

POWER VOID

MERCENARIES OF FERRO CORPS

Deluminated by **VantaBlack**

~~Battle for the Void~~
~~The Void Quintant~~
~~The Quintant Void~~

~~Star Void~~
~~Galactic Void~~
~~Voidful Power~~

~~*Outer Void~~
~~**Power Void~~

Revised Storyline

Within a well-developed solar system, a mining planet has exploded but is being stabilized by an artificial colloid atmosphere. *The Vanios Syndicate* has enslaved various biped species to mine along an asteroid belt, *The Congregation* has hired *Ferro* mercenaries to free any bipeds that vow allegiance to *Numen Supremum*.

During orientation, new cadets accidentally discover a *Vanios* spy ship and are warped into orbit near the colloid planet. The *Varios Syndicate* threaten *Ferro* until *Gox* drones are discovered in orbit and the *Varios* hire *Ferro* to eradicate the *Gox*.

Ferro shoots out the *Gox* drones, only to discover a space station on the far side of the planet. A larger *Ferro* ship arrives and helps to defeat the space station. The Dyads safely dock with the larger *Ferro* ship.

Revised Attraction Summary

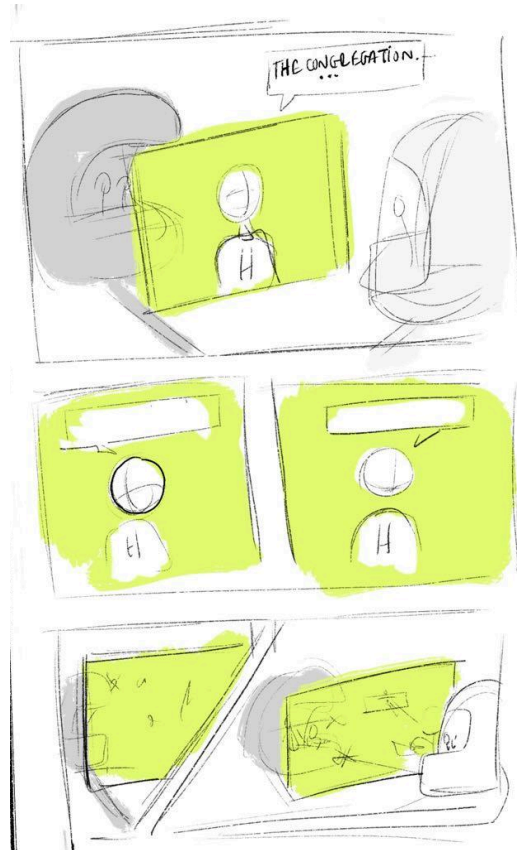
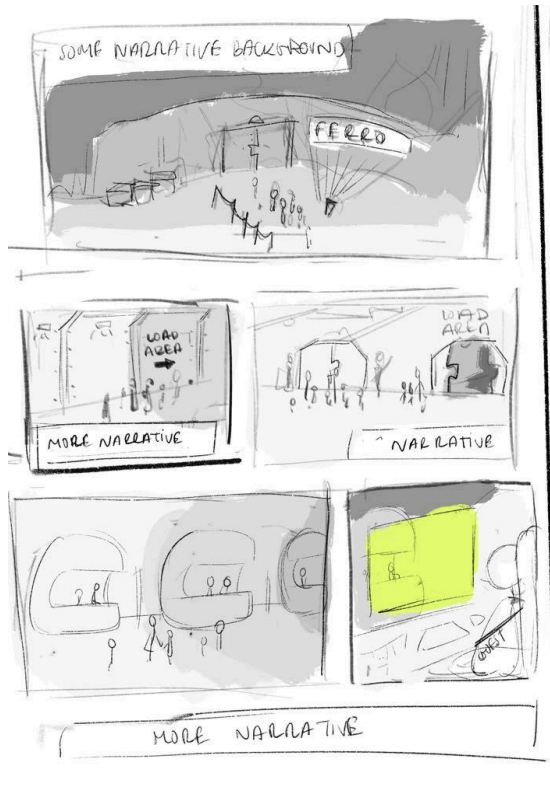
From working in the mess hall to cracking safes, everyone in *Ferro* is expected to fill in wherever and whenever necessary. Today, new refugees are going through gunner training in dyads. The training session begins with a squadron leader going over the controls during a practice round, shooting at monitors between the dyads. After learning the controls, the dyads fly outside, into a valley to practice with “real ammo.”

