

# World Building

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# White Board

## The Pitch

You are a UFO tasked with investigating the Roswell incident to find your fallen fellow UFO. The investigation leads to you finding one alien dead and dissected, which leads to a revenge attack on Albuquerque.

## The Storyline thus far

The Mothership sends a Saucer to the last known location of a previously sent Saucer that had gone down. You are that new Saucer who has to avoid being seen by human beings and still get close enough to the site to investigate the aftermath of crash site. It is a shallow pit with debris, and many human vehicle tracks, but no Saucer to be found.

Mothership recognizes that this land is a "farm" and that the farmer of this land may have bore witness to this event. You are tasked with gathering enough genetic material for the Mothership to create a psychic crew member to add to the UFO to read the farmer's memories. For his involuntary assistance, the farmer is returned with his memories of the abduction wiped.

Once this task is completed, the captured farmer's memories reveal that the previous Saucer and at least one alien crew member was taken away by the human military.

You are then tasked with finding where the alien crewmembers were taken. To do this requires new upgrades to the ship, which in turn requires more and more genetic material. Humans provide the best genetics for your needs which pushes you to be more daring and abduct humans in more populated areas, until you are abducting entire towns while stealthily avoiding alerting the human military.

You are eventually led to the location where the alien was taken, and find it dead and dissected. This enrages the Mothership and you declare vengeance. Destroying or abducting the entirety of the large city of Albuquerque ends the game.

# Mothership

The Mothership, like all technology of this alien race, is biologically engineered. One the Mothership live the alien crewmembers needed to run the ship and carry out tasks the Mothership was sent to perform.

## Manufacturing

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Through this mother ship's technology the following items can be manufactured:

- [Flying Saucers](#)
- Drones

## Cloning Aliens

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The alien beings are all clones created in the Mothership with skills and specialities needed to suite the greater good of the Mothership's needs.

- [Aliens](#)

# Saucer

Saucers are bio-technology. Biological material is to generate clones in the Mothership. They are used to act out tasks required by the Mothership on the surface of the planet while the Mothership remains in orbit. They are operated and enhanced by cloned alien beings. They can also get bio-tech enhancements from the Mothership.

## Uses

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- Search and scanning the planet's surface
- collecting objects and creatures off the planet's surface, for biological and genetic material
- returning or dropping objects or creatures onto the planet
- warfare

## Beams

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Its beam serves many functions

- abduction
- dropping objects, returning people, & placing pod-people decoys
- investigating via scanner
- attack damage (during late stage game)

## Upgrades

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It can be upgraded in many ways to meet specific tasks but may not have all upgrades at once

## Tractor Beam

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- widened to capture more at once
- given a stronger pull to abduct faster
- given damage capability to attack and destroy
- using beam from farther away?
- cause blackouts - to drive people out of buildings

- start fires - to misdirect military or distract/draw people
- create localized earthquakes - to drive people out of buildings

## Crew Members

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- each crew member represents a different skill
  - psychic investigation of human beings
  - commanding drones
  - etc.
- each crew member can give the Saucer bonuses
  - navigators, faster and more nimble flying
  - science officers, better genetics return
  - security officers, stronger attack bonuses
  - etc.

## Stealth

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- hiding in clouds
- generating clouds to hide in
- generating an invisibility cloak to hide close to the ground
- using beam from farther away?
- sending out drones as battle defense
- flying faster
- hiding in bodies of water
- etc.

# Civilians

Civilians are the human beings on 1947 planet Earth. They have very primitive technology compared to the aliens and their Mothership. They use, ugh, *inorganic* mechanical technology. Eww.

They are also easy to shock and confuse since except for a very small handful, they have not seen such advanced technology as the aliens' before. Just seeing a saucer renders them dumbfounded for a time. As such they are fairly easy to abduct using the saucer's ray.

However, what they lack in tech, they make up for in numbers and aggression. After a time, they will snap out of their shock and run for help from their authorities. As Civilians report saucer sightings, its threat level increases until the human Military is triggered into action.

## Uses

- Human beings are the best source of **genetic material** used by the Mothership to create specialty alien clones.
- They may also provide some **biological material** (aka - meat) used for energy and other cloning purposes. However, human beings are considered a lesser source for that when compared to other animals that can be collected from the planet Earth.

## Regular Civilians

- Stop and stare in confusion for a time before running away.
- If they are able to make it to a report station, the Saucer's threat level will increase and a higher percentage will go into the Paranoid NPC state.

## Horny Young Adult Civilians

- often found in vehicles or secluded areas to practice their premature mating rituals. **They will have a much smaller field of view** than other regular civilians, focused pretty heavily on themselves, and so are easy to sneak up close to for abduction.

## Cultist Civilians

- often grouped together in their own wilderness compounds. **They will not run from a saucer**, assuming it is there to fulfill one of their prophecies.

- **They also will not become Paranoid.** If they are not captured initially, they will simply await their turn, eager to be taken up.

## Paranoid Civilians

- These folks will start running much sooner and faster than regular NPCs.
- If they are able to make it to a report station, the Saucer's threat level increases at a lower incremental rate, but they'll make up for it if reporting in greater numbers.

## Civilians with cameras.

- It's the 1950's so not every person has a phone with a built-in camera on them but there is a definite percentage.
- They will take the same amount of time to snap out of their confusion, and then take their time to snap a picture.
- If they are able to make it to a report station, they will increase your threat level in much greater increments than Regular NPCs.

# Human Military

As Civilians report saucer sightings, its threat level increases. Once a threat level threshold is met, the military will begin actively pursuing the Saucer with their primitive vehicles and weapons of war.

## Abilities

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- Their ability to observe the saucer will also increase its threat level.
  - As threat level increases, the number of military vehicles in pursuit will increase
- If the saucer does not defend itself or escape pursuit, the Military's weapons will eventually wear down the saucer's defenses and destroy it.
  - They will not stop and stare
  - They will instead shoot first and ask questions later

# MIB Humans

The MIB live up to their mysterious acronym by appearing to be all men wearing black suits and ties.

They appear only once the final threat level threshold is met and join the Military's efforts - they will not stop and stare - They will have suspiciously high tech weapons that do more damage to the Saucer.

# Aliens

The alien crewmembers who populate the Mothership and Saucer are clones created on the mothership. They are differentiated by color.

- Navigators
- Science Officers
- Security Officers
- Psychic Specialists
- etc.