

Twin Core Powerplant Lab - Developer Blueprint (Acid Biome, 5-Star)

1. Overview

- **Name:** Twin Core Powerplant Lab
 - **Difficulty:** ★★★★★
 - **Biome:** Acid Wasteland
 - **Type:** Off-rail, multi-floor industrial powerplant
 - **Core Concept:** Two reactor towers over a glowing acid lake. Vertical, multi-floor combat with environmental hazards and double bosses.
 - **Spawn:** Spawns in acid biomes at a **35% chance**
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2. Spawn Rules

- Acid biome only (glowing toxic lakes)
 - Rare: 35% chance per acid biome segment
 - Access via metal catwalks or scaffolds
 - Surrounding shallow acid pools inflict constant damage
 - Train-independent structure
 - Enemy spawn per floor: mixture of Acid Riflers, Acid Stalkers, Heavy Corruptors, Experiment 1, and occasional Elite Variants
 - Acid Turrets and deployables are **loot items**, not enemies; can be welded onto trains
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3. Structure Layout

Exterior: - Two cylindrical reactor towers connected by central catwalks - Elevated metal scaffolding + spiral catwalks around towers - Two tall smokestacks emitting toxic green smoke - Acid runoff pipes draining into surrounding acid lake - Entry via raised bridge connecting central catwalk network

Interior: - Ground Floor - Entry / Flooded Platforms: - Platforms over shallow acid pools - Crates/barrels for cover (take 10 damage on collision) - Enemy spawn: Acid Stalkers, Acid Riflers, occasional Experiment 1 - Loot: scattered consumables, weapons, and deployable objects (e.g., Acid Turret, Energy Shield)

- **Second Floor - Lab Walkways:**
- Catwalks surrounding both reactors
- Leaking coolant pipes → DOT zones (deal 15 damage per second)
- Small lab rooms → mid-tier loot
- Enemy spawn: Mix of Acid Riflers, Heavy Corruptors, Acid Stalkers, occasional Experiment 1

- Loot: 3 Acid Shotguns plus additional weapons, consumables, and deployables scattered across rooms and catwalks

• **Top Floors – Control Rooms (Boss Arenas):**

- Each reactor has its own circular boss arena
- Minimal cover + leaking acid pipes (deal 20 damage per second)
- Steam vents periodically erupt → touch damage 10 + 10% slowness for 10 sec
- Connected by narrow bridge → high fall risk
- Enemy spawn: Experiment 1 reinforcements occasionally
- Loot: reserved for boss drops only

4. Enemies (Buffed Version)

Type	HP	Damage	Passive / Special	Speed (stud/sec)	Attack Cooldown	Notes
Acid Rifler	200	35 per shot	Passive: 3 HP/sec regen for 3 secs. DOT rounds over 5 secs	14	1.5 sec cooldown	Ranged, aggressive.
Acid Stalker	280	18 melee	Passive: 5 HP/sec regen. Leap ability to reach players across gaps	18	N/A	Melee only, very fast.
Heavy Corruptor	450	40 melee / 25 per shot Acid Cannon	Passive: 5 HP/sec regen. Melee slows player 2 sec	10	Acid Cannon: 3 sec cooldown	Tanky, ranged + melee.
Elite Variant	+40% HP	+40% damage	Random: grenade or acid barrel if Rifler variant	Base enemy speed	Same as base enemy	Rare spawn (25%), priority threat.
Experiment 1	210	40 melee / 25 per shot Acid Spit	Passive: 5 HP/sec regen for 5 secs. Acid Spit DOT over 5 secs	16	Acid Spit: 2 sec cooldown	Universal enemy. Very aggressive.

5. Deployable Objects (Loot Items)

Acid Turret

- Type: Deployable object, can be welded onto trains or placed on the ground
- Ammo: 150 acid rounds
- Damage: 10 per shot
- Effect: DOT 2 HP/sec for 3 sec
- Fire: Automatic
- Notes: Can be welded onto the train

Energy Shield

- Type: Pickupable deployable object, can be placed on ground or welded onto trains
- Shield Strength: 200 HP
- After destruction: 60 seconds cooldown, then regenerates 50 HP/sec until fully active
- Notes: Absorbs incoming damage until depleted, blocks projectiles, pickupable by players, can be welded onto trains

6. Bosses (Buffed & Updated Loot)

Boss	HP	Abilities	Notes
Toxic Overseer	1500	Acid Slam (AOE), Corrosive Spray (frontal cone), Overload Phase (summons 5 Acid Stalkers at 50% HP), Summon 2-3 Experiment 1 at 30% HP, drops Full Armor (50% chance), Acid Shotgun with piercing acid rounds + special ability, Toxic Mace with leap ability, 2 Rayguns guaranteed, Overcharge Injector caps health at 210	Reactor 1 top floor boss. Multi-phase.
Reactor Warden	1800	Molten Acid Burst (AOE), Floor Acid Spawn, Shield Pulse (reduces player damage temporarily), Summon 2-3 Experiment 1 at 30% HP, drops Full Armor (50% chance), Toxic Mace with leap ability, 2 Rayguns guaranteed, Overcharge Injector caps health at 210	Reactor 2 top floor boss. Multi-phase.