Ferro has been feeding a native species of *Fatiots* which scurry around the valley and make for good moving target practice. Shooting a *Fatiot* does not hurt them. It just stuns them for a brief second. They also return fire by spitting a sort of venom at the dyads.

In the pandemonium, the dyad accidentally flies into the exhaust of a *Varios Auditor* spy ship. The wake of the plasma drive warps our dyad across the quintants dumping the new recruits out in orbit of the colloid mining planet.

Varios hails *Ferro* and threatens to shoot at the dyad until both groups encounter an unexpected *Gox* space station. Instead, *Varios* hires *Ferro* to eliminate the threat and protect their enslaved moons. *Ferro* agrees and takes on the mission, attacking drones and eventually a nearby space station with the help of other *Ferro* vessels arriving soon after.

After the battle, the dyads dock inside a large *Ferro* ship and receive a hero's welcome home.



1. After centuries of relative peace, the Five-Quintants have become increasingly hostile. As a result, the old establishments have begun to lose political power. Now, civilizations among the Quintants must pledge allegiance to various representative parties.

2. *The Congregation* has hired *Ferro Mercenaries* to incapacitate ~~several~~ *Vanios* supply lines. After several ~~successful~~ raids, Ferro returned from the warzone with new refugees.

3. From working in the mess hall to cracking safes, everyone in Ferro is expected to fill in wherever necessary. Today, new refugees are going through gunner training in dyads.

4. Can we show them loading on both sides of the moving sidewalk

5. X

6. Elsewhere in the Quintants, sentient robots called the Gox are hatching a secret plan to weaponize an exploded mining planet, currently stabilized with an artificial atmosphere. Harvesting energy from the explosion and destroying organic life on nearby moons will allow them to establish a permanent residence in the system.

7. "The Congregation is paying us a small fortune to extricate any bipeds on the Vanios laborer planets. We can't just let any Plebe out there. You'll need to prove yourself."

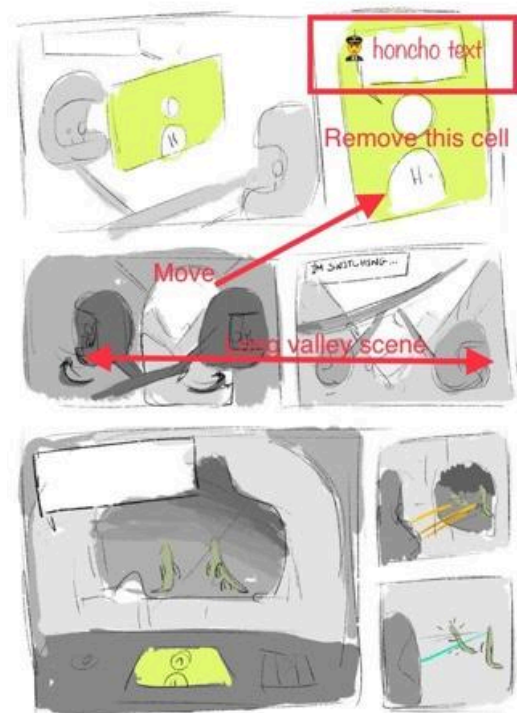
8. "Let's get used to those controls. It's not all empty threats out there. You need the ability to follow through."

9. "Use your Plasma Beams to hit the targets as they light up. Your enemy won't hesitate. Hit them before they hit you."

