

## Regarding The PANV Directors

Trent Paver (ESD, analytic, planning director) (US)

Joanne Auborn (ASD, creative, design director) (UK)

Miha Nakano (EPD, resourceful, manufacturing director) (Japan)

Robert Vetsch (ISTD, proactive, research director) (Swiss)

## PROLOGUE

1. **Setting the Climate:** Between 2100-2250, the Earth's habitable zones have greatly declined due to environmental neglect leading to climate change, rising oceans, and extreme weather phenomena.
  - a. Unprepared for the rapid environmental decline of the 2100s, humankind was unable to establish off-planet human settlements before a several major natural disasters wiped out access to resources and most aerospace facilities worldwide.
  - b. Humans mostly live in autonomous Colonies, some of which are underground.
    - i. E.g. Underground: Burlington, Cheyenne, Sonnenberg, Dixiacheng, Crater Lake, Raven Rock, Greenbrier
    - ii. E.g. Surface: Cape, Kennedy, Yokota, Brown Ridge
  - c. National governments are practically non-existent, and a majority of Colonies are run by private organisations that have assumed their roles.
2. **Enter the Cydroid:** Prominent pharma-tech megacorporation **PANV Pharmaceuticals** invents the **Cydroid** and Cydroid Pod, a humanoid robot which a person can remotely control with his/her mind while in a controlled stasis within a control pod.
  - a. Cydroids were initially conceptualised to enable greater life expectancies and quality of life for the terminally ill and disabled, as the mind and body age slower while in Cydroid pods.
  - b. Cydroids, however, have become incredibly popular with the masses, offering escapism from the harsh realities of the Colonies in Cydroid pod cafes, facilities with large numbers of control pods in a single location.
3. **The Final Frontier:** Recognising the opportunity for using Cydroids in hostile environments, PANV Pharmaceuticals' four head directors quickly pivot the company to **space exploration and mining**.
  - a. A select few surface Colonies with aerospace facilities, conveniently owned by PANV (specifically Kennedy Space Centre), begin operations to launch and establish off-planet Cydroid Bases, capable of processing materials and manufacturing even more Cydroids.
    - i. In particular, an old colony on the moon, Luna, is repurposed to manufacture Cydroids, and later heavyweight spaceships.
  - b. Meanwhile, PANV fills entire underground bunkers on Earth with Cydroid pods, and hires hundreds of dedicated Cydroid operators to collect samples and mine for resources to be brought back to Earth, or to the Cydroid Bases.
4. **A Blessing and a Curse:** Among the very first specimens collected and brought back to Earth from 83982 Crantor (an asteroid which passes by Uranus), a previously unknown, highly reactive material is discovered. It is given the name **amaranthine**, with Greek roots meaning 'undying flower', for its purple-red, petal-like crystalline structure (and, ironically, for its volatile nature).

- a. Groundbreaking research by PANV's scientists quickly determines that amaranthine enables faster-than-light communication (aka FTL photon transfer). This would permit Cydroid operations in space much further from Earth.
    - i. *Vetsch: "Perhaps, with sufficient amaranthine, it should be possible to transport more than just photons..."*
  - b. However, they note that proper containment and safe usage is challenging. After a number of highly confidential mishaps resulting in the death of several scientists, it is determined that amaranthine is incredibly toxic to humans, especially aerosolised.
5. **The End of the Beginning:** PANV conducts further experiments at Kennedy Colony. In what will later be known as the **Submergence**, a catastrophic explosion occurs in the temporary facility, killing all scientists involved and releasing a large amount of amaranthine into the atmosphere, resulting in environmental disaster.
  - a. This sounds the death knell for Earth's habitability, rendering exposure to the atmosphere and surface lethal for humans.
  - b. Existing underground Colonies and, notably, PANV's Cydroid-pod-filled bunkers, remain the final, geographically-separated bastions of humankind's survival on Earth.
    - i. Bunkers of humans without Cydroid facilities do not last much longer.
    - ii. Cydroid pods are suggested to be able to replicate (reference to Matrix). This bit of hand-waviness will be glossed over; we simply need the ability within this story for people to continue the human species without ever exiting Cydroid form.
6. **Enter the Endroid:** As a last ditch effort to try and restore the earth, PANV develops the **Endroids**, semi-autonomous robots governed by a central protocol, tasked with restoring the Earth's uninhabitable zones.
  - a. Endroids, like Cydroids, are capable of operating in Earth's lethal atmospheric conditions.
  - b. However, unlike Cydroids, Endroids are low-level AI machines supervised by a higher-order central system, and are not controlled directly by humans.
7. **Into the Mind, Out to Space:** With nothing left to do but wait and hope, humanity begins to lose interest in the surface world. PANV's Cydroid space operation becomes the primary focus of humankind. Since the Cydroid pods enable the continued sustenance of their inhabitants, humans spend majority of their hyperextended natural lives as Cydroids (see section 2(a)).
  - a. The game is simple: get enough resources to get humans off of Earth, and to another star system:
    - i. Get to Alpha Centauri;
    - ii. By getting the required FTL drive technology (essentially lots of amaranthine);
    - iii. By getting lots of amaranthine;
    - iv. By getting Cydroids to those planets/moons with amaranthine deposits;
    - v. By getting command ships\* close enough to those planets; (\*see section 8)
    - vi. By getting any ships at all;
    - vii. By getting resources from space-mining;
    - viii. By getting Cydroids into space (done).
8. **The Gold Rush Begins:** Mass space-mining and exploration begins in earnest, and Cydroid Bases grow rapidly to accommodate the growing operations.

