

Catstronaut Lore Note Script

Lore Note #1

Placement – Within starting zone

Topic – Letter from Orion's mother, gives the player a general overview of the reason why they're on the planet.

Note Content:

To my sweet Orion,

I cannot believe this is your first expedition, and to Elmorra, no less! I've heard stories about that planet, all those strange and marvelous creatures... but I can't say I'm not a little worried, given the state it's in now. I remember when you were a kitten, you tried to jump up onto the fish tank and then, splash! You went straight through the lid! I know you wanted to cry, even if you didn't. But you're all grown up, and look at you now - a real astronaut! I'm so proud of you for going to save all those little creatures. But, Orion, just be careful out there, alright? I'll be waiting back at home for you with a fresh slice of salmon pie for you to get your paws on when you get through the front door.

Stay safe out there, my star.

- Mom

Lore Note #2

Placement – Within tutorial zone

Topic – Note left behind from the planet's old inhabitants, talking about how the planet has become unstable and how hazards will keep getting worse until the planet and the life within it will be doomed. Next to the first hazard – foreshadows lava and breakable platforms.

Note Content:

Field Log #2586 – Professor Leef

Today, I went to go and check on Mudfin today, as I have noticed their lethargic behavior recently, which is not like them at all. However, just as I went to step on the path to the trees, it broke beneath me, and I nearly tumbled into a pool of lava! Thankfully Professor Dee was there to yank me back by the tail. The way Elmorla has become over the past few years is quite concerning, to say the least. More and more danger has sprung up, with huge boulders crashing down upon us, the lava has been taking up more space blocking off our once usable pathways, erosion has revealed hidden spires of rock that have jagged formations are making more of our land difficult to traverse without danger... It feels as if the world is quite literally crumbling beneath our feet. I am most hopeful we can get to the bottom of it soon!

Lore Note #3

Placement - At the start of the first open zone

Topic – Talks about the creatures that had to be left behind and how they hope someone can save them.

Note Content:

Field Log #2587 – Professor Mert

Because of how unstable the environment has been lately; we attempted to relocate some of the creatures to a safer area within their habitat. We started with the Grouchcroaks - unruly little things! It took us nearly three hours to round them all up and get them across the grass and into the river. It's almost as if they know when you're sneaking up on them...

We should commission something that could just simply capture the creatures without having to manually herd them. Something like a high capacity, turbo-charged suction assisted, creature safe, multi directional containment apparatus. Imagine if we had one of those... That'd be the day!

Lore Note #4

Placement – At the top of the first zone, left side

Topic – Rising action, the scientists begin to realize the planet is beyond hope.

Note Content:

Field Log #2598 – Professor Dee

We did a run over of the environment today, and the outcome was... not good. The planet is deteriorating – the lava floods are more frequent, the atmosphere is becoming more and more unstable, and areas of the ground have wasted away which makes it hard to traverse the land. We have estimated we only have a year to leave Elmorla before it becomes completely uninhabitable. We have discussed plans to evacuate, but the logistics do not bear good news, as we only have enough room for us scientists on the shuttle, meaning that... well, the creatures would be... left behind.

But we're not going to give up! We're spending as much time as we can recording data, tagging any creature we can reach, and sending transmissions out to other planets. We are hopeful that someone – anyone – can come back for them. The creatures deserve that much... after all we've been through together.

Lore Note #5

Placement - Behind the waterfall

Topic – Climax of the story, the scientists leaving the creatures behind.

Note Content:

Field Log #2780 – Professor Mill

Today was the last day in Elmorla. We herded the creatures into one of the last inhabitable areas of the planet to maximize the time we have to get them out of Elmorla. Leaving the creatures behind broke my heart, but there was no way we could have brought them with us. Believe me, we have tried everything within our power, but we don't have the resources to bring them. We escaped the planet an hour ago, and we have already sent out a radio transmission to any others out there on a different planet

to see if there is anyone close by who can help. I miss them already, but we have to stay strong so that we can guarantee their rescue. We have estimated the planet only has a few weeks at this point, and we just hope someone will hear our call, and come for them.

Lore Note #10

Placement - At the top of the right side cave

Topic – final lore note, talks about Orion's company and sends thanks from another planet.

Note Content

Greetings from Halterra!

