

Foreign Soil

Game Design Document

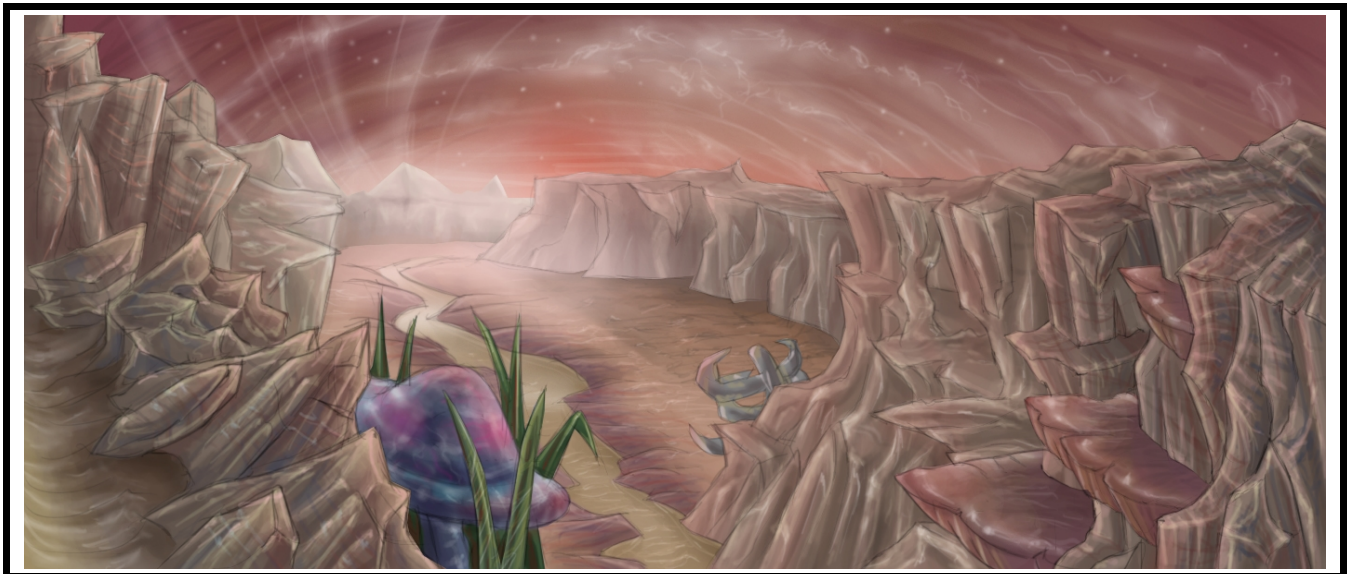


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Foreign Soil
Game Design Document
Revision History

Table 1 - History of Document Revisions

Versions	Author(s)	Descriptions	Date Completed
Draft	Lani Lum-Watson	Game Design Document Draft	27/07/2005
Preliminary	Lani Lum-Watson & David Bradley	Game Design Document - Milestone 2 presentation	14/09/2005
Final	Lani Lum-Watson, Jing Nie & David Bradley	Game Design Document - Milestone 1 presentation	11/01/2005
Revision 1			



1 - Genre

2 - Platforms

3 - Overview

4 - Gameplay Summary

5 - Gameplay

- 5.1 - Problem Solving
- 5.2 - Action/Combat
- 5.3 - Single-Player Gameplay
- 5.4 - Weapons

6 - Setting

- 6.1 - Levels/Environments

7-Visual Style

- 7.1 - Insect Style
- 7.2 - Environment Style

8 - Audio

- 8.1 - Sound Effects
- 8.2 - Dialogue
- 8.3 - Music

9 - Control

10 - Interface

- 10.1 - Front/Back End Menus
- 10.2 - Heads up Display (HUD)
- 10.3 - Quit Screen

11 - Player Insects Skills and Abilities

- 11.1 - General Abilities
- 11.2 - Scout

12 - Non-player Insects

- 12.1 - Spider
- 12.2 - Beetles
- 12.3 - Sandflies
- 12.4 - Sandfly queen

13 - Behind Foreign Soil

- 13.1 - The Foreign Soil Team
- 13.2 - The GeeksWithoutPants Website

Foreign Soil

Game Design Document

1 - Genre

Third Person Action Adventure Game. Single-player.

2 - Platforms

Consoles, Personal Computer.

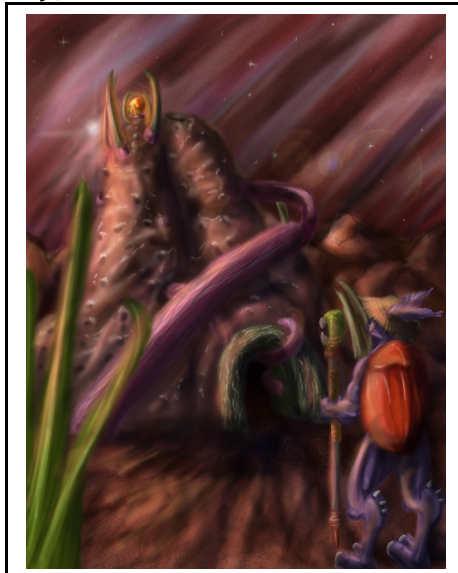
3 - Overview

Foreign Soil is a unique action adventure game with a colourful take on the micro world of tiny critters and insects. It is a combination of strategic combat and puzzle solving elements. **Foreign Soil** is targeted at both genders, 12 years and older.