- a. PANV's Cydroid operations are entirely confined to the solar system, and even then, mostly in regions closer to Earth, due to limitations in communication and lag-time. It takes anywhere from minutes to hours for light/radio signals from Earth to get to other planets, and thus, **amaranthine-enabled FTL communication** becomes crucial for continued Cydroid operations.
  - b. With no longer the need to create as many new Cydroids, the Bases begin to manufacture interplanetary transport and mining ships, as well as **four command ships**: mobile Bases which serve as **interplanetary signal relays**.
    - i. These ships create a tether of seamless connectivity for Cydroid-control communications back to Earth, and Cydroids operate most effectively in relative proximity to Earth or one of these command ships.
    - ii. Each command ship is headed by a different director, and they are christened **Pyxis**, **Auryx**, **Nova**, and **Vela**.
  - c. PANV, meanwhile, sends out probes to accessible areas of the solar system on the hunt for more amaranthine deposits.
    - i. Much later, the probes will return, bringing negative results, indicating only trace deposits scattered throughout the planets, with the exception of one of Uranus' moons: Ophelia, a promising site in the far reaches of the system.
9. **P-A-N-V No More:** In space, the 4 directors had a falling out, as a result of a culmination of reason stemming from their days on earth. In addition to the splitting of the command ships, they formed their own faction, competing over territories and planets in space, allowing them to hoard resources and expand their faction sizes.

## **ORIENTATION**

1. Approx 2700, most of solar system is already under control by the factions, starting by tracking down the Amaranthine-seeking probes.
  - One probe reported high concentrations of Amaranthine on one of the planets, but signal was cut short due to unknown reasons. The factions caught wind of this news, and raced to the final planet: Uranus

[DAY 0]

2. [INTRODUCTORY VIDEO] The freshies, upon coming of age, are initiated into the fighting forces of the faction. While adjusting to their cydroid forms, they learn of the inter-faction fight and about Amaranthine.
  - Their purpose was to fight for their faction in order to secure the reported source of Amaranthine. Emerging victorious from this fight would allow their faction to extract their physical bodies from Earth and relocate to outside of the dying solar system, establishing new life with better survival chances.
  - At the same time, the freshie learns that while they are invincible to all physical attacks to their cydroid bodies, they will perish if the link between their mind is severed.
  - They are introduced to the characteristics of each faction as well
3. [HOUSE HEAD SEQUENCE] The adjustment process for the freshie is completed, and their faction heads give a rally speech via radio communication to all their new fighting forces

- 'To the \_[year]\_ batch of fighters joining the faction's fighting frontline, you have my gratitude for your bravery and future contributions to the greater cause of the faction. We are now in the final fight for Amaranthine.'
- 'Your squad leader has explained earlier: We need this Amaranthine in order to propel ourselves outside of the almost barren solar system. Our scientists and engineers are coming up with technologies to harness the properties of Amaranthine to move not just signals, but mass as well.'
- 'Earth no longer supports any form of life on its surface, and soon the solar system will be in the same state. Our only shot at survival will be the most ambitious yet. To utilise Amaranthine and build a technology capable of launching the entirety of our faction into the nearby galaxy. We have reliable intel that the quantity of Amaranthine we seek is on Uranus.'
- 'However, our spies have reported similar movements towards Uranus by the other factions. This will be the final war waged between the 4 factions, and for the survival of our faction, we must fight. Good luck, my brave fighters.'

#### [DAY 1]

4. [MORNING] The probe that has reported high levels of Amaranthine on Uranus has been found, but offline as it collided with an abandoned space station orbiting Uranus. However, the information caches were intact. The faction heads confirmed the space station to be previous generation's doing, but wary of its abandoned status. They urged their fighters to take caution while infiltrating the station to collect information. The factions will first establish an area of control before infiltrating the probe to collect information
5. [DRY STATION GAMES] From where their faction forces are in space, they will now source out the shortest route to move all fighters closer to Uranus and establish an area of control before landing closer onto the gas surface of the planet
  - This is done by collecting information in the form of points about the surrounding space of the planet, along with surface surveys (their main purpose is to collect as many points as possible)
6. [DRY MASS GAMES] Each faction has established their area of control, unsurprised by the presence of the other factions. They now infiltrate the abandoned station independently in a race to reach the central database and retrieve the most information
  - However, the space station still has active security, which was triggered when the freshies entered. They will now have to find their way to the database and get out while avoiding the patrolling security (the robots patrolling are NOT endroids, just security features of the space station)
  - While solving, they receive messages from their own faction communications with cryptic puzzles and threatening messages, which suggests the presence of a third party enemy among their ranks [FIRST INDICATION OF ENDROID]
    - They have to first solve for the passcode to enter the page with all 5 puzzles
7. [NIGHT WALK] After the initial combat, the fighters will undergo further training to get them used to the environment they will be fighting in

