

Seniriu Player's Handbook

Emerald Nova Games

Table of Contents

Seniriu Player's Handbook.....	1
Emerald Nova Games.....	1
Developer's Note.....	4
Story.....	4
Setting.....	4
Jargon.....	5
Organizations.....	6
Economy.....	6
Premise.....	7
Appearance.....	7
Interface.....	8
Controls.....	8
Menu.....	8
Mechanics.....	9
Skills.....	9
Hand-to-Hand [Strength – Dexterity].....	9
Blades (Small) [Perception – Guile].....	9
Blades (Large) [Strength – Perception].....	9
Bludgeons [Strength – Toughness].....	9
Pole Arms [Perception – Dexterity].....	9
Ranged Arms (Small) [Perception – Dexterity].....	9
Ranged Arms (Large) [Perception – Toughness].....	9
Shields [Toughness – Strength].....	9
Light Armor [Dexterity – Toughness].....	10
Medium Armor [Toughness – Dexterity].....	10
Heavy Armor [Toughness – Strength].....	10
Athletics [Dexterity – Strength].....	10
Stealth [Guile – Dexterity].....	10
Intrusion [Intelligence – Guile].....	10
Computers [Intelligence – Memory].....	10
Engineering [Memory - Intelligence].....	10
Speech [Empathy – Guile].....	10
Magic (Heat) [Intelligence – Empathy].....	11
Magic (Cold) [Intelligence – Memory].....	11
Magic (Electricity) [Memory – Guile].....	11
Magic (Creation) [Empathy – Memory].....	11
Magic (Psychic) [Empathy – Guile].....	11
Magic (Gravity) [Guile – Memory].....	11
Relationship [Empathy - Memory].....	11
Attributes.....	11
Strength.....	11
Toughness.....	12
Perception.....	12
Dexterity.....	12
Intelligence.....	12
Memory.....	12
Empathy.....	12
Guile.....	12
Luck.....	13
Exertion Statistics.....	13

Developer's Note

Build 0.1.000 represents an incomplete effort to create a playable demo by the January 1st deadline of the SEGA Saturn 26th Anniversary Game Competition. Models were created by Biorex and textured in a collaborative effort between Emerald Nova and Biorex. Emerald Nova programmed the game building on top of XL2's Z-Treme tools and ZTP file format for 3D model loading and display, and using Jo Engine for basic system interaction and 2D display.

There was not enough time to implement enemy AI or combat interaction for this build. As of now, you are able to explore a dungeon and observe the animated enemy models meant to serve as random encounters in the dungeon. While skills, attributes, and other character statistics are implemented, they do not yet affect gameplay, side from the preview of your exertion statistics in the HUD. You can sneak (Y,) run (Z + d-pad,) and jump (C) while exploring the dungeon

It is my hope that this preview can give you, the player, and idea of what to expect in a future, more complete release. The planned gameplay is strongly inspired by first person role playing games such as the Elder Scrolls series and Ultima Underworld, with a setting inspired by numerous beloved science fiction stories. The goal is an approximate CRPG experience on console, with graphical fidelity comparable to official Saturn releases.

While the rest of this document may not yet be relevant to your experience, I hope that you will peruse it to familiarize yourself with the setting.

Story

Setting

The story of Seniriu is set in a far off future, in a quadrant of a dual-disc galaxy primarily ruled over by three massive galactic powers. You will adventure in both procedurally generated and hand-made dungeons encountering a variety of alien life.



The galaxy is made up of two discs at intersecting angles, Major and Minor. Major is about twice the size of Minor. The outer portion of minor is dominated by three quadrant superpowers: Vistha, Raleigh, and The Foundation.

Vistha is a parliamentary monarchy with royalty and nobility that hold significant power and political influence. They are largely populated by Elves. The royal family of Varygoff has a line spans over a microquad of history. Vistha is open to visitors and refugees provided they navigate the bureaucracy properly. There is a large degree of elitism expressed by natives against the various smaller nations and clans outside of Visthan space, though they have a large degree of cultural contact and trade.

Raleigh is a benevolent dictatorship composed entirely of humaoid dogs referred to as Raleighans. The current leader, Dren, has been in power for 10 nanoquads, after killing his predecessor. Raleighans have traditionally relied on raiding neighboring smaller nations and occasionally Vistha space for goods, slaves, and sport. Non- Raleighans have no official rights, but with enough money (business and bribes) or charm can be treated as a welcomed guest. Under Dren's leadership, raids have died down, and an ongoing war with Vistha has come to a ceasefire, and more traders have felt comfortable setting up shop near Raleighan Border Space. Vistha's

frankly racist approach to diplomacy has made the current peace feel temporary and fragile to those well informed, though the common man takes it as the new normal.