Foreign Soil is the story of a soldier ant named Scout, the sole survivor of an Ant colony, who lost a long vicious battle with the invading Cockroaches. With his family and friends gone, Scout packed up his belongings and began a journey in search of more of his kind, a new home, and a new beginning.

Not long after he began his quest, Scout noticed a drastic change in the environment; the green horizon which he had become accustomed to seeing no longer surrounded him. The only vegetation in sight was dying shrubs and overgrown fungi. With no water nearby, Scout was beginning to tire, and quickly realized that he needed to find a faster way to cross the barren wasteland, or risk dehydration.

Luckily, Scout came across a gigantic sandcastle, inhabited by the Sandflies. Scout knew that the Sandflies were a peaceful community, and decided to ask them for help.



Inside the castle, Scout encountered the Sandfly Queen, an old and wise woman, who knew the nearby land better than anyone other insect in the region. The Queen gladly agreed to help Scout

fly across the wasteland, but to Scout's surprise, it was the Sandflies who needed his help more than he needed theirs. Their land was being held captive by a deadly Death Weaver spider. The Sandflies were too weak to take on the strength and wit of the spider, and had learned that it would not be an easy battle, as they saw with the neighboring Beetle community, whom had been nearly destroyed while engaging in battle with the Spider.

4 - Gameplay Summary

Foreign Soil is a 3rd person action adventure game that blends gameplay elements from *Star Wars Lego*, *Myst* and the *Mario Brother* series, while journeying through an alien world. The player will take control Scout, who must explore his surroundings: completing levels through problem solving and combat, and to ultimately find a way home.

5.0 - Gameplay

The gameplay emphasis of *Foreign Soil* is on problem/puzzle solving, and action/combat. The main goal of the game is to find your way back to the ant hill (home). The game is played as a single player experience. The player will begin the game as Scout, the main character and hero of the story. During the level, Scout must journey the land in order to find a source of water for the sandflies that he encounters.

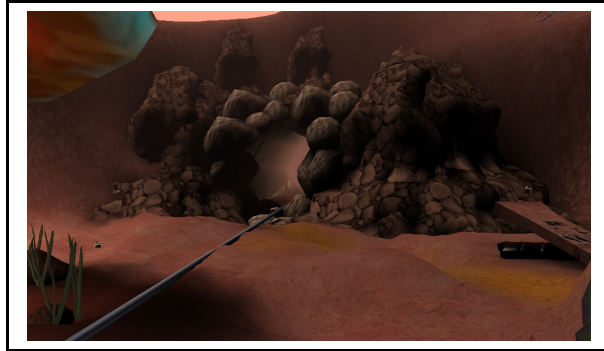
Along the way he will encounter numerous puzzles and obstacles that he must overcome in order to progress further. These vary from simple platform jumps to more complicated logical thinking puzzles. There are also enemy beetles that attempt to attack Scout in order to stop him from achieving his goal. In addition to the threat of combat, there is also the deadly rivers which will kill Scout should he try and jump into the water. Should Scout die, he will be resurrected at the closest spawn point.

What follows is an overview of the gameplay. The puzzles mentioned will be detailed in the next section.

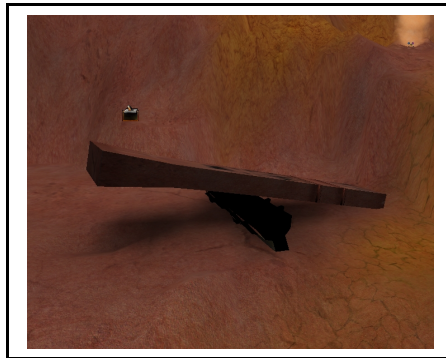
The game begins with Scout in the Sandcastle of the Sandflies. There he receives his mission from the queen to retrieve the holy water for her colony. She explains the quest and sends him on his way. If Scout takes the time to look around the castle he will be able to discover the first power gem, which increases his abilities. From here Scout heads to the entrance of the tunnels.



The tunnel is located between the paws of the Sandfly Sphinx, just before the entrance is a mine cart which will speed Scout through the cave. However, midway through caverns, the cart breaks down because a beetle broke the rail. Scout fights off the beetle and then must travel through the rest of the tunnel on foot. After successfully navigating the cave, Scout will find himself in the game's first open area.



The open area consists of a plain that rests between the mountain walls and the river shores. The main purpose of this area is to give the chance to explore the world as well as to break up the problem solving with some combat. There are interactive objects here including a teeter-totter and a geyser that acts as a jump pad. This is another area where Scout will encounter the evil beetles. They will engage Scout in combat and try to kill him off.



Before moving to the next area, Scout can explore and discover the first of the tombs located within the level. Inside the tomb is the second of the power gems.

As Scout explores this area he will realize that the only way to continue is to use the teeter-totter to reach a higher ledge where he will use the geyser to jump towards the water striders moving around in the river. These friendly bugs are actually platforms that Scout must jump onto in order to cross the river. After getting to the other side of the river, Scout can move onto the next open area.

