

FALSE FLAG

CULTURE OF CONSENT

... SLEEP . AGREE . WANT . BELIEVE . FOLLOW . CONSUME ...

Initial Game Design Document

For Windows and Xbox 360

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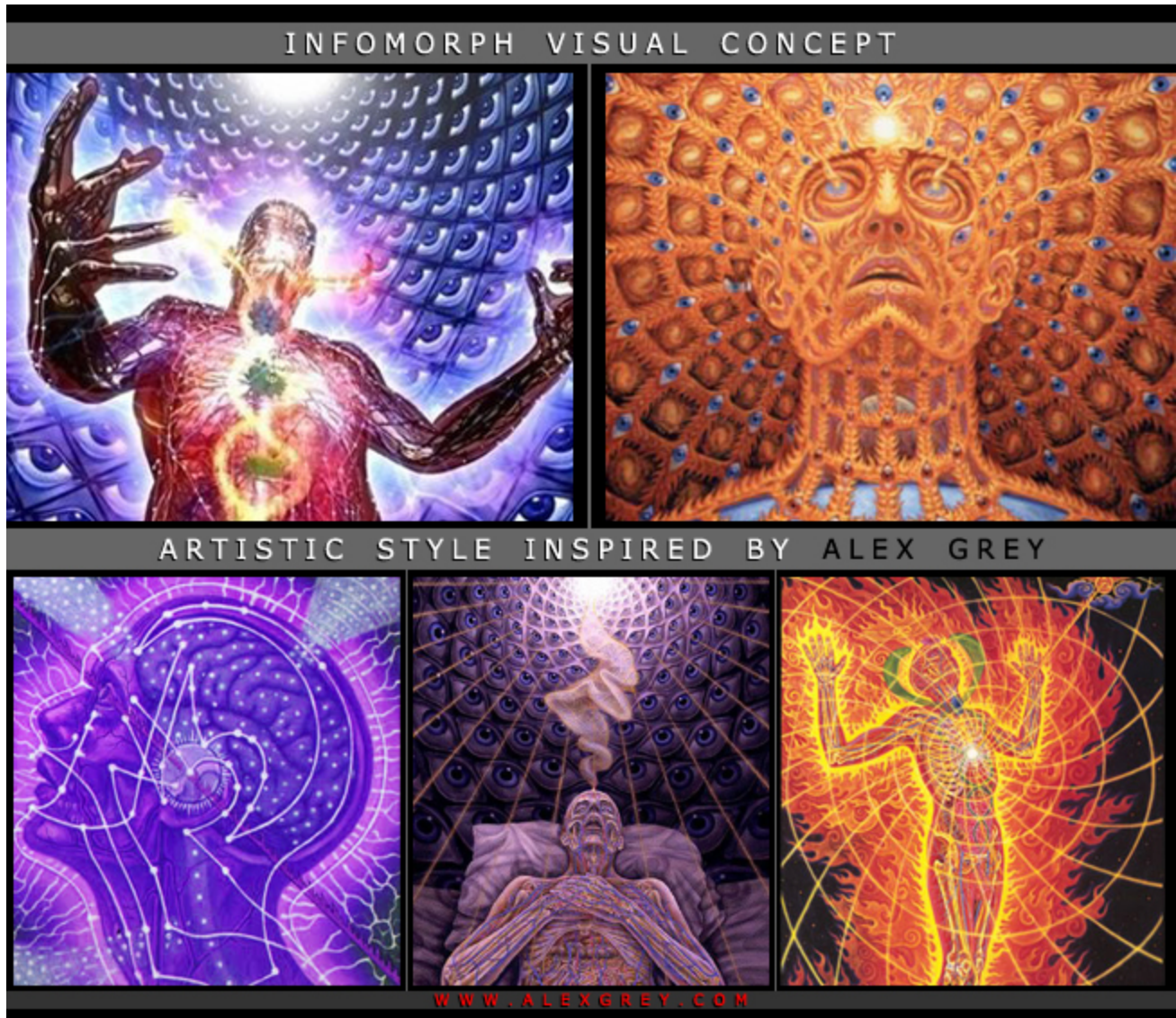


... AWAKE . CHOOSE . NEED . THINK . LEAD . RESIST ...

////////////////////GAME MECHANICS

...CHARACTERS...

{1} The Infomorph:



Your true avatar is a data ghost. A conscious conglomeration of data transferable over radio antennae. Its role in *False Flag* is that of both an avatar and a meta-avatar – a vehicle for character control. Not concerned with a “Self”, The Infomorph is simply aware; not muffled by direction, it only knows there exists a path. It is the player who determines what exactly its focus is his actions, and throughout the game, the player will also customize its skills, attributes, as well as cosmetic look.

{1.A.} Life and Mana Meters:

The Infomorph has two main statistics that govern its life and combat powers: a Life Meter and a Mana Meter.

