

ROBOTO

Level 5

ABOARD THE ARGOS

Prologue:

On the previous level, Robbie the robot tried to defend the last of the great human space-terrariums, Bio-Colony Eden, from certain destruction at the hands of a Chrome Warship (a human warship which has been taken over by a shiny layer of nano-bots). Robbie managed to drive the ship away with his conduit powers, but the damage to Eden was too great. As the station began to break apart, the human warship Argos (also the last still under human control) arrived and rescued the humans aboard. The crew of the Argos does not trust Robbie because of his robotic nature, and he is forced to use his grapple and be towed behind the Argos from space.

ROBOTO

Third-person action platform game for the PS3 and Xbox 360

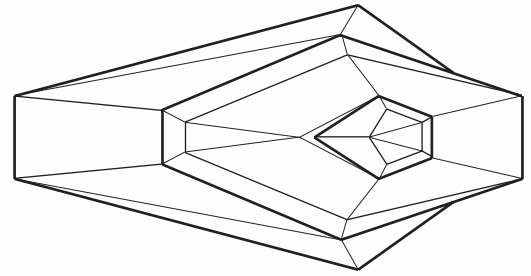
Chris Ellington

laotzeman@gmail.com

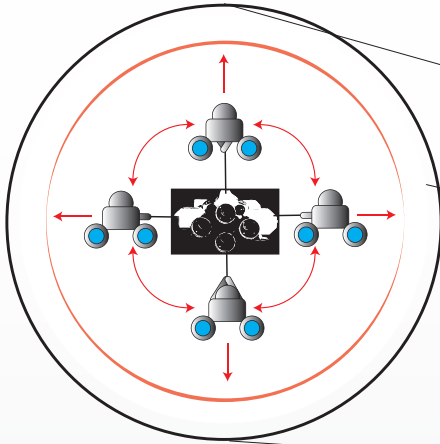
gd17christophere@vfs.com

1) Dodge the Dangerous Debris!

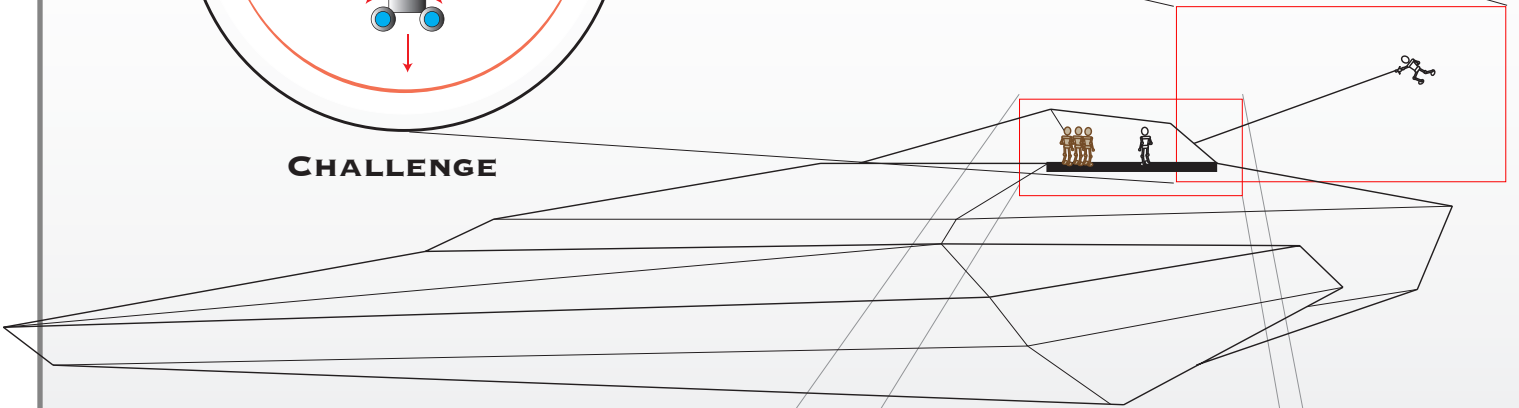
As the Argos escapes, the space station Eden finally explodes behind Robbie. The destruction sends wreckage at the ship. Robbie dodges the pieces of wreckage that fly at him with his Booster Boots (*Hold X and use the left analog stick to change direction*). After a bit, Robbie is reluctantly allowed into the Argos due to the debris.



