

# FRONT\_COVER

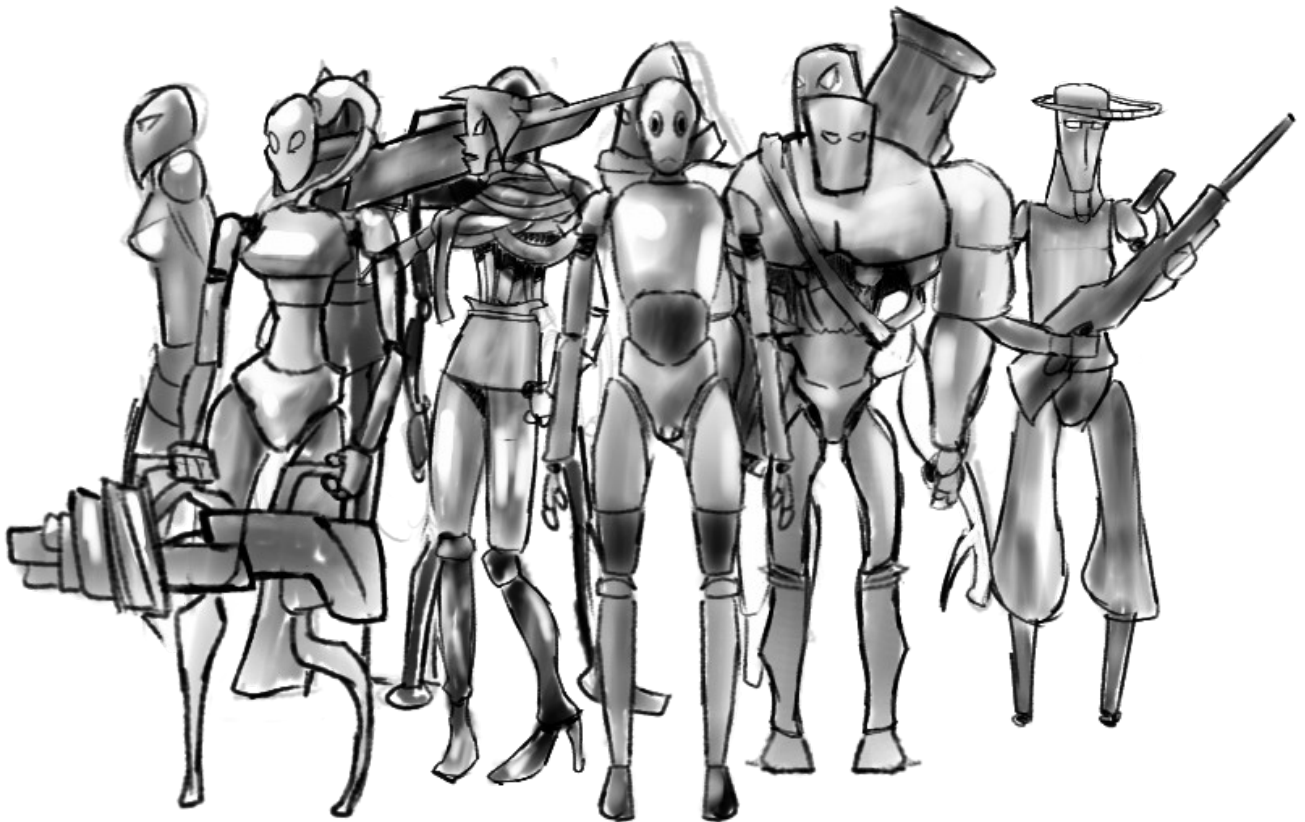
Guardfare  
Battle Royale  
0.0.3

# Index

## Contents

Overview.....	3
Lore.....	4
Core gameplay.....	5
Features.....	6
Game Mechanics.....	7
General controls.....	8
Gardner unique features.....	9
Warbot unique features.....	9
Rules and flow.....	10
Battle Stages.....	11
First stage.....	12
Second stage.....	14
At the end.....	16

# Overview



*gardner (in the middle) with its team of warbots*

Guardfare is the only Battle Royale arena that can be fought between barely two players all the way up to massive scale. This new system combines the dynamicity of the genre with the strategy of chess: all without sacrificing the excitement of a true battle without respawn... until there is only one left.

