

# The Sun Will Go Out

## - Manus for Mainstory

Todo: Page numbering, locations, characters, more missions, another Side-stories-manual.

### Content overview

#### Tutorial

Main - Tutorial Mission

- The initial (voluntary) tutorial mission.

#### Alliance part

Main - New First Mission

The player is sent to an asteroid belt to investigate. The player is ambushed, and returns to base. The player then finishes off the rebels/pirates residing there with the help of a small fleet.

Main - Highfence

The player is told to go to Highfence to report about the findings of the last mission.

Main - Rebels

The player escorts a freighter between Highfence and Soelara. During the travel, the freighter is attacked by 2 - 3 separate rebel fleets.

Main - Defend Colony

The player defends the Alliance's interests at New Norrland. During the mission it is questioned if what the Alliance actually is the best for the citizens.

Main - Attack On The Rebels

The player joins the Alliance in an attack against the rebel base. During the mission, the player is separated from the Alliance, and ends up by the rebels.

#### Rebels part

Main - Retaliation

The player joins the rebels in a raid against a freighter transporting cargo of high interest for the Alliance. The cargo is similar to the one in "Main - Rebels". The cargo is collected, and the player is introduced to more information about Murt.

Main - In The Name Of Science

The player travels to a research base close to Peya to kidnap a scientist involved in Murt-research. Here, the player interacts (quite extensively) with the scientist, before returning to the rebel base with the scientist.

## **Ending part**

### **Main - Beginning of the End**

The player leaves the rebels, and decides to interact with other people. [This part is quite uncertain for the moment]

### **Main - Continuation of the End**

The player takes of to Fortrun where the plans are collapsing. It is Decision Time!

### **Main - End: Rebel Arc**

One of the endings. The player helps the rebels to get control of Murt, giving them the upper hand over the Alliance.

### **Main - End: Alliance Arc**

One of the endings. The player helps the Alliance to get control of Murt, giving them the chance to finish of the rebels once and for all.

### **Main - End: Burn It All**

One of the endings. The player decides that the sector isn't ready for Murt. Instead the player burn the precious resource, maintaining the status quo while killing an enormous amount of people - including himself.

### **Main - End: Coward**

One of the endings. The player hestitates, and decides that it isn't up to him/her to decide the fate of the sector. In the following fighting, Murt is exploded anyway, maintaining the status quo. The player, and a few other survives and are from that day known as The Cowards.

## Missions

**Name:** Main - Tutorial Mission

**Location:** Border Station

**Characters:** A semi-old welcomer of some kind [unknown fraction]

"You are the new pilot? Excellent! We have a situation at the nearby mining outpost that we would like you to look into. Before that though, we need to go over some basics."

"Since pirate attacks have gotten more and more common, we strongly recommend that all new recruits take our combat simulation program."

"The first part is simple. There will be a few enemies, but it should be manageable. Avoid them, shoot them down, just don't run into them. If you take some hits, try to avoid them for a while until your shields are up again."

"Leave this station to start the mission. Come back here when you have finished it."

"Good job! Quick and easy was it, eh? But that was just the warmup. The next one should be a bit more challenging."

"Here, you get a chance to train your agility. Sometimes there just are too many enemies to handle. What do you do then, you think? Fight even harder?"

"No, stupid. You avoid the danger. Circle around the enemies, occasionally shooting down some of them. Your business is to survive, not to be some kind of killer-maniac. Most of the time, that is. Let's go!"

"Good job! A few scratches there, or is it just my old eyes? I couldn't resist, adding those last meteors. And old geezer like me has to have some fun.. Sorry, where were we? Right. The last mission."

"I'm sure your trigger finger is itching after that last mission. In this last mission there is actually some point in shooting down the enemies as quick as possible. If you don't they'll shoot you down."

"Not so cocky now, are you? I'll tell you, it is your lucky day! Two of my other promising students are preparing to run the mission right now. After all, you need to be able to cooperate to survive in this harsh world. Enough talking, fire away!"

"I must say, I am quite proud of you. You remind me of my son Ben. He also was a brave and proud young pilot ready to take on the world. He is very dead now. Don't end up like him. Be careful."

"Here, take this weapon. Used right, it might give you an edge against those rebel-pests."

**Name:** Main - New First Mission

**Location:** Border Station

**Characters:** A semi-old welcomer of some kind [unknown fraction]

"With that taken care of - let's discuss your mission."

"Over the last couple of weeks several of our automated mining ships have gone missing in the asteroid mining belt at the nearby mining outpost. We want you to explore the asteroid belt and search for the cause of the problem."

