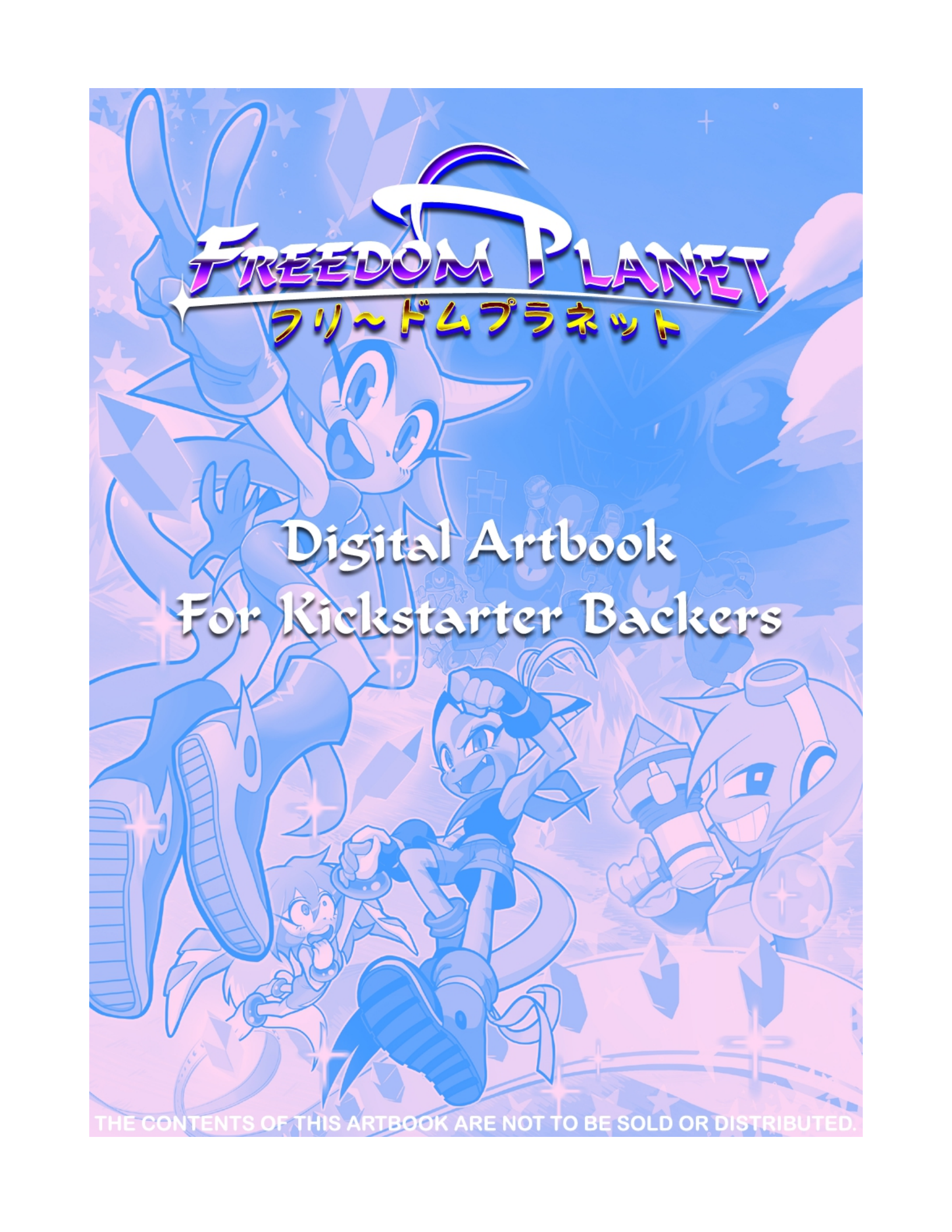


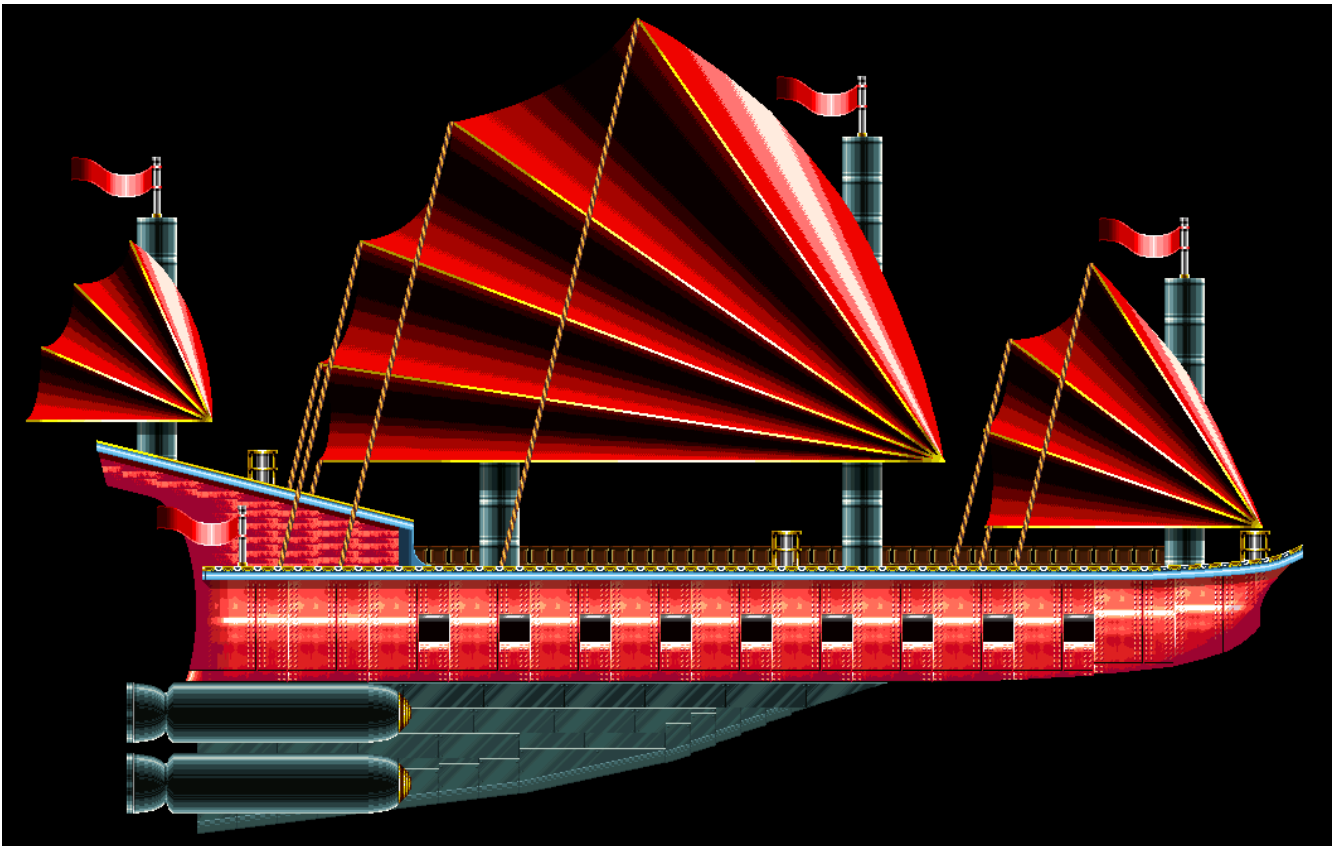
The background of the entire page is a vibrant, stylized illustration. It features the main character, a blue cat-like creature with large ears and a determined expression, in the upper left. Below and to the right are two other characters: a smaller blue cat-like creature and a character with a large, mechanical, orange and black headpiece. The background is filled with stars, geometric shapes, and a sense of dynamic movement. The title 'FREEDOM PLANET' is written in a large, stylized, blue and white font with a yellow outline. Below it, the Japanese title 'フリ〜ドムプラネット' is written in a similar style. The subtitle 'Digital Artbook For Kickstarter Backers' is centered in a white, serif font. At the bottom, a black banner contains the text 'THE CONTENTS OF THIS ARTBOOK ARE NOT TO BE SOLD OR DISTRIBUTED.' in white, all-caps, sans-serif font.

