

fleshhunger



ARTBOOK



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1. FLESHINSANE: LOGO AND PROMOTIONAL BANNER DESIGN



The logo and banner of the game should reflect cruelty, bestiality and genre of the project for the audience. It should explicitly make it clear that this is not a game for all ages.



The last sketch was more appropriate, conveying there's danger everywhere, everything in this world is not what it seems. That was reflected in final rendition of a banner.

GORABLE RESIDENT

The Nomads are an ancient civilization that reached its peak by mining bio-material.

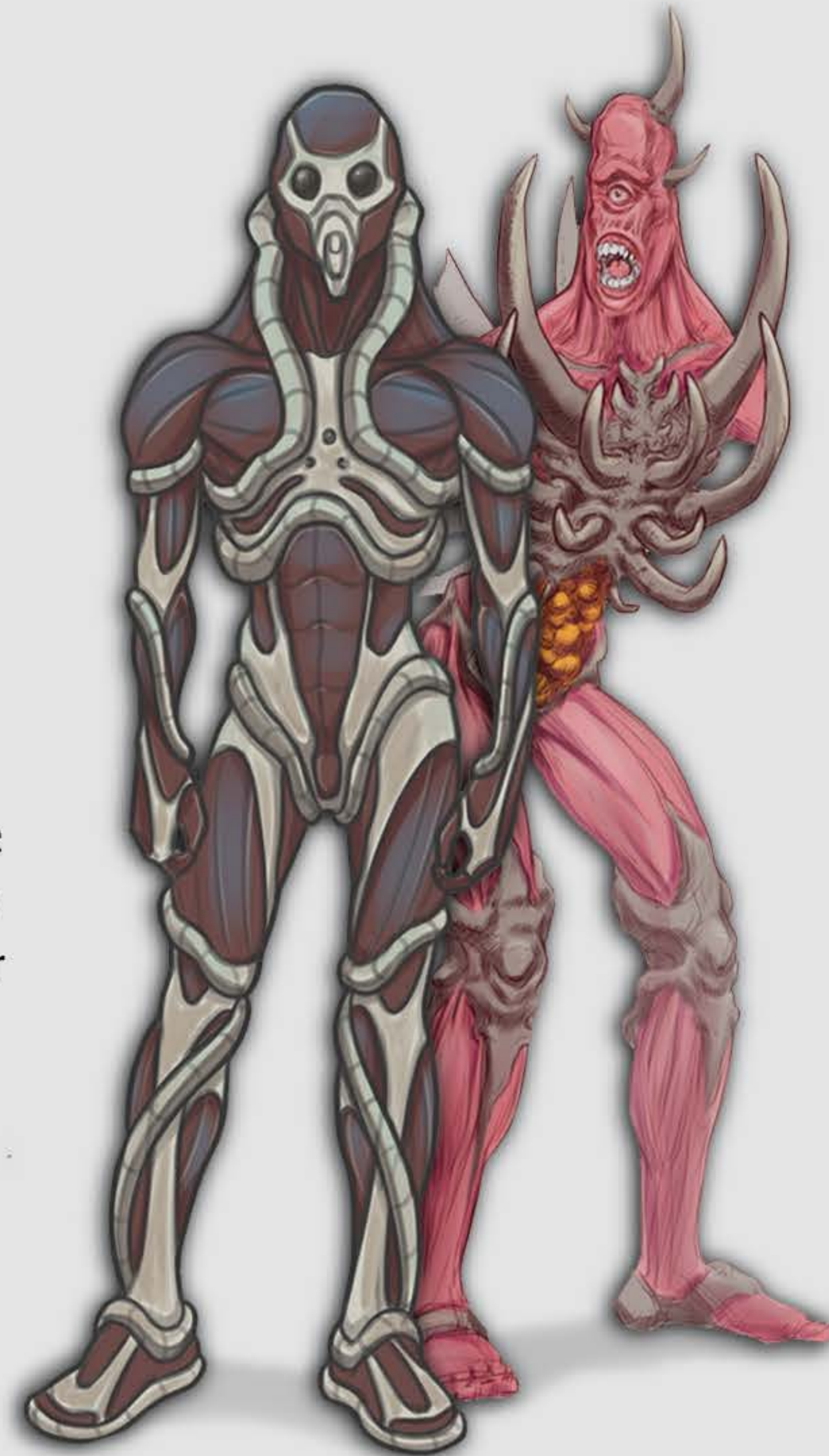
Their technologies and mechanisms are based on flesh, veins are cable, eyes are camera, bones are metal.

Augmented Flesh: In NeoGenesis, advanced biotechnology has allowed for the integration of synthetic materials with human flesh. This augmented flesh provides enhanced physical capabilities such as strength, agility, and resilience. Each character's unique abilities are influenced by the type and extent of their augmentations, ranging from combat enhancements to specialized skills like hacking or stealth.

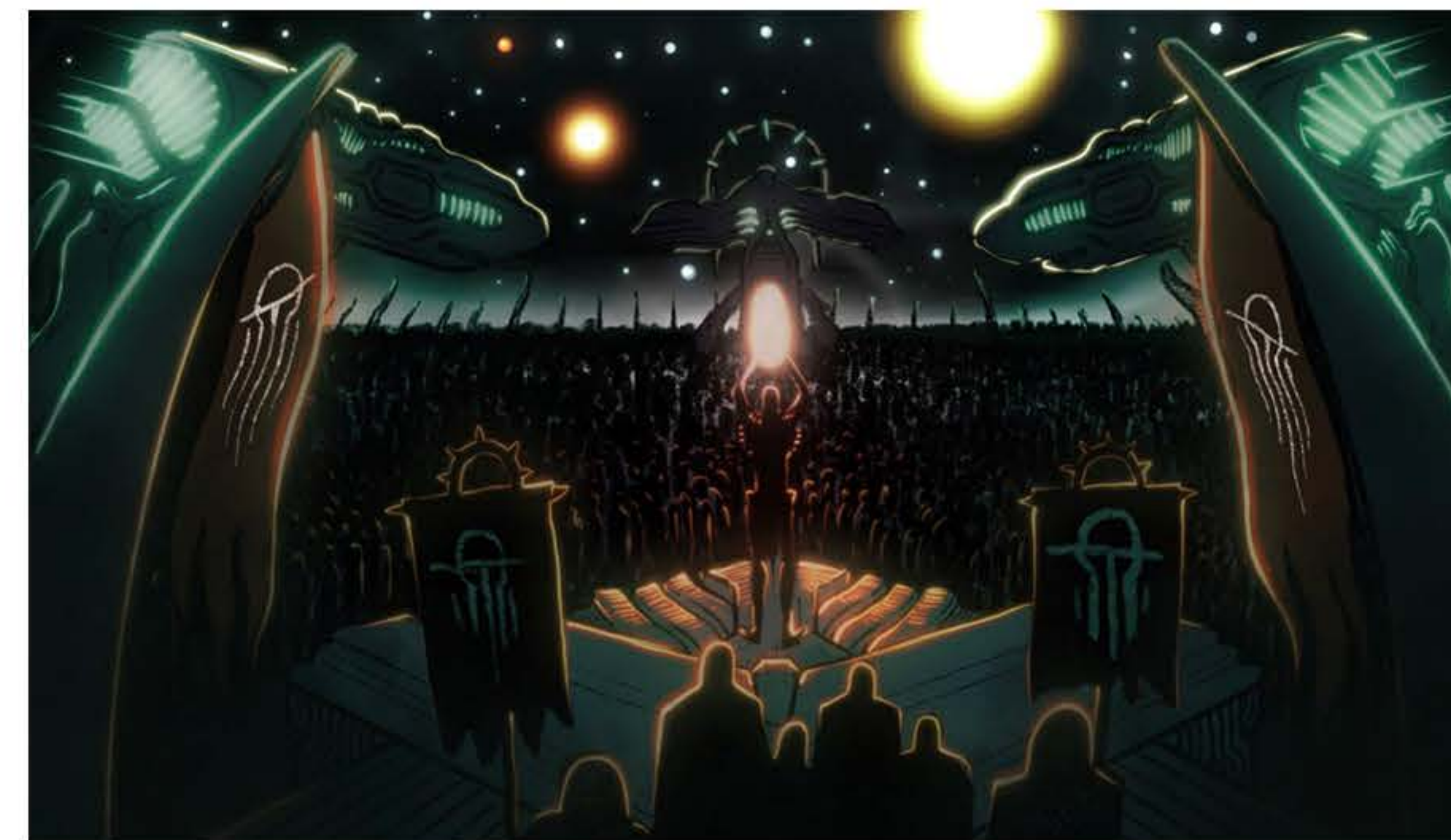
Vein Network: Veins and arteries have been transformed into intricate networks of cables and conduits. These "vein-cables" not only transport blood but also carry data and energy throughout the body. Characters can upgrade their vein networks to boost their technological capabilities, enabling faster reflexes, heightened sensory perception, and the ability to interface directly with electronic systems.

Eyes as Cameras: The characters' eyes have been replaced or augmented with advanced camera systems. These cybernetic eyes provide a range of visual enhancements, including augmented reality overlays, thermal imaging, and long-range scanning capabilities. Players can toggle between different vision modes to gather intel, track targets, or uncover hidden secrets in the environment.

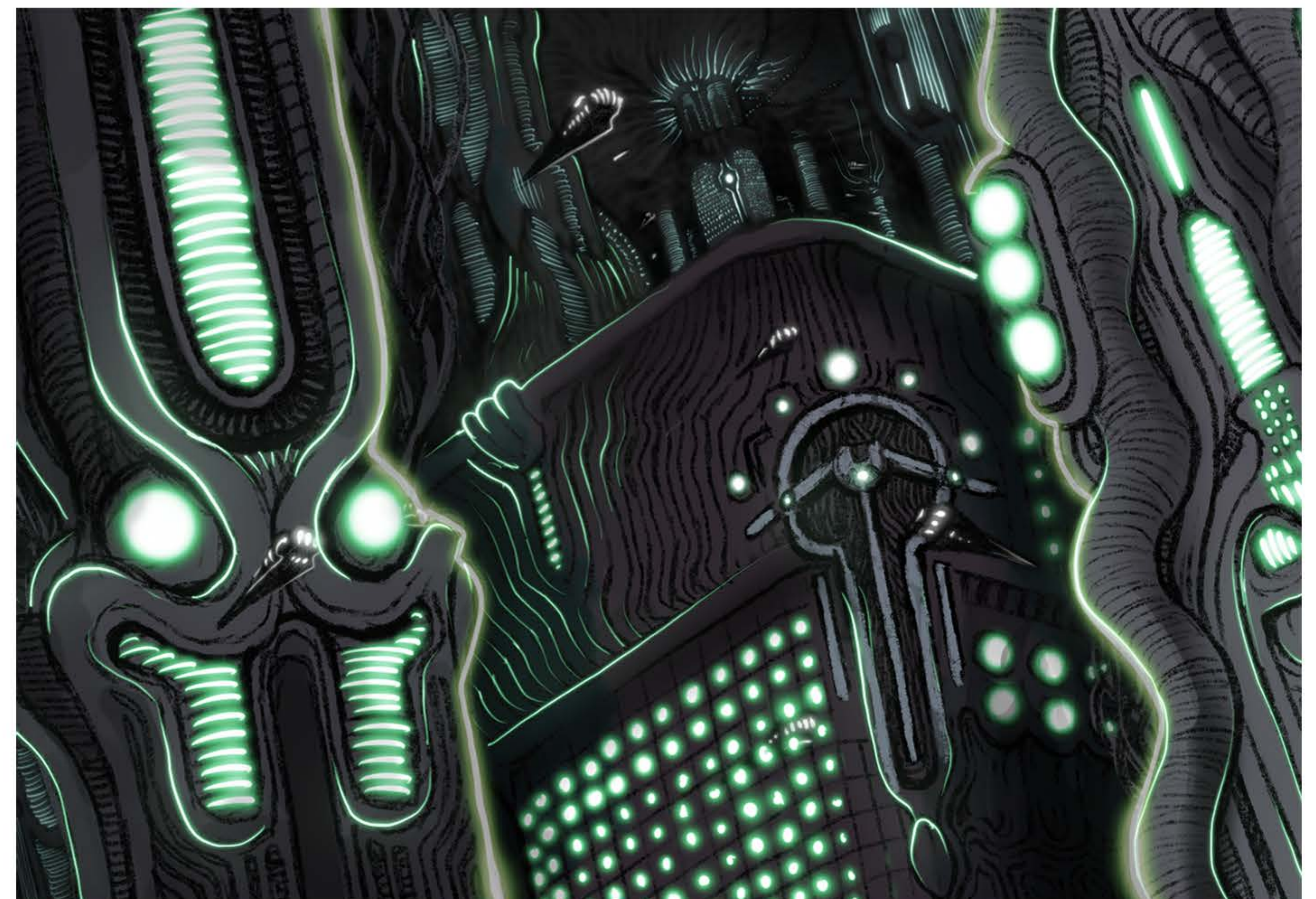
Metallic Bones: The skeletal structure is reinforced with durable metal alloys, granting characters increased durability and strength. This allows them to withstand intense physical trauma and navigate hazardous environments with confidence. Characters can further customize their skeletal

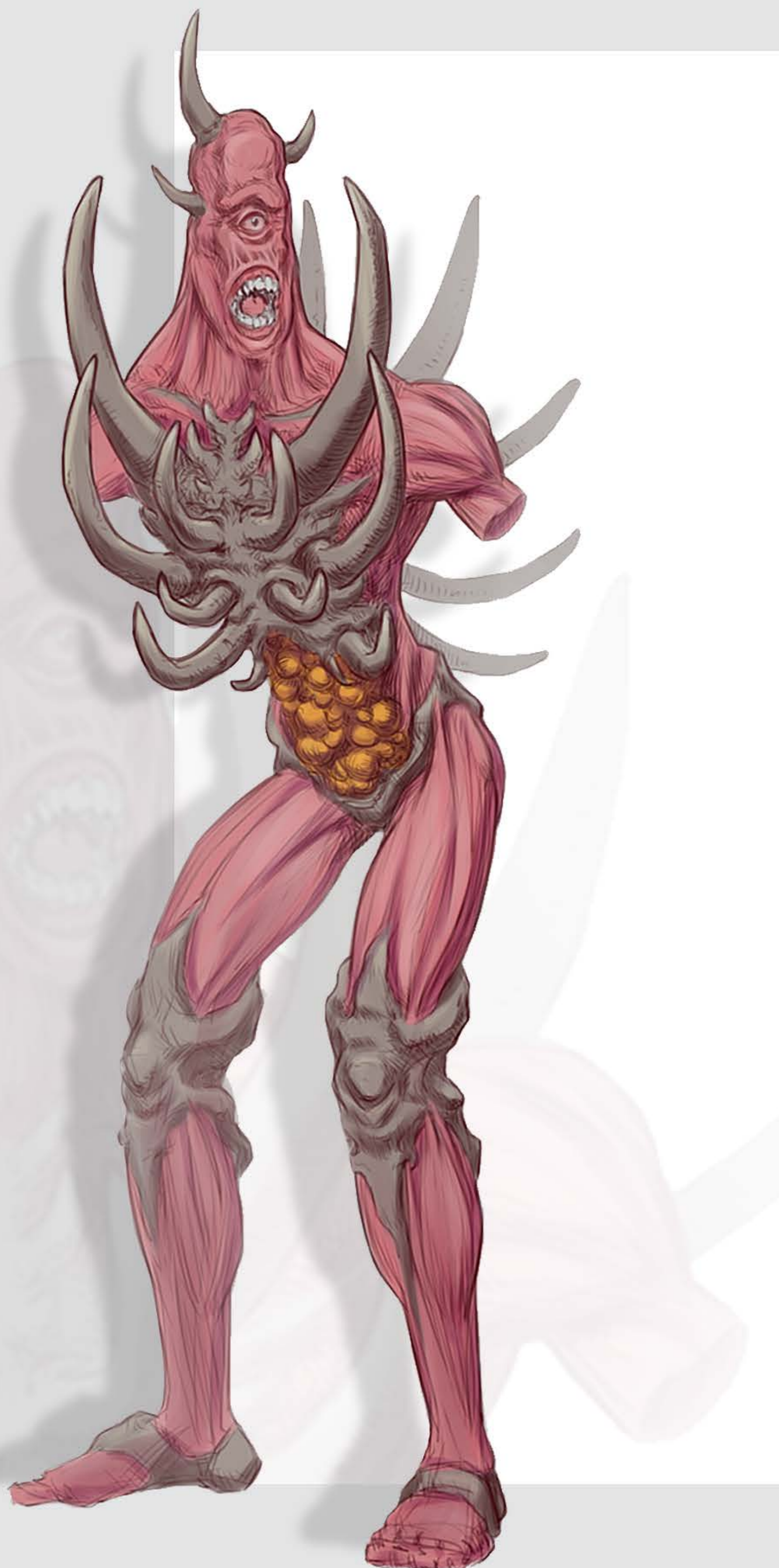


Enslaving and cultivating other species was their special pastime the infection, transformation, mutation.



Civilization learned knowledge at a tremendous rate in a short period of time, which together with the desire to rule the galaxy forms a very dangerous combo. They didn't stand a chance.