- When its Life Meter hits 0, the Infomorph is scattered and is automatically sent to the nearest spawnpoint to reconfigure itself. He may refill small portions of his Life Meter during the game by draining intel from people, machinery, or computer systems.
- When its Mana Meter hits 0, the Infomorph cannot cast any abilities. He may refill his Mana Meter by the

same means as it refills his Life Meter.

- If both the Life Meter and Mana Meter are not at maximum, they will both refill slightly. If say its Mana Meter is at maximum and its Life Meter is not, its Life Meter will gain all the benefits of draining intel and thus refill more.

{1.B.} The Infomorph's Forms: Flesh and Ghost:

There are two main forms the Infomorph may take in the game: (1) Fleshform and (2) Ghostform.

- Fleshform refers to when the Infomorph takes control of a character in the game world. In this form, the player is bound to a single character until he decides to either jump into another one or leave the body to enter Ghostform. He is able to use any physical armaments through this character as well as Infomorph skills.
- Ghostform refers to when the Infomorph is not in control of a character. In this form, the player may navigate via flight to anywhere in the city. He is able to use intel blasts that target other Infomorphs directly to knock them out of their characters as well as use Infomorph Skills. The player may also warp to a number of characters he has taken control of in the recent past.

{1.C.} Infomorph Progression, Empowerment and Customization:

In either form, there are multiple Infomorph skills that can be done either offensively, defensively, or strategically. However, which skills are available as well as how powerful they are are dependant upon the Infomorph's specification, or "Spec".

As the player gathers intel from killing, draining, or destroying people, machinery, or computer systems, he may inject this intel into abilities within one of three "Spec Trees", which will define how the Infomorph plays as well as his strengths and thus, weaknesses. There are three Specs available to the player:

- (1) **Caster** = Primarily a magic user, this spec empowers the infomorph's spells.
- (2) **Gunner** = Strengthens ammunition used from physical weapons, as well as proficiency with them.
- (3) **Ghost** = Defense and evasion. This Spec focuses on jumping and ghostform abilities.

Once intel is spent, the player may change his mind and want to try out the other possible customization options. He may suck intel out of an ability and re-inject it into another. In this way, "intel" is "flexible experience points".

Once these abilities are learned, the player may assign them to the gamepad's face buttons for use whenever his weapon is drawn.


Please see the Menu Screen mockup below:

SKILLS

SEEDS

INFOMORPH NAME

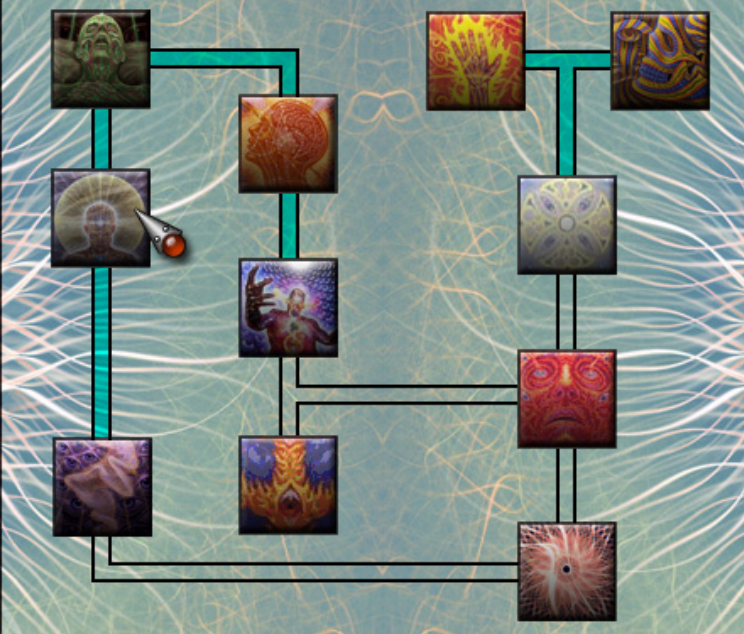
Current PCC (if any)



INTEL: 8500 / 9999

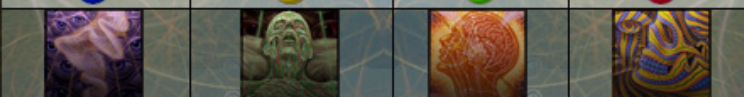
INFOMORPH NAME		BASE	STATS
LIFE		MANA	
9999		9999	

CASTER
GUNNER
GHOST



INFOMORPH SKILLS HOTBAR

X
Y
A
B



Some examples of Skills / Spells of a Spec tree follow:

Infomorph Skill	Result
Mind Control	Take control of a character from a distance. Once under Mind Control, you may send the target off a building or into oncoming traffic from a distance.
Drain	Suck a target's mind out to completely to refill your Life Meter.
Lifelink	Spread your Life Meter among multiple minds you have already seeded to take less direct damage, but risking the lives of your seeds, for they will die before your Infomorph is scattered.
Mind Bend	Render someone insane. The target will randomly attack anyone or anything in its surroundings.
Mind Break	Knock a target back and unconscious. The target cannot be jumped into until it recovers from Mind Break.

Phase	Shift out of body briefly to reflect some damage to the attacker if used right before or during an attack.
Regenerate	Converts some amount of Mana to Life.
Degenerate	Converts some amount of Life to Mana.
Mana-coated Ammo	Uses a small amount of mana with each shot from a physical weapon. The rounds fired deal additional damage to both avatars and other infomorphs.
Mana Field	Mana will be Consumed before Life points so long as the shield holds.
Reanimate	Take control of an already dead person. This “zombie” has a major stamina increase.
Lag	Slow down the movement speed and actions of a target.
Power Spike	Gain a vast movement, attack power, and action speed increase for the duration of the spell.

{2} The Population:

[PPC's = “Potentially Playable Characters”]:

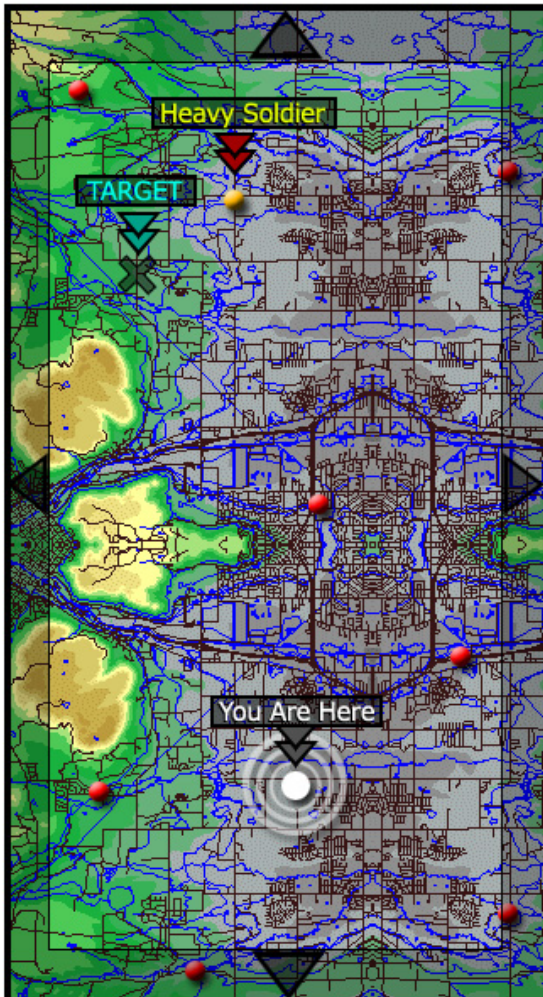
There are several types of PPC's, each useful to you in multiple ways. You may control and shift between them at any time. When a PPC is not in your direct control, he/she continues on with its personal AI-drive routines, whether it's shopping, going to work, relaxing at home, or sleeping. Once you “Seed” them, they remain tracked as dots on your game world map, going about their business but ready to be warped into instantly. They will remain in your employ so long as they're alive and seeded.

PPCs have their own statistic modifiers which control how they maneuver and play depending on their class. At any time, you may spend Intel to upgrade their stat modifiers to suit your own purposes and playstyle. After they are killed in combat and you remove your seed, they are lost forever; so it's important to take care of PPCs you have spent Intel on.

They may be enforcement classes such as soldiers, mercenaries, and police officers, or they may be professional classes such as politicians, scientists, professors, or businessmen. They may also be social classes such as psychics, exotic dancers, or simply consumers. Each class comes with their own special ability which may be used to your advantage. Some abilities may include:

PPC Class	Ability Name	Effect
Police Officer	Bribed	Calls off the hunt for one of your PPCs that is labeled as “WANTED”
Prison Guard	Cell Break	Will set free a PPC of yours that is being held prisoner
Scientist	Research	Research an item you have found to unlock its hidden properties
Politician	Propaganda	Gives a small increase of faction influence to the faction of your choice passively over time
Psychic	Foretell	Tells you of special missions
Consumer	Shop	Delivers random items to your main PPC's home.

Any number of PPCs may be used just for going on killing rampages. When this happens over and over, they lose their class and job and become a criminal one. Some of these may include “Serial Killer”, “Traitor”, “Felon”, and so forth. Each of these designations come with their own stat modifiers and abilities.

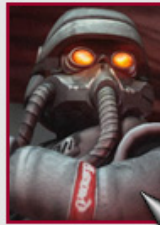


INTEL: 8500 / 9999

Heavy Soldier Stat Modifiers

Stamina	Intellect	Aim	Rattle	Reload	Speed
+40	-30	+10	+15	+5	-20

Heavy Soldier



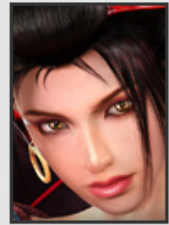
Ferrari



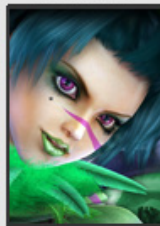
Armored Car



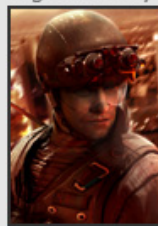
Psychic



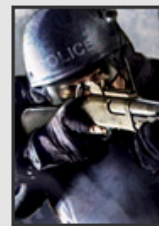
Candi Sin



Light Infantry



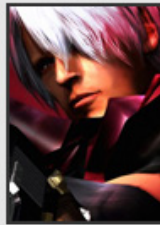
S.W.A.T.



F-16 Jet



Assassin



Serial Killer



Mech



Hovercraft



{2.A} Vehicles:

Vehicles and other mechanical systems also count as PPCs and may be seeded, controlled, and warped to just as people are.

{3} Factions:

Each time the player completes a mission, kills a person, or destroys property, a certain faction benefits and others get hindered. By putting different factions into power, the player gains access to the game's full set of Infomorph skills and weaponry. At the game's outset, The Globalist Faction is in power, and it's up to the player to decide which faction should overthrow this regime.

...CORE GAMEPLAY...

Your ultimate goal in *False Flag* is societal control through population manipulation in a quest for ultimate personal empowerment through use of The Infomorph. Popular groups, or "factions", are your ladders to power, and the minds of the crowds you tap determine the speed of your climb. With people (PPC's) as either buildable

bases or disposable avatars, you overthrow one faction's rule and put another in its place. As the game world evolves to match the new ruling class you have put to reign, you absorb that faction's highest technology and take another step towards Intelligence Prime.

With any regime's balanced hand, stern leadership, or vice grip, there shall be a will for independence, a chaotic variable, a deviation to the standard. That is you: The Infomorph. To frame your free will, *False Flag* uses a sandbox environment, where you are able to take direct control of any member of society ("jumping") to intervene in events that occur within the neocity game world over a realtime game clock and calendar. But rather than getting one, hard-coded story-driven objective like:

"Kill the messenger and get the package before he gets away!"

False Flag uses what we'll call, for now, an "Event Intervention Directive Engine" (E.I.D.E – pronounced: "I.D"), where the game gives you multiple "directives" that cover a game world event with a specific faction's progress attached to each possible instance of player interaction.

For example:

EVENT: *"There will be a messenger with a package at City Block D at 7:30pm. At 7:33, he will be followed by gunmen from the Globalist faction."*

Possible Directives	Faction Which Benefits
Kill the messenger and destroy the package.	The Globalists (+100 Influence)
Follow the messenger until 7:33. Then protect him from the gunmen for two minutes.	The Libertarians (+50 Influence)
Get the package. Deliver it to The Coven by 7:40pm.	The Occultists (+75 Influence)

What you do during these timed events determine the outcome of the event; that in turn results in a particular faction's progress. These events are gleaned from reading through the lines of propaganda the current regime is utilizing to control which take the form of personal "news" feeds delivered directly to your screen. Even though the news feed reads "Terrorism abounds", there will be a ticker which will notify you of the event. In order to receive these events, you will have to toggle "tuned in" on. If it is off, you may interact with the game world and its denizens completely uninterrupted.

While not pursuing a directive, you can just go on a shooting rampage against certain faction's adversaries to further bolster that faction's influence -- all the while gathering intel from the departed. These intel snippets, once absorbed into your infomorph's essence, can be used to expand the library of your Infomorph's abilities.

However, every action your PPCs do is taken note of in this hyper-surveilled society: Shoot away brazenly in broad view and the authorities will give chase to apprehend your host while his face broadcasts all over wirelessly-transmitted personal news feeds, alerting the public of your avatar's actions. The homes of PPCs in your employ are subject to police raids robbing you of any items that have been delivered there, hosts you use will be hunted down and arrested, forcing you to break them loose if you wish to use them again, or worse they can be "neutralized" for their crimes against The State and lost forever. These actions are governed by activating simple "wanted state" that is tied to a particular avatar. So long as you inhabit the avatar, they will be after you, but a simple jump to another person will wipe their pursuit from you, but that avatar will still be a wanted criminal. Once you have taken control of another avatar, it is then up to you whether you want to walk cleanly away from the scene, or try to save him.

...GAME PLAY ELEMENTS...

The "Event Intervention Directive Engine" (E.I.D.E.):

Part 1 - Game World Events:

Upon generating an event that is to occur in the backend, the engine first checks the game calendar for events that have been viewed by the player in the last three logins to ensure maximum reticulation of events between gameplay sessions. However, for illustrative simplicity, let us assume that this is the player's first "tuned in" event feed:

For Example:

There will be a messenger with a package at City Block D at 7:30pm. At 7:33, he will be followed by gunmen from the Globalist faction."

E.I.D.E. Variable Grammar Breakdown in this Example:

There will be a PERSON with OBJECT at LOCATION at START_TIME. At TIME+X, he will be ACTION by PERSONS from FACTION."

E.I.D.E. Variable Grammar Breakdown Template Used:

There will be a PERSON (with OBJECT = true) at LOCATION at START_TIME. At TIME+X, he will be ACTION by PERSONS from FACTION."

The actual order in the generation process, in the backend, is reversed. More precisely:

- (1) Template is chosen.
- (2) Variables filled in.
- (3) Intelligible language translation.

This is a rather complex event we're using to generate a chase-kill / protect mission, but it shall work nicely to show how such events can be handled straightforwardly.

For this Template, this is a sample table from which variables are pulled from:

Person / Object	Iff Person, Object (T/F)	Iff Check true: Object	Location	Start_Time	Action	Person(s)	Faction
Speaker	True	The briefcase	City Block A	Current Time	Follow (person)	Pedestrian	Libertarian
Spy	False	The package	City Block B	Current Time + T	Kill (person)	Ninjas	Globalist
Messenger		The money	City Block C		Stolen (object)	Local Police	Occultist
Consumer		The bomb	City Block D		Kidnap (person)	Gunmen	
The Bomb			Nearby		Arrest (person)	Bomb Squad	
The briefcase			B-C Transit Tunnel		Diffuse (object)	CIA	

This template may also generate the following event possibilities:

- (i) *There will be a bomb Nearby at 5:20pm. At 5:24, it will be diffused by the bomb squad from the Globalist faction.*
- (ii) *There will be a speaker the B-C Transit Tunnel at 11:20am. At 11:30, he will be kidnapped by Ninjas from the Occultist faction.*

The "Event Intervention Directive Engine" (E.I.D.E.)

Part 2 – Directives:

This is the directive table used in generating the directives used in the preliminary example:

- (1) "Kill the messenger by 7:33. Destroy the package."
- (2) "Follow the messenger until 7:33. Then protect him until 7:35."
- (3) "Get the package. Deliver it to The Coven by 7:40pm."

Actions	Person	Object	Location	Time	Faction
Kill (person)	Messenger	None	City Block A	Current Time + T	Libertarians

	(person)				
Destroy (object)		The package	City Block B	Current Time + T+1	Globalists
Get (object)			City Block C	Current Time + T+2	Occultists
Deliver (object, location)			City Block D	Current Time + T+3	Faction_D
Follow (person, location)			City Block E	Current Time + T+4	Faction_E
Protect (person)			City Block F	Current Time + T+5	Faction_F
Diffuse (object)			The Coven	Current Time + T+6	Faction_G

The directive table that is used are filled with the variables that generated the event and are Template dependent. Similar directive tables would be used if different events were chosen, such as in (i) and (ii).

This is only one template as an example to demonstrate how the engine works. More using similar algorithms shall come in future Design Document Iterations.

Tuned In E.I.D.E. Alert



Directive

Faction







...MOVEMENT, COLLISION, AND COMBAT...

Movement:

The Default Camera is behind the player in an over-the-shoulder perspective. Left and Right on the Left Analog Stick is "Strafe", akin to games like "Dead Space", "Gears of War" and "Fallout 3". Backwards in this control type

has the player backpedal, while pressing the Left Analog Stick in makes the player perform a quick turn, rotating 180 degrees so that he can flee from a dangerous situation.

Collision:

DAMAGE TO PPC BODILY ZONES (PER HIT)			
PPC with an Infomorph within (Higher Resistance)		PPC without an Infomorph within (No Resistance)	
	HEAD		HEAD
	Two Shot Kill Dead Release into Ghostform		One Shot Kill Dead - Release Seed (if any)
	TORSO		TORSO
	Medium Damage. Lower Aim and Movement Slightly		High Damage. Lower Aim and Movement Slightly
	ARMS		ARMS
	Low Damage Lower Aim a Little		Medium Damage Lower Aim Somewhat
	LEGS		LEGS
	Low Damage Lower Movement a Little		Medium Damage Lower Movement Somewhat

Depending where gunfire lands on a person, either his movement or aiming modifier gets reduced or both. For gameplay purposes, the aiming modifier is constant from one avatar to the next and always defaults to maximum proficiency after taking over a host. It can only be reduced from that point onward from damage taken to bodily zones.

Combat: Fleshform:

When within an avatar, there is no aiming reticle when simply moving about. When a weapon is aimed or zoomed, the aiming reticle appears as a dot with a line drawn to it, like a laser pointer.

Combat: Ghostform:

Infomorph-aware enemies and hostile Infomorphs may also target your Infomorph directly when out-of-body. Only certain types of weapons, such as EMTs, Gaussian-based firearms, or enemy Infomorph blasts may damage your Infomorph directly. If your Infomorph's lifemeter hits zero, it is dispersed and sent reeling to the nearest spawnpoint, where it shall reassemble itself.

While in Ghostform, the control of the game switches to a *Starfox*-style control, with a constant aiming reticle front and centered. Firing in this form will drain your mana meter and only damage other out-of-body Infomorphs. Ghost form is used mostly as a method of retreat in multiplayer and as a travel form in single player.



...ARTIFICIAL INTELLIGENCE...

The population in *False Flag* have their own daily schedules they perform on a routine basis. When left completely to its own devices, *False Flag*'s game world operates as an independent simulation in perfect societal order. None of the finer nuts and bolts of information are viewable to the player until he occupies or seeds a person.

At that point, the person's location is known to the player at all times via the game map, with the seeded person going about his daily business as a targetable blip upon it for issuing him/her special ability commands.

Simple pathfinding is used when jumping to a person who is in line of sight.

Game events are not to be generated until the player has turned the "Tuned In" option on in the Menu.

...MULTIPLAYER...

False Flag is designed to have a significant online component.

Online Freeform:

The game world exists online in the same structure as in the single player game. Every player logs into a freeform game world as his Infomorph with his PPC's from his single-player saved game imported. Game world events come periodically to those that are tuned in to receive them and notify all players of their occurrences. When an event comes, each player is prompted to choose the directive they wish to accomplish. These choices are viewable to all players. Those who have chosen the same directive are matched together and are treated as though they are in party. Those who have chosen different directives are then marked as threats to that party. All items gained by a player are then exported back to his single player saved game.

Head-to-Head:

In this timed or kill_limit battle, a number of Infomorphs battle each other and are ranked on Enemy Infomorph PPC Seed Kills as well as Enemy Infomorph Direct Kills.

Team Head-to-Head:

Same as Head-to-Head, except Infomorphs pair up and battle in teams.

Stronghold:

Each Infomorph has a destructible main safehouse. They may gain possession of data centers in smaller safehouses across the map to use as both health and mana recharge stations. Each Infomorph uses their PPC's and their main safehouse as spawnpoints. The last Infomorph standing with an intact safehouse wins.

Team Stronghold:

Same as Stronghold, except with teams.

Extinction:

This is a race to kill as many people as possible within the time limit.

//////////////////USER INTERFACE

GHOSTFORM CONTROLS



AVATAR CONTROLS

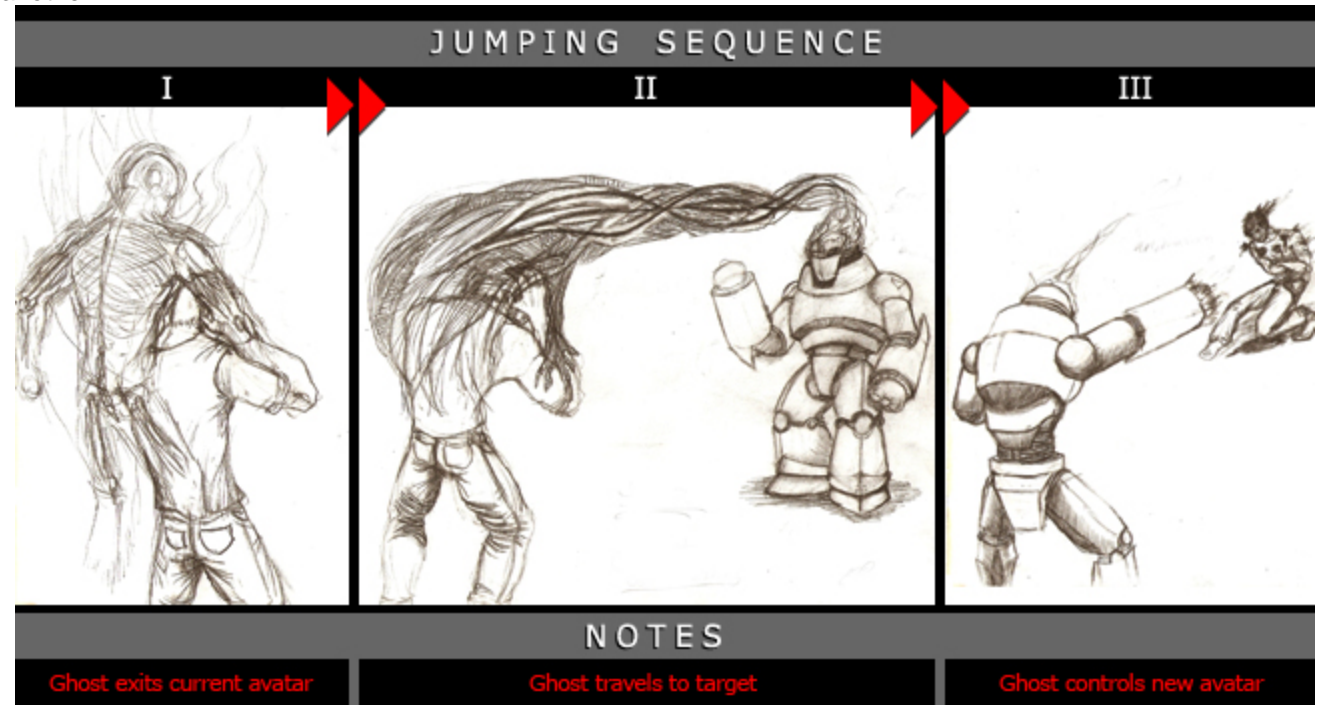


AVATAR CONTROLS - WEAPON DRAWN



...JUMPING...

While in either in an avatar or in Ghostform, the player may jump into any character in the game world. This is done by holding the “Jump” direction down while having the target inside the aiming reticle. After a certain amount of time has elapsed, displayed as a progress bar, the Infomorph will exit one body then propel itself into another.



The act of jumping is performed quickly, with instant control granted to the player upon landing into his intended host. Between Step 2 and Step 3, the camera rotates to retain the default camera perspective.

Additionally, the previous host is rendered unconscious or disoriented. If the player decides to keep his previous host alive and away from authorities, he must pick up his body with the player's current host and carry him off to a safehouse.

//////////////////////////ART AND VIDEO
...OVERALL GOALS...

The approach used for the population and city-block flavor depend on their theme, but the overall aesthetic is one of a sterile, metro-utopia in industrial organization and efficient, minimalist design. Its only taint is the vast, yet sharply and expertly presented media over-saturation. The general breakdown by over-the-top theme is:

Cultural Theme	Flavor
Sports	Steroid-infused athletes contrast a lardy fanbase, decked out head-to-toe in their team's colors. Bratwurst hoagies, beer hats and triple chins abound as do mounds of Olympiad muscle with no ability to string together coherence. Sports stadiums are rampant as are other smaller competition venues, memorabilia shops and gyms.
Movies	"US" and "People" magazine in a particle accelerator. Celebrity-ism and vicarious lives loop themselves out in an endless whirlwind of scandal and paparazzi. Old fashioned Drive-ins and theaters are present, though direct-to-mind cinematic experiences are the best way to warp the brain to believe that you too are being watched by the

	cameras, but always from your good side.
Games	Parodies of all game genres may apply here. Completely made up entries in ridiculous proportions like <i>"Rocket Boy's Rollerskating Island 4 Xtreme"</i> or <i>"Teenage Mom: The MMO"</i> are mixed in with real-world inspired gaming paraphernalia like <i>"Helmet Guy in Space"</i> and <i>"A-Crate 720"</i> in a giant pre-E3 '07 environment of babe-littered dance stages and projection screens.
Fashion	Skeletal teenage girls get blown over by gusts of passing traffic full of neon-floored limos. Young men look like women in disproportionate numbers while skintight pants keep everyone walking carefully. Strutting proudly amongst each other, they compare clothing and trade exclusive access passes through snapping fingertips.
Red Light	Strip clubs, peep shows, the las vegas strip surrounded by Los Angeles during the Brazilian Carnival. An attraction to stuffy businessmen and yuppie larvae largely, it is also a hotbed of experimental drug use. Thus it serves as a great testing ground for new federally-issued mind-bending hallucinogens.
Music	Multiple sound environments ensure that concerts of every musical taste run unhindered while running the conveyor of every musician wannabe's fantasies straight to Guitar Center. Publicity stunts, overdosing, smashed hotels, and suicides are orders of both dawn and dusk while groupies fawn over their latest iTube Pico gel casing with included holographic music video projector.

Prerendered Cinematic Sequences:

These should only be used at the beginning and at the end of a faction's regime change to usher in the new reign, if at all. Usage of in-engine graphics are, by and large, preferable over CG cinematics.

////////////////////SOUND AND MUSIC ...OVERALL GOALS...

There will be many "alternative" genres used to contrast the silly, hyper-cool populace from the powerful severity of the Infomorph. Also, the music will reflect a modern society with varied tastes. It will be a mix of rock, black metal, dancehall, dub, electronica, reggae, as well as a few cuts off of the Disinformation CD "Best of Moog".

Musical accompaniments will be used sparingly and intermittently mostly as highlights for particular zones. Such as in a heavily sports anthems to ongoing games are to give environmental embellishment. As is the same with environmental sound effects, such as the cheers of the crowd or groans of overstuffed fans.

Infomorph sound effects are akin to strong gusts of wind with some subtle processing / computation happening in the background. Though he looks somewhat like a ghost, his sounds are abstracted from that visual concept to connect him to memes of a progressive "lifeforce".

////////////////////STORY

"For the **New World Order**, a world government is just the beginning. Once in place they can engage their plan to exterminate 80% of the world's population, while enabling the "elites" to live forever with the aid of advanced technology. For the first time, crusading filmmaker **ALEX JONES** reveals their secret plan for humanity's extermination: Operation ENDGAME." - [Alex Jones](#)

The time is a few generations after the Globalist Regime of this New World Order has taken full control of humanity. They've had time to wipe clear the memories of the sovereign governmental system which was in place before. Now all that exists is their own revisionist history along with weak thoughts and frail whispers of a time before the now from few, scattered outcasts.

There origin of The Infomorph is hazy, obscured by conflicting theories and misinformation. Depending on who you ask you will get a different theory, influenced by their beliefs. These are some of the possible factions'

theories. Please note the factions are not worked out as of yet, these are just basic outlines to demonstrate breadth of scope:

Gaist Faction: It is a manifestation of the will of The Earth. The Infomorph has come to return balance to the planet and bring humanity back in harmony with Nature.

Scientific Faction: The Infomorph is a product of evolution. Large amounts of radiation and cosmic rays hitting the Earth have caused a spike in evolution's speed, and the Infomorph has formed as a by-product. It is likely that this is the intermediary step between humans gaining telepathic sensory perception. It could also be a new form of electro-magnetic parasite that has yet to be classified.

Intelligence Faction: Covert mind control research projects conducted by the CIA are to blame for the Infomorph's appearance. With the rise of interest in the 1970's MKULTRA program which used psychotropic drugs to induce out-of-body and planar drift sensations within subjects, this must be a resurgence of past theories using current technologies.

Religious Faction: The Infomorph is a spirit – a manifestation of the will of God. It has come to end the sins of the world and is the return of The Holy Spirit before armageddon.

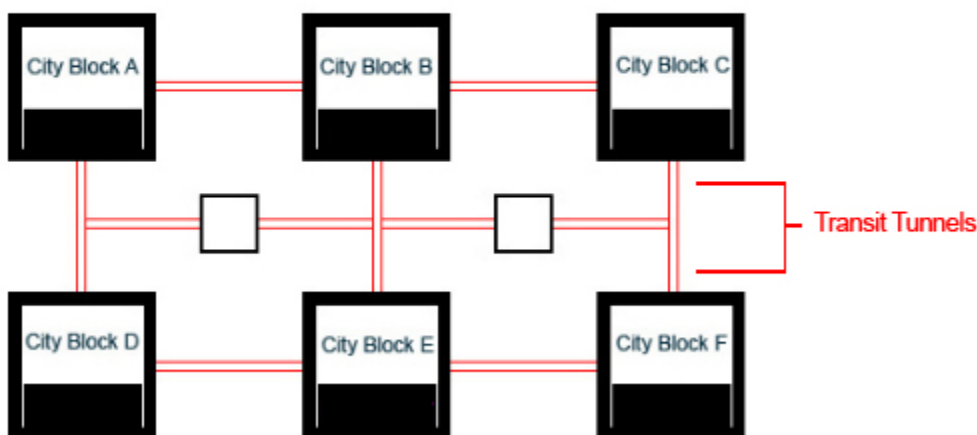
Military Faction: It's a new weapon that must be harnessed. It must have been developed by another branch of government, but with everyone pointing fingers and no one stepping forward, it must have some of the highest-end security clearance.

And so forth.

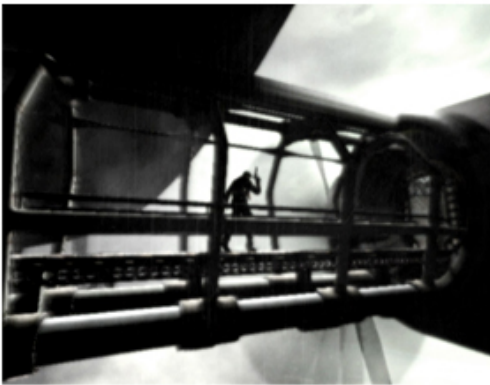
////////////////////LEVEL REQUIREMENTS ...WORLD OVERLAY...

The citylike, sandbox game world is divided into multiple city blocks, each isolated from each other and the outside natural world. These blocks (or domes) are connected by transit tunnels. Mostly for backend loading purposes, these tunnels screen each passenger as they enter and exit the system.

The Disneyverse Prison General Layout



Transit System between City Blocks



The general style of the city blocks may be akin to Las Vegas:



