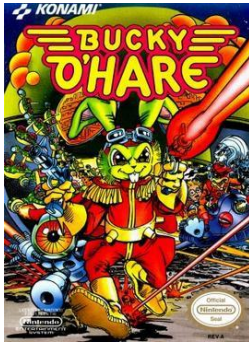


# Tone & Influences

# Primary Influences

The world of Stretchmancer is **primarily inspired** by:



- 90s Saturday Morning Cartoons (eg. Bucky O'Hare, Teenage Mutant Ninja Turtles, Biker Mice From Mars, Dinosaucers)



- Starfox 64

# Secondary Influences



- Retro Sci-Fi Psychedelia (Moebius, Chris Foss)



- Retro Sci-Fi Comics & Anime



- Classic Warner Bros cartooniness



- Star Wars Original Trilogy

# The Tone

Because the Tone of Stretchmancer is inspired by Saturday Morning Cartoons and Starfox 64, expect the following elements:

- Sincere, badass 90s-style dialogue and voice-acting style
- Maximalist character designs, with instantly-understandable personalities
- Overuse of in-world terminology and sayings
- Epic plots with genuine peril, where humble heroes can save the entire galaxy
- Taking the lore and plot deeply seriously...until they don't
- A desire to keep things fresh – throwing new environments, characters and perils at the viewer

Adapting the tone for modern players:

- Inject “quiet moments” to give us a rest from non-stop 90s action
- Create story moments and characters that “go deeper” than our influences
- Aim jokes and story at Adult Players, while never resorting to anything not-kid-safe (gore, swearing, innuendo)