



**AOL – FIRECHILD
TOURNAMENT OF THE ANCIENTS
FAQ & Facts**

BACK STORY

FireChild 1

As FireChild begins, the Wanangi nation lies in ruins, decimated and enslaved by the implacable Sanams. A 15-year old girl named Lona, whose parents were killed in the last onslaught, finds a letter from her brother Waken, in which he announces that he and two of his friends, Meru and Mika, have decided to break the holiest of all Wanangi taboos by entering a Temple dedicated to their ancestors. Hidden inside the Temple is an awesome arsenal of destruction, which they intend to seize, smuggle onto Black Island, and bring to bear on their people's enemies.

Unwilling to be left behind, all alone, Lona chooses to follow her brother in his quest to end the Sanam threat. She, too, enters the Temple and equips herself with the remaining Relic Armor.

After an all too brief introduction to the armor's capabilities, Lona is caught off-guard by a commando of Sanam Enforcers and Shredders. Forced to flee the Temple, she manages to power up a Hover Boat – but her respite may be short-lived, for the craft is headed towards the nefarious shores of Black Island...

FireChild: Tournament of the Ancients

The tournament places us five years after the tragic events of the Black Island eruption.

The war chief Lona, heroine of the Sanam war, has shown the Wanangis the importance of training a group of braves to prepare for the possible return of the Sanams. Digs have been undertaken to find hidden temples. The discovery of three new suits of armor will allow Lona to train a new generation of Wanangi warriors. The ancient one's sacred machines fuelled by the Fury take on more and more importance in the Damara archipelago.

On Black Island, Waken has recovered from his wounds. Inspiring only fear, he has been rejected by his own people. However, seeing a great leader in him, some young Wanangis have chosen to follow him. The inhabitants of Black Island are now called exiled warriors. They use the Fury, extracted from the green substance that is abundant on the island, to feed their new machines conceived by Waken through his visions. The exiled warriors design new armors and train for combat to defend their new village against the possible return of the Sanams.

From time to time, Lona and Waken meet up to make sure both of their villages are fine. Friendly practice competitions between the two warrior groups are organized to complete their training. And when the volcano rumbles, the warriors set off for combat!

Characters

Wanangis

The Red Clan

Lona

Scout

The war chief Lona, heroine of the Sanam war, readies her braves to defend the Wanangis from their enemies. She leads an expedition all around Damara to salvage the ancient's artefacts and in the process three new armors are found. Lona keeps an eye on her exiled brother and her warriors; she supplies them with food, a seriously lacking resource on Black Island.

Karu

Enforcer

Karu is the oldest son of the speaker, the great sage of the Wanangis. At first Karu was jealous of Lona's power, but he enlists to replace her if she fails. With time, Karu learns to trust Lona and is proud to have earned his place, through his skill and rather than to have inherited it because of his father's position.

Tamari

Defender

Tamari acts like Lona's personal bodyguard. He's pretty certain of the Sanams' return and of Lona being their first target. This ex- farmer lost his wife in the Sanam war. He felt powerless with this loss and enlists to become a brave to protect the people he loves.

Noah

Fusilier

Mika's sister, she is one of the braves who fell in the Sanam war. She wants her revenge on the Sanams. She is suspicious of Waken and the exiled. She is pretty sure they will turn against the Wanangis if the Sanams return.

Exiled

The Green Clan

Waken

Defender

Lona's older brother, he fought in the Sanam war, turned against his people and murdered his friends. If it hadn't been for his sister's courage, he would have been the main tool of his enemy's victory. Guilty, he fears the day when he will have to face the Sanams again. Using the corrupt Fury to supply their new amors is not the wisest solution, but it's the only solution at hand on Black Island. Waken conducts a lot of research on Black Island to figure out the Sanams' goal. The braves' combat techniques came from his research on the organization of the Sanam army.

Mishu

Scout

An ambitious young lady who gets the chance to exit the average cast. Mishu is ready to fight in order to establish her place. She sees Waken as a great leader, she is almost able to sense his vision about the great future of the exiled.

Salek

Enforcer

Mika's brother is one of the braves who fell in the Sanam war. Salek was asked by Lona to investigate Waken's vision. She wants to be sure that communication between the Sanams and Waken is gone for good. He joins the exiled on duty, not for pleasure.

Vasha

Fusilier

Waken's girlfriend, she is ready to follow her love in any misadventure. She is pretty quick about the ancients' technology. She is able to repair several devices to help the exiled build a small village on Black Island. Most weapons belonging to the exiled are her creations.

Character Classes

The Wanangi braves and the Exiled warriors are grouped together according to their strengths so that when they are placed in teams they are ready to confront any situation. Each team is composed of one member from four different classes: Scout, Enforcer, Defender and Fusilier. The training of these classes has been inspired by the different types of Sanam troops that might be encountered in a future invasion. "Know your enemy, they say, and the victory will be yours."

Scout

Scouts are of a fast unit and able to cover long distances in little time and gather information on enemy positions. Their lack of fire power forces this unit to use speed to surprise their opponents.

- Strength: running speed
- Weakness: weapon damage
- Greater Power-up: speed sphere

Enforcer

Enforcers are the heavy artillery unit. Their armor can contain more Fury power to sustain a continuous fire with the most powerful weapon. Their armor, however, reduces their speed.

- Strength: Fury reserve
- Weakness: running speed
- Greater Power-up: attack sphere

Defender

Defenders are the most resistant unit. Their armor focuses the Fury in the defensive structure, but leaves less Fury for shooting stronger weapons.

- Strength: life
- Weakness: Fury reserve
- Greater Power up: armor sphere

Fusilier

Fusiliers are the elite shooting unit, with devastating fire power and precision as their key strengths. Their armor structure focuses on attack power, but weakens their defense (life).