Each player will control ten droids, but only one at a time. There always up to nine inactive droids which would be left helpless: it is up to the player's cunning to find safe places to hide them while hunting for the opponents.

## Lore

*"In space, everyone can hear the screams"*

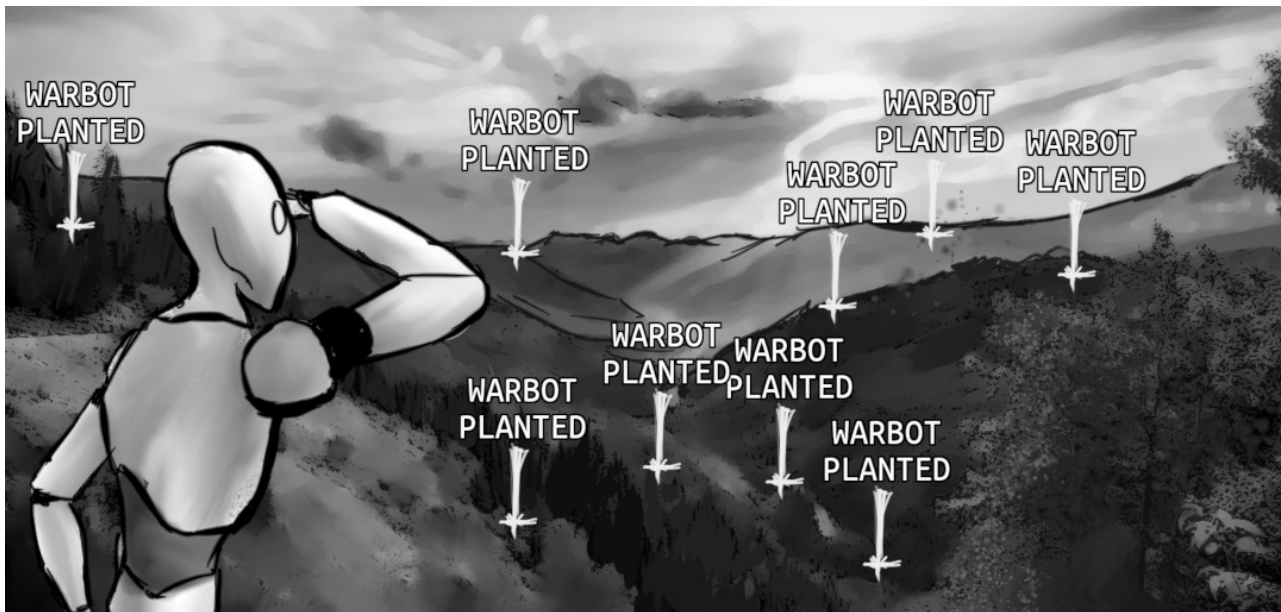
*Future: Earth is no more; without its center in the universe humanity has spreaded through the space: shattered in planet colonies. Immense distances split each colony as separate alien civilizations. The lack of physical contact between each other was not a problem: afterall everyone lived in peace. But human history always tends to repeat itself: as it happened on earth centuries ago, some populations are more unfortunate than others ... often more than one can despair.*

*At first it was thought impossible that an entire planet could fall under armies of marauders, but human hunger for power grows exponentially even with its greatest achievements. A colony planet assaulted launches its millions of desperate cry for help; these screams do not echo unheard in space, but the rescue does not travel at the speed of light: it takes an average of 30 years to reach a planet under siege. 30 years in a reign of terror is deem worthy for a criminal army who assault defenceless planet.*

*It was clear that if action had to be taken, it had to be preventive; that's why the S.E.E.D.S. (**Self Evolving Environmental Defense System**) was established. The S.E.E.D.S. is a special unit of AI with continuous self-evolution defense system.*