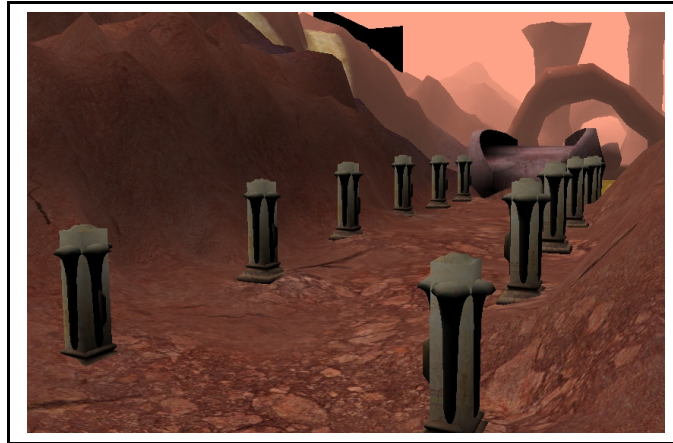


This area is similar to the previous one. It is a plain populated with beetles where the player has another chance to explore. If Scout gets too close to the tornado, he will be tossed up in the air, potentially landing in the poison water. Also in the area are the entrances to two tombs, each with another power gem located within. As the player explores the area they will find that the only way to proceed is to complete the quicksand puzzle.

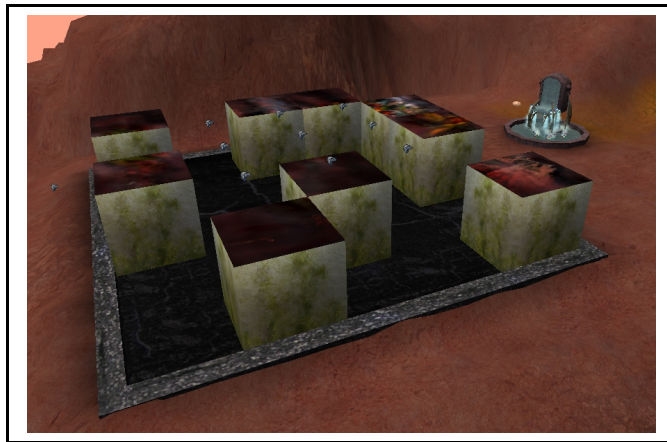


The quicksand puzzle takes Scout from ground level up along the ridge of the mountains that runs around the outside of the level. However, before he can proceed far along the ridge, Scout must push over an obelisk to use as a bridge to cross a small gap in the ground. The ridge is another open area for exploration, fighting, and the discovery of the fourth and final tomb which contains the fifth power gem. Continuing onwards, Scout comes across a lake at the top of the waterfall.

In front of the lake are a series of unlit torches. Scout must turn the torches on in a certain order, matching them in pairs, though one torch is missing its activation level so Scout must search for it. Lighting the torches will cause a bridge to rise in the lake, allowing Scout to continue his quest.



On the other side of the lake is the final open area of the game. Here is where Scout encounters the boss of the level, the giant Death weaver spider. Scout must defeat the spider or else it will attack and likely kill him if he tries to simply slip by. After the fight Scout will move on to find the sacred fountain, but it doesn't have any water flowing from it. To start the flow again, Scout must complete a tangram puzzle. The ancient fountain will once again spout water with which Scout fills his water bag.



His mission complete, Scout only has to return to the sandcastle to present the holy water to the sandfly queen. In order to take the shortest route back to the castle, Scout must throw a rock at another obelisk on the far side of a gap in the ground. The rock will knock the obelisk over, forming another bridge for Scout to cross. Pleased with Scout's discovery, the queen accepts the water and the level ends.



5.1 - Puzzles and Problem Solving

In the game there are numerous puzzles to solve. These puzzles can include any combination of the following elements: interaction with other insects, interaction with environmental elements, and the use of the character's special abilities and items.

The first puzzle is the navigation of the caverns. It begins with Scout jumping onto a mine cart which takes him into tunnels. However, it breaks down partway through due to a beetle which destroyed a section of the track. Because of this malfunction Scout must walk the rest of the way on foot. To help find his way out, he can follow a specific sound in order to most easily find the proper way out. This will be implemented by a series of sound emitters. At each intersection the player will have to listen for the direction of the emitter and then head that way. When the next intersection is reached, the emitter that the player was following will deactivate and the next one, further into the cave system, will turn on. This will repeat until Scout is out of the caverns.

The next puzzle is encountered when Scout needs to cross the river. There are a number of water striders in the river, each one moving back and forth at a different speed. Scout must jump on the back of the one closest to his shore and then continue to jump from back to back until he is able to cross the river.

The quicksand puzzle allows Scout to travel from ground level up to the ridge of mountains that surrounds the level. This is another jumping puzzle but it requires more logic to figure out where to jump. There is a low rising hill, then a gap too large for Scout to normally cross, and then the main mountain range. Within the gap is quicksand with numerous pillars and platforms sticking out from it. Scout must find a way across from the low hill to the mountain range. This is done by jumping from platform to platform. Each time Scout does this, a pillar rises up between the platforms and it prevents Scout from jumping back the way he came. In order to reach the main mountain range Scout must jump across the platforms in such a way that he raises every pillar from the ground. With all the pillars raised into the air, Scout can now jump on them and they will let him reach the mountains. If Scout jumps in the incorrect order, he will have to use a nearby switch to reset the puzzle.