10. Here there is a transparent panel between the players in either side of the Dyad, so that they can see each other.

Honcho Ferro Squad Leader
Vanios Director Vanios Middle Management

We don't need to keep these colors for the final project. This was just to help me see who was speaking.



11. "Not too bad, Plebs. Good targeting, quick thumbs, a bit better than the last group..."

12. "...though their species had tentacle-arms. You've got a lot of work ahead of you. Let's take this into the valley with live 'munitions.'"

Just as box a Honcho icon and the dialogue. I feel like we can just squeeze in this text, he doesn't need a full comic cell.

13. X

14. "Here we go! Just focus on targeting while your dyad pilot maneuvers."

Wide valley scene with multiple Dyads, the track can angle left and right to get different Dyad shooting positions.

15. "Those pesky fatiots are screwing around in the valley. Switch over to Pulsars Rays; your Plasma Beams will singe their fur, even on the lowest settings. But watch out, they can hawk a toxic venom about 50 light-nanos."

Can you be sure to show the game controls? The joysticks, ammo count, weapon selection, etc.

16. X

17. X

18. "Hold up, guys; there's a lot of magnetic refraction on the sensors ahead. Let me degauss for a second..."

19. "No! It's a cloaked..."

"...Pilot, back off!"

20. X

21. "... it's powering up! You don't want to get caught in the warp wake or—!"

22. "Y'all still with me?"

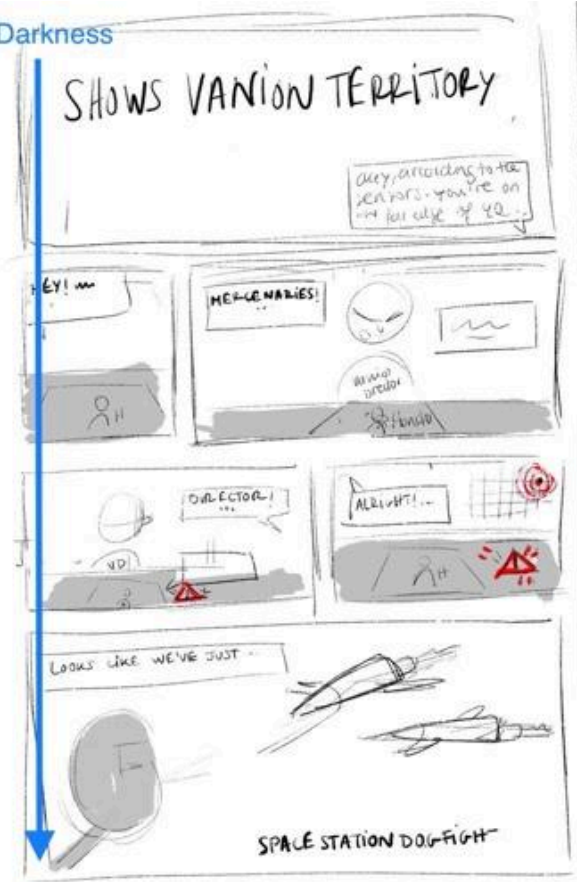
23. "Yikes"

24. "Those dyads aren't even intended to leave atmosphere."

25. "I don't even know where..."

Honcho Ferro Squad Leader
Vanios Director Vanios Middle Management

Darkness



26. "According to the sensors, you're out on the far edge of the 4Q in Vanios territory. Any further out, and you would have been stranded in the Amphi-Mag Belt.."

27. "But hey, more bad news, there is a Vanios Auditor ship hailing you. Look tough, or get to gunners-out position."

28. "Mercenaries in Vanios territory?! I will be elevating this to a review committee for disciplinary action. Dock and surrender, or you'll be censured."

29. "Director, there are anomalies in the forecasts. Ferro has a Squadron incoming. AND, there are Hex-bot signals above the Colloid Planet."

Show game controls with each player having different ammo levels and colors selected. Along with their scores.

30. "It looks like we got out here just in time. Director, you've got a Gox drone station in your Quintant. If they open The Colloid, you could lose this whole region. We can shoo them off...for a price."