*The heart of this system is "the gardener": an android capable of creating and controlling up to nine war droids (or warbots). The gardeners fight each other, unleash micro guerrillas between themselves to increase their strategic martial skills. They are perfectly autonomous and incapable of doing any harm to the native populations. However, their rapid evolution, based on collective self-elimination and self-regeneration, makes them a machines of destruction that no conqueror or invader can cope with. The S.E.E.D.S. have an entire planet at their disposal to evolve, and their cognitive abilities are strictly encoded on the home's planet unique inhabit: dragged onto a space ship or another planets would render them useless. They are the most formidable defense machines that the human mind could have ever created.*

## Core gameplay



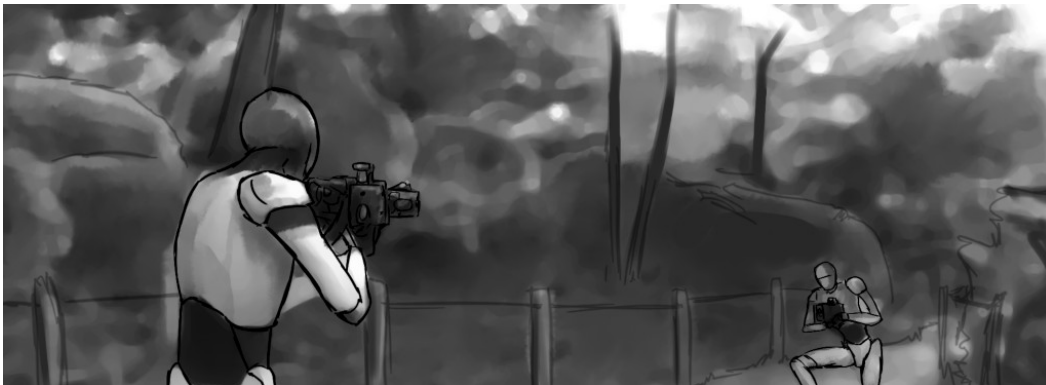
*Gardner observe where the warbots will emerge once growth*

The player controls a small army of 10 war droids, more precisely: nine are droid of war, while one is a... gardener.

At the beginning, in the first stage of preparation, the player will control only the gardener: his aim is to plant the seeds (reference points) in which then the remaining nine war droids (warbots from here on) will be generated in the next phase of battle.

Since all players control only gardeners, this phase is dedicated to exploration and looting: the droids of gardener class are not able to eliminate each other with bare hands. In the next phase warbots will emerge, and weapons with them: that will be the point of no return, where the real challenge begins. No one is safe; everything is allowed until there is only one left: the winner.

## Features



*Gardeners will get weapons only after the warbots have produced them.*

- **Real-time action and strategy** combining chess and battle royale: each individual player control up to 10 pawns on a huge chessboard. Protecting and hiding so many pieces may seem slow, but it only takes a few minutes to capture all opponents's pieces or, for them, to capture your own pieces!

- A **solid** perception of each warbot. Switch control between active and unactive warbot a costs just a few seconds, but going back and forth double the time wasted! You're always on your toe when abandoning the warbot you were controlling: the enemy's sight may be on you... waiting just for that!

- **Prey or hunter?** So, you finally see an enemy warbot ready to be stamped with few holes... but isn't it strange it was left in plain sight? Just like in chess, pieces are sometimes expendable for strategic propouse: the trap is always on the lookout.

- **Loot system** entirely based on your, and your opponent's, activities. No more weird random loot on ground, instead you'll find special crystal containing the "recipes" for the 3d printer inside your warbot they will use to craft all the weapons. Too long to wait? Go hunting for your enemy's warbots and stea, their equipment!

- **Colse and together kill each other better!** Instead of a shrinking area, Guardfare uses a more cunning and dynamic system: at least one of each player's warbots will be marked on the map (it's up to the player to choose which of own warbots to put at risk). Each player will see on map as many targets as there are active players: you can waste time wandering aimlessly, hoping for the best... or go against the target that your enemy has chosen for you!

