

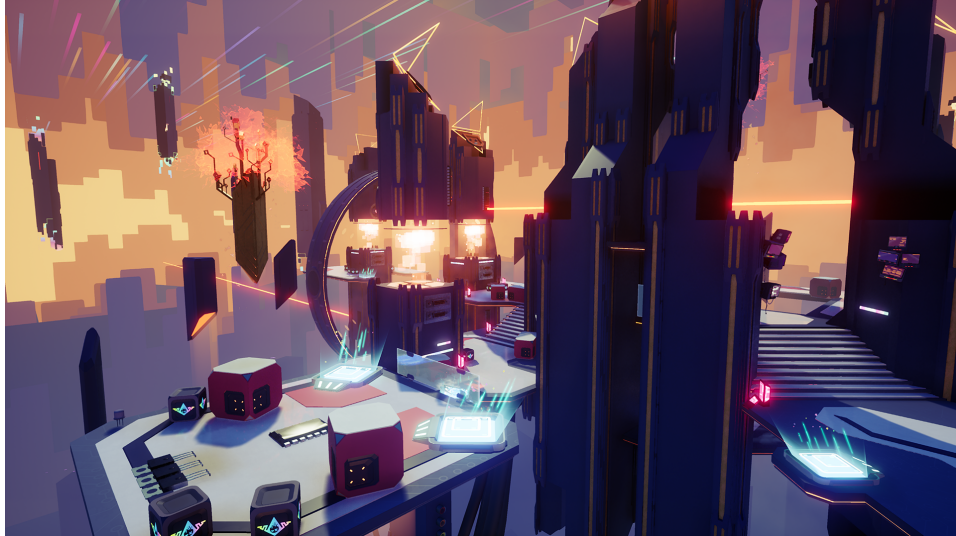


ARCADEGEDDON

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## Arcadegeddon Biomes

### Nerve Center



The Nerve Center is the foundation to Gilly's super game. It's where everything begins. As if you can feel the game's neon heart pulsing through this biome, this futuristic alumination is the focus of Fun Fun Co. sabotage attempts.

### Mystic Isles



Mystic Isles is a tropical getaway island that's home to an ancient magical presence and temples created by an unknown entity. People flock here every year to relax on the sandy beaches, frolic in the waterfalls and hike the cliffs in search of magical artifacts and treasure.



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## Aftermath



Aftermath is a slightly futuristic city that is now being taken back by nature after being mostly destroyed by war. Remnants of life remain in the corners of the biome, but most of the world is like a Sci-Fi ruin, a museum that reflects the war: old vehicles, crashed planes, and dashed dreams.

## Spark City



Spark City is a high-tech oasis in the middle of a scalding desert. It was built to generate enough energy to support the entire planet, but the FFC had other plans...





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## Downtown



Downtown is the bustling hub and the largest population center of the digital world. Home to both the elite and the downtrodden, it is a melting pot of culture and the core focus of the FFCs domination efforts.

## Hellscape



Hellscape is the unknown origin of the corruption infecting all of Arcadegeddon. A fiery landscape sprawling with gothic structures, Data Daemons and FFC Troops, it is slowly eating its way into every corner of the source code.