

Future Expansions For Super Remixed Cortex Command B23 Legacy



About this Expansion Doc:

If I receive enough support I can redirect my focus on creating more content for you to play with this Super Remix, integrating mods into the base game, creating many new expansions like water scenes, lunar scenes, space scenes, special weather hazard scenes, space weather scenes, new terrain types, new bunker systems, new wildlife, new missions, new default weapons, vehicles, bombs, actors, etc.

Read about the details of planned expansion further below - cool pictures included!

Your support is needed!

This is a lot of work and I cannot do it without your support.

You can help me by **buying the Maximum Edition, subscribing to my patreon or donating to my BuyMeACoffee page**. Once I cumulatively receive enough money to reach the stretch goal, I will get started on creating the next expansion. **You can see the stretch goal on the game's Itch.io page.**

Alternatively you can support the development of my own full game projects that aim to surpass the original design flaws of CC by subscribing to my patreon and leaving a comment on what I should work on; this CC Super Remix B23 Legacy? or my Big Projects?

My Patreon offers game design articles, status updates, recommendation posts for other gamedevs and game assets. All these are free access to anyone, but subscribing to paid tiers will also get you access to other benefits not available anywhere else. Patreon is my central place to post updates, news and info about everything I do.

Support me here:

Itch.io to buy Maximum Edition: <https://reactorcore.itch.io/>

Direct Donations: <https://www.buymeacoffee.com/reactorcoregames>

Patreon support: <http://patreon.com/ReactorcoreGames>

My other links:

<https://linktr.ee/reactorcore>

<http://www.reactorcoregames.com>

Again: I will not work on this remix unless you support it. I need to pay rent and buy food, so working on this preservation project is only possible with your support. Otherwise I need to hustle on other stuff.

If you cannot offer money, you can still share the game by posting gifs, screenshots, fan-art and linking to my itch.io page anywhere you go. Every contribution helps.

I can award individuals that create and post fan-art or other creative works that could be used to promote the Remix to gain access to the Maximum Edition for free. I will also feature your links and creations on my free public posts on itch, X and patreon, so you get traffic too. Win-win.

Contact me via email:

reactorcoregames@gmail.com

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(This document may be updated as work continues with a changelog at the bottom listing the major changes.)

Expansions List:



(The 37 campaign missions available in the first release of the Remix. Imagine this view filled up with potentially a hundred more, including the water areas, space areas, the moon in the upper right corner and added space stations, asteroids, megastructures to surround the planet.)

Support me by buying the Maximum Edition on Itch or donating via BuyMeACoffee and I will make these expansion packs a reality, one at a time, completed in a month and made available to all players worldwide, for free.

In later stages, Maximum Edition enjoyers will get exclusive upgrades and updates to the included extra mods as I eventually overhaul them too to meet the standards of BW.rte that powers the core of this Remix.

Wave One - Basic Initial Groundwork

Ronin Laser Weapon Upgrade:



Convert all ronin weapons to laser type, change their functionality, rebalancing to them, touch up their gun sprites to be more futuristic, add red glow to their projectiles, change tradestar blaster and laser into blue particle trail 1 weapons with blue glow to differentiate from the newly create laser weapons. Make Ronin weapons explode into lasers on gibbing as a drawback to their new experimental cyberpunk style power.

The caveat here is that this expansion would be a temporary fix for the current unedited set of ronin weapons before they get a fully fledged mega upgrade later in Wave 5.

Why do this? Check further below on the Factions to Companies initiative in Wave 4.

New Campaign Mission Templates:



Currently most campaign missions use the simple yet versatile and randomized “Eliminate All Targets” template. There’s also two rescue missions and two defense missions in the original release of the Remix, but their scripts are tied to that specific map in a way that isn’t easy to apply elsewhere. This expansion would add universal new campaign mission types so that creating new Rescue, Defend, Fort Assault, Steal, Ninja Warrior Gauntlet, Race To The Finish, Return the Slab and Break The Targets campaign missions becomes as easy to implement as the current randomized Eliminator missions in bulk. My goal would be to implement at least the first three and if I get the chance I’ll try implementing the others too. I would create a playable simple proof of concept map for each of them as a released thing you can play and expect from future expansions. This expansion would make all future expansions much more interesting as they will be able to feature more diverse mission types.

Misc Info About New Campaign Template Types:

Fort Assault: Basically like Dummy Assault where there is a big enemy base that produces enemy units and sends them to hunt down your command unit that is in your own smaller base. You return the favor by sending directly bought and controller squads to eliminate incoming enemies and reach the enemy brain to defeat it.

Hazard course gauntlet missions: linear tunnels, tool usage, obstacles, maybe combat but more about getting a squad or solo from one place to another safely. Have skeleton or blue clone vip escort; they can’t fly so need to use a concrete gun to create ramps, grappling hooks to pull them up, use gravity guns to pick em up and toss them or utilize vehicles etc.

Race to the finish scenes: with start area and end area, also timer how long it took from A to B. Can buy any unit, prep to race then try for best time. No enemies, just obstacles. Ninja warrior style.

Break the Targets style scenes: sort of like a race to the finish, but the goal is to destroy targets as quickly as possible once the trigger area is entered/activated. Or when the first enemy is killed.

Teardown mode/Steal the Slab mode: first get to a vault, then upon stealing a slab all hell breaks loose and the user has to survive space police Armageddon or some other crazy calamity that is specific to the map. Basically a mix of assassin/rescue/defend missions where first you kill basic guards in the area, then "rescue" the item, then defend against relentless hordes trying to touch it, until the timer hits 5 minutes and then all enemies suddenly instagib and you win.

Other modes beyond these may also be possible.

Bunker Modules Expansion:



Add new bunker modules and extra pieces to make future scenes even more diverse than the existing ones. A mission or two will also be added if I have enough time.