# Game Mechanics



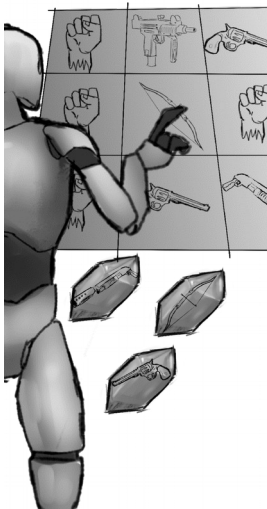
*Duel during the preparation equal wasting precious time*

The only mechanics change occurs between the first (Preparation phase) and the second phase (Battle phase). In the second phase players will fight and eliminate each other all the way to the end of the match. The first phase, which is mainly of preparation, count very limited set of features: there will be no warbots (you will only control the gardener), no weapons, and will be not possible to eliminate other players. Some mechanics present in the first phase (such as finding the recipe-crystals used to create the equipment) will also be available in the second phase while others, such as the possibility of planting seeds for the creation of the warbots, will be exclusive to the first phase.

## General controls

Common controls to all droids are typical to any third person shooter. Mouse movement to aim; buttons to manage weapons and fire; then the keyboard for the usual actions such as jumping, crouching etc.. In addition to these player will need to access extra features unique of Guardfare. Some functions are specific to its phase: for example in the first phase (preparation) the world map will allow the gardener to plant the seeds of the warbots with a simple click: this function will no longer be available once main operations will begin.

Two other key functions available for all droids are:

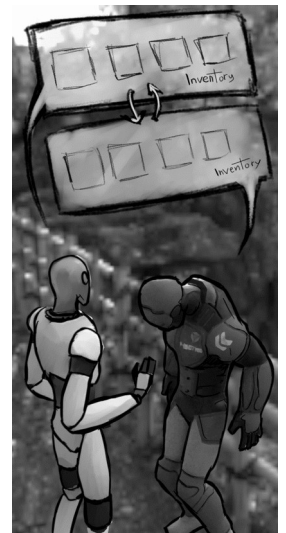


### Send object manufacture request

the UI will all the crystals-recipe currently available, nine slots (one for each warbot and disabled for those not alive); player just need to drag the crystal on the warbot's slot to issue a crafting order to it (dragging the crystal away from the slot will abort the operation). Each crystal-recipe has a limited number of uses (depending on the value of the object); for example its possible to create ten semi-automatic guns, but its not a good idea to allow more than one rpg.

### Object exchange

item trade for physical object can only be done by direct contact (unlike recipes that can be transferred over the air). The UI shows both inventories for the active droid and the one being interacted. It is not possible trade item with the enemy... but a few well-placed bullet can always open up to a good loot!



### Physical transport of a companion droid

droids can drag another inactive droid over their shoulders, will move slowly and it will be able to use one-handed weapons (pistols and alike) only.





**Identity exchange** its possible to switch between the available droids at any time; the UI will show a button for each active android (current and destroyed droids will be disabled). After switch confirmation the player will be in blackout for about 4~7 seconds, upon returning from the blackout the targeted droid will be under control. Once the identity exchange has been issued the operation can no longer be cancelled, and player must wait both completion and return process. The droid is very vulnerable while switching identities: player must be careful there aren't enemy nearby

**Collect items and inventory** all items produced can be abandoned on the ground and retrieved by other droids, each physical object occupies a space in the personal inventory of the droid that carries them, except the crystals-recipe that are part of the recipe book common to all droids.



## Gardner unique features

In addition to the general controls, the gardener can count on a unique skill: the ability to run as fast as a car. This skill is available only when the gardener don't carry any item into its inventory. Since the gardener cannot create weapons by itself, it needs this feature to quickly reach the warbots and access at their crafted equipment... as well as exploring features too!

## Warbot unique features

Warbots are the only ones that can craft item and weapons; only they can get items directly in the inventory. Warbots can craft both when they are under the direct control of the player or idle. However, an idle warbot is much faster at creating items (all its functions are dedicated to the process). If a warbot is destroyed before it completes the process, the object being in crafting is also lost.



