



**HINDRANCES
TO PROGRESS**

**Game Concept for:
*Ultimate Epic Conflict Advance!***

All work ©2008 Hindrances to Progress

Written by Ray Merkler

Version 1

Started: May 19, 2008 – Finished:

Introduction

Ultimate Epic Conflict Advance! is an action-strategy hybrid for Adobe's Flash platform that challenges players to take to the battlefield by foot and lead their armies to victory in a final, massive war between the grand armies of the world's Pirates, Ninjas, Robots, Zombies, and Monkeys. Only one can be the most cool and awesome and such! That is how superlatives *work*.

Description

You reach the final page of the previous day's tactical report: 49 good Monkeys dead. A small price to have paid for possession of the Central Plain. Their lives will be paid tribute by the victories to come.

Today, you lead thousands, but it was only a month ago when you gained command of that first small squadron of Monkeys that would grow to become the greatest army the Continent has ever seen.

The Zombies had expected to bolster their numbers while finding a cheap meal in the small Monkey encampment. Had you not arrived on the field that day to slay the Zombies with your bare, inexperienced hands, two-dozen of your prehensile-tailed brethren would have joined the Zombie hordes, doomed to shamble in agony until they could be struck down for good.

Yesterday, you killed 500 Zombies. Some of them looked familiar. It is always like that with Zombies.

The tent flap flutters gently in the wind, allowing the tiniest sliver of yellow light to illuminate your map of the Continent. You and your Monkeys now occupy nearly the entirety of the Northern coasts, and your strength extends hundreds of leagues southward to meet the stagnating front lines of the Pirate nation. To the East, the Ninjas' campaign to take the mountain range from the Robots has continued for a week — They gained the pass last night. And from the West, the Zombies advance ever eastward.

While your Monkeys slept, you learned from ancient writings of a technique to bring the Great Enemy of the Continent to your side. Your advisers beseeched you to focus on expensive skills to help keep the Zombies to the West at bay, but something in your gut called you to learn more about the grotesque hybrid that wanders throughout the land, killing indiscriminately.

You hear your rested troops begin to stir. Morning.

You put down your strategic map and give the day's orders to the lieutenants. The undead that threatens you from the West continues to plague your people, but today, you will push into the southern forests in search of more Monkeys to bolster your forces. You will be experimenting with brand new termite bombs to weaken the wooden limbs of the Pirates waiting in the forest. They will be no match.

Roll call; a quick weapons check; and your army invades the woods.

The Pirates meet you amongst a network of clearings in the forest. You order half of your company to the eastern flank. The other half charges straight up the middle while you take on a small detachment of Pirate footmen to the west by yourself.

As the battle rages, dozens of Pirates fall, but your flanking Monkeys to the east inexplicably meet with heavy resistance. To your horror, you discover that Robots from the Southeast mountain range have also entered the woods, probably as they retreat from the advancing Ninjas to the North. You fire a barrel of iron magnets into their ranks, disabling the Robots' circuitry long enough for your Monkeys to regain the upper-hand.

But there is a distant rumble. One Pirate stops in place to face the odd noise just as you cut him in half. Through the trees, you can just barely make it out: the dreaded Zombie Robot Monkey Ninja Pirate, a bizarre monstrosity believed to be fashioned from the fallen souls of the Five Continental Nations.

There is panic. The legendary monster swings its wooden tail to scoop up a dozen Pirates and Monkeys before devouring their brains, whilst glowing red eyes scan the field for targets to rend to shreds with showers of razor sharp metal stars.

You grin to yourself and send your army to distract the beast as you cast the spell that will make him your charge.

Key Features

- Unique Action/Real-Time Strategy hybrid challenges you to engage in combat with one hand while casting spells and directing troops with the other
- Five different races – Pirates, Ninjas, Monkeys, Robots, and Zombies
- Develop your character over the course of the war, purchasing skills, weapons, and even magic
- Pre-battle, game world-spanning strategy element gives every battle crucial meaning
- Randomly generated strategic map – A different game every time
- Online multiplayer
- Free to play over the Internet

Genre

Ultimate Epic Conflict Advance! is a combination Action/Strategy game. High-level, game world spanning decisions take place in a turn-based strategy segment not unlike Risk. Battles are played out in a tactical action segment in which the player controls his own character while directing his troops and casting spells at the same time. The game is set in a pseudo-fantasy world inhabited by Pirates, Ninjas, Monkeys, Robots, and Zombies.

Platform

The game is targeted at Adobe's Flash platform, for free, ad-supported distribution on the Internet.