Vega Strike: Upon the Coldest Sea
Game Design Document

Ed. JS

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Acknowledgements:

Revision History:

- **0.0.1**
  Initial skeleton.

Contents

List of Tables

List of Figures

Chapter 1

Game Overview

In this chapter, we introduce the overarching game concepts for *Vega Strike: Upon the Coldest Sea* and then go into greater detail for how these concepts will manifest in both the single and multi-player modes of the game, which are distinct from each other in various ways.

1.1 Overarching game concepts

1.1.1 Overarching Game Concept

1.1.2 Feature Set

1.1.3 Genre

1.1.4 Target Audiences

1.2 Single Player

1.2.1 Game Concept

1.2.2 Feature Set

1.2.3 Genre

1.2.4 Target Audience

1.2.5 Game Flow Summary

How does the player move through the game. Both through framing interface and the game itself.

1.2.6 Look and Feel

What is the basic look and feel of the game? What is the visual style?

1.2.7 Project Scope

A summary of the scope of the game.

Number of locations

Number of NPCs

Number of ships

Number of weapons

1.3 Multiplayer

1.3.1 Game Concept

1.3.2 Feature Set

1.3.3 Genre

1.3.4 Target Audience

1.3.5 Game Flow Summary

How does the player move through the game. Both through framing interface and the game itself.

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A summary of the scope of the game.

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Number of NPCs

Number of ships

Number of weapons

Chapter 2

Gameplay Mechanics

2.1 Gameplay

2.1.1 Objectives - single player

What are the objectives of the game?

2.1.2 Objectives - multiplayer

What are the objectives of the game?

2.1.3 Game Progression - single

2.1.4 Game Progression - multi

2.1.5 Mission Structure

2.1.6 Career Structure

2.1.7 Play Flow

How does the game flow for the game player

2.2 Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

2.2.1 Physics

How does the physical universe work?

2.2.2 Movement

Normal Space

In-System FTL

Inter-System FTL

2.2.3 Objects

Cargo

Debris

Resources

Passengers

2.2.4 Actions

Docking

Picking up objects

Talking to NPCs

Ship-to-ship   In-flight comms.

On base conversations   Primary mission-initiation dialog, etc.

Talking to Players

Libraries

2.2.5 Combat

How is this specifically modeled?

2.2.6 Economy

What is the economy of the game? How does it work?

2.3 User Interfaces

2.3.1 Screen Flow Chart

A graphical description of how each screen is related to every other

2.3.2 Screen Descriptions

What is the purpose of each screen?

Main Menu Screen

Options Screen

In-Flight HUD

Base interface

Trade screen

Upgrade screen

2.4 Game Options

What are the options and how do they affect game play and mechanics?

2.5 Replaying, Saving, and Death - single player

2.6 Replaying, Saving, and Death - multiplayer

2.7 Cheats and Easter Eggs

Chapter 3

Setting, Story, and Characters

3.1 Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

3.1.1 Back story

3.1.2 Plot Elements

3.1.3 Game Progression

3.1.4 Cut Scenes

Cut scene #1

Actors

Description

Storyboard

Script

3.2 Game World

3.2.1 General look and feel of world

3.2.2 Map

Sector

General Description

Physical Characteristics

RBL-1	RBL-2	RBL-3	Eeyenjylk	RBL-4	RBL-5	RBL-6	RBL-7
Aera	*Aera*	*Aera*	*Aera*	*Aera*	*Aera*	*Aera*	*Aera*
RBL-8	Gohthuhthuh	Uulmm	Aeneth	Uumghemm	Eeruu	RBL-9	RBL-10
Aera	*Aera*	*Aera*	*AeraHome*	*Aera*	*Aera*	*Aera*	*Aera*
RBL-11	Alleethuh	Ouulneh	Gohallruu	Mahgoh	Thuhtmaah	RBL-12	RBL-13
		BzbrHome					
RBL-14	Iyn	Maeell	Eilthut	Eilgohall	Miyeeldah	Ibzazz	Zzyqqh
Forsaken	*Aera*						
Thanatos	Rust	Solace	Redemption	Ingatwa	Ahbz	Pzzaztahber	Bzzeen
Forsaken	*Forsaken*	*PurthHome*	*Shmrn*	*UlnHome*			
Diaspora	Torkelsen	Magellan	Crucible	Bribztkaber	Bztutpt	Aantlbzz	Aantutpt
Forsaken	*MishtaliHome*		*Klk'kHome*	*Rlaan*		*RlaanHome*	
Vormund	Vega	Sol	Beckett	Izzptipt	Bzzahbtktk	Ibpzez	Ahbzeentk
		HumanHome	*DgnHome*	*Rlaan*			
Rhubarb	Plymouth	Baja	Caldera	Tutbzzaz	Eebzpt	Ohzzz	Ailzzptpt

