

XENOMORPH

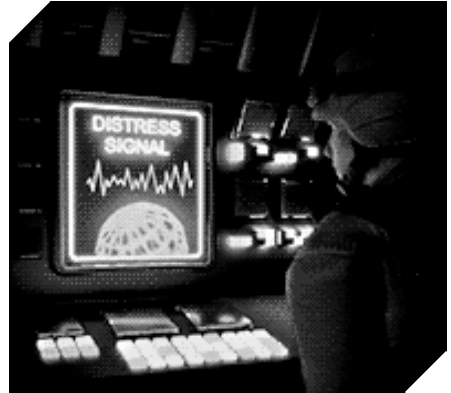


HISTORY

The Icarus IV, a tactical deployment ship, returns to its base after a high-risk mission in the Norval IX asteroid belt. Its sole occupant, Corporal James R. Dalton, narrowly survived the engagement. Wounded, with his armor battered and his ammunition reserves at minimum, he hoped to enter cryosleep and forget for a few hours the hell he had just left behind.

But just mid-jump into their return journey, the Icarus IV's automated sensors pick up a coded distress signal. It's a looped transmission of unknown origin, launched from the mining planet LV-174.

The military emergency assistance protocol is clear:
ANY ACTIVE SIGNAL MUST BE INVESTIGATED.



Dalton begins its automatic descent. With no active scanners and an atmosphere filled with interference, it lands blindly in what appears to be the mining station's main hangar.

Inside, the station is eerily silent. There are no signs of life. No crew. Only flickering lights, metallic echoes, and a disconnected security system.

Something doesn't add up. Records indicate the station should be fully operational. However, it appears completely abandoned. And yet... everything seems recent.

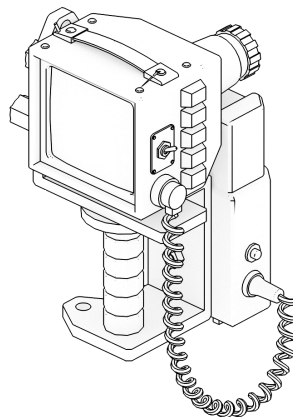
Dalton reloads his M41A Pulse Rifle with the little ammunition he has left and activates his motion detector and prepares to leave the ship with the objective of finding out what that detected signal is about.



MARINE EQUIPAMENT

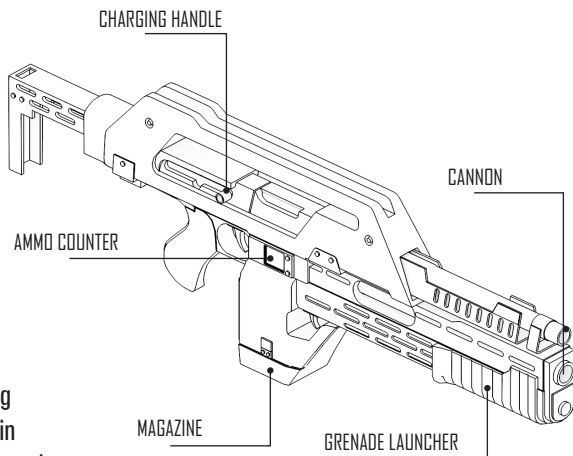
MOTION SCANNER

Is a simple motion-detecting surveillance device. Essentially, it is a high-powered ultrasound scanner that used doppler-shift discrimination to filter out moving objects from stationary background and then displayed them on the monitor. Detection is limited by the distance to the object or subject in question.



