

## ENEMY CLIPBOARD POTENTIAL TOPICS/MECHANICS

### BACKGROUND/STORY

- Kickstarter game, funded.

<https://www.kickstarter.com/projects/tomjohnson/enemy>

- Game was originally far more ambitious, with proc-gen storylines and final bosses. Compared to the locked in 4 bosses and done of the final release, a damn shame.

- Far more biomes and maps promised.

- This game raised more money on Kickstarter than Thomas Was Alone, Kentucky Route Zero, The Escapists, the Organ Trail, and... Revolution 60.

- I know money isn't a signifier of quality or much by itself. But despite this game having so many more eyes on it the world at large seems blind to Enemy compared to these other games which had a far more modest origin. You can never really tell how things will go.

### GAMEPLAY

#### COMBAT

- turn based squad RPG with time unit based system

- Time unit system: Movement and actions use time

- Facing/line of sight: units facing is important for interrupts and tracking foes

- Endurance: Spent on sprinting and jumping, saves time at cost of secondary metre

- Morale: All attacks (even missed ones) drain morale, spells also drain, when emptied, players will panic or berserk.

- Reaction: Reserving time units or boosting reaction allows for INTERRUPTS, creating many cool/horrific moments

- Jumping system/platforming (very light) / Foes cannot platform, though one can jump and he's the worst enemy in the game. Perhaps Tom added the Explo-Steve and thought "right, you get the idea"

#### PHYSICS

- Awesome voxel physics system opens tons of opportunities in fights. Destroying trees for makeshift cover, blowing holes in walls for new entrances/flanks

- Whole skill tree about using the environment

- I think this is the game where I've spent the most time just looking at the aftermath of a fight, a story told through debris.

#### RPG

- Quick level up system with 8 skills. Which are split between 4 combat skills and 4 attributes

- Combat skills: Melee/Ranged/Bomb/Throw

These determine what you fight with

- Stats: Health/Endurance/Mind/Reaction

These determine how you fight with them

- Stat gated equipment

- Party members, up to 6 characters at once. Pool limited, create-a-character can die and the game will continue.

- Party composition can change drastically over a run, and it feels more like you play the hand you're dealt.

- Inventory, shared party inventory with 15 slots, and each unit has an 8 slot (satchel), the shared inventory takes time, while the satchel is individual but quick access. Inventory cannot be accessed during combat

Melee: Use of melee weapons, increases power

- Melee fighters are absurdly powerful but dependent on closing the gap, which is tough with the games turn economy. Once in however they can deal terrifying amounts of damage.

Ranged: Use of guns, increases accuracy

- The safest and most practical option. No frills, but also lacking in means to manipulate the environment and dependent on resources.

Bomb: Use of explosives/staves, increases accuracy + range

- Explosives are medium range and absurdly powerful, various bombs have differing effects allowing you to also manipulate the enemy. Extremely resource dependent.

- Staves meanwhile remove the resource requirement while doubling level requirements. A literal slow burner **(joke)**

Throw: Use of blocks/enemies as projectiles, increases range + damage

- limited range until later levels, time consuming, but ammo is abundant and they deal incredible damage

- Also allows for a great degree of environmental manipulation, opening sightlines, collapsing structures, creating and destroying cover. It's to a lesser degree than powerful explosives, but with far greater control and with no resource requirement.

Health: Increases health

- Good for anyone, but especially melee fighters

Endurance: Increases endurance + jump damage

- Endurance is spent to save time, aids repositioning, gives a secondary source of damage

Mind: Increases morale and view distance/breadth

- Always handy as having one unit with good mind to act as a spotter can evade ambushes, also allows them to withstand more morale damage

Reaction: Increases odds of reaction + granted time units in reaction

- Very cool mechanic where fighters can interrupt enemy turns, extremely useful for melee and ranged fighters, a bit more limited for the slower stave/throw fighters.

- The amount of level ups granted is frequent enough for good growth, but reserved enough each pick felt interesting, and there are interesting combos. Like do you want your melee fighter to be a tank, have good endurance for closing gaps and being able to coolaid man through walls, or have good reaction times to interrupt charging foes. Each combo of combat skill + attribute leads to a character you'll need to use in different ways. You'll always want a spotter for instance, and every choice made feels like I'm losing out in some other way, which I'd argue means the stat system works, everything contributes, nothing feels extraneous, each choice and boost is meaningful, very good.

ENEMY VARIETY / Biomes

- Each biome hosts differing foes

Tropics (Action): Fairly straightforward enemies, mobsters, soldiers, rocket men, ninjas.

Long open sightlines make positioning important.

Medium difficulty

Forest (Adventure): Fantasy themed foes, more melee focused, with bombs and bows at range. Lots of cover and elevation, easier to control fights with great chance of fires spreading. The easiest biome and the first place you should go to hunt.

