**PROLOGUE**

1st wave colonists arrive at Ortega, establish small colony and auto factories and auto mining stations to kickstart infrastructure and production. Transmission sent back to earth for a greenlight on 2nd wave colonists to depart. 2nd wave colonists arrive 20-30 years after transmission sent.

**ACT I**

Stage 1: Arrive at star system, defend colony ship,

// Stage 2: Gather critical resources

**ACT II**

Stage 3: Find out what happened to 1st wave. Follow a weak signal to a wrecked ship/asteroid mining station.

Encounter aliens, encounter does not go in favour of the 2nd wave colonists. Realize the threat.

Stage 4: Decide to leave Ortega, 2nd wave colony ship does not have enough fuel to leave the system so a solution must be found. Logs from previously encountered shipwreck/station wreck contains information on a automated hydrogen extraction station built by 1st wave colonists orbiting over a gas giant (insert cool name here).

Stage 5: A dreaded escort mission with a tanker.

**ACT III**

Stage 6: 2nd wave colonists are now ready to leave system but receive a transmission from earth that 3rd wave colonists are due to arrive in Ortega in 5 years.

Player is sent on a mission to a communication array used by 1st wave colonists to send message back to earth so that a message can be sent to warn the 3rd wave colonists.

Roughly ¼ of the way to the communication array the FINAL BOSS attacks the colony ship.

The player must decide on whether to continue to communication array

Escape from Ortega.

(Checkpoints at start of each stage)

**Characters:**

Main (player controlled):

Leader of Colony Ship 2