Terrain, Tunnel and Surface Module Expansion:



Add tunnel modules, trees, natural surface pieces to spice up the non-bunker areas of a map. Again, this is ground work for future scenes to make them even more diverse than before. Also a mission or two will be added as a bonus.

Weegee Campaign Maps Integrated And Upgraded Expansion:



Unlocked and remixed old epic scripted Weegee missions like Swarm, Tartarus, Citadel and others. Allow liberal use of buy menu, start with mega default money, wider range of weaponry or other forms of randomization or flavor added to you and enemies, as well as extra details added to the maps. You'll still be able to play them as original by simply ignoring the buy menu.

Wave Two - New Worlds

Water Expansion:



Add sea surface and underwater campaign missions, new skirmish maps. Bonus special diver unit also will be added. Integrate the Hydro Plus mod into the base game permanently. Includes underwater decorative objects too like seaweed, clams and more. Units, projectiles and items behave differently in water due to buoyancy and entering/exiting the water will cause splashes!



This will open up the doors to fill up the water zones in the campaign planet view with actual missions that feature swimming, water filled tunnels, submerged bunkers, floating boat bunkers, offshore harbor maps, sand beach maps, cliffside water drop maps and so on.

Snow Expansion:



Add snow and ice covered maps. New snow/ice terrain textures and scene backgrounds. Gives more variety to environments by adding soft snow as a “scene hazard” that causes units easily sink into it, needing to dig themselves out or use concrete sprayers to make the surface solid. Can create more tactical gameplay moments. Ice can provide slippery walls that are not as easy to climb as regular terrain walls. Will include new campaign missions.

Lunar Expansion:



Add low gravity missions and maps. Includes lunar textures and backgrounds. Normal gravity is 20m/s downwards, while lunar gravity would be 6m/s downward. Massively changes how battles will feel when characters can fly and jump higher with more heavy equipment on them, meanwhile corpses, debris, bullets and others will float longer before landing on the ground. Will include new campaign missions.

Space Expansion:



Add zero gravity space station maps, asteroid maps, bunkership mission scenes. Will include a “normal gravity” module to let characters shift from spacewalks to regular gravity combat inside stations and ships while inside their area of influence. Add bunkership function parts like various thrusters. Add space backgrounds and a special cosmic border wall mechanic to prevent units accidentally getting deleted for no reason. Will include new campaign missions.

Orbit Expansion:



Add micro gravity orbital scenes where there's a slight gravity - somewhere between lunar missions and space missions - featuring a special lower re-entry zone that spans the entire floor of the scene. The more time spent in this zone will cause actors to combust and explode eventually - simulating them falling down the planet's atmosphere and being incinerated.

Megastructure Expansion:



Add new skirmish maps and missions within vast artificial metallic structures, inspired by Nihei's manga (Blame!, Aposimz). Each scene may include varying levels of gravity depending on the hypothetical gravity furnace that exists in the local area regulating the artificial gravity of that sector that the scene takes place. Features new bunker modules and metallic terrain that are made of hardened mega metal that is tougher than regular concrete or metal - which can also be used later on any other maps, include terrestrial ones!

If I have the time, I'll also add special scene objects that can interact and alter combat, like gravity regulator nodes, megastructure machine nodes that may pose a hazard or benefit to actors. Includes Nihei style vast open space sci-fi architectural backgrounds depicting giant super structures that seem to stretch to infinity.

Wave Three - Dynamic Frontiers

Weather Expansion:



Add weather hazard skirmish maps and missions with ambient elements like wind, rain, snow fall, hail chunk storm, sand grain storm, etc. I will go back to previous maps to give some of them these ambient weathers. Most of them are mild enough to be considered decorative, but the fallen snow, sand, ice, etc will pile up on scenes over time creating a cool atmosphere and physical effect. They will be made lightweight enough to not generate lag and be easy to add to any skirmish battle you want to play - even mixing multiple weather together or adding multiple instances of them for a double or triple effect.

Space Weather Expansion:



Similar to above, but in space and more hazardous. Add space weather that can appear in missions or be added to any skirmish match by you! One example is various types of asteroid showers - small rocks, medium rocks, large rocks - as well as their arrival direction could be from below, sideways, diagonal or any other! Other events could include temporary solar flare blasts, radiation pulses, gravity anomalies, sudden spawns of space debris. Spice up battles with interesting events that telegraph their arrival, allowing you the option to dodge them or push an opponent into them.

Aerial Scenes Expansion: (EXPERIMENTAL)



Adds high atmosphere scenes that have regular gravity and focus on floating platforms and objects, but also features an interesting floor mechanic to keep characters floating in the scene via emergency floatation devices that automatically activate if they fall too low. All characters and items automatically receive one when they enter the scene and it hovers above them like a balloon. Disabling the floatation device on an actor or dropping towards the floor at a high enough speed will cause the actor to go AAAAaaaaaaa and fall down away from the scene.

Aquatic Abyss Scenes Expansion: (EXPERIMENTAL)



Adds deep underwater missions and scenes that are entirely submerged underwater from top to bottom. Adds a mechanic where spending too much time at floor border will gib the actor/item due to crush depth. Adds items, weapons and craft suited to underwater scenes, such as a delivery craft that is a submarine, as well as a submarine combat unit.

Crust-Mantle Lava Scenes Expansion: (EXPERIMENTAL)



Adds a lava liquid subtype of the Hydro Plus water system and add campaign/skirmish scenes that take place very deep underground where the intense heat of the lava will rapidly deplete the health of unadapted units and gib them promptly. May include lava based natural modules/pieces as scene hazards placed around the level that can offer tactical opportunities or obstacles for the player or enemies. Add new scene backgrounds for deep lava underground environments.