Easiest

Swamp (Horror): Bogwater slows movement but can put out fire. Scarce bumps in terrain offer cover, and walkways susceptible to flame offer quicker traversal. Enemies are a mix of slow and easily managed and nightmarish. Morale is hurt aplenty here!

Hard

Plains (platformer): Gimmicky and comedic enemies terrorise this oddly shaped Mushroom kingdom. Lots of broken sightlines and bizarre shifts in elevation. Enemies here are downright unfair.

Hardest

## EQUIPMENT

- Stat gated equipment

- Staves the only equipment with two distinct requirements, needing both bomb and mind skills.

Meaning a staff user, like a DND mage, takes longer to get going, but is terrifyingly powerful once there.

- Shotguns are a melee weapon for some reason!

## ATMOSPHERE

- This game is moody and oddly bleak. This is not a happy go lucky video game reality. The colour palette is muted, the music is ambient and suggests a world without hope, where peace is merely a interval in the struggle. The towns are lifeless, filled with strange people who only talk of troubles or in riddles. A video game worlds isn't all Mario Sunshine and Rainbows, it's a meat grinder, and you don't get 1ups, you get plus ones. **(joke)**

- When I showed this to a friend he was convinced it wasn't real, or like some strange creepypasta object.

## POTENTIAL ORDER

### 1. INTRO

- Finding the game

### 2. FIRST HURDLE

- The interface and type face, many problems on the face of it! Liken it to reading Trainspotting

### 3. Character Creation

- Name, difficulty, genre, background, and stats, genre and stats determine where you start and what you start with. You can also consider your genre something of a secondary difficulty selection.

### 4. Game Intro

- Story intro, two randomly selected run into your hut and tell you it's time to go. Far too quick to read, no time units to spare!
- Well, we are starting at 10AM, we deserve at least a little lie in before our quest to defeat evil.
- Explain core mechanics
- Steadily reveal that this game is HARD! Montage of early deaths.

### 5. Atmosphere

- Reveal I've been tweaking the colour values and playing some horrendous royalty free music. With all the deaths, it's time to reveal the games oppressive atmosphere!
- Eventually I get a foothold, learn how to position and use my units.
- My advice for learning this game, is to do an action start, and book it for the nearest forest. These live action roleplayers are not built for live ammo!

### Section 2: Know your Enemy

- Go over the stats, tie them to specific game topics
- Lead into talking about the 4 'combat' stats.
- Say you could probably get through the game with any team composition if you're wily enough. This game has no class system, but I've categorised every weapon type into its own class for sake of explanation.

#### 2-1. Positions of Power: Melee & Ranged

- First up are melee and range.
- Melee fighters are close range powerhouses who obviously struggle to get in, especially if wearing armour, but are capable of terrifying damage once on top of the enemy, with low cost, hard hitting attacks. But are incredibly vulnerable unless they can secure the kill, or have a quick fallback.
- Talk about time units in more depth
  
- Ranged fighters are practical and simple, but dependent on resources, which are both limited and take up very precious satchel space.
  
- Both of these units are straightforward in their application. Needing the upcoming, more freeform classes to really excel.
  
- Also for some reason shotguns are a melee weapon. Tom emphasises the stick in boomstick I guess

#### 2-2. Absolute Tossers: Bombs & Throw

- The third and fourth types, bomb and throw, show what's really special about enemy! Terrain manipulation.

- While bombs are even more resource limited, they have absurd utility and destructive powerful
- Throw has limitless ammo and extreme damage, but they have limited range and they're incredibly slow!

- Both of these weapon types are where Enemy really opens up (*blow down wall*) literally, voxel destruction!

- Tons of creative applications

- Enemy is the game where I've spent the most time just looking at the battlefield after the job is done. This game has a battle log, but it's redundant, the battlefield keeps the score, and seeing the pockmarks, ruined buildings, and still hot fires after a fire is both satisfying and at times, kinda sombre, especially if you lost guys in the fight.

- But while there are 4 weapon stats, there's actually a fifth weapon class on staff!

### **2-3. Mind over Monsters: Staffs & Secondary Stats**

- Staves are interesting, they're the only weapon type to require two different stats to use.

- Almost emulating classic DND wizards, they take twice as long to get going, but once you've got the levels they can level anything in their path!

- He has nigh unlimited firebombs and psychic blasts at his disposal, and owing to his bomb stat. You can load him down with any excess explosives.

- Gandalf breaks out the grenade!

- This is a really interesting bit of balancing mind. As each of the four secondary stats are incredibly desirable.

- Combat stats determine what they'll fight with, secondary stats determine how they'll fight. And mixing and matching does lead to a decent amount of unit variety and different strategies. None feel useless.

