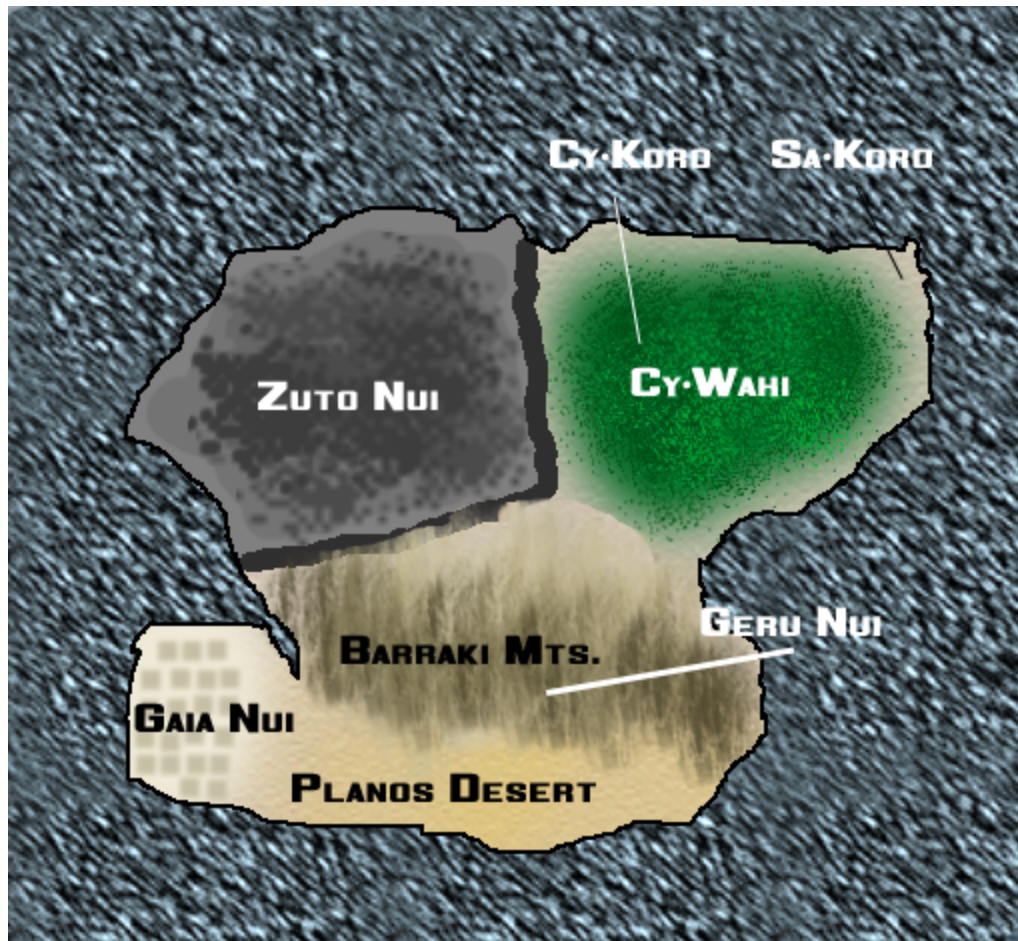


Gameplay

Influx's gameplay is in third-person perspective, and will be in 3D.



IMG: Map of Ziomega.

The game's central location is in the Rimery's Tavern, a port bar in Sa-Koro. At the counter, the player may use their widgets to purchase characters, vehicles, gameplay hints and extras, or activate cheat codes. In a small area outside the tavern, the player may view his collected vehicles. The game is broken into levels and they are accessed from the tavern.

2 types of secret items are available: gold coins and minikits. Each level also contains ten hidden minikits, that is, ten pieces of a vehicle. When all ten have been collected, the player is awarded a gold coin. Collecting a certain number of gold coins unlocks free rewards. Gold coins are also awarded when levels are completed and when a predefined number of widgets is accumulated in a level; ninety-nine gold coins are available in the game. The vehicles represented by the minikits are displayed outside the tavern.

Widgets

Widgets are the currency of *Influx*. You will use widgets to purchase hints, characters and extras from Rimery. Widgets can be found lying around (or floating) throughout the various levels of the game.

Widgets come in three denominations:

Gray = 10

Blue = 100

Cyan = 1,000

To retain your widgets from a level, you must complete the level. Using the start menu to exit back to the tavern will cause you to lose all of the widgets thus far collected in the level.

Hearts

Collecting a heart (called a Life Point) will replenish one Life Point on your life bar. You can find life points by either killing enemies or destroying various objects throughout the game.

