

TERRENE – An Evidence of Life Game



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DESCRIPTION:

Explore a vast open pixel world full of dangerous enemies, ancient ruins, abandoned space stations and giant asteroids.

Upgrade your player and ship as the world becomes more volatile.

Dig and explore the planet down to bedrock.

Purchase many weapons, tools and upgrades to help you on your journey.

Discover and explore labyrinths and space stations that hold rewards.

Fight many different creatures in space, the sky and underground.

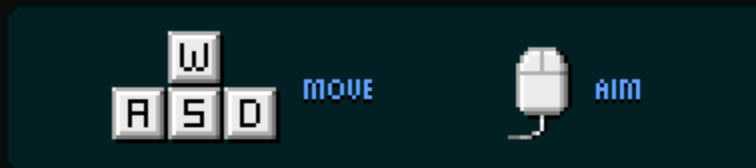
Collect enough Dylxia, Hearts and Bio Matter to travel to a new planet.

Endless exploration and action to be had!

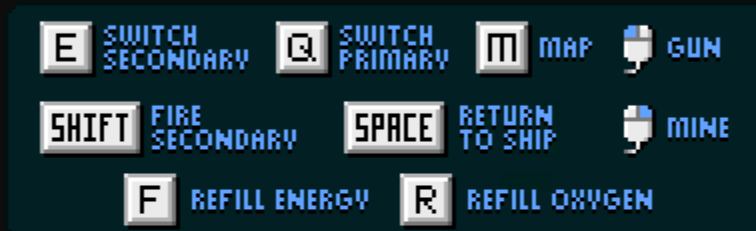
CONTROLS:

KEYBOARD / MOUSE

MOVEMENT



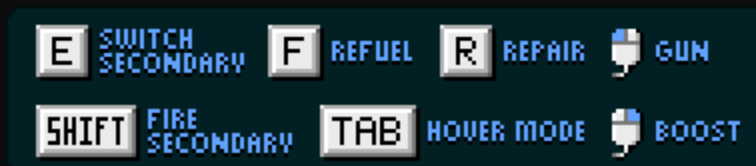
ON FOOT



HOVER MODE



FLIGHT MODE



CONTROLLER

MOVEMENT



ON FOOT



HOVER MODE



FLIGHT MODE



FEATURES:

- Single Player with couch co-op
- Multiple Large Procedural Planets
- Many different gun types to purchase
- Many different additional weapons and tools to purchase
- Flight Combat
- Ground Combat
- Mining
- Ore/Mineral collecting
- Energy Level to refill with coal
- O2 Level to refill with coal
- Procedural foliage and rocks per biome
- Underground Vines that hurt the player
- Cave systems
- Many different enemy types
- Many different large enemy types
- Giant Heart Bosses
- Giant Space Snakes
- Giant Sky Boss
- Ancient Planet Surface Ruins
- Labyrinths to explore
- Space Stations to explore
- Repair your crashed ship

NAVIGATION ICONS:



The Planet (Disappears after 1st visit to the planet)



The Orbiter



The Ship



Crashed Ship (Needs Repairs)



Backpack (To collect items dropped at death)



Point of Interest (Purchased from the Matter Forge)

COLLECTIBLES:

COAL



Material that is used to fuel your ship, recharge your player energy and refill your O2 tank.

BIO MATTER



Collected from some plants and enemies and mined from the ground. It is taken back to the Orbiter and used for scientific research for cloning. High levels of Bio Matter can be found in larger enemies and Planter Hearts.

GOLD



This is collected from mining and used to upgrade your player and ship.

DIAMONDS



This is collected from mining and used to purchase weapons, special items and ammo.

RED DUST



This is collected from plants, some enemies and some chests. It replenishes a small amount of the player's health.

ORANGE DUST



This is collected from surface rocks, some enemies and some chests. It replenishes a small amount of the player's energy.

BLUE DUST



This is collected when destroying ground blocks. It only spawns once the player has purchased the Oxygen Extractor upgrade from the Matter Forge. Collecting Blue Dust replenishes oxygen.

BULK PRIMARY AMMO



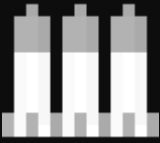
Gives the player 25 primary rounds for each unlocked primary weapon. Collected from chests.

BULK SECONDARY AMMO



Gives the player 3 secondary rounds for each unlocked secondary weapon (Only 1 round for Dynamite). Collected from chests.

BULK SHIP AMMO



Gives the player 25 secondary ship rounds. Collected from chests.

ENERGY CANISTER



This is collected from large enemies, bosses and chests. It fills your player's energy 100%.