The Foundation is largely unknown to those outside its territory. Its border space is heavily patrolled by automated sentries and the occasional battleship. Those who have made contact near the border have said that the manned ships are crewed by grays, and that scanning technology and communications implied a level of sophistication not available in the rest of the quadrant.

In between the space occupied by major powers are various small nations who keep well enough out of major quadrant politics to not get overtaken or wiped out by the major powers. Many clans near Visthan space are nomadic in nature for cultural reasons, and often make predictable circuits between a handful of systems. Small trade empires near Raleigh tend to network together in mutual cooperation pacts to enforce property rights and ensure smooth trade and consistent supply lines for themselves, and especially for Raleighans. Many subspace beacons near The Foundation have been altered in a way to make utilization with common tech in the quadrant impossible. A handful of single world cultures exist near the Founders' border space, largely in a technologically deficient capacity, keeping to themselves. Many are pre-spaceflight in development.

Below is a rough political map of the quadrant. Foundation is in grey, Vistha is in blue, with the autonomous regions in cyan. Raleighan space is in red.



Jargon

In the quadrant, there are a handful of words and terminologies that are useful to pick up for communicating with locals. Miraculously, everyone uses the American Imperial system of measurement for weight and distance.

Time is measured in Quads (~1 billion Earth Years,) which is exactly four (projected) rotations of Minor. The number 4 has significant cultural and religious significance to many in Minor. You will commonly hear the following terms: nanoquad/nan (~1 Earth Year,) microquad (~1 Earth millennium,) picoquad/pico (8 Earth hours,) arn ($\frac{1}{8}$ of a pico,) femtoquad/toq (~30 Earth seconds, or 5 turns,) tik (~1 Earth second.)

Cursing is regional, with largely two spheres of influence, Raleighan and Visthan. Replace your colorful vocabulary as follows (Raleighan/Visthan.) Fuck (frack/frell.) Shit (smeg/Dren.) Damn (shazbot/yotz.) Bitch (Vix/hazmot.) Hell (Guh/Hezmana.)

There will also be various phrases that may come your way, some common, some colloquial idioms. Being spaced is being thrown out of an airlock. One who is three short is very stupid, and may be classified as a Very Dense Person (VDP.) An extremely arrogant or vain person is a nuex in Vistha and a naka in Raleigh. Breaking Foundation is an impossible task. Parsecs for picos is

extremely fast in Vistha, but going too fast will give you white fur in Raleigh (this can be said even by hairless races, the meaning is the same.) Escaping a tough situation is leaving with your good and guts in Raleigh.

Organizations

The Riders are the beast mounted cavalry troops under the direct command of Dren. They specialize in infiltration, night raids, and occasionally expatriation (willing or unwilling) of targets of interest. They are fast, efficient, and dangerous. Their exploits are known by accounts of shock and awe of their victims, neighbors of their victims, and sometimes just people within a few miles of a raid involving explosives. They are not known to fail at a task once ordered.

The Varygoff family are a long line of elves that have held the monarchy for over a microquad. The widowed king Alexander Varygoff has a dozen sons and a single daughter, Vanessa, whom he prizes over his kingdom and other children. They seldom leave the Visthan homeworld and communicate primarily by emissaries. None of the Varygoff princes nor the princess have ever left the capital city.

L's Disciples are a religious group of worshipers of the deity L, and are one of very few religions to span the entire quadrant. Regional differences change the specific characteristic of L as claimed by the Disciples, but common values include pacifistic values (acknowledged but seldom followed except by the most devoted,) antimaterialism, and forgiveness of even the most heinous of offenses. While casual Disciples are found in all walks of life around the quadrant, the most devoted of Disciples tend to work and live barely above subsistence level, often taking dirty jobs in food service, sanitation, nursing, and social work.

The Watchers are effectively a cargo cult that devote a great deal of time and resources to learning as much about The Foundation as possible. Most are ordinary people with a curiosity about The Foundation. Tales of advanced technologies and supernaturally powerful Grays are passed around, with a mixture of fact and fiction that is impossible to separate. Many view Grays with superstitious awe that rises to the level of worship.

The Border Trade Federation of Odlan, or BTFO, is a complex confederacy of merchant worlds just outside Raleighan Border space with dozens of trade treaties centered around the central bank of the planet and nation of Slagtuk. The worlds that form this confederation make nearly half the region of space known as Odlan, and account for the largest concentration of subspace beacons anywhere in the spaces adjacent to Raleighan space in the quadrant.