"If you find anything, report back to me immediately."

You arrive at the asteroids and begin scouting the asteroid belt.

Suddenly a group of pirates emerge from behind a large asteroid. You prepare your weapons.

Barely escaping the pirate ambush, you decide to return to Border Station and report your findings.

"Pirates huh? That is troubling news, they might be planning an attack on the station."

"We cannot allow that, they need to be taken out. I will dispatch a group of my more experienced fighting pilots to take care of the situation. You should tag along - you might learn a thing or two."

You quickly find the pirates. You and your allies engage them.

The pirates were no match for your superior ships. You decide to return to Border Station and report your success.

"It's been taken care of? Good! We will commission a ship to scout around the asteroid belt routinely to avoid any future surprises."

**Name:** Main - Highfence

**Location:** Highfence

**Characters:** Another person living at Highfence [Alliance?]

"We have another job for you: It's important that pirate attacks like this is reported to Highfence so the nearby stations better can protect themselves from future attacks. Go to Highfence and speak to the Alliance base there."

You report the pirate attack at the Alliance base and take the opportunity to ask the Alliance representative if there's any work to be had around Highfence.

"We do have a transport that requires another battle-able ship. Return here later if you're interested in helping out."

**Name:** Main - Beginning Of The End

**Location:** Border Station

**Characters:** Some person living at Border Station? [unknown fraction]

Karl-Olle greets you. "It is good that you came. I have urgent information to share with you. The Alliance has managed to extract some information from the scientist. It seems like he doesn't know the whereabouts of the meteor they are discussing. He gave them a name though. Berit-Marie"

"Berit-Marie is an old colleague of mine who I trust deeply. I think it is great that the rebels acts as a counterweight to the Alliance, but I am quite doubtful that they would be able to handle the power that Murt would bring. Power corrupts, even us."

"I would like you to go and visit her and hear her out before the rebels get their hands on her. When I last had contact with her she was living on Highfence. I want you to go and hear her out. Make sure that you aren't followed."

"I will try to cover for you for the command. Good luck to me with that", he said with a wry smile.

A tall and middle-aged woman greets you. She looks straight in your eyes. "So the rebels are coming for me. That is not a great surprise. There are a lot of things happening right now. If Karl-Olle trusts you, I could use your help"

"I don't know if you pledge your allegiance to the Alliance, the rebels or someone else entirely. That shouldn't matter right now. The coming hours could determine the path of the sector entirely. We can't afford to be sentimental to our loyalties. Right now it is the matter of what is the best path for all of us."

"I firmly believe that the system isn't ready for the source right now, and that the only viable solution is to try to keep the meteor hidden for now. It contains great possibilities, but as it stands now both the rebels and the Alliance would use it in their military. It would be a disaster which would scar the entire sector."

"We can't let that happen!"

She looked thoughtful for a moment. "What are your thoughts on this?"

[1] "Do you really think this will work out?"

"It might, and it might not. Of course this is a high-risk plan, but it is the only path I can see that doesn't lead to even more war and destruction. Both groups want to use it to subdue the other, and the other group will not give in until it is entirely eradicated. At the same time, the source gives us a huge opportunity to lift the sector from its current poverty. If used right, it could eliminate starvation for the coming century."

[2] "You need to tell me more about the Murt"

"It is an incredibly powerful energy source. It has been known for some time, but has earlier only been found in incredibly small amounts in a few meteors. It has been extremely costly to purify the mineral, so it has only been used in research this far. Its power could be used to build and power and incredible amount of artificial greenhouses, it could be used to heat billions of homes, but it could also be used to power military ship shields rendering them practically invincible, or even worse, power their weapon to an extreme destructive power."

"We are a group of people at Soelara that with the support of a few scientists from Peye are planning to put this plan into motion. There are a group of people from Highfence that are planning to go there this very moment. You should join us, you might prove to be helpful. Go with them to Soelara, and you will learn more."

[At Soelarra]

Berit-Marie stands in the front of a small gathering of people. "You all know what this is about. You all know the importance and risks of this mission, and how imperative it is that we act immediately."

"You will be divided in two groups. One will be the support group, and will reside here on Soelara. We will meet up with further ships coming from Peye. The second will go to Fortrun to retrieve technology needed for our plan. You will meet with an insider on the surface where you will get what you need."

You are quickly directed to the smaller Fortrun-group due to your experience with the Alliance. You leave immediately.

**Name:** Main - Continuation Of The End

**Location:**

**Characters:**

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**Name:** Main - Rebel Arc

**Location:** Rebel Fleet

**Characters:**

...

**Name:** Main - Rebels

**Location:** Highfence

**Characters:** A Alliance guy? [Alliance]

"Welcome back! Are you interested in escorting our freighter?"

"Good! Then you will receive some further information: The freighter is travelling to Soelara Station and needs to be escorted to whole way there."

"We recently received intel that leads us to believe the freighter has a high probability of being attacked by Rebels, which is why we need an extra pilot"

[1]Let her continue

"The freighter will be waiting for you in orbit of Highfence. Talk to the captain to begin the transit."

[2]Ask what cargo the freighter is carrying

"That information is classified." Her firm and shorthanded answer makes it clear this is not debatable.

"Freighter captain: Let's go!"

The transport seems to be going smoothly when suddenly a group of rebel ships appear on your radar. Better prepare for battle!

When you arrive at Soelara Station a group of Alliance soldiers quickly unload the cargo. One of the soldiers, probably an officer, takes up word.

"Thank you for your help! We have it covered from here, return to our base at Highfence and you will get your payment there!"

**Name:** Attack on the rebels

**Location:**

**Characters:**

"You have proved to be a great ally to our cause during your last missions. As I am sure you have noticed the rebels are becoming a big threat to the peace in our system."

"We are currently preparing to end this threat once and for all. We will need every ship we can find for this to work. You are welcome to join us on this quest for peace."

"We are ready to launch the attack now. Join the fleet stationed outside of the station." The commander ends by shouting, "For Peace and liberty!"

You arrive at the station. It is time for those rebel scums to pay!

The station is destroyed and you have won a great victory for the alliance.

"An ambush! Dammit we are surrounded. We need to fight."

Your ship becomes badly damaged in the fight and is no longer maneuverable. However the rebel ship considers your ship destroyed and don't move in to finish the job.

The battle ends and the rebels leave and your ship remain stranded in space. Time passes and you watch as your oxygen level drops closer and closer to critical levels.

Suddenly you see a small dot approach on the radar. Seeing to no other option you hail the ship.

.. End of text for now?

**Name:** Main - Retaliation

**Location:**

**Characters:**

"Come in, come in", a middle aged man waves you to sit down. "You did very well during that attack against the Alliance. Thanks to you we will have time to regroup and gather our forces before the Alliance has time to attack again."

"You have done very well, and you have more insight in the ways of the Alliance than most of us. We would like you to participate in an important raid against one of their freighters"

"We are not certain about its content, but it seems to be of particularly high importance for the Alliance. We want you to retrieve its cargo so that we can study it further. Hit it fast, and leave before they can call in more ships."

"The others joining this mission is waiting outside. Follow them to the coordinate for the ambush."

"Good! The freighter is travelling from Soelara to Fotrun. Follow the other rebel ships to the coordinate (0,0) and wait for the freighter to arrive."

"When it arrives, take out the Alliance ships guarding it and seize the freighters cargo. Then leave as quickly as you can."



"Here is the site. It seems to still be a while before the freighter arrives. I guess we just have to wait."

...

"So, I heard you worked for the Alliance for a while, but got cold feet?"

"I guess they aren't as pretty as they try to look. Only caring about the rich population. Leaving poorer parts of the sector to starvation."

...

"So do you prefer ranged weapons like ballistic laser, or close combat weapon like spread bullet?"

"Personally I think weapons like ballistic laser and beam are for meeklings, afraid of taking a few hits."

"I hope I have enough money to buy a proximity laser one day. That would be fantastic."

...

"Lately the Alliance have made a lot of developments with their stealth technology."

"The fleet protecting the freighter might have some of those ships. You can see them, but you go to look closely!"

...

"Here it goes! Remember, get the cargo and get out!"

...

"For the people!"

"We got the cargo. Pull out! Pull out! Their reinforcements will soon arrive! We'll meet at the base."

The commander greets you. "I heard it was a close call. Well done! Let's hope that this cargo proves to be as valuable as we hope. They are analyzing it in the laboratory right now, it seems to contain some strange material."

"There is something strange going on here, we need to keep our guards up."

He looks thoughtful. "You should get some rest while you can." he say, and waves you towards the door."

**Name:** Main - In The Name Of Science

**Location:**

**Characters:**

The commander greets you. "We have a mission of critical importance for you. It might be our only chance to keep even steps with the Alliance, so I want your full attention."

"What I am about to disclose for you now is critical information that you cannot share with anyone. Have you heard about the material called Murt?"

"It is a rare mineral with particular characteristics. As you might have heard, the scientists on Peye are researching it and have managed to extract a huge energy-to-mass ratio from it"

"It is very rare though, and has therefore not been possible to utilize in any practical applications. We have reasons to believe though that they recently have gained information about an asteroid containing huge amount of Murt."

"They seem unwilling to share this information with neither us or the Alliance. It is probable that they want to keep the source for themselves, so that they can establish themselves as a third great power in the sector."

"The Alliance has also been working on Murt with some success. At the moment it seems like they try to find the asteroid, and are persuading the scientists to help them."

His eyebrows furrows deeper. "We must not let that happen. IF the Alliance get their hands on the source they would be able to scatter our forces in less than a week and would inflict great suffering to the people in this sector."

"If we on the other hand get our hands on it, we finally have the opportunity to gain the upper hand, and this sector can finally get peace and prosperity."

"Your goal is to go to the station close to Peye at coordinate (X,X) and retrieve a scientist called Bert-Olle. Try to persuade him but don't hesitate to do whatever needs to be done in order to bring him here.\n\nAre you ready to go?"

"Who are you? You need to turn back, or we will bring you down!"

You managed to slip past the fleet, leaving them behind.

You are forced to turn back, and barely escape being brought in by the fleet. You need to resupply and try again.

Your ship slowly lowers towards the ground close to the research station. People are hurrying into the buildings with worried looks on their faces.

You walk out from the ship and hurries over the building you are told to search. Inside you find a man looking like the description you got earlier.

The man eyes you up and down, analyzing the situation. He looks calm, but his voice is strained.

"Who are you? Are you another of the Alliance coming here to persuade me? Or are you something else? A rebel?"

He eyes you up and down again, adjusting his shoulders. "The Alliance wouldn't send someone like you here. You look too inexperienced. So you are either a rebel or something else. A rebel seems like the most reasonable explanation."

He gazes at you another moment. "So tell me, what brings you here then? I realize you are after our research. The question is what you hope to achieve with it"

"No, don't answer, let me guess. You are a rebel. You have been ordered to come here in order to bring me so that they can extract information from me."

"You are a tool. You are being used for their liking, just as they want to do with me. To you really believe in their vision?"

"Salvation through violence? Means to an end? How many are you ready to kill to achieve your quite ignorant goals?"

"What makes you think anyone would follow a group of murderers, even if they managed to assert control over the sector? You can pretend, but you are not helping anyone."

You realize there is no way to persuade him. Maybe there never was. You quickly grasp the feeble man. He is no match for you, and you bring him struggling to your ship.

People are watching you in a distance. Afraid. Are you really helping those people?

...radio... "You got him? Fantastic. There is no time to lose, hurry back here."

You are met by the commander. The instance he sees you and Bert-Ove he cracks a wide smile.

"Well done, well done! Maybe there still is some hope after all."

Bert-Ove is silent, cautiously eying the surroundings. "Bring him with me" the commander tells his men. "I don't know how cooperative he is, but I guess it doesn't matter. We will extract what we need anyway."

He turns to you. "You will soon get further instructions. This is a great victory for the people. Well done!"

They start leaving the room. When passing you Bert-Ove quickly whispers something to you.

"There is no good. There is no bad. There is just people."

**Name:** Defend Colony

**Location:**

**Characters:**

"So you are back? You have proved yourself very useful during these last missions. We have another mission for you."

"Intel suggests that the Rebels are trying to establish a base on New Norrland. It would be a great misfortune for the people living there if the planet would fall under Rebel control. It would also hurt our interests in the region."

"We need you to go to New Norrland and eliminate this threat to the safety of the people living there."

"Excellent! New Norrland is currently located south of our current location. We will send some ships with you as backup"

As you and your allies approach the settlement you notice a small rebel fleet orbiting the planet. Confident you found your aggressor you engage the fleet.

After the battle ends the rebel fleet scatters and you approach the settlement. The settlement hails you over the radio.

"Who are you and why are you attacking us? Those rebels were just here to load of medical supplies. Which we paid lots of money for by the way. Now thanks to you killer-maniacs they are all destroyed"

"But I suppose you Alliance-people only really care about yourself. Now leave us, we have work to do to repair the damage you caused"

You decide it would be best to return to Fortrun and speak with command.

"So you returned. Did the mission go well?"

[1] "Yes all according to plan."

"Wonderful! You have proved yourself a great asset to the alliance."

[2] "Yes but the operation caused a lot of harm to the people on New Norland."

"That was unfortunate but we could not allow their interaction with the rebels to continue. If New Norrland joined the Rebels we would have a serious threat on our doorsteps. This was necessary to restore peace to our system."

"With that settled here is your reward as promised."