## Rules and flow



*a droid stand sit on ground, everyone can see its location on map: invitations are sent, whom will join the party?*

### **Find the enemy and stay stealth:**

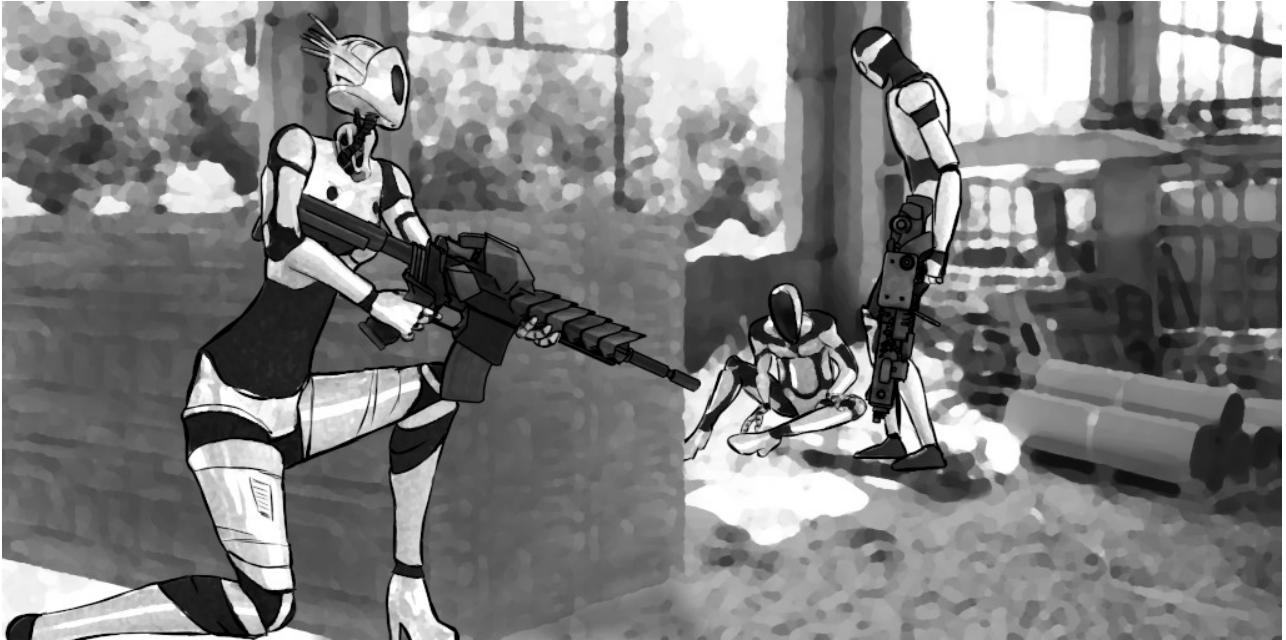
Most critical issue in Battle Royales are the fighting opportunities against enemies; typically this is done by narrowing the combat area in which player can stay alive, thus forces all enemies to converge together. Guardfare use another approach: each player is forced to pick a droid and give away its position on the public map for everyone. Player can choose to pick a low value droid to sacrifice, or set it as lure for an ambush. Each player will have as many targets as many enemies. A balancing mechanism guarantees a grace period to the player whose droid was destroyed: no other owned droid will be reported on map, grace period will extend based on how few droids he has left. If a droid marked on map is destroyed, it will launch a warn to all players: this signal indicates that in that place there are two possible loot, but only one droid alive!

The player who remains with less than three droids can temporarily deactivate the signaling at fixed intervals.

### **Dynamics of the map:**

[analysis]