The Shadow Bank is a powerful and secretive depository near Visthan space. It has operatives known as Shadow Brokers around the quadrant. Shadow Brokers largely deal in information. The bank itself is primarily concerned with deposits of great novelty rather than monetary value. While membership is not hard to come by for those with particular talents useful to the bank, the leadership is completely unknown to all but a select few.

The nomadic tribes inside Visthan space enjoy a special privilege of being semi-autonomous. The tribes communicate with each other regarding trade of goods and seasonal space claims. In exchange for their autonomy, they tend to fiercely defend their space with otherwise unimpressive ships and weaponry, leaving Visthan patrols free to defend other parts of the border space. They also account for much of the livestock in Vistha. Their handcrafted goods are highly valued for their novelty, though the quality is not always up to the level of mass produced goods.

Economy

As of Dren's administration, the entire quadrant has linked their banking systems over the subnet and are able to transact business in effectively a credit system with small transactions fees (if you are far from a bank's region, minor transaction fees of a few percent may be applied.) Certain cultures still use physical currency, but nearby stations will often have money changers....at a premium.

Banking is based on a tantulum standard for large, long term deposits but still operates on a fractional reserve system for common deposits and transactions for generating income via loans. Beware those who promise loans without collateral.

Trading has become a major portion of the economy in Raleighan space. Those carrying large loads of goods paradoxically are safest when they advertise their value, as Raleighan culture tends to protect those who are seen as bringing value closer to the homeworld. While raiding is seen as a cultural institution among Vlaka, it is with the understanding that raids are conducted outside of Raleighan space. Non-Vlaka thieves are met with swift and violent reprisal with little protection from the law.

In Vistha, the trading of influence, service, and information dominate the economy. Most goods are produced by the nearby friendly nations and any work that can't be done at a desk or behind a terminal is seen as low class. Credit is easy to come by here, and social standing will get discounts, sometimes to the point of an unprofitable loan. Consequently, privacy is often disregarded for high profile clients. Every business wants to be known as the one that transacts with nobility or celebrity.

Premise

The player controls Rimush, the youngest son of Dren. Dren, the emperor of the Raleighan Empire, has managed a ceasefire over the past 30 nanoquads with the Visthan Monarchy, under the control of King Andrew Varygoff. In his old age, Emperor Dren has grown concerned with his children's ability to maintain the empire after his death with the constant threat of war with Vistha, partially antagonized by raids on Visthan space lead by his sons.

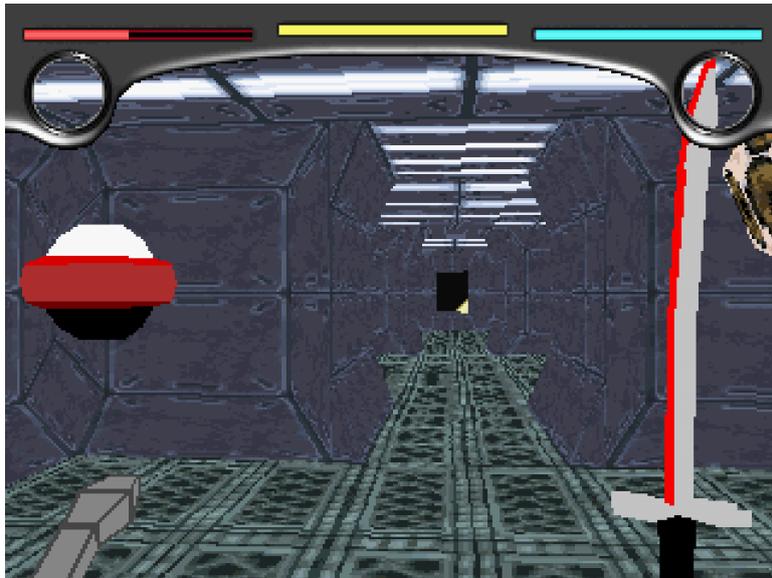
To secure a more reliable peace, Dren has negotiated a marriage between Rimush and King Varygoff's only daughter, Vanessa Varygoff. Vanessa is the youngest of the King's children, and complications during her birth lead to the death of her mother, Queen Vix Varygoff. King Varygoff never remarried.

The game begins with Rimush being sent off on a single ship by Dren toward the Visthan homeworld. Dren impresses upon Rimush in no uncertain terms that the failure of this marriage would mean the death of the Raleighan Empire, and he must do everything in his power to curry favor with Princess Varygoff.

