

M.A.N.S. (Massive Amounts of Nonessential Soldiers)

Peoples

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Summary

As a captain of the human alliance intergalactic armed forces, your job is to make use of the M.A.N.S. system (Massive Amounts of Nonessential Soldiers) to throw wave after wave of soldiers at the enemy until victory is yours!

What about your soldiers on the field? Don't worry! Thanks to planetary conscription, troops are in near-limitless supply, and therefore completely dispensable!

It's good to be in command!

Basic gameplay loop

- The game starts with a soldier dispenser on one side of the map with a 'Total Soldiers' tally, and a target of some kind with a 'Target health points' on the other.
- The player can 'spend' soldiers from a total to place and move objects on the screen to direct the flow of soldiers to the desired target.
- When ready, the player activates the dispenser and the soldiers pour out. The 'total soldiers' number goes down the longer the dispenser is active.
- The soldiers flow through the stage like a wave, any soldiers that hit the target reduce the target total, when the 'target health points' reaches zero, the target blows up (killing the rest of the soldiers) and the player wins. (show stats, always show 'zero survivors')
- If the target is still standing when the player runs out of soldiers, the player loses.

Gameplay modifiers:

- The target is only active for certain periods of time (i.e. a mouth opening and closing)
- Physical barriers that must be navigates past
- Moving objects and platforms
- Obstacles that must be broken
- Portals
- Land mines
- Land sharks

Style

Sci-fiction in setting, bordering on retro sci-fi. We're not trying to be realistic here, friggin lazer guns and 50-eyed alien monsters. Lots of colour as well.

Tone

Dark and irreverent. Obvious influences are Futurama and Rick and Morty.

The commander (and you by proxy) obviously gives no shits about human life, or any life for that matter. There is only victory and the highest cost is worth even the smallest victory.

Soldiers aren't really charging into battle as much as they are being dropped out of a ship and hurled at the enemy with the intention of winning by sheer numbers. And everybody but the soldiers seem fine with that.

i.e. at the start of the third or fourth stage the player is informed that the supply of men has run low and so the army is now using women and children now.

According to the stats we should win this by sheer averages

Game Script

Stage 1 - Do the tutorial

(This one will be a bit more dialogue heavy as the game mechanics are explained)

Training field. There is a man cannon on one side and a giant robot on the other.

--- A hero shot of a commander appears on screen.

"Greetings Captain! First, let me congratulate you on your recent purchase of the rank of captain! Considering that you have no prior military experience I am here to show you the ropes of waging war using our Massive Amount of Non-essential Soldiers system, or M.A.N.S. to keep the character limit down.

How does M.A.N.S. work? I don't hear you ask. Well it's simple!"

--- The main gameplay screen is shown with the mans cannon and the killbot

"Here you have the M.A.N.S. cannon, and across the field of battle, is your objective In this case a decommissioned killbot. Poor guy used to kill so many people in it's day, now it's a training dummy, my bet is that it hates itself right about now. Anywhoo"

“Hitting the ‘GO’ button will launch your men (via the M.A.N.S. delivery system) at your target and you can watch as they flow onto the field of battle in a glorious wave of expendable conscripted soldiers.”

“If your men can’t reach the target after launching, you must construct platforms or modifiers to help guide the next wave of soldiers to the target. Building new equipment is hard work though and you will lose many men in the process, so keep an eye on your M.A.N.S counter so you still have enough soldiers left for the battlefield.”

“Once enough men have smashed themselves upon the target or completed the objective, the mission is considered a success and we bug out for martinis and party pies back at the base.”

“So, think you’re person enough have what it takes to handle the M.A.N.S. system? SHOW ME WHAT YOU GOT and throw your men’s pointless lives away to take out that killbot. Nobody lives forever!”

--- The player goes through the opening level

--- If the player succeeds

“Great work captain! The families of the soldiers killed today can rest easy knowing that you passed this non-compulsory training exercise with flying colours. You get a gold star.”

--- If the player fails the mission

“Captain how will you explain this loss to the fallen soldiers down there? Ha ha haaaaa just kidding, they don’t care, they’re obviously dead. Let’s try this one again.”

Stage 2 - Feed the monster

Alien planet, there’s a big fat alien monster on the stage.

--- A hero shot of a commander appears on screen.

“Here’s the situation Captain. We’re trying to strip this planet dry of it’s resources and this big-ass alien is blocking our path, we need it dealt with. It’s impervious to standard attacks, but we assume that it’s insides are soft and squidgy, and soldiers are plentiful and cheap.”

“We need you to send your men straight down the gullet of that beast, we assume that if it engorges itself on enough men that it will explode, or leave, or something probably.

So, yeah....go. Do the thing.”

--- If the player succeeds

“Great work Captain, that monster devoured all of those men like it was at some kind of all you can eat taco buffet. Is anyone else hungry? Tacos? Let’s go get tacos.”