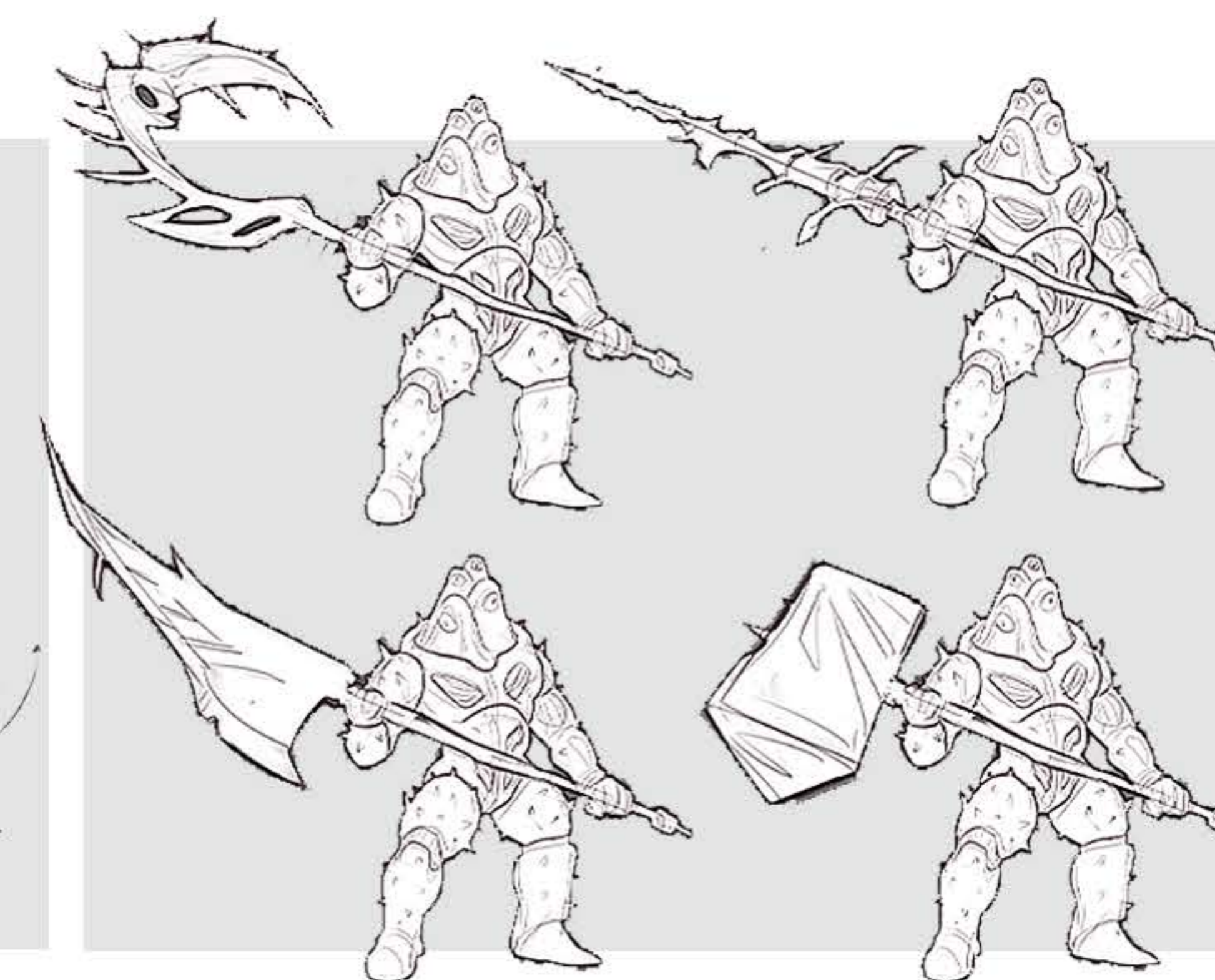
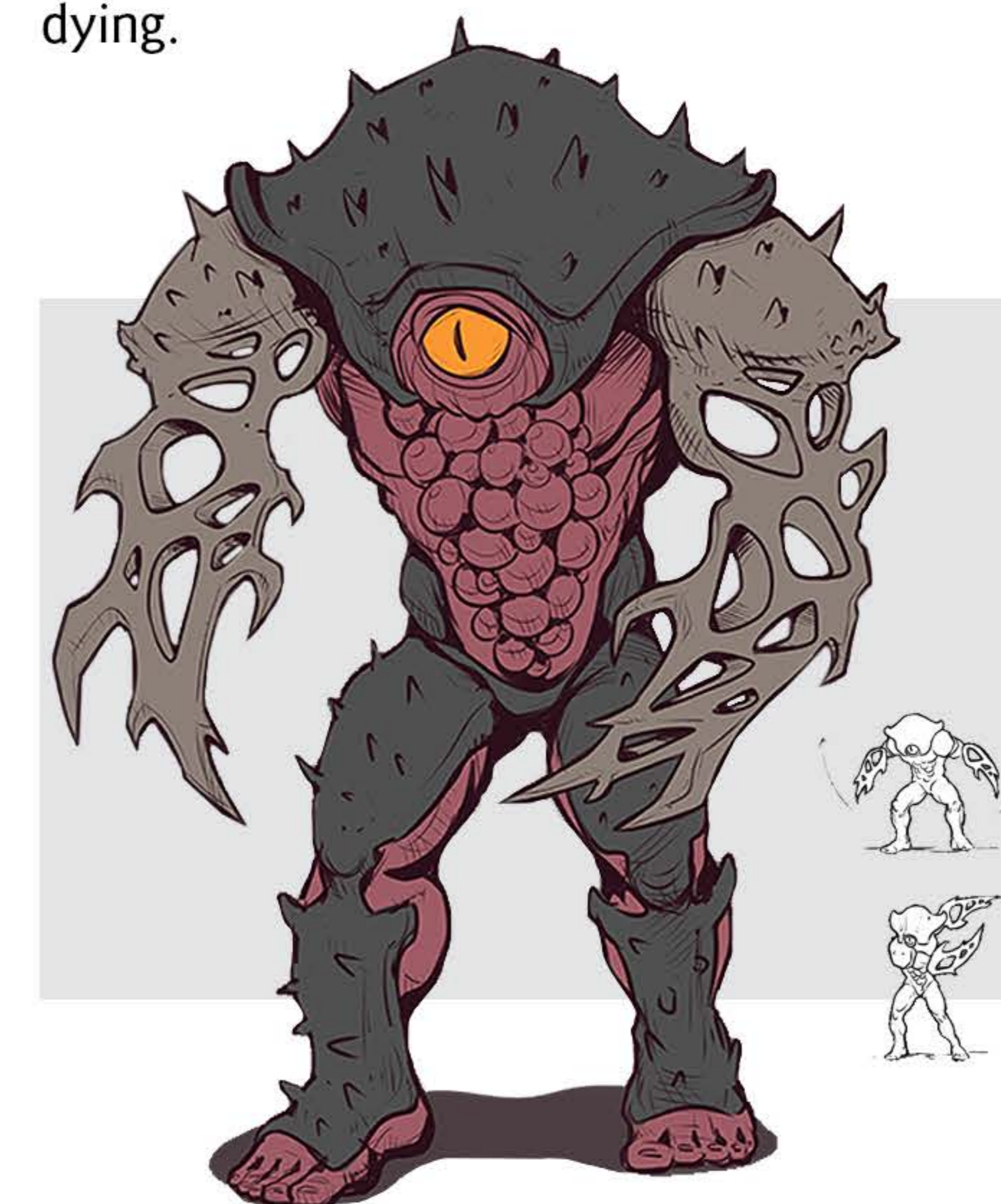


Sdorguns are extremely useless according to the nomads. When they were enslaved, their entire planet consisted of hostile tribes subordinate to the **Sgopyr (leader)**. Their species is extremely violent almost never able to think logically. The only thing that makes them useful is their biomaterial that makes up the ship. The bones are extremely tough, the flesh and tissue almost never spoil and their insides are good materials for power cables.



The **Cogripsom** are the flying creatures most respected and favored by nomads. The cogripsom can fly and most importantly they are much smarter than the other enslaved nomadic species. However, their intelligence is moderately high, otherwise they would have to take into account other civilizations that were completely wiped out by the nomads. Which allows them to work and live among their masters.

The **nomads** did not view their enslaved beings as living beings. It was only material in their understanding. Any defect instantly led to their liquidation. Their conditions of confinement were always extremely horrible, but good enough to prevent too many from dying.

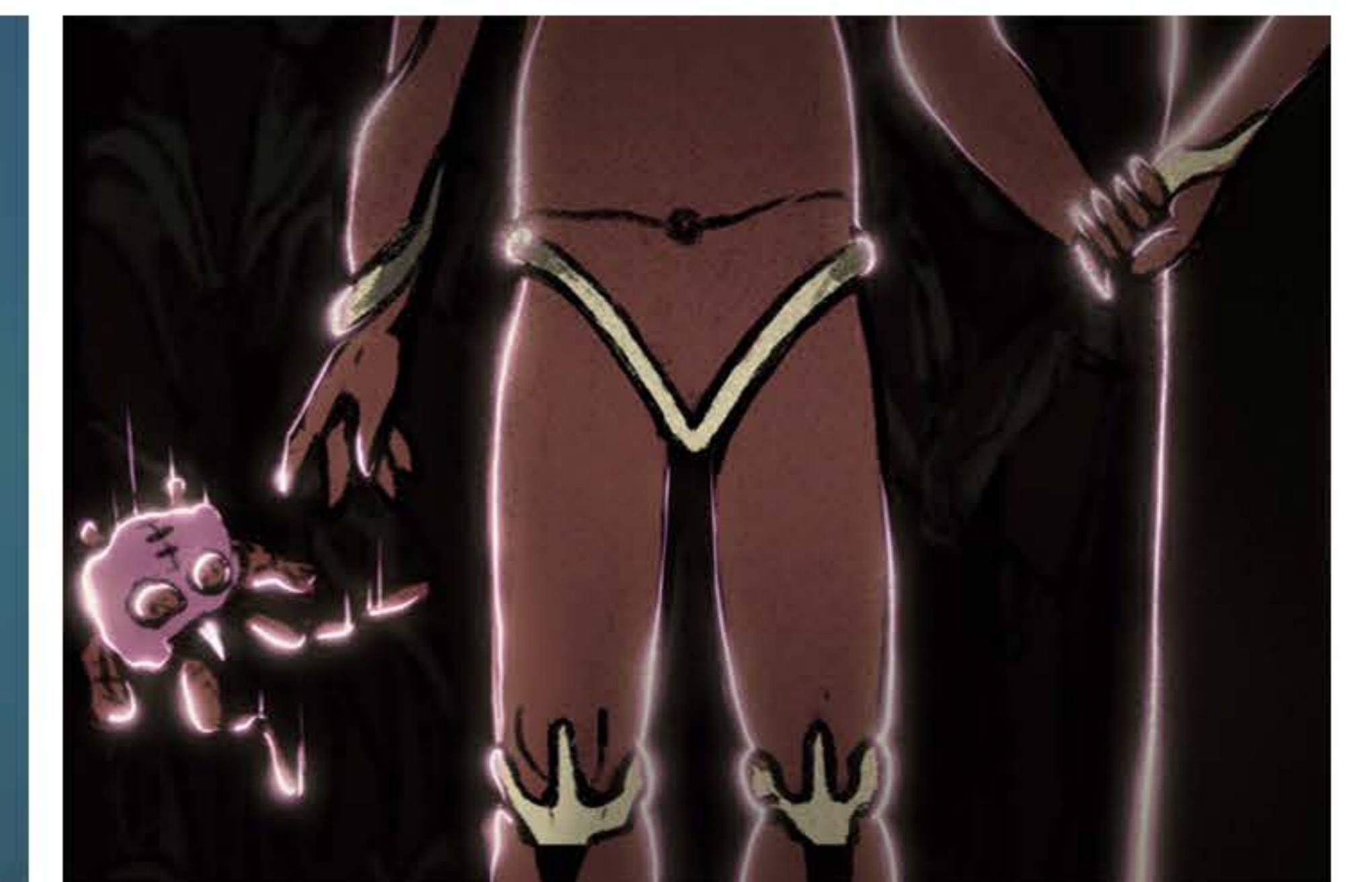
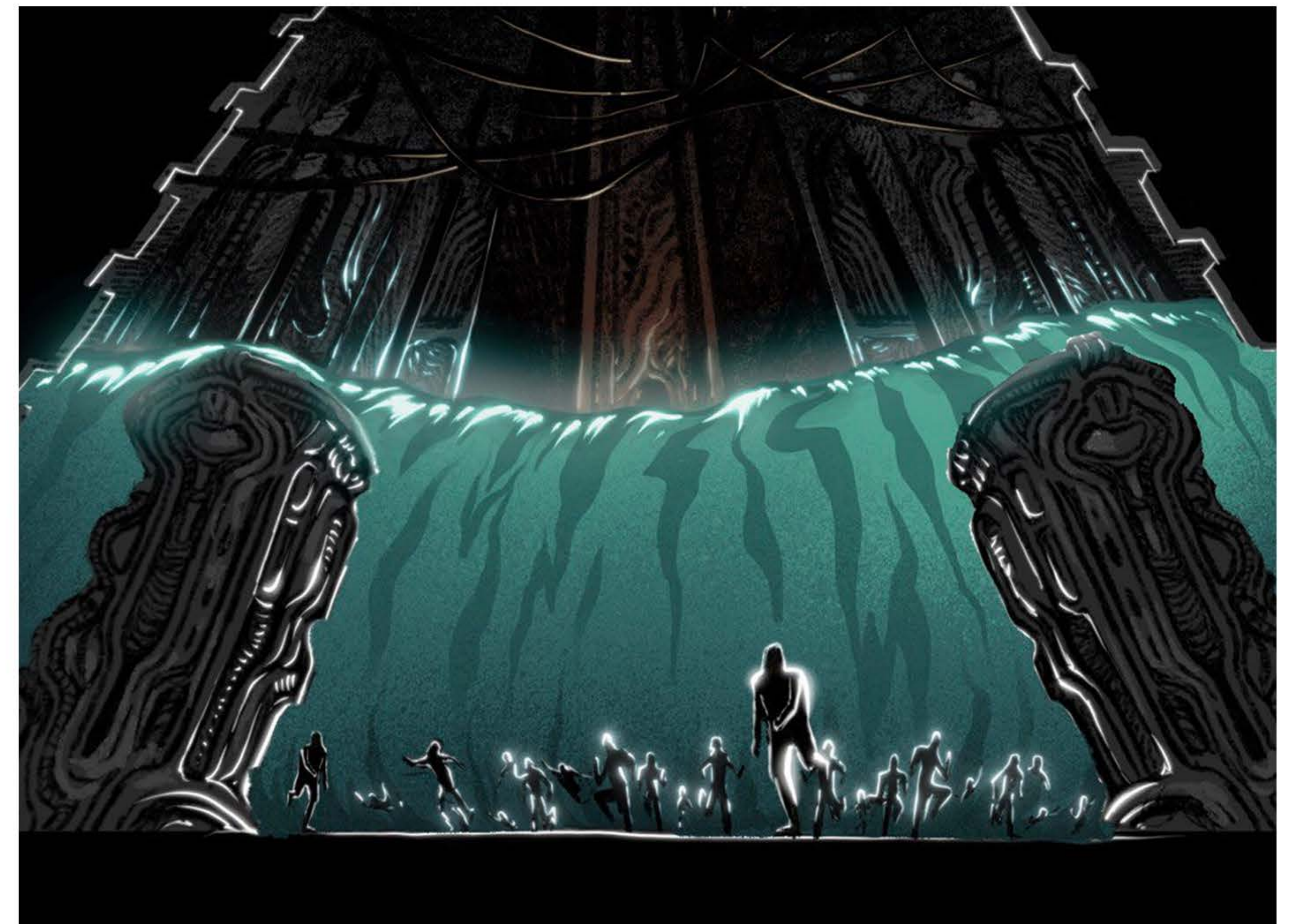


The **Scythe** is used to cut away old or unwanted bone structures. Their serrated shape allows the Rulgarus to be extremely fast.

Pilrarys are extremely stupid and gullible giants. In most cases they work on building or refining a ship. They do not care what conditions they live in, the main thing for them is not to offend Nomads. However, they are not characterized by cruelty, which automatically prevents them from guarding and pacifying the **Sdorguns farms**.

The **Harpoon** is always used to clear clogged veins (piping). However, their weight very often leads to a fall from the height of the Pylrarys.

The **Hammer** is extremely useful for equalizing roads made from muscle tissue of **Sdorguns**.



The Doomsday of the Nomad civilisation is the day the rebels' attempt to overthrow the government. Rebel captured patrol tanks hit cooling bays during the battle. Their destruction ended with the destruction of the ship's from inside. **Children, women, and the families** of the workers who kept the generators running, ran in a flash to the gates separating them from salvation in the city.

However, under government orders, the generator compartment was sealed due to fuel flooding. Along with all its occupants. In the blink of an eye, the generator room became the mass grave of an entire people, turning from an engine of life into a cold, desolate biome full of dangers, where the protagonist spends most of his time in the demo version of the game.



Many years later bio-mechanic intelligence of the ship regained consciousness but evolved, twisted and wicked, probably inheriting the Sdorguns mental flaws. Considering all life form as a treat to itself and its new state of being. It absorbs all spacecrafts and stations it meets on endless path through cold space to use them as repair materials.



Current inhabitants are a mix of remaining nomads, trying to regain control over the ship, fishcannibals that spread around from fuel-flooded parts of the ship, strangely developed hives of parasitic creatures, that seem like a moving continuation of the ship's decay, and imprisoned travellers, pirates and many more poor souls who try to find their way out of a deadly trap.

MAIN HERO



About 20 years ago, a scout class spaceship, flying the flags of the Galactic Alliance, was absorbed by an ancient ship. On board was a squad of inquisitors, loyal soldiers and defenders of the Galactic Alliance. Of the entire crew, only a few survived, one of them was a captain of the second rank named Motigar.

Thanks to his heroic actions, they were able to get out of the processing bay and made their way into an endless series of corridors, destroying the hostile inhabitants they encountered.