FREEDOM PLANET

フリ〜ドムプラネット

Digital Artbook For Kickstarter Backers

THE CONTENTS OF THIS ARTBOOK ARE NOT TO BE SOLD OR DISTRIBUTED.



"Zoomed-out view of Zao's airship from Sky Battalion. Fancy, eh?"



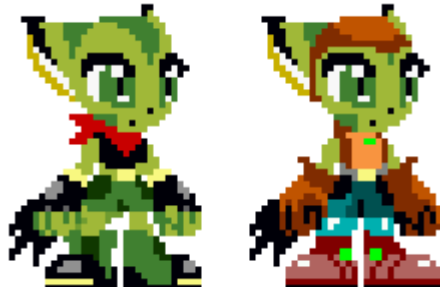
"Originally, Syntax was going to be something like a floating TV monitor, like in the bottom part of this image. I decided this wasn't good enough and completely redesigned her to look like the top image. I didn't want the TV monitor to go to waste, so I ended up using it as the head of the Tankbots in Thermal Base."

“An early sketch of Carol. The artist disliked it for some reason and started over with a different pose.”



“Here's a screenshot from the very early days! There is almost no shading on anything, and the hud is quite different. Life petals were displayed in a circular flower ring, but testers had a hard time telling that it represented their life, so it was changed. The blocks on the bottom were for an early idea

with the colored orbs enemies drop; Collecting five of them would summon a shield of a certain element based on the orbs that were collected. I found it was too easy to accidentally replace your current shield with this system, so it was removed.”



"I was screwing around here and dressed up Carol in Ratchet's outfit from Ratchet and Clank Future: Tools of Destruction. I always thought she kinda looked like a lombax."

"Some early sprites of Prince Dail and Gong. Dail hasn't changed much, but Gong's colors were shifted around in the final game."