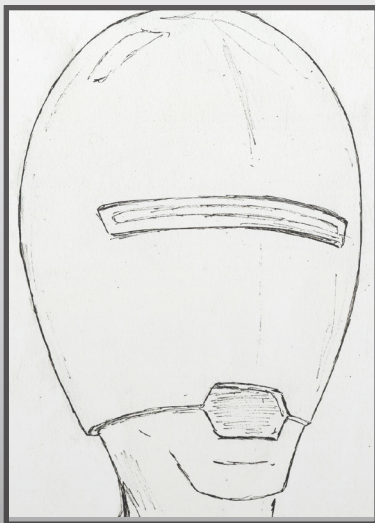
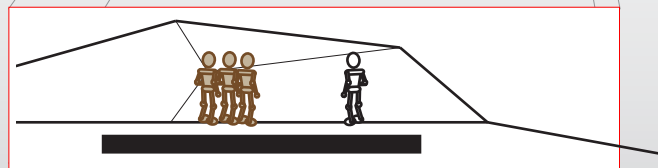
SPACE WARSHIP ARGOS
EXTERIOR



CHALLENGE



ROBBIE TOWING BEHIND THE ARGOS



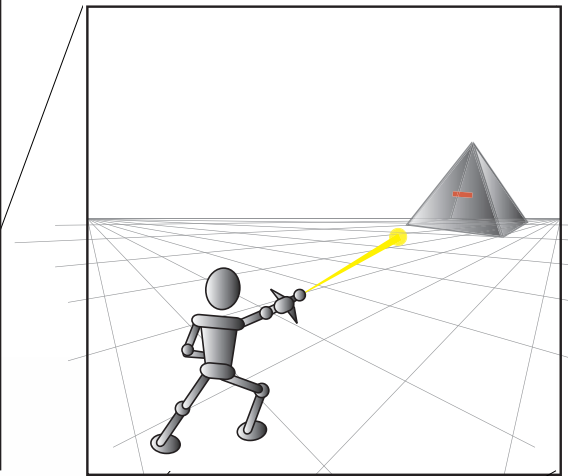
CONVERSATION

2) Meeting New People!

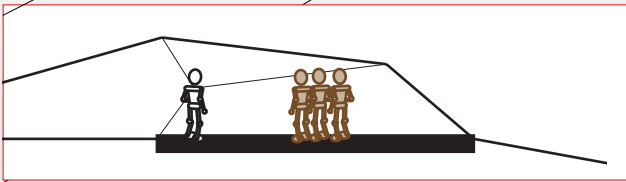
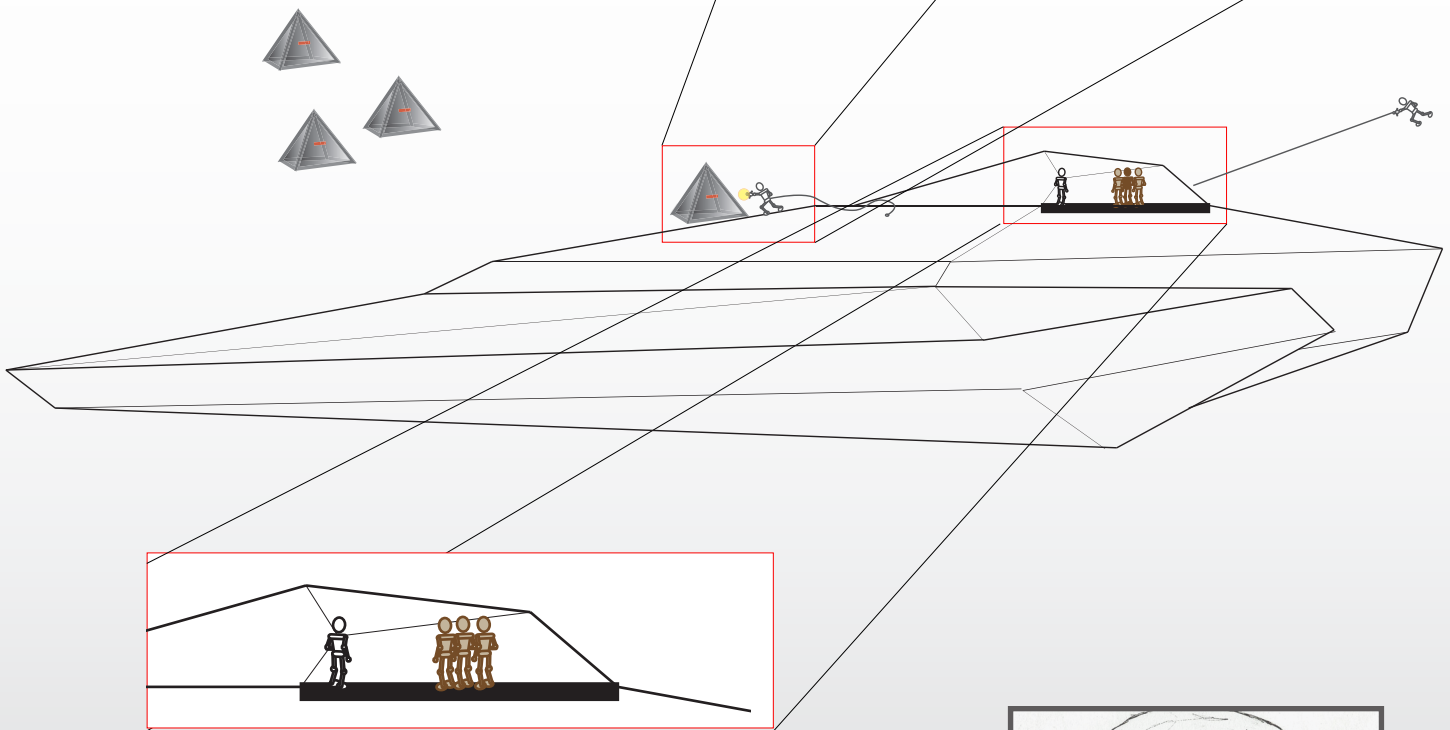
2) Robbie finally gets a look at the Argos crew in an interactive cutscene. The captain asks Robbie some questions, still hesitant to trust the machine. Robbie can choose his response to act aggressive, harmonious, or comedic. Sora and Chet Geiger argue on Robbie's behalf, and the strong captain reluctantly agrees to take Robbie to Earth to find ROBOTO. Suddenly, alarms blare. Some chrome fiends have found the ship!

3) Chrome Fiend Attack!

Robbie gets a space tether and magnet boots from the Argos crew, and is released out onto the hull. The magnet boots secure Robbie's feet to the Argos's hull. Robbie can walk around freely and even jump a bit before sticking back to the hull. With the space tether secured to his waste, Robbie's arms are free. Devious enemies like these Chrome Pyramids land on the hull. Robbie can use his forearm crossbow to shoot down the smaller flying enemies, but must finish large enemies such as these Chrome Pyramids hand-to-hand.