Table 3.1: Sector Grid

3.2.3 Key Systems

Kubernan

General Description

Physical Characteristics

Missions that use area

Connections to other areas

Sol

Bifrost

Aeneth

Ktah

Bantam

3.3 Characters

3.3.1 Deucalion

Back story

Personality

Look

Physical characteristics

Animations

3.3.2 Special Abilities

3.3.3 Relevance to game story

Player character in single-player mode. May be encountered/heard about in multi-player mode.

3.3.4 Relationship to other characters

3.3.5 Statistics

3.3.6 Miranda

3.3.7 Lauktk

3.3.8 Mai

Chapter 4

Divisions of Action

4.1 Training Levels

4.1.1 Purpose

4.1.2 Training level 0: Base interfaces

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.1.3 Training level 1: Basic flight operations

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.1.4   Training level 2: Docking and retrieval

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.1.5   Training level 3: In-system FTL

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.1.6 Training level 4: Combat operations

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.1.7 Training level 5: Repair and maintenance

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.2 Standalone Missions: "Historical Battles" and Hypothetical scenarios

4.2.1 Purpose

4.2.2 Unlocks

Battles happening during the timeline of the UtCS campaigns will be unlocked when they are in at least one Player Character's past.

4.2.3 Small-scale Combat Trainer

Synopsis

Flexible scenario wherein the player has limited control over the number and type of both allied and enemy flightgroups. Maximum number of capital elements on each side is fixed at a low number, although type is selectable. Likewise for strike elements, except with much higher cap. Setting parameters (system, fleet starting locations, neutral elements) are fixed.

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.4 Blooding of the Purth

Synopsis

The space portion of the first battle in which Purth troops were deployed.

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.5   Then versus now

Synopsis

Series of small-scale battles starting with old model opponents and moving toward newer, more expensive models.

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.6   Velociraptor: Culling of the Shadowless

Synopsis

Non-serious quasi-arcade scenario. Flying as a super-ship (Type A Ancient drone) try to maximize the tonnage of ships from the extant races that you can destroy before either they destroy you or time runs out.

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.7 Key battles of the Rlaan-Aeran war #1 (names TBD later)

Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.8 Fruit of the Hephaestus Forge

Synopsis

Large scale fleet engagement with the player on the side of either the Grandchildren or the Aera. Must be unlocked (existence of Grandchildren is a spoiler).

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Closing Material

4.2.9 SEVERAL MORE TO BE ADDED

4.3 Single Player

4.3.1 Prologue

Wide-angle Synopsis

While Deucalion is unconscious, recovering from injuries sustained in his crash-landing to evade a flock of Luddite pursuers, the long-feared hostilities between Aeran and Human polities erupt as the Aera invade the Union of Dispossessed Settlers (Forsaken).

Player-view Synopsis

Player character is introduced to player, along with context relating to Deucalion's injuries, the death of Lauktk, and the coming conflict.

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.3.2 Act 1: Hiroshima (mon ami)

Give me Christ or give me Hiroshima.
Leonard Cohen - The Future

Wide-angle Synopsis

The Aera have invaded the Union of Dispossessed Settlers seeking to carve a path through human space to the coreward regions of the jump network. The Confederation of Inhabited Worlds lends increasingly direct aid while the Forsaken are driven further and further back in what are clearly little more than delaying actions against the far superior Aeran forces.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.3.3   Act 2: As the sea begins to free them

> *Mourn, England, mourn and complain*
> *For the brave Lord Nelson's men*
> *That died upon the main*

Wide-angle Synopsis

An official state of war is reached between the Confederation and the Aeran Ascendancy. The Aeran-Human border is ablaze with combat, and many Human border worlds are lost or compromised as the Aera strike first. Shmrn space is invaded, and the Andolian 9th fleet, sent to aid the Shmrn, is cut off. Victories by the Andolian 6th fleet, and Confederation 4th fleet blunt the Aeran advance on the Spinward front, but at significant cost in men and materiel. Aeran forces penetrate deeply on the center front, while much of the anti-spinward front is pushed to near collapse, save for pockets of bypassed Forsaken worlds. Confederation forces resort to scorched earth policies in many systems still belonging to the LIHW or Union of Dispossessed Settlers, completely abandoning the Diaspora sector, and regroup in more sustainable positions. Confederation fleets engage the Aerans in skirmishes and strikes throughout the center front, with profound carnage on both sides. Andolian counter-attacks all but eject the Aera from Shmrn space, reestablishing direct communications with the Uln. Andolian forces begin a methodical incursion into Aeran space on the spinward front, relieving some pressure from the anti-spinward front as the Aera redistribute

their forces. The Rlaan watch intently, hoping to be able to avoid intervening, while putting significant effort into expanding their coreward possessions while humanity is busy fighting the Aera.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.3.4   Act 3: Children of an unconstructed god