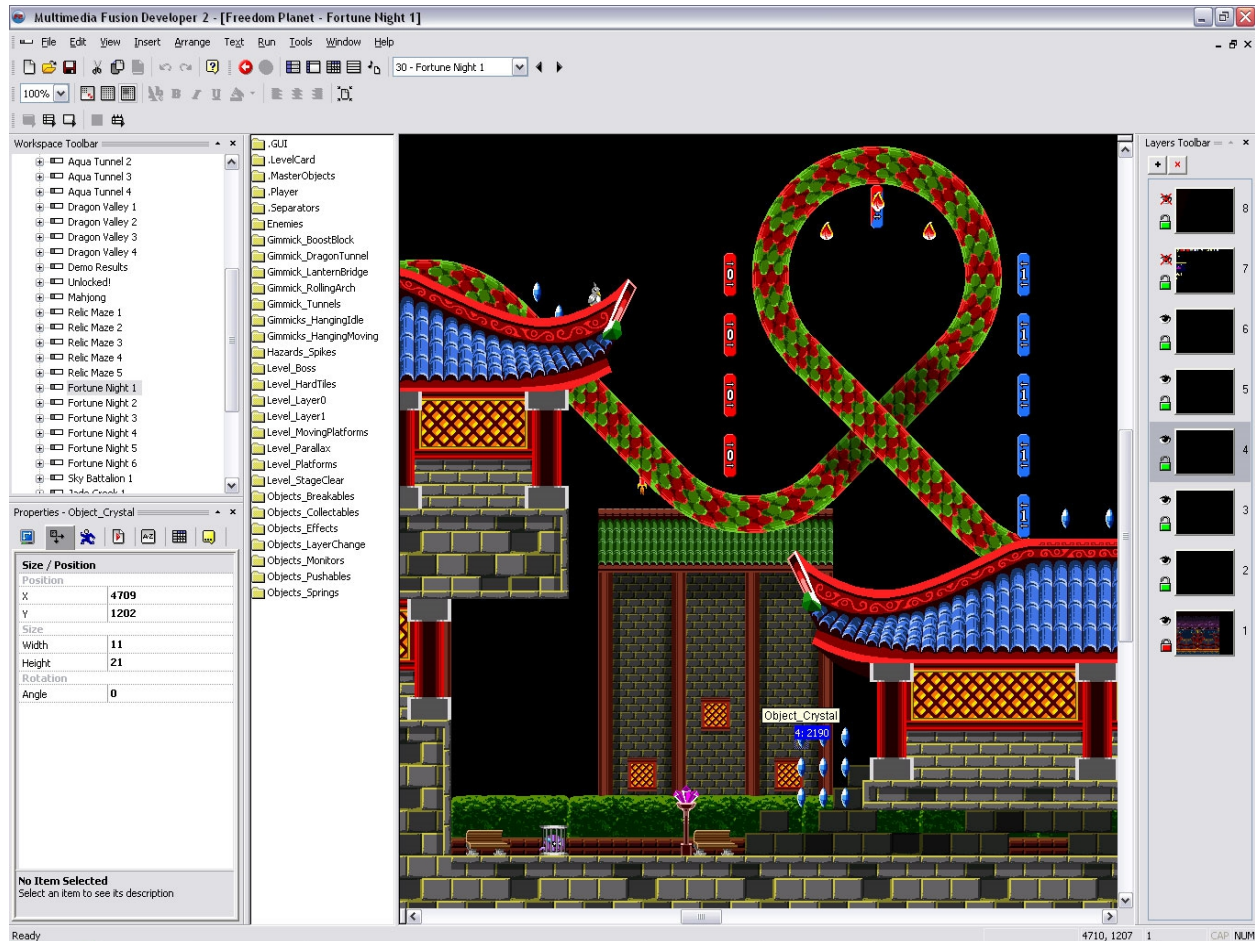


"Standalone image of Battle Glacier's end boss, the Shade Beast."

"Originally I wanted this boss to have several giant tentacles that erupted from the ground to attack the player, but I wasn't sure how to handle the graphics for it, so I went with other types of attacks."



*“Standalone image of Mayor Zao's dinner table.
Dinner
Dinner Everywhere”*



“An early screenshot of Fortune Night being worked on in Multimedia Fusion 2's frame editor. The project was later migrated to Clickteam Fusion 2.5.”



“We used this as our Kickstarter page image. But I’m sure you knew that already!”

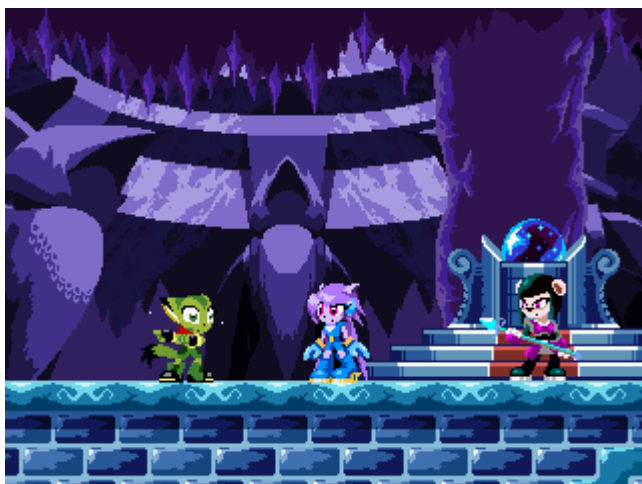


“This was used as the header image for our IndieDB page until the graphic overhaul. Notice how Lilac has peach-colored arms; This was before her redesign into a dragon girl.”