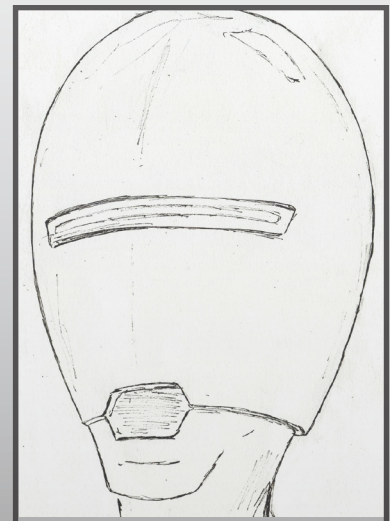


ACTION

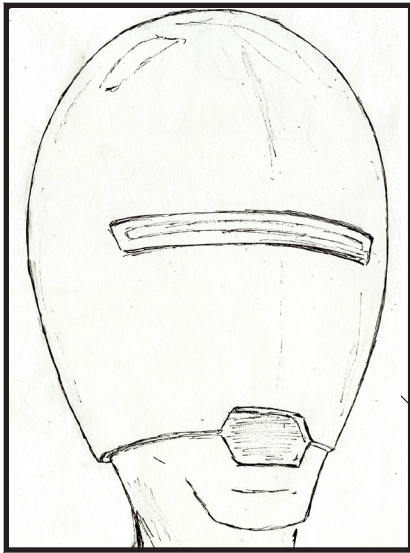


4) Unforeseen Consequences!

The Chrome Fiends defeated, Robbie re-enters the Argos interior for another conversation. Instead of accepting him, the crew blames Robbie for attracting undue attention from the endless hordes of the nano-collective. Robbie tries to explain himself and the nature of his mission to find ROBOTO and save humanity from the nano-bots, but is cut off by a sudden shudder in the ship and another round of alarms. The fight with the Chrome Fiends has damaged the Argos's frail engine coolant system, and the ship is overheating. Robbie is the only one who can stand the temperatures of the innermost engine room in order to shut down hyperdrive before the Argos is destroyed.



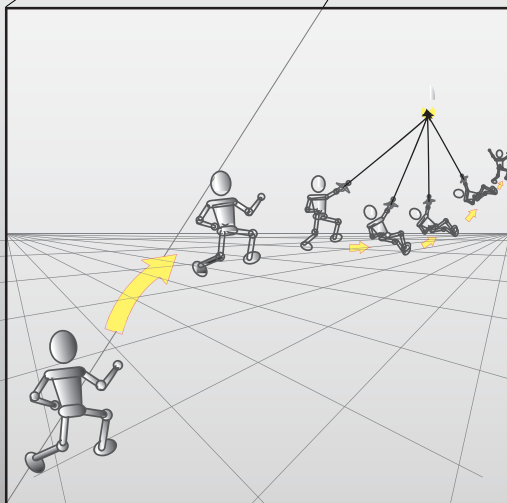
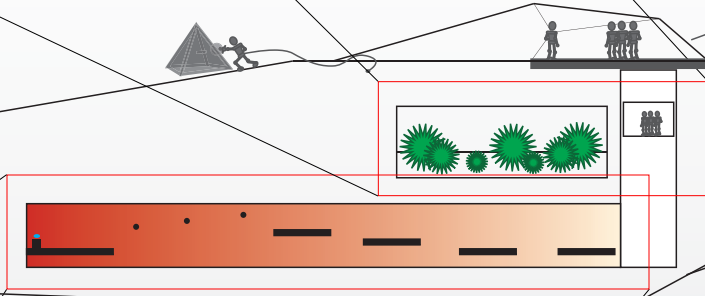
CONVERSATION



CONVERSATION

5) An Impossible Task!

Robbie takes an elevator down to the bowels of the Argos with the harmonious Terra-biologist and the comedic Chief Engineer. The three converse and watch the levels pass as they descend to the lowest decks of the Argos. The Science deck appears, and Robbie sees that some of the plants and animals from the Eden (stored conveniently in terrarium-modules for easy transfer) were rescued and brought to the Argos. After arriving on the utility level, the harmonious biologist and the comedic engineer show Robbie the route to the Argos's hyperdrive core.