> *Gaudete, gaudete! Liber est natus ex machina sapiens, gaudete!*
> *Gaudete, gaudete! Liber est natus ex post-homo paternus, gaudete!*

Wide-angle Synopsis

The Andolians and the A.I. Quorum unveil the Grandchildren, the fruit of decades of research and material investment. A new class of thinking machines, designed explicitly with military application in mind (indeed, it is generally assumed by all other parties that they were originally designed for use against or for leverage with the other human polities), vast multitudes of Grandchildren, in the form of a veritable armada, issue forth from inside the hollows of Hephaestus, and begin an all out invasion of Aeran space. Taking advantage of wartime powers granted by the Confederation Senate in unintended fashion, the Andolians allow their Special Forces operatives to wage an unrestricted campaign against the Interstellar Church of True Form's Return without fear of Purist legal entanglement. The major Confederation powers play king-maker among the less than reputable and less than legal organizations, bringing in from the cold those entities willing to assist the war effort, and removing from existence any competitors less eager to be of service, such as the Order of the Dynast Shrub. Some of these actions deeply anger various Ulnish clans, but the proximity of several fleets to Uln space deters overt action, and retribution takes the form of Uln relaying of intelligence to the Aera. The Simons are employed in overthrowing the corrupt, and externally funded leadership of the ISO as a precursor to instigating coordinated guerrilla actions from the pockets of Forsaken worlds behind the Aeran lines. Shaper forces make their first real impact of the war, as troopships full of Shaper Hulks are dispatched alongside Mechanist and Purth forces to reclaim worlds fallen to the Aera. The initial engagements by the Grandchildren are stunning victories, greatly demoralizing the Aeran forces, and disrupting their efforts to concentrate their fleets.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.3.5   Act 4: The sea on fire

... [it] will not start a chain-reaction in the water converting it all to gas and letting the ships on all the oceans drop down to the bottom. It will not blow out the bottom of the sea and let all the water run down the hole. It will not destroy gravity ...
Admiral William Blandy on Ivy Mike

Wide-angle Synopsis

As the Grandchildren produce an increasingly impressive set of victories from the Spinward front and ever deeper into Aeran space, the progress on the other fronts is much slower. Aeran raiding parties continue to harass and impede. The Forsaken guerrilla attacks, while marvelous as a delaying tactic, can no longer be sustained, as the Aeran response has destroyed all remaining Forsaken colonies behind the front. Especially troubling, an unexpected Confederation defeat, due more to distrust and negligent communication than individual incompetence, coupled with the deployment of the Ascendancy's Leonidas class dreadnought reserves, has opened up Vega sector to Aeran assault, and many long developed worlds have been raided, threatened, and attacked. With the devastation being wrought by the Grandchildren, the Aera are increasingly desperate to either lure the Confederation into ill-planned action via destruction of ancestral worlds, or to construct a deep enough corridor that a spread of colony convoys may be launched in a last-ditch attempt to bypass Human space primarily via SPEC, retreading the waters that started the Rlaan-Aeran war. Fighting on the front becomes especially fierce, as both sides commit themselves deeply to each fray. Domestic Confederation politics boils and froths as assorted scandals are rooted out when entities are no longer capable of focusing the attention necessary to hide them, and the Andolian Protectorate woos the Shapers into their fold.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.3.6 Act 5: Sailing on embers

And all that remains is the faces and the names of the wives and the sons and the daughters
Gordon Lightfoot - The Wreck of the Edmund Fitzgerald