HEALTH CANISTER



This is collected from large enemies, bosses and chests. It fills your player's health 100%.

OXYGEN CANISTER



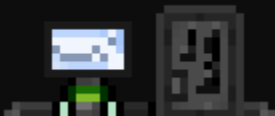
This is collected from large enemies, bosses and chests. It fills your player's oxygen 100%.

THE ORBITER:



This is where the player starts a new game. It is in space. All Upgrades are purchased here. The player must return all collected Bio Matter and Gold to the Orbiter. Items are automatically collected when landing in the Orbiter. Every time you drop off items the Alien Threat Level will increase. Consider the Orbiter your home base.

PRIMARY WEAPONS:



PISTOL

Starting weapon. Uses energy for ammo. Increases speed with weapon level.

AUTO RIFLE

A faster weapon. Purchase at the Weapons Terminal in the Orbiter.

SHOTGUN

Shoots multiple projectiles. Purchase at the Weapons Terminal in the Orbiter.

LASER RIFLE

Shoots a beam that can pass through many enemies. Purchase at the Weapons Terminal in the Orbiter.

FLAMER

Shoots flames. Very powerful. Purchase at the Weapons Terminal in the Orbiter.

SECONDARY WEAPONS:



SHOCKWAVE

Starting secondary weapon. Uses energy for ammo. Radial attack that causes damage to all enemies within its proximity. Grows in size with weapon level.

MOLOTOV

Explodes into flames where it lands. Purchase at the Weapons Terminal in the Orbiter.

STICKY MINES

Launches mines. Explodes when an enemy triggers the device. Purchase at the Weapons Terminal in the Orbiter.

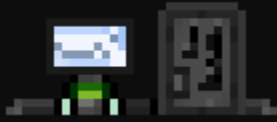
ROBOMINER

An automatic digger. Digs straight down from where it is placed. Purchase at the Weapons Terminal in the Orbiter.

DYNAMITE

Can be placed. Explosion will destroy the ground, ores and enemies. Very effective for mining out large ore deposits. Purchase at the Weapons Terminal in the Orbiter.

SHIP WEAPONS:



MACHINE GUN

Starting ship weapon. Infinite Ammo. Damage increases with Ship Weapon Level.

SHIP MISSILES

Enemy seeking missiles that can be fired from your ship. Purchase at the Weapons Terminal in the Orbiter.

SHIP BOMBS

Drop straight down from your ship. Good for bombing anti-aircraft beetles on the surface. Purchase at the Weapons Terminal in the Orbiter.

SHIP SHOCK

Radial attack that causes damage to all enemies within its proximity. Purchase at the Weapons Terminal in the Orbiter.

PLAYER UPGRADES:



LIFE SUPPORT

Upgrade this to increase your player's overall health.

BATTERY SIZE

Upgrade this to increase your player's overall battery amount.

OXYGEN TANK

Upgrade this to increase your player's O2 amount.

MINING TOOL

Upgrade this to increase your player's mining tool length and power.

WEAPONS

Upgrade this to increase your player's weapon damage and speed. All Weapons increase at the same time.

SHIP UPGRADES:



ARMOUR

Upgrade this to increase your ship's overall armor amount.

FUEL TANK

Upgrade this to increase your ship's overall fuel amount.

CARGO

Upgrade this to increase your ship's cargo limit. Higher the level the more ores you can store before returning to the Orbiter.

WEAPONS

Upgrade this to increase your ship's weapon damage and speed. All Weapons increase at the same time.

MATTER FORGE:



The Matter Forge is where you spend diamonds on special items and player suits.

BUY COAL

You can purchase additional coal is needed in the orbiter.

SCAN PLANET

You can purchase a planet scan which will put a marker on a random large underground enemy. Be ready to fight. Scanning when any marker exists will delete the current marker and place a new one.

GEO SCAN PLANET

You can purchase a geo planet scan which will put a marker on a Dylixia crystal. Scanning when any marker exists will delete the current marker and place a new one.

DEEP SCAN PLANET

You can purchase a deep planet scan which will put a marker on a Giant Heart. Be ready to fight. Scanning when any marker exists will delete the current marker and place a new one.

MINING ADAPTER

Purchasing this will unlock the mining adapter. It is required to break certain block types to gain access to special areas.

ESCAPE SHIELD

Purchasing this will make your player automatically use a force field when your health is low that blocks enemies and their bullets from hitting you. It only lasts a short time and was primarily created to allow the player to escape their current situation.

DNA REGENERATOR

Purchasing this will make your player slowly regenerate health.

BATTERY CHARGER

Purchasing this will make your player energy regenerate faster.