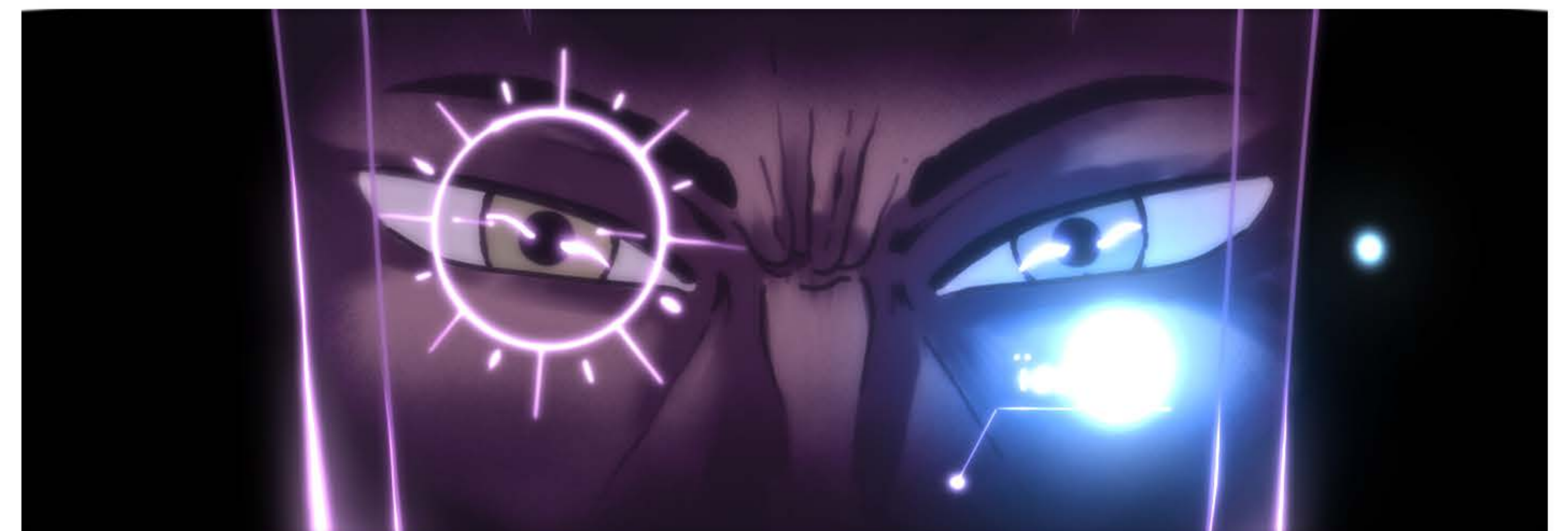
At some point, they found a settlement in which they found a new home, uniting with the inhabitants of the settlement to ensure its protection and safety.

There, Captain Motigar showed himself to be a hero, becoming a shield of the village, despite the fact that he recently became a father.

On one of the missions in search of food and water, former captain and the most experienced squad of warriors felled in battle with fishcannibals, the scavengers returned only the mangled armor of the inquisitor and his pistol.

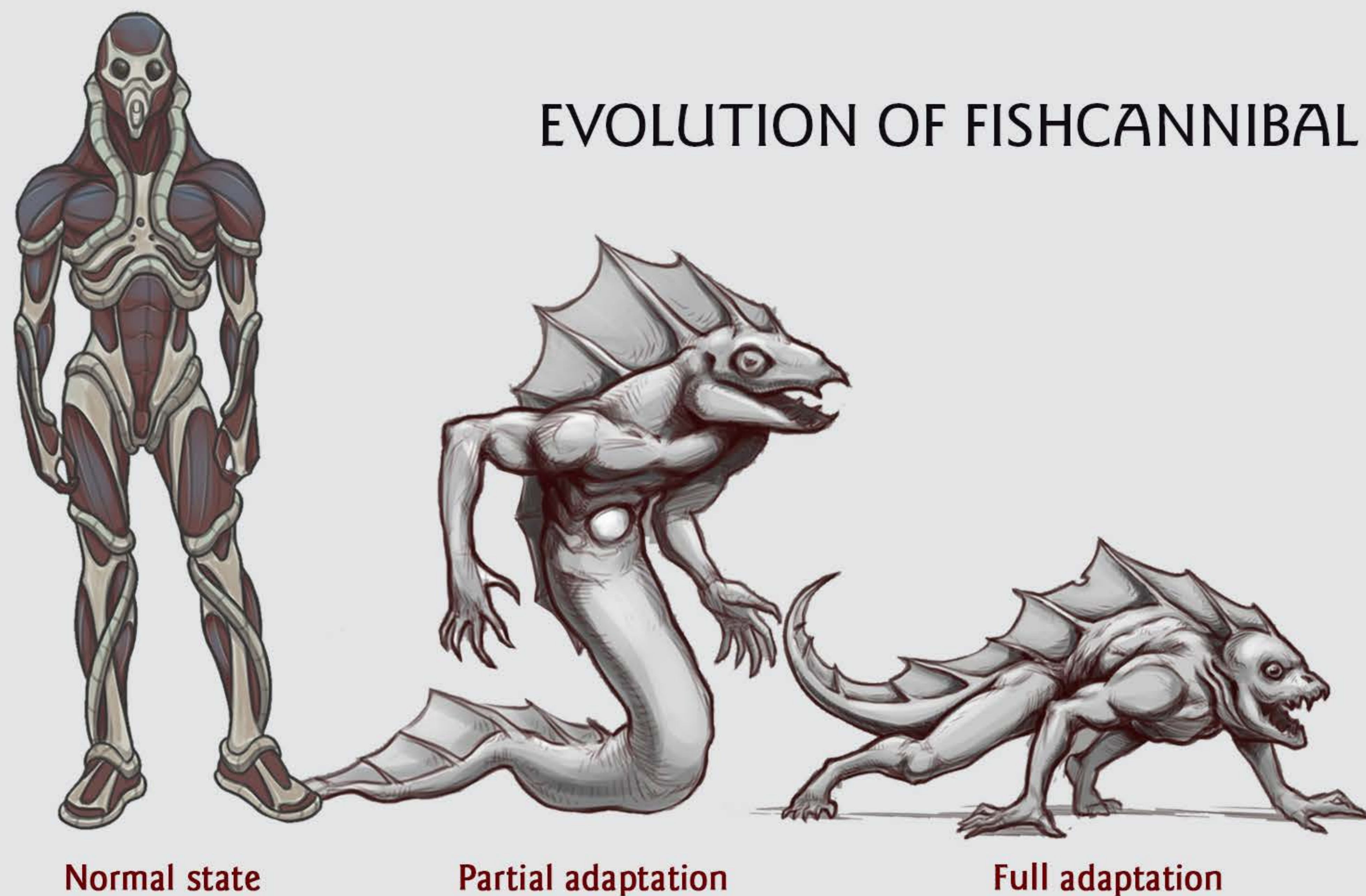
And now, twenty years later, the son of Inquisitor - Bronigar, hardened by the harsh life in the labyrinths and the heroic example of his father, is ready to continue Motigar's work.

He restored the old armor of the Inquisition and having promised salvation to the few residents of his native village, went into the very depths of the ship in search of a way to get out and save his dear people..



The background of the image is a dark, red-tinted illustration of several shark-like creatures. These creatures have pale, almost white skin with dark outlines, and their mouths are wide open, revealing rows of sharp, white teeth. They are holding large, dark, curved blades or spears. The scene is set against a dark background with faint, glowing red lines and patterns, suggesting a dark, possibly underwater or cave-like environment. The overall mood is menacing and horror-themed.

FISHCANNIBALS



The generator coolant was extremely toxic, which in the long run forced the nomads to evolve and adapt to the new extremely hostile environment.

200 Years after - Over time, they developed a tolerance to the toxins in the fluid and even later developed gills for comfort in the fluid. Over time, they developed a tolerance to the toxins in the fluid, and even later they developed gills for comfort in the fluid.

600 Years after - at which time every fishcannibal was already comfortable in the generator fluid. Their brains had shrunk a lot. They turned into animals

700 Years after - The first cannibal fish came to land for study. After that, the others joined in. In time, the abundance of snails and mushrooms completely destroyed any sense of cannibalism. After a while, their brains enlarged and allowed them to live in a primitive tribe.

The remaining fish in the liquid didn't change. They also began to hunt their ancestors on land. Even the cannibal fish themselves are wary of water.



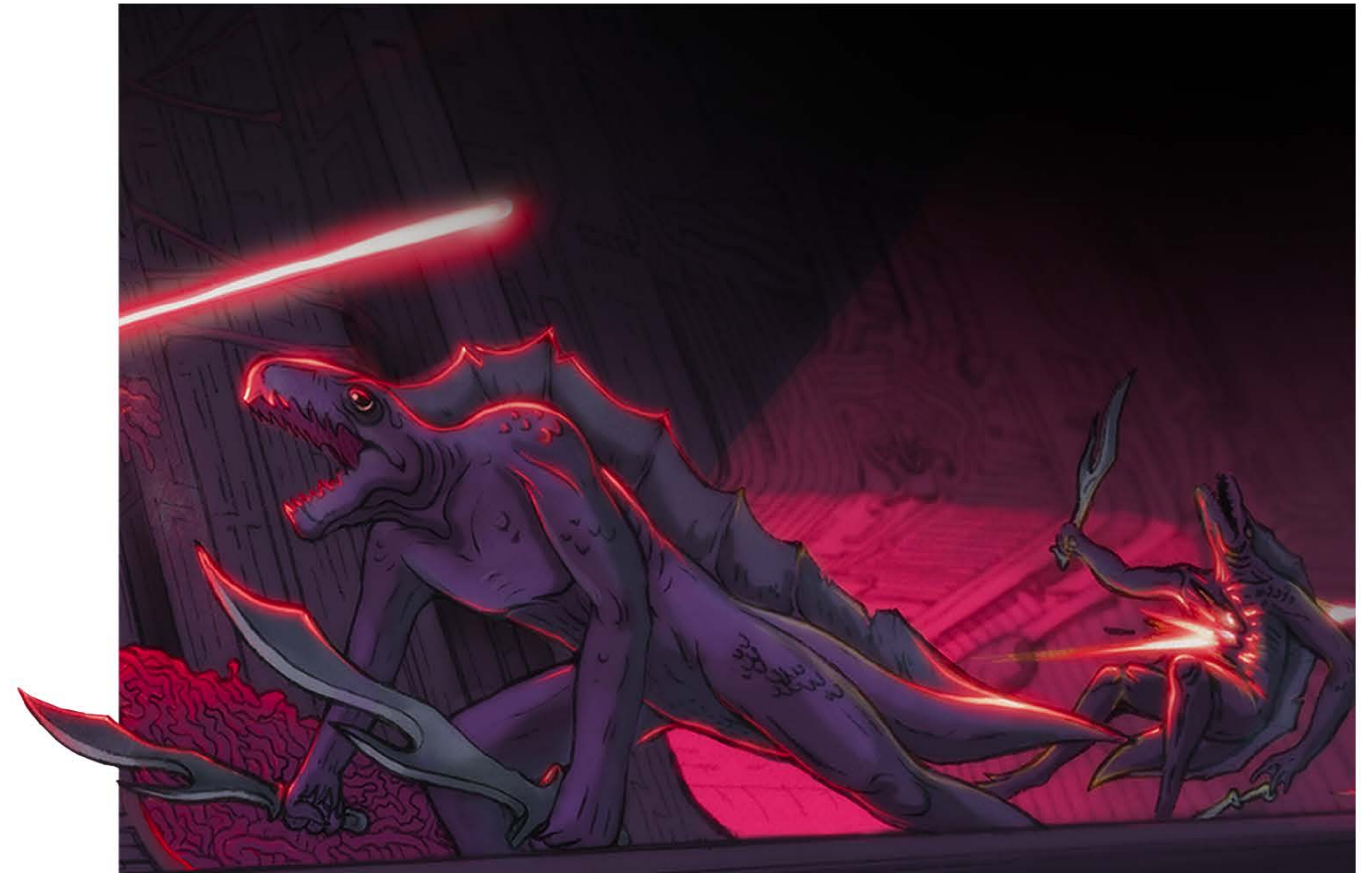
The Fishcannibals organized themselves into one large tribe in the north of the generators. The ancient bay was inhabited by other predators in addition to them. It was only by sticking together and working together that they were able to partially occupy the generator compartment.



Due to the toxicity of the generator fluid, some species have been able to emit acid capable of burning solid surfaces.



Other species have been able to create improvised armor from ship parts for greater safety in combat.



The Fishcannibals, a formidable and complex tribe of aquatic beings, had carved out their domain in the northern reaches of the generators. This region, an ancient bay of profound historical significance, was not solely their territory. It was a thriving ecosystem, teeming with other predators who had long made the bay their home. The Fishcannibals were not the only players in this intricate web of life; they were part of a broader, multi-faceted community of creatures that coexisted, each with their own roles and strategies for survival.

The ancient bay, with its murky depths and labyrinthine underwater channels, had witnessed centuries of evolution and conflict. Its waters were rich with nutrients, making it a prime habitat for a variety of predators. The bay's ecosystem was a delicate balance of power, with each species vying for dominance in their own niche. The Fishcannibals, a relatively recent arrival to the bay, were seen as interlopers and competitors by the established residents.

In response to this challenging environment, the Fishcannibals knew they needed to leverage their collective strength. Their success was not merely a product of their inherent abilities, but of their astute organizational skills and their commitment to unity. They formed a singular, cohesive tribe that operated with a shared purpose and coordinated strategies. This unity was their greatest asset, allowing them to undertake complex tasks and face threats that no individual or smaller group could handle effectively.



Berserk

The standard enemy in the game is a low-defense enemy with low health, but dangerous in large groups. It attacks the player up close, using its numbers and coordination to deal significant damage.

Shieldman

The shielded opponent in the game is a dangerous opponent who uses his shield to defend and attack. He tends to control the fight by defending himself from the player's blows and then quickly responding with a counterattack, creating limited opportunities to successfully counter.



Machinegunner,

The enemy machine gunner in the game is a dangerous enemy capable of dealing significant damage at long ranges. He attacks the player, then temporarily stops firing to reload and rejoins the battle.

When killed, the machine gunner explodes, posing an additional danger to surrounding enemies and the player, which requires caution and strategic planning when taking him down.



Packmaster The main boss of the game is a huge fish, the first of its kind to come to land from the sea. She is a menacing figure, attacking the player with her sword at close range with great power and skill. Around the boss gathers a crowd of berserkers loyal to her and protecting her from her enemies. These berserkers offer active resistance and can attack the player both up close and at a distance, firing bullets in different directions, creating additional obstacles on the way to victory. When fighting the boss, the player must be prepared to be strategic, as his powerful attacks can cause serious damage and require precise timing of dodges and counterattacks. The boss uses her superior size and strength to dictate the pace of battle and control the battlefield. Her ability to throw swords at the player requires constant movement and constant seeking of cover from her attacks.



Its automatic weapons provide continuous suppressive fire, setting the stage for a successful offensive or defensive attack. With its high mobility and precision in firing, the Automaton Fish poses a serious threat to the player, requiring quick and effective tactical decisions.

The enemy in the game, known as the Automaton Fish, is a dangerous shooter capable of attacking the player from afar. He wields an automatic weapon, which allows him to fire rapid and accurate shots from long distances. The Automaton Fish operates in an area inaccessible to many other enemies, providing dense fire coverage and causing problems for the player trying to get close. His combat strategy includes active use of obstacles and cover to minimize risks and stay safe. The Automaton Fish often operates as part of battle groups, bolstering defenses and stepping up attacks on the target. Depending on the battle scenario and the player's location, he can change tactics to adjust to current conditions.

The game features a fish that not only shoots at the player from a long distance, but also spits poisonous projectiles, creating an additional threat. It uses its abilities to damage and poison the player, requiring caution and meticulous planning when engaging in combat. When the player approaches the fish, it tends to run away, seeking a safe distance to continue its attacks.



If there is a gunner nearby to help protect the fish, it will not run away, but will use this factor to bolster its defenses and attacks. The fish skillfully manages her attacks and movements to create the best conditions for survival and damage to the player. Her combat strategy includes maneuver and cover tactics, making her a more difficult target for the enemy. In addition, the fish has the ability to adapt to changing combat conditions, reacting to the player's movements and actions to optimize its tactical actions. This makes combat with it dynamic and requires flexibility and responsiveness from the player in confrontation.

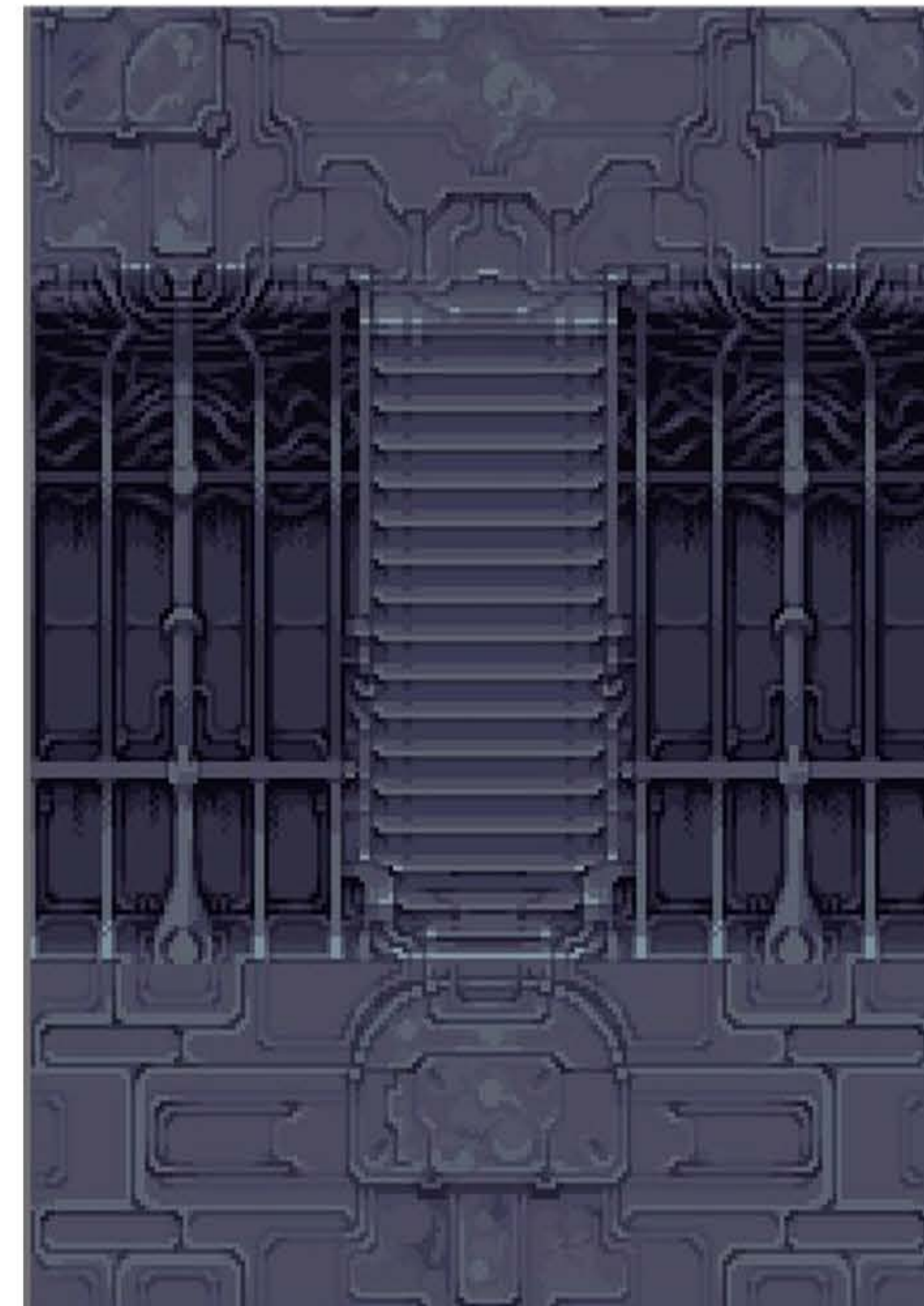


In the game there is a poisonous jellyfish that actively pursues the player through the game world. Its main action is to get close to the player and attack him with poisonous projectiles. When the jellyfish is close enough to the player, it explodes, creating a dangerous kill zone around it.

