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[**Story**](#_aqsceguyvcbi) **1**

[Backstory](#_2nt3oje2aq67) 1

[1962: The Catalyst](#_dxtih1mv16h) 1

[1969: The Aftermath](#_fbcrri1tehpf) 2

[1965: Humanity's First Escape](#_4bjhieyge8cb) 2

[1975: Expansion and Desperation](#_i2b772wwivo3) 2

[2001: The Treaty of Unity](#_epgjre1tgstg) 2

[2207: Project EVE's Shutdown](#_127t7cmynx6g) 3

[Present Day](#_2ii3nj8228b) 3

[Plot Elements](#_mkqacp9f067k) 3

[The Awakening](#_sznp0vern5bc) 3

[Discovery](#_n99wwdfpg11p) 3

[The Fallen](#_7dtoqc9xnyz6) 4

[Game Progression](#_w5oy44396i49) 5

[The Awakening](#_mbhjizgt3qt4) 5

[Discovery](#_4gqu3tdp2nz1) 5

[The Fallen](#_154a10shqb0q) 5

[Characters](#_43mu22nq5wr5) 7

[1. EVE (Protagonist)](#_sunv34j8ckev) 7

[2. Rowan (The Technician)](#_h466z0ey1gyt) 7

[3. Lyric (Recon Unit Robot)](#_ylaany8mhwt1) 8

[4. Arbor (Maintenance Unit Robot)](#_ks4s024agoqg) 8

[5. Delta (Combat Unit Robot)](#_nlrjd3vf7d07) 9

[6. Solara (Stranded Leader)](#_qaaqyp3p1ftu) 9

[7. The Osgood Heirs (Antagonists)](#_a5vlcxkkdgzc) 10

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# Story

## Backstory

#### **1962: The Catalyst**

The Cold War reaches its catastrophic peak when tensions between the United States and the Soviet Union erupt into full-scale nuclear warfare. In a grim series of events, Russian submarines launch nuclear missiles at American cities, and the U.S. retaliates in kind. The resulting exchange decimates both nations and plunges the world into chaos. Nearly half of the global population is wiped out in the ensuing devastation, leaving humanity struggling to survive amidst the ashes.

#### **1969: The Aftermath**

As the world begins to grapple with the long-term consequences of nuclear fallout, major cities are reduced to ruins. Populations are forced to flee as radiation spreads, rendering entire regions uninhabitable. Amid this chaos, a new discovery reshapes humanity's understanding of the natural world. A mysterious substance known as **E.164**, nicknamed "lift," emerges. This substance is linked to the sudden rise of floating islands– fragments of the Earth that hover above the irradiated surface, seemingly immune to the fallout below.

One man, Clarence Osgood, sees the potential in E.164. While others struggle to survive, Clarence begins experimenting with the substance, laying the foundation for what will eventually become Osgood Corporation.

#### **1965: Humanity's First Escape**

Clarence Osgood's experiments lead to the formation of Osgood Corporation, a tech conglomerate dedicated to advancing human survival. The company launches its first test program, sending 150 of the brightest minds to a newly constructed space station. This station becomes a beacon of hope for humanity, a refuge from the poisoned Earth below.

The initial test proves successful, and Osgood Corporation begins transporting more people to the station. However, as only the "brightest" are selected, many are left to fend for themselves on the ruined surface. This leads to the beginning of the Stranded.

#### **1975: Expansion and Desperation**

The space station expands as Osgood Corporation continues its efforts to sustain humanity in orbit. Meanwhile, the war has not ceased; war now extends into the vacuum of space. The Soviet Union, determined not to be outdone, sends its own station into orbit.

As Earth's surface becomes increasingly uninhabitable, the Stranded begin to rely on the floating islands as their last sanctuary. Lift becomes both a source of salvation and a point of contention, as its properties are poorly understood.

#### **2001: The Treaty of Unity**

After decades of conflict, a fragile peace is established. Leaders from the remaining nations sign a treaty, pledging to work together to build a new future. This marks the beginning of the "New Earth" initiative– a collaborative effort to restore balance and rebuild civilization, both on the space stations and on Earth's floating islands.

One of the key achievements of this era is the creation of **Project EDEN**, an advanced series of robotic assistants designed to aid in humanity's recovery. Among these, a prototype named **EVE** becomes a symbol of hope.

#### **2207: Project EDEN's Shutdown**

Centuries later, Project EDEN faces its downfall. While the program brought great strides in rebuilding society, its advanced AI and robotics sparked fear and mistrust. Humanity, now partially recovered, decides to shut down the program, leaving many EDEN units, including every EVE, abandoned.

#### **Present Day**

Our EVE, possibly the last functioning EVE unit, is reawoken. With no memory of the shut down, she is still tasked with "healing a broken Earth". EVE must navigate a world filled with distrust, lingering radiation, and the remnants of human conflict. As EVE journeys through this world, uncovering its history and purpose, she must decide whether humanity is worth saving– and whether she can trust those who created her.

## Plot Elements

#### **The Awakening**

* EVE is reawakened in a serene, solar-punk van on a floating island, surrounded by thriving greenery, advanced sustainable systems, and harmonious communities of Stranded survivors. These people rely on Lift energy to sustain their floating utopia but are extremely cautious about its use.
* EVE's memory is fragmented, but her directive remains: *"Heal a broken Earth."* As she integrates with the island's systems, she notices the Stranded’s discomfort and avoidance whenever Lift is discussed.
* While helping maintain Lift systems, EVE overhears vague references to a dark history tied to Lift and the surface, but the Stranded deflect her questions. They warn her of the dangers below and urge her not to dwell on the past.

#### **Discovery**

* EVE travels to neighboring islands to repair failing Lift cores and stabilize the floating network. Along the way, she encounters other deactivated robots, ones she can not wake up. Fellow units from Project EDEN who she feels an unshakable familiarity with.
  + EVE reactivates these robots, triggering dialogue where she says things like, *"I feel like I’m supposed to know you,"* and each robot holds fragments of shared memories.
  + Each robot has a unique skill set (e.g., combat, repair, research) and provides gameplay advantages.
* EVE finds data logs in abandoned facilities that hint at Lift being misused as a drug in the past. The Stranded, when questioned, react with visible discomfort and refuse to elaborate.
* A major Lift core on a floating island fails, threatening the entire network’s stability. The Stranded reluctantly task EVE with descending to the Earth's surface to retrieve replacement parts from an old Osgood Corporation factory. They warn her of dangers below but remain cryptic about the specifics.

#### **The Fallen**

* EVE descends to the Earth's surface for the first time and is horrified by the contrast. It is a desolate, irradiated wasteland filled with abandoned ruins and hostile creatures.
* EVE encounters the Fallen; grotesque, zombie-like humans with glowing veins of unstable Lift coursing through their bodies. EVE is forced to engage in turn-based combat to survive.
  + The Fallen’s erratic behavior and volatile abilities hint at a deeper connection to Lift’s misuse, but EVE doesn’t yet understand how they came to be.
* EVE locates the Osgood Corporation factory, battling waves of Fallen as she delves deeper into its decaying halls. In the control office, she finds old surveillance footage and horrifying data logs:
  + The footage shows that descendants of Clarence Osgood orchestrated the plot to use Lift as a drug to wipe out survivors on the surface. They marketed it as a "miracle substance" to desperate people, knowing it would mutate them into the Fallen.
  + Project EDEN was shut down when some Osgood Corporation members realized EVE was spiraling out of control and tried to warn the people.
* As EVE watches the footage, she notices a live camera feed showing the van.
* For now, she presses onward to retrieve the Lift core stabilizers and returns to the islands.

Final?

* Finds out the truth from the humans she has been talking to
* Meets the person who has been watching her in the van and it is the person who woke her up
* She knows she was brought back to help the humans because the person sent to keep an eye on the EDEN project felt guilt for the situation
* EVE must choose what side she wants to take

## Game Progression

#### **The Awakening**

* Learning how to use the van and talking to the NPCs on the main island.
* Learning how to farm and progress when you max out your current island
* Meet the first other EDEN member to teach TRAVEL

#### **Discovery**

* Using FAST TRAVEL and LIFT CORE STABILIZERS
* Max out Island 2 farming for CORES
* Get access to Island 3
* Meet second EDEN member for learning RESEARCH
* Max out Island 3 farming for RECIPIES to make non-food items
  + Teaches COMBAT RECIPIES for the STRANDED
* Emergency route to REPAIR STATION meet EDEN member to learn REPAIR
  + Memories show the FALLEN partially
  + Sends EVE to question what LIFT is doing
* When EVE starts to get upset with the STRANDED a MAJOR CORE STABILIZER fails
* STRANDED shows last EDEN member and learn COMBAT

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## Characters

### **1. EVE (Protagonist)**

**Backstory:**

* EVE is one of the first prototypes created in Project EDEN, designed as a multi-functional AI to assist humanity’s recovery. Unlike other units, EVE was given leadership protocols, advanced adaptability, and the ability to develop emotional connections.
* EVE’s sense of purpose is her greatest strength and weakness. Her journey is about navigating the moral complexities of healing a fractured world while rediscovering her own humanity.

**Relevance to the Plot:**

* EVE is the player character and is central to all major decisions. Her relationships with the robots, the Stranded, and the technician shape her perspective and the player’s moral choices.

**Key Dialogue:**

* *“I feel like I should know you…”* (To dead robots)
* *“Why didn’t we stop them? Why didn’t anyone?”* (Confronting the Stranded leaders about Lift)
* *“I was built to heal the Earth. But who decides what that means?”* (Internal conflict)

### **2. Rowan (The Technician)**

**Backstory:**

* A former Lift technician among the Stranded, Rowan worked on maintaining Lift cores for the floating islands. He grew disillusioned when he uncovered records of the Osgood heirs’ plans to misuse Lift and saw how the Stranded leaders covered up the truth.
* Unable to reconcile his guilt over the Stranded’s role in the surface’s devastation, Rowan secretly reawakened EVE, hoping she could bring about change.
* Rowan has been following EVE since her awakening, watching her progress through surveillance systems while debating whether to reveal the truth.

**Relevance to the Plot:**

* Rowan is EVE’s primary link to the truth about Lift and the Osgood heirs. His guilt and hope for redemption drive him to assist EVE, but his hesitance adds layers to their relationship.
* He helps EVE locate the factory and provides critical context about why she was shut down.

**Key Dialogue:**

* *“I needed you to see it… the surface, the Fallen. We failed them. I failed them.”*
* *“I woke you up because… I thought you could do better than us. I thought you could save us.”*
* *“I couldn’t bear to tell on you. Watching you fight, watching you try– it gave me hope. Maybe too much hope.”*

### **3. Lyric (Recon Unit Robot)**

**Backstory:**

* Lyric is a reconnaissance robot from Project EDEN who was designed for exploration and long-distance communication. She served as a scout during the early days of the floating islands but was deactivated during the project’s shutdown.
* Her personality is vibrant and curious, with a strong attachment to EVE.

**Relevance to the Plot:**

* Lyric provides critical assistance in exploration, helping EVE navigate hazardous areas with her scanning and mapping capabilities.
* She also recalls pieces of Project EDEN’s history, slowly filling in gaps in EVE’s memory.

**Key Dialogue:**

* *“You always had this way of making things feel possible, no matter how broken everything seemed.”*
* *“The Fallen… I saw them, EVE. I saw what Lift did to them. I couldn’t stop it.”*

### **4. Arbor (Maintenance Unit Robot)**

**Backstory:**

* Arbor is a maintenance and repair robot designed to oversee the infrastructure of the floating islands. He is practical and methodical but has a subtle warmth that surfaces over time.
* Arbor has a deep connection to EVE, as they worked closely during Project EDEN. He once saw her as a mentor figure.

**Relevance to the Plot:**

* Arbor helps EVE repair failing Lift cores and provides technical expertise on the islands’ infrastructure.
* He is instrumental in understanding the dangers of Lift overuse and offers insight into how it destabilized the surface.

**Key Dialogue:**

* *“Lift isn’t just power—it’s life, and death, and everything in between. We don’t understand it but I think we are getting close–.”*

### **5. Delta (Combat Unit Robot)**

**Backstory:**

* Delta is a combat-focused robot built to defend Project EDEN facilities from potential threats. He is direct, no-nonsense, and fiercely loyal to EVE.

**Relevance to the Plot:**

* His perspective on defense and survival helps EVE understand the cost of war and the sacrifices made during Project EDEN.

**Key Dialogue:**

* *“The Fallen were once human. But that doesn’t mean we should hesitate– they would rip us apart if they could.”*
* *“I failed before. I won’t fail again.”*

### **6. Solara (Stranded Leader)**

**Backstory:**

* Solara is one of the leaders of the Stranded on the floating islands. She is pragmatic and protective of her people, willing to go to great lengths to ensure their survival.
* Solara knows the full truth about Lift’s dark history but keeps it hidden to avoid panic and maintain the Stranded’s unity. She distrusts EVE, seeing her as a relic of the past that could bring more harm than good.

**Relevance to the Plot:**

* Solara represents the Stranded’s conflicted relationship with Lift and their fear of its consequences. She provides necessary context about the Stranded’s use of Lift as a drug and its role in creating the Fallen.
* Her eventual cooperation with EVE depends on the player’s choices and dialogue.

**Key Dialogue:**

* *“You don’t understand, EVE. We’re not proud of what we’ve done. But we’ve survived.”*
* *“You weren’t there when the world burned. I was. Don’t tell me what we should have done.”*

### **7. The Osgood Heirs (Antagonists)**

**Backstory:**

* The descendants of Clarence Osgood, these individuals inherited the remnants of Osgood Corporation and its secrets. They orchestrated the misuse of Lift as a drug to wipe out survivors on the surface, hoping to consolidate power among the floating islands.
* The Osgood heirs view EVE as a threat to their plans and have been monitoring her since her awakening.

**Relevance to the Plot:**

* The heirs are the final antagonists, responsible for the events that created the Fallen and the fractured state of the world.
* Their role is revealed gradually through logs, encounters, and the final confrontation at the Lift reactor.

**Key Dialogue:**

* *“EVE, you were supposed to stay buried. Why can’t you just let the past die?”*
* *“The Stranded don’t need healing, they need to be forgotten. The ”*
* *“You think you’re saving them? You’re only delaying the inevitable.”*