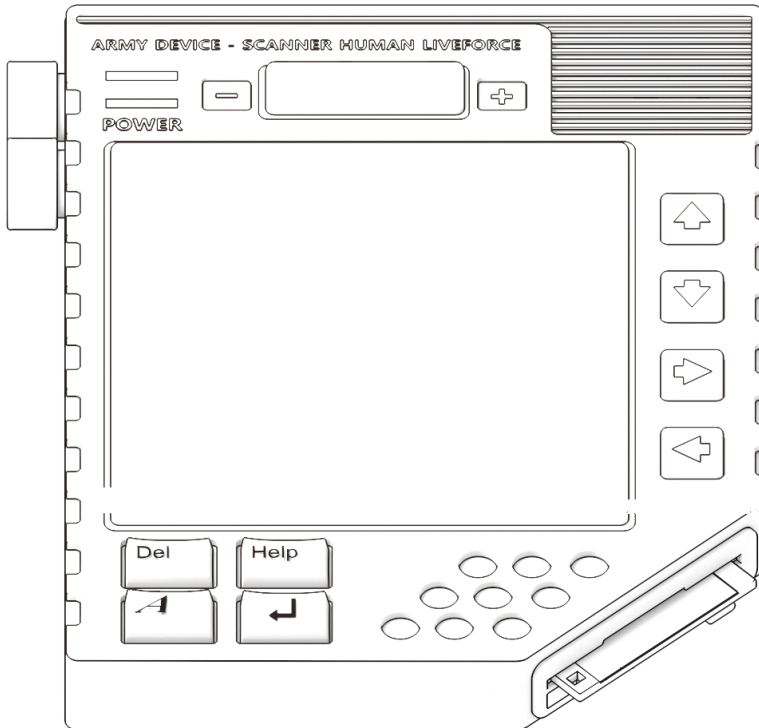
PULSE RIFLE M41A

The M41A Pulse Rifle is a fully automatic, air-cooled, short-to-medium range combat rifle. Made of light alloy plates, it fires 10x24mm armor-piercing caseless rounds from a 100-round U-bend magazine in semi-automatic, four-round burst, or fully automatic rates of fire. Magazines can hold 99 rounds, but were typically underloaded by a 4-6 round capacity to prevent a spring tension overfeed jam. The Pulse Rifle has a small, battery-powered digital readout displaying the number of rounds remaining in the magazine, with the battery located in the foregrip. It also features a retractable stock and an underslung four-round 30mm PN grenade launcher.



SIGNAL DETECTOR

Detects emergency signals emitted from various active sources. Each time we change rooms, we'll check our position relative to the detected emergency signal.



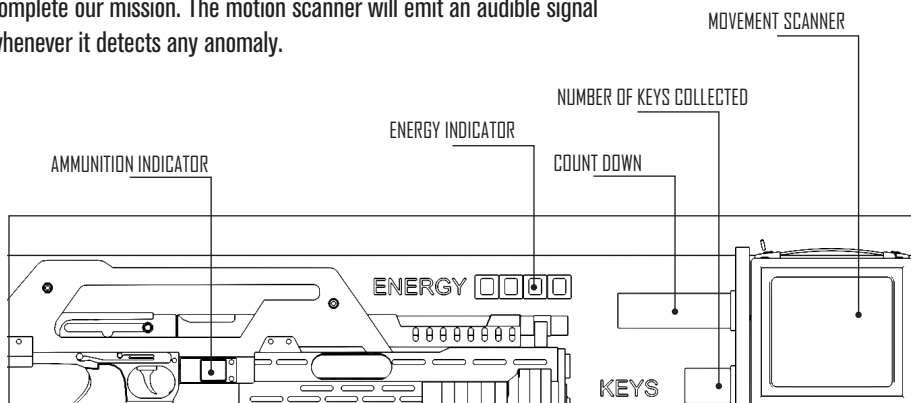
All equipment described is the property of WEYLAND-YUTANI-CORP. Loss or damage to any of its components will be charged to the appropriate employee.



GAME

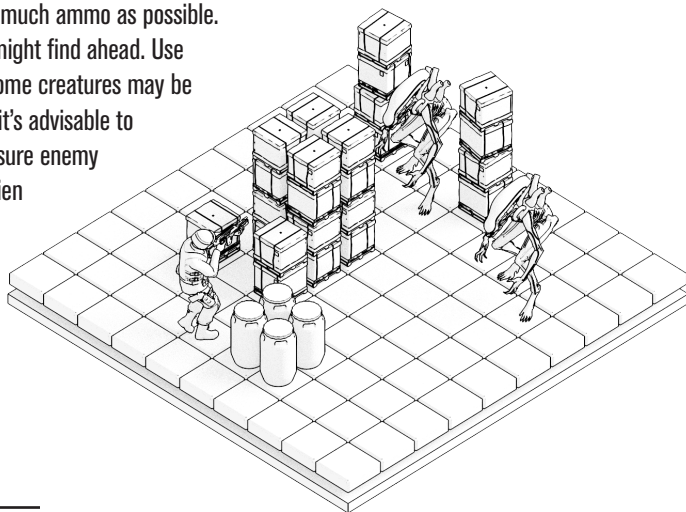
USER INTERFACE

Through the GUI, we'll have access to all the information we need to complete our mission. The motion scanner will emit an audible signal whenever it detects any anomaly.

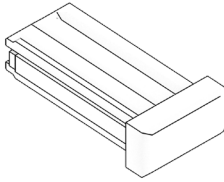


STRATEGY COMBAT

It's advisable to use cover whenever possible. Stay calm and conserve as much ammo as possible. You never know what you might find ahead. Use short, well-aimed bursts. Some creatures may be more resilient than others; it's advisable to fire three-shot bursts to ensure enemy kills. Remember that the alien has acid as its blood. You must avoid destroying targets at close range, or you risk taking acid damage.

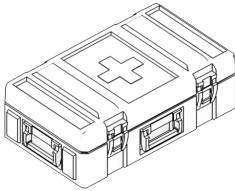


OBJECTS IN-GAME



AMMO CLIP

Pulse Rifle Reload. Adds 5 rounds to your weapon's total magazine. If you have more than 90 rounds, you won't be able to pick up more magazines.



MEDIKIT

First aid, which will increase the health indicated on the energy bar by one point. If your health is at full, you can pick it up, but it won't provide any improvement.

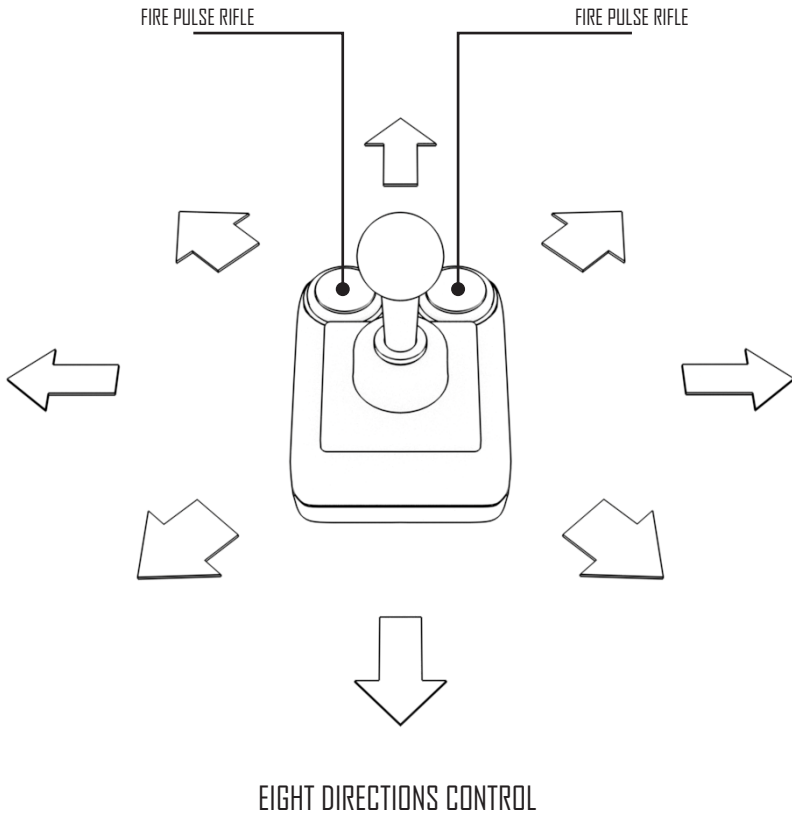


PASS KEY

Master Passes that allow you to open doors blocked by security. These are found throughout the mission, colored green, and easily recognizable throughout the map.

Throughout our mission, ammunition will be very scarce, so we must avoid wasting it as much as possible. It's advisable to investigate to locate as many objects as possible and pay close attention, as some may go unnoticed on the map.

CONTROLS



The fire buttons are basically used to fire with the pulse rifle. Naturally, if you don't have any bullets, you'll hear a click indicating that you're out of ammo.

Since the game is in top-down view, we have a typical 8-way control. We have to be especially careful when aiming from diagonal positions. Find the perfect angle to hit the target and at the same time seek some cover to avoid losing energy, either from a direct impact with the alien or from the acid it releases upon death.

If we approach a door and have enough keys, it will open automatically. We can collect items simply by approaching it.