Wide-angle Synopsis

With the Grandchildren winning some key decisive victories in Aeran space, and the incursion into Vega Sector blunted, the long term outcome for the war seems increasingly likely to be an Aeran defeat. However, the cataclysms of combat have quieted somewhat as both sides have exhausted themselves, and any final closure is surely years, if not decades away, leaving much time for potential reversals. The Rlaan are the obvious short-term beneficiaries, but it is clear that they are somewhat uneasy about the Grandchildren, having been taken by surprise by the revelation of their existence. On the domestic front, the Confederation is undergoing profound political upheavals. The Highborn have been cowed into silent disgrace as a slew of rumors about their involvement in illegal activities in Forsaken space issues forth following an orchestrated series of information leaks. With the Grandchildren firmly in their camp, the Andolians have finally found the trump card in their long contest with the Shapers as to who would helm the march to post-humanism. With the Shapers now aligned with the Andolians and their traditional allies, the post-human agenda now dominates the policy-making bodies of the Confederation. The Forsaken, once again dispossessed, are scheduled to once again be relocated, but this time will remain under the auspices of the Confederation, with semi-autonomous status, sharing in the opportunities available to other humans. As humanity adjusts to both life during wartime, and the possibility that humanity's children may be much further on their way to surpassing them than expected, the first trickle of Aera who have come to believe that the future of their species may rest in siding with humanity lest they be erased by it journey to Uln space to conduct the first of a series of clandestine meetings with Andolian and, later, Confederation agents.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.4   Multiplayer

4.4.1   Character generation

Wide-angle Synopsis

Will probably take place during time-period represented in Acts 2-4 in single player mode.

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

4.4.2   Milestone 1: Bringing home the bacon

Wide-angle Synopsis

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

4.4.3 Milestone 2: Owning your own ship

Wide-angle Synopsis

Player-view Synopsis

Introductory Material

(Cut scene? Mission briefing?)

Objectives

Map

Encounters

Critical Paths

Level Walkthroughs

Closing Material

Chapter 5

Flight Interface

5.1 Visual System

5.1.1 HUD

- What controls

5.1.2 Menus

5.1.3 Rendering System

5.1.4 Camera

5.1.5 Lighting Models

5.2 Control System

How does the game player control the game? What are the specific commands?

5.3 Audio

5.3.1 Music

5.3.2 Sound Effects

5.4 Help System

Chapter 6

Base Interface

6.1 Visual System

6.1.1 HUD

- What controls

6.1.2 Menus

6.1.3 Rendering System

6.1.4 Camera

6.1.5 Lighting Models

6.2 Control System

How does the game player control the game? What are the specific commands?

6.3 Audio

6.3.1 Music

6.3.2 Sound Effects

6.4 Help System

Chapter 7

AI

7.1 Support Functionality

7.1.1 Target detection

7.1.2 Collision detection

7.1.3 Pathing

1.

7.2 Strategic AIs

Make fleet movement decisions.

7.3 Tactical AI

7.3.1 Enemy AI

Mobs

7.3.2 Friendlies

7.3.3 Wingmen

7.3.4 Drones

Chapter 8

Technical Considerations

8.1 Target Hardware

8.2 Development hardware and software

8.3 Development procedures and standards

8.4 Game Engine

8.5 Network

8.6 Scripting Language

8.7 MORE-AS-NEEDED

Chapter 9

Art

Likely abbreviated at the moment, with content gradually added, or collected into a separate document or appendix and referenced from here.

9.1   Style Guides

9.2   Concept Art

9.2.1   Characters

9.2.2   Environments

9.2.3   Equipment

9.3   Cut scenes

9.4   Miscellaneous

Chapter 10

Tools

10.1   Model Editor

10.2   System Editor

10.3   Map Editor

10.4   Scenario/Scripting Editor

10.5   Dialog Editor

10.6   AI Tuner

10.6.1   Strategic

10.6.2   Tactical

10.7   Installer

10.8   Update Manager

Chapter 11

Management

11.1 Detailed Schedule

11.2 Budget

If there ever is one to speak of, we'll fill this section out.

11.3 Risk Analysis

Mostly time, turnover related

11.4 Localization Plans

Stop embedding the text files in the scripts :-P

11.5 Milestone Versions/Partial Feature Sets

11.6 Testing Approach

APPENDICES

Appendix A: Asset List

Appendix B: NAME OF APPENDIX

References

[1] M. Baldwin. Game design document outline. *http://baldwinconsulting.org*, October 2005.

Glossary

Aera

One of the primary VSU sentient species

Alphan

Of or concerning the first known species to achieve interstellar spaceflight in the post-Ancient era

Amakakt

Klk'k martial art featuring the Tklatl

Andolian

Human meme-group, primarily composed of Pluralis variants

Anthrophilic

Pleasantly disposed towards humans or human culture.