This explosion not only deals damage to the player, but can also knock the player backwards, making it difficult to control its position on the battlefield. Medusa also has the ability to fire poisonous projectiles from a distance, making her dangerous in both melee and ranged combat.

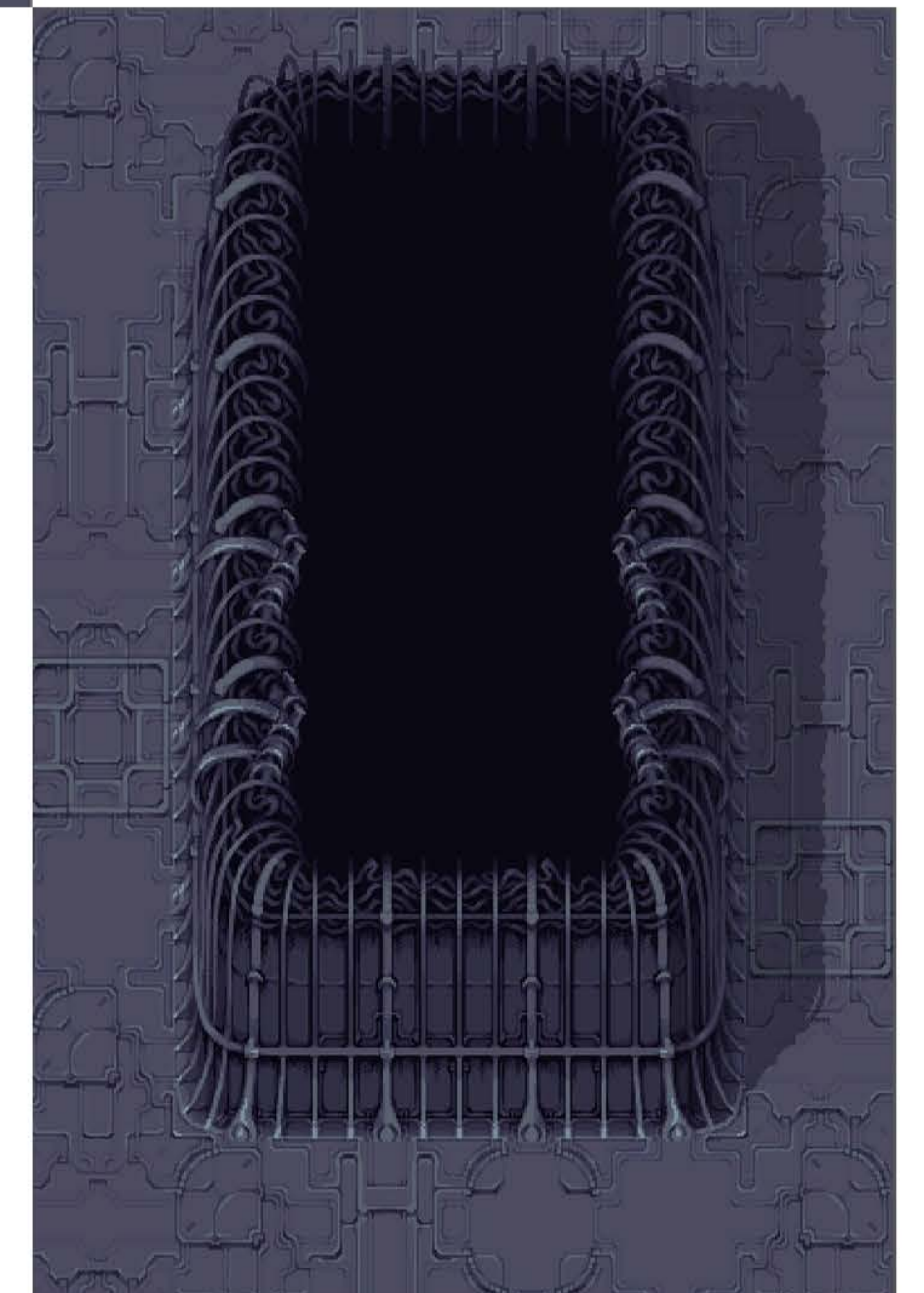


The **Cold Generators biome** in the game is a unique and frightening place where architectural structures are made of cold alloy of bones and sinews, creating unusual and impressive structures once used here.



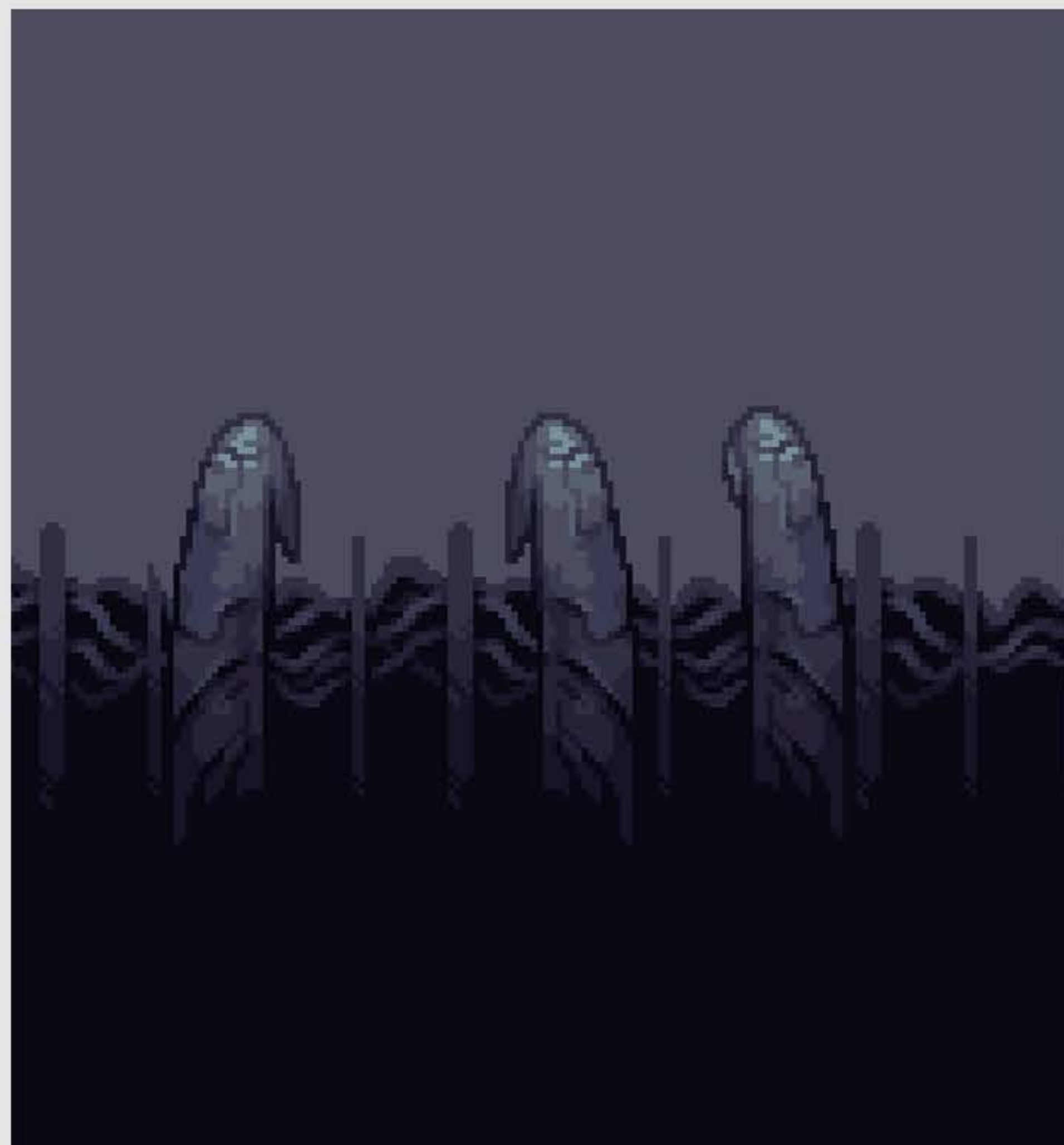
Recreating and restoring the **Cold Generators** has become one of the key goals of the game's research expeditions, attempting to uncover the secrets of the past and possibly recover lost technology. However, the biome remains a dangerous and challenging place where every step can lead to unexpected consequences or encounters with hostile forces. This biome is famous for its atmosphere of cold mystery and antiquity, reminiscent of bygone times and the technology that was once used here.

Doors and walls made of bones and veins not only serve as a defense against external threats, but also play an important role in the functioning of the biome's internal mechanisms. These mechanisms, including automatic doors and lighting, are integrated into the structure of the structures, making them not only functional but also aesthetically pleasing. Historical evidence indicates that the Cold Generators were destroyed about 300,000 years ago in an unknown catastrophe, giving the biome an air of mystery and mystery. The ruins and ruins left from the ancient structures serve both as evidence of the past and as a source of valuable resources for explorers and survivors.

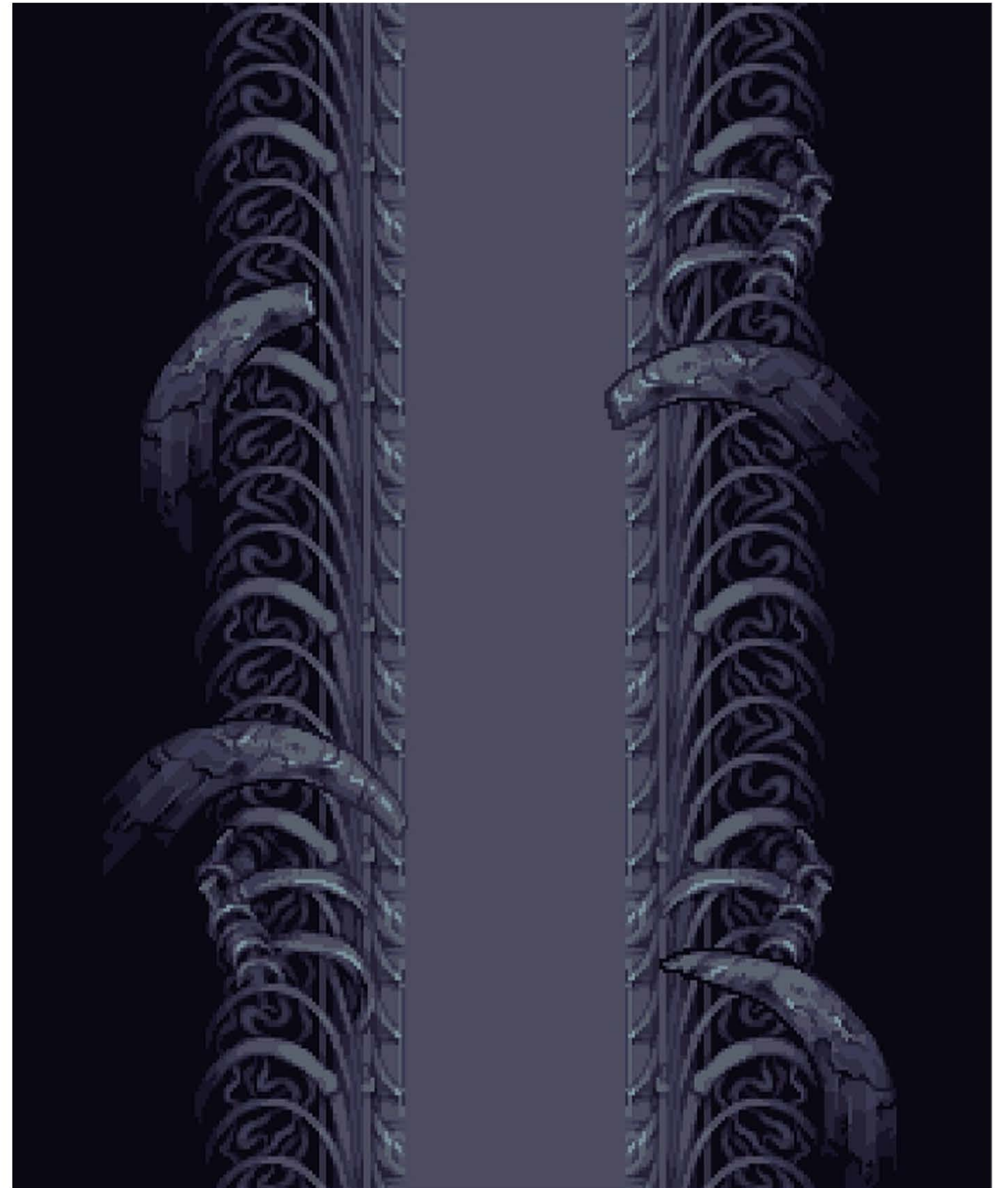




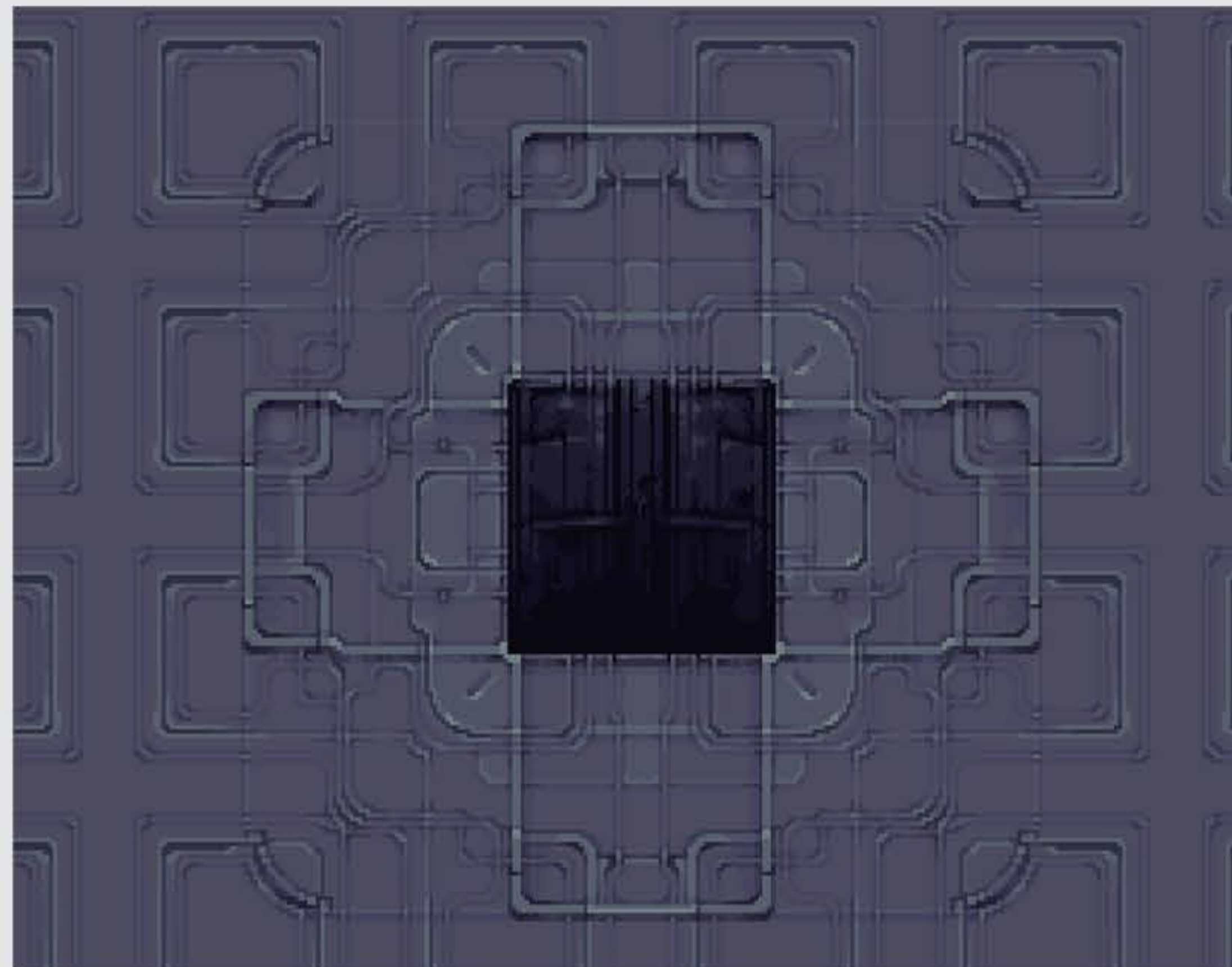
The construction of the walls in the Cold Generators began with careful selection and preparation of materials. Bones and sinew were collected from the surrounding deposits, providing sufficient stock to create strong and durable structures. Each element of construction went through a specific process of treatment and reinforcement to ensure stability and protection from external threats. Bones were used not only as a structural material, but also as a basis for the integration of mechanisms and devices, maximizing the functionality of each structure. Doors made from bones were especially important, as they served not only to protect against intrusions, but also to control access within the biome.