# Battle Stages



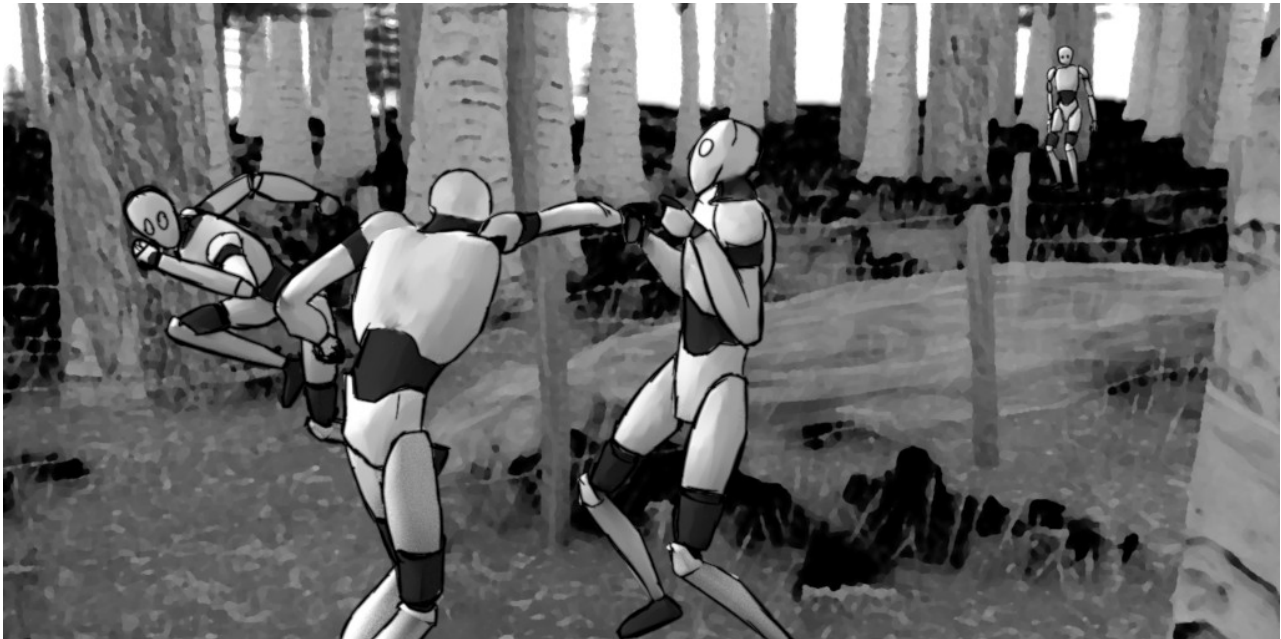
*Its alwas good idea to have a backup plan before throw yourself in action*

In this chapter you will see a typical combat sequence. The game evolves into two stages; there is a clear distinction between the two, but it is in latter one that come with very core features.

The first stage works most as introduction in the arena and preparation for the real combat. It is not important that gardeners stay away from each other: at the end of the first stage they will have to reach their own warbots in order to be equipped. Moreover, in the first stage there will be very few features due to lack of equipments (fire gun, use tools, etc...).

Second stage will fully enable the players to all the features and perks; but mostly important, enemy's lethallness

## First stage



*Two gardeners are solving a little dispute, but the place became too crowded to be worth it*

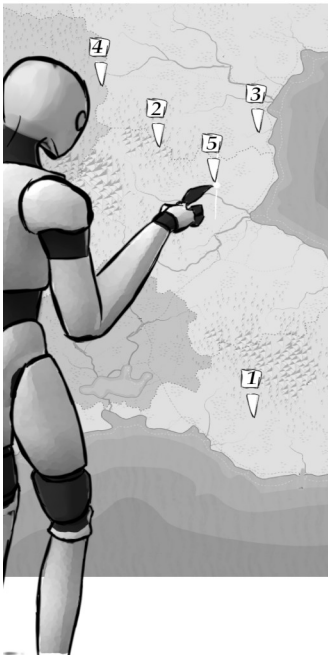
In the first stage there will be as many gardeners as players. The gardener's inventory are empty and they won't be able to equip anything until the second stage when the warbots will craft something. Bare hands are the only mean of defense and attack the gardeners got during this stage, but even then they can't do more than temporarily knock out their opponent: when knocked down, gardeners are protected by an electric field that electrocute anyone nearby. The defense system is disabled when the warbots emerge under the control of the player.

Gardeners can run as fast as cars when they don't carry anything in their inventory: this allows all players to freely explore the entire map.

There are three main functions that the gardener has to perform in this preparation stage:

- Pin 9 points on world map where the warbots will ultimately emerge (which will happen at the end of this stage).
- Scavenge for the crystals-recipe (Crystals recipe don't weigh down the inventory so the gardener still run as fast as a car).
- Assign the recipe crystals to the warbots that will craft the contained object.