Appearance

The game is primarily played from a first person perspective. The player navigates city/ship/dungeon environments on room at a time.

The HUD displays Health, Stamina, Magic, and items currently equipped in the left and right hands. The HUD features left equipped item in the bottom left corner, right equipped item in the bottom right corner, and the Health, Stamina, and Magic bars across the top of the screen in that order..



Interface

Controls



There are 6 face buttons (A-C, X-Z), left and right trigger, and directional pad.

Directional pad controls give forward and backward motion with up/down. Left/right will rotate the player a la tank controls (but remaining in first person.) Shoulder triggers allow for left/right strafe.

Face buttons control most major interactions. A/B trigger the use of left/right equipped items. C jumps. Holding Z runs. Pressing Y triggers crouching/sneaking. Pressing X begins the magic casting interface. Holding X interacts with objects.

Start opens the menu.

In a flying vehicle, up/down lowers/raises pitch (respectively.) Left/Right control roll. Shoulder triggers control yaw. A/B first primary/secondary weapons (respectively.) C performs a barrel roll. X accelerates. Y decelerates. Z exits the vehicle if docked.

Menu

The menu has multiple tabs. The first tab is inventory and equipment. The second tab is main character statistics. The third tab is the journal describing quest progress. The fourth tab is a summary page for the relationship between the player character and the princess.

Mechanics

Skills

Player advancement is done in an analogue progression. Actions strengthen their related skills for every use. Skills have related major and minor skills. Attributes are the weighted average of their skill levels and provide bonuses to skill use. Thus, advancing one skill improves related skills. Skills and their related attributes [major - minor] are listed below.

Hand-to-Hand [Strength – Dexterity]

Hand-to-hand combat is the practice of unarmed martial arts. It requires strength and speed to land lightning fast blows.

Blades (Small) [Perception – Guile]

Small blades focus on the ability to strike at weak points in the enemy's armor with precision while manipulating the enemy's movements to create opportunities to exploit.

Blades (Large) [Strength – Perception]

Large blades focus on dealing strong blows to the enemy with well timed aimed when an opening arises.

Bludgeons [Strength – Toughness]

Bludgeoning weapons are the expression of pure force brought against your opponent. Handling such heavy blunt weapons takes a great deal of endurance.

Pole Arms [Perception – Dexterity]

Pole arms allow you to keep your opponent at bay with precise blows, but it requires good aim of a long weapon and the swiftness to land blows before an opening closes back up.

Ranged Arms (Small) [Perception – Dexterity]

Small ranged arms are generally side arms, easy to draw and fire. They require a sharp eye and a swift hand to use effectively.

Ranged Arms (Large) [Perception – Toughness]

Large ranged arms are longer, heavier, and more powerful than smaller side arms. They require good aim but also enough endurance to wield and steady them, not to mention absorbing the recoil.

Shields [Toughness – Strength]

Shields will protect you from enemy blows, but your body must be well conditioned to absorb said blows. A strong arm will help.

Light Armor [Dexterity – Toughness]

Light armor provides some protection, but is largely designed for evasive combat. One must be fast to avoid most hits, and tough enough to take the ones that land.

Medium Armor [Toughness – Dexterity]

Medium armor is trade between mobility and protection. There is enough protection to prevent major damage, though your body must still be able to handle the dampened hits. You must still maneuver to avoid fatal blows.

Heavy Armor [Toughness – Strength]

Heavy armor is the conceit that no matter what, you will be hit, so you may as well do as much as you can to mitigate damage. As the name implied, a well conditioned body and a large degree of strength is required to use such armor without collapsing.

Athletics [Dexterity – Strength]

Athletics is your ability to quickly and effectively navigate your environment. It is bolstered by the ability to move quickly and effectively, but also relies on your strength.

Stealth [Guile – Dexterity]

Stealth is the ability to move quickly and quietly to avoid detection. It requires not only fast movements, but also the ability to read those who you are trying to avoid.

Intrusion [Intelligence – Guile]

Intrusion is the ability to defeat security measures. This includes locks and safety interlocks. You must be able to outwit the designer of such measures and be smart enough to find a way around them.

Computers [Intelligence – Memory]

Computers are used ubiquitously throughout the quadrant. Intelligence is important for navigating such systems, but a good knowledge of such systems will help.

Engineering [Memory - Intelligence]

Engineering reflects your training and experience in dealing with complex machines. Knowledge is important, but so is creativity and reasoning skill.

