

Expedition Mode

Overview

Expedition Mode is one of the primary modes of Rogue Rally, along with Grand Prix.

In this mode, the Savant sends the player on an expedition into the ruins, where the player must retrieve as many artifacts as possible before completing a challenge and escaping. If the player runs out of time while racing, or fails a challenge, they'll be forced to leave the artifacts behind!

Game Flow

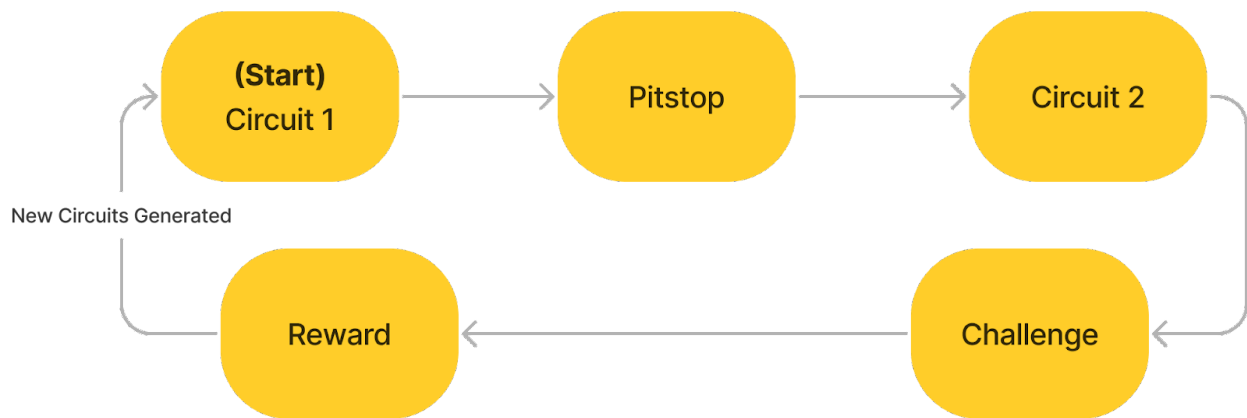
Zone Selection

Each expedition takes place in a single zone. Each zone has different unlock requirements.

Unlock conditions (unfinalized):

Zone	Unlock Method
Phytotron	Unlocked from the start.
Zephyrtron	Complete an expedition in Phytotron with at least a B grade.
Styx	Complete an expedition in Zephyrtron with at least a B grade.
Antikythera	Complete a grand prix and receiving the true ending with any grade.

Expedition Mode Gameplay Loop



Circuits

Each circuit is a randomly generated track that the player must navigate through. Players must reset the timer by passing through checkpoints that are placed at regular intervals. If the player runs out of time, it's game over!

After completing the 1st lap, the amount of time granted by checkpoints is drastically reduced. However, keys will start appearing at checkpoints, replacing previously collected pickups. At this point, the player must collect 3 keys to unlock the portal to the next area.

Pitstops

The player visits the pitstop after odd-numbered circuits (1, 3, 5). In the pitstop, the player can exchange cogs for up to 3 mods or upgrades. Each collected **Pitstop Vouchers** grants an additional mod choice to purchase from.

Challenges

The final challenge of each loop is a test of the player's kart and driving abilities.

Possible challenges (unfinalized):

Challenge	Description	Win Condition
Race Challenge	The player must race against a fellow adventurer, who can be any of the other playable characters at random.	Reach the finish line before the opponent.
Protodroid	The player must destroy as many	Destroy X protodroids

Challenge	protodroids as possible using their abilities.	before time runs out.
Ring Challenge	The player must drive through as many rings as possible, scattered throughout a static room.	Drive through X rings before time runs out.

Reward

After successfully completing a challenge, the player enters the boss reward scene. The player can select between the following options:

- Trophy
 - Completes the expedition.
 - Unique based on combination of zone and loop count.
 - For example, loop 3 of Phytotron would present the “Gold Phytotron Trophy” as a reward.
- Mod
 - Continues to the next loop.
 - 3 random mod options are available, at least 1 of which is a “cursed” mod.
 - Not available on loop 3.

One of the three mods is a **Cursed Mod**, which have higher **Research Point** values but have a negative effect on the player. After selecting a mod, the player is brought to a newly generated circuit and begins a new loop.

The trophy can be Bronze, Silver, or Gold, depending on how many times the player reaches the reward screen in this expedition. Choosing the trophy exits the expedition, giving the player their full rewards (see End State below).

Trophy Data Points:

Bronze: (low value)

Silver: (mid value)

Gold: (high value)

If the player reaches the rewards screen for the third time, they are presented with a gold trophy as their only option which upon selection brings the player to the results screen.

Game Over

If the player fails to complete a circuit before the timer runs out, or if the player fails to complete a challenge, they will receive a game over.

When the player receives a game over:

- Collected mods are **not** added to the Archive.
- Collected mods are converted to 25% of their Research Point value.

- The expedition ends in failure, without a ranking.

Difficulty Scaling

Timer

While racing through each circuit, the timer constantly ticks down. If it empties completely, it's game over!

The timer has two segments:

- Blue
 - Depletes first if available.
 - Resets based on the goal time for each checkpoint.
- Orange
 - Only depletes once the blue segment has completely emptied.
 - Cannot be restored.

Each checkpoint has a base goal time. Each room has an individual goal time, and the goal time of a checkpoint is the sum of all the rooms contained within. This goal time is then affected by a multiplier based on which circuit and lap the player is currently racing on.

- Each circuit completed deducts 5% from the goal time multiplier.
- Any lap beyond the 1st deducts 50% from the goal time multiplier.
- The minimum goal time multiplier is 37.5%.
- These multipliers are multiplicative, not additive.

Circuit	Lap	Goal Time Multiplier
1	1	100%
1	2+	50%
2	1	95%
2	2+	47.5%
3	1	90%
3	2+	45%
4	1	85%
4	2+	42.5%

5	1	80%
5	2+	40%
6	1	75%
6	2+	37.5%

Loops

Results Screen

In the results screen, the player is presented with the rewards they receive for the expedition and the ranking of their expedition.

Rewards

Trophy

First the screen will display the trophy the player received (if they didn't game over) and its research point value.

Mods

The results screen will display each mod the player collected and their associated research point value.

Research Points

The results screen will total the amount of research points from trophies and mods during the expedition. The player only receives 25% of the value of their mods' research points if they game overed.

Rankings

Based on their research points collected, the player gets a ranking from F through S. In a game over, the player gets no ranking. The player's highest rank is displayed on the zone's expedition selection screen.

Rank	Min Research Points	Max Research Points
S		~

A		
B		
C		
D		
F	~	