

# Mission 9: The End - v1

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] "It looks like both the rebels and the Alliance has started scanning the asteroid belt. We will not be able to carry out our initial plan."

[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] "Both factions want to claim the energy source, and use it for their purposes."

[Sair] "If the rebels get control over it, they will use it to fight back against the so called 'Alliance oppression', throwing the sector into a prolonged conflict."

[Sair] "With the Murt, they would probably win. 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 assert total control over the sector. They could ensure peace, and they could ensure that they stay in power. People would live according to their rules."

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

[Sair] "According to the scientists information hub, 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 eradicating everything in the asteroid belt, and probably eradicating large parts of the New Norrland population."

[Sair] "This would also mean that the people of the sector wouldn't be able to use the Murt at all."

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

[Sair] "We can use our information to help either faction, or 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. We should speak to the rebels and the Alliance fleet, to see what they think about the situation. Then 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 defend 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] "I don't know how much you know about the situation. As said, the scientist leaked after some persuading. He told us about this enormous quantities of Murt, which apparently is located somewhere in this asteroid belt."

[Rok] "It is only a matter of time before our sensors will pick up which asteroid that contains the Murt. When we do, we will hurry there and take control over it as quick as possible."

[Rok] "We were here before the Alliance, and we will probably get to the Murt before them. They have a stronger force here through, so it is crucial that we will be able to hold them off for long enough."

[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, what that you?"

[Rok] "We don't have time for scolding now anyway. If this is true, this information could tip this entire situation in our favour. We are moving out immediately."

### **3.2 Asteroid Belt**

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

... Level against light Alliance ships ...

### **3.3 Murt**

[Rok] "Yes! It must be that asteroid. It looks perfectly ordinary, but our sensors beg to differ. Let