Director: "Alright, just keep them away from The Planet!"

31. "Hopefully, The Congregation won't mind we've got us a side hustle.. Gunners, eradicate those drones before the Gox can weaponize The Colloid!"

32. X

33. X

34. X

35. "Commendations Ferro. I'm approving the transfer of funds now. Director clocking out."

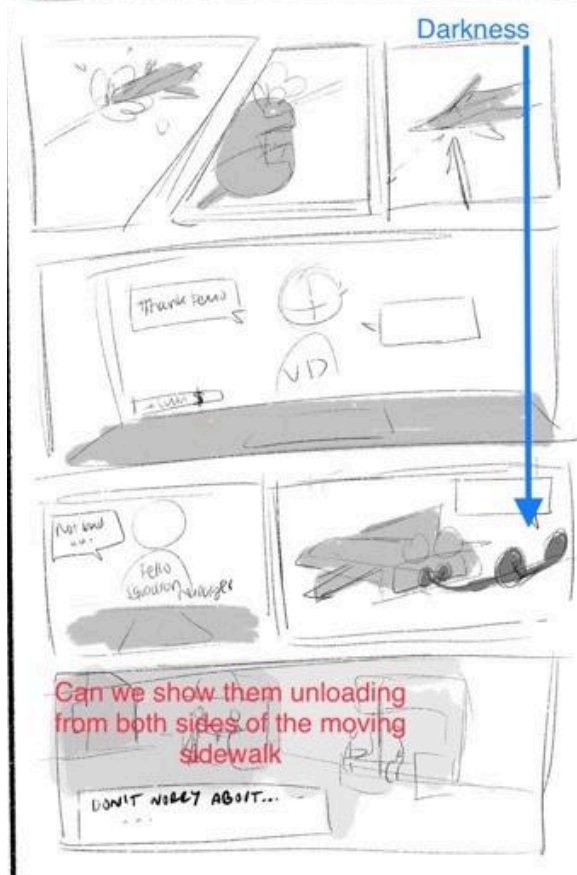
Show the players final scores on the dashboard

36. "Not bad for a recruit in a dyad. We need to hone those skills, but until then, dock with me, and we'll get you home."

37. "Hey, alright! But don't think this means you're in Ferro yet. You're still just a Plebe."

38. "Don't worry about him. You can continue your training when you get back. Before that, we need to save some Bipeds from Vanios thralldom. Welcome to my crew."

Can we show them off-loading from both sides of the moving sidewalk



Honcho Ferro Squad Leader

Vanios Director Vanios Middle Management

Revised Lore

After countless centuries of relative peace, this well developed solar system has only recently become hostile as the old establishments have begun to lose political power and various organizations have risen to fill the power void. Now, civilizations in the solar system are being forced to pledge allegiance under various representative parties. The system is divided up into five sectors known as “Quintants.”

Vanios Syndicate

One of many organizations attempting to expand their influence in the area, the Vanios Syndicate are driven by commercial interests. They have begun taking over entire moons/planets/asteroids within the solar system, mining resources from any source they can find. They have enslaved several races and with protection racketeering, managed to establish illicit agreements with the threat of violence.

The Congregation

A religious group on a crusade to free bipeds enslaved across the quintants and unite in peace under Numen Supremum (their theological leader). Their doctrine has deep-rooted ties within the solar system and, with the promise of peace and blessings, has quickly grown in appeal.

Ferro

As mercenaries for hire, Ferro Corps has found themselves in the background of many incidents across the quintants, solving problems off the books. While conducting espionage and sabotage, they have grown in numbers, offering safety to helpless individuals looking to flee societies no longer familiar to them.

Gox

A fleet of robotic drones with sentient leaders recently arrived in the quintants, originating long ago from elsewhere in the galaxy. Some offered them refuge, while others assumed the worst and outcast them from the quintants. The Gox have become increasingly hostile with fewer and fewer civilizations willing to provide sanctuary.