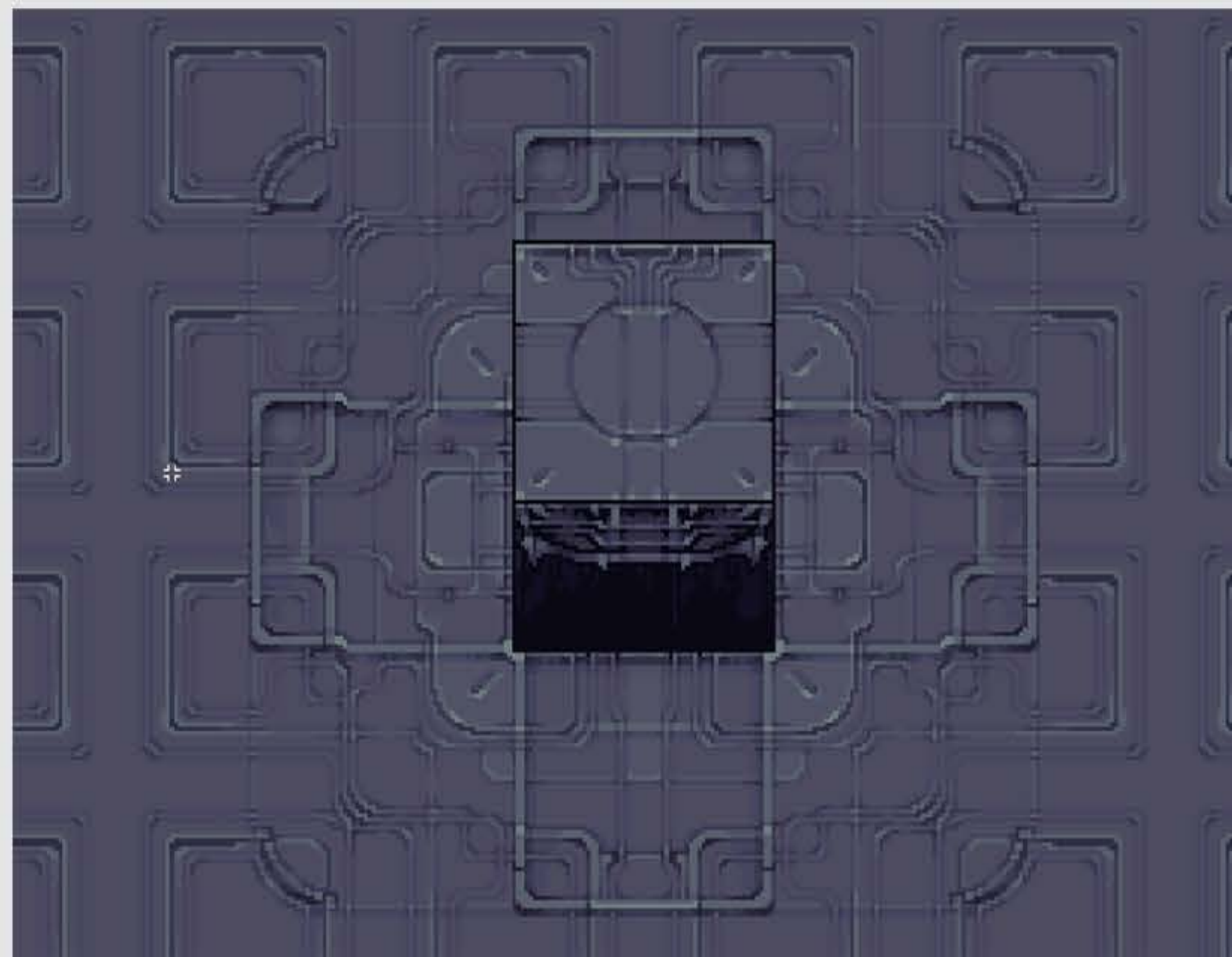
The player's main enemy is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place. is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place. is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place. is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place. is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place. is the ship itself. Its nightmarish and non-mystical atmosphere makes the player feel out of place.



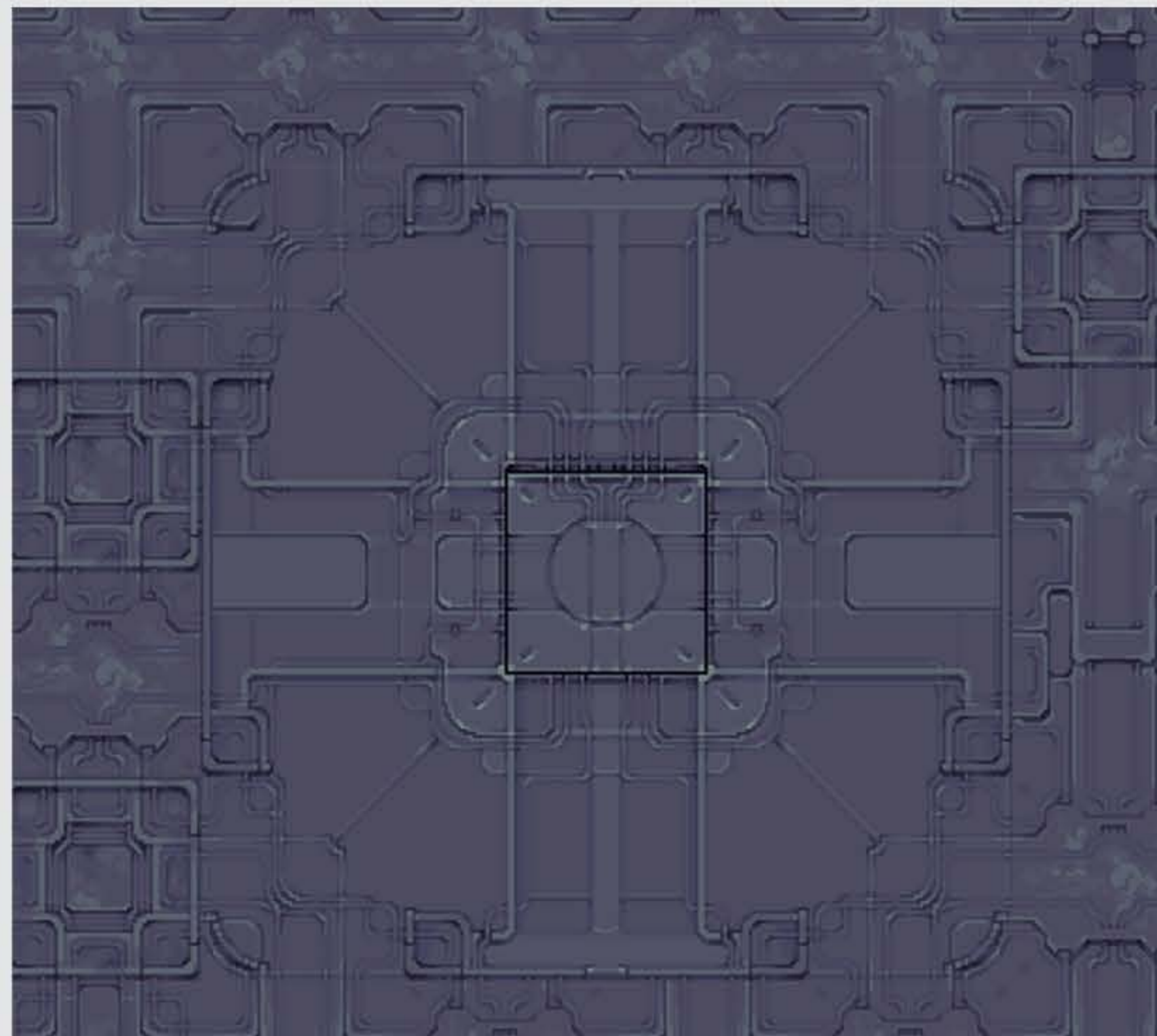
The craftsmen of the Cold Generators used a variety of techniques and tools to create and install walls. They strove for precision and balance in every element to ensure that the structures were as efficient and durable as possible. The construction process included not only technical aspects, but also architectural design to ensure that each wall and door harmonized with the overall design and functionality of the biome.



The structure of the elevator began with the creation of a framework of reinforced bones and tendons, which provided strength and resistance to the effects of time and external factors. Each part of elevator was specially treated and tested to ensure it would function properly over time.



The main components of the elevator, including platforms and lifting mechanisms, were made of carefully selected materials and balanced designs. Innovative solutions such as automatic locks and control systems were used in the elevator to ensure passenger safety and transportation efficiency.



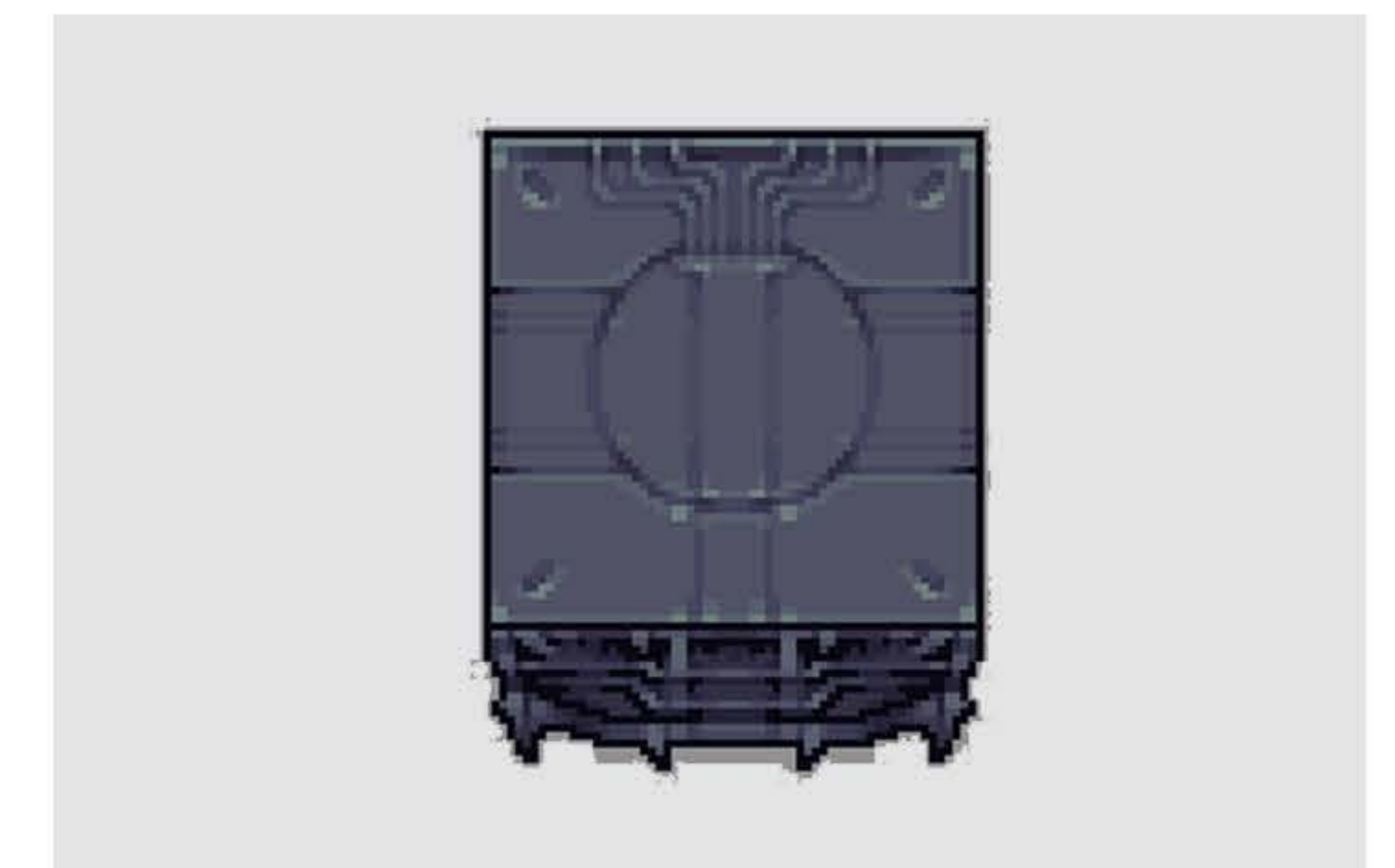
The engineers and architects of the Cold Generators biome integrated the elevator mechanisms into the environment in such a way that they harmonized with the overall architecture and functionality of the structures. This allowed the elevator to effectively serve the biome's inhabitants and provide ease of movement through the various levels and sites.



Maintenance of the elevator required regular maintenance and inspections to ensure its safe and efficient operation. The crews and engineers of the Cold Generators biome ensured that the elevator always remained in good condition and ready for use.

The destruction of the Cold Generators biome and the elevator 300,000 years ago was the result of an unknown catastrophe, leaving behind the ruins and mysteries of ancient technology that are now the object of study for researchers. The destroyed structures and their components serve as important sources of knowledge and resources that can change the course of history and influence future events in the game universe.

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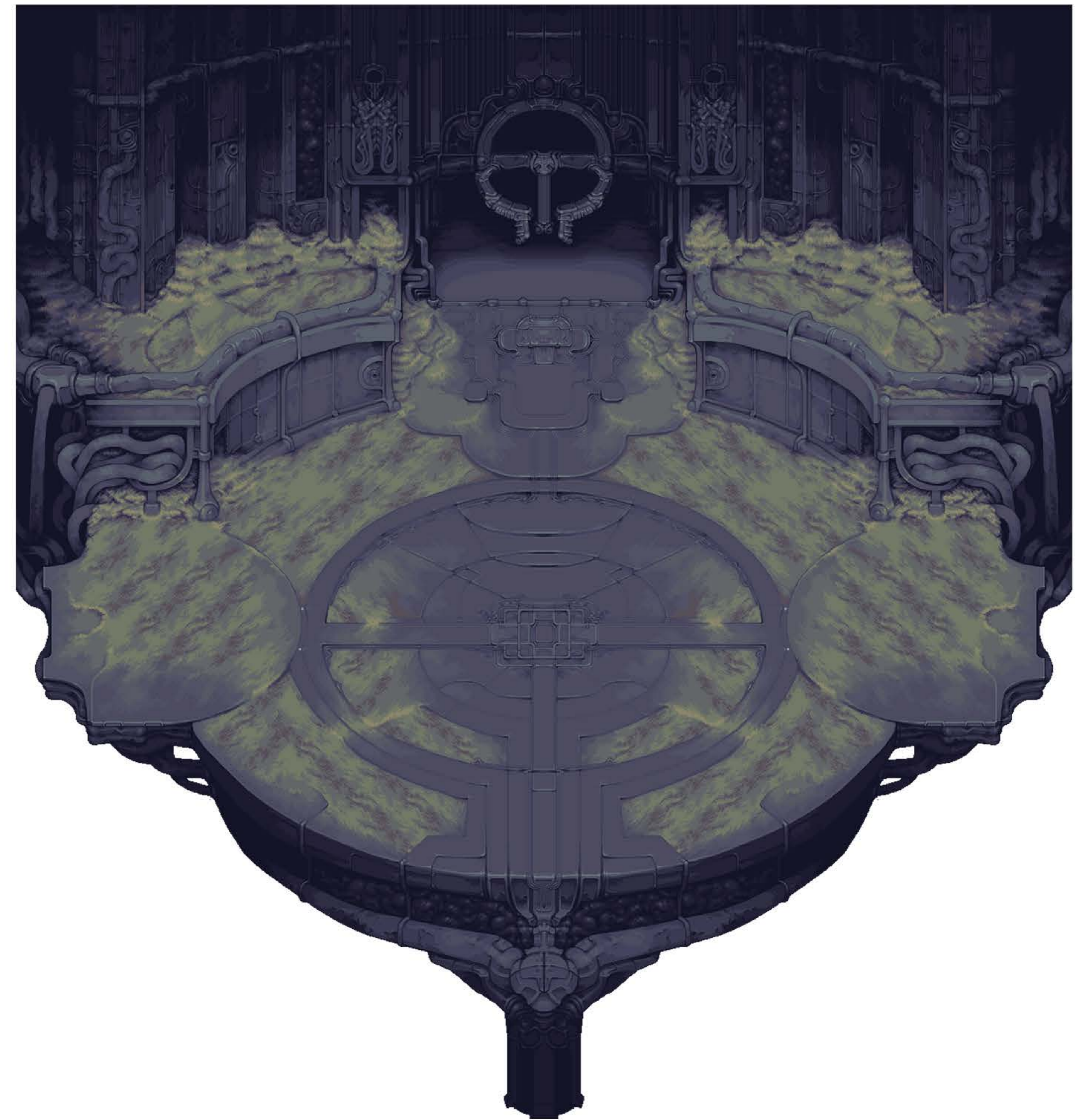
Each statue of a military man was the embodiment of a particular historical character or event, displaying their unique traits and spirit. The use of bone and sinew not only gave the statues a special texture and nuance, but also ensured their strength and durability through the ages.



The statues of the military in Cold Generators were not only works of art, but also symbols of military might and defense. They were created from bones and sinew using high-tech art and engineering techniques to convey the spirit of the military and the combat readiness of the enemy. Each statue was unique in its own way, reflecting the peculiarities and individuality of the military spirit and traditions of the biome.



The fuel storage barrels in the Cold Generators were made with the utmost care and concern for the safety of the contents. They were made from reinforced bones, creating strong and sturdy containers that could withstand long-term storage and protect the fuel from external influences. Each barrel had special locking and sealing mechanisms, keeping the contents safe and secure.