Character Selection

Each level in the first 3 parts will correspond to one character. In Part 4, the player will have all of his main characters at his disposal (though he can only use one at a time).

The character is bought at Rimery's Tavern, just like the extras. They will be added to the player's character inventory, and they will have the ability to load Free Play levels using up to 6 characters that they have bought.

Achievements

Achievement	Description	Points
First keystone found	Complete level 1 in Story Mode	5
Part 1 complete	Complete the first four levels of the game in Story Mode. This includes a mission in the Sapphire Temple, a mission in the Cyan Temple, and two missions in Cy-Wahi.	10
Part 2 complete	Complete the next four levels of the game in Story Mode. This includes two missions in Zuto Nui and two missions in Gaia Nui.	10
Part 3 complete	Complete levels 9 through 12 in Story Mode. This	15

	includes two missions in Geru Nui, one mission in Gaia Nui, and one mission in the Planos Desert.	
Part 4 complete	Complete the last four levels in Story Mode. This includes one mission in Sa-Koro, two missions in Zuto Nui, and one mission in the Codrex.	20
Complete all 10 Bounty Hunter missions	Do all of the bounty hunter missions. You need to buy all six bounty hunters for the missions to become available.	70
20% completion	See "100% completion"	60
40% completion	See "100% completion"	60
60% completion	See "100% completion"	60
80% completion	See "100% completion"	60
100% completion	To earn 100% complete, you'll have to collect and beat absolutely everything in the game. These are the things you must do to complete the game 100%: • Complete all missions in Story Mode • Complete all missions in Great Story Mode • Complete all bounty hunter missions • Collect all Kanohi • Collect all elemental orbs (one of each type, not all physical orbs) • Collect everything from the store • Collect all mini kits • Collect all gold coins	60
(16) completing levels undefeated	There are 16 achievements available for completing each level without dying.	30 each
Wokupu's Tomb complete	Complete this special level. You'll need 60 gold coins in order to partake in this level.	90

Clues and Final Plan

The Plan

Mata Zuto is the true villain. He has asked Slizer to assist him in certain activities. In return, Slizer will be allowed to be the new ruler of the Matoran Universe. In order for this to happen, Slizer must go to Mahri Nui and make sure the timing is just right for the Ignika to be used. Then, Slizer must quickly fly to Zuto Nui and prepare the citizens for the awakening of the Great Spirit. After that, Slizer will go to the Codrex and have his spirit be taken into the giant robot. Once "Mata Nui" is awakened, the real Great Spirit will be placed inside the Ignika and cast out

of the universe. Slizer will take his place.

At First

In the beginning of the game, all the protagonist knows is that he will collect 8 keystones and hand them off to the Toa Nuva in Karda Nui. To do this, he must defeat the Kanorak.

The Process

In order to figure out what's *really* going on, there are three main things that the protagonist must discover (these are not in order):

1. Motive
2. The tools required to execute the plan
3. The plan
4. The person behind the plan

Parts and their corresponding clues

Part 1	A tool required to execute the plan: ability to separate the spirit from its body
Part 2	Motive: social rejection
Part 3	The plan: to let the protagonist succeed in awakening Mata Nui
Part 4	The person behind the plan: Mata Zuto

The final chapter, Awakening, will feature the final confrontation between Mata Zuto and the protagonist.

Music Track List

There are three stages to the music composition process for *Influx*: **Stage 1** is completed when the concept motif is written. **Stage 2** is completed when the piece has been entered into a DAW. **Stage 3** is completed when the song has been edited, produced, and is ready for use.

<i>Title Screen/Level Complete 3</i>	<i>Boss Battle</i>
<i>Tavern (Hub)</i>	<i>Cy-Koro</i>
<i>Sa-Koro</i>	<i>Cyan Temple</i>
<i>Sapphire Temple</i>	<i>Level Complete 1</i>
Cy-Wahi	Victory Fanfare
<i>Level Complete 2</i>	<i>Generic</i>

Bosses

Part 1-1: [Sonarak](#)

Part 1-2: [Kangas](#)

Part 1-3: [Gorato](#)

Part 1-4: [Cyarak](#)

Part 2-1: [Jovarak](#)

Part 2-2: [Genorak](#)

Part 2-3: [Pirate](#)

Part 2-4: [Gorato](#)

Part 3-1: [Koparak](#)

Part 3-2: [Lhiorok](#)

Part 3-3: [Lexia](#)

Part 3-4: [Gaiarok](#)

Part 4-1: [Kynorak](#)