- And yes it is funny this means the old man will mechanically have the best eyesight. Grandpas prescription specs haven't failed him yet!

- Health is the least interesting but most useful, talk about how the game keeps healing at a premium, medkits are rare, potions are rarer. Damage can be a long term problem and it forces you to get good at playing in a way where damage is best avoided outright.

- So health is health, it allows you to make more mistakes, but the following stats are all incredibly useful tools to proactively, if riskily, not lose health in the first place.

- Endurance is incredibly handy for melee and ranged fighters, it allows for longer sprints and bigger jumps, which offers far more positioning opportunities, means of saving time, more ways to get into and out of range, and offers the games only secondary attack. (this game predates Mario + Rabids by two years)

- Mind offers more morale as well as a longer and wider field of view. You'll want every group to have a spotter to limit chances of the enemy getting the drop on you, as well as help you set up your own ambushes. This does mean grandpa will likely have the best vision on the team but hey, his eyes have seen things. Plus more morale health is handy. If you can keep your head when everyone else is losing theirs, it means the sniper hasn't gotten to you yet.

- Reaction is one of Enemies most intriguing systems. Hold time units in reserve to have a chance at interrupting an enemy turn, taking a mini-action in the middle of their own. It's incredibly powerful and allows you to set freeform ambushes, and getting an unexpected interrupt could be the difference between life and death.

### 3. The Baddies of the Biomes

### 4. Castles & Creative Combat

- How this all comes together into a really cool combat system and talk about castles.

### 5. Rogue Dislikes

- While I got to grips with the game, it was a perpetually loose one. In Enemy, you are never more than one or two bad turns away from death.

- This is good and bad.

- High pressure makes clutch victories feel earned

- Creative solutions are heavily encouraged, there is no feeling there is a practical, boring, and safe route which pushes the more niche mechanics off to the side ala. Tranq headshots in Phantom Pain. The only phantom pains here are the ghosts

- But this game has a roguelike structure, each run is randomised, each death permanent, and every loss results in complete reset. And while I don't mind it's not here, I should say for those who like it there is no meta-progression, you're not ending each run unlocking more possible weapons, items, and party members for the next run, it's the full plate from minute one.

- This does quickly reveal how little the game has to offer, the same small pool of companions are repeatedly cycled and recycled run by run.

- The biomes are very repetitive, with one or two locational gimmicks, and the swamps and the plains are both so much less enjoyable to play in thanks to a combination of their gimmicks, layouts, and highly punishing enemies.

- Enemy is a slow, thoughtful, honestly plodding game, a successful run will take 6 hours minimum, which makes restarting a bitter pill to swallow. When a run dies in the womb, well it hurts but that's maybe 20 minutes gone. A small oversight 5 hours in turning my party into paste hurts a lot more.

- I considered putting this game before Brigade E5 and joking it was practice for the *real* tactical combat, But Enemy is the more punitive game overall, after all quicksave can't save me now!

- But then, on my 12<sup>th</sup> run, came Gus Slinger... The Second! because I forgot I already made that pun...

### Section 3: Gus Slinger Rides Again

- The first Gus Slinger died in battle and the second... Was named primarily in his dishonour because I forgot I already came up with that joke.

- The story of Gus Slinger

- Highlights of the run

- The first final castle assault fails

- Last two backing out, shops empty, there were no heroes left, they all died out! The game still generates generic crew members but I'm sure given the structure these are finite. It's poetic, all the heroes died, all that's left to save the world is whoever is left.

Sneaking through dangerous zones to far off towns in hopes of finding anyone.

## POST-NOTES

### **POST-NOTE: Two Mods in Workshop**

- This is a game which left me wanting more, I'm genuinely disappointed. This is an amazing foundation for a game that just hasn't come home. I checked out the workshop and there are precisely two uploads as of writing. There's the 8-bit mod to make the game harder... Well I'm not there yet.

- Then there is Gamechu's Character Pack! I did reserve this for after I'd beaten one run and I'm glad for it. As you may have guessed it adds more recruits to the pool, many of them are enemies and bosses converted into allies. So it definitely felt like a fitting reward, kinda like I'd flipped some old fashioned cheat code on, I'm happy these guys are no longer my Enemy!

**(post-note/characters/joke)**

### **Rare Healing**

Post-Note: Healing is meant to be rare, you're meant to play cautiously and take whatever advantage you can to avoid it. As healing resources are rare and expensive, so each top up is precious. **(post-note/healing)**

- Damage accumulates, each blow piling on, but also, this is a game where ONE BAD TURN can end it all, or at least, it always feels like it. **(difficulty/gameplay/observation)**

- Getting hurt, hurts!

### **Post-Note: Morale Does Not Inspire Confidence**

The Morale mechanic is something I like but it's often more frustrating than thrilling to deal with. Every attack or source of damage towards a certain person from enemy forces, even if it doesn't land, will cause morale loss. Morale refills over time, but if it bottoms out a unit will either panic or berserk.

For the player, this means you lose control over them for a turn, and they'll either run in random directions or bumrush the nearest enemy. Unlike X-Com where it seems a panicked ally, while still a big problem, will make a move which at least seems like survival is an objective, this is totally random. Whether they'll run away or plant themselves in a worse position is up to the fates.

Berserk can at least work out in your favour. Even if it puts one of your guys out of position the afterlife has even less tactical value.

There's also no protection against panics being chained. I think it should be limited to one turn of morale break, but since it's just based on the bar, and enemies will still attack, it's possible to be broken indefinitely, and this can lead to panic and even death spirals, as ally death causes more morale damage to the entire team, easily leading to total loss of control and with that, total party wipes.

Meanwhile I rarely felt incentive to break enemies. It can be an effective way to combat a foe when getting into effective range is too dangerous, but you're rolling the dice on them panicking or berserking. Which often means wasting time and resources, summoning more of the map to your position with loud actions, all to scare the enemy into doing exactly what they were going to do anyway! I think time is better spent eliminating a threat than making it less predictable.

Pretty much any time an enemy broke it was incidental, I was trying to kill them, not their spirit.

So it's not a system which inspires confidence. It is something you get better at managing, and I think it adds an important impetus to fights. You can't just bide your time and wait for the enemy to make a mistake. Morale damage is a soft timer forcing you to act which keeps the battles encouraging proactive play. It creates part of the deadly balance of considered moves and exciting manoeuvres.

### **Acidic Boredom**

- One of the games issues is hiking through maps can get meandering. You're slowly scanning them turn by turn hoping you'll chance upon foes before they chance upon you. So there is a tension, but that pushes you into moving slowly, constantly trying to keep the group in some sort of cohesion where everyone covers each other and has at least some protection, without being packed so tight a single turn can wipe out all of them.

- It's a slow, acidic, boredom at times, which pushes you to rush and move faster, but with a constant reminder that a little patience saves a whole lot of pain.

**(post-note/maps/sightlines/observation)**

### **Melee Weapon Distinctions**

- Certain large weapons can blow an opponent away, with big melee weapons you can even smash people through walls and objects (for bonus damage!)

- Does add some distinction between melee weapons, a small weapon lets you more easily keep on top of an opponent, as you'll lose less time units reclosing the gap. Meanwhile heavier hitters are better for keeping people at bay and can score bonus damage via the environment **(melee weapons/equipment/observation/knockback/post-note)**

### **Reaction Reaction**

- Certain character builds require investment in reaction to even do anything with it beyond maybe repositioning, staff and throw characters both have high cost attacks making reaction more defensive, but with some investment you start being able to get off very powerful interrupts.

**(observation/reaction/post-note/builds)**

### **The Castle Doctrine**

- Castles are the only consistent source of indoor combat in the game and are interesting. They're high risk, high reward, overflowing with enemies in tight quarters as well as having a lot of potential money/items for the daring player.

- They show the games freeform nature, they seem a linear challenge, but unless you've stacked nothing but melee and gun fighters you can carve your own path through the castle.

**(map/interior/castles/observation)**

- They do however get repetitive, with no interior biome theming and often monotonous layouts, not helped by long hallways, no cover, and only ever having one level. But they offer a ton of really fun opportunities for underhanded play. **(observation/post-note/castles)**

### **Enemy Spread Thin**

Observation: While enemies are hard, part of the issue is you're so rarely facing overlapping foes. They're spread thin on the maps and should maybe have pathed in small groups to cause more strategic considerations. **(AI/enemy variety)**

- It feels rarer than it should where I have to face one foe at a time, and against melee enemies it renders them almost too simple. Melee units should be the thing you're trying to keep at bay and keep tabs on while dealing with ranged threats. **(observation/enemy variety/post-note)**

### **3D Controls**

Controls: You change your intended elevation with the mousewheel, which works, but it could take a moment to grasp you effectively have a fully horizontal and vertical grid and you're meant to navigate it three dimensionally, and it won't do it for you, you have to manually scroll up and down, as the game gives you full freedom to aim and shoot, it works well after adjusting to it, and compared to aiming in Brigade E5 I wish I had this. **(observation/post-note/3D Controls)**

## **Time Units To Die**

I really like the time unit system, it's a nice mix of mechanical freedom and meaningful restriction. I can do whatever I want, within a window that's just tight enough to be tense. It's just enough that I feel like I can get away with a really rich and complex move, but restrictive enough that I really have to think through what I can get away with. Early on I often fell into the trap of overextending and leaving a unit exposed or out of position.

The addition of the reaction mechanic, and how you can reserve and hold time units over to gamble on an interrupt adds that nice question between action and reaction, you have a ton of strategic options at any moment, and each unit class has unique rhythms because of it. Do I get another attack, or retreat? Do I gamble on worse hit odds for an extra shot? If I sprint my melee fighter in will I do enough damage to secure a kill? Or will I have the time to pull them back to safety? This game constantly has you thinking how will I use my units? Is there a way to save time or do I burn it for greater odds? Do I spend a turn getting everyone into position so we can make the most of the next 75 time units? **(post-note/strategy/time units/decision making)**

- Overall the turn economy is well measured. You have enough that you can really do a lot in a turn, it's very freeform, but tight enough you always feel the squeeze, you overreach, you lose track of time units, and when you do that, you lose units too! **(wordplay/joke/observation)**

## **Panic Loops!**

37:40 The rogue has set himself on fire, as I see damage numbers arise from the flame, Jack takes more fire damage and panics again! **(morale/panic spiral)**

- Morale can also suck as any damage directed near a party member hurts morale, a panicked member has no morale, so it's easy to get caught in loops where a panicked party member is put into panic again turn after turn. Maybe they needed immunity from morale damage for a few turns post panic? **(observation/morale/post-note)**

## **Post-Note: Slow Creeping**

You'd think with the cartoony visuals and chaotic combat this is a light, breezy game where our heroes march through the countryside smiting evil... God no. This game is Vietnam. Moments of chaos and deadly excitement, inbetween what can almost be called acidic boredom.

You're slowly creeping through hostile territory, hoping you get the drop on the enemy, or can at least see them coming, before they open up on you!

This is what makes the game a little hard to recommend, the combat is great, but the inbetween is genuinely wearing. You're never more than one or two thoughtless turns away from a TPK, and an unsighted enemy can take you from the top of the world to six feet under in a moment.

You quickly learn the only way to stay alive is to move slowly, deliberately, using your team to keep watch in as many directions as possible, and trying to keep any time units in reserve so you have a chance of reacting to any potential ambush. Firefights create noise, noise draws more enemies, so while one enemy has your attention that means another may be closing in on your location from any direction.

Playing this way is the only way to stay alive, and while it's tense for a while, after awhile it just becomes this mix of stressful and tedious. Enemy is an endurance test, you can't let it wear you down and make you careless. Some of my middle runs were defined by thinking I'd become strong enough to charge on in and Enemy quickly humbling me. You can never afford to get comfortable.

**(post-note/sightlines/observation)**

### **Post-Note: Platformers is the Real Horror**

So horror enemies target morale, they're a step scarier than action and adventure adversaries but good god, it's the platformer pricks who'll make you jump!

Its variations on the standard fighter and gunner are made gimmicky in a way which makes them incredibly dangerous. The bludgeoner has greater damage than the knight without the armour slowing him down. Dealing blunt force emotional trauma! The gunner starts off capable of spamming precision fire attacks before turning into a canoneers who turn cover and you into swiss cheese, because the mushroom kingdom, did not sign the geneva convention.

Then they have unique foes. Monkeys are the games only tosser type foes, they're fun, actually not too bad, but like a real monkey, get lulled into a false sense of security and you'll get rocked!

Then there's the only enemy in the game that can jump! And one was enough, Explosteves are absurdly powerful suicide bombs who beeline your units. They have incredible range and are hard to evade, you really have to work around them, hope your reactions are on point, and basically just pray, because you're his prey!

Combine this with the Plains biomes awkward and scattershot cover and annoying navigation and hoo boy, you're in for a literal world of hurt. (*mario bah bah, get blown up*) **(enemy roster/biome/observation/post-note)**

#### **Melee Mangling**

- Melee is weak at long range or in group fights. When a melee attacker is in place to fully dedicate to an attack they can deal some of the best damage in the game, but it's at great risk to themselves if they have to pull out, or deal with multiple foes. All other weapon types have an easier time managing risk or limiting how much damage they expose themselves too, while a melee fighter is high risk, high reward. **(observation/post-note/balance/melee)**

### **Post-Note: Enemy Dream Feature List**

- Wandering enemy parties
- More random events
- Clothing with status effects
- miniboss enemies
- Expanded utility spells (Enemy ping/water spell/create cover)
- Differing stories/objectives
- Biome Based castles
- Traps

### **Throw Types and Inventory Management Balancing**

You might think that thanks to ripping chunks out of the environment they avoid the inventory management others have to deal with but no! When a chunk is in their hands, they can't access their satchel, which means no healing, or buffs. Plus they're often too wide and tall to use doors or cover. It's interesting balance, managing a varied team keeps yours and their hands full.