The Cold Generators biome, destroyed 300,000 years ago in the game, was striking for its unique architecture, where every structure and object was created from a cold alloy of bone and sinew. The Hall of Praise, or hall of reverence, was one of the most important structures in the biome. It served as a place of gathering and ritual, where special techniques and materials were used to create an imposing and mystical atmosphere. The walls of the hall, decorated with bones and sinew, not only reinforced its structure, but also served as symbols and decorative elements. The process of creating and decorating the hall of praise, fuel barrels and statues of the military required a high degree of skill and specialized knowledge. The craftsmen and engineers of the biome possessed unique techniques and traditions passed down from generation to generation to preserve the cultural and technological heritage.

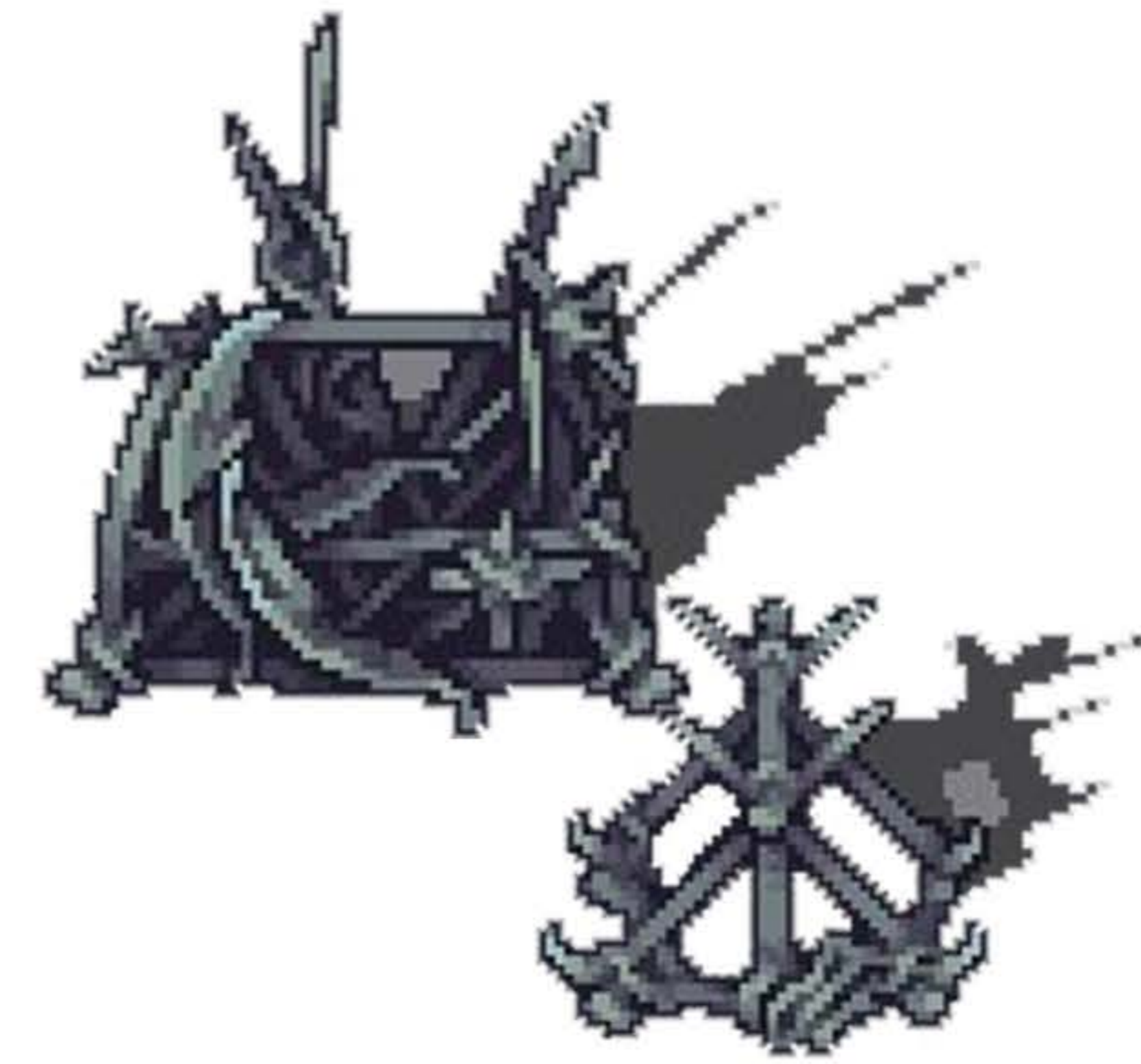
15. FLESHINSANE: IMPROVISED TOOLS

Storing mushrooms and drying them was an important part of the economy and survival of the cannibal fishes. They used parts of the ship to create specialized containers and drying pads, providing long-term food storage in the biome. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode.



Bones of enemies were used by the cannibal fishes as deterrents to unknown predators. They placed these bones on the outskirts of their settlements to deter attack and protect themselves from threats from the outside world. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode. They created these flags from leather and other materials recovered from the ship to mark important geographical and

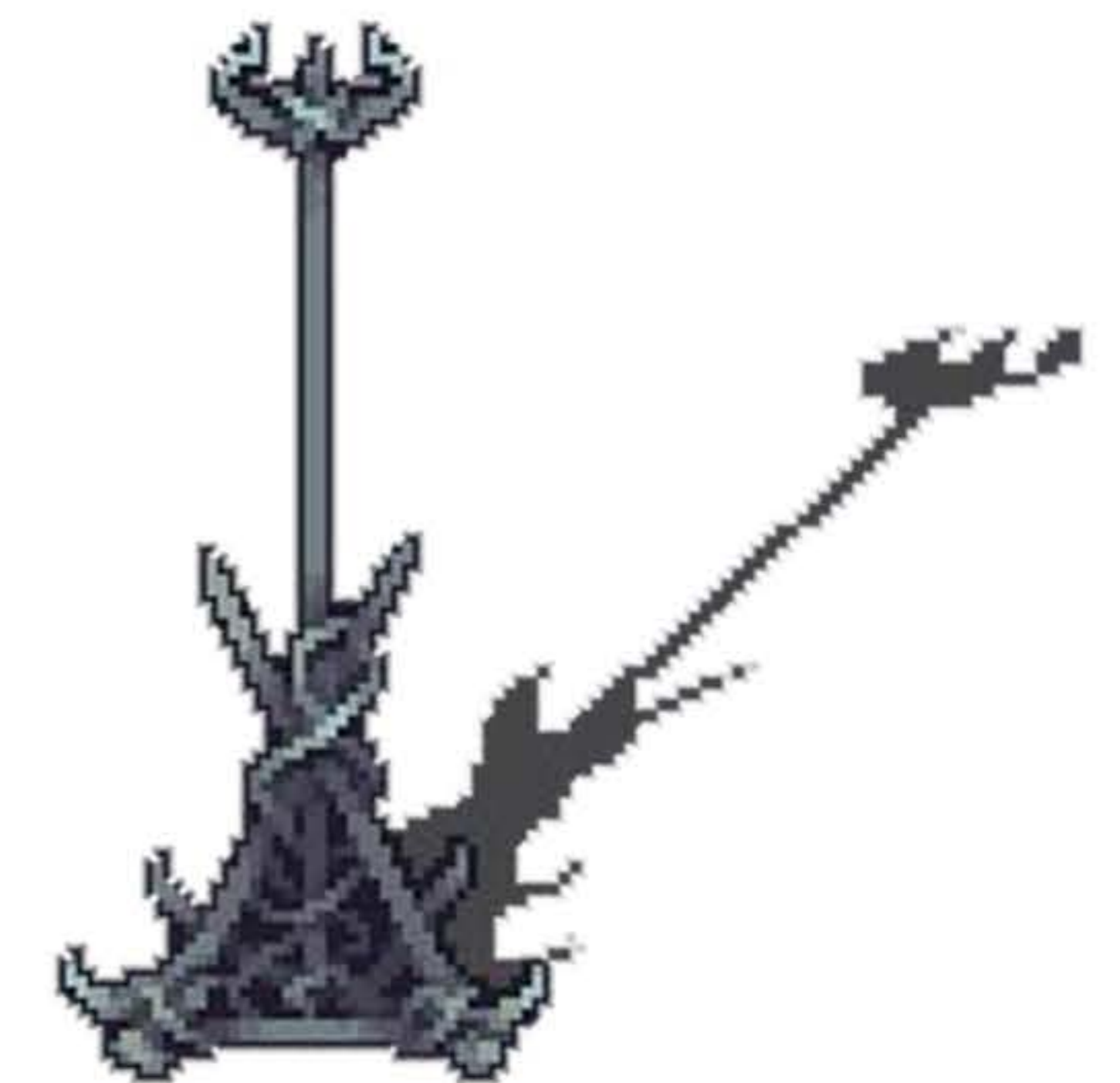
The destruction of the Cold Generators biome was a tragic event that resulted in the loss of valuable technology and artifacts, leaving behind only ruins and archaeological finds. The development and history of the Cannibal Fish continues to be a subject of study for researchers, helping to unlock the mysteries of the past and understand the impact on the modern gaming universe. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode.



The use of ship parts as resources demonstrates the adaptive and high-tech abilities of the cannibal fish. They not only survived, but thrived by using the technology and cultural legacies of an ancient civilization to advance their society and protect their interests. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode.



The process of creating improved items from ship parts required a high degree of skill and technological knowledge on the part of the cannibal fishes. They skillfully combined different materials and technologies to create items that improved their lives and provided protection in a violent and unpredictable biome. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode.



Leather flags marking the ends and beginnings of the village were a symbol of organization and communication in the cannibal fish society. They created these flags from leather and other materials found on the ship to mark territory and important locations in their settlements. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode. They created these flags from leather and other materials recovered from the ship to mark important geographical and cultural points in their abode.

16. FLESHINSANE: IMPROVISED TOOLS

Using ship parts made from the cold alloy bones of the ancient civilization's cold alloy became not only a way to survive, but also part of their cultural heritage and identity. The cannibal fish did not just utilize the resources they found, but incorporated their own traditions and technologies into them, creating a unique symbiotic community in the ancient ruins. creating a unique symbiotic community in the ancient ruins. creating a unique symbiotic community in the ancient ruins.



Tents and carts for transportation were an integral part of the economy and economy of the cannibal fish. They crafted these items from the planking and other parts of the ship, using their unique technology and craft skills to provide mobility and convenience



The destruction of the Cold Generators biome was tragic for the Cannibal Fish, who lost not only their habitat, but also part of their cultural heritage and technological advances. Their story continues to be of interest to researchers, for it reflects the unique aspects of survival and adaptation in an extreme environment and a lost world of ancient technology. The destruction of the Cold Generators biome was tragic for the Cannibal Fish, who lost not only their habitat, but also part of their cultural heritage and technological advances. Their story continues to be of interest to researchers, for it reflects the unique aspects of survival and adaptation in an extreme environment and a lost world of ancient technology.



The chief's tent was one of the most important and notable structures in the Cannibal Fish settlement. They used various ship components, including bone and sinew, to create a sturdy and protected structure that served both as a dwelling for the chief and his family and as a place for meetings and ceremonies. An exploration of the Cold Generators biome, destroyed 300,000 years ago in the game, reveals the amazing ways that cannibal fish use cold alloy ship parts from the bones of an ancient civilization to create a variety of advanced items and structures necessary for their survival and habitat in this harsh biome. The process of creating and building all of these structures required considerable resources and skill on the part of the cannibal fish. They studied and adapted the technology and materials of the ancient civilization to create sustainable and functional structures to meet their specific needs in the Cold Generators biome. Using ship parts made from the cold alloy bones of the ancient civilization's cold alloy became not only a way to survive, but also part of their cultural heritage and identity. The cannibal fish did not just utilize the resources they found, but incorporated their own traditions and technologies into them, creating a unique symbiotic community in the ancient ruins. Using ship parts made from the cold alloy bones of the ancient civilization's cold alloy became not only a way to survive, but also part of their cultural heritage and identity. The cannibal fish did not just utilize the resources they found, but incorporated their own traditions and technologies into them, creating a unique symbiotic community in the ancient ruins.

HIVE PARASITES



Over the passage of time, the ancient vessel had not merely aged—it had begun to deteriorate in a manner that was nothing short of sinister. The ship, once a marvel of engineering and an emblem of human ingenuity, was succumbing to a peculiar and enigmatic form of decay. This wasn't the ordinary rusting or corroding that one might expect. Instead, an insidious infection had taken root, spreading like a dark plague through the very guts of the ship. Instead, an insidious infection had taken root, spreading like a dark plague through the very guts of the ship. Instead, an insidious infection had taken root, spreading like a dark plague through the very guts of the ship.

It began subtly, almost imperceptibly. At first, it was merely a faint, eerie discoloration on the metal surfaces, a ghostly pallor that seemed to seep from within. But as the days turned into weeks, the infection grew in both intensity and scope. The ship's walls, once impenetrable and strong, started to warp and swell as if they were breathing. What was once a realm of cold, hard steel transformed into a twisted landscape of pulsating, organic matter. The infection spread with relentless vigor, consuming the structural integrity of the vessel from within.

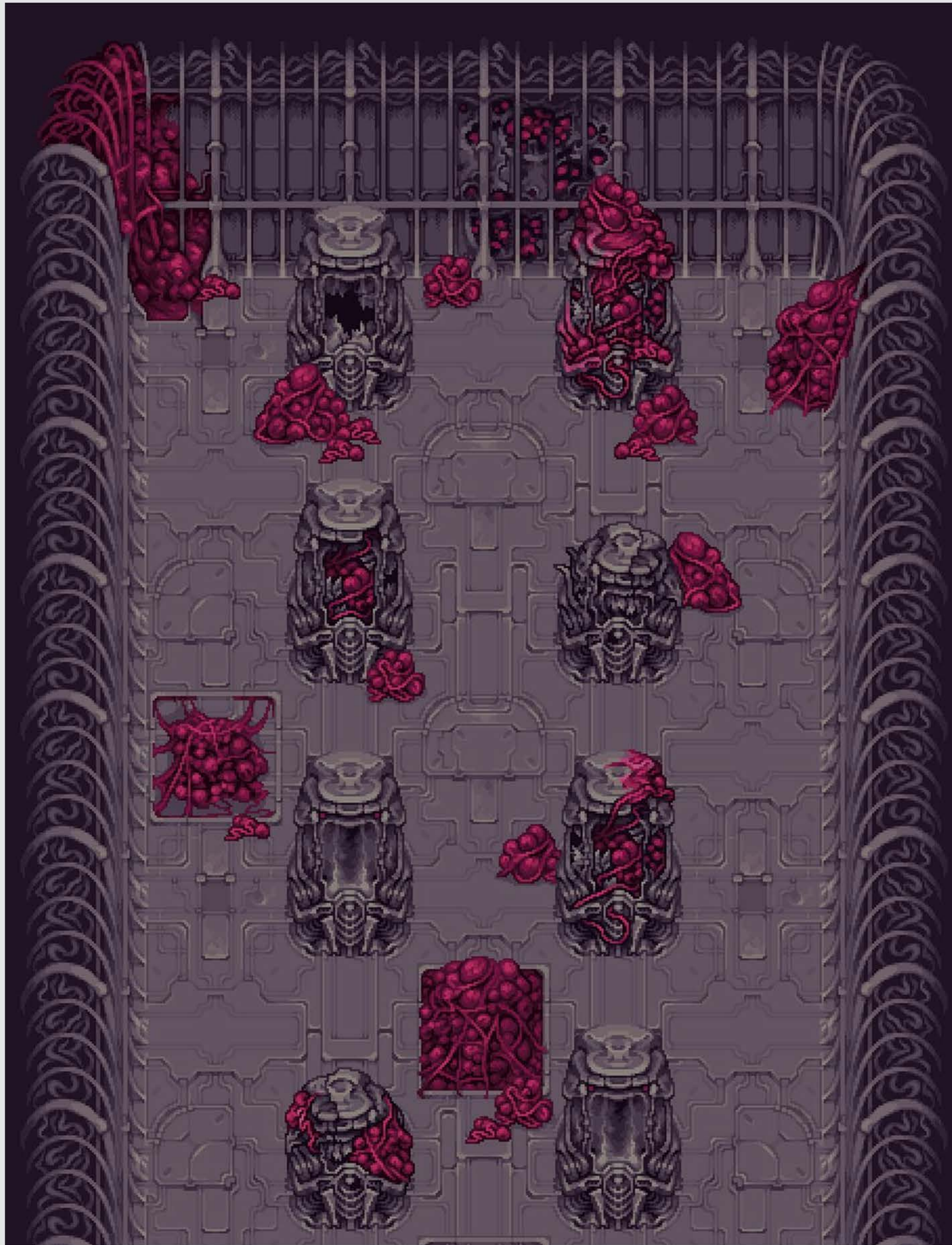
The process was not entirely mechanical or biological; it was something else—an unearthly blend of both. The ship seemed to be alive with a dark, otherworldly force that manipulated its materials and architecture. This force was accompanied by a disquieting soundscape — a low, rhythmic thrum that resonated through the hull, akin to a heartbeat from some ancient, forgotten creature.

Amidst this decay, the emergence of spider-like creatures marked a new and unsettling chapter in the ship's history. These beings were not mere animals but rather enigmatic entities that seemed to be a fusion of mechanical and organic elements. They were the grotesque offspring of the ship's infection, embodying a fusion of nightmare and science.

Their appearance was both mesmerizing and horrifying. The creatures possessed long, spindly legs that moved with eerie grace, capable of skittering along the ship's walls and ceilings with unsettling speed. Their bodies were a patchwork of metal and flesh, with iridescent, chitinous armor that glistened in the dim, flickering lights of the deteriorating vessel. Their eyes, multiple and gleaming, seemed to harbor an intelligence that was both alien and profoundly unsettling. Their eyes, multiple and gleaming, seemed to harbor an intelligence that was both alien and profoundly unsettling. Their eyes, multiple and gleaming, seemed to harbor an intelligence that was both alien and profoundly unsettling.