--- If the player fails the mission

"Look, apparently we have nukes so they're still an option, but I had a big breakfast so I really can't be bothered getting up again. Get some more soldiers and have another crack. I'll be here napping, let me know when you're done."

Stage 3 - Push the bomb

Alien planet, there's a bomb on the stage as well as a less-crappy looking killbot.

--- A hero shot of a commander appears on screen.

"Captain there appears to be a killbot on the loose. Perhaps we accidentally let one escape the facility? Who cares, doesn't matter.

What does matter is that killbot is an upgraded model that cannot be defeated by merely throwing lives at it, so we dropped a bomb at it."

"Problem is, the bomb might have missed the target by a not-insignificant margin, so we need your MANS to get that bomb closer to the killbot so we can blow the thing up.

And before you ask, yes your men will be killed in the blast and no I don't care."

--- If the player succeeds

"Now that's what I like to see! Throwing away countless lives to clean up a deadly mess that was our fault to begin with. Military strategy at it's finest!"

--- If the player fails the mission

"That bomb is not close enough to the killbot! If we blow it up now we'll only manage to piss it off. Ah the hell with it, blow the bomb up anyway. Let's get nuts!"

Stage 4 - Go down the hole

Alien planet, there's a deep ravine with a giant mouthy alien at the bottom of it

--- A hero shot of a commander appears on screen.

"See that big mouthy alien down there? That there is biggest creature our military has ever come across. Military Intelligence has named the creature "Borfft" and have decided the best course of action is to start worshipping this creature immediately."

"Your mission is to cast off the shackles of your humanity and feed our lord and master Borfft with as many men as you have at your disposal, if we appease our supreme overlord enough

we may possibly be granted special powers!”

“LET THE FEEDING COMMENCE, ALL HAIL BORFFT!! SCHNAAALLLL!!!! SCHNAAALLLL!!!! SCHNAAALLLL!!!!”

--- *If the player succeeds*

“Great work Captain! The ritual is complete and Borfft’s cosmic hunger has been sated. You free tonight? The sergeant’s planning a sacrificial killing with the lads if you want to come along, what do ya say?”

--- *If the player fails the mission*

“Borfft still hasn’t been fed enough? Quick! Feed him more before he notices us!”

Stage 5- Jump start my minivan

Human colony, there is a minivan on the other side of a ravine, and a fuel pump past that.

--- *A hero shot of a commander appears on screen.*

“Captain! I need you to do me a solid. My minivan has run out of fuel and I need you to help me push it to the nearest fuel pump, and I’ll be damned if I’m going to call a towing service!”

“Now my minivan is pretty heavy (top of the line model) so it will take some real man-power to get it moving, I’d suggest throwing as many of your men at it as possible.

Oh and mind the ditch too, I just had the van washed.”

--- *If the player succeeds*

“Thanks for your help Captain, with the money I will save on towing your men’s sacrifice will not be in vain! Oh also can I borrow some fuel-money? Space fuel isn’t cheap you know?”

--- *If the player fails the mission*

“Captain I asked you to do me a solid, this isn’t solid at all! It’s more mushy and soft like an overripe spacebanana. I hate spacebananas! Try again.”

Stage 6- Dunk the bomb

Alien planet, across a large ravine is a bomb hanging from a rope.

--- *A hero shot of a commander appears on screen.*

“Hello Captain! You’ve caught us preparing to subjugate one of outer rim colonies. We could do this with diplomacy but we’d much rather do it with a big-ass bomb. Y’know, flex the ol’ military muscles a bit.”

"We have the bomb hanging high over the colony by a rope, because planes are expensive and rope is cheap, and you know what else is cheap? The lives of your men!"

"It will take some tricky maneuvering but if you use your head and all the special items at your disposal, you can get the job done and bomb this stupid colony into dirt."

--- *If the player succeeds*

"Fantastic work Captain! Now with that pesky colony out of the way we can sell off the real estate to make way for an intergalactic car park! You have done car spaces a real service today, you should be proud. Definitely not your dead men though, they can't feel anything, they're dead."

--- *If the player fails the mission*

"Captain that bomb isn't going to move itself, and we're not paying to have it brought back in. Keep throwing men at it until that bomb drops!"

Game victory dialogue

"Congratulations Captain, your frivolous wastage of human life has helped the human alliance intergalactic armed forces complete a great number of unimportant tasks.

You should be proud of what you have accomplished, may you stand tall upon the bodies of those who were bravely conscripted to follow your orders to their demise."

---Game MANS killed total displayed on screen.

Option to go back to the main menu.

[Title screen]

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[Menu] --- [Options]

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[Game screen]-----

|

(Player defeats enemy)

|

(Player runs out of men)

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[Round over, next round]

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[Round over, retry?]

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