

What is AIW2 1.0?

"AIW2 version 1.0" is the base objective of this Kickstarter we're trying to hit with that \$50k, without any stretch goals. When AIW2 version 1.0 is delivered to the backers of this project, our base-goal promise will have been fulfilled.

Why does AIW2 1.0 Not Have Everything In AIW1?

Two main reasons:

1. We don't have anything like the budget to accomplish that.
2. It would do a disservice to the player community by missing the opportunity to patiently re-assemble the game piece-by-piece and "do it right" by dealing with longstanding issues with balance, usability, fun-value, etc.
 - a. After all, we're not rebuilding from scratch just so we can repeat all the old mistakes.
 - b. Taking our time with this gives our player community more opportunity to engage with us and make their own opinions heard, too.

What's In AIW1 That's Not In AIW2 1.0?

These lists are from the perspective of specific features and units, which is fairly comprehensive given the nature of the game. We may revise the included units fairly heavily, but our general inclination is to retain the existing design. Also bear in mind that the game's also getting an all-new UI, so some windows/buttons/keybinds/etc that were there won't be there now, and vice versa.

As noted below, and indicated by the **color coding**, some of these lists are what's being **retained** rather than what's being excluded.

In general this is what is being excluded, however:

- Defender mode

-- Not planning to bring this back, we learned our lesson on not trying to have two radically different games in one package.

- Lobby setup scripts

-- We needed these because the lobby was too complex, and we hope to avoid that here. If the more advanced randomization and whatnot are needed we can pursue that later through moddable C# in a much more satisfying way.

- Some map types. The ones being retained for 1.0 are:

- Concentric
- Clusters
- Clusters Microcosm
- X
- Wheel
- Encapsulated
- Snake
- Lattice
- Grid
- Maze A, B, C, and D
- Crosshatch
- Honeycomb

- Map untangling

-- The map types being retained are (or have been modified to be) inherently readable.

- Turning on/off whole ship categories like "Heavy Defense", "Turrets", etc. If we need to bring back a way to disable cloaking or whatever we can do that.

- Unit Cap Scales

-- The idea is that the default should both look good and run reasonably on most systems.

-- This could be modded easily enough, though

- Performance Profiles

-- Again, the idea is that the default should work fine, since we're solving performance problems rather than working around them.

-- Settings for tuning the graphical whiz-bang on your system kind of take the place of this.

- Most minor factions aren't in -- but the ones being retained for 1.0 are:

- Zenith Devourer
- Zenith Dyson Sphere
- Zenith Trader (with a somewhat different menu of goodies)
- Zenith Golems (possibly excluding botnet, depending on what we do with reclamation)

- Minor factions that we definitely want to bring back for *post-1.0*:

- Fallen Spire (this might be covered through simply having the Spire as a playable race, but there may be issues there)
- Neinzul Roaming Enclaves
- Spirecraft
- Dark Spire (brought much closer to their original galaxy-conquering potential)
- Showdown Devices

- Nomad Planets
- Exodian Blade

- Minor factions we'd like to bring back later but will need to be reinvented to some significant degree:

- Human Marauders
- Human Resistance Fighters
- Human Colony Rebellions
- Zenith Miners
- Neinzul Rocketry Corps
- Neinzul Preservation Wardens
- Spire Civilian Leaders

- We have no plans to bring back the "Alt Champ Progress" and "Alt Champ Nemesis" factions, since they weren't really factions anyway but a way of dealing with the problems in the champion nebula scenarios.

- Champions; though we hope to bring those back post-1.0

-- likely without the nebula scenarios, as the good parts of those would be better captured by a series of "background" factions seeded on the main map, and that would be a whole other big feature

- The stuff under the "AI Modifiers" section of the "AI Options" tab of the lobby will go away, as they will be folded into the AI personalities:

- Schizophrenic waves will basically be the default behavior, though having a homogenous-waves flag for AI personalities is possible.
- No Waves, 1/2 Waves, Double Waves would be redundant with the wave multiplier on AI personalities.
- Nuclear Command is largely redundant with the Scorched Earth AI type, though a distinct flag could be added since they're not exactly the same. In general this was rarely used, to put it mildly.
- Reveal Random AI Types is likely no longer going to be relevant with different personalities controlling different parts of the galaxy; though if it does prove necessary we'll put the button somewhere
- No Wave Warnings and Cross Planet Waves are also best suited as flags on AI personalities
- Similar with Lazy AI, though probably with the individual pieces of that logic broken out into individual flags

- Some AI Plots, the ones being retained for 1.0 are:

- Avenger (in a non-modular form)
- Hunter
- Shark-A

- Shark-B
- Preemption

- AI Plots that we definitely want to bring back for post-1.0, but will require significant rework to address earlier design problems:

- Hybrid Hives
- Advanced Hybrids
- Astro Trains (this is a *huge* topic by itself)

- AI Plots we'd consider bringing back later but would need major reinvention:

- Beachheads
- Counter Posts
- Warp Relays

- Rather than picking two AIs as players, there's only one AI "player" and you pick 1+ AI personalities and the game divvies up the galaxy among them.