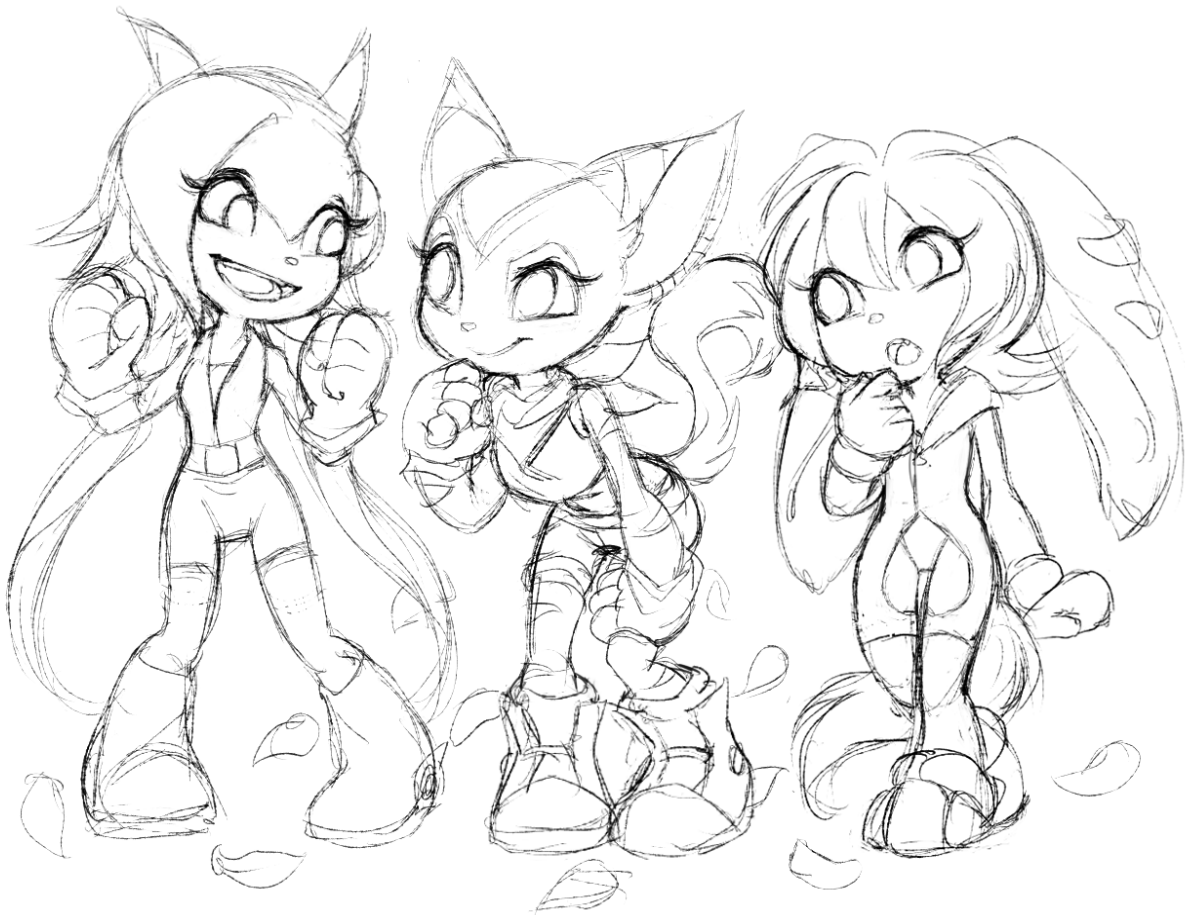
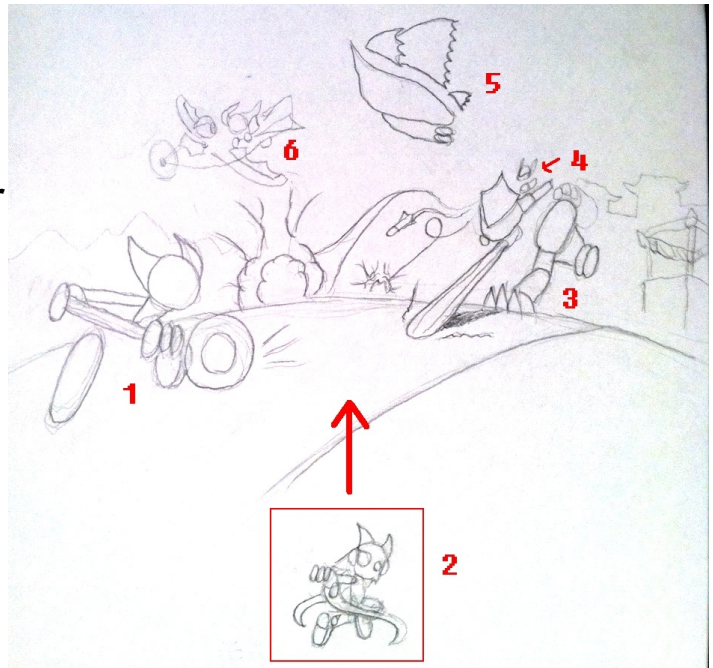
“Here, I tried to see what the Freedom Planet logo would look like if the English letters were replaced with Japanese (center) and Chinese (bottom) symbols. Not too shabby, but, I settled on adding the Japanese phonetics below the English letters in the final version of the logo.”