OXYGEN EXTRACTOR

Purchasing this will allow Blue Dust to randomly drop from mined ground blocks. Blue Dust replenishes oxygen.

COAL COMPRESSOR

Purchasing this will allow your player to collect 200 coal.

EMERGENCY CLOAK

Purchasing this will make your ship automatically cloak your ship when your ship armor is low. It only lasts a short time and was primarily created to allow the ship to escape its current situation.

SPACESUITS

You can unlock 3 additional spacesuits. They only offer a different look. No additional skill gained from wearing different suits.

- Orange Suit
- Blue Suit
- Red Suit
- Classic Suit (from Evidence of Life)

KENNEL:

METAL DOGGY COAT

Purchasing this will allow your CyberPup to travel to the planet with you. CyberPup will assist you automatically by shooting and throwing bombs. You can also plug a second controller in, and it will control the CyberPup. Moving to far from the player will automatically teleport you back to the player's position. As the CyberPup, you can mine, shoot, throw bombs, collect items for the player and are invincible. Co-op is a lot of Fun!

PUP RIFLE UPGRADE

Purchasing this will upgrade the CyberPup's rifle from 1 shot to 3 shot. It also increases its damage.

PUP BOMB UPGRADE

Purchasing this will upgrade the CyberPup's bomb to a cluster bomb that throws multiple smaller bombs on impact. It is very effective.

ENEMIES:

MITES

Small bugs that live in the ground and in small hives.

SMALL INHABITANTS

Smaller enemies found in the sky and on the planet.

MEDIUM INHABITANTS

Like the small enemies, yet slightly bigger and harder to kill.

LARGE INHABITANTS

Less frequent but more terrifying. Ranging from Underground worms and beetles to the smaller sized space snakes. Watch out for these.

GIANT INHABITANTS

Very large creatures in the world. Mainly underground but can appear in space. They are very dangerous and can attack from a distance. The reward for killing these is large. Scanning the planet from the Matter Forge will usually lead you right to a Giant Inhabitant.

THORN VINES

Vines that grow in caves and sometime on the surface of the planet. They cause the player harm. They can be destroyed by primary and secondary weapons.

PLANET HEARTS:

There are 3 Planet Hearts per planet. It is required to seek out and destroy all 3 Planet Hearts before you can move to a new planet.

DYLIXIA:



Dyslexia crystals are a great source of power for warp drives. Seek out the 5 Dylixia crystals per planet in order to fuel the Orbiter for hyperspace travel to the next planet. Your suit is set up with a proximity beacon. When close to a Dylixia crystal a beeping can be heard and an icon appears to let you know you are close.

ALIEN THREAT LEVEL:

The more Bio Matter you collect and bring back to the Orbiter, the higher your Enemy Threat Level becomes. Higher levels of threat will spawn more enemies, increase enemy difficulty and spawn different creatures.

ALIEN ALARM LEVEL:

Mining and Combat will stir up the planet's enemies. A skull icon will appear if you have angered the enemies. The skull icon will flash if they are very angered. This will cause more enemies to spawn and leave their hives. Beware.

DROPPED BACKPACK:



If you happen to die while exploring the vast world outside of your ship, you will drop all current ores (Bio, Gold, Diamond, Coal). An Icon will appear on your screen to lead you back to where you died. There you can collect your backpack, and this will return your lost ores. WARNING* If you die before you can get to your backpack, you lose everything in that backpack.

BROKEN SHIP:

If your ship is completely damaged it will fall to the ground in a smoking pile of ****. Use coal to repair the ship back to working order. Do not worry. If your ship gets destroyed in midair, you will be ejected and use a parachute to land "safely" on the planet below.

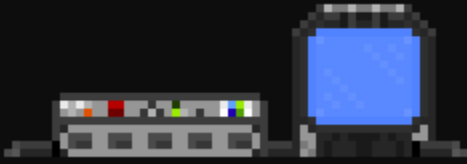
HIVES:

Hives are in the sky and on the planet. Usually they are closed, but if you stir up the planet enough, they will open and let lots of enemies out. Hives can be destroyed with all weapons. Watch out for giant hives in the deep underground.

UPGRADE PLAYER CARRY CAPACITY:

Exploring Labyrinths and Abandoned Space Stations can reward the player with a collectable item that increases their backpack carry capacity by 50.

TRAVEL TO A NEW PLANET:



Once you have met all the requirements, you can travel to a new planet from the Control Station on the Orbiter.
WARMING New Planets are more difficult, deeper and the ground is harder to break.

THANK YOU:

From the bottom of our hearts, Thanks for playing Terrene!



Life is Short = Be Creative