- Some AI Types, the ones being retained (as AI Personalities) for 1.0 are:

- Sledge Hammer
- Turtle
- The Tank
- Vicious Raider
- Mad Bomber
- Stealth Master (though the effect will be very different with cloaking being different)
- Backdoor Hacker
- Attritioner
- Scorched Earth
- Shadow Master (ditto on the cloaking difference)
- Special Forces Captain
- Technologist Raider
- Technologist Sledge
- Technologist Turtle
- The Core (though the ships will just be MkV now, not Core)
- Alarmist
- Raid Engine
- Starfleet Commander
- Golemite
- Speed Racer
- Peacemaker
- One-Way Doormaster
- Tag Teamer
- Shield Ninny
- Warp Jumper

- Vanilla
- Everything
- Extreme Raider
- Chivalric
- Artillerist
- Bouncer
- Exotic
- Reservist
- Vorpal (though this means stuff good against shields now, not ignoring shields)
- Vengeful
- Vicious Exotic
- Mime
- Vanguard
- Starship Fanatic
- Cowardly
- Brutal
- Kite Flier
- Quadratic
- Overreactive

- AI Types that could come back as personality flags if their associated mechanics come back:

- Fortress Baron (the plan is for fortresses to be human-only, since they were un-balancable in AI hands without weird hull multipliers)
- Train Master (requires Astro Trains)
- Mine Enthusiast (mines aren't in 1.0)
- Feeding Parasite, Technologist Parasite, and Thief (reclamation may or may not make it into 1.0, depends on whether it can be balanced)
- Teleporter Turtle (teleportation may or may not make it into 1.0, depends on whether it can be balanced)
- Zenith Descendant (requires Zenith bonus ships)
- Neinzul Youngster (requires Neinzul bonus ships)
- Spireling (requires Spire bonus ships)
- Neinzul Cluster Bomber, Neinzul Viral Enthusiast, Neinzul Nester (requires specific AI-only Neinzul units)
- Crafty Spire (requires Spirecraft)
- Spire Hammer (requires Spire Capital Ships)
- Heroic (requires Champions)
- Fortress King (requires modular ships)
- Experimentalist and Support Corps (requires specific unique ships that need a lot of rebalancing and unique mechanics)

- AI Types that are unlikely to return because their mechanics are unlikely to return:

- Entrenched Homeworlder and Technologist Homeworlder (not planning to bring back the Captive Human Settlement)
- Counter Spy (not planning to bring back the Counter Spy unit)
- Assassin and Bully (only mean anything in co-op, and don't make a lot of difference there)
- Camouflager (not planning to bring back the camouflage mechanic)
- Radar Jammer (not planning to bring back Radar Jammers)
- Grav Driller (not planning to bring back Grav Drills)
- Retaliatory (not planning to bring back Counterattack Posts)

Many bonus ship types aren't coming back, especially ones from expansions. Here are the bonus ship types being retained:

- Raiders
- Vampire Claws (though as very-short-ranged, not melee)
- Raptors
- Snipers
- Space Tanks
- Electric Shuttles
- Vorticular Cutlasses (ditto on melee)
- Infiltrators
- Eyebots
- Spiders
- Laser Gatlings
- Autocannon Minipods
- Space Planes
- EtherJet Tractors
- Armor Ships
- Anti-Armor Ships
- MLRS
- Grenade Launchers
- Sentinel Frigates

- Bonus ship types that we intend to bring back post-1.0 in small batches so that there's time for careful testing and balancing by the community:

- Zenith Bombards
- Zenith Autobombs
- Zenith Electric Bombers
- Zenith Mirrors
- Zenith Paralyzers
- Zenith Beam Frigates
- Zenith Polarizers
- Zenith Viral Shredders
- Impulse Reaction Emitters