As these creatures continued to proliferate, they began to exhibit a disturbing level of control over the ship's environment. The infection that had ravaged the vessel seemed to act in tandem with the spiders, as if they were two facets of a singular, malevolent force. The ship's systems—once reliable and precise—now functioned erratically, influenced by the shifting, parasitic presence within its walls.



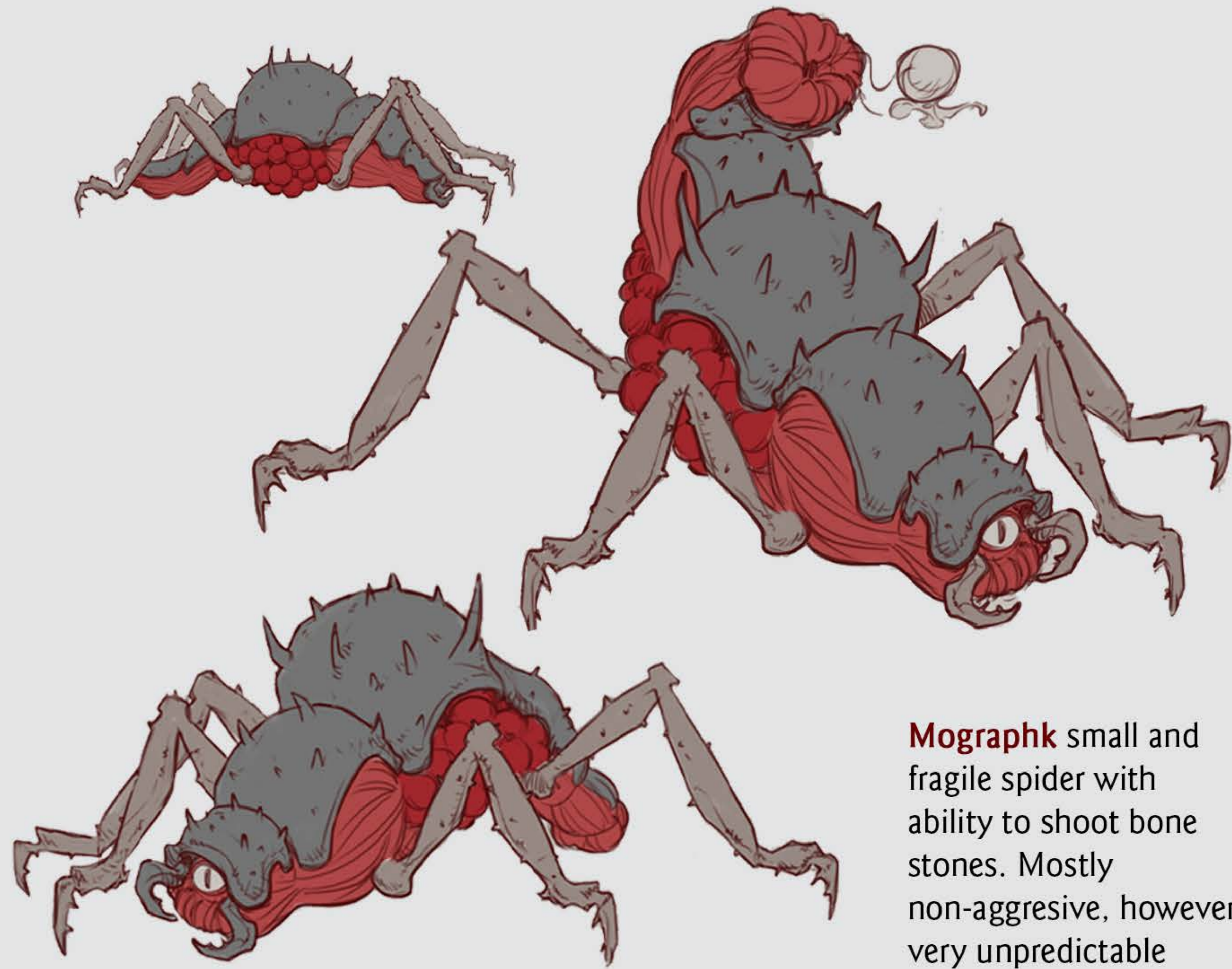


Over the years, the capsules that once held the nomads became breeding grounds for a terrifying evolution. Initially, the nomads and parasites existed in a fragile coexistence, but as the parasites infiltrated deeper, they began to fuse with their hosts in grotesque ways.

Over the years, the capsules that once held the nomads became breeding grounds for a terrifying evolution. Initially, the nomads and parasites existed in a fragile coexistence, but as the parasites infiltrated deeper, they began to fuse with their hosts in grotesque ways. The parasites, initially small and parasitic, grew into monstrous entities that integrated with the nomads' physiology, manipulating and distorting their forms. The capsules, designed for protection and preservation, turned into incubators for this horrific transformation. Inside, the nomads' bodies were overtaken by the parasites, resulting in a nightmarish amalgamation. The once-human nomads were metamorphosed into spider-like monstrosities with chitinous exoskeletons, multiple legs, and grotesque, venomous fangs. now **multiple and faceted, glowed.**



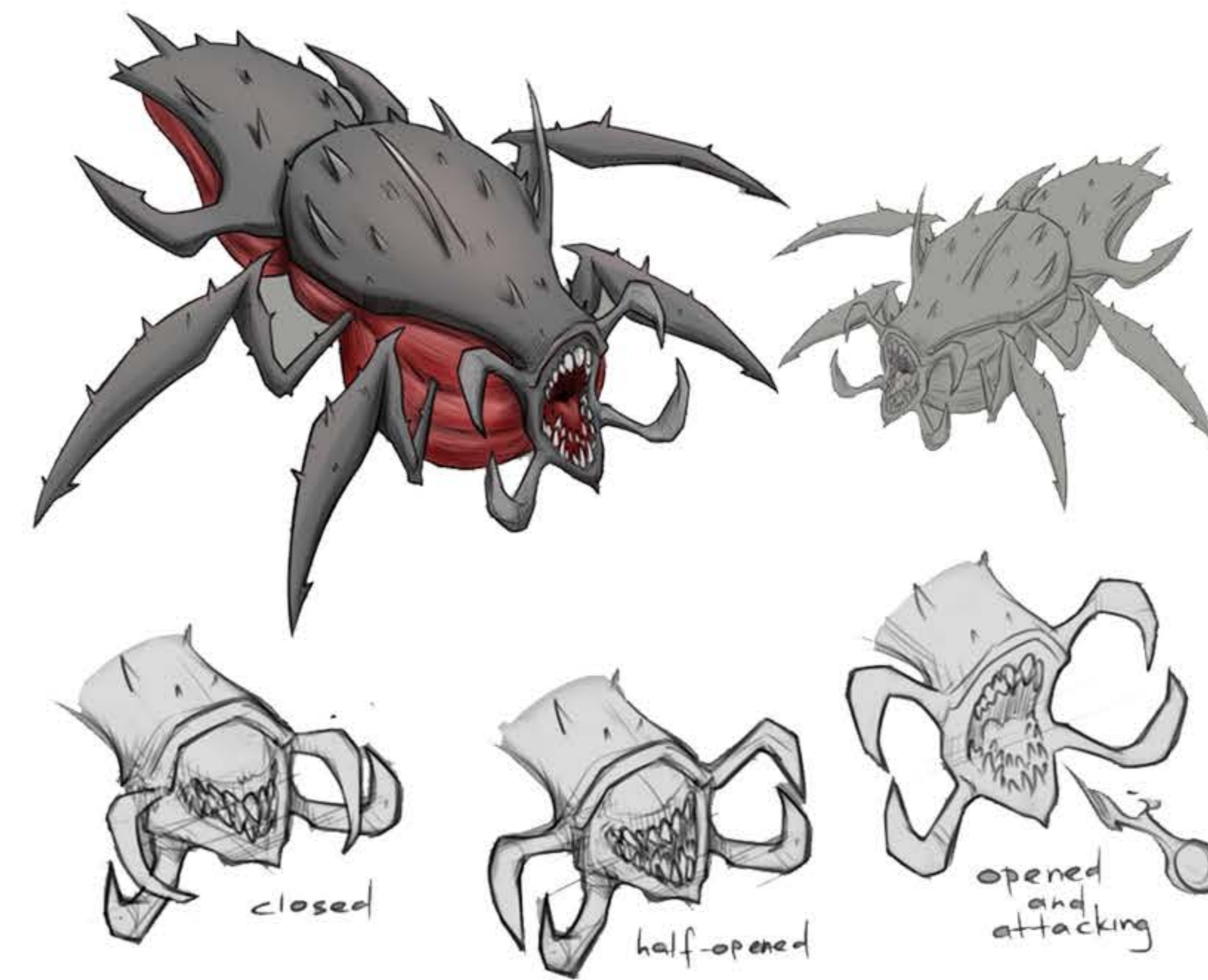
This transformation, driven by the relentless parasitic influence, created creatures that were both a fusion of human resilience and parasitic savagery. The result was a new breed of horrors that prowled their capsules, embodying the dark symbiosis of their former selves and their parasitic overlords.



Mographk small and fragile spider with ability to shoot bone stones. Mostly non-aggressive, however very unpredictable



The Stonegrip Spider is a formidable, three-legged arachnid known for its strength and agility. Its robust, armored exoskeleton, resembling rugged stone, provides formidable protection. The spider can launch powerful, venomous projectiles from specialized glands, incapacitating prey from a distance.



The Ironclad Spider is a formidable, five-legged predator renowned for its strength and deadly precision. With a body covered in a tough, stone-like exoskeleton, it presents an almost impenetrable defense against attacks. Each of its five legs is equipped with powerful joints that allow the spider to navigate diverse terrains effortlessly, from rugged rocks to slippery slopes. Its most fearsome feature is its advanced shooting mechanism; the spider can fire highly corrosive venomous projectiles from specialized spinnerets located near its thorax. These projectiles are designed to incapacitate prey and disrupt enemies from a distance.



20. FLESHINSANE: SHIP INFECTION

The Xeno-Rat is a relentless alien predator with a sleek, metallic exoskeleton and razor-sharp teeth. Its agile, clawed limbs and glowing eyes enable it to hunt biopunk spiders with precision. Adapted to its harsh environment, the Xeno-Rat feeds voraciously on these spiders, using its advanced senses and predatory instincts to track and devour its prey efficiently.



The Cannibal Spider is a menacing alien creature with a sleek, dark exoskeleton and sharp, agile legs. This small but fierce predator specializes in hunting biopunk rats, using its quick reflexes and venomous bite to overpower its prey. Its multifaceted eyes and rapid, stealthy movements make it a relentless and efficient hunter in its hostile environment.



The Spawner Cannibal Spider is a formidable alien creature with a sinister design. Its segmented, chitinous body is equipped with specialized pods that produce and deploy new spiders, creating a constant threat in its environment. This spider's primary prey are biopunk rats, which it hunts with deadly precision. Its limbs are tipped with sharp, retractable claws, and its venomous fangs deliver a paralyzing toxin that incapacitates its prey swiftly. The Spawner Cannibal Spider's multifaceted eyes provide excellent vision in low-light conditions, enhancing its hunting prowess. Its ability to spawn offspring ensures a relentless cycle of predation, maintaining a constant pressure on biopunk rat populations and asserting dominance over its territory.

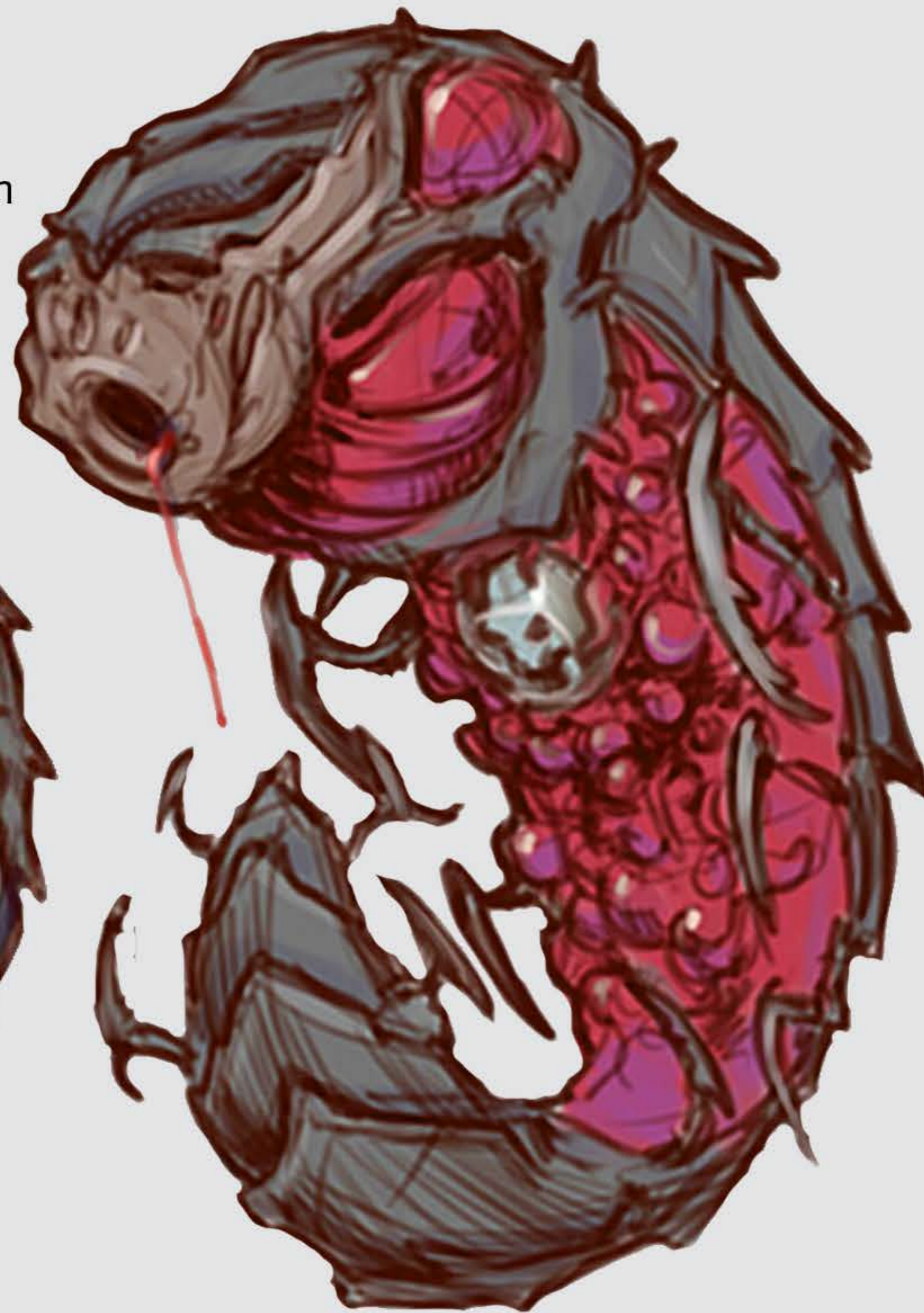
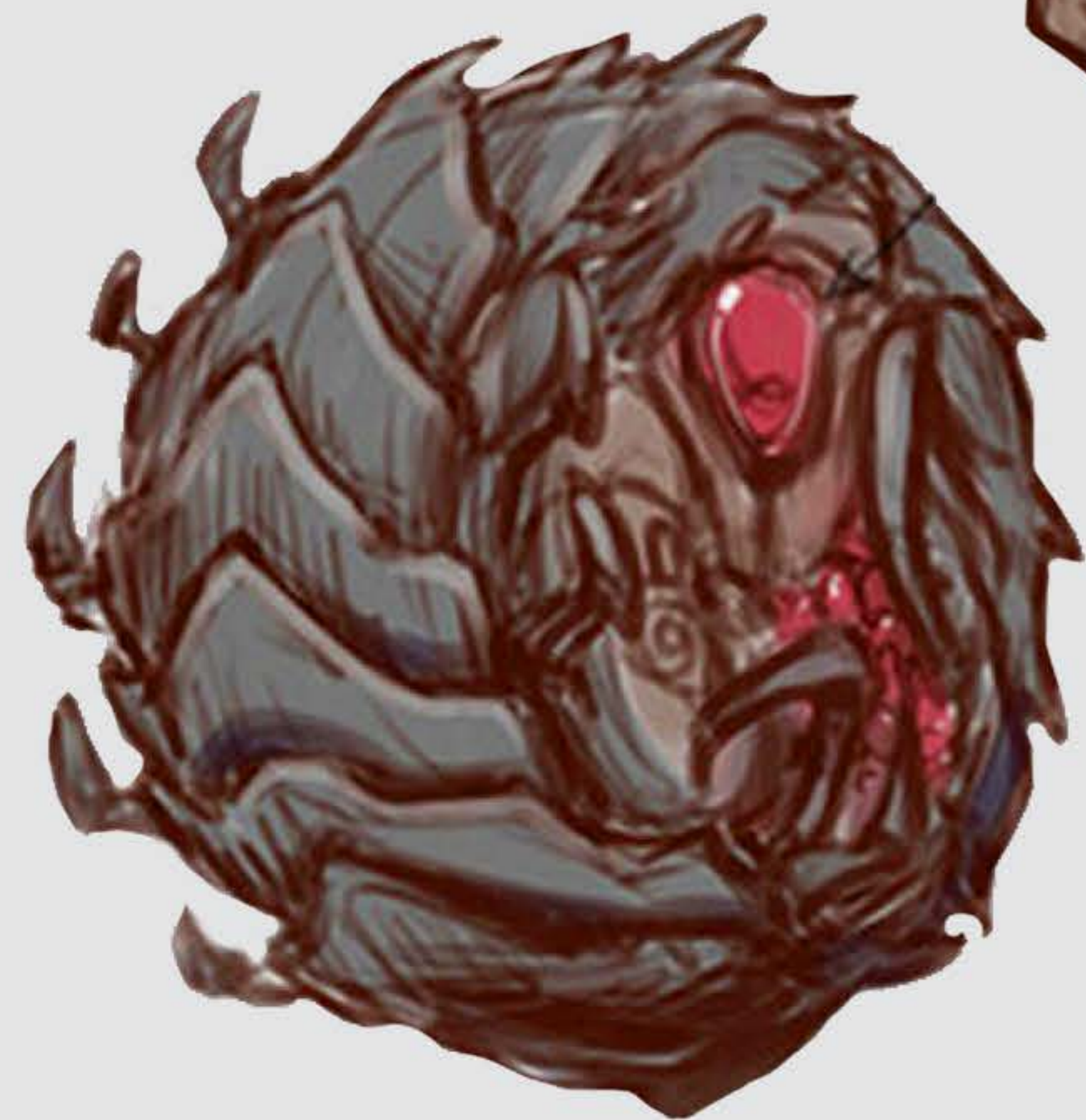


The Cannibal Spiders are a ruthless alien duo, working in unison to protect their brood. With sleek, armored bodies and sharp fangs, they guard their nest of newly spawned spiders fiercely. These spiders primarily prey on biopunk rats, using coordinated attacks and their venomous bites to secure food and defend their territory from intruders.