Speech [Empathy – Guile]

Speech is the ability to talk to, befriend, and convince people of your point of view. You must be able to relate to people, but there is also a degree of manipulation.

Magic (Heat) [Intelligence – Empathy]

Heat magic is the creation of fire and destruction of whatever is in your path. Such magics require a keen mind to summon, but also a strong connection to your emotional state to fuel your destructive intent.

Magic (Cold) [Intelligence – Memory]

Cold magic saps energy from a target and freezes them in place. You must be intelligent enough to manipulate the magical energies to reverse entropy, but also have the breadth of knowledge to know the limits of your efforts, lest you drain yourself of your own body heat.

Magic (Electricity) [Memory – Guile]

Electricity magic is the manipulating of your environment to guide electric charge to or from a location. You must be cunning enough to be able to take in the environment and know what needs to be nudged in the right direction, but also knowledgeable enough to know how to generate a circuit out of pure imagination. Remember, you do not control lightning, you merely guide it.

Magic (Creation) [Empathy – Memory]

Creation magic is the generation and restoration of biological life. It requires an emotional connection to those around you, but also a good knowledge the complexities of lifeforms.

Magic (Psychic) [Empathy – Guile]

Psychic magic is the manipulation of the mind. You must be able to mentally connect to another, but also be able to manipulate another mind to your ends.

Magic (Gravity) [Guile – Memory]

Gravity magic is the shaping of space and time. You are effectively a confidence artist to the fabric of the universe itself, and requires enough cunning to manipulate it, if only temporarily. It also requires a large breadth of knowledge to use effectively.

Relationship [Empathy - Memory]

Relationship reflects your courtship with the princess and how easy it is to relate to and converse with her. It requires a high degree of empathy along with the ability to keep her thoughts and beliefs in mind.

Attributes

Attributes are raised by advancing their associated skills and are calculated as weighted averages. Each attribute is described below:

Strength

Strength is your ability to move or strike objects with pure muscle. It is a key component in health.

Strength = Hand-to-Hand + Blades (Large) + Bludgeons + (Shields + Heavy Armor + Athletics)/2

Toughness

Toughness is your body's endurance. It is a key component in health.

Toughness = Shields + Medium Armor + Heavy Armor + (Bludgeons + Ranged Arms (Large) + Light Armor)/2 (4.5)

Perception

Perception is your ability to detect things in your environment, primarily through eyesight. It is a key component in stamina.

Perception = Blades (Small) + Pole Arms + Ranged Arms (Small) + Ranged Arms (Large) + (Blades (Large))/2

Dexterity

Dexterity is the speed at which you can move your body and limbs. It is a key component in stamina.

Dexterity = Light Armor + Athletics + (Hand-to-Hand + Pole Arms + Ranged Arms (Small) + Medium Armor + Stealth)/2

Intelligence

Intelligence is your ability to reason and find solutions with limited information. It is a key component in magic.

Intelligence = Intrusion + Computers + Magic (Heat) + Magic (Cold) + (Engineering)/2

Memory

Memory is your ability to recall knowledge and information. It is a key component in magic.

Memory = Engineering + Magic (Electricity) + (Computers + Magic (Cold) + Magic (Creation) + Magic (Gravity) + Relationship)/2

Empathy

Empathy is your ability to emotionally connect and relate to others, along with how emotionally aware you are of yourself. It is a key component in story interpersonal interactions.

Empathy = Speech + Magic (Creation) + Magic (Psychic) + Relationship + (Magic (Heat))

Guile

Guile is the ability to find weaknesses in people and systems and take advantage of them or manipulate them. It is a key component in story interpersonal interactions.

Guile = Stealth + Magic (Gravity) + (Blades (Small) + Intrusion + Speech + Magic (Electricity) + Magic (Psychic))/2

Luck

Luck is your overall holistic ability and reflects how well you can utilize the breadth of your skills in opportunities as they present themselves.

Luck = (Strength + Toughness + Perception + Dexterity + Intelligence + Memory + Empathy + Guile)/8

Exertion Statistics

Exertion statistics describe your current state relative to your healthy and well rested state. Health is the amount of punishment your body can take before you collapse. Stamina describes your ability to perform physical feats before becoming too exhausted to be effective. Magic describes your mental ability to focus and draw on magical powers to generate magical effects. Sleeping restores all Exertion Statistics.

Maximum Health = 5 * Toughness

Maximum Stamina = 4 * Dexterity

Maximum Magic = 3 * Memory

Health restored per second = Strength / 32

Stamina restored per second = Perception / 8

Magic restored per second = Intelligence / 16