- Strength: weapon damage
- Weakness: life
- Greater Power up: blue Fury sphere

Locations

The competition takes place in the ruins of an ancient arena and the dark corridors that cut through its foundation.

The Mana'jhi arena was one of the testing grounds for the ancients. Located on an island north of the Damara, the three-floor arena is divided into two distinctive sections.

The central arena, where testing takes place, gives them the opportunity to validate the resistance of their invention. The ancient warriors and the machine fought in this place for the evolution of their people.

The resting areas around the central arena are buildings with eight regeneration cells and two large rooms.

Spawn rooms (cells)

The cell includes a specific mechanism that teleports warriors when the test becomes too dangerous combined with a healing pod. A weapon dispenser is also available. Cells are safe areas with one-way force fields forbidding machines to enter. To incite lazy warriors to do their jobs, after a certain time, the cell overflows with Fury causing some pain.

Flag rooms

The two large rooms were built later to expand the test to verify the machine's adaptation to different strategies. A fury core (flag) is placed in each room as an object to be retrieved. The core must be brought back to the core collector on the second floor on the opposite side of the arena.

Fury barriers

Some Fury barriers are activated each time a test starts. The barriers block paths and force warriors to adapt their tactics.

The arena of Mana'jhi Island is the perfect place for the Exiled and the Wanangi braves to train without disturbing the peace of Damara.

Ranking

The player will earn a rank simply by playing games.

There are five ranks:

Beginner: Novice players

Corporal: Average players

Sergeant: Experienced players

Officer: Veteran players

War Chief: Hard core players with more than 100 games played

The player gets points every time he plays a game, whether he wins or loses.

HUD Description

This will display all the information pertinent to gameplay:

- player's individual score
- player's relative position compared to other game participants
- team's score
- timer
- character's avatar
- life (LP), armor (AP), Fury
- weapon currently being used

Controls and Inputs

Ground Movement

Dodging

Double pressing a directional key will make the character perform a fast jump in this direction.

Strafing

To make the character strafe, the player presses the A key (to go left) and the D key (to go right). Strafing can also be used while going backwards.

Jump

To jump, the player presses the spacebar. To jump in a specific direction, the player must hold down the W, S, A, or D keys while also pressing the spacebar.

Picking Up Items

To pick up items found during explorations, the player simply has to bring his character into contact with them.

Close Combat

To attack an enemy in close combat, the player simply has to bring the character close to his target and then click on the mouse's right button. The character will then deliver a close combat attack, greatly damaging his foe.

Shooting

To fire at enemies with the currently selected weapon, the player simply clicks on the mouse's left button. The character will fire in the direction his torso is facing.

Selecting Weapons

To toggle between weapons in the character's possession, the player presses the **Shift** key or rolls the **mouse wheel**. This will cause the next range weapon in the list of previously acquired weapons to become active.

Energy Consumption

If the player is using a range weapon with Energy Consumption other than zero and runs out of blue Fury, an "empty barrel" sound FX will inform him of the fact.

Range Weapons

Description

1. Shooter

The shooter is the base range weapon. It projects a direct blast of Fury at to the target. Hold the mouse's left button to overload the shooter to launch a more powerful Fury blast.

Fury consumption: None

2. Launcher

This range weapon projects a powerful blast of Fury at the target and the blast explodes when it hits something.

Fury consumption: Medium

3. Scorcher

The scorcher can be collected in the arena. This short range weapon projects a continuous flame of Fury.

Fury consumption: Low

4. Groundshaker

This long range weapon projects a Fury grenade. The grenade will explode in a powerful blast of Fury when it hits something. Hold the mouse's left button to overload the groundshaker to launch at a farther range.

Fury consumption: High

5. Gathler

This rapid fire range weapon projects several direct blasts of Fury. Hold the mouse's left button to keep firing.

Fury consumption: Low

Power-ups

Fury

The Fury is the energy generated by the eruptions of the Great Volcano. When it touches the ground, the lava crystallizes into Fury Orbs of two types, each having a specific purpose in the game. Whether they are machines or weapons, everything on the Damara Archipelago uses Fury.

Some Fury Orbs can be found lying on the ground or inside machines, while others are spawned when an enemy has been defeated.

Red Fury Orb (Small): Heals a small amount of life points (LP).

Red Fury Orb (Large): Heals large amounts of life points (LP).

Blue Fury Orb (Small): Gives small amounts of Fury (LP).

Sphere

(Visual and final name are TBD during the visual research)

The spheres are power-ups for specific units. Spheres can be found lying on the ground. The effect is doubled if the right unit gets it.

Defender Sphere: Increases armor points (AP).

Enforcer Sphere: Increases weapon damage for a limited time.

Scout Sphere: Increases running speed for a limited time.

Fusilier Sphere: Gives large amounts of Fury (LP).

Modes of Play

DM (Free for all)

Death Match: In this individual mode, the player faces all the other players. The winner is the one who has accumulated the most points in a limited time.

TDM (Wanangis vs Exiled)

Team Death Match: Two teams face off in this cooperative mode. The team that has accumulated the most points in the given time is declared the winner.

CTF (Wanangis vs Exiled)

Capture the Flag: Two teams face off in this cooperative mode. Each team's goal is to bring the enemy flag back to its base while preventing the opposing team from getting their flag. The first team to capture the enemy flag three times wins the competition. You can't capture the enemy flag if your own flag isn't at the base.

Scoring System

The player is awarded **points** each time he causes the opponent to lose lives. Points are awarded for each LP point lost by the opponent. Damage to AP does not award points.

Each flag captured or retrieved awards points. Scoring in Capture the Flag mode doesn't determine the winner and is only relevant in evaluating personal performance during the current game.

Contact

www.firechildonred.com