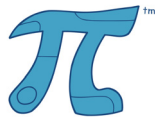


✓ VECTORMAN

3.14

Overview



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Vectorman: Savior of the Human Race...and he knows it

Shell Type - Orbot

Personality Matrix

Pretentious - Takes self too seriously

Extroverted - Prone to grandstanding

Adventurous, hates boredom and monotony

Datafile

Heroic legend and savior of the Human race, this one-time sludge barge Orbot has all but disappeared from existence. Our hero rests deep below the surface in a secret complex, unaware that 250 years have passed since his encounter with the Bug Queen.

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Pixel: The Girl on a Mission

Shell Type - Orbot

Personality Matrix

Spirited - Sugar-coated firecracker

Impassioned - Compassionate and daring

Hypnotized by human culture, with a heart of gold

Datafile

Texel's first creation, Pixel is the template for the Newtype Orbots. Using an updated Emotion Core and Personality Matrix supplied by Texel's purest emotions, Pixel has access to new sensations and experiences unavailable to older models. Untainted by her mother's cold-hearted will, Pixel sets out across the galaxy in search of the one hero who can put a stop to Texel's evil plans...Vectorman!

Texel: The Evil Queen...She is the fairest of them all

Shell Type - Human

Personality Matrix

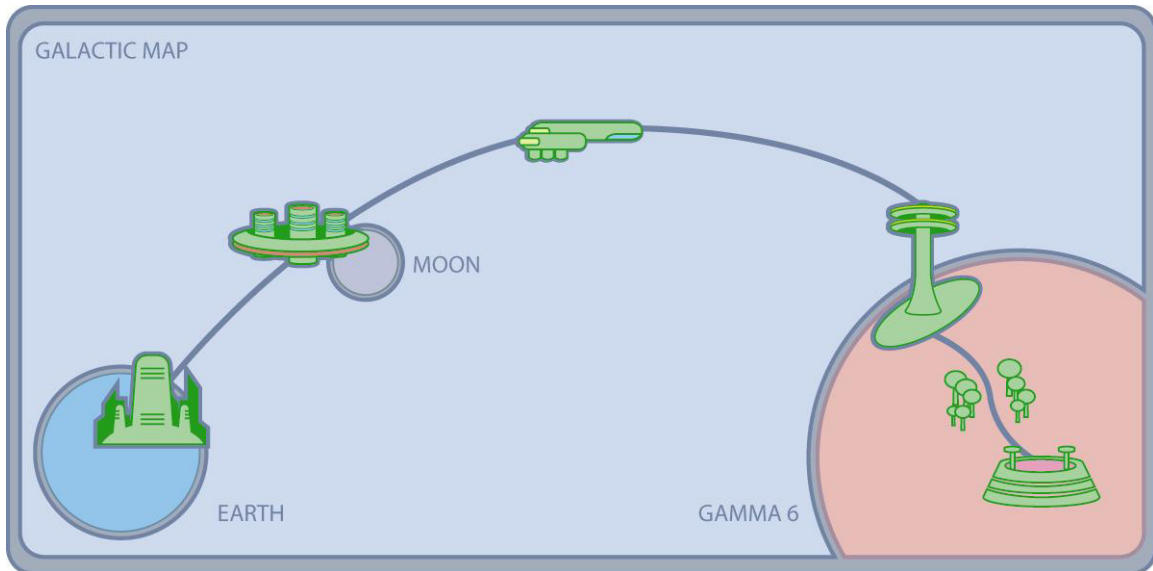
Evil - Power-mad, wire-crossed
megalomaniac

