next wave of sequences begins, until the waves have also been exhausted, in which case the round is over and the player gets a certain amount of money depending on how well they did, "well" being defined by the round type's criteria. Then the beam in the middle of the stage lights up and the player gets to teleport to the Interoid, where the Shop is (more about the Shop later down this chapter)..

By the way, difficulty progresses linearly, "difficulty" meaning enemy's health and their mechanics becoming more powerful. Moreover, enemies acquire a passive item from the passive item pool at the end of each round.

Here are all types of rounds:

1. **Standard**. This round consists of waves, which consists of sequences, which spawn enemies.
2. **Cataclysm**. Cataclysm rounds don't have waves, but they have 3 pillars around the center that you need to destroy as soon as possible. Depending on how fast you did, you get a money bonus. Enemies spawn periodically.
3. **Boss**. Boss rounds consist of waves, however all enemies spawned are bosses. So it's pretty much hell. Deviants are less likely to occur.

4. **Exolvo.** Exolvo rounds consist of a different type of wave, a timer wave. You have to endure a certain amount of time, and when that time runs out, the wave ends. So each time a wave ends, the next wave will have 2x the enemies than it would before, for half the time. End bonus here gets bigger the less health you lose and actually also gets bigger the more you overheal.
5. **Tower.** In this round, you have to defend your tower from being destroyed. No enemy fights you here, they are all focused on your tower, except for a few. The tower base health is analogous to your health (shields too). Any buffs and debuffs you get will also affect the tower. If the tower gets destroyed a huge explosion will occur, nuking everything inside the arena. That includes you by the way.

It's important to note a few things. In any type of round, you get a rare chance of the round acquiring a deviant. Deviants change a few things around.

Here are all the deviants and what they do:

1. **Apoapsis.** Effective immediately at the start of the round till end. Causes constant freezing to everyone, if Ypostatus-X spawns, the effects neutralize. Apart from that, some different weird enemies exclusive to this deviation spawn (these enemies will go with the theme of the freezing debuff).
2. **Periapsis.** Effective immediately at the start of the round till end. Causes constant burning to everyone, if Ypostatus-Y spawns, the effects neutralize. Some enemies exclusive to this deviation spawn (these enemies will go with the theme of the burning debuff).
3. **Infernum.** Has a small chance of randomly happening at any time. A temporary but deadly descent to hell's deepest and most chaotic layer, with everything becoming red and all enemies getting buffed. Devilish enemies will spawn more frequently here.
4. **Paradei.** Has a small chance of randomly happening at any time. A temporary but deadly ascension to heaven's highest and most ignorant layer, with everything becoming white and you getting debuffed. Angelic enemies will spawn more frequently here.
5. **Eclipse.** Effective immediately at the start of the round till end. Certain parts of the arena get filled with an extremely burning aura, while others

have a freezing aura. Some special enemies spawn in this case. All enemies have a chance of harming other enemies.

BACTERIA MECHANICS:

Bacteria are what we call in layman's terms buffs and debuffs and they are stackable. A bacteria can serve as both a buff and a debuff, depending on what type of bacteria it is (covered later). These bacteria hijack the immune system of the enemy or player and affect it in certain ways. We will also talk here about the immune system, as it is as important as bacteria.

The immune system isn't anything too complex currently in the making of the game. There are two types of immune systems, however, that define which bacteria can hijack it and which can't. One extremely important thing to mention is that the Player's immune system is obviously not the same as all the enemies. I mean the Player and the enemies came from a completely different galaxy, so there's different bacteria that the enemies' immune systems have built more tolerance for. So, they have also evolved to detect what bacteria are beneficial and which ones aren't, letting the good bacteria inside them for longer than the bad ones.

The immune system types are:

1. Organic (completely immune to rain)
2. Non-organic (completely immune to poison).

It's really important to note that a bacteria's actions to the receiver are governed by its type:

1. Ally.
2. Invader.

An **Ally** will incubate the immune system, working with it to spread the bacteria to other entities through their own attack mechanisms. Any bacteria that spreads to other entities is an **invader**, causing harm to the recipients. There are exceptions for certain bacteria, of course.