#### [DAY 2]

8. [AMAZING RACE] With their war camp set up, the fighters now enter the atmosphere of Uranus and explore to gather terrain information and conduct preliminary searches for Amaranthine
  - They set up faction specific markers and follow allocated routes in order to efficiently cover a large area and collect data
  - The passcode is also handed to all the fighters, along with an urgent message for them to solve and neutralise the threat from within [SECOND INDICATION OF ENDROID - should points be given?]
  - [THIRD INDICATION OF ENDROID] For the freshies who manages to solve all 5 of the puzzles, the Endroid Log video will be available to them, along with the 4 digit ID of the OGLs who are under the control of ENDroids.
9. [ENDROID LOG] Upon solving the 5 puzzles, the log video will be released. In it are some ENDroids gathered to discuss the morality of the sabotages they will make to destroy the cydroids in space.
  - After an extended period of time interacting with the freshies, they could not approve of mercilessly killing all the cydroids in space, citing that there should be another way to negotiate with the humans to reach a peaceful conclusion regarding the environment, although the remaining of the endroids present contested that sentiment
  - At the end of the video, a message that urges the freshies to neutralised these ENDroids via the telegram bot is shown, along with the last 2 digits of the 4 digit ID of the ENDroids in the video.
10. [SP GAMES] As part of extra training, each fighter has been monitoring and spying on the activities of other fighters from opposing factions. They have to try and gather information about their enemies while putting on a collaborative front

### [DAY 3]

11. The precise location of the Amaranthine source has been located. It was not on Uranus itself, but one of its nearby moons, specifically \_\_NAME\_\_. All the fighters are gearing up for the final fight for the resource
12. [WET STATION GAMES] Every fighter is preparing and gathering all the resources, gearing up for the final fight. Everyone is becoming hostile (i mean not really)
13. [WET MASS GAME] Prior to the final fight, every fighter of higher ranks (OGLs) have been neutralised due to a successful external attack by the ENDroids, who have revealed themselves. However, someone tipped off that OGLs can be unlocked by accurately determining their 4 digit IDs, allowing them to rejoin the fights. The same someone also hinted that some OGLs will carry disadvantages to the factions
  - Every OGL will carry something that gives them an edge during the game itself
14. [WET MASS GAME] At the same time, the spies from each faction has found the central fuel holding area in each faction war camp. The objective is now to pollute the fuel source, as impurities reduces its efficiency in powering the cydroids.

15. [FINALE] The winning faction is determined, and its head addresses everyone. First congratulating the bravery of their fighters, then followed by update on the swift extraction and prototyping phase of the technology that will amplify the properties of Amaranthine to host FTL transport of matter as well. They will now be able to establish new life outside of their dying solar system. At the same time, they were tipped off about the presence of ENDroids amongst their ranks, and were able to track all of them down thanks to the freshies' vigilance. All of the ENDroids have been gathered and will be isolated in order to purge the program and reinstalled with the proper program. An official report will be released, but for now, they will celebrate their victory

#### [EPILOGUE]

16. The ENDroids were interrogated and the transcript was released, explaining why and how they wanted to get rid of the humans
- ENDroids were from earth, initially endroids, the robots left behind to attempt to restore earth's environment while the rest of the humans explore space via the cydroid technology. Some of these endroids had a malfunction, and in the process of self-repair, their hard-coded fail-safe that was to protect the humans was removed. Continuing with their restoration, they come across buildings and writings depicting human actions as the reason for the environment's degradation
  - In order to truly fulfil their purpose, these ENDroids reasoned that only with the humans gone can the environment be truly restored. At this point, earth's environment has been fully restored, but the humans underground did not hear of this news, as communications with the surface of earth has been blocked out
  - The ENDroids discovered some independent bunkers that were more vulnerable physically, and found cydroid pods. This was how they managed to join the cydroid server and take over command from some of the OGLs
  - Their purpose now is to rid humans in space, so they will never realise that earth is now restored and consider returning back to earth
  - However, conflicts broke out with the ENDroids that were in space as some felt that negotiation was possible with the humans. This led to the release of the ENDroid Log video, as a way for the ENDroids who sided with negotiation to tip off the humans, granting them information to try and protect themselves from the ENDroids sabotages in space
17. Upon this interrogation, the house head could only give the go-ahead for the reinstallation of the endroid program. They never thought earth could actually be restored, and now wonders if they should return back to earth again, or press on to explore more of space.