Manipulative - Demented control freak
The universe will revolve around her

Datafile

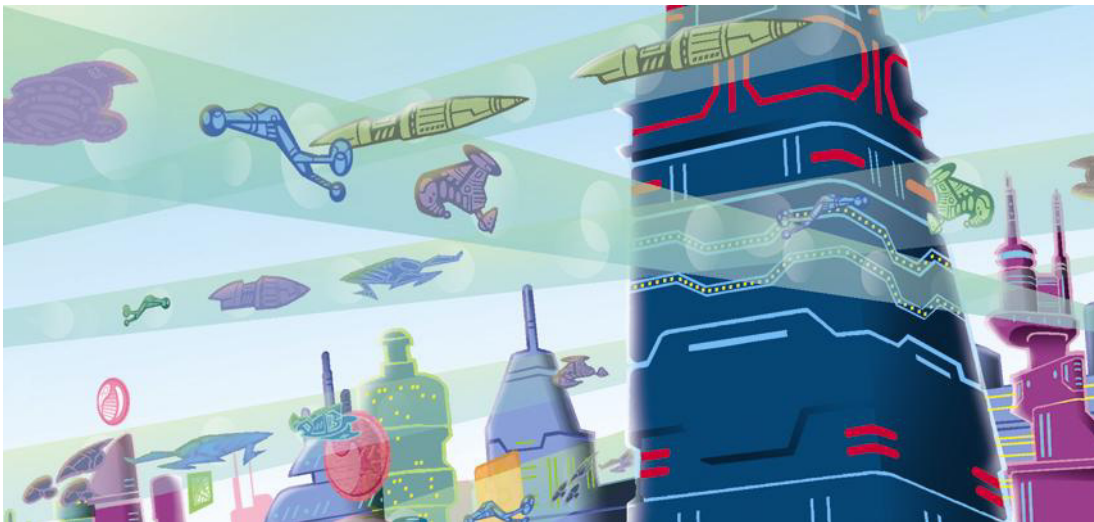
Allured by the near perfection of the Orbots, Texel has made her way across the stars to Gamma Six to impose her will on the Orbot homeworld. Having lost all compassionate emotions in the creation of her robotic daughter Pixel, Texel now strives to create a new generation of Orbots under her complete control. To create her perfect army, she requires the raw emotions from humans. Next stop...EARTH!





Nova City

This bustling metropolis is Earth's center of human culture since The Return. Glowing hovercars rip through a dense jungle of holographic advertisements, while a subservient army of Orbot Drones attends to every whim of the populace. At the heart of Nova City lies the GPU Complex, headquarters of the Global Protection Unit. This monolithic structure throws an imposing shadow across the city, with a network of Defense Ports providing access to every sector of Nova City's sprawling landscape.



GPU Complex

Reaching high into the sky and burrowing deep into the earth, the GPU complex is an awe-inspiring monument of human engineering. Woven into the fabric of Nova City's techno-futurist paradise and housing an omnipresent force of politicians and police, the GPU houses a mysterious secret. Deep in its cold heart rests the one-time Orbot champion of the Human race...Vectorman!



The Fun Station

Space-faring chains of amusement parks, Fun Stations are home to Holo-Arcades, Glow-Bars, Zero-G Dance Clubs, and other futuristic diversions. Hidden behind this entertaining façade lies a darker purpose; Texel's Collector Cells. These Cells are secretly connected to each of the Fun Station's Decks, providing access points for kidnapping humans and inserting the Ad-Bot Replicas

Hyperspace Transport

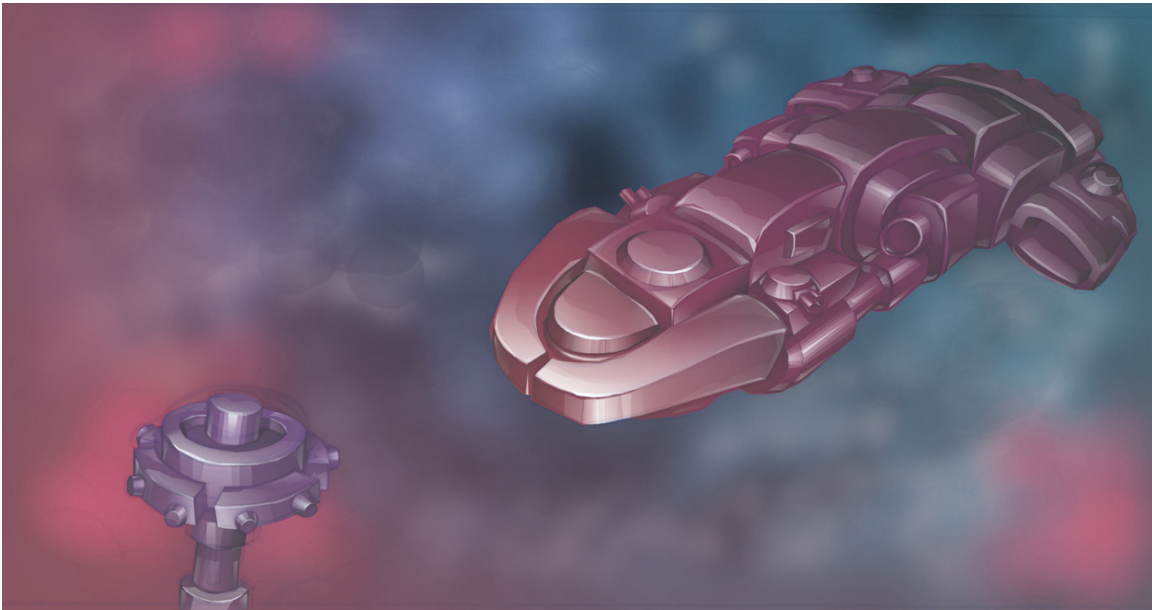
These decrepit interstellar warehouses ferry Texel's illicit cargo across the galaxy to Gamma Six. Retrofitted to their worn hulls are Cell Grabbers designed to snatch Collector Cells from the Orbot-designed Fun Stations. The Transport's Nerve Center is home to "The Captain", an A-Life Brain that commands an aged crew of Orbots and devious defensive hazards.