XENOMORPH

AGGRESSIVE CREATURE

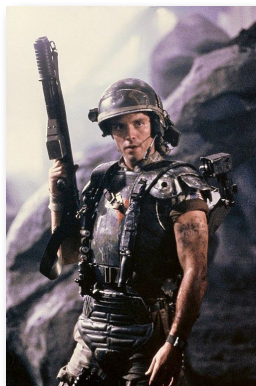
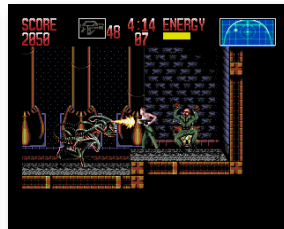
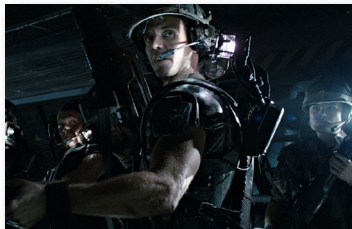


Known to be extremely deadly and hostile, these creatures require a host organism in order to reproduce. The appearance of the Xenomorph can vary depending on the host in which the embryo is implanted. The Human phenotype is generally around 7-9 feet (~ 2.13 - 2.74 meters) in height and roughly 181.43 to 272.15 kilograms (400-600 pounds) in weight. The Queen of this species is generally twice as large (although some Queens have been shown to grow even larger, some surpassing 30 meters in height if given time) and possesses superior speed, strength and intelligence compared to her common offspring.



MAKING - OFF

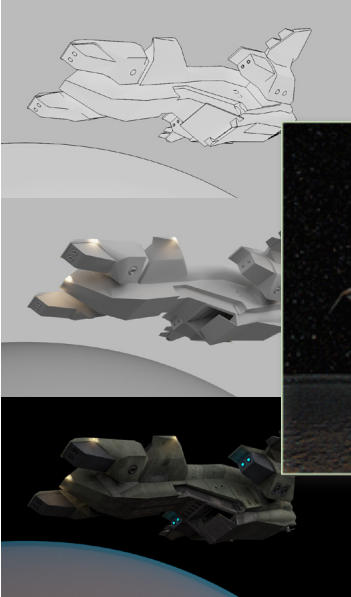
MOODBOARD



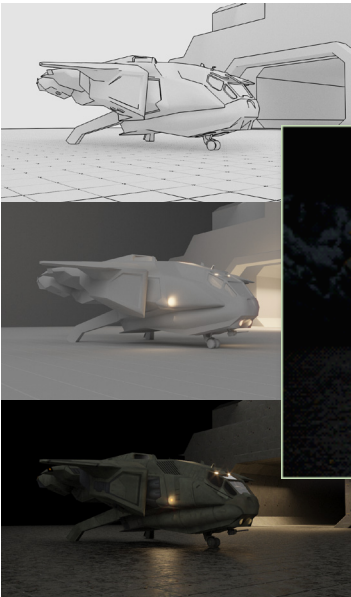
The game is heavily inspired by ALIEN BREED, although it has gone for a darker, more tense setting. The intention was to slow down the gameplay, requiring greater caution when confronting an Alien. The idea is that the ability to die easily will generate tension for the player, forcing them to slowly discover the map. Because the graphics are dark and low-contrast, it's difficult to distinguish the Alien, so you have to be very careful not to get too close to one without realizing it. The music and ambient sound, with samples taken from the films, contribute to this tense atmosphere.

The goal of this development was to participate in the REDPILL game competition sponsored by AMIGA-WAVE. Due to the limited time available for development, the game is quite short and suffers from some bugs and lacks optimization. Future optimizations and expansions of the levels are expected, thus offering a more complete and well-rounded game.

INTRO SCREENS

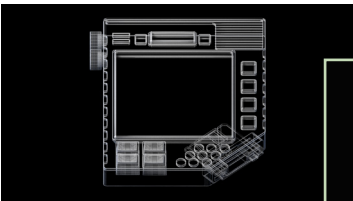


A 3D scene is created, which we texture and illuminate to obtain a render in which we reduce the color palette and resolution to finally correct errors manually and polish the dither in DeluxePaintV pixel by pixel.



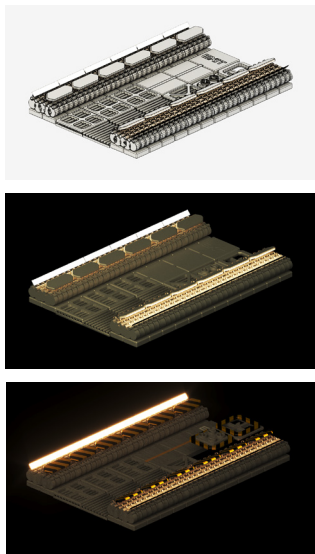


The signal detector's design has some details reminiscent of the Amiga. The power and charging lights, the lower keys, and the 3.5-inch docking station are all intended to recall our beloved computer.

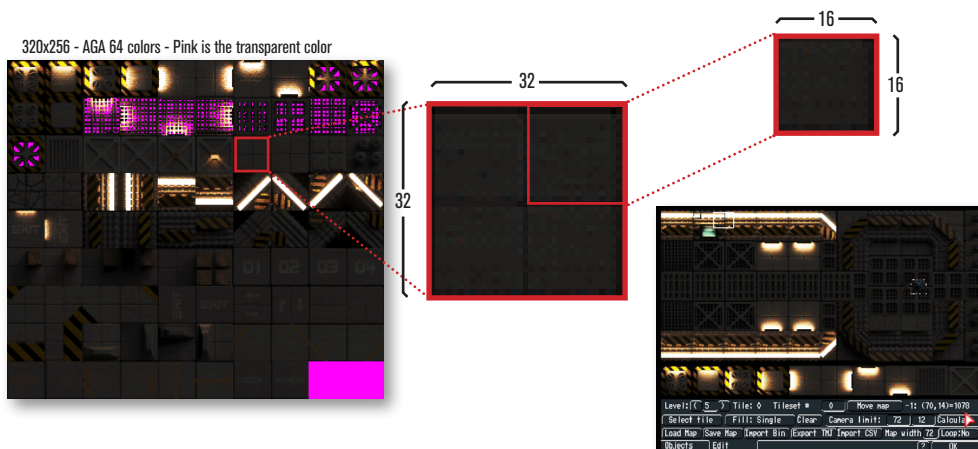


TILES & SPRITES

Except for some pixel art, most of XENOMORPH's graphics are pre-rendered. That is, we create them in 3D beforehand and then adapt the appropriate camera angle for rendering. This gives us an image that we then adapt to the AMIGA in terms of color palette and resolution to create the graphics we can finally use in REDPILL.



The tiles were modeled at 1 x 1 meter. After rendering, we obtained 32x32 pixel tiles, which we standardized the color palette. Finally, in REDPILL, we adapted them to a 16x16 grid to blend the smaller pieces and achieve a more varied mapping of each level.



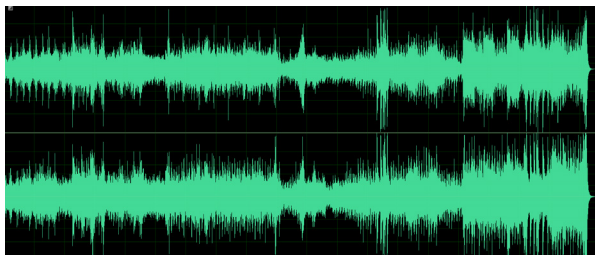
COVER



MUSIC

Starting with a track from the original soundtrack, the OPENVINO filter is used to separate the mixed wave into the different instrument tracks.

Theme of OST with all instruments mix.



OpenVINO

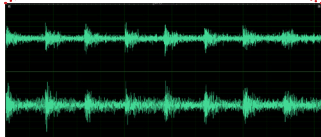
Drums Track



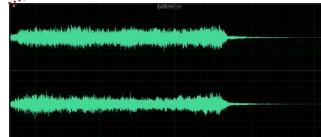
Brass Track



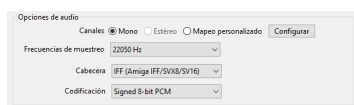
Rhythm Loop



Instrument Note



Once the instruments are isolated, parts are cut to create independent loops and samples that can be used to play melodies in the tracker or add various effects to give the resulting module some variety. If some cuts are too abrupt, reverb or echo effects are added to make the sample more organic. Finally, the instruments are exported to IFF in MONO at a frequency of 22050 Hz - 8 bits. For longer samples, the speed is doubled before exporting.



Then in the tracker we compose the mod with the obtained samples, making sure to activate the LOOP option when necessary.



LOADING SCREEN



Due to limited time to participate in the contest, some images are AI-generated placeholders. These are marked with an indication in the lower left corner. It is hoped that these will be replaced with manually generated images in the future.

SOFTWARE

PC:
3DSMAX - PHOTOSHOP - AUDACITY

AMIGA:
REDPILL - DELUXEPAINT V - PROTRACKER

CREDITS

DESIGN - PROGRAMMING - GRAPHICS - SOUNDS - MUSICS
JUANDE3050



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<https://oldmechanicgames.bsky.social>

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