

Hexacution's Story and World Lore



Game Studio 1 and 2

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Storyline.

Cybernetic androids from a corporate company interrupt your odyssey through space with your crew. Outclassed in every way imaginable, your crew was taken hostage and forced to participate in what can only be described as a blood sport. One by one, crew members are sent into the arena to fight for their lives against an onslaught of seemingly never-ending cybernetic entities. (Generally the same as the Storyline from the Game Design Doc)

General Tone.

The story has a comedic tone, which is clear through the talking guns; however, there exist some dark undertones because of the origins of the talking guns.

Short Synopsis on Biomes.

The games will alternate to four different biomes: grassy, volcanic, aquatic, and desert. The biomes are based on the various alien homeworlds, i.e., the talking guns.

Grassy Biome

This is the Pistol's homeworld environment. The Pistol's ace is generally peaceful, as evident through the pistol's optimistic attitude.

Volcanic Biome

This is the Shotgun's homeworld environment. The Shotgun's race, at least the alien victims used for gun conversion, are generally aggressive and chaotic, hence the shotgun's attitude.

Aquatic Biome

This is the Sniper's homeworld environment. Based on the captured alien victims, the Sniper's race seems to maintain a great level of professionalism, with hints of sass.

Desert Biome

This is the SMG's homeworld environment. Based on the captured alien victims, the SMG's race appears to be extremely hyperactive and unpredictable.

Short Synopsis on Guns/Alien Races.

The guns, i.e., the Pistol, Shotgun, Sniper, and SMG were originally alien races, with their own habitat, history, and culture.

Pistol's Race

The Pistol's planet was home to a technologically advanced race. The race was also fond of nature, so much so that they constructed a "Restoration" plan to recreate their long-dead oceans and forests. During the time of "Restoration," they also spend eons researching the path to immortality. Once they achieved immortality, the "Ascended" returned back to their plan of planetary "Restoration." The Pistol Warrior was one of the "Ascended," and lived to protect their race—of course, until a wicked corporation captured and converted them into pistols.

Shotgun's Race

The Shotgun's planet was home to a race of warriors, the "Scortari", who thrived from conflict and destruction. The Shotgun Warrior conquered other groups on his own

planet then soon other worlds across the galaxy. However, due to the deadly environment on their planet and their own destructive nature, they were driven to near extinction.

Sniper's Race/Warrior

The Sniper's planet is home to a race called the "Delfins." They are known for their intelligence and speed, adapting quickly to their dangerous environment. The Sniper Warrior was the second prince of the royal family, which is made up of the best of his race, and is loved by the Delfins. After being captured, the Sniper warrior became sassy and short-tempered. They expect nothing but the best, never forgetting their royal roots.

SMG's Race

The SMG's planet, Bi-Go, is home to a free-spirited, nomadic race called the "Golians." Unlike the other races (who are technologically advanced, talented in combat, or born into royalty), the SMG's race has extremely little technology, wields almost no knowledge of the outer galaxy, and has short lifespans. Moreover, the race struggles to survive their planet's hostile environment and must rely on the defenses of their tents. Despite the race's many disadvantages, corporations are still keen on using them for gun conversion. Many members of their race exist, and they are extremely susceptible to manipulation; this makes it easier for companies to mass-produce SMGs. When a member of this race turns into an SMG, they turn from a free-spirited nomad to a hyperactive psychopath.

Reasons for Games

Multiple corporate companies (or just one company if you want) desire to advertise their guns and technology to the entire galaxy, which they do through the games. The new blood sport helps show off the capabilities of the guns; it also forces the captured alien victims to slowly conform to their new “lives” as a weapon.

The games essentially allow the corporate company(s) to garner interest and revenue for their product. Many people find the games extremely entertaining, which helps obscure the heinous actions happening behind the scene, i.e., abductions of various space crews and alien races, forced weapon conversion, etc.

Reasons For Talking Guns

The guns are talking primarily because it is seemingly more marketable and it allows researchers to better study the alien races’ behaviors, making it easier to mass produce the product. Moreover, the guns present in *Hexacution: Blood and Oil* are legendary alien warriors from various planets. Other reasons for talking guns go as follows: serves as a coping mechanism (Placeholder Slogan: “Now you won’t die alone.”), prevents AI from hacking or using the weapons since the weapons are sentient, and it's simply entertaining to the audience.

Short Synopsis on the Companies

The companies are the ones responsible for taking the alien races and converting them into weapons. They are also responsible for providing other items in the arena.

Pasture Age.

This company is obsessed with rare/ dead alien races that decided to go extinct instead of from a war or disaster. They believe that those types of races exhibit the most interesting traits when they're captured and turned. They don't mass produce guns, their guns are more of a delicacy and are considered to be "exotic". Not necessarily from how powerful their weapons are or their abilities, but from the simple fact that they're from a dead race that decided to kill themselves off. Everything else they sell is of a similar quality and focus on enhancing the consumers life through healing wounds or increasing the consumers durability.

FireWorks Corporation.

For a long time now, FireWorks has been known for selling exotic weaponry and enhancements, helping them skyrocket in the galactic market. However, because of their refusal to update their arsenal their weapons overtime have been dropping in quality lowering its value. By the time the warrior race was going extinct, FireWorks decided to convert the scattered remnants of their kind into enhancements/everyday products. These new enhancements brought value back to FireWorks. The corporation continues to scour the planets that the warrior race has conquered and salvage what they have left behind.

Tsunami Force.

Founded 20 generations ago, Tsunami Force started as a simple weapons shop on the planet Itera. Always known for their wide range of weapon add-ons, their small shop grew into a multi-million dollar corporation that prided itself in high quality add-ons and

health supply. The company became a sponsor for the arena in order to advertise their products and their efficiency in battle.

Viper.

Viper is a company bathed in brutality and controversy, having armed militaries, insurgencies and terrorist organizations in the past. However, their notoriety has fallen since the beginning of firearms due to specializing in antiquated warfare. But the company is now under new management. Now with the goal to adapt to the future while also retaining their ancient traditions, they see the Arena as the perfect place for their revival.