**(joke/wordplay/observation/balance/post-note)**

## JOKES

### Staff requirements

Bomb: Use of explosives/staffs, increases accuracy + range

- Explosives are medium range and absurdly powerful, various bombs have differing effects allowing you to also manipulate the enemy. Extremely resource dependent.
- Staves meanwhile remove the resource requirement while doubling level requirements. A literal slow burner **(joke)**
- You'll always want a magician on staff!

### Atmosphere

ATMOSPHERE

- This game is moody and oddly bleak. This is not a happy go lucky video game reality. The colour palette is muted, the music is ambient and suggests a world without hope, where peace is merely a interval in the struggle. The towns are lifeless, filled with strange people who only talk of troubles or in riddles. A video game worlds isn't all Mario Sunshine and Rainbows, it's a meat grinder, and you don't get 1ups, you get plus ones. **(joke)**

### BE5 Difficulty Joke

- BE5 Note: You know, I was at some point considering kicking back Brigade and playing this first as a warm up, but Brigade E5 was easier for one simple reason: Quicksave can't save me now!

### Thrower Joke

- Thrower Joke: When you have one of these guys levelled up and know how to position them well, you're never more than a stones throw away from victory!

### Enemy R1 001

01:40 Mr. Bits is from a spaceship pilot who was shot down and crash landed in Enemy Territory!  
**(joke)**

03:40 The Princess and Morgan (a throw and ranged character, respectively), rush into the protagonists house.

- "Mr. Bits! We heard you're going on a quest. We want to help." Says the princess, so fast it's hard to read. I will try. **(joke)**

04:00 Open inventory and look at Mr. Bits bits **(joke)**

- Starts with a pistol, a spare stack of suitable ammo, and a pill (recovers morale) **(inventory/items)**
- Examine pistol stats, ranged weapons have degrees of error and time cost for aiming and firing, as well as damage and a noise radius. **(stats/equipment/inventory/weapons)**

- We've done it, we've found the titular enemy! Oh wait there's more than one. Well if there's ever a sequel it can get the Aliens treatment. **(observation/bad joke)**

05:55 Pull up combat log. It has damage reports from the intro cutscene, which is really funny.  
**(UI/interface)**

- I will probably never look at this again. Who needs a combat log, the world is our combat log!  
**(joke/observation/voxel damage)**

06:40 Highlight molotov, the princess could pick it up.

- Prompt tells me how many time units I'd have left over, this info sometimes disappears leaving you to do maths, and despite solving some equations lately I'm still bad at maths. **(joke/callback)**

10:45 Make princess put the boulder down **(controls)**

- I then jump on her boulder!

- So you can manipulate the environment to create cover or platforms! **(voxels/strategy/gameplay)**

- Princess still can't make the jump, this is clearly a Mario Bros 2 princess, not a 3D World one...

Hey did you know Mario 2 is actually Doki Doki Panic? **(joke/fucking dreadful)**

### **Enemy R1 002**

06:00 Morgan whiffs the impossible shots and a berserked mobster kills Mr. Bits with a headshot, the only thing he bit, was the dust! **(joke/awful)**

### **Enemy R1 003**

00:20 Check Enock's stats, 3 bomb, 2 mind. He's mindful of his bombs. **(bad joke)**

07:35 With enemy coming up behind me, I finally check controls and see a look at point function set to delete, f that shit... No I literally set that shit to F (later) **(controls/awful joke)**

17:15 Meanwhile another ninja appears before the group, luckily cut off from us by the barbed wire

- Enemies cannot jump, which feels like a shortcoming, but the one enemy in the game who can jump IS ENOUGH! **(joke/observation/enemy roster)**

- Enemy's uh, enemy roster, is okay. **(joke/wordplay/shit)**

17:40 Fortunately, we're saved by the tree falling on the ninja, killing him! **(collision damage/physics)**

- If a tree falls on a ninja in the forest, does he make a sound? **(joke/wordplay)**

23:40 Send Enock closer and loose another fireball, the ninja's berserk turns to Panic! **(morale)**

- Fire burns away morale like nothing else! **(wordplay/joke/observation)**

### **Enemy R2 001**

**Time Units Joke:** Essentially, this game is a whole lot of maths problems, luckily after solving that equation recently I'm feeling confident. *(Possibly before early death montage?)*

03:20 Looking at the black streaks of the fog of war, which goes a ways into making the game more bleak than it seems.

