



After the destruction of earth and the near extinction of the human race, the last remnant lives in an AI controlled utopia floating above the rubble. The great mathematician has stopped sending souls to the material realm, so the souls are infinitely recycled and bounded with whatever organic material is left, and have to be grounded with metal and technology. During the recycling and birthing process a spiritual blockade is created so no living being can communicate with the great mathematician. During a routine birthing process, a person is born early and is able to communicate with the great mathematician, and is able to receive instructions. The last of humanity needs to be destroyed, removed from the material realm, that is the only goal.

A cyborg living in a technologically advanced utopia receives a vision of a past life, instructing him to save the rest of an uncompromising humanity by destroying it.

Janitor



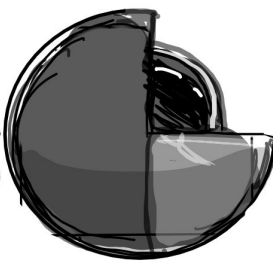
CYBORG



front



side



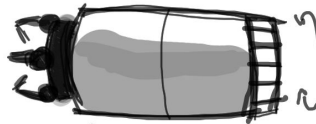
top



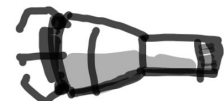
Precious stones



12 colors around



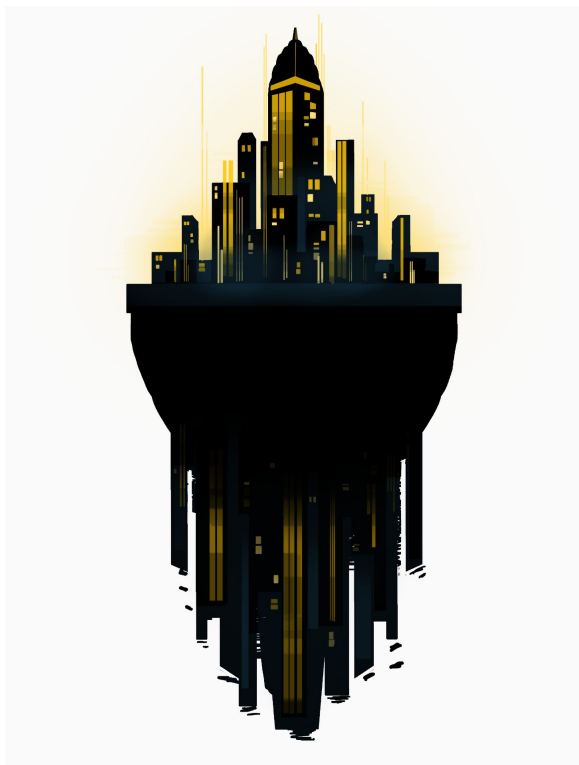
#1



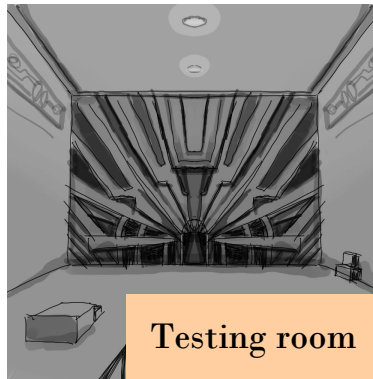
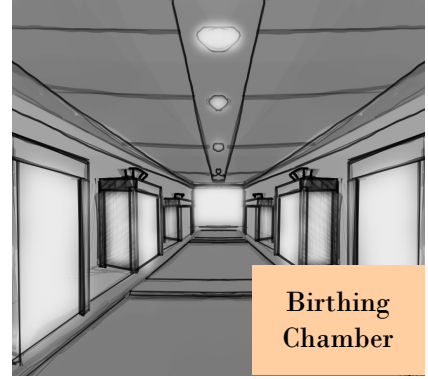
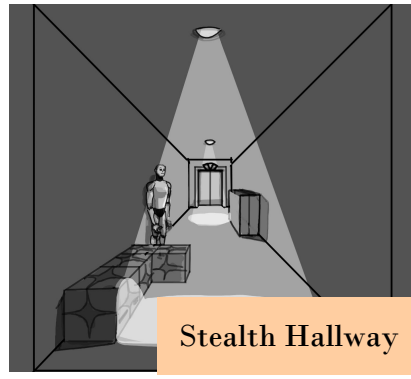
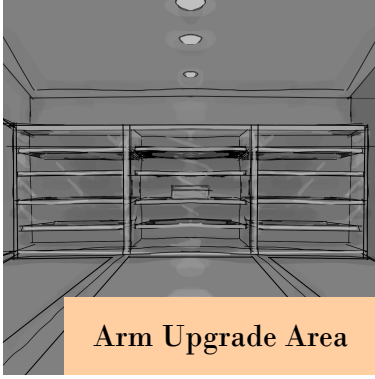
#2