Moving Train Scenes Expansion: (EXPERIMENTAL)



Add special scripted maps/campaign missions that sort of simulate a giant moving train where falling down onto the tracks will cause a powerful impulse force kick to send actors and items flying as if they jumped off a high speed moving train. Cloud MOSParticles that fly from right to left give the idea of speed and motion on scenes. Also an added sideways gravity effect pushes things in the opposite direction that the train is implied to travel. Can result in really funny combat moments and challenging missions where you need to hop from one train car to another to reach your target without falling onto the tracks by accident. And you can also push enemies into the tracks too for a satisfying way to dispose of them.

Traveling Hyperspace Bunkership Scenes Expansion: (EXPERIMENTAL)



Similar to train scenes expansion but with the zero gravity elements of space and bunkerships instead of trains. If you don't know, "bunkerships" are basically bunkers built in the shape of a spacecraft. They look cool and are fun to fight on even though you cannot actually drive them ingame. Instead of train tracks, the entire side border behind the bunkership or bunkership fleet has a giant hyperdrive plasma wake that works like the "tracks" in the from the Train Expansion, except that its vertical and creates explosions when actors or items enter it, causing them to gib. So now you can benefit from zero gravity levels where you can push your opponents backward into a giant plasma firewall! A mild sideways gravity also makes things more unique and interesting too. A special subset of space weather where the hazards appear at the front side of the map can be made later too.

Extreme Apocalypse Weather Expansion:



Meteorites, Acid rain, Heatwaves, Firestorm, Sideways Glass Storms, Volcanic Eruptions, Lightning Strikes! Most of these exciting and occasional events are intended for terrestrial scenes with an open sky. They will make those maps play and feel radically different as you will need to protect yourself against these hazards while trying to reach the mission objectives. Use of shields, concrete sprayers and quick movement will become important to avoid the harm. I will create new campaign missions that will feature these extreme hazards, along with adding an option to add them to any skirmish battle you want.

Wave Four - Faction to Companies Overhaul (New Content from the B23 modding era)

Circa Build 23, official content was quite scarce and one sided. Whitebots, Imperatus, Undead and Browncoats had practically nothing, while the other factions merely had a few actors, a roster of iffy guns and many expected things were missing like turrets, tanks, robots and other craft options besides the default dropship and rocket.



The other issue is that each of the game's groups were considered as "Factions", aka they all had their own isolated technology that they used exclusively, massively limiting the richness of the game by cutting down the range of possibilities that could happen during a battle.

This wave aims to change the heck out of both of those issues.

First by reframing all Factions into Companies that offer products and services to independent brain commanders - the players - who are freelancing mercenaries/warlords/heroes/villains that can choose whatever the heck they want and mix any products in any way freely and liberally.

Second, each Company will be upgraded with lots of new content sourced from mods, integrating them as vanilla content with necessary changes, upgrades, stabilization and potentially new graphics. This means new soldiers, units, weapons, tools, vehicles, tanks, drones, accessories, shields, spaceships, creatures and more.

Third, Companies will be renamed, rebranded and will no longer adhere to any kind of previous lore or technology that their original arsenal once used. All that old stuff goes out the window in favor of total freedom to have them include anything that fits their new general theme, as listed further below.

Fourth, balance wise I'm even willing to include superweapons and other things that previously were considered "overpowered" as new default content. The whole point is to celebrate the full spectrum of the physics playground that the Retro Terrain Engine offers, offering the full range of toys and things that take the maximum advantage of the pixel physics and destruction that this game has to offer. The only thing I will do is reduce lag and spam so the game continues working smoothly for any superweapons that rely on obscene amounts of particles.

Fifth, pieces from existing arsenal/actor catalogs may be relocated to other companies they fit in better, potentially resprited or recolored in the process.

I will go through the vast repository of old forgotten mods, test their functionality, evaluate their worth whether their contents should be:

- a) Become integrated as default content for one of the Companies.
- b) Kept as an optional expansion mod due to the content being somewhat similar to existing vanilla content, like different variants of the same item, ect.
- c) Preserved as a separate novelty mod that is best played on its own due to its peculiar nature or silly nature that otherwise messes up the game in a major way.
- d) Discarded entirely as redundant or broken, thus optimizing the overall mod selection of the Maximum Edition to include only the best of the best, even bundling some mods together into combined packs that offer specific types of experiences, while removing redundant duplicate entities among them so you get better loading times, cleaner buy menu selection, yet still not missing out on anything crucial.

The logic of what content will be added to which company is as follows:

Content Expansion - Coalition Military Arsenal:



Clone army soldiers. Reliable western modern military tech. Including motorized ballistic guns, modern artillery, bombs and missiles, toughened bioengineered badass warfighter clone soldiers, armored battle tanks. Magazines on weapons will explode if hit. If it would theoretically fit modern or near future NATO or US military, then it belongs here.

Colors: olive green, titanium white, grey dark matte metal, modern army style.

Content Expansion - Imperatus Heavy Metal:



Crude rough robots. Literally inspired by any kind of typical metal music genre stuff; heavy metal, fire, lightning, lava, chains, spikes, sawblades, brutal semi-gothic/gladiator inspirations, industrial devices, factory machines, smoke and smog. Absolutely awful at stealth due to emitting black smoke and sparks while idle, even having exhaust flames on hit wounds, but extremely durable.

Colors: shiny dark metal, red/yellow/green ominous lights, black latex, clean steel spikes and rust.

Content Expansion - Whitebot Energetics:



Advanced robots. Hi-Tech plasma guns, particle beams, shields, radiation, wave blasters, sonic weapons, stasis fields, mass drivers, railguns, mechs and bots. Upon gibbing or death, their actors and weapons cause radiation and toxic contamination that can turn places into hazardous no-go zones until they're cleaned up or the danger dissipates by itself over time. Colors: blue-ish chrome metal, clean white, dark blue, sleek technology corporation style.