Citos Empire

Overseeing the entire central quintant, the Citos Empire is a safe, technologically advanced area that doesn't care much about the other quintants. They occupy the two planets closest to the central star and are protected by a vast radioactive asteroid belt, preventing the others from easily entering their space.

Recently, *The Congregation* has hired *Ferro* mercenaries to incapacitate several *Vanios* supply convoys. After several raids, *Ferro* has returned to their base of operations with some new refugees (attraction guests).

Across the quintants, the *Gox* have hatched a plan to weaponize an exploded mining planet, currently stabilized with an artificial atmosphere. Their objective is to harvest the energy from the explosion to recharge their power cells, destroy organic life on nearby moons, and establish a permanent residence for themselves on those now-empty moons.

Attraction

In a large hangar, cadets follow a conveyor belt with dyad pods on either side. Each pod seats two gunners.

Four novice gunners strap into the dyad facing the conveyor belt. Doors slide close with joysticks and flight data displays.

Honcho on Flight Data Display: "The Congregation is paying us a small fortune to extricate any bipeds on the Vanios slave planets. We can't just let any Plebe out there. If you want to stay with Ferro, you'll need to prove yourself."

The conveyor belt ends and is replaced with a long, semi-transparent plexiglass panel.

Honcho: "Alright come on, let's get used to those controls. It's not all empty threats out there. You need the ability to follow through."

Gunners practice shooting targets that appear on the screens. Points are awarded for timing as shot targets disappear before the other gunners can shoot them.

After the practice phase, the panel disappears, the dyads leave the interior base, and proceed to a course set up in the valley outside.

Honcho: "Okay, you ready to switch over to live munition? Let's take this out into the valley"

The dyad performs a half-roll as it exits the training facility, transitioning to the gunners-out position. Gunners remain parallel with the ground, now pointing in opposite directions, facing the outside of the dyad ride track.

Honcho: "I'm switching you over to Pulsars Rays, those pesky fatiots are screwing around in the valley and the Plasma Beams singe their fur, even on the lowest settings. But watch out, they can hawk a toxic venom about 50 light-nanos."

(Apparently a light-nanosecond is about a foot)

Fatiots spit at the dyads, shooting water across the canyon. When the gunners hit a fatiot, they freeze and glow for a moment, then shake it off and start spitting again.

Honcho: "Whoa hold up guys, there's a lot of magnetic refraction on the sensors ahead. Let me degauss for a second...

...it's...

...No! It's a cloaked...

...Back off, it's powering up! You don't want to get caught in their wake or —!"

A cloaked Vanios spy ship is revealed leaving the planet. The dyads fly too close and are accidentally warped across the system. Heat and air blasts are used to dry the ride vehicle and help prevent any rain or environmental debris from entering the show building. Flashes of bright light temporarily blind riders to make the interiors appear even darker.

The entirety of the show building interior is painted with Vantablack paint, preventing any light from reflecting and providing the darkness of the deep space atmosphere. The Vantablack product absorbs so much light that even the laser markers from the ride will not be visible to guests.

The dyad returns to the gunners-in position as the dyad spins several times, caught in the ship's wake.

Honcho: "Ya'll still with me? Yikes. Those dyads aren't even intended to leave atmosphere. I don't even know where..."

The Dyads emerge in the Fourth Quintant, deep in Vanios territory.

Honcho: "Alright, according to the sensors, you're out on the far edge of the 4Q in Vanios territory. Any further out and you would have been stranded in the amphi-mag belt, so I guess it could be worse."

Honcho: "but hey, more bad news, there's a Vanios Auditor (ship) hailing you, better look tough, or get to gunners-out position"

A Vanios Director (all titles are based on corporate management structure) appears on screen.

Director: "Mercenaries in Vanios territory?! I will be elevating this to a review committee for disciplinary action. Either dock and surrender, or you'll be censured."

The Vanios Director is interrupted by a Mid-Level Manager.

Middle Management: "Director, there are several anomalies on the scanners. Ferro has a Squadron incoming, but there is Gox technology signals above the Colloid Planet."

As we are about to attack the Vanios Auditor ship, an odd piece of Gox technology appears on our HUD. Ferro Squadron appears.

Ferro Squad Leader: "Well now, looks like we got out here just in time. Director, you've got a Gox drone station in your quintant. If they open The Colloid, you could lose this whole region. We'll shoo them off...for a price"

Director: "Alright, just keep them away from The Planet!"

We discover a Gox space station. Instead of attacking us, Vanios decides to hire us to attack the Gox station.

Dogfight begins with drones.

Honcho: "Looks like we've got us a side hustle. Hopefully the Congregation won't mind. Eradicate those drones before the Gox can weaponize The Colloid"

We battle with the Gox drones and destroy the station.

Director: "Thanks Ferro, I'm approving the transfer of funds now. Director clocking out."

Funds received on HUD, Vanios Auditor disappears.

Ferro Squadron Leader: "not bad for a recruit in a dyad. We need to hone those skills, but until then, dock with me and we'll get you home."

Honcho: "hey, alright, but don't think this means you're in Ferro yet, you're still just a Plebe."

Ferro Squadron Leader: "Don't worry about him, you can continue your training when you get back. Before that we need to save some Bipeds from Vanios thralldom"

Generic Art List

Logo

Galactic Map

Race Bios

Character Bios

Dyads Ride Vehicle and game system

Storyboarding and Key Art

1. Exterior
2. Queue
3. Load area
4. Training Monitors
5. Valley
6. Fatiots
7. Cloaked Ship
8. Many Hailings in Space
 - a. Honcho
 - b. Director
 - c. Squadron Leader
9. Gox Drone Dogfight
10. Gox Station Battle
11. Unload in Ferro Squadron Ship

Sabina Artwork

There's a few details down in Ivan's section that might also be helpful. Frankly, I don't know the following list is going to be much help. It isn't very different than my original storyboard.

1. Attraction Entrance
 - a. Hangar built into the side of a mountain in an alien jungle airfield.
2. Exterior Queue
 - a. Lots of cargo and military tents
 - b. On the side of a dated runway
 - c. Strips of paint on the ground
 - d. Flashing beacon lights for pilots to land
3. Interior Queue

- a. Inside the mountain
 - b. Sci fi paneling, some exposed cave rockwork
4. Load Bay
 - a. Moving sidewalk with a line of Dyad pods on each side
 - b. Ferro soldiers assisting guests
5. Getting Situated in the Dyads
 - a. The pilots - dad and daughter?
 - b. Playing with the controls
6. Briefing
 - a. Show the pilots adjusting the dials and switches.
 - b. Ferro Honcho on the monitor talking to them.
7. Target Practice on Monitors
 - a. Monitors are between the two Dyads, where the moving sidewalk was.
8. Valley
 - a. Foggy valley where lots of previous shooting has taken place.
 - b. Walls are dotted with burn marks where past pilots have shot lasers
 - c. Dyads spin a sound the track
9. Valley
 - a. Shooting at the rodents
 - b. Need to indicate that they aren't harmed, the just shake around a bit
 - c. Fatiots spit back at the Dyads
10. Valley
 - a. More fatiots angles
 - b. Spaceship charging in distance
11. Warp Drive Wake
 - a. The physical effects will be lots of lights, mist, and wind coming from the warp drive engine, blasting the Dyads.
 - b. Dyads will spin around the ride track
12. Lost in Space
 - a. Absolute darkness
 - b. We really need to show that this is extra dark. This is where the VantaBlack room will start.
13. Talking to The Vanios and Ferro Squad
 - a. Monitors with the various parties
14. Gox and Colloid
 - a. The Colloid planet is a partially exploded planet inside of a large jello ball.
 - b. The Gox have a space station attached to the jello, seeming to mine the planet's energy.
15. Gox Dogfight
 - a. Lots of fun fights over the colloid planet
16. Gox Space Station
 - a. Colloid planet should still be seen
 - b. Space station is destroyed
17. Fly into Shuttle Bay
 - a. A large Ferro corps ship with the Dyads flying into a shuttle bay
18. Unload
 - a. Another moving sidewalk
 - b. Pilots look excited

Ivan Artwork

19. Attraction Entrance - 1A, 1B

- a. On an alien moon, Ferro Mercenaries have an established base, built into a mountain with a hangar bay recessed into a cliff face. The older runway originally built for pre-hoverlift era spacecraft has been reclaimed with cargo and tents overflowing from the subterranean base.
- b. Surrounded by an alien jungle, park guests walk along the runway, past the various types of military gear and flight equipment that make up the exterior queue line.

20. Valley - 5, 6, 7

- a. Dyads zip through a foggy valley and jungle area. The cliff walls and alien tree trunks are pockmarked and singed from previous training runs down the winding canyon.
- b. Fatiots, an alien woodland creature, scurry around the cliffs spitting “acidic venom” (water) at the Ferro Dyads. The Dyads shoot back using “Pulsars” that are relatively harmless to the Fatiots.
 - i. Indicate in the foreground that the Dyad weapons don’t kill the Fatiots.
- c. Hovering further down the ride path, not visible to the Dyad Gunners, a Varios (enemy spy) ship is taking off. The Dyads get caught in their wake and are warped across the solar system. In reality, there is a flash of light, the coaster does some barrel rolls and ducks back inside the show building.
 - i. The Varios ship looks different from the more rugged Ferro technology.
 - 1. If they were cars, the Ferro is an offroading dune buggy.
 - 2. Varios is a rich businessman’s luxury sedan.
 - 3. The Gox are coffee makers(?)

21. Gox Battle - 9, 10, 11A

- a. Arriving across the solar system, in orbit of a colloid planet, the Dyads encounter a species of robots known as the Gox. The Gox are attempting to release the explosion, endangering organic life on nearby planets.
 - i. The planet is an exploded mining planet, being contained within an artificial atmosphere. Might look like an industrial explosion inside of jello? Represent how you best see fit.
- b. A dogfight between the Gox Drones and the Dyads occurs. Afterwhich, the Dyads enter the larger Gox Mothership and are aided by the late arrival of a large Ferro vessel.

22. Ride Vehicle

- a. Ride Vehicle
 - i. Egg shapes with doors that slide open
 - ii. Update previous version’s solid back, with a glass window.
- b. Ride Vehicle orientation around the ride track
 - i. S&S Freefly Model with 360° Longitudinal Spinning Gondola
 - ii. Allows track to invert without inverting ride vehicle
- c. Game Controls
 - i. Joystick to aim with a single trigger button.
 - ii. Digital ammo display that lowers as players shoot. Swap weapons to let ammo refill.
 - iii. Change the color of your weapon to better see your laser compared to other players.
 - iv. Video screen to communicate with squadron leader (animated video sequences)
 - v. Score display



Old Attraction Story Info

We fly in a Dyad, a coupled gunship, where four gunners reside in an automated ship. Two pairs on either side of a central engine.

Species

Fatiots - hairy red-brown mole creatures that squirt acid (water)

Gox - blue/grey skin in green or grey armor

Vanios - yellow skin in dark blue futuristic suits

Ferro - white and grey hardware with orange

Map

1. The Core Sun with 2 planets surrounded by a protective Asteroid Belt is the Citos Empire
2. Large planet with many moons controlled by the Gox
3. Secondary Lightweight Dwarf Star System with 4 planets in orbit of the Core Sun, each planet is independent and their representation is in flux with the greater two powers.
 - a. Republic of Powix
 - b. Plurinational State of Milox
 - c. oo Ciova Sultanate
 - d. United Republic of Vowal
4. Two planets with a Space Station network controlled by the Vanios
5. The Void