I am Professor Dee, one of the zoologists who once resided over the critters that roamed Elmoriam, and we heard that our radio transmission we sent out asking for aid was heard by a small spaceflight company called Kit & Ko Shippers, and they have sent an astronaut (you!) to capture the creatures on Elmoriam, and at last, bring them all to safety! Although Elmoriam is too far for us to reach ourselves, we sent this note back to the planet to say we cannot thank the astronaut enough who has taken up the challenge of traversing our dying planet for our beloved critters. It has been nearly a year since we were able to see all the creatures we looked after and knowing that we were right to never give up hope has made us all a bit... misty-eyed, to say the least!

Know that all the scientists from Elmoriam are with you, and once again, you have our sincerest gratitude, and we cannot wait to be reunited with the little (and big) ones we call our best friends.

Creature Index Information

Mammoth Creature

Names:

Base Variant - Mammomoth

Sky Variant – Aummomoth

Earth Variant - Ramomoth

Fire Variant - Charmomoth

HT – 2.1m **WT** - 286.4kg

Creature Bios

Base Variant - Able to endure harsh environments due to its thick two-layered fur, small ears and large size. Elmorias decline has made it hard for this creature to live in the wild, the climate becoming warmer, making it difficult to sustain their large herds. Despite their imposing appearance, the creature is typically gentle and docile and cooperates well with the scientists of Elmorias.

Sky Variant – Able to endure harsh environments due to its thick two-layered fur, small ears and large size. Unlike other Rammooths, it has a flexible spine and powerful hind legs that allow it to leap from cloud to cloud. Often found on the thicker clouds closer to the ground of Elmorias, as higher altitudes do not support their larger size.

Earth Variant - Able to endure harsh environments due to its thick two-layered fur, small ears and large size. Compared to other Rammooths, they often grow bigger in size on average, due to an abundance of food in their habitat. Their fur has a unique property that allows plants to grow and intertwine with its fur, which the creature uses to feed their young.

Fire Variant - Able to endure harsh environments due to its thick two-layered fur, small ears and large size. Out of all species of Rammooths, it has the thinnest fur to aid it in staying cool and to adapt to the heat of its habitat, and the skin on their feet is heat resistant, allowing it to traverse the hot terrain with ease.

Bat Creature

Names:

Base Variant - Charbat

Sky Variant – Stratubat

Earth Variant - Herbat

Fire Variant – Vampyre

HT – 0.9m WT – 7.1kg

Creature Bio

Base Variant - A tiny, evasive mammal with excellent hearing, they can utilize echolocation to locate prey and avoid obstacles. They have grown accustomed to the scientists of Elmorja and often take offerings of fruit and nectar at night, before disappearing once again into their narrow shelters.

Sky Variant – A tiny, evasive mammal with excellent hearing, they can utilize echolocation to locate prey and avoid obstacles. Compared to their counterparts, they have been recorded to have faster reflexes and a wider wingspan to enhance their flight stability. Lacking natural shelter, they often build nests from floating rock formations.

Earth Variant - A tiny, evasive mammal with excellent hearing, they can utilize echolocation to locate prey and avoid obstacles. They are very important to the ecosystem of Elmorja and specifically the earth biome, as they help to disperse seeds and pollen for the vast amount flora that grows in this area. They are often found in the caves of the earth biome and flourish at night.

Fire Variant - A tiny, evasive mammal with excellent hearing, they can utilize echolocation to locate prey and avoid obstacles. Their fire-tipped fur draws light-attracted insects in swarms, allowing for quick feeding.

Shark Creature

Names:

Base Variant - Sharfin

Sky Variant – Aerfin

Earth Variant - Mudfin

Fire Variant Pyrofin

HT – 0.9m WT – 18.9kg

Creature Bio

Base Variant - Despite its small size, it has a snappy and boisterous personality. Equipped with gills, fins and legs allows it to adapt to many environments. They love to explore their environment and are often curious about the exploits of Elmorla's scientists.

Sky Variant – Despite its small size, it has a snappy and boisterous personality. Equipped with gills, fins and legs allows it to adapt to many environments. Their bodies have adapted to also grow wings, allowing for unlimited navigation of all the elements.

Earth Variant - Despite its small size, it has a snappy and boisterous personality. Equipped with gills, fins and legs allows it to adapt to many environments. Their skin has the texture of bark and their color blends into the grassy environment, allowing them to ambush their prey.

Fire Variant - Despite its small size, it has a snappy and boisterous personality. Equipped with gills, fins and legs allows it to adapt to many environments. They tend to lurk in pools of lava; their skin is immune to the extreme heat. They use their unusual habitat to their advantage, breaching unsuspecting victims and using their legs to pursue out of the flaming lava if needed.