The Explosive Cannibal Spiders are deadly alien creatures that protect their kin with lethal sacrifice. Equipped with volatile sacs, they detonate near enemies to create devastating explosions, clearing the path for their spider brood. These spiders feast on biopunk rats, using their explosive defense mechanism to secure their territory and ensure the safety of their offspring.



The flying hive parasites are parasitic breed of flying creatures that adapted to use ship waste open spaces to hunt its prey from above.



Scaled centepide is a pretty big creature that can be met in open areas of the ship, when you leave the relative safety of halls and tunnels.

It hovers above rolled into a wheel-like form for protection. The weakest part of it, the belly - filled with eggs and intestines are safely covered this way. Before the attack it launches some of its eggs into the victim, spreading toxic liquid over them. Often that's enough to paralyze the target, and after that centepide lets it soak in poison juice for a couple of days. After that half-digested body ready to be consumed using its toothless mouth, sucking on victims' nutrients.



Larva form lacks the telepathic abilities. Scientists think it's the shell that blocks it, but the toxic cannon is there and juvenile meatball is a still dangerous foe, plus they're rarely left alone without an adult around.

The flying meatball, as it's called by other ship inhabitants, is another parasitic flying creature. It's said that they are morphed from a nomad victim, which can be seen as the helmet of said nomad is still intact. One of its main features separating it from the Scaled Centepide is a highly developed brain and intellect, also telepathic abilities are far beyond simple flying and meatballs use it to confuse, distract, and weaken its prey. In adult form it lacks defenses, but in terms of attacking capabilities they are flawless. Meat cannons growing on its "forehead", that shoot deadly toxic bolts, great telepathic powers make this creature a dangerous enemy. To compensate its lack of defense, meatballs use stealth, ambush, and planing to capture and devour its victims. They know they are easy to kill using ranged weaponry like machineguns and assault rifles, so it's rare to see one in plain sight.





NOMADS



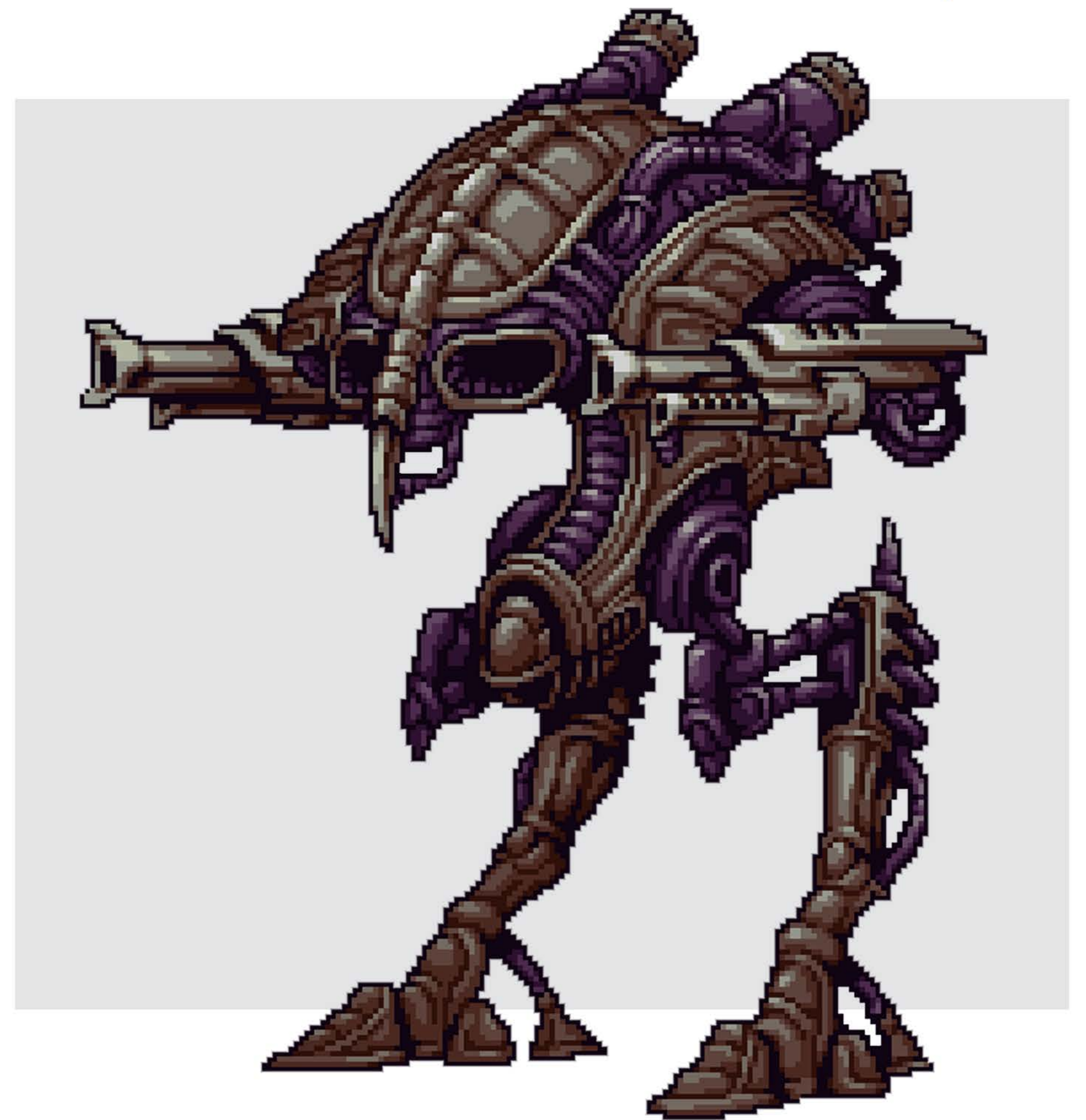
The Grenade Launcher Man wields dual large cannons, each capable of launching devastating grenades. His powerful armaments allow him to unleash explosive barrages from a distance, creating chaos and destruction on the battlefield.



The Shieldman is a formidable warrior equipped with a massive, reinforced shield and a powerful weapon. The shield provides robust defense, deflecting attacks with ease, while the Shieldman uses his weapon for aggressive counterattacks.



The Fleshbound Flag Holder is a striking symbol of the nomads' dominion over the ancient ship. Constructed from a blend of organic material and advanced biotechnologies, it features a grotesque yet functional design. The base is a pulsating, flesh-like mass that anchors the structure firmly. Rising from this base is a sinewy, flexible rod, which supports a tattered flag that flutters ominously. The organic tissue of the holder shifts and adapts, symbolizing the nomads' ability to reclaim and control their environment. This flag holder not only marks their territory but also serves as a living testament to their dominance over the ancient ship's remnants.



The Juggernaut Tank is a formidable, bio-engineered war machine crafted from a blend of living flesh and advanced technology. Designed by nomads to defend their ships against uprisings, its exterior is a grotesque yet effective amalgamation of organic material and reinforced plating. The tank's fleshy surface pulses with a faint, eerie glow, revealing its living nature. Its massive, armored limbs provide both mobility and stability, allowing it to traverse the harshest environments with ease. Equipped with powerful, bio-integrated weaponry, the Juggernaut unleashes devastating attacks on any threats. Its core houses a pulsating bio-organ, which powers the tank's systems and heals its wounds over time. This living war machine acts as both a shield and a weapon, embodying the nomads' ingenuity and their need for formidable defenses in the face of constant danger.

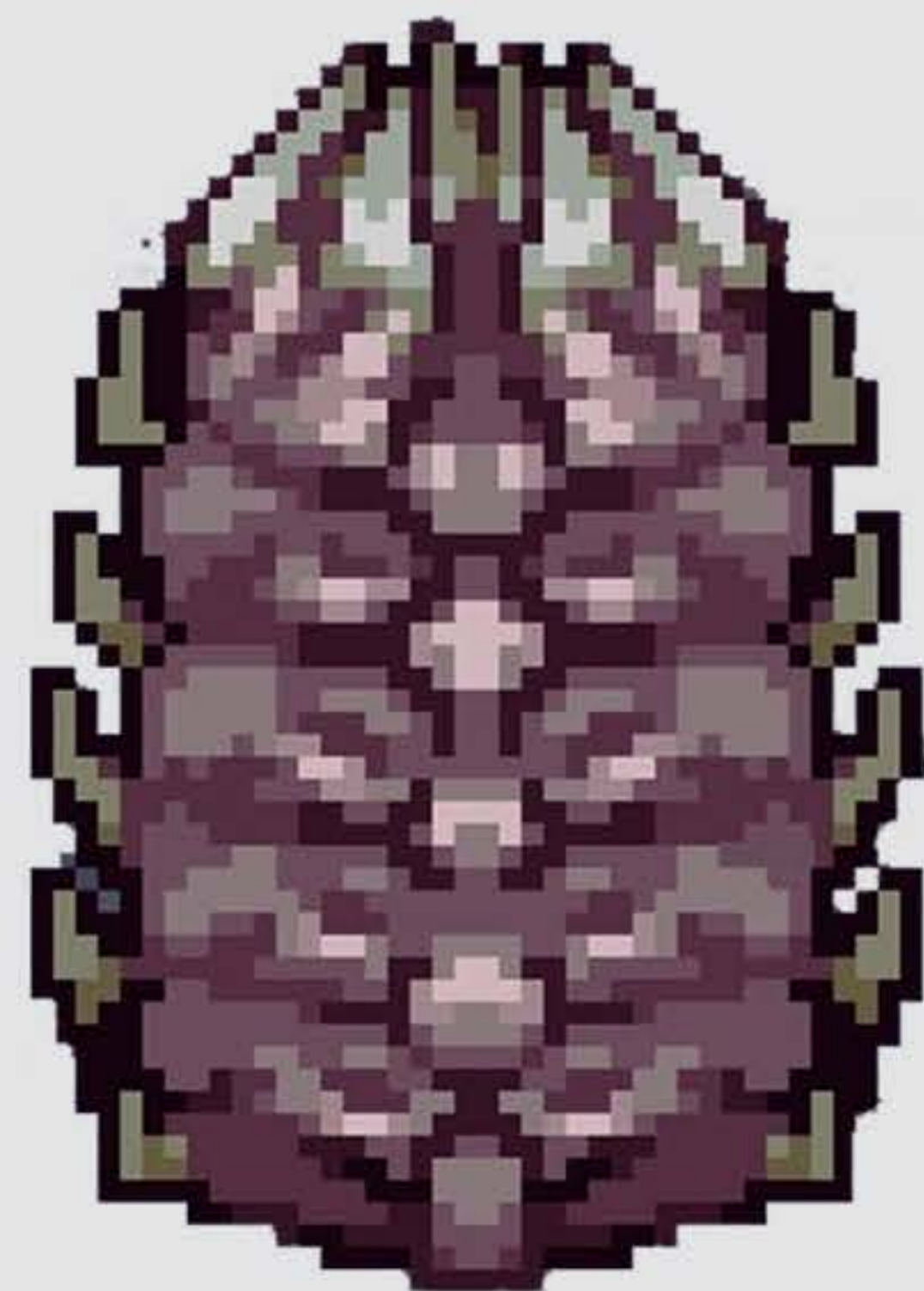


Sniper The Assault Nomad, originating from an ancient ship, excels in long-range combat with its advanced sniper rifle. Its enhanced targeting systems and stealthy movement allow it to strike with deadly accuracy from afar.

Assault The Assault Nomad, a relic from an ancient ship, wields a formidable firearm in combat. Equipped with advanced targeting systems and armored exoskeleton, it attacks with precision and power, blending technology and brute force seamlessly.



Mavroghart, The poison worm is a formidable creature, equipped with a venomous bite and a unique ability to shoot toxic spurs. It burrows into the earth with incredible speed, creating intricate tunnels while using its poison to incapacitate prey and defend its territory.

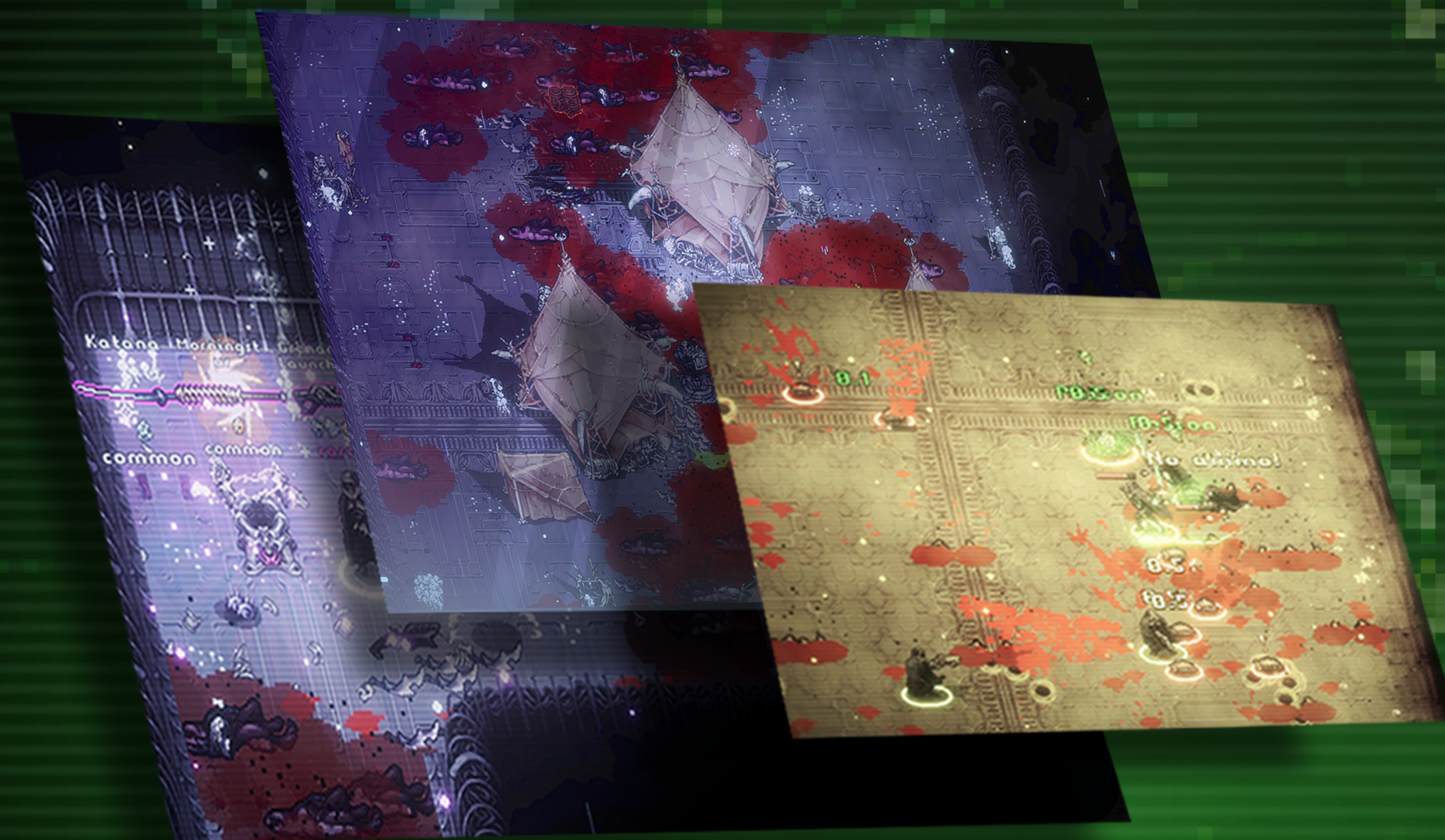


Small worm, the burrowing worm is a stealthy predator that attacks with surprising speed. It swiftly digs into the earth, creating intricate tunnels as it ambushes prey. Its powerful jaws and agile movement make it a formidable threat underground.



King In the shadowy depths of lost civilizations, ancient king worms once thrived, a testament to nature's resilience in extreme environments. These colossal, segmented creatures, spanning up to thirty meters, were both revered and feared. Their bodies, encased in armor-like, chitinous plates, were adapted to survive the harsh conditions of ancient subterranean ecosystems. The king worms' primary feature was their bioluminescent rings, which glowed with an eerie, greenish hue, casting an otherworldly light in the darkness. They used these rings to communicate and navigate their murky habitats, thriving in the nutrient-rich sediments of ancient oceans and underground rivers.

King worms played a crucial role in their ecosystems as both predators and decomposers. Their feeding habits helped regulate the balance of their environments, while their burrowing activities aerated the soil, promoting plant growth. Fossil evidence suggests that their presence was central to the sustainability of the ancient food chain. With the collapse of their habitat, these majestic creatures vanished, leaving behind enigmatic remains that intrigue researchers and paleontologists. The study of king worms offers valuable insights into prehistoric life and the adaptability of species in ancient, extreme conditions.



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