- The autumnal colour scheme of the plains really does add to the feeling this is a fallen Mushroom Kingdom. **(wordplay/joke/atmosphere)**

- The colour scheme is most reminiscent of the original Super Mario Bros. **(observation/art style)**

05:30 All three jumping fence, put Hayato on mystery block. Jack gets licked by the Eystalk

- Interrupt! Jack can counterattack! Had some time units saved! **(melee/reaction)**

- Two attacks end the monster! As Jack has a boxing glove on each hand, he is technically, mechanically, dual wielding his fists. **(observation/inventory/joke)**

06:00 End interrupt, and a fireball flies in from behind! There was an enemy right behind us!

- Three fireballs from a mysterious gunman! Two miss, the third sets Frank Gibbs ablaze! The fire flower is horrifying, it does not abide by the geneva convention! **(joke/atmosphere)**

Ending Joke: Okay, enemy down! **(joke)**

07:55 Try to move Frank out of the fire "I don't have time!" Yeah, life feels that way sometimes. **(joke/observation)**

09:15 Another turn, another panic attack! Luckily Frank is out of the fire, he almost runs back in, but barely evades it. **(AI/morale)**

Joke: Every attack doubles as a panic attack! **(joke/morale/observation)**

09:45 Hayato spots a monkey! Monkey vs Ninja, it's kinda crazy this game didn't go hard in 2015. **(observation/enemy variety)**

- Plains enemies are playful and just plain dangerous! **(joke/wordplay)**

17:00 use rest of turn to take cover, force Gunman to approach **(strategy)**

- Gunman sets Hayato on fire, he hears footsteps, good ninja intuition you bright spark!

**(joke/enemy)**

22:40 Exploring town

- Variety of establishments

- Gunshop, blacksmith, bomb/ammo shop, clothing store (sells armour), general store (healing and status effect items), hotels & bars.

- Hotels allow the player to pay an amount scaled by area level to recovery half of each characters max life, but only once. I guess we get up to some block star shit in the night.

**(observation/joke/difficulty)**

22:50 Hire the Princess for \$20. She starts with health, mind, and three throw. **(stats)**

- Our princess isn't in another castle, she's waiting at the bar for \$20. **(joke)**

- I'm not sure on the morality of this, sure she'll only join the forces of good for pay... But \$20?

**(observation/morality)**

24:10 Hotel is expensive! The only stars you'll be seeing are after a smack you for that price!

**(joke/observation)**

27:45 Frank Gibbs kills the monkey with a jump! **(endurance)**

- The Kongs have gone wrong! **(joke/wordplay/awful)**

- The combat is a lot of fun, getting into combat hurts my morale.

**(joke/observation/searching/maps/fog of war)**

30:40 Rest of team hideously out of position owing to my laziness, I am not killed out of sheer bullshit luck

- As endurance regenerates over the course of entire turns, Frank Gibbs is barely capable of attacking, and another jump does not finish the job!

- It may not be Mario, but we'll plumb the depths of his mechanics. **(joke/bad/needs work)**

### **Enemy R3 – Saul Myers**

08:00 Lythronax spots a mobster just as he runs out of time units. **(sightlines)**

- End turn, Mobster spots us! A ninja also enters the fray!

- Saul Myers interrupts, lacks reaction to shoot, needs some coke. **(joke/reaction)**

08:40 Saul panics yet again... This is the worst Saul yet. **(observation/joke)**

10:50 Saul recovered, pop point in shooting. Consider swapping to rifle but it would eat time, compare stats, land one aimed shot and take cover. Lythronax in cover

- Lythronax shot, mobsters bullets hilariously collapse several trees, Lythronax panics and

**LAUNCHES TREE! (physics)**

- Saul finishes off mobster with aimed shot, one enemy remains!

- Take pill to recover morale. Pop pills for pep! **(joke/item/recovery/morale)**

### **Enemy R4 001**

Joke: Adventure starts at 10AM, the world can wait until we've had a lie in! **(joke/observation)**

01:10 Look out window and immediately spot 2 grenadiers!

- First turn, first kill! One grenadier down as we fire through the pillbox window!

- Third shot misses remaining grenadier and drops a tree! **(physics/voxels)**

- Morgan lands a shot, and Alberto finishes him with a molotov, step to us and the cremation comes free! **(joke/wordplay)**

- "You'll never take me alive!" the grenadier yells, as he dies.

**Strategy Joke:** I learned the gameplan, at the start of the game, gun it for the forest! Larpers vs live ammunition is a fight which goes in our favour! **(joke/strategy)**

09:10 Long, slow, and awkward reload process, loading, unloading, restacking ammo, all in the hopes of getting two full magazines. Brigade E5 is ashamed!

**(joke/inventory/clunk/jank/ranged/ammo/inventory/interface)**

22:10 Finish off archer with molotov **(bomb)**

22:30 Fire spreads, killing the other archer on higher ground, this forest fire is going great for me! **(fire propagation)**

- The larpers are not ready for live ammo! **(joke/wordplay)**

- The live action roleplayers are not ready for live ammo! **(joke)**

41:05 Nab more arrows for Daedalus, bullets for Morgan, medkit in shared inventory, molotovs for Alberto.