- Neinzul Youngling Commando
- Neinzul Youngling Tiger
- Neinzul Youngling Vulture
- Spire Stealth Battleship
- Spire Gravity Drain
- Spire Gravity Ripper
- Spire Mini Ram
- Spire Tractor Platform
- Spire Maw
- Spire Blade Spawner
- Tackle Drone Launcher
- Zenith Medic Frigate
- Zenith Siege Engine
- Zenith Reprocessor
- Neinzul Scapegoat
- Saboteur
- Youngling Firefly
- Spire Railcluster
- Lightning Torpedo Frigate
- Neinzul Youngling Shrike
- Neinzul Railpod
- Zenith Hydra
- Powerslaver
- Neinzul Combat Carrier
- Lightning Starship
- Translocator Starship

- Bonus ship types that could be brought back post-1.0 if/when their mechanics are brought back:

- Parasites (reclamation)
- Teleport Raiders (teleportation)
- Teleport Battle Stations (teleportation)
- Neinzul Youngling Nanoswarm (reclamation)
- Spire Teleporting Leech (teleportation and reclamation)
- Spire Corvette (modules)
- Protector Starship (counter-shots, modules)

- Bonus ship types that are unlikely to return:

- Bulletproof Fighters (uninteresting)
- Tachyon Microfighters (uninteresting)
- Attractor Drones (redirecting shots is going away)
- Neinzul Youngling Weasel (redirecting shots is going away)
- Shield Bearers (mobile shields will be available from a larger, less numerous unit)

- Munitions Boosters (munitions boosting will be from larger stuff doing planet-wide bonuses, not the cpu-hogging aoe mechanic these used)
- Armor Boosters (armor's being redone in a way that doesn't make sense to boost)
- Zenith Chameleons (camouflage is going away)
- Acid Sprayers (armor's being redone in a way that doesn't make sense to damage)
- Spire Armor Rotter (ditto)
- Zenith Devastator (ignore-forcefields is going away)

- The ships unique to the experimental/support AI types (and experimental fabs)

- Units using these mechanics aren't coming back, unless/until those mechanics can be reintroduced in a way that gets around the old balance/enjoyment problems:

- Mines
- Reclamation (ships that capture other ships)
- Teleportation
- Anything modular (specifically, the UI and usability of these needs a lot of improvement, and there's not budget for that yet)

- Mercenary Ships. Were previously included as a way to spend excess resources; they *may* be reintroduced (pre-1.0) if this is still found to be necessary

- Counter-Sniper, Counter-Dark-Matter, and Counter-Missile turrets. The other turrets (and fortresses, but not modular fortresses or mini-fortresses) are still in.

- Pretty much all civilian ships have been either rolled into the player Ark's function (engineer, remains rebuilder, mobile builder, science lab, hacker, colony ship, mobile space dock) or simply aren't needed anymore (cleanup drone).

- Metal Extractors, Energy Reactors, and Matter Converters are all replaced in function by "derelicts" that are repaired into functionality by the player's Ark or Flagship ships.

-- Harvester exo-shields are also gone.

- Rally Posts may or may not be coming back. If they're still needed they'll still be in.

- Advanced Warp Sensors (the data they used to gather will either be always available or always not)

- Assault Transports may or may not be in, depending on whether we find a good idea for balancing them

- Zenith Spacetime manipulators are gone; can be added back in if really desired, but they didn't see much use.

- Neinzul Regeneration Chambers are gone since there aren't any younglings in for 1.0 and the regen chambers never worked effectively anyway.

- Tachyon drones and Decloakers are gone since the new cloaking rules make them irrelevant.

- Some AI Guardians. The following are being retained:

- Sniper Guardian
- Spider Guardian
- Tractor Guardian
- Lightning Guardian
- Flak Guardian
- Heavy Beam Guardian
- Missile Guardian
- Laser Guardian
- Raider Guardian
- Enclave Guardian
- EMP Guardian
- Self-Destruction Guardian
- Vampire Guardian
- Gravity Guardian
- Spire Implosion Guardian
- Widow Guardian
- Needler Guardian
- MLRS Guardian
- Infiltration Guardian
- Shield Guardian
- Plasma Guardian

(note that the concept of dire guardians is being retained, though where they're used is up in the air)

- AI Guardians that are unlikely to return:

- Munitions Boosting Guardian (boosting is moving to stationary units giving planet-wide boosts)
- Disassembler Guardian (swallowing as a mechanic is on the fence, especially vs large units)
- Zombie Guardian (maybe, depending on what happens with reclamation)
- Warp Gate Guardian (maybe, if it can be balanced as a not-too-rage-inducing defense-breaker)
- Special Forces Rally Guardian (similar to the Warp Gate Guardian)