7. Environmental Hazards

- Surrounding acid lake → touch damage 15 per second
- Leaking coolant pipes → DOT zones (deal 15 damage per second)
- Explosive barrels near ladders, labs, and bridges → 25 damage on explosion
- Narrow catwalks → high fall/death risk
- Steam vents periodically erupt → 10 damage + 10% slowness for 10 sec
- Platform collapse events (TweenService recommended) → 20 damage if hit

Implementation: - `Touched` events for acid/DOT damage and steam effects - Tweened parts for falling debris - Boolean toggles for temporary hazards

8. Loot Table (Buffed, Overall Loot)

Weapons, Consumables, and Deployables: - Full Armor: 50% chance - Acid Shotgun: Special ability → Piercing Acid Rounds (passes through multiple enemies and applies DOT) - Toxic Mace: Melee weapon with DOT effect + Leap ability - Plasma Grenade: Explodes for high DOT and knockback - Titan Grenade: High DOT with area knockback - Nano Stim Pack: Restores 10x speed for 10 seconds - Hyper Stim Pack: Heals instantly 60 HP - Overcharge Injector: Caps health at 210 - Cryo Bomb: Freezes enemies in area for 5 sec + DOT - Acid Turret: Deployable object with 150 acid ammo, automatic fire, DOT 2 HP/sec for 3 sec, can be welded onto trains - Energy Shield: Pickupable deployable object with 200 HP shield, absorbs damage, blocks projectiles, after destruction 60 sec cooldown then regenerates 50 HP/sec, can be welded onto trains - Industrial Flamethrower: Powerful fire weapon - Raygun x2: Guaranteed from bosses, high damage energy weapon - Tesla Cannon: Guaranteed to spawn in **one of the four special labs** - Additional Weapons (Rail Blaster, Acid Rifle) have **20% chance to spawn** in special labs, rooms, or catwalks

- **Second Floor:** 3 Acid Shotguns dropped randomly across the floor
- **All other non-boss loot** is now **scattered randomly across floors** in rooms, catwalks, and corridors
- Floor enemies drop high-tier weapons and consumables (no cosmetics)

9. Gameplay Flow

1. **Entry Assault:** Players land on ground floor catwalks. Acid Riflers, Stalkers, Experiment 1 pressure them aggressively.
2. **Lab Lockdown:** Mid floors trigger reinforcements, DOT hazards. Loot, including Acid Turrets and Energy Shields, is scattered across floors.
3. **Twin Boss Fight:** Top floors have Toxic Overseer (1500 HP) and Reactor Warden (1800 HP). Both bosses summon 2-3 Experiment 1 at 30% HP. Bosses drop full buffed loot including Acid Shotgun (Overseer only), Toxic Mace with leap, 2 Rayguns, Overcharge Injector (caps health at 210), Hyper Stim Pack (heals 60 HP), and strong consumables.
4. **Loot Collection:** Players are rewarded with powerful weapons, armor, consumables, and deployables after clearing bosses.

10. Notes for Developers

- Enemy stats heavily buffed: HP, damage, regen, speed, and attack cooldowns
- Boss mechanics include multi-phase, summon reinforcements, and heavy environmental hazards
- Environmental objects now deal damage: acid, coolant, barrels, steam vents, and collapsing platforms
- Loot table is now high-tier overall: multiple guaranteed weapons, consumables, and deployables
- Acid Turrets are **loot items**, not enemies, and have no HP. Can be welded onto trains.
- Energy Shields are pickupable deployables with 200 HP shield, absorbs damage, blocks projectiles, after destruction 60 sec cooldown then regenerates 50 HP/sec, can be welded onto trains
- Tesla Cannon is guaranteed in one of the four special labs

- Additional weapons have only 20% chance of spawning and appear in special labs, rooms, or catwalks
- Vertical combat and catwalk layout remain critical
- Optimize with unioned meshes, anchored parts, and TweenService for performance
- Spawn chance: 35% in acid biome, no rails required