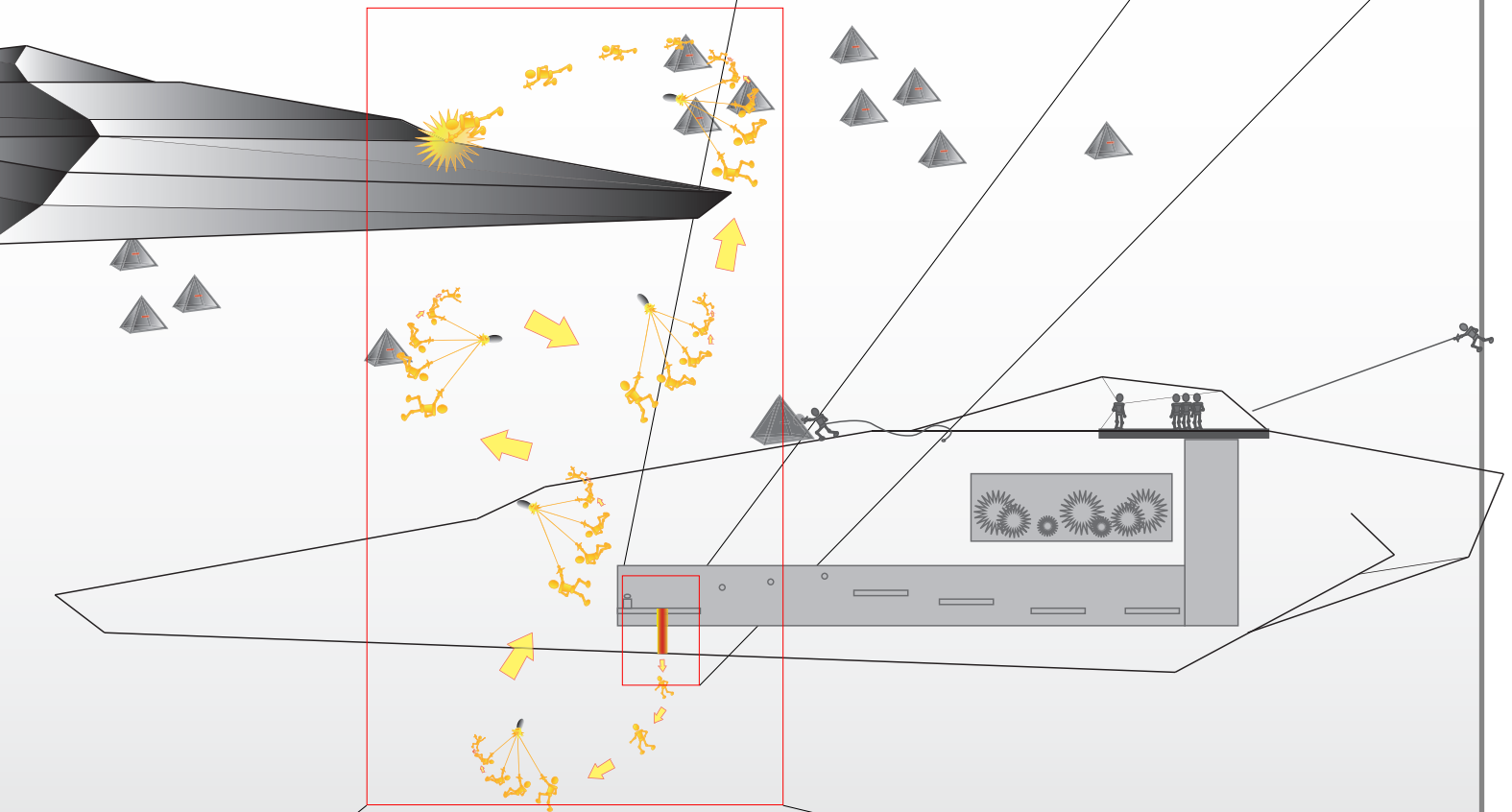
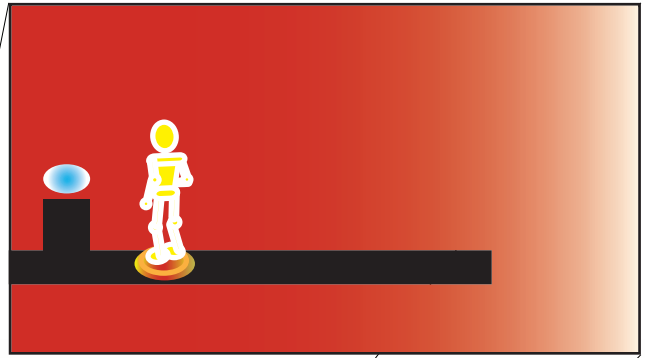
PLATFORMING

6) A Dangerous Path!