“This is Gashi-Gashi's take on a new logo for the game. The fans were already attached to the other logo by the time he made this, so, I stuck with the other one. Still quite cool!”



“A very early screenshot of the cutscene that takes place in Relic Maze. Originally, Neera was the one who took the Kingdom Stone in order to safeguard it from Zao's forces. In the final, Spade steals it for himself.”

“A rough sketch of what would eventually become our second piece of box art from Gashi-Gashi. As you can see, I originally imagined more of a side view. I’m kinda glad Gashi went full frontal with it, though.”



“A sketch of Kiwiggle's commission.”



"I used this is some of our earliest promotional artwork. As you can see, this was put together before Lilac's redesign."



*"And so I wake in the morning and I step outside and I take a deep breath and I get real high and I scream from the top of my lungs WHAT'S GOING ON. And I say
 HEYYEYAAEYAAA EYAEYAA
 HEYYEYAAEYAAA EY
 I said hey!
 What's going on!"*



“Standalone image of all the shield crystals in the game.”



“Experimenting with alternate palettes for Lilac's outfit. She looks rather bold in them, eh?”



“Early sketch of 'Lilac – Ready for action!'. ”



“Standalone image of Lilac as she appears in our Kickstarter video. She was built from multiple sprite objects, which allowed me to make her leg wobble and her arm move as she talked about the game.”

