

# The Sun Will Go Out - Manus v.2

LinkPactGames

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# Mission 1: Rebels in the Meteors

LinkPactGames

October 2014

## 1 Summary

*The player arrives at Border Station to do his first real mission for the Alliance. He, and a small group of Alliance ships, scouts a nearby meteor field for rebels. They are attacked by the rebels, and defeats them.*

## 2 Story points

- o Border Station, Bert: Welcomed to Border Station, given mission specifications
- o Outside Border Station, fleet leader: Welcomed to the fleet, taking of
- > Travelling to meteor belt, Sair: Casually talking with the Talking Ship
- o Meteor belt, Alliance: Talking about the pirates
- x Scout/shooting pirates: Level (with tutorial text)
- o Meteor belt, captain: Level well done!
- > Travelling back, Sair: Brief comment
- o At Border Station, Bert: Well done! Recommend to friend! Go to High-fence!

## 3 Manus

### 3.1 At Border Station

"You must be the new pilot, right?" A middle aged man eyes you carefully.

"I am Berr, and I am coordinating the pilots here at Border Station."

"Previously, my job was to keep track of our transport ships. Lately rebels has become an increasing **problem. Here** and in the rest of the sector."

"Currently a small rebel fleet is hiding in a nearby meteor belt"

"They are not a threat against the Border Station itself, but they raid and plunder ships and transports that **are travelling** between the Border Station and the planet Lavis."

"We must stop them now, before they do any more damage."

"A small **fleet soon** leave to search the meteor belt for rebels. You should join them. You might learn a thing or two."

### 3.2 Outside Border Station

[Captain] "Another rookie? Fantastic! Stay close to us veterans, and you might even be helpful!"

[Captain] "We are leaving now. Over and out."

### 3.3 Travelling to Meteor Belt

[Sair] "So this seems to be going quite well. I hope you are focused."

[Sair] "I would really dislike getting holes blasted in the hull."

[Captain] "**So rookie,** I see you have one of those silly talking ships?"

[Captain] "Bahaha! Don't let it distract you."

[Sair] "..."

### 3.4 At Meteor Belt

[Captain] "Let's see.."

[Captain] "According to our scans, this rebel group should have much **lower firepower** than us."

[Captain] "This will probably be **a piece of cake,** but **we should still be careful.**"

[Captain] "They often make up their poor firepower by sheer numbers."

[Captain] "We want to shoot down as many as possible of them, but rather let a rebel ship slip **through than take you a hit.**"

[Captain] "The goal is to scare them **away,** not to eradicate them."

... Level begins ...

[Captain] "Stay clear of those meteors. Don't waste your energy on them."

[Captain] "Here they come! Stay close, shoot down as many as you can."

[Captain] "Remember, you fire through pressing and holding the ACTION-KEY1."

[Captain] "Give them hell rookie, give them hell."

...Level ends...

[Captain] "That's a job well done!"

[Captain] "That should keep them away for a while. Well done rookie. Your XXX downed ships really made a difference."

[Captain] "I will make sure you are rewarded accordingly. Now, let's head back to Border Station."

### 3.5 Travelling back from Meteor Belt

[Sair] "That is one annoying captain..."

[Sair] "Nevertheless, the mission went well. A successful first mission."

### 3.6 At Border Station

You are greeted by Berr.

[Berr] "Well done, well done! Keep it up, and you will have loads of opportunities in the Alliance."

[Berr] "Here is your reward! XX rupees, plus a bonus XX for the ships you brought down."

[Berr] "This weapon could also be of use for you. It is called a 'Spead Bullet', a powerful close-range weapon."

[Berr] "You are able to equip up to two primary weapons at a time. This means you could use both the Basic Laser and the Spread bullet in a single level."

[Berr] "You can toggle between your equipped weapons during a level using ACTIONKEY2."

Berr expression turns more serious. He looks **thoughtful**.

[Berr] "The sector is troubled right now. Resources are running out one after another, and rebels attacks get more frequent."

[Bert] "The Alliance is doing its best to keep up, but we are slowly losing control over the sector. It's hard to defend everyone from the raids"

[Bert] "A pilot like you would really be helpful."

[Bert] "You should go to Highfence. A woman called Ai currently leads their military operations."

[Bert] "She will certainly have some job for you. I will send her my recommendations."

[Bert] "That's all for now. Stay safe."

# Mission 2: Protect the Freighter - v.2

LinkPactGames

October 2014

## 1 Summary

*The player joins a small transport-guard to protect an Alliance transport travelling from Highfence to Soelara. The fleet comes under attack, and the player helps repelling repeated rebel attacks.*

## 2 Story points

- o Highfence, Ai: Welcoming you, giving you mission specifications
- o Outside Highfence, captain: Ready to take of
- >Small talk with captain: Difficulties with rebels
- >Small talk with captain: Cargo
- x Before first attack: brief
- x After first attack: brief
- x Before second attack: brief
- x After second attack: brief
- x Before third attack: brief
- x After third attack: brief
- o Soelara, captain: Arrival, the player is thanked and rewarded
- >Hyperspeed, Sair: Hyperspeed and mission
- o Highfence, Ai: Job well done, future

## 3 Manus

### 3.1 At Highfence

A young woman greets you. She looks at you calmly.

[Ai] "So you are the new pilot, nice to meet you. I am Ai, and I am currently responsible for military operations around this planet."

[Ai] "Bert seemed very satisfied with your help on Border Station. He insisted that we should put use of your skills."

[Ai] "Actually, you have perfect timing. We have an important transport heading for Soelara that is almost ready to leave."

[Ai] "This transport is of particular interest for us. We want to make sure that it is well protected."

[Ai] "Would you help us protect the freighter and its cargo?"

"- I would be happy to help." >Great! The captain is waiting outside. He, and the rest of the escort is ready to leave any moment.

- Let me think about it. >I understand that. I don't think we are able to leave without higher security, so please don't take too long.

### 3.2 Outside Highfence

[Captain] "You look quite lost. How can I help you?"

[Captain] "..."

[Captain] "You are here to help me you say?"

[Captain] "I guess that it won't hurt with an extra ship. Make sure you don't get in the way for the other escort ships.."

[Captain] "We don't have time to wait for any longer. Let's leave now. Make sure to follow us closely."

### 3.3 Travelling to Soelara

[Captain] "This path used to be safe. ~~For~~ some years ago I could travel here with a minimum guard."

[Captain] "The rebels kept in the north. I think only Lavis ever had problems with them then."

[Captain] "Lately they have been becoming increasingly present in all parts of the sector despite the Alliance efforts to keep them away."

[Captain] "It will take ages to load of all this cargo." [Captain] "I hope that I'll get at least a few hours of solid sleep before tomorrows transport to New Norrland."

[Other escort ship] "There are rebels incoming! Prepare yourselves!"

[Rebel ship] "Surrender the cargo peacefully, or we'll retrieve it from your scattered remains!"

... The rebels attack ...

[Captain] "Moronic assholes! What are they thinking? That we just should leave our cargo to them, and then get on happily?"

[Captain] "Let's hope that we won't see more of them."

[Sair] "Look, there are another group of rebels on their way. It looks like their heavier ships have arrived. Be careful!"

[Rebel ship] "We have no mercy for those who destroy our people. Prepare yourselves!"

... The rebels attack again ...

[Captain] "How can they think they are doing any good for anyone?"

[Captain] "They are killing the people who actually struggle to get the sector go around."

[Captain] "The sector is definitely better of without them."

[Captain] "We are almost there now. It looks like we will avoid further attacks."

### 3.4 Arrived at Soelara

The captain turns to you. He looks tired and relieved.

[Captain] "That was a close one. We might not have been able to make it without your help. Thank you."

[Captain] "We are travelling with samples of a mineral called Murt. The mineral seems to be of a great interest both for the Alliance and the rebels, ~~but that's all that I know.~~"

[Captain] "You should have your reward. Here is the salary as promised."

[Captain] "Also, I saw that you weren't using a shield on the way here."

[Captain] "This might not be the best, but compared to travel without one it will make a great difference."

[Captain] "You should return to Ai at Highfence. There is always work that needs to be done those days."

[Captain] "You have been permitted to use the Beacon outside to quickly travel back to Highfence."

[Captain] "You will be able to use them to quickly travel to locations you have visited before."

[Captain] "It usually comes to a cost though. As you know, the resources are sparse."

The captain salutes you. "Enough chit-chatting. Go now. Stay safe."

### 3.5 Travelling back to Highfence

[Sair] "We should use the Beacon he mentioned. I believe it is that circular structure over there."

[Sair] (During travel) I have never experienced this before. How interesting.

[Sair] It is probably only possible for transport of small ships like ours though.



# Mission 3: Defend Colony - v2

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## 1 Summary

*The rebels have occupied an area on New Norrland. This affects both people in the vicinity, and the Alliance itself as it interferes with Alliance mining interests. The player joins an Alliance fleet which successfully repels the rebels.*

## 2 Story points

- o At Fortrun, Ai and Par: Discussion about rebels. Told to participate.
- o Outside Fortrun, Ai: The fleet takes of
- >Travelling to New Norrland: Talking with Ai and others
- o Outside New Norrland, Ai: Talks to the fleet
- x Mission: Taking control over the mine
- o New Norrland, other pilots: Reflection over the situation
- x Mission: Defending the mine
- o At New Norrland: Celebrations and civil sceptic input
- >Travelling to Fortrun, Sair: brief
- o Fortrun, Ai and commander: Well done, come back later

## 3 Manus

### 3.1 At Fortrun

[Sair] "Come in, join us." Ai waves you to follow her into a crowded room.

The center of attention is an old man with a hard **stare**. You identify him as the Alliance's commander.

The commander turns to the group.

[Commander] "Some of you who are knows why we have gathered, others don't."

[Commander] "Most of you are aware of our crucial Murt-mining operations on New Norrland."

[Commander] "This operation is essential for our continued Murt-technology development."

[Commander] "The rebels have managed to take control over the entire mine, and large parts of the surrounding land."

[Commander] "This is an emergency for both us and the locals on the planet."

The commander stares ~~fiercely~~ at the crowd.

[Commander] "We have gathered all available pilots. We must strike hard and decisively."

[Commander] "We cannot lose this mine to the rebels, and the locals depend on our protection. We can't let them down."

[Commander] "The fleet leaders have been provided with instructions. They will further them to their respective fleets".

The commander leaves the room. A worried mumble spreads in the crowd.

[Mumble] "...they have never been so coordinated..."

[Mumble] "...what are they thinking? ...how are the locals doing?..."

Ai turns to you and the rest of her squad. She calmly looks at all of you.

[Ai] "We have to show the rebels that we still are in control. It would be a catastrophe if the **largest flow of Murt** stays in their hands."

[Ai] "Let's strike them down, show them that they cannot be allowed to interfere with the people of this sector."

[Ai] "We will meet outside in a moment. I will give you further instructions when it is time."

Ai left the room.

Ai's short speech seems to have improved the mood of her squad. They seem to trust her judgement.

Some of them nods approvingly to each other, before silently leaving for their ships.

### 3.2 Outside Fortrun

[Sair] "Something is different with this mission. On the previous missions, the other pilots seems to have been quite confident about what they were getting themselves into."

[Sair] "This seems to be new and unknown for most of them. Maybe they feel that the rebels are growing out of their control. Stay safe."

[Ai] "Everyone is here? Good. Let's go. Don't stray behind."

### 3.3 Travelling to New Norrland

[Squad member1] ”..I don’t know about this.. One more salary, and I would have had that Durable Shield.”

[Squad member1] ”Now I’m stuck with this crappy Basic Shield. It might ~~even~~ be a matter of life and death!”

[Squad member2] ”..They are getting stronger, but they still have much weaker ships than us.

[Squad member2] ”They don’t seem afraid of collateral damage ~~though~~. Keep away from those terrible mines and bombs.”

[Squad member3] ”..Yeah.. I heard that they have focused on building more explosives.”

[Squad member3] ”I have heard about ships spitting bombs that generates huge explosions.”

[Squad member3] ”I think it is possible to explode the bombs through firing at them though..”

[Squad member4] ”..I wonder how they treat the civilians around the mines. Our command seems mostly worried about the mine.”

[Squad member4] ”There is a quite large city nearby the mine. I hope they are ok..

### 3.4 At New Norrland

[Ai] ”It is time. Our task in this operation is to secure the mine to prevent the rebels from destroying it.

[Ai] ”Then, we must hold our positions until the other squads have secured the surrounding area.”

[Ai] ”Intel tells us they have an increased presence of explosive ships in the area.”

[Ai] ”That means bomb ships and mine layers.”

[Ai] ”Keep mobile, and make sure you don’t get trapped by their mine fields.

[Ai] ”If you do, try to fire your way through.”

...

[Ai] ”It is time. Focus on getting through. Don’t worry about shooting down more than necessary.”

[Ai] ”Let’s go.”

...Level...

[Ai] ”We are through. Now we must hold **position here** for long enough.”

[Ai] ”Another squad is on the way. Keep your focus.”

...Level...

[Ai] "The area is under our control. That's a relief. Well done everyone."

### 3.5 Travelling to Fortrun

[Sair] "It seems like someone is trying to get through a broad-cast message."

[Civilian] "...Is this thing working?"

[Civilian] "I want to tell you wanna-be-heroes, that not everyone here approves of your presence here."

[Civilian] "You don't care about the civilians, don't you?"

[Civilian] "All you care about is your mine, your profit, and to make sure you can live your cozy lives at Fortrun."

[Civilian] "People are starving here. Can't you just let us be?"

[Civilian] "The rebels aren't good either, but at least they aren't sucking out our resources under the pre..."

The connection is abruptly ended.

[Ai] "People here don't realize what we actually do for them."

[Ai] "Someone needs to be in charge to organize the sector and manage **our scarce** resources."

[Ai] "Would anyone prefer rebel anarchy? Would they?"

...

[Sair] "I have never heard Ai sound so agitated before. Maybe it hit her in a soft spot."

### 3.6 At Fortrun

Ai looks at you with her usual calm **stare**. She seems to have calmed down since the incident on New Norrland.

[Ai] "You did well back there. We suffered very low casualties compared to the rest of the **squads**. You have grown into a skilled pilot."

[Ai] "You should get some rest. Come back here later. We will have more missions for you."

You and Ai leaves the room. You go back to your ship.

[Sair] "There seems to be a lot going on under the surface here."

[Sair] "It could be interesting asking around a bit on Fortrun and other planets, to hear what people are thinking.

[Sair] Anyway, let's get some rest."

# Mission 4: Infiltration - v2

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October 2014

## 1 Summary

*The player is sent to infiltrate the rebels. The player provide the rebels with information about an imminent attack. The allied fleet is caught in an ambush, and there the player joins the rebels.*

## 2 Story points

- o Fortrun, Ai: Told about mission and reasoning about it
- o Outside Fortrun, Sair: Brief discussion on the subject
- >Travel, Sair: Brief comment
- o Location outside solar system, Rebel Rok: Information leak
- >Travel, Sair: brief
- o Attack location, fleet: Sceptical discussion, attack, talk with rebels
- >Travel, Rok: Aftertalk

## 3 Manus

### 3.1 At Fortrun

Ai turns to you with a serious look on her face.

[Ai] "I just returned from a meeting with the command."

[Ai] "We have a great favour to ask from you. But first I should tell you a bit more about the situation."

[Ai] "You have heard about our research on the mineral Murt."

[Ai] "We have made progress lately. We have very small quantities of the mineral though."

[Ai] "I we would manage to find greater amounts of the mineral, it could become an important factor in raising this sector back on its feet."

[Ai] "On the other hand, it could also be used for creating almost unimaginable weapons, shields and bombs."

[Ai] "We have reasons to believe that there somewhere in the sector exists a great source of Murt."

[Ai] "We think the the rebels knows about this."

[Ai] "If they gained access to it, it would be a huge catastrophe."

[Ai] "We must stop ~~them from gaining access to this mineral~~ at any cost."

[Ai] "It is here you comes in. We need an insider. Someone they can trust, who can provide us with insight in what they know and what they plan."

[Ai] "You are a skilled and trusted pilot and you are unknown for them."

[Ai] "You could be one of the rats, leaving Alliance for the gold and green forests that the rebels promise."

[Ai] "Our plan is to let you leak crucial information to them about a coming attack against one of their outposts near Lavis."

[Ai] "You will join them during the attack. You will be sent their together with a group of suspected rats."

[Ai] "You and the rebels will help us get rid of them, and at the same time lay a foundation of trust for you."

[Ai] "I have set up a meeting with a lower rebel leader at coordinates (X,X)."

[Ai] "You should travel there immediately, and hand him this file."

[Ai] "Then, you will travel to the outpost and join the attack fleet. I will provide you with the exact coordinates after the meeting."

She looks at you seriously. "Good luck. I will stay in touch. Go now."

### 3.2 Outside Fortrun

[Sair] "That was unexpected. But it might be the logical choice. Let's go meet that rebel person."

### 3.3 Travelling to meeting location

[Sair] "You know. This might be the last moment of stillness we get in a while."

[Sair] "You should take a moment to appreciate it."

### 3.4 Meeting Rok

A young man with a fierce look appears on your display.

[Rok] "So you came after all. And you seems to have no company. Brave!"

[Rok] "Stupid, and brave.. Let's get to it. You had information. Sent it over."

He speaks with a quite harsh voice. It sounds like he isn't as confident with the situation as he tries to appear.

You transfer the information.

[Rok] "..."

[Rok] "... Why would you tell us this. A change of heart you say?"

[Rok] "I have difficulties believing you. ~~But I also have difficulties understanding you.~~"

[Rok] "..."

[Rok] "I will leave you now. If this is true, and you follow the plan through, there will be a place for you by us."

[Ai] "If not... I will make sure you regret this meeting."

[Rok] "Bye for now."

The screen goes blank, and the small group leaves silently.

[Sair] "That was tense. It wouldn't have been illogical for them to shoot us down at the spot."

[Ai] "..Did it go as planned? Good. Now, join the attack fleet at coordinate (X, X)."

[Ai] "There is no looking back now. This might be our best chance to get a grip on the rebels."

### 3.5 Travelling to attack location

[Sair] "Remember. Even if the Alliance fleet we will join **is mainly** quite unexperienced pilots, they will have better equipment than most of the rebels we have faced this far."

[Sair] "Be careful."

### 3.6 Meeting attack fleet

A rough and seemingly annoyed man appears on your display.

[Attack fleet leader] "You are late, scum. **This is not a walk in the park.**"

[Attack fleet leader] "I will not watch your back if you not are able to follow orders."

He directs his next message to the entire fleet.

[AFL] "I will not hold a fucking inspirational speech for you. Do your job, and we can go home."

[AFL] "I don't know what they are fucking thinking, sending us here. I guess someone has to do their dirty job."

[AFL] "We will try to make this as quick as possible. Go in, destroy everything, and leave.

[AFL] "Make sure they don't have time to forward the message, or we will be **swarmed on** our way back."

[AFL] "Let's move out. Don't fall behind."

### 3.7 Attack on Alliance

... Mostly empty level ...

[AFL] "What is this? Is the station abandoned?"

Rebels appear on your radar.

[AFL] "What? We are surrounded!"

[AFL] "Someone has ratted us out. Pull out. Pull the fuck out!"

[Rok] "You came here after all. Well done. Now, let's finish this."

[Sair] "I'm not looking forward to this. Let's get this over with."

... Attack on Alliance with the rebels ...

[AFL] "Are you fucking kidding me? What are you doing, idiot?"

[AFL] "What did they promise you? Gold and happiness?"

[AFL] "Oh, your dreams will turn to ashes. You will regret this. You will really reg.."

A rebel bomb interrupts the attack fleet leaders inspirational speech.

[Rok] "Don't let them escape. Let's pay back for all that they have done to us."

... The connection was aborted. The level begins, and ends ...

Rok appears, looking relieved and excited.

[Rok] "Amazing job my friend! We really got them there."

[Rok] "They will think one time or two before attacking us again."

[Rok] "We would not have been able to do it without you. We really appreciate it."

[Rok] "A small, but significant step towards the **peoples liberation**. Thank you."

[Rok] "Travel to the coordinates (X,X). There you will find our base."

[Rok] "I will tell you more about us, and you will tell us more about you."

[Rok] "You will get a place with us rebels. You will not regret this choice. See you later!"

### 3.8 Travel with rebels to base

[Ai] "It went as expected? Good.

[Ai] "I feel slightly bad for putting you through this, but it was a necessity."



[Ai] "I'm sure you understand."

[Ai] "Don't get fooled by them. Many of them themselves believe that they are standing for good and justice.

[Ai] "Remember all the people they plundered and murdered around the system."

[Ai] "I wish you best of luck. Contact me immediately when you find anything useful."

..connection ended..

# Mission 5: Infiltration - v1

LinkPactGames

October 2014

## 1 Summary

*The player is sent to help retrieving important cargo from an Alliance freighter ship. The mission is successful, and the players reputation among the rebels is solidified.*

## 2 Story points

- o Rebel station, Rok: Warmly welcomed. Sent on retaliation mission.
- >Outside station, Ai: Interaction about the coming mission.
- ox Ambush location, rebels: Small talk. Ambush, and retreat.
- >After ambush, Sair: Brief comment.
- o Rebel station, Rok: Happy with result. Come back for more missions.

## 3 Manus

### 3.1 Arriving at Rebel Station

Rok turns to you with a wide smile.

[Rok] "Friend! Welcome! I am very glad to have you here. We need people like you. People that aren't afraid to do what must be done."

[Rok] "The people here are poor and frustrated with how the Alliance keeps using their strength to exploit us."

[Rok] "We need more skilled pilots to be able to fight back. Like you!"

[Rok] "And I'm sure your insight in the Alliance will prove to be very useful..."

[Rok] "Actually, we would need your help right now."

[Rok] "We are planning to raid a transport travelling between Soelara and Fortrun which we believe carries a particularly large batch of Murt."

[Rok] "Have you heard about Murt? It is said to be the energy source of the future."

[Rok] "Both us and the Alliance are looking into it. The scientists on Peye are also researching it, but they are very restrictive in what information they share."

[Rok] "It could be the single factor that determines the future path of the sector. We must do what we can for preventing the Alliance from gaining further insight into it."

[Rok] "I will mark the coordinates for the attack on your map. You will meet the others of the fleet at that location."

[Rok] "Some of us are still sceptical of your presence here. This might be the chance to prove where your true allegiance is."

### 3.2 Outside station

[Ai] "...They are planning an attack on the freighter?"

[Ai] "It is surprising that they know about the transport. They must have more **rats** than we know about..."

[Ai] "I will look into it. You should participate in the raid as planned."

[Ai] "You can't do anything erratic now. I will see what I can do about the content of it."

### 3.3 Ambush location

[Rebel] "So! You are the new cape-turner."

[Rebel] "Heard you worked for the Alliance for a while, but got cold feet?"

[Rebel] "I guess they aren't as pretty as they try to look. Only caring about the rich population. Leaving us poor to starvation."

[Rebel] "You are very welcome. Your help is appreciated."

...

[Rebel] "Do you prefer ranged weapons like Ballistic Laser, or close combat weapons like Spread Bullet?"

[Rebel] "You know, if you ask me weapons like Ballistic Laser and Beam are for meakling, afraid of taking a few hits."

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

...

[Rebel] "Lately the Alliance has made a lot of development on their stealth technology."

[Rebel] "The fleet protecting the freighter might have some of those ships.  
[Rebel] "Keep your eyes sharp. They are not invisible, but very hard to see!"  
...  
[Rebel] "I can see them on my radar now.  
[Rebel] "Remember, we are only here for the cargo. Hit it fast and hard, and then leave."  
[Rebel] "No need to hold back though, hit those bastards where it hurts!"  
[Rebel] "Here it goes, for the people!"  
... Mission ...  
[Rebel] "Surrender the cargo peacefully, and you will come to no harm..."  
[Alliance] "Do you believe that bullshit yourselves? You are coming down with us."  
...  
[Rebel] "We've got the cargo. Pull out! Pull out!"  
[Rebel] "Their reinforcements must be on their way. We'll meet at the base."

### 3.4 Travelling back to Rebel Station

[Sair] "I don't like those high-odds operations. If the Alliance hangar ships would have arrived a bit earlier we would have been done for..."  
[Sair] "We threw the right side of the dice this time."  
[Sair] "We should meet Rok at the rebel base, see what he has to say."

### 3.5 Back at the Rebel Station

Rok greets you.  
[Rok] "I heard it was a close call. The main point is that you got out, and that you have the cargo."  
[Rok] "Let's see if it proves to be as valuable as we hope. They are searching the cargo right now."  
He looks thoughtful.  
[Rok] "I don't like how the Alliance have been acting lately."  
[Rok] "The transport seemed to be of high importance for them. But if the cargo was crucial for them, the escort security should have been even higher."  
[Rok] "This didn't seem like a crucial piece for them, and that worries me."  
[Rok] "You should get some rest while you can. Come back then."

[Rok] "Hopefully they manage to extract some useful information about the cargo, maybe a lead on what we should do next."

# Mission 6: In The Name Of Science - v2

LinkPactGames

October 2014

## 1 Summary

*The player is sent on a mission to retrieve a scientist from Peye. The player has a serious discussion with the scientist, before returning him to the rebels.*

## 2 Story points

- o Rebel Station, Rok: Findings, need to retrieve scientist at Peye
- o Outside Rebel Station, Sair, rebel: Comments
- >To Peye outpost, Ai and Sair: Discussing the situation
- >x To Peye outpost, slippin' through Alliance outpost: Breaking through
- o Outpost, Scientist Ente: Speaking with Ente, introducing possible Murt-plan, and Murt gathering
- >x To Rebel Base: Attacked fiercely by Alliance
- o Outside Rebel Station, Ente - Comment
- o Rebel Station, Rok
- o Outside Rebel Station, Sair - Comment

## 3 Manus

### 3.1 Rebel Station

Rok greets you. He looks worried.

[Rok] "Welcome back. It is good that you came so quickly."

[Rok] "We didn't find much Murt in the cargo. It seems like they took it of in the last minute.."

[Rok] "On the other hand, we found some interesting conversations in their log system."

[Rok] "They spoke about a group of scientists living near Peye, who have been scanning the solar system for Murt."

[Rok] "They have no particular allegiance, neither to the Alliance or us rebels, but have lately been depending on a small Alliance fleet for their protection."

[Rok] "According to the logged conversation it seems like that the group has found a huge quantity of Murt."

[Rok] "They seem hesitant sharing this information with the Alliance though. They seem worried that the Alliance would use the Murt for military purposes."

[Rok] "Naturally, the Alliance is very upset about this, and is currently pressuring the scientists to share their information. It is probably only a matter of time before they get what they want."

[Rok] "That's why we have to act now, as quick as possible."

[Rok] "We have a name to one scientist that seems to be of high importance - Ente."

[Rok] "He has been deeply involved in the Murt research, and is said to be very sceptical of their relationship to the Alliance. "

[Rok] "We want to bring him here, and to have a.. chat with him."

[Rok] "We will send a small group of ships to slip through the Alliance's defenses around the research station, extract Ente, and return him here."

[Rok] "The idea is simple, but this will likely be a highly dangerous mission."

[Rok] "You should prepare yourself properly. The rest of the fleet will be waiting close to the rebel base."

### 3.2 Outside Rebel Station

[Sair] "'Bring him here to have a chat with him', that sounds really sinister to me.."

[Sair] "We shouldn't let our guards down. Remember why we are here."

[Sair] "We should speak to Ai. Let's do it when we aren't so close to the other ships."

...

[Rebel] "All here? Good."

[Rebel] "We'll move as one unit until we have passed the Alliance defenses around the station."

[Rebel] "Then we'll split up and search for that scientist."

[Rebel] "When he is found, send a signal to all others, and we will all try to pull out as quick as possible."

[Rebel] "This is a high-risk mission. I doubt that all of us will come back."

[Rebel] "But I'm sure that some of us will, and that they will continue to do what they can for the people."

[Rebel] "I have no more words for you. Good luck friends."

### 3.3 To Peye, interaction

[Ai] ... "You are seriously going to try to extract Ente?"

[Ai] "That's a suicide mission.. Even if some of you managed to slip through the defenses, you would never be able to escape."

[Ai] "We have several Hangar ships stationed around the research station. You would be dead fishes."

[Ai] "But an interesting thought occurred to me."

[Ai] "The scientists knows something that they won't share with us. Maybe Ente is willing to share with the rebels."

[Ai] "Then the rebels could lead us there.."

[Ai] "I need to speak to the command. I will be back in a moment."

...

[Sair] "It sounds like a utterly mad idea, to let the rebel get the information about Murt, and then shadow them to the location."

[Sair] "But **it isn't impossible that it actually will work..**"

...

[Ai] "I have spoken to the command. I have got green light to go ahead with the plan."

[Ai] "I will try to distract the defenses around the station."

[Ai] "It will still be challenging to get through. But not suicidal. You will make it. Good luck."

### 3.4 To Peye, battle

[Rebel] "It seems like we have reached their defenses. The goal is to slip through. Don't do anything risky."

... Level ...

[Rebel] "Seems like most of us got through. We are tougher than they think!"

[Rebel] "Now, let's search the station."

[Rebel] "If you find Ente, send the signal. If you receive the signal, pull out as quick as possible."



### 3.5 At Peyé Outpost - Ente

[Sair] "Let's see. Let's explore that smaller building outside the complex."

... Ship landed ...

You quickly walk into the small hut, looking around, searching for the man in the picture you saw.

A man appears in one of the door openings. He looks surprised, and a bit nervous. You ask him if he is Ente.

[Ente] "Well, yes, I am."

[Ente] "I must say I am a bit surprised by your visit. Can you tell me, who might you be?"

[Ente] "No, don't tell me. Let me guess."

[Ente] "..."

[Ente] "Are you yet another Alliance coming here to persuade me of sharing my information?"

[Ente] "You look too inexperienced for that. Maybe you are something else."

[Ente] "A rebel? Probably a rebel. But somehow something about you feels... different."

...

[Ente] "You are here to bring me to the Rebel Station you say?"

[Ente] "But your eyes tells me something else."

[Ente] "You don't really know why you are here. You are confused. You wonder what's really going on."

[Ente] "I will assume my observations are correct. I will tell you a little bit more. Maybe we can even help each other ~~a bit~~ here."

[Ente] "As you know, I am a scientist."

[Ente] "As you also probably know, I am part of a group that are re-searching Murt."

[Ente] "We are developing and testing scanners for finding Murt."

[Ente] "Up until now only small amounts has been found at a time around the system."

[Ente] "This has been very useful for research, but we have only found very small amounts."

[Ente] "Up until recently, that is."

[Ente] "Our scans have shown us a meteorite containing massive amounts of Murt."

[Ente] "Thousands of times more than what we have found up until now combined. It is an unimaginable source of power."

[Ente] "In the right hands, it could be an immense help for the people of the sector."

[Ente] "In the wrong hands... It could be used for such ~~incredible amounts~~  
~~of~~ destruction."

[Ente] "..."

[Ente] "You realize the problem here, don't you?"

[Ente] "Currently the whole sector is in conflict. Rebels and Alliance struggle for the control."

[Ente] "The Alliance want to assert full control in order to achieve a **calm**  
**and** controlled sector."

[Ente] "The rebels on the other hand resent this. They want freedom, to let each planet walk its own path, and are willing to sacrifice the order of the sector for that freedom."

[Ente] "Which way is better? I **have no preferences.** **What I know is that the Murt currently will be used as a tool of war.**"

[Ente] "We must put the Murt to use, but we must put it to good use.  
~~There are no other alternatives.~~"

[Ente] "So what is my suggestion? We must hide the Murt."

[Ente] "Hide it."

[Ente] "Hide it until the sector is ready to handle it."

[Ente] "When the sector stabilizes one day, in ten or hundred years, we can bring it out in the open."

Ente eyes you curiously.

[Ente] "You know. I am telling you all this for a reason."

[Ente] "I want your cooperation."

[Ente] "All of this information will leak to the Alliance and the rebels eventually."

[Ente] "We must hide **it away** before that happens."

[Ente] "To do this, you will need to access one of our information centrals."

[Ente] "There you will find information about where to find the technology, as well as the exact location of the meteor."

[Ente] "You should bring me to the Rebel Base ~~as planned.~~ Then you should go to the information hub."

[Ente] "I will not leak crucial information until I know that you have finished your mission."

[Ente] "By then it will be too late for them to do anything about it."

[Ente] "Let's go"

The strange man hurries before you up into the ship.

...

[Sair] "What a strange man. **It** seems the most logical path for us to at least initially follow his plan."

[Sair] "We can always ~~diverge later and~~ share the information with Ai or Rok later on."

[Sair] "I'll send the signal to the other rebels. Let's move out now."

### 3.6 To Rebel Station, battle

[Sair] "Seems Ai wasn't as successful in diverging the Alliance attention as she hoped to be. This looks like it will be a tough one."

[Rebel] "... We have no choice but trying to break through. Good luck, everyone."

... Breaking out level, with hangar ship ...

[Rebel] "We are through! Let's meet at the Rebel Station!"

### 3.7 Outside the Rebel Station

[Ente] "It seems to be time. Remember what I have told you."

[Ente] "Go to the coordinate I marked on your map. You will find more information there."

[Ente] "Make sure that you aren't followed."

[Ente] "I don't know if we will meet again. I trust that you will do what's best for the sector."

[Ente] "Remember. In their own minds all people are their own heroes, defender of their own beliefs."

[Ente] "There are no good people, and there are no bad people. There are just people."

### 3.8 Rebel Station

Rok speaks to the group.

[Rok] "Incredible work, all of you."

He turns to Ente who looks visibly uncomfortable. Rok bears a slightly sinister look.

[Rok] "Welcome to the Rebel Base Ente. We will soon have a little chat you and me."

There is something very unsettling in his voice. He turns to the group of rebel pilots again.

"I will keep in touch. Come back soon, there will definitely be more to do in the near future."

He and Ente leave the room. While Ente passes he quickly whispers to you.

[Ente] "Good luck"

### 3.9 Outside Rebel Station

[Sair] "We should go to that information hub he was speaking about."

[Sair] "And if what he said about the Murt meteorite is true.. Hiding it might be the correct option."

[Sair] "Let's not contact Ai just yet.."

# Mission 7: Information - v2

LinkPactGames

October 2014

## 1 Summary

*The player goes off to a coordinate provided by Ente. On the way the player dispatches a following rebel group. At the information point the player get some information about the sector, and information about where to go next in order to find the radar-disruptor technology.*

## 2 Story points

- >To coordinate, Sair: Comment
- >x To coordinate, following rebels: Conflict
- o At coordinate, Sair - Evaluating information

## 3 Manus

### 3.1 Travelling to coordinate

[Sair] "It looks like we are followed. We can't lead them to the information hub."

[Sair] "Either we'll have to shake them of, or we will have to make sure they can't follow us anymore."

...  
[Sair] "They won't stop following us. We will need to do something about them."

...  
[Rebel] "What are you doing? I will report this to the command!"  
... Dispatching followers ...  
[Sair] "That was all of them."  
... Closing in to the information hub ...

[Sair] "This must be it. Well hidden, indeed!"

### 3.2 At information hub

[Sair] "So, let's see what we have here. I'll enter the password we got from Ente.."

[Sair] "..."

[Sair] "We have access. Let's see what we have here."

[Sair] "..."

[Sair] "..."

[Sair] "Interesting. It's a lot of information here about both the Alliance and the rebels."

[Sair] "It seems like the official story about how the Alliance came to power might be slightly.. altered."

[Sair] "Yes, they came to power through an election. But the elections doesn't seem to have been as free as they claim..."

[Sair] "The rebels on the other hand seems to have started as an anarchist organization. 'Liberation through Chaos'."

[Sair] "They seem to have gradually adapted over time to be more... presentable... for the people around here."

[Sair] "But that's not why we are here. I wish we had found this place earlier..." (Hint about a side-mission?)

[Sair] "I think I have found their information about Murt."

[Sair] "It seems like after they increased the range of their scanners, they started to pick up huge signals from a particular meteor outside New Nor-rland."

[Sair] "That must be it. I have recorded the coordinates. Now we only need to find data on that cloak-technology.."

[Sair] "..."

[Sair] "Here it is. Quite recently they started to develop a cloaking technology on another outpost close to Peyé."

[Sair] "We should go there immediately. I have downloaded the data. I can continue to analyze it on the way."

[Sair] "I have marked the coordinate on the map. I will tell you more during travel."

# Mission 8: Beginning Of The End - v1

LinkPactGames

October 2014

## 1 Summary

*The player travel to retrieve technology that can be used to conceal the Murt meteorite. When arriving at the location of the technology Sair realize that it is too late. The mission can no longer be completed.*

## 2 Story points

>Travel to coordinate, Sair: Database information  
o Coordinate, Sair: Comment  
>Travel to meteor belt, Sair: Realization

## 3 Manus

### 3.1 Travelling to coordinate

[Sair] "Ente's logic seems to hold."

[Sair] "This energy source would be a significant asset in restoring this sector."

[Sair] "Also, its power must be handled with care. Otherwise, it will lead to more destruction than good."

[Sair] "The best course of action is definitely to hide the Murt."

[Sair] "We should hurry. If Ente leaks... This would quickly get out of hand."

### 3.2 At the coordinate

[Sair] "This must be it."

[Sair] "The place seems to be abandoned though..."

[Sair] "Last time we were here the area were swarmed with Alliance ships. What's going on?"

[Sair] "This must be the radar-distortion device. Let's leave now."

### 3.3 Leaving the coordinate

[Sair] "We have incoming messages!"

[Ai] "Where are you? You are needed urgently."

[Ai] "A huge rebel fleet is heading towards an asteoid belt outside New Norrland."

[Ai] "We believe that it has something to do with the Murt. They must have managed to extract something from that scientist."

[Ai] "We didn't anticipate how quickly they would react, and with those numbers."

[Ai] "We are gathering what ships we can at the location X. You should abandon all current missions and travel there immediately. Over and out."

...

[Sair] "It seems like Ente leaked after all. This is not good."

[Sair] "They don't know the exact location though. We still have a small lead."

[Sair] "If we get there before they start scanning the belt we might still manage to hide it. Let's go now."

...

[Sair] "Another message..."

[Rok] "We need your help."

[Rok] "The chat with the scientist guy provided us with some really interesting information."

[Rok] "According to him there is a huge gathering of Murt somewhere in an asteroid belt outside New Norrland. We are travelling there right now to investigate."

[Rok] "The Alliance seems to have picked up on it too, so the time is really short."

[Rok] "We are gathering close to the belt. You should travel there immediately. See you there."

...

[Sair] "Interesting situation. We should hurry. It's might be already be too late."



# Mission 9: The End - v2

LinkPactGames

October 2014

## 1 Summary

*The player travels to the asteroid belt. Sair provide further information on the way. They realise that the original plan can't be executed, and that it is up to them to choose.*

## 2 Story points

- > Travelling to the asteroid belt, Sair - Thinking and radio interceptions
- o Asteroid belt, Sair - Mission fail, thoughts on what to do next

## 3 Manus

### 3.1 Travelling to coordinate

[Sair] "Both the rebels and the Alliance are already scanning the asteroid belt. We will not be able to carry out our initial plan."

[Sair] "What should we do now? What can we do now?"

[Sair] "I need to think about this."

...

[Sair] "So. Summarizing the situation."

[Sair] "Both rebels and the Alliance knows about the Murt asteroid."

[Sair] "The rebels roughly knows it whereabouts, and the Alliance knows that the rebels knows."

[Sair] "If the rebels get control over it, they will use it to fight back against the Alliance."

[Sair] "With the Murt, they would probably win in the end. It is highly uncertain how the sector would look with them in control."

[Sair] "If on the other hand the Alliance get control over it, they will use it to subdue the rebels in the sector."

[Sair] "They would succeed, and could then take total control over the sector."

[Sair] "It would probably mean peace, under their control. People would have to live according to their rules."

...

[Sair] "Another desperate, alternative is to destroy the Murt itself."

[Sair] "It is unstable ~~in its nature~~. If we put it under intense fire, it would ~~probably~~ start a chain reaction leading to an enormous explosion."

[Sair] "This would eradicate everyone in the meteor belt, and probably scar New Norrland ~~quite~~ badly."

[Sair] "It would also destroy the best opportunity to restore the sector."

[Sair] "Status quo is upheld. But what kind of status quo?"

...

[Sair] "They still don't know the exact location of Murt. Our information could be very useful for any side."

[Sair] "Should we try to help either the rebels or the Alliance?"

[Sair] "Or should we try to take it in our own hands? Destroying the Murt."

[Sair] "I can't calculate this. What is the best path? What should we do?"

### 3.2 Arrival at Asteroid belt

[Sair] "We are here."

[Sair] "This one is up to you."

[Sair] "We should speak to the rebels and the Alliance fleet, see what they think about the situation."

[Sair] "You must decide if you want to help either of them, or if we should go ahead on our own."

# Mission 10: The End, Rebel branch - v1

LinkPactGames

October 2014

## 1 Summary

*The player helps the rebels accessing and keeping control over Murt. The tides are turned. The sector now has two dominant factions, and is thrown into a deeper war.*

## 2 Story points

o Rebel fleet, Rok - Rok explains rebel position >Asteroid belt - The player and the rebels move in, seizing the Murt. ox Murt - The rebels defends Murt, extracting, and beating back the Alliance >>Rebel Ending

## 3 Manus

### 3.1 Rebel Fleet

[Rok] "There you are! I'm glad you are here."

[Rok] "The scientist told us many interesting things after some persuasion."

[Rok] "He told us about an enormous quantity of Murt, which apparently is located somewhere in this asteroid belt."

[Rok] "It is only a matter of time before we will know what asteroid that contains the Murt."

[Rok] "The Alliance has also somehow picked up the information. This makes the situation more critical."

[Rok] "We were here before the Alliance, and we will probably get to the Murt before them. But it might not be enough."

[Rok] "They have a stronger force **here, so if** we aren't fast enough, they might be able to overtake the Murt by force before we are able to start using it."

[Rok] "Your help is really appreciated ~~here~~. We could move out any minute now, so stay here and stay alert."

Do you want to share what you now about Murt with Rok?

¿ Tell him what you know

¿ Not yet, I want to check the other options

[Rok] "So that was what you were doing? And the scout fleet, was that you?"

[Rok] "Let's take that discussion later."

[Rok] "If this is true, this information could tip this entire situation in our favour. We are moving out immediately."

### 3.2 Asteroid Belt

[Rok] "If this information is correct it might buy us the time that we need..."

...

[Rok] "An Alliance scout team! We must shatter them. We can't lead them to the Murt. Bring them down!"

... Level against light Alliance ships ...

### 3.3 Murt

[Rok] "Yes! This must be the asteroid. It looks perfectly ordinary, but our sensors beg to differ."

[Rok] "Let's start the extraction."

...

[Rok] "One of our teams has started the drilling. We have prepared energy cells that are able to handle the Murt."

[Rok] "When they are ready, we will use them to beat down the Alliance. Exciting, exciting!"

...

[Rok] "There is a large Alliance force incoming. We must hold them off for long enough."

[Rok] "This will be the final battle. We can't lose now. Keep it tight everyone."

... Survive a certain time level ...

[Rok] "We have access to the Murt!"

[Rok] "Quickly, equip those energy cells to your ships."

[Rok] "With those, both the shields and the weapons will overflow with power."

[Rok] "We will be invincible and immensely powerful."

[Rok] "We can finally pay back for all they have done to us!"

[Rok] "We can finally get our revenge!"

[Rok] "We can finally eradicate the Alliance!"

... Final overpowered level ... [Featuring desperate messages from the Alliance]

... Fades out into the outro

# Mission 10: The End, Rebel branch - v1

LinkPactGames

October 2014

## 1 Summary

*The player helps the Alliance wringing the Murt from the rebels hands. Military factions of the rebels are eliminated or dissolved. The war is over. The Alliance is in total control.*

## 2 Story points

o Alliance fleet, Ai - Ai explains the Alliance position  
> Asteroid belt - The player and the Alliance move in  
ox Murt - The Alliance wrings the control over Murt out of the rebels hands  
>> Alliance Ending

## 3 Manus

### 3.1 Alliance Fleet

[Ai] "Long time, no see! It is good to finally see you again."

[Ai] "I will tell you what we know about what's going on. We have known since a while that the scientist has located something which they doesn't want to tell anyone about. We believe that it is a huge quantity of Murt."

[Ai] "After you kidnapped that scientist the rebels suddenly started gathering a large fleet of ships, travelling here. They abandoned many of their stations, even suddenly abandoning raids against transports."

[Ai] "This was the signal. They had managed to extract information about the Murt position from the scientist."

[Ai] "We moved out immediately, but we was unprepared for which speed the rebel was able to gather their forces."

[Ai] "They were here before us, and has had more time to scan the asteroids. We believe they are able to take control over it any minute now."

[Ai] "It would be a catastrophe. We wouldn't be able to contain them anymore. They would be able to roam free, plundering and spreading chaos throughout the sector."

[Ai] "You will be needed here, so make sure you'll stay around. This will be a tough one."

Do you want to share about Murt with Ai?

>Tell her what you know.

>Not yet, I want to check the other options.

[Ai] "What is it you are telling me? You knew all this without telling me until now? Why!"

[Ai] "We don't have time to take that discussion now. I'm glad you came to your senses anyway. We should move out immediately. Maybe **there still is time** to get to the Murt before the rebels. This could tip everything in our favour."

### 3.2 Asteroid Belt

[Ai] "It must be that asteroid. It is swarmed by rebels, goddammit!"

[Ai] "They seem defensive. They don't have access to the Murt yet. When they do, we will stand no chance. But we are still stronger than them."

[Ai] "Our only option is to throw the dice, and hit them with what we've got. Let's break down their defenses."

... Eradication level ...

[Ai] "We are almost there. Now, we must take control over Murt. Hit them hard and fast."

... Taking control over Murt-level ...

### 3.3 Murt

A battle is raging around the asteroid, but the Alliance troops holds a small circle around the Murt asteroid.

[Ai] "Yes! We have won! We have control over Murt."

[Ai] "Let's show them the Alliance's power. Let's show them what happens if you oppose us."

[Ai] "Let's show them who rules this sector!"

### 3.4 Ending

[TO BE WRITTEN]

# Mission 10: The End, On Your Own - v2

LinkPactGames

October 2014

## 1 Summary

*The player decides to take it into the players hands. The player travels to the Murt, avoiding rebels and Alliance fleets. At the arrival the player either sets Murt on fire, or flees, leaving everyone else behind.*

## 2 Story points

- o Asteroid belt: Sair reasons about the situation
- >x: Travelling to the Murt, avoiding two fleets
- o Murt: Reasoning on the spot

## 3 Manus

### 3.1 Asteroid belt

[Sair] "It is possible that we could manage to destroy the entire Murt meteorite before anyone else reaches the location."

[Sair] "It would mean that we keep Murt out of the hands of both the Alliance and the rebels."

[Sair] "It would also mean that we destroy what rightfully belongs to the people of this sector."

[Sair] "Something that could transform their life to the better."

[Sair] "It would kill the entire Alliance- and rebels-fleet that are here, and likely burn away this side of New Norrland."

[Sair] "It would be the end for us."

[Sair] "We wouldn't be thanked for that. It wouldn't end the conflict."

[Sair] "But ~~at the same time~~ it would prevent the Murt from being misused to kill and control."



[Sair] "Do you think this is the best of the worst choices?"  
ı "Yes. Let's go ahead and destroy the Murt." ı "I have to think a bit more about this."  
[Sair] "Well then, it is decided. Let's go!"

### 3.2 Travelling to Murt

[Alliance] "Identify yourself! Are you a rebel ship? I'm sorry. We can't let you continue."  
... Avoidance The Alliance level ...  
[Sair] "Well done. The area seems to be swarmed by both Alliance and rebel scouts keep your guard up."  
[Sair] "A rebel scout fleet is incoming. Let's try to slip through!"  
... Avoid The Rebels level ...

### 3.3 Murt

[Sair] "Finally, we made it through! It appears we managed to make it here before the others."  
[Sair] "To end this, just open fire. Heat the asteroid until it takes fire. Burning it. Burning it all."  
[Sair] "Are you ready to do it? Is this the way to go? I still don't know."  
[Sair] "Maybe we are removing the systems last hope in vain."  
[Sair] "Or maybe this will prevent further war and chaos."  
[Sair] "No backing down now, I guess. Let's open fire!"  
... Last level, setting a meteor on fire ...  
... Fading out, displaying the explosion, before the after text comes in

# Endings - v2

LinkPactGames

October 2014

## 1 Rebel ending

After that the rebels took control over Murt, they intensified their raids against the Alliance. Soon they controlled New Norrland, Lavis and much of the interspatial territory. The Alliance was initially paralyzed, losing battle after battle. But after a while they started putting up harder resistance. The rebels became the stronger faction, but as their power grew they became more and more fractured. Soon the rebels splitted in three different factions, all with different beliefs about how to rule the system. The war went on for a long time.

At the same time, the rebels and the Alliance managed to agree on keeping a no-war-zone around Peye. There, research could focus on how to use the Murt to help the people of the sector. They managed to create technology that could yield food for millions of people. People weren't starving anymore.

You and Sair continue to travel the sector. Maybe you are helping people, maybe not. Sometimes you wonder if you made the best choice. You will never know.

But you will always know, that you **the best you could.**

The End

## 2 Alliance ending

After that the Alliance got Murt under their control they slowly started stabilizing the sector part by part. The rebels initially put up fierce resistance, throwing whatever they had against the Alliance force, but it was in vain.

People started leaving the rebels, quicker and quicker, getting back to trying to get their everyday lives around. The remaining rebel fleets that put up resistance were easily defeated and disbanded.

After the defeat of the rebels the Alliance started using part of the Murt to build and organize policing forces that were spread out over the entire sector. Their purpose was to make sure that events like this would never happen again. They started controlling the information flow of the sector. It was peace, but it was a forced peace.

At the same time, the Alliance gave parts of the Murt to the scientists on Peye who started researching how to use the Murt to help the people of the sector. Together they managed to create technology that could yield food for millions of people. People weren't starving anymore.

You and Sair continue to travel the sector. Maybe you are helping people, maybe not. Sometimes you wonder if you made the best choice. You will never know.

But you will always know, that you did the best you could.

The End

### 3 Burn ending

[Sair] "Do you see anything? Do you feel anything?"

[Sair] "I think this is the end. I'm going out soon."

[Sair] "Do you think we did the right choice?"

[Sair] "..."

[Sair] "I guess we'll never know."

[Sair] "But we did our best."

[Sair] "..."

[Sair] "Goodbye. It was nice travelling with you."

[Sair] "..."