Texel's Starship

State of the art and fully loaded, the Queen's new starship is packed with long-range weaponry and luxurious accommodations for Her Majesty. Fresh off the assembly line, this gleaming royal transport is en route to Gamma Six to be fitted with a secret new weapon. The Queen's Royal Chamber is off limits to all but Texel and her most loyal companions, and supposedly home to sensitive information on the Queen's diabolical plans.

Access Node

The first site any visitor to Gamma Six will notice are the low-orbit Access Nodes that dot the surface of the metallic planet. These high-atmosphere ports screen any incoming visitors to the planet. A quick blip through the Datastreams can have the planet in a lockdown within minutes. Connected to the surface by way of Transit Tubes and Hubs, this towering spire forms a hi-speed vertical highway to the heart of Gamma City!





Gamma City

Welcome to Gamma City, newly established capitol center of Gamma Six. A wondrous marvel of Orbot design, Gamma Six pulses with Orbot life in an amazing array of light and metal. Floating skyscrapers and multi-axis hanging highways form an umbrella over the Lower Half, which is surrounded at ground level by the Techno Wilderness.

Techno Wilderness

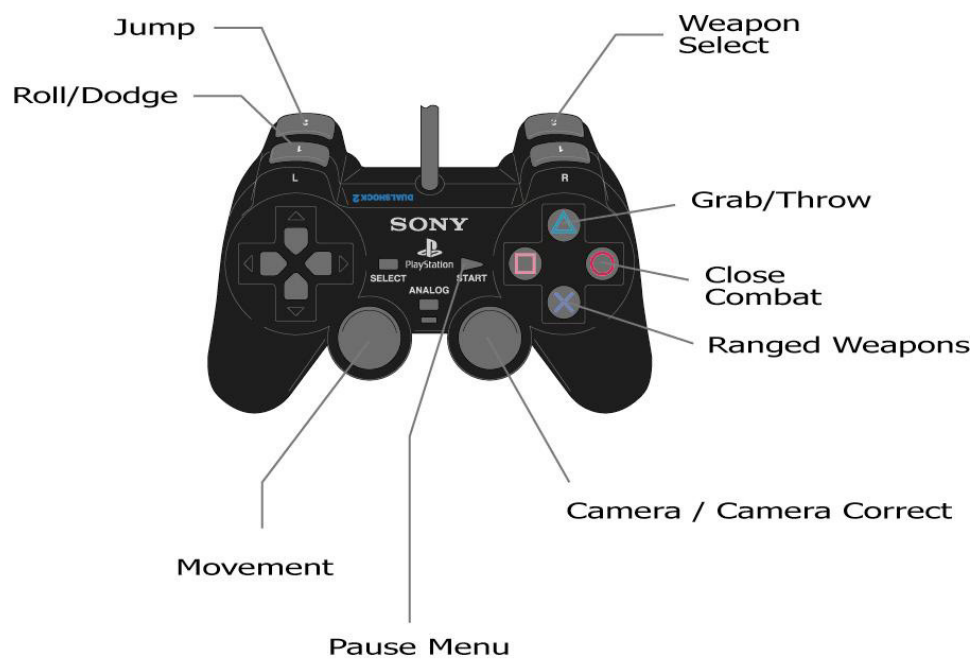
Dense with techno-organic vegetation and bizarre robotic life forms, The Techno Wilderness of Gamma Six is an eerie, otherworldly forest. Circuit Trees grow exploding glow-fruit, while Bumble Bits shoot stinger darts as they buzz through the air. Branching rivers of the Plasma Sea are host to dangerous underwater creatures with an appetite for metal and electricity!



Texel's Citadel

Resting on the edge of the Plasma Sea is the ominous power base that threatens Gamma Six and the entire human race! Thick armored walls and menacing plasma turrets guard the exterior, protecting the Queen's Tower as Texel's Newtype Armada prepares for Invasion: Earth!

C O N T R O L S



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Hand Blaster



Reflector Beam



Auto Cannon



Star Blaster



Power Fist



Plasma Baton



Mega Baton