- Pop a chestpiece, plate leggings, and helmet on Jimmy, trade time units for damage reduction!

**(armour)**

- Knightly night bad guys! **(joke/awful/wordplay)**

- Loot rest of maps containers for some gold and extra ammo, take bolts

### **Enemy R4 002**

03:15 Bar, can buy molotovs and meat, the princess is waiting to be picked up. Not for a one night stand, but to stand up to the darkness. **(joke/wordplay)**

### **Enemy R4 004**

13:30 Knight spots us and charges, hilarious non-stop series of interrupts I let pass so he gets closer... I can't kick your ass unless you get closer! **(joke/observation/strategy)**

17:45 Line up team to tackle approaching bandit (a melee fighter) have Alberto toss out another firebomb to cut off his approach! **(strategy/fire/bomb)**

- Part of the joy of this game is just fucking up the environments so much in the course of saving the world! **(joke/observation)**

- That bear is smoky thanks to me! **(joke)**

19:10 Lose visual on the bandit, so I toss a firebomb into the line of trees he's run into... That'll flush him out. Fire solves a lot of problems. This game shouldn't have been called Enemy, it should be called fire!

- I've got more fire than they've got cold dinners. **(joke/strategy/observation)**

19:30 Then once again panic the knight with a molotov **(morale)**

03:10 And now I have no money and cannot afford any fresh explosives. **(money/resources)**

- One night in a hotel bankrupted me, aren't games meant to be escapism?

**(joke/observation/money)**

#### **Enemy R4 005**

Callback joke: Set up when talking about throwing that you can even pick up enemies and allies, but the situations where this is useful is incredibly limited and it's pretty impractical, I wanted to make it work but rarely found it worth the risk. Then I do it in panic at the end.

**(structure/callback)**

20:30 Next turn the fire continues to spread (somehow along a stone wall) and catches Jimmy! Luckily his metal armour provides perfect protection from the heat! **(joke/observation/damage reduction)**

20:45 Take my morale pill while on fire. I don't want this fire to cause a panic. **(joke/observation)**

25:30 Prisoner calls out again, it's the princess! For once in this game, the princess is actually in a goddamn castle! **(joke/party member/potential recruit)**

32:15 On enemy turn, a wizard rounds the corner and immediately opens literal fucking fire! **(mind/staff)**

- Morgan reacts and puts a bullet in him! **(interrupt)**

- Bit fucking late to interrupt when you're already on fire!

- Jack interrupts, rushes and finishes the wizard with a punch, fuck your magic! I cast fist!

**(joke/melee)**

- No magic, but my fist is cast in iron! **(joke/wordplay/better)**

#### **Enemy R5 001**

07:00 Go to attack grenadier and Morgan spots a mercenary! **(enemy)**

- Aimed shot on grenadier, end turn, Morgan shot. **(ranged)**

- Retreat him down hill to cut off sightline, charge grenadier with Hayato **(sightlines/melee)**

- Hayato puts down the grenadier sharpish! **(joke/wordplay)**

- I then retreat Hayato down the hill, hoping to put him out of sight of the mercenary **(positioning)**

24:25 Hayato 2<sup>nd</sup> point in health, Princess 2<sup>nd</sup> point in health, Jack 4<sup>th</sup> point in health, Cutter 4<sup>th</sup> point in health, Morgan 2<sup>nd</sup> point in health.

- Lot of health going around! They say a day in nature is good for your health!

**(joke/awful/RPG/level up/health)**

27:10 Give Princess 4<sup>th</sup> point in throw, Jack 6<sup>th</sup> point in health, Cutter 5<sup>th</sup> point in health, Morgan 4<sup>th</sup> point in ranged, Hayato 5<sup>th</sup> point in Endurance, Princess 5<sup>th</sup> point in throw! She had two in the bank! **(RPG/level ups)**

- This high level zone is a level up bonanza, and the enemies are levelling their own forest! **(joke in here somewhere)**

37:40 The final foe burned himself to death, not a bright spark, he was. **(AI/joke/bad/like it)**

- And so we have cleared the high level zone, with just two deaths and so many level ups! Oh, and all the survivors are FUCKED UP! **(health/combat/difficulty)**

## **Enemy R5 002**

17:15 Grenade goes off, tree collapses, but shields Morgan from the blast! (**physics/bomb/cover**)

- Holy shit, Morgan has a reaction! But then the tree landed on him and he died DURING HIS OWN TURN! (**reaction/interrupted/moment/party death**)

- Physics interrupted my interruption! (**joke/wordplay**)