The next puzzle is the torch-matching obstacle at the lake. The first thing Scout needs to complete this puzzle is the lever that will activate the single broken torch. This is found by traveling down a ramp along the mountain to where the lever is located in a hidden cave behind the waterfall. Scout must be careful not to fall and then, after retrieving the lever, head back up the ramp to the puzzle. With the lever in hand Scout is now able to activate every torch. If he activates an unlit torch it will light up with a specific colour of flame. Only two torches can be lit at any given time and, if they don't match colours, they will both turn off. If, however, the torches are the same colour they will stay on. After all of the torches are lit, a bridge rises from the lake and Scout can continue his journey.

The final puzzle of the game is the tangram puzzle at the sacred fountain. The tangram is a square that has been cut into nine smaller squares. Each square has a piece of a painting and they rest on a base that is the size of five squares in length and five squares in width. Scout must push these pieces around the base (though he cannot push them outside of the base) and, when the square is in its proper location, it will sink into the ground. When the ground painting is completed by Scout putting all nine pieces into place, the fountain will activate and present the water bag for Scout to take with him.

5.2 - Action/Combat

As the player journeys through the lands of *Foreign Soil*, hostile beetles will often attack them. Fortunately, the player will have a simple but effective combat system with which to fight back.

Scout will have two weapons available to defend himself with. The first is his trusty staff which he always had with him. This can be used to make melee attacks, or block to defend Scout from harm. Additionally, Scout will be able to find boulders which he can lift up with his great strength. These can be thrown at range and do greater damage than the staff. More details about these weapons can be found in the next section.

In addition to fighting, Scout will have the standard actions of walking and jumping. Scout will not be able to swim as contact with poisonous water will kill him. This was chosen to be implemented in this way so that water could be used as a barrier to shape the level and direct the player's movements.

5.3 - Single-Player Gameplay

Foreign Soil is played as a single player game. The player will begin the game as "Scout", the main character of the story.

5.4 - Weapons

Overview

In general, the weapons found in *Foreign Soil* are not pick ups like in most action games. Instead, they tend to be attached to the characters that use them.

Scout's Staff

Scout only begins with the ability to do a one hit 'combo' with his staff when using his primary attack. As he collects the secrets from the temples he is able to increase this to a 2-hit and then 3-hit combo. The other move available to him is a charge up attack that is separate from his combos. This move is performed by using the alt fire button. The attack reaches its maximum damage after 3 seconds of charging. If the attack is released before the full three seconds, the damage charges linearly. The charging can be disrupted if Scout takes a cumulative 35 damage. The attack itself is a 360 degree spin of Scout's staff.

Scout's Staff:

Combo fire variables:

ShieldRange = 150.0
MinHoldTime = 0.01
MinForce (first hit) = 900*damage
MaxForce (first hit) = 900*damage
MinForce (2ndhit) = 1100*damage
MaxForce (2ndhit) = 1100*damage
MinForce (3rd hit) = 1300*damage
MaxForce (3rd hit) = 1300*damage
MinDamage (first hit) = 20.0
MaxDamage (first hit) = 10.0
MinDamage (second hit) = 35.0
MaxDamage (second hit) = 15.0
MinDamage (third hit) = 50.0
MaxDamage (third hit) = 25.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0
FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 1.0
AmmoClass = class'ForeignSoil.FS_Code_StaffAmmo'
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.0

Charge attack variables:

ShieldRange = 250.0
MinHoldTime = 0.01
MinForce = 1500*damage
MaxForce = 1500*damage

MinDamage = 20.0
MaxDamage = 75.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0
FullyChargedTime = 3.0
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 1.5
AmmoClass = class'ForeignSoil.FS_Code_StaffAmmo'
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.0

Block variables:

AmmoRegenTime = 0.1
bPawnRapidFireAnim = true
bWaitForRelease = True
FireRate = 0.5
AmmoClass = Class'ForeignSoil.FS_Code_StaffAmmo'
AmmoPerFire = 0

MaxAmmo = 120
InitialAmount = 120

Heavy Boulders

The boulders are large rocks that Scout is able to pick up and throw at his enemies. When fired normally, the boulders are thrown straight forward. In first person view the player is able to aim the boulder's trajectory but is unable to walk around. These rocks can be picked up again once they hit the ground.

MinForce = 1500*damage
MaxForce = 1500*damage
MinDamage = 110.0
MaxDamage = 90.0

Beetles

They are large, carry around spears, but are actually quite cowardly. They are usually found in groups of at least two or three. Before being encountered by the players, the beetles roam the level, patrolling between two or more points.

When Scout comes within a certain range, they will notice him and advance to attack. They attack

primarily with their spears, using it as a melee weapon. However, when they first advance, there is a 1 in 4 chance that any given beetle will throw his spear at Scout.

The spear is thrown with a force similar to the mine layer in Unreal, perhaps a little stronger. A thrown spear, whether it hits or not, will stick into whatever it hits (no bouncing) and then despawn in the same manner as a dead character. After a beetle throws its spear, it then attacks with its bear fists. Scout will react to being hit in the same way whether it is by a held spear, thrown spear, or fists.

If a beetle is reduced to 25 health or below it will stay near the fight but try and avoid getting hurt. Whenever there is only one beetle left in a group (i.e. the others have been killed) it runs off to try and find a new group to join.