Content Expansion - Ronin Cybertech:



Cyberpunk operators. Strong emphasis on experimental laser tech, cyborgs, implants, speed, mobility, drones and gadgets. Strongly influenced by cyberpunk content and tactical operator combatants with highly customized guns. Laser weapons are powerful and versatile, but unstable and will explode into lasers if broken. Generally cool experimental technologies, stealth, speed, finesse, hacking tech, and occasional discardable armor.

Colors: dark purple, medium grey with brown orange highlights, cyberpunk style.

Content Expansion - Muilaak World Masters:



Demigods that wield elemental powers in hyper armor suits. They use dimensional reality bending endtech stuff that seem like magic to everyone else. They have too much power and have to limit themselves or they'll vaporize the entire battlefield easily, including themselves. Basically any sort of technology that is too advanced for even Whitebots to handle. Black holes, antimatter, gravity manipulation, telekinesis, weather control, etc.

Colors: crimson red, bone white, olive green highlights, rainbow accents, ultra tech style.

Content Expansion - Crash Dummy Demolitions:



Crash test dummy robots. Michael Bay explosives, shockwaves, hard solid physics object impacts, smashing into stuff, concussive blasts, construction tools like jackhammers, pilebunkers, wrecking balls, demolition, crash test dummies, scraptech, actors leak gas when wounded and explode on gib. Dummies are all about blunt force, boom boom and any kind of construction hardware.

Colors: hard orange plastic covering, dull grey metal internals, black and yellow heavy duty construction style.

Content Expansion - Biogen Oddities Inc:



Hazmat troopers that aren't human. Formerly called "Undead.rte", this company is the home to any kind of bio, mutant, ghost, zombie, skeleton, weird, voodoo, spooky, medieval, monster, and other strange kinds of things. Often unconventional, quirky and unreliable, yet oddly powerful at times.

Colors: putrid green, yellow, bone, red veins, purple, pink, dark metal highlights, eerie zombie style mixed with frankenstein tech influences.

Content Expansion - Tradestar Common Goods:



Regular human beings, also brains in jars and servitor robots. Walmart style techy universal products, unique novelties, golden bling, and miscellaneous basics. All products are safe and commonly known. Offers both useful tools, gadgets, machines, some straight-forward energy weapons, as well as some occasional toys or uncategorized surprises. Some corporate influences, police/SWAT influences, administration/government influences, and logistics influences. Almost civilian, but not entirely.

Colors: deep blue, light blue, white, occasional golden and soft pink standout things. Consumer mall style.

Content Expansion - Browncoats Pawnshopz:



Various unorganized human and alien thugs. Biker, leather, rubber, cowboy, pirate, ninja, vigilante, steampunk, raider, thug, terrorist, rogue, thief, chemicals and acid. A mixed bag of ragtag races, aliens, humans, cyborgs, robots and others that often carry unwieldy, jury-rigged firearms, realistic modern 21st century firearms, as well as an emphasis on smoke, chemical and acid warfare. Dodgy/shady looking stuff that feels dubious if it even works or is (un)ambiguously unethical or so crass/vulgar that no other company would adopt. Colors: bright brown, dark leather brown, black matte rubber, chrome metal, cloth wrap, jury rigged renegade style.

Content Expansion - Wildlife Preservation Group:



Zookeepers, animals and safari hunters. Flora, fauna, regenerative natural things that are native, come from offworld zoos or otherwise somehow ended up as wild stowaways on this planet and its surrounding space, moon, orbit or megastructure. May include primitive caveman stuff too, as well as geological, crystal, insect, capturing and tranquilizing related items. Colors: fresh green, bright orange, sky blue, with pink accents. Glass biodome and wildlife sanctuary safari style.

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Completing this wave will reach my big dream: Process all mods and integrate them into base.rte or respective company.rtes, creating the ultimate custom B23 that is fully loaded with

everything except additional mod factions, funny mods or broken mods. Do not overhaul anything per se, just tweak stuff enough so that it works and doesn't have glaring issues regarding compatibility or "fitting in" with the main gameplay.

Wave Five - Super Remix 2.0 Mega Upgrade and Optimizations



All the waves above will inevitably create a mess and longer loading times, as well as featuring inconsistent behaviors that don't necessarily play well. The various visual effects, gibbs, projectiles and explosions will be somewhat all over the place in how they look, feel and behave.

I can fix all that, but it's a lot of work untangling that mess. I'd have to restructure all folders, all files, all ini code and recode many of the entities as well as anything that they rely on.

The result will be standardized, visually improved explosion effects, gore effects, fire effects, smoke effects, equipment breaking gib effects, craft destruction effects, bullet effects, projectile effects, trails, wounds and other things being improved greatly. Essentially, imagine the quality level of BW.rte content, but applied to all vanilla content too.

Huge amounts of code bloat would also be removed, reducing loading times massively, decluttering the buy menu and build menu, renaming all items, improving descriptions and making everything work oh so much more smoothly.

Again, I want to emphasize that all this work would be very annoying for me to do and probably take long. It will also fully break compatibility with any remaining B23 mods that were still included in the Maximum Edition at this point, meaning I would have to overhaul ALL OF THE MODS TOO. They too would get these upgrades and optimizations.

Additionally, I may also try to implement burning fire mechanics, emp mechanics and arc lightning mechanics that allow for status effects and specialized weapons/hazards/weather that trigger these, making those actors susceptible to them catch on fire, go haywire, conduct electricity, respectively. Maybe even more.

Base.rte 2.0 Overhaul:



The most important one that lays the groundwork for all the other Overhauls. Create new standardized instances for explosions, blood, gibs, bullets, brass and more. During this time, all other content and missions will be disabled, so most likely you'll continue playing with the Pre-Wave 5 content until much later.

I would also massively upgrade the bunker modules selection, removing clutter, modifying modules to be better, improving organization and generally overhauling the bunker building experience to be faster, easier and improved in every way possible, making it less tedious, less clunky and better organized overall.

Bunker systems would also be improved, increasing their visibility, making them efficient without having designs that lag the game or are too expensive to deploy on scenes due to MOID limits, making invulnerable bunker systems have a shootable component to actually make it possible to break them.

More decorative background objects and symbols would be added, letters would be improved and bunker bits would be enhanced too.

This will also mean that all existing missions would be removed and recreated anew with all the new features, new modules, new systems and new objects, loot and starting positions.

And this also means all existing terrains would be improved, standardized and made better designed and compatible with the sensibilities of the game, avoiding issues that exist in the current scenes and missions, like blocked ceilings, minimal flight area, awkward landing zones and lackluster terrain details.

Even further, the planet, moon and surrounding space graphics of the main menu would also be redrawn and upgraded to include megastructures, new terrains, new biomes and more to reflect all the added expansions so far, making it way cooler and detailed than ever before.

Most likely this overhaul would be split into multiple expansions with frequent updates on progress.

Coalition.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Coalition specific ammunition, effects and such. More details will be added later...

Dummy.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Dummy specific ammunition, effects and such. More details will be added later...

Ronin.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Ronin specific ammunition, effects and such. More details will be added later...

Whitebot.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Whitebot specific ammunition, effects and such. More details will be added later...

Imperatus.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Imperatus specific ammunition, effects and such. More details will be added later...

Browncoats.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Browncoats specific ammunition, effects and such. More details will be added later...

Wildlife.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Wildlife specific ammunition, effects and such. More details will be added later...

Undead.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Undead specific ammunition, effects and such. More details will be added later...

Tutorial.rte (Muilaak) 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Muilaak specific ammunition, effects and such. More details will be added later...

BW.rte 2.0 Overhaul:

Implement the upgrades from Base.rte and Upgrade Ballistic Weapons: Mercenaries specific ammunition, effects and such.

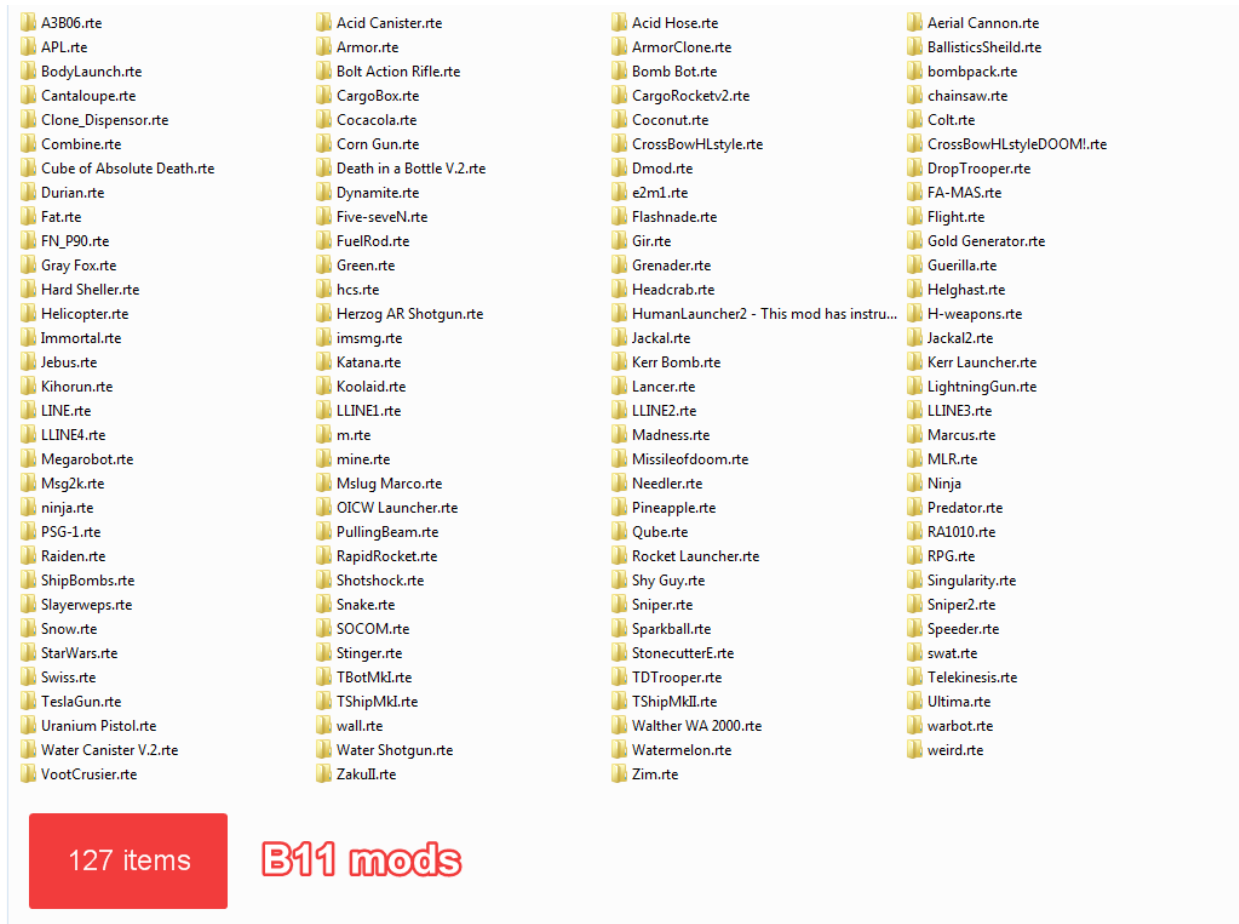
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Note: Although the Base.rte stuff is most difficult, the various Companies upgrades would still require a lot of work. They will feature new effects that are unique to their specific weapons and actors, which would still be a lot of work. Each faction would also gain new content in the process, while reworking old actors, weapons, tools and craft into a whole new level of awesome quality.



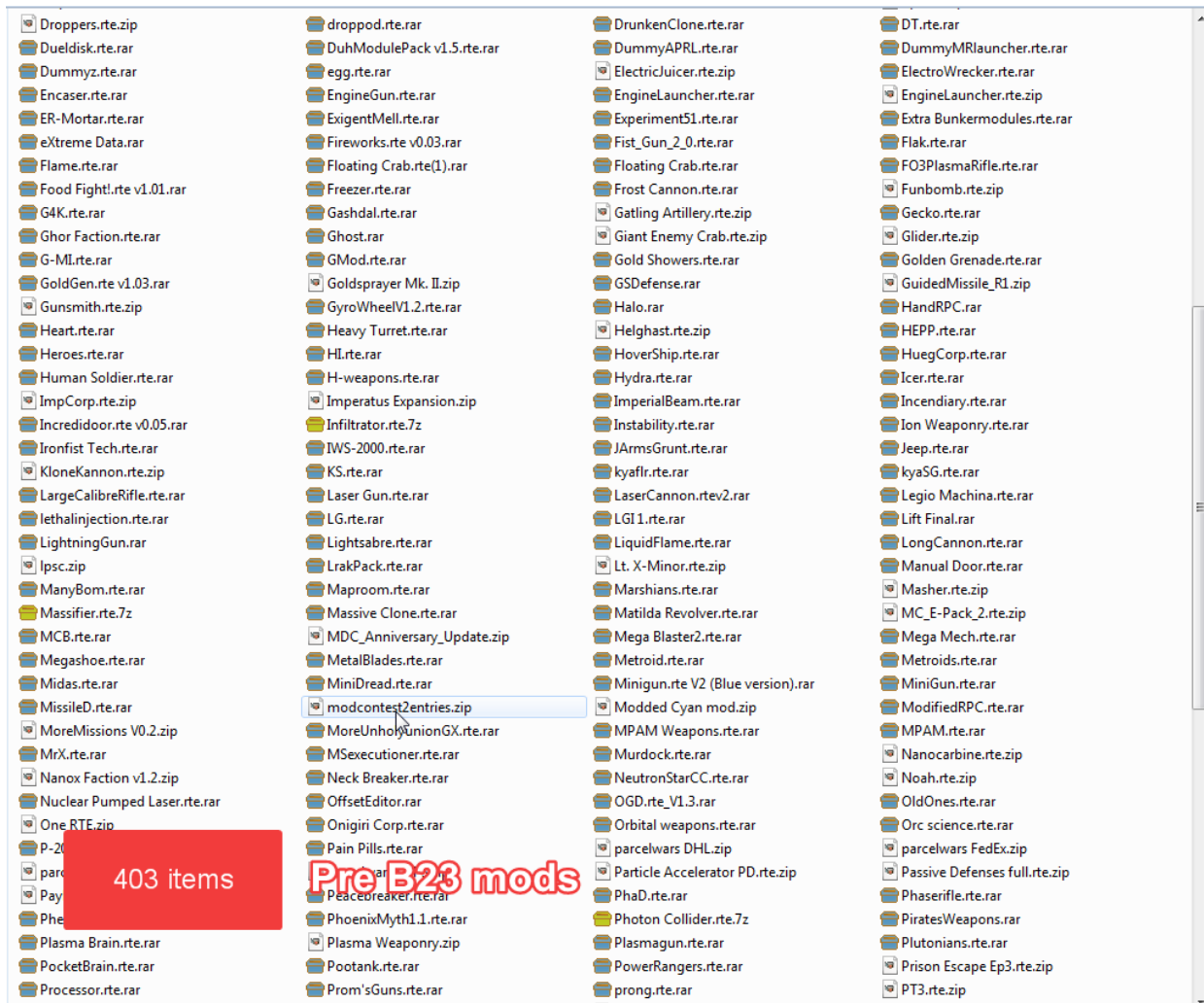
The end result will transform B23 Legacy into a truly epic experience that makes everything that came before pale in comparison.

