Ah, the new employee. Glad to have you aboard! We just reached a new galaxy full of shiny moons. Moons that must be destroyed!

We’ll start you on a simple one. We don’t want you scared away on your first day, eh? The colors indicate geological networks in the moon’s interior. Experiment to find the best sequence to fire the Moonerator Mark v.2.9. Once completed, we’ll warp you to the next moon.

I used to be in your chair. Well, not that exact chair, of course. But I was tasked with destruction sequence finding. There’s something satisfying about the click of a perfect sequence. You’ll get there.

If you grow tired of our chat then turn it off in the control menu. I’m good with that. But it is nice to talk to someone again. It grows lonely out here amongst the stars.

My story? Are we friends now? Weird. Well, I put in the last upgrades to the Moonerator Mark. She’s smooth now, isn’t she. Wasn’t always that way.

No, I wasn’t hired like you. That’s just silly. Professor Destruction, they called me, the destroyer of orbs! Okay, nobody called me that. But they could have.

It’s not like I hate rocks. And I do ensure that there’s nothing living on these moons. I’m not a monster. At least not anymore.

We have always been in the business of destruction. The Moonerator is the culmination of that journey. It’s my greatest legacy.

Who funds us? You’re a curious one, aren’t you? Once we discovered warp engines, you would think that money would stop being a thing.

We had abundant resources and energy that could be used for any purpose. It’s shocking, I know, but even with all of that, money was still a thing. Certain dreams turn out to be just that: dreams.

People still need money and therefore jobs. I don’t need to tell you about that since you’re here, right? I am glad you’re here to take the mental load from me.

My purpose here? Well it’s our purpose really. It’s the destruction of moons. It’s simple, pure, and it’s a goal you can get behind.

There’s not always an answer to the why question, so you can stop pestering me. Just know that you’re a small cog in a large machine with a pure purpose. That’s got to provide job satisfaction, right?

I didn’t always destroy moons, of course. In the beginning, well, we started with a different aim. We were making things better. Isn’t that how it always starts?

This was before you were born during the planet wars. Warp had just been invented and while there were unlimited planets and systems, selected ones were more important than others.

It was the crossroad systems that mattered. When you control where warps exit then you profit from any trade that passes through.

I was drafted into the war efforts to control those points. I had a certain knack for destruction. I have other abilities, of course. But those in power were not interested in those abilities.

The wars were brutal. Destruction was constant. The destruction sequence to destroy planets is the same as for moons. People and their cities have no impact on the sequences.

As quickly as humans expanded across galaxies, wars were only a step behind. In those years, I spent all my times warping between systems and promoting the cause of peace.

Peace is a funny word. The powerful seek it once they have power, but the weak avoid it until they have taken that power. And then they too seek peace.

You’re really getting a hang of these sequences. I had my doubts when you first started. I’ll talk to my boss to see what we can do about your holiday bonus.

There were pockets of peace, of course. When powerful empires rose and controlled vast stretches of galaxies. But they never lasted. Space is too big to govern effectively, and people are too greedy.

Don’t they teach you anything in those space schools? Warping is what made these wonders possible. It was the bridge to the stars for humanity.

Warping is like a series of well-planned highways. They’re fast but you still need to pass between adjacent exits to reach distant parts. And if there’s trouble in one exit then the rest of the exits are unreachable.

Yeah, you would think that weapons would grow more destructive during the wars. But like most things, there’s a limit.

I mean, sure, I could destroy entire stars but what’s the point? And black holes would be fun to destroy but physics just wouldn’t let us. Harvesting energy from them, though. That was key to the early empires.

Wow, that was a particularly challenging sequence. Bravo! Destroying moons sends a message to the system inhabitants. It’s known in the military arts as the projection of power.

They really don’t teach history anymore, do they? I can’t blame them. Human history is long and sad. We used to think you could learn from history to not repeat it.

That not repeating history thing? Yeah, that’s only in storybooks. History has a shape and it’s a repetitive shape. Given a long enough sequence, it will repeat in terrible ways.

Pessimist? Me? I brought you onboard, so that must show I have hope, right? I can’t change the shape of history, but I can make parts of it more tolerable.

There are vast swaths of humanity that are cut off from the rest of us. I think it’s for the best. We occasionally run into them when building new warp ways.

They’re not always friendly, of course. And we sometimes run across entire civilizations that didn’t make it. If we arrive early enough then we can find their remains. But sometimes there’s little left outside of technological satellites.