APSWAK

The Andolian Protectorate Space Warfare Academy, Ktah

Beckett's Murky Venture

The homeworld of the ancestral Dgn. Reference to a joint Lightbearer-Shaper exploratory mission

Betan

Of or concerning the primary rivals to the Alphans

Bifrost

Shaper homeworld

Bzbr

A client species of the Aera

CMT

Cherryh Mercantile Trust. Precursor to the ISMG

Coreward

In the direction of the galactic core

Cryoship

A sub-light colony vessel relying on cryogenic storage of its passengers or their genetic material as the primary means of carrying colonists.

Deucalion

The player character in UtCS

Dgn

Sentient species in the VSU. Shaper uplift of pre-sapients from Beckett's Murky Venture

Fraternal War

War primarily between the Lightbearers and the Andolians, circa 2988-2994 CE. First large-scale interstellar conflict between human factions post invention of SPEC drive

FTL

Faster Than Light

Ingatwa

Name associated with the Ulnish aristocracy

ISMG

Interstellar Shipping and Mercantile Guild

Kleptocracy

Literally, rule by thieves. Generally, an ostensible government that exists primarily to extend the personal wealth and power of the ruling class at the, often direct, expense of the population.

Klk'k

Vaguely anthropoid sentient species from Ktah. Autonomous clients of the Andolian Protectorate

Kt'totha

A large aquatic predator native to Ktah, once prized for it's hide

Ktah

Klk'k homeworld.

Kubernan

The Andolian homeworld

Lightbearers

Human meme group composed of Suprahomo variants. Cultural memes extinguished and gene-pool nearly exterminated as a result of Fraternal War

LIHW

League of Independent Human Worlds. A political umbrella group for assorted minor human meme-groups

Lmpl

Client species of the Rlaan. Oxygen breathers, generally deployed as planetside laborers

Mechanist

Human meme-group, primarily composed of Cyberis variants

Meme

Meme-group

Memetic

Of or relating to memes

Mishtali

A client species of the Unadorned. The first sentient species to be encountered by humanity.

Nanite

An independent machine constructed and manipulating matter at nanometer scales. Not to be substituted for the broader field of nanotechnology, which deals with all operations and construction occurring at similar scales, not just nanites.

Nano-plague

The somewhat inaccurately named phenomenon of the activated immuno-defense systems left over from the fall of the TWHON disassembling nanites. Alternately, the immuno-defense systems themselves

Nanotechnology

The study, practice, and implementation of technology dealing with with construction and manipulation of structures at nanometer scales.

Nuhln

Client species of the Rlaan. Environmentally compatible with the Rlaan

Oolak'kl

A Klk'k beverage analogous to beer.

PAI

Pseudo-AI. A near-AI construct that performs complicated tasks and interactions while lacking actual sentience.

Purth

Massive, cybernetically enhanced uplifts developed by the Andolian Protectorate. Subservient clients of the Andolian Protectorate

Rimward

Generally, in the direction of the galactic rim. Alternately, away from the galactic core. The latter definition is more sensible when considering directions relative to extra-galactic locations.

Rlaan

One of the primary sentient species of the VSU. Ammonia-blooded methane breathers

Rlaan-Briin

An anthrophilic movement of the Rlaan

Saahasayaay

Client species of the Rlaan.

Sheltersky

Homeworld of House Blythe

Shmrn

Sentient species in the VSU. Descendants of the Lightbearer derived variants of the ancestral Dgn.

Simons (the)

A paramilitary group operating with the tacit approval of the Andolian Protectorate, self-tasked with oversight of the remaining Lightbearer populations and the tracking and pursuit of war criminals and known terrorists.

Sofono

Emilio Sofono, inventor of the human variant of the SPEC drive. Alternately, any human produced SPEC drive (as 'Sofono drive'), or a class of Andolian warships named in his honor (as 'Sofono class').

Sul-Gatwa

The current and long ruling Uln dynasty

Terraforming

The process of transforming a planet in a manner that renders it more Earth-like

Tklatl

A body-length stick with bladed ends used in the traditional Klk'k martial art of Amakakt

TWHON

Acronym for "Those Who Have Only Names"

Uln

One of the VSU sentient species

UniServe

Andolian Universal Service requirement

UtCS

Upon the Coldest Sea. A time period in the VSU starting around 3276 CE. Also, a game using the Vega Strike engine set in said time period.

VSU

Vega Strike Universe

Xenocide

The deliberate and systematic destruction, in whole or in part, of an alien group

Xenolinguistics

The study of alien languages.

Index

DUMMY ENTRY,