Wave 6 - Ancient old mod archaeology, before B22 and older



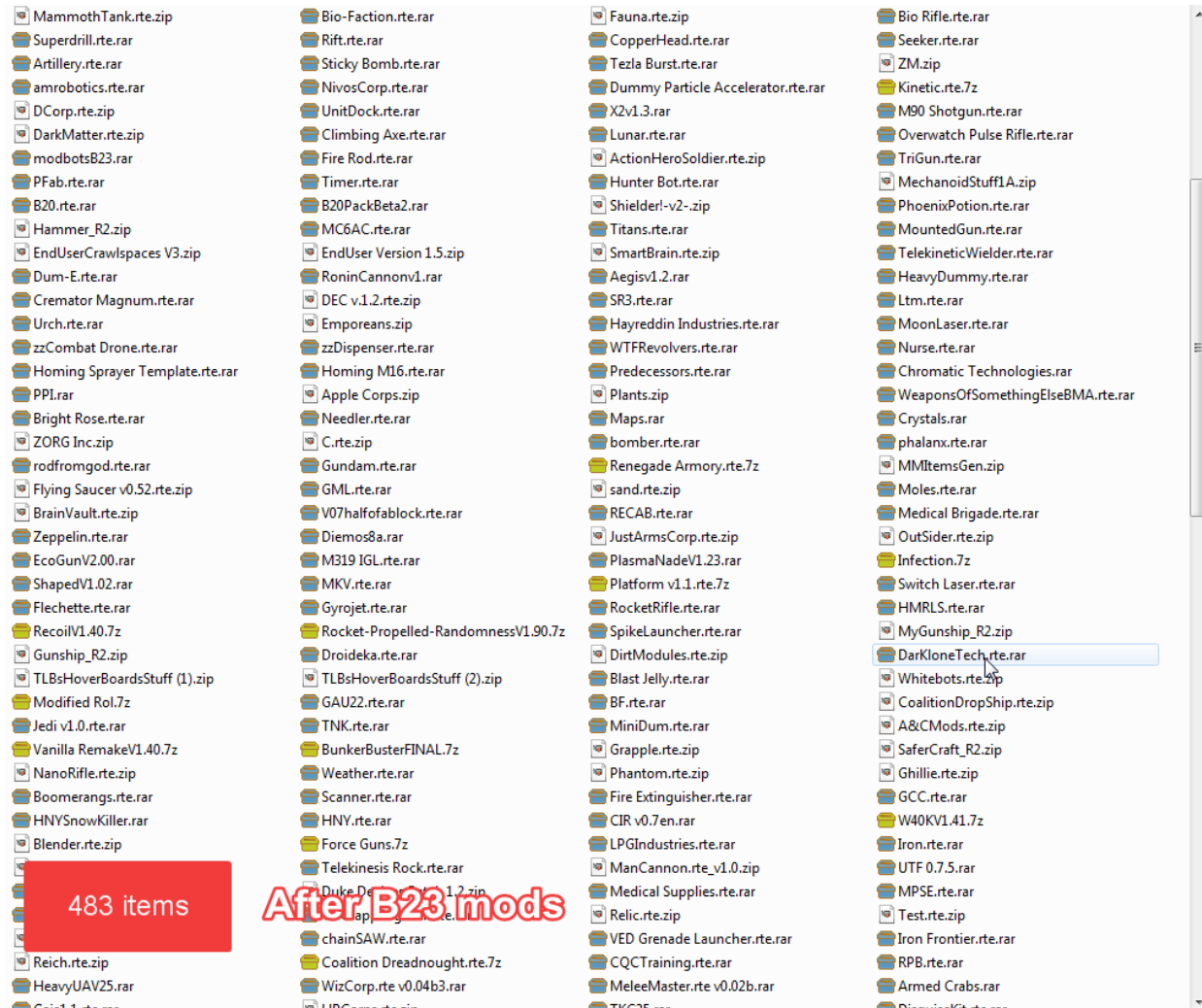
I have a huge collection of even older mods than the B23 ones you find in the Maximum Edition which still include a vast amount of interesting and cool content.

The goal would be to process the entire folder of hundreds of files and either discard them permanently, overhaul them to Remix 2.0 standards and then implement them into one of the companies or package them up as an optional cleaned up and upgrade mod.



I'd probably do these in several batches per month, but I cannot give estimates at this point in time since this would be a far future thing.

Wave 7 - Later than B23 mod archaeology



I also have some mods that are between the Build 24 era and Build 30 era which could also be included too. However, many of these may use Lua scripts or things that Build 23 does not support, so likely I could create remixed versions of their content that will work in the 2.0 Remixed B23 Legacy.

Granted, some mods will be impossible to convert because they specifically rely on very specific Lua driven ideas, but those that are basically guns and actors... well I have a way of making things work through INI modding with simpler Lua scripts that are possible in B23.

Again, no expansion pack estimates for this one either because it's too far in the future.

Wave X - Dump list of various ideas:

These may be implemented as a direct part of any above expansion, or as a bonus on top of other work or made into a separate expansion of themselves. These are my raw and unformatted thoughts, it has a lot of game specific technical jargon, so don't expect polish in this section.

- Change bw missions to randomly shuffle any enemy actor (with height considerations, exclude mechs), any equipment they have, any lootable gun spots caches from any rte.
- Change bw missions to randomly start with a dropship that contains a randomized loadout of 2 characters with any combination of weapons, explosives or shields (upto 6 pieces of any equipment per human actor, even silly meme loadouts like 6 shields only) and a extra optional crab unit for good luck. (Will require changes to all missions to assign player dropship entry, loot spots, enemy spawns, maybe even enemy sentry/enemy patrol spawns too.)
- Bg light/lamp modules (on off versions, dithered light auras or cones as bg overlay for bunker bgs. Maybe try a persistent pinned mopixel glow too(might be less reliable due to glows sometimes failing.)
- Shuttle based maps (Take that "shuttle train" thing from that one mission and make couple of them travel either looping around map or as a back and forth shuttle, as a big moving destroyable hazard that creates that matrix esque subway fight where they can throw the opponent into the train tracks to get them splattered.
- Change Faction Names, Module Icons (later)
- Particle Effects Engine add (that cool lua mod that district 9 uses by Sunrise.)
- Expand soundtrack by merging multiple mp3s or oggs into ccombatmus1 and 2. Or try adding a jukebox/radio/boombox mod that plays music.
- Country flags bunker modules pack based on emoji packs. Three variants: small bg 24x24, large bg 48x48, large physical destroyable concrete 48x48. Also include bg poles and racks for bg flags.
- Similar to above, traffic sign bg packs, emoji "graffiti" packs, ornament pattern bg 48x12 and 96x12 packs.
- Also bunker bg wallpaper packs. (based on 1x, 2x, 4x bgs) base.rte modules will remain as BU, but all others bunker building will transfer to the simple standardized solids and BGs system.
- Common words (armoury, hangar, medbay, core, command, hub, engine, room, base, outpost, disposal, headquarters, landing zone, etc. Both for bunkers and bunkershops. Placeable to background. Dark and bright versions.)
- 8x2 and 8x4 mega modules. (Concrete, metal, dirt, tunnel, bg wall, etc)
- 16x2 and 16x4 giga fill modules. (24px = 1unit, so 16unit is 384px!)
- Create new materials, rebalance all materials, give each of them a texture file and
- More terrain cutters variants, including megasized ones.
- Similar to terrain cutters, make terrain weakeners that use airbrush spray to make modules brittle.
- Treasure blocks for making loot hoards and gold vault rooms ala Scrooge McDuck.
- Damage makers (upon map start autodetonating silent blood/oil/fluid bursters, invisible terrain damagers, gore/gib/metal throwers.
- Ancient ruinificators (rust makers, material sepia entropy weakeners for solid modules, dead skeleton ragdoll tosser, scene editor placeable area Lua kill detonator that allow any preplaced actor to become a decorative corpse on level start, etc.)
- Ai made natural terrain rocks, trees, bushes, moss, leaves, some bg, others solid.)
- Ambient hazard emitters like leakers, droppers, sprayers, tossers, lobbers, vents, emitters, geysers, pseudo plant/flora "actors" (spores, thorns, gas, mist) and more.
- Make map making protocols doc:
 - - less is more
 - - max quotas for items to place
 - - guidelines to map design
 - - focus on free type modules, rebrand base.rte prefab Wang tile modules as its own thing.
 - - decide which packs should remain as optional mods that users will place themselves to suit them. (Load time reduction reasons, one idea is flags and emoji graffiti but not deco ornaments or lights.
- Maybe a replayable story sequence campaign? (Numbered missions, classic take down a villain epic campaign)
- Use tutorial or first signs mission script to auto select next mission in campaign? (Don't remember if it was hard coded or not.)
- Remove obnoxious win/fail scrollers and implement a global script object that triggers win/fail celebration effects instead.
- Protocol doc for naming and balancing actors and items so that organizing them becomes easy and potentially Lua can tap into it for elemental/hack status effects.