Spears (held):

ShieldRange = 250.0
MinHoldTime = 0.01
MinForce = 1100*damage
MaxForce = 1100*damage
MinDamage = 25.0
MaxDamage = 20.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0
FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 2.0
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.

Spears (thrown):

These are thrown with the same range/physics/speed/etc of the mine layer (I don't know where to get those numbers right now). Other than that, and the MinForce and MaxForce, all other stats should be the same.

ShieldRange = 250.0
MinHoldTime = 0.01
MinForce = 1500*damage
MaxForce = 1500*damage
MinDamage = 25.0
MaxDamage = 20.0
SelfForceScale = 0.0
SelfDamageScale = 0.0

MinSelfDamage = 0.0
FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 2.0
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.

Beetle Fists:

ShieldRange = 150.0
MinHoldTime = 0.01
MinForce = 1100*damage
MaxForce = 1100*damage
MinDamage = 20.0
MaxDamage = 15.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0
FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 1.0
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.

Spider Boss

The spider is the final boss of the game and is the largest creature that Scout encounters. It basically circle-strafes around Scout while moving in and out to execute its various attacks.

Slash Attack:

ShieldRange = 250.0
MinHoldTime = 0.01
MinForce = 600*damage
MaxForce = 600*damage
MinDamage = 35.0
MaxDamage = 25.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0

FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 1.0
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.

Web Attack:

For this attack the spider uses its webbing to draw Scout into its clutches. Scout cannot resist the web's pull in any way and it pulls him towards the spider at the same speed as Scout's walk. It pulls Scout towards him, until Scout is close enough to be attacked by the slash attack, at which point it disengages the web and immediately attacks. This attack is primarily used when Scout is a fair distance away from the spider, at least 15-20 feet or so (~240-320 Unreal units). The web travels infinitely far (in the same manner as the rocket launcher) as long as the spider 'holds down the attack button'. It also travels at the same speed as the *Unreal Tournament 2004* bio-rifle goo (but without gravity pulling it down).

Jump Stomp:

This attack has the spider jumping in the air and, when he lands, he creates a spherical shockwave which injures its enemies. This sphere should have a maximum radius of about 20 feet (~320 Unreal units). This is not an attack that it does often, hence the slow FireRate. As for the speed of the shockwave, it should reach its maximum size within 0.5 seconds at the most.

ShieldRange = 250.0 //I have no idea what to put here since these units aren't equal to the units used when building Unreal levels.

MinHoldTime = 0.01
MinForce = 1700*damage
MaxForce = 1700*damage
MinDamage = 55.0
MaxDamage = 45.0
SelfForceScale = 0.0
SelfDamageScale = 0.0
MinSelfDamage = 0.0
FullyChargedTime = 0.5
ChargingSoundVolume = 0
bFireOnRelease = false
bWaitForRelease = true
FireRate = 15.0
ShakeRotTime = 0.0
ShakeOffsetMag=(X=-20.000000)
ShakeOffsetRate=(X=-1000.000000)
ShakeOffsetTime = 0.

Power Crystals

- 1) 2-hit combo
- 2) 3-hit combo
- 3) Permanent health boost +100 HP (total health now 200)
- 4) Permanent block boost +80 shield ammo (total ammo now 200)
- 5) Charge up attack

6 - Setting

Foreign Soil takes place on an alien planet with 2 Suns orbiting around it. As a result of the intense heat emanating from the Suns, most of the planet is a barren wasteland. However, the player journeying through vast deserts will encounter many unique vegetation containing objects familiar but also alien in form. (i.e. The Sandfly Sphinx).



6.1 - Levels/Environment

The world of *Foreign Soil* is 1 level. The primary goal of the level is to complete the 5 puzzles, which are located throughout the desert, they are: *The Sound Puzzle*, *The Waterstrider Puzzle*, *The Quicksand Puzzle*, *The Memory Puzzle*, and *The Tangram Puzzle*.

By the end of the game, Scout will have completed all of the puzzles, and collected all the items, allowing him to find a way back home.

7 - Visual Style

The artistic direction can be divided into two categories: Insects and Environments.

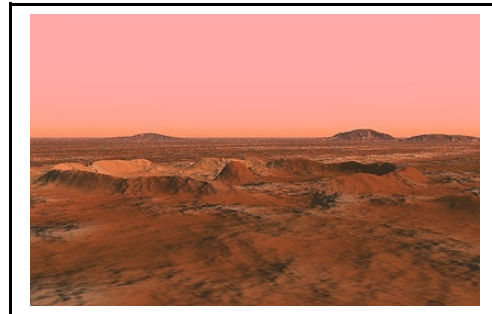
7.1 - Insect Style

It was important to the artists that they find an equal balance between “recognizable” and “alien”, when designing the insects. The result is an insect that is familiar, yet alien and unique.

In both colour and design, all of the insects have remained quite simple. It is their stylish armor and clothing that gives them their distinctive character and charm.

7.2 - Environment Style

The environment of *Foreign Soil* was inspired by the remarkable deserts of Africa, and the rich red landscape of the planet Mars.



The world of *Foreign Soil* feels very large, inviting the player to explore its rocky terrain and inspect its unique textures. There are many nooks and

8.0 Audio

8.1 Sounds Effects

The sounds in *Foreign Soil* follow the same design philosophy as the art: unique, yet familiar. Our lead audio designer took everyday sounds heard in nature, and gave them each unique attributes which make them sound “out of this world.”