We will now see in detail these three points as they unfold during the game.



## Chose warbot's emerging spot

The gardener must simply point to the map where to plant the warbot seed; since this operation cannot be aborted (lore wise: seeds travel underground) the player need to be very conscientious about it. It is possible to pick any point on the map in the beginning, but as the time go the usable area will be increasingly narrowed around the gardener: thus forcing the player to physically get closer to the desired point. Warbot seeds that have not been sown in time by the player will be planted randomly by the server.

## Collect crystal-recipes

Scattered around the map players may find crystals-recipes; these crystals will placed in players's recipe book and can not be transferred in any way, even when its destroyed by the enemy. Gardeners cannot kill each other at this stage, however nearby crystal rich area there may be brawls to conquer the area. Due to the limited time it could be counterproductive to lose time in fights: it is up to the conscientiousness of the players to evaluate the pros and cons.



## Assigning crystals to warbots

Its possible, at any time, assign crystal-recipes to warbot slots: even if the warbots seed weren't planted yet!

Only one crystal per slot can be assigned; only later (second phase), when the warbots complete their crafting task they will be able to accept other requests. Crafting time are ignored at this time: every object will be ready with warbot's creation.

## Second stage



*its a good idea to always watch your back, even when you're watching the back of somebody else*

In the second stage, gardeners can finally take control of the emerged warbots; but to do so, they lose their defense shield: like all droids, now they can also be eliminated with bare hands. However, gardener can count on the help of nine warbot (to be controlled one at a time, though!).

When created, the warbots always carry the object that was previously assigned with the crystals-receipts. Warbot's ability to create objects also brings weapons that even the gardener can equip. It is worth to remember that the gardener is the only one capable of running like a car, but it can not use this feature while equip or carry items in its inventory. The gardener starts this stage always unarmed: ideally it should run towards one of its warbots to get a weapon; running make it easy to spot, thus, potentially give away the secret position of its own warbots.

Once equipped, there is no practical difference between a gardener and a warbot: yet the gardner can always empty its pocket (and equipped weapon) to go back to running like a car.

From here on, the real elimination phase starts: you are all against everyone as long as there is only one player left with his (or her) droid.

From here on, the real battle begins: all armies against each other until only the victorious one is left!

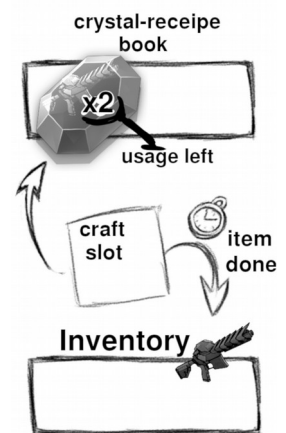


## Crafting

All warbots emerge from the ground at the same time, Those who have been assigned a crystal-recipe carries the already crafted item. Items created by the warbot are automatically moved to its inventory, leaving the creation slot free: this to allow a new crystal-recipe to be assigned

## Crystal-recipe usages

Once the warbot its built, its 3d printing machine is fully functional and crystal-recipes can be added or removed anytime; but the actual product is delivered only when each crafting process complete: aborting will result an item lost. There are no additional requiments to craft (ie: materials, fuel etc) other than time, but some high value recipes (with most powerful equipment) can be used only a limited number of time.