- Some AI Guard Posts. The following are being retained:

- Spire Shield Sphere Guard Post

- Needler Guard Post
- MLRS Guard Post
- Missile Guard Post
- Laser Guard Post
- Sniper Guard Post
- Spider Guard Post
- Tractor Guard Post
- Widow Guard Post
- Tachyon Guard Post
- Gravity Guard Post
- Plasma Guard Post
- Enclave Guard Post
- Implosion Guard Post

- AI Guard Posts that are unlikely to return:

- Cloaker Guard Post (doesn't make a lot of sense with the new cloaking changes)
- Anti-Starship Arachnid Guard Post (annoying)
- Command Station Shield Guard Post (annoying)
- Counterattack Guard Post (annoying)
- Special Forces Guard Post (being changed into a non-guard-post regional thing)
- Munitions Boosting Guard Post (being changed into a non-guard-post occasional thing)
- Disassembler Guard Post (swallowing as a mechanic is on the fence, especially vs large units)

- Some AI Core Guard Posts. The following are being retained:

- Core Electric Guard Post
- Core Missile Guard Post
- Core Sentinel Guard Post
- Core Zenith Bombard Guard Post
- Core Zenith Fortress Guard Post
- Core Spire Shield Sphere Guard Post
- Core Raid Engine Guard Post
- Core Cross Planet Attack Guard Post
- Core Heavy Beam Guard Post
- Core Booster Guard Post
- Core Teuthida Guard Post
- Core Implosion Drone Host Guard Post
- Core Arachnid Guard Post
- Core Riot Control Guard Post
- Core Shredder Drone Guard Post
- Core Hunter/Killer Factory Guard Post

- AI Core Guard Posts that are likely to return post-1.0 after some rework:

- Core Leech Guard Post (reclamation)
- Core Neinzul Spawner Guard Post (weird)
- Core Neinzul Melee Guard Post (weird)
- Core Wrath Lance Guard Post (insane)

- AI Eyes, because in general they're just annoying. Can bring them back if there's a broad desire.

-- Their original purpose was to encourage strikes without giant player ship-balls, but that never worked out too well in practice anyway.

- Some other AI defensive structures. The following are being retained:

- Shield Generators
- Ion Cannons
- Orbital Mass Drivers
- Planetary Cloaker
- Attrition Emitter
- AI Troop Accelerator
- Raid Engine
- Alarm Post
- Core Warhead Interceptor
- Interplanetary Munitions Booster
- Black Hole Machine

- Other AI defensive structures that are likely to return post-1.0 after some rework:

- Fortresses and Super Fortresses (**human** version are 1.0, but needs balancing to not require absurd hull multipliers in AI hands)
- Dire Guardian Lairs (balancing)
- Neinzul Nests (for a specific AI personality)
- Neinzul Clusters (for a specific AI personality)
- Neinzul Viral Clusters (for a specific AI personality)

- Other AI defensive structures that are unlikely to return:

- Wormhole Guard Post (annoying)
- Tachyon Sentinels (annoying, irrelevant in new cloaking rules)
- Barracks (all guard posts are basically now barracks that release/reabsorb their ships at need)
- Counter Spy (not needed with new cloaking rules)
- Special Forces Alarm Post (didn't really still fit the SF design in classic either)
- Radar Jammer (global range changes cause problems)
- Radar Jammer II (global range changes cause problems)
- Planetary Armor Booster (armor doesn't really make sense to boost or inhibit anymore)
- Planetary Armor Inhibitor (armor doesn't really make sense to boost or inhibit anymore)
- Gravity Drill Station (annoying)

- Core Shield Generators (annoying)

- Some other AI structures. The following are being retained:

- AI Home Command Station
- Advanced Factories
- Advanced Starship Constructors
- Data Centers
- Advanced Research Stations
- AI Coprocessors
- AI Super Terminal
- Core Fabricators
- Core Turret Controllers

- Other AI defensive structures that are likely to return post-1.0 after some rework:

- Zenith Power Generator (balance)
- Zenith Reserves (balance, need the ships that it spawns)
- Distribution Nodes (balance)
- Experimental Starship Fabricators (balance, need the ships that it spawns)
- Experimental Fabricators (balance, need the ships that it spawns)
- Spire Archives (balance)

- Other AI structures that are unlikely to return:

- Captive Human Settlements