8.2 Dialogue

Dialogue between characters will be kept to short gibberish sounds. Although the player will not be able to understand the characters speaking, the intended message will be made clear through visual representation (hand gestures, body language), and subtitles.

8.3 Music

The music in *Foreign Soil* can be described as a mixture of Arabian, ambient and techno. Combined they create a truly unique sound, that, at the appropriate times, can be mellow or upbeat.

- The Journey (main menu music) - Composed by George Krakus
- Foreign Soil (in game music) - Composed by Ally Kimura
- Sound Effects (in game) - Composed by Ally Kimura

9.0 Control Scheme

Keyboard Functions

Movement : Left & right- side step, forward & back

Rotate: Used to rotate objects beng pushed or manipulated by the player

Jump: For those pesky road blocks!



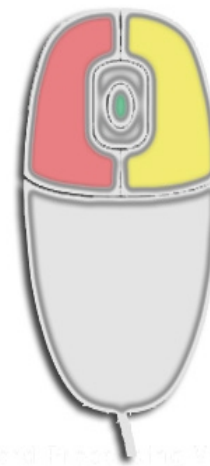
Mouse Functions

***Camera angel is controlled through mouse movement. Move the mouse in the direction you wish to look.**

Attack: Empty handed swing your staff, or pick up projectile. Once in hand use again to throw projectile object

Use: Interact with the environment, switches, use inventory items.

View: Roll forward or back to adjust camera distance from charcter, or press to switch to first person view.



10.0 Interface

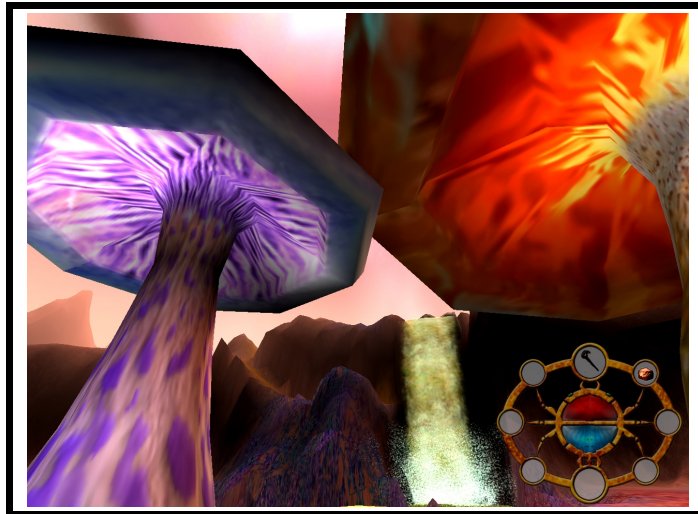
10.1 Front/Back End Menus

- **Main Menu** - Start game/pause game and general options menu.



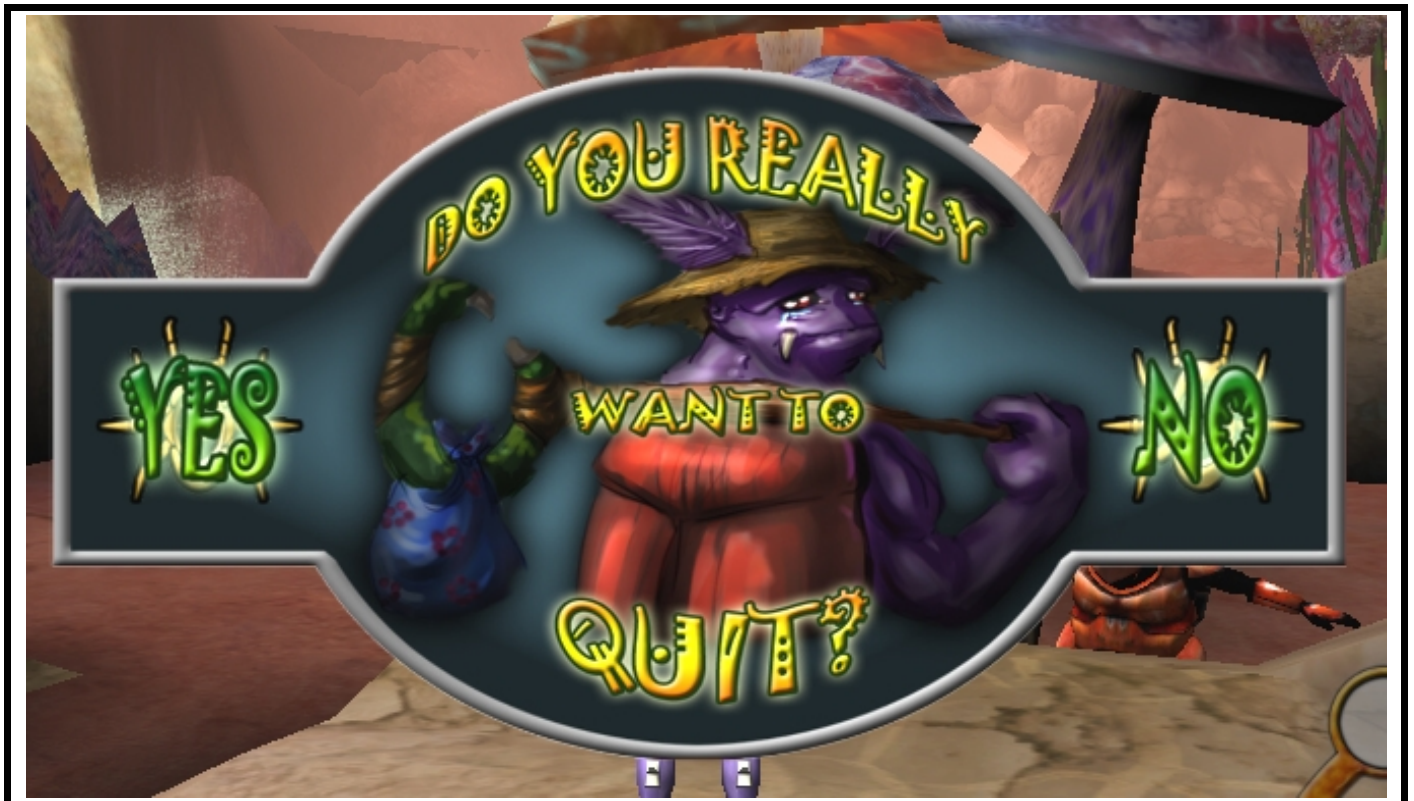
10.2 Heads Up Display (HUD)