Robbie jumps, hovers, and grapples his way through the utility level's many obstacles in order to reach the hyperdrive core. Upon reaching it, Robbie is visited by a specter of Professor Eon. Professor Eon tells Robbie that he is able to absorb all the excess heat from the hyperdrive and return the Argos to normal with his Conduit Powers. Robbie jumps into the hyperdrive core and saves the ship by drawing all the heat energy into his body.

7) Too Hot to Handle!

As a result of absorbing so much heat, Robbie glows white-hot and finds himself melting through the levels of the ship. The crew is able to track and seal the areas breached by Robbies, heat, and Robbie melts right through into open space. The Argos stops but as Robbie turns to re-enter the ship, the Chrome Warship and a large force of Chrome Fiends appears.

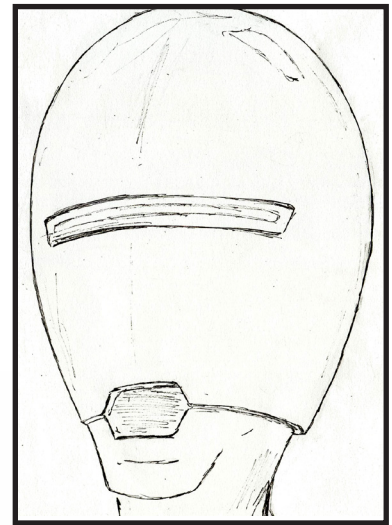


8) Epic Battle!