## Move the droids

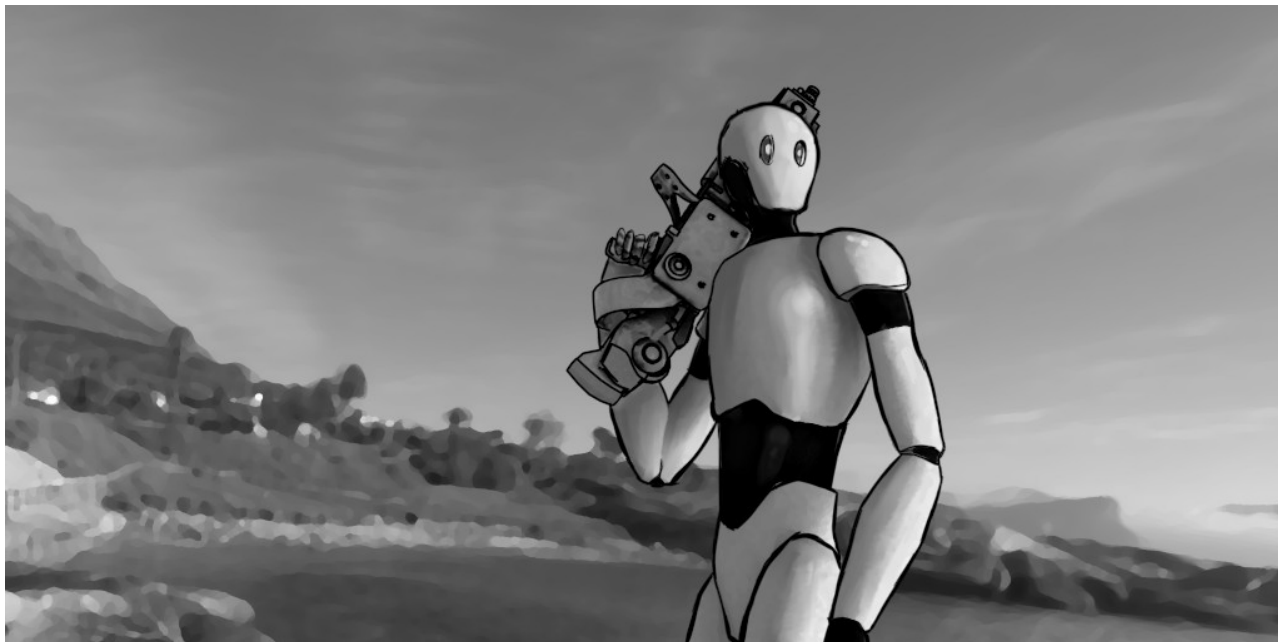
There are two main way to move a droid: take direct control or carry over the shoulder of another droid (see "*Identity Exchange*" and "*Physical transport of a companion droid*" in *General Controls* chapter). Its important to move and hide inactive droids as much as possible: enemy defeated may return in the same place with another warbot looking for revenge. Each droid come with limited space inventory: dragging the droids somewhere its the quickest way to bring their whole inventory along!

## Engage and recover

Combat sequence are basics: the droid that get more bullet's holes will fall. Droids are powerful destruction machines, but they weren't itented to carry stuff around (other than their own guns), so the invetory space is pretty limited: ability to share invetory items between warbot and gardner is a must! But what happen when a droid lose its inventory by falling to a enemy? Upon droid killing its possible to instantly switch nearby droid: this give a chance to get the enemy down before it will run away with the loot (plus will give a chace to get hands on its inventory also). Put few idle droids close togheter to recover a fight is not always a bad idea; but be caferul they aren't the first to fall down before the fight even begin.



# At the end



At the end, Guardfare isn't just about destroy your enemy like in most Battle Royale. Like in chess, the player may lose pieces of its army by simply doing nothing: fail to get the right choices in time. Protecting your army is as important as destroying your opponent's.

The battlefield is not a decorative element or a sequence of random places in which to find cover.

You have to choose very carefully the places where to plant your warbots: your enemies know where they are, and soon they will be on you. If you've chosen the right field, and you've properly placed your pawns, you'll be able to dominate any opponent.

Fortunately, all your warbots can produce weapons, ammunition and equipment for themselves. Will you give your sniper rifle to your warbot placed as a rook? Who would be your knight, your bishop, your queen? The weapons define what your warbot can do, lay it forgotten and inactive would be its fate.

The training and equipment of your army will depend on the internal receptacle: if your enemy got the recipe you want, the only way to get that item is from the cold (more cold than normal) hand of one of its droid.

But it's not enough to have the best weapon; you have an army to look after, and it only takes a few seconds to lose warbots, equipment and turn tables.



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Bandages's GrumanSentinel M-11  
George's Container  
Duion's weapon\_box\_01  
vAonom's Surrogates  
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