- **Health Bar** - Damage that Scout/Bo can take before dying.
- **Shield Bar** - Measures how much damage Scout/Bo can absorb while blocking.
- **Inventory** - A small circle in the bottom right area of the HUD shows what items are currently selected for use.



10.3 Quit Screen

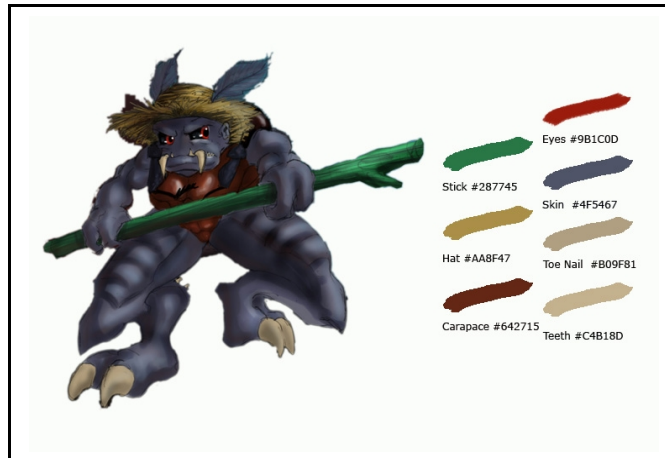
- **Quit Menu** – Quit options: Yes, No



11.0 Player Insects Skills and Abilities

11.1 General Abilities

11.2 Scout



Basic - Attack: Swings at the enemy with his stick as a weapon.

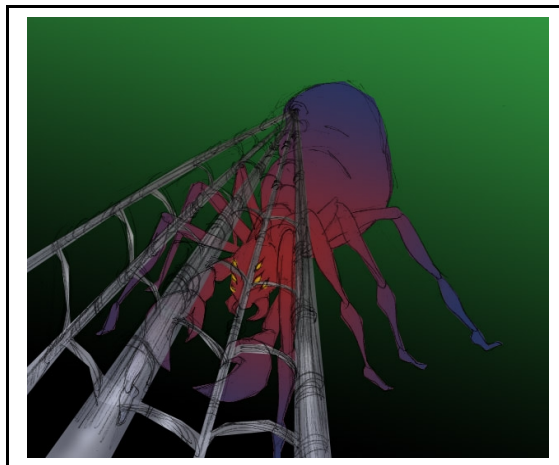
Special - Attack: A bolder toss

Defense: Block hits with his stick, or arm.

Puzzle Ability - Strength: Let's Scout lift, push, pull, or throw world objects.