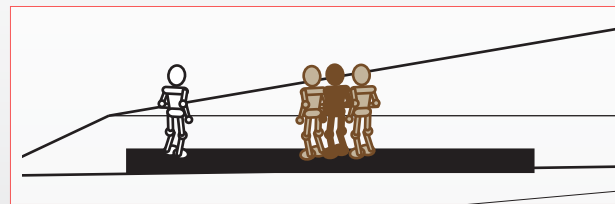
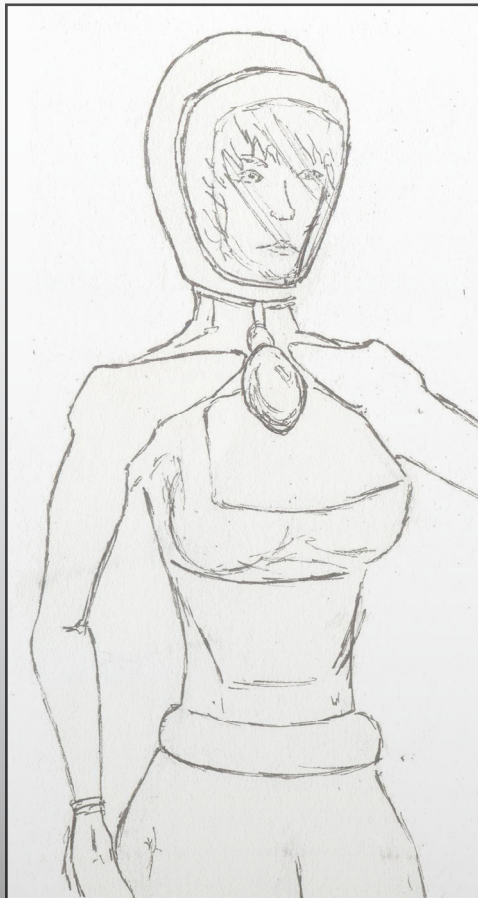
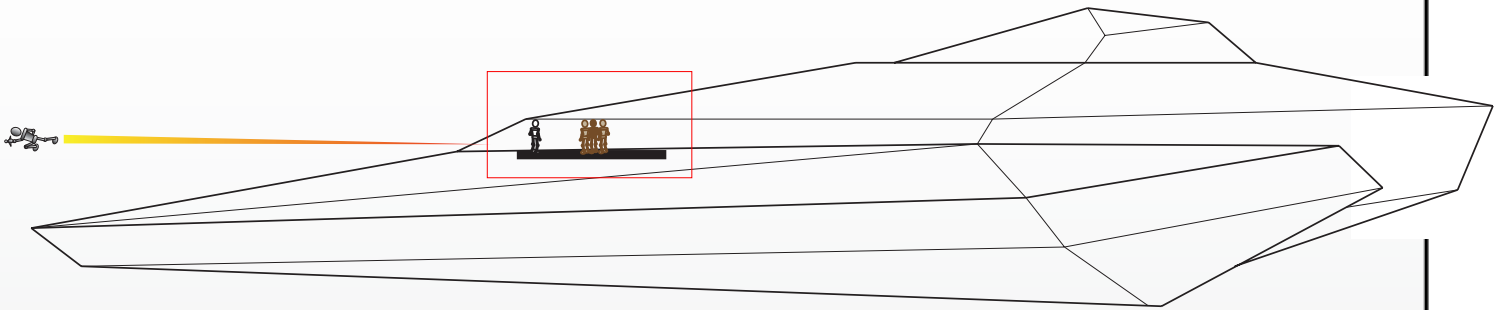
Angry at its previous defeat, the Chrome Warship sends the Chrome Fiends at Robbie and attacks the Argos with its own arsenal of weapons. Robbie's super-heated state means he can easily dispatch the weaker Chrome Fiends with his Grapple Tether and a Space Punch. By swinging from one Chrome Fiend to another and using his Booster Boots in open space, Robbie is able to maneuver himself close enough to the Argos for a Superheated Space Punch. After a punch, he is thrown clear and must begin the grapple/boosting sequence again. After three Superheated Space Punches, the Chrome Warship is finally destroyed.

9) I Have Some Bad News...

The battle over, Robbie's heat dims to a dull red. He watches as the Argos crew gathers in the airlock for another conversation. Robbie has earned their eternal respect, but the area is just too dangerous. The Argos needs to retreat into the Asteroid Belt for repairs. Sora and Chet work out a deal where they launch Robbie from one of the ship's cannons at the closest available target, the Chrome Moon. The crew wants to repay Robbie for his hard work. In the previous conversations, if Robbie gave the *strong* answers to the Captain, the *harmonious* answers to the Terra-biologist, and the *comedic* answers to the Chief Engineer, he will get the maximum amount of upgrades from the Argos Crew NPCs. The Captain will upgrade Robbie's melee attacks, the Terra-biologist will upgrade the Grapple-Tether with length and stretchiness, and the Chief Engineer will increase the thrust and duration of Robbie's Booster Boots. If Robbie did not give the correct speech prompts to the Argos Crew he will still receive upgrades to all three items, but to a lesser extent.



CONVERSATION



10) A Tearful Goodbye

Back to his original shiny metal color, Robbie prepares to climb into the Space Torpedo Tube as the Argos crew gathers around him for to pay their respects. After a round of goodbyes, everyone but Sora and Robbie leave. Sora hints at deeper feelings for Robbie as she thanks him personally for all his help since she herself accidentally attacked Machine City in the beginning of the story. Robbie says goodbye to Sora, who gives him a kiss on the cheek. Sora reels back and curses as Robbie is still hot enough from the previous ordeal to burn people. A kiss-shaped burn mark is left on Robbie's cheek. Robbie climbs into the Space Torpedo Tube to be launched at the Chrome Moon. There, he will finally confront his lost love Gina Noid (who happens to be the leader of the Nano-Collective), and somehow find a way down to Earth to find his true goal: the ancient war machine ROBOTO.