#3



Concept Art - Environments



THE TEAM

A n d r e



Marketing & PR

G e o f f r e y



Narrative &
Game Designer

H u n t e r



Project Manager

J o e



Programmer

K e l l e n



3D Modeler

L a n d o n



Lead Narrative
Designer

S a t i



Concept
Artist

METATRONIC STORY

1. The player (E-Noch) is born prematurely in the spring of life 'En Gedi.' They go through a tutorial teaching them all the mechanics of the game.
2. E-Noch is let out of En Gedi and now gets to explore the whole city, Ophir. They go to their apartment, located at Echelon Apartments.
3. E-Noch falls asleep and receives a vision from a past life. In this vision they meet Malachi, who seems to know E-Noch but won't reveal how. After exploring this vision space they're in they find instructions given from The Great Mathematician, these instructions instruct E-Noch to stop humanity from existing in the material realm.
4. E-Noch receives a Kalaba companion on their doorstep, and they go out looking for the "keys" to shut down Ophir. These "keys" are located at The Great Casino in the Midas District, The owners safe at The Xerxes Zone, and in the restricted section at En Gedi.
5. It is revealed that E-Noch's Kalaba was reporting them to the Barrabas AI and they are taken into custody.. E-Noch is forced to destroy their Kalaba in order to escape. Barrabas reveals to E-Noch that they were the one that saved the city and created the Barrabas AI to keep the status quo.
6. With this information, you can now either side with the Barrabas AI and keep humanity alive in the material realm, or you can continue on with The Great Mathematicians plan and find out what's next for humanity spiritually.
7. Ophir is either completely destroyed or in better condition than is once was, you choose.

CHARACTERS

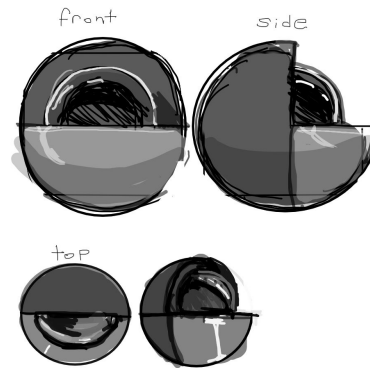
E-Noch - After being rebirthed, any memory they had of their first life was erased, and they were reduced to just being an everyday citizen.

During their rebirthing process it malfunctioned, and as such the blockade between them and the great mathematician was never formed. Throughout the game, the player receives visions, one of them towards the end of the game of E-Noch's first life.



Mordecai - Scientist for En Gedi, recently promoted to quality assurance advisor after the previous QA advisor let out the citizen that quickly became the Neon Slasher. A very kind and gentle man with a lot of secrets. He is one of Barrabas' most trusted. He went missing quickly after E-Noch was released from En Gedi. The Ping Pong champion.

Kalaba - Each human gets one of these as a companion, though they are a sort of spy for the AI (which the humans do not know). The AI is unable to monitor each human at once, so if one of the Kalaba reports any suspicious behavior to the AI, the AI then steps in and stops the human from doing what they were doing.



Great Mathematician

The god of the world



Javarius - First character the player meets that is human.

Cover Art



METATRONIC