More things may be added to this list later.

Epilogue:



The ultimate dream is that after these 7 waves of expansions, this Ultimate Remix 2.0 version would be a fully finished product that would have achieved in providing all kinds of awesome content that you can play with in all kinds of environments, missions and more. Past this point I suppose I could just do more and more missions as sort of cassette packs that you can load up

as mods to play, without endlessly piling up too much content at once so the game takes forever to load.

Maybe even a less dramatic “3.0 Safe Overhaul” that keeps all missions and content intact without breaking anything as severely as 2.0 upgrade would, but just adds more polish, better tweaks, further refinement and extra detail added to the effects. could be made, The fidelity of the game experience would increase and improve the cool surprising situations and events you’d run into the game.

This end point would be essentially what I originally wanted to get to as a developer when I was working on Cortex Command with Datarealms back then.

That said, don’t consider this a serious game with a proper economy, balance or any sort of cohesive play; its main purpose is to be an interactive museum that showcases the full potential of CC and inspire future creators to create a game that surpasses it and doesn’t repeat its mistakes.

To regular players, they will enjoy the awesome physics based combat and plethora of choices in combining and witnessing surprising situations play out. It’ll be sort of a sandbox, though skirmish battles can actually be won now and campaign maps give plenty of cool places to fight over and over with endless different approaches. It will feel more like a game and less like a sandbox, even though no metagame, no story and no progression will ever be found here.

To game devs, they will see the structure, style and systems of the game as something that surpasses most games out there in terms of fun playability, giving an idea for creating all this, but better.

Disclaimers:

Note: I reserve the right to change the order of which expansion I work on because some expansions can allow for creating cooler scenes if I do them first.

Note2: I cannot guarantee that I will complete one expansion within a month but I will try my best. I have responsibilities and I am just one busy man working on all this, please understand my limitations.

Note3: Expansions labeled as EXPERIMENTAL might turn out hard to implement or have some kind of fatal roadblock that I won’t find out until I’m building them. In theory I’ve already envisioned how I’d code them and implement them, so they *should* be fully doable. Either way I reserve the right to cancel working on any expansion and work on the next one instead. Maybe those might get revisited later, maybe not.

Note4: In light of Wave 5 overhauls, I do not recommend anyone modding this game as your work will be broken and rendered incompatible when the overhaul happens. Unless you're fine with having it only work for pre wave 5 versions of the game.

Note5: Honestly I'd be happy to get help but most of the tasks I will need to do myself since I have the context and knowledge that I can't transfer to anyone easily. The only tasks I could accept help in are these:

1. Test out every mod in the Maximum Edition and report to me that it works. If it doesn't screenshot the error or write what it said.
2. Test out every mod in my not-available to public package and report me the errors it gives. Or fix them so they will load successfully in B23. You'll have to contact me first and I'll give a sample pack to test your resolve.
3. Sign up as a volunteer spriter to provide me with free improved sprites when I recognize that newly added objects to the game need said new sprites. I will announce new packs of sprites that need to be redrawn and if more than one person creates new adequate sprites, I will do a public poll on my patreon who's sprites will be chosen if the entries cause a conflict in me from being able to choose one of them myself. The rest would be put inside an optional alternative look skin pack or sprite resource for anyone that would want to create mods after the Wave 5 overhauls.

My email address is reactorcoregames@gmail.com

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To support me in making all this a reality, here are your options:

Here are my links (again):

Itch.io to buy Maximum Edition: <https://reactorcore.itch.io/>

Direct Donations: <https://www.buymeacoffee.com/reactorcoregames>

Patreon support: <http://patreon.com/ReactorcoreGames>

My other links:

<https://linktr.ee/reactorcore>

<http://www.reactorcoregames.com>

Remember, the game itself is free and you're paying for my service, time, knowledge and effort to make the stuff listed here a reality. My work is the product here.

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Document changelog:

V1 initial version.