12.0 Non-player Insects

12.1 Bo

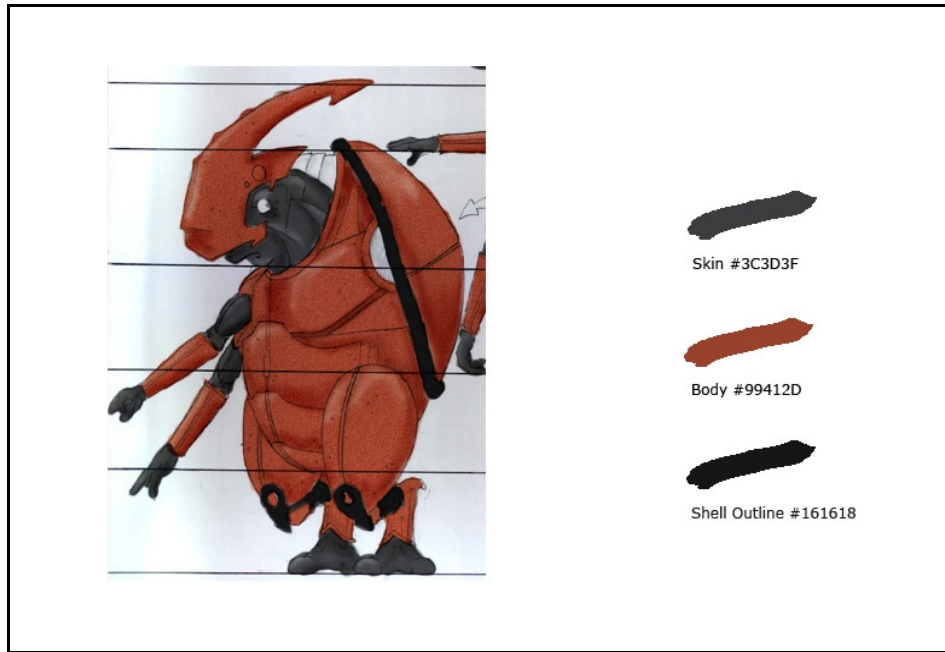


Basic - Attack: Swings his two front pincers at the enemy as a weapon.

Special - Attack: Shoots webs for long distanced attacks can also stun enemies for short times. Can be used to hit switches on walls or ceilings.

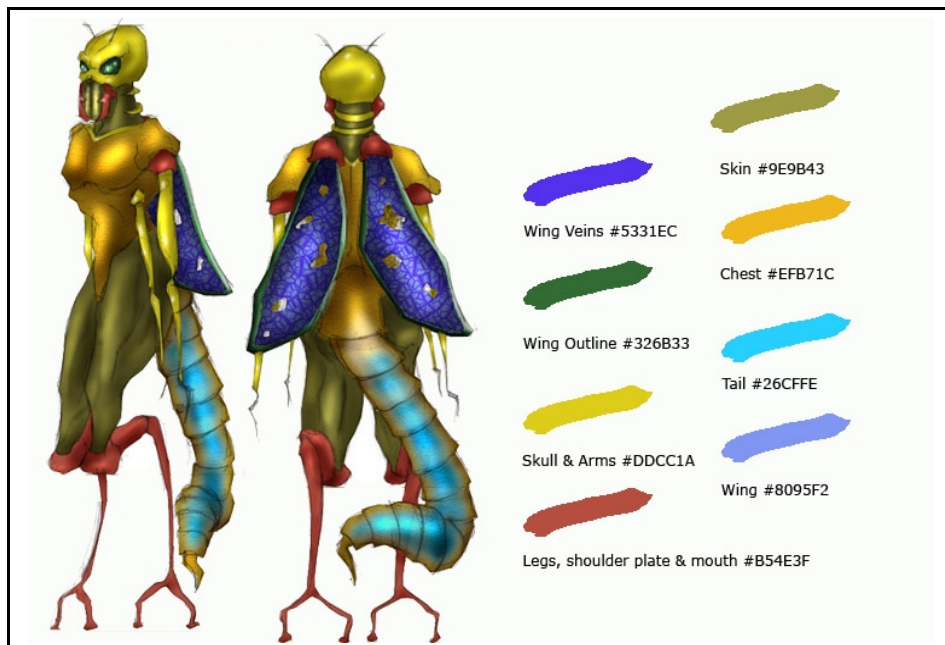
Puzzle Ability -Climb Walls: Can climb certain walls to access other places

12.2 Beetles



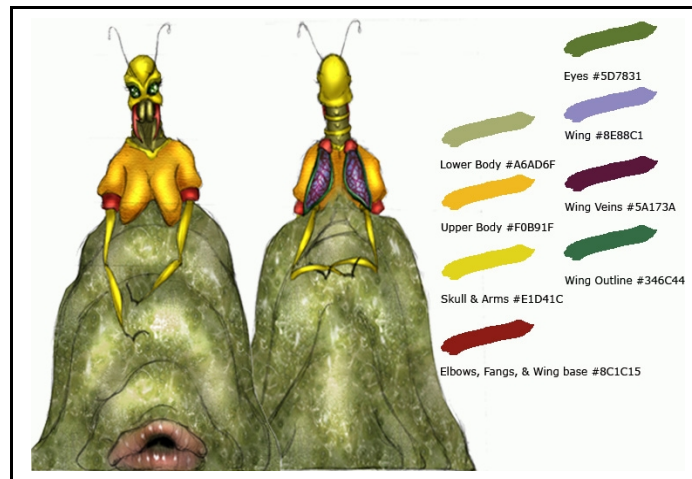
Basic - Attack: Swings Spear at enemy.
Special - Attack: Throws Spear at enemy.
Defense: Block hits with his spear, or body armor plating.

12.3 Sandflies



NPC
No battle.

12.4 Sandfly Queen



NPC
No battle.

13.0 Foreign Soil Extras

13.1 The Foreign Soil Team

Art Department

Ian Rooke (Art Lead)
Mark Bianchin
Adrian Budd
Lawrence Coutrelle
Azam Kotadia
David Lynch
Kevin Okada

Design Department

Jing Nie (Design Lead)
Lani Lum-Watson (Team Lead)
David Bradley

Programming Department

David Gibbons (Lead Programmer)
Adriaan den Ouden

Audio

Ally Kimura (Audio Lead)
George Kraku

13.2 Web portal

The official Foreign Soil Website can be found at www.geekswithoutpants.com

- Forums - Hints, Walkthroughs, & player discussion boards.
- Gallery - Contains original concept art
- News - Updates on the game, and upcoming features.

For more information please email geeks@geekswithoutpants.com