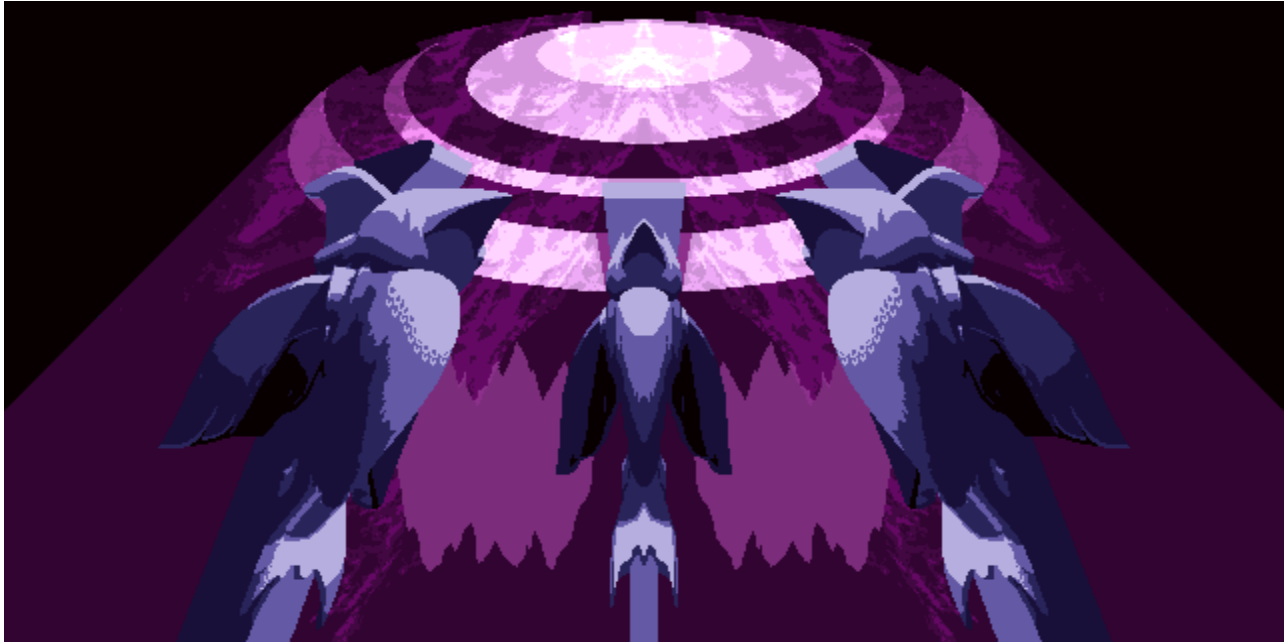
“Same case with Commander Torque. Although pausing the video at a certain point makes it look like he's flirting with the viewer...”



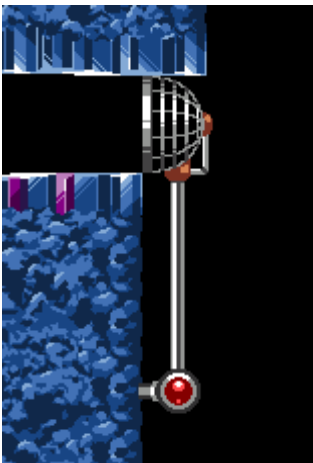
HINT HINT



“The Magister was originally a bird man, but I decided this wasn't serious enough, so I made his species ambiguous and covered his face with a majestic headpiece.”



“An early image of the background in Relic Maze's boss room. The colors were adjusted in the final.”



“This gimmick was originally in Relic Maze, but it was altered and moved to Sky Battalion's metal ship, while the ones in Relic Maze were replaced with falling handlebars. I did this because I wanted to minimize the instances where the player would be forced into ball form, to discourage comparisons to Sonic the Hedgehog.”

“Some very early sprites of Lord Brevon. Back then I was referring to him as 'Dr. Brevon'.”



“An early concept drawing of 'Dr. Brevon.' You might notice how he looks more frail and skeletal. At some point I decided to make him a warlord instead of a doctor, and once I did he became much more muscular and imposing.”



“This is the absolute FIRST piece of promotional art I ever put together, way back when this was still a one-man project. Lilac's not a dragon yet, Spade's not a panda, and the characters here were the only ones present in the game.”



“Early sprites of Carol, Torque and Neera. They were laughably similar in style to Sonic the Hedgehog characters, so I pretty much scrapped them right away.”



“A full view of Lilac's treehouse. An actual real life treehouse was used as a reference, which is why it looks structurally more realistic in scale than most of the other buildings in the game.”