Here are all bacteria:

- Flash (invader: boosts all speed related stats depending on difficulty, ally: applies effects to entities that are subjected to the ally's attacks).
- Warded (invader: gives X shields depending on difficulty, ally: refer back to Flash).
- Eruption (makes death and attacks explosive, damage and area of explosion increases with difficulty, ally: refer back to Flash).
- Impalement (invader: makes bullets and lasers pierce X amount, which increases with difficulty or stacks, ally: refer back to Flash).
- Merry (invader: increases damage output by X amount, which increases with difficulty, ally: refer back to Flash).
- Bragger (invader: increases attack iterations by +1, ally: gives entities of its kind*1 merry)
- Vampire (invader: steals health and brings it to its ally counterpart that produced the invader, ally: producer invader to other entities)
- Burning (invader: deals fast but dispersed DoT, ally: refer back to Flash)
- Freezing (invader: deals slow but concentrated DoT, ally: refer back to Flash)
- Poison (invader: deals somewhat fast DoT and slows all speed stats down, non organics are immune, ally: refer back to Flash)
- Rain (invader: slows all stats down, organics are immune, ally:refer back to Flash)
- Chimera(invader:vision radius is blocked by hallucinations, ally:refer back to Flash)
- Sloth (invader:slowness, ally:refer back to Flash)
- Flabbergast (invader:stunned, ally:refer back to Flash)
- Betrayer (invader:starts targeting enemies instead of you, ally: refer back to Flash)
- Radiation (damage is minimal when not stacked, but when there are lots of stacks it's able to have time to accelerate its damage and chance to give nearby enemies sloth/flabbergast/burning/eruption)

I would like to mention that there are certain reactions that happen with certain bacterias if they occupy the same immune system. These reactions are very type specific and bacteria specific, which in return creates a lot of variety (which is kinda needed because Magicka class*2).

*1 Note: “..of its kind..” meaning that if the host is an enemy, it will give only enemies merry, not the player and the enemies.

*2 Note: Refer back to the **Active classes & items** of the **Player** chapter. In short, magicka is all about using bacteria as a means of harm to your enemies, so it would make sense if there was some complexity behind these bacteria.

SHOP MECHANICS:

The shop is a special place where you can buy all sorts of things with money that you gain throughout the rounds.

You can buy:

1. Health to restore back to full.
2. Dynamite which increases capacity.
3. Dynamite to restore back to full.
4. Active classes
5. Items from skill trees of active classes you own.

The shop also has a crafting system. This crafting system isn't very complicated and only exists for active classes but basically:

There are two slots, this section of crafting is the combo section. Then there is the extra section, with one slot. More about the combinations you can get with this at the first footnote of UPGRADE MECHANICS in the Player chapter.

ENEMIES:

Pretty self explanatory, will cover most enemies here, as well as explain their attacks and quirks. Lore is not discussed in this chapter, but is in the Extra chapter.

Enemies have a shield counter and health bar. Apart from that, they also have an immune system (either organic or non) and can have up to 3 attacks. While most enemies have the low-health-high-damage formula to them, bosses occupy the high-health-high-damage formula.

(Glossary: NO = Non-Organic, O = Organic)

BOSS ENEMIES:

1. O, Warden. A medium-sized beast. **Attacks:** (1) Falls face first on the ground, creating a huge explosion that gives enemies inside it the invader WARDED bacteria. (2) Points at you and shoots 4 bullets 5 times each with a slight angle offset equally on a 360. (3) Fires a barrage of freezing wisps for 5 seconds straight.
2. NO, Ypostatus-R. A bunch of wires shaped as a skull with four horns, emanating a ton of light. Burns the whole vicinity. Slow attacks, slow movement, high damage. **Attacks:** (1) periodically sends a bunch of fireballs at you one at a time. (2) Fires a huge laser that pierces ANYTHING it comes by and also iteratively bounces 3 times (one iteration fires, then second one after a bit, and so on).
3. NO, Ypostatus-G. Same as Ypostatus-R, but it poisons the whole vicinity. **Attacks:** (1) Gives all organic enemies the ally poison debuff. (2) Vomits deadly waste, splattering it all on the ground. Touching it gives you the poison debuff.
4. NO, Ypostatus-B. Same as Ypostatus-G, but it freezes the whole vicinity. **Attacks:** (1) Launches pointy and sharp glaciers in a huge radius at your xz coords from the ground or the ceiling depending on where you are closest to. (2) Freezes EVERY enemy and launches all of them in a random direction, bouncing around and eventually unfreezing.
5. O, Divanee. It emanates an intense amount of light, causing you to get the Chimera debuff if you stare at it too long. You have to destroy its 3 rings and only then can you attack it. **Attacks:** (1) Shoots out beams from both ways of all of its rings. (2) Releasing a nova that gives all enemies the MERRY buff. (3) If you get too close to it for too long it will pull its wings back and wave at you with huge force causing you to get sent into a bouncing state. (4) Its eyes on each of its rings shoot out a trace and create this disk that damages you if you touch it.
6. O, Elitist. Fast moving, fast attacks, medium damage. **Attacks:** (1) Gets close to you and dashes right into you two times, and then a third time after an off putting time. Then it has a chance to transition to (2) becoming a fucking elongated barrel and start bouncing towards you, which will always land on you if you dont attempt to move away. Upon finishing that attack, it will most likely (3) launch up into the air and shoot 3 bullets of any kind 3 times consecutively and the location it predicts you will be at.

NORMAL ENEMIES:

1. O, Fallen Eye. Stationary, it teleports a few times, but infrequently. **Attacks:** (1) Blinking causes a huge shockwave that damages you and knocks you back if touched. (2) Quickly glancing at two entities, most likely you and something else. This creates a connection that pulls both objects together to meet at the collision

point. Can be dodged by dashing or groundslam or launching (3) If it looks at you long enough, it will give you the poison debuff. Can be prevented by hitting it a couple of times.

2. O, Writher. **Attacks:** (1) It uncannily creeps at you from behind, just to get close enough to explode on you, freezing you in place.
3. O, Zorretox. It moves slowly, constantly spewing toxic liquid everywhere, damaging entities that touch either it or the toxic liquid.
4. O, Siphon.
5. O, Orbis. Fast movement, medium pauses between attacks. **Attacks:** (1) Spins around, until it hits face flat on the floor, sending a shockwave throughout the whole arena, (2) launches upwards and dashing to you 2 times consecutively, damaging you in the process.
6. O, Sye. Everytime it gets hit, it teleports. **Attacks:** (1) shooting an explosive laser, (2) periodically creating one black hole that traps you in, dealing constant dps.
7. NO, Discos. Defies gravity, bounces around medium pace. **Attacks:** (1) shoots a laser at you periodically. (2) Periodically releases 2 smallcoses. Hitting the discos fastens the releasing of these enemies.
8. NO, Smallcos. Defies gravity, bounces around at a fast pace. **Attacks:** (1) Shoots 3 bullet projectiles consecutively
9. NO, Wickerman's bus. Its attacks are: (1) phasing through the arena walls, drifting and launching towards your direction with its front looking directly at you. Then it swings its rear towards you, damaging you and sending you to a bounce state, and then phases back into the walls, disappearing. (2) It can also break its own windows, spewing shattered glass that stop for a moment, then one by one get launched in the direction they got spewed, exploding when colliding with anything.
10. NO, Ether. Stationary, moves if very forcefully pushed. They have a slightly strong gravitational pull. **Attacks:** (1) periodically shoots missiles. (2) Touching them will result in getting knockbacked forcefully and taking damage.
11. NO, Missile. Has the ability to track targets. Can come in many forms, enraged, normal, weak. **Attacks:** (1) When colliding with anything, it damages it. Other forms such as enraged will pause before targeting the player and then speeding towards it, causing an explosion upon collision. Weak forms will go fast but have a very weak homing effect.
12. NO, Wisp. Small and delicate. Stays airborne. **Attacks:** (1) Comes after you and orbits around you when it gets close enough. When orbiting, it charges up its potential and when it has charged up enough of it, it will explode, damaging you.
13. O, Crier. Doesn't do anything unless looked at. **Attacks:** (1) Chases you, trying to punch you and gives you the Chimera debuff if you look at it. (2) Periodically

tries shooting itself with its hand, resulting in a huge fire, almost like a blow torch, piercing its face and onto anything else it comes by, causing the recipients to get the burning debuff.

14. NO, Mog. Mostly stays on the ground. Can combine with other mogs to become more powerful. Can only combine with 1 mog at a time. **Attacks:** (1) Periodically decides to target you, going to your x and z coords but not y, and then launching up and exploding. If there are many mogs together, they will combine to cause a bigger explosion. What is left is a bigger and improved mog. (2) Periodically shoots an array of 6 lasers equally spread through 360 degrees.
15. NO, Memoriam. Manifests itself as any non-boss enemy. Isn't fightable, but can be damaged through the environment, specifically by the debuff/buff effects of round deviants.
16. NO, Visage. A hologram mask. Vulnerable from the back. **Attacks:** (1) Once it's in a satisfactory place to attack you, it will turn around, revealing its brain, and release its wrath manifested in whiplash. These whips are pretty long and once hit can shock and damage the receiver, stunning them for a bit.
17. NO, Tomb Shaft. A small slowly-degrading building that produces lil skeledudes.
18. NO, Skeledude. This skeleton can shoot bullets from their eyeballs. However it doesn't just randomly shoot, it communicates with others of its kind. When one starts to shoot, the other one starts as well after a bit and so on.

PASSIVE UPGRADES:

I will cover all items from the passive pool here, as well as state which items are excepted in which cases. It's important to state that the passive items from the skill trees of active classes are not included in the passive item pool, and therefore not included here.

With that said, here is a list of all passive items in the passive pool:

EXTRA

PLAYER LORE:

Okay so I'm gonna just say it. You're a robot. A military robot specifically. A trainee at that. You have to undergo a single challenge that not only tests your

whole buffet of skillsets, but it also determines what type of workforce you're going to go and specialize in.

You have to fight monsters in this claustrophobia-inducing arena in a variety of different circumstances. These circumstances are determined by the type of round you're going to undergo. Once you're done with the round, you teleport using the beacon that opens up to an space island military outpost called Interoid.

The Interoid is an alienated medium sized space island, the place it is located at and why it was made is actually interesting. It was made inside a solar system that was interconnected with another solar system. How these two didn't collide was a mystery. They say that the civilizations from both the solar systems used some kind of machine to control the gravity and their orbit. Nobody knows exactly how but they say that one day the civilizations had an argument and one crashed into the other. However, it crashed in such a way that it created an unbelievably huge supernova, turning every planet near it to stardust and spreading it so far away that it could not be recouped. However, there were more concentrations of stardust in some places than others, and slowly but surely, after millions of years gone by, a structure was formed. This was no ordinary structure however. Some kind of bubble had formed around it and this caused gravity inside it to behave weirdly, causing it to get this island shape instead of a sphere. Nobody knows what the shape of the bubble is, it's invincible. People have theorized of course. But one day as some government agency from your planet started searching for a place to create more Interoids, they hit the jackpot and found the island.

In there is a shop and a campfire place to make you feel cozy and relaxed (you're gonna need that after all that killing). The shop gives you goods in exchange for money. You gain money by playing well in rounds and saving money to increase your interest. The shop's goods include: classes, health, dynamite capacity.

Depending on what classes you choose initially will put you into different military categories and tell alot about your strategic planning. After you're done, you can go back to the beacon to start fighting once more. Your overseer, however, forgot about you, so you're in this loop forever. Lol get rekt.

Delving a little bit more about what you are, you're a class-C robot. Not that impressive or high up, but still okay. You're made specifically with the mindset that you might probably most likely fail your assignments. Before unwillingly going to the military, you had a family and all was well. Of course, though, because an intergalactic war started between the borders of your planet, another's and for some reason another's galaxy (god knows how that happened (just kidding, god is dead in this universe(or is he?(maybe god became a creature that lives in our dimension, so as to escape some specific people going after him... anyway more) on) that) later on robots had to get drafted to the war (of course humans couldn't do shit so robots were made). After officially getting drafted, you had to go through a series of cognitive tests to determine if you were good enough to go through another test, that test being... going inside an Arena and fighting shit till you don't know what's even happening anymore!

ENVIRONMENTAL LORE:

THE ARENA:

The Arena is a structure made by the military force of [redacted] planet so as to put its military robots to harden up and gain experience and see how well they adapt to different scenarios. There is not one specific arena actually, there are multiple set out in different locations of the universe. In these Arenas, when tests are made, they have a system to manually teleport real creatures from planets near the arena to kill you.

ENEMY LORE:

This is gonna be a lot...

Ypostatus-R. The Ypostatus is a bunch of thick wires kept together by a million spirits that died in hell. These spirits were workers that were trying to escape hell. They would create these wires themselves with the soil from the ground, the lava and some other materials. They would create a hook shape at the end of the wire before it hardens up. Then they would launch it up at higher ground, hoping it would get stuck in some rock formation there. These workers were really close to the exodus (the exit to hell), when Lucifer found them and got so angry that he killed all of them, which ironically did actually set them free. But now in the real

world they manifested as this amalgam of burning and glowing wires shaped in a skull.

Ypostatus-G is pretty much Ypostatus-R but in a parallel universe. How it got to this universe is a mystery.

Same with Ypostatus-B.

“Ah, the Divanee, Dante was right. And his description was not at all exaggerated. Dante wrote ‘A creature of 3 rings with eyes on them, all blinking in a synchronous manner. On its back were wings. 2 large ones at its upper and 2 small ones at its lower. At the center stood nothing but blinding light. Nothing else. Truly so magnificent that my eyes started shaking’. Who knows, maybe he was right about everything else? Anyway, this creature comes from the heavens. It is the epitome of angelic creatures. Ancient folklore says that it’s an amalgamation of other lower angels. Some say it is the souls of all the newborns that were aborted. Either way, it is still a mystery as to what materials it is made of or what materials it manifests itself in when it comes to our realm. Despite being of the highest class of angels, Dante stated that it does not appear to be liked by others, not even God himself. But maybe he was wrong about that, as he had previously described that there is no hate or any of those feelings...”

The Elitist. A once human that became such a disfigured and unrecognizable shape that you wouldn’t be able to tell it came from a human. It used to be one of the elitists of a solar system, however, being the only one that survived the Incident, now tortures the people that caused the Incident for eternity. What was the incident? There was an anti-government-corruption force back then, aiming to completely shut down all corruption that was happening then, since the whole solar system was dystopian, filthy, debris-filled and ever deteriorating. Things were going good and their direction seemed to be on the right track. What’s even better was that they had a bunch of powerful people in the team, as well as just a lot of followers. After years of raising awareness and protesting, all was met with failure or minimal success. However, now they had a big plan. To kill the government and rebuild it. It was the only way to fix everything. Despite uncertainty and fear coating the team, they built up the courage to execute the plan that was for years in the making. 5 brave people would have to be the ones to go inside and kill them. Everybody else would do their part by helping them in

some way sneak into the place. The day of execution came, and after sneaking into the POINTLESS (a spaceship designed in a spherical shape in which all the government officials of the solar system live in), they prepared their guns. First they had to carefully cross through the portals leading to the inner cores of the building. Then, they had to squeeze through the most claustrophobic and dangerous part of the place, the wiresroom, given that everywhere else beside that place had so much security that it would be impossible to sneak through. After that, they would need to go inside the ventilation system, which means shutting down all electro-detection systems, into the master room, where all the elitists have a conference meeting almost always. All that was done perfectly by the team. Now it was time. And as the elitists were in the middle of their meeting, they galloped down to the floor and started shooting everyone. Of course, the alarm system went off, but they accounted for everything. They were ready to use a highly illegal and rarely found potion that would send them back to their home, when all of a sudden a huge explosion for no apparent reason happened. The explosion was so bright and so strong it pushed the team back, causing a collision with the building, almost causing all of them to escape out from the core to the surface. 3 of the people from the team that were there and also closest to the explosion did in fact escape out into space from that knockback. All 5 from the team died in that instant. The explosion ended just as it started, but what it left off wasn't just some smoke, there was a long and thin being that resembled the human silhouette if only a little bit. It bent down, touched one of the elitists, a short but tough-built guy, reviving him almost instantly and turning him into the same shape that weird being had. Then the weird being whispered something to the elitist, probably something bad given his reaction, which was to blow up the whole fucking place and start torturing the people of the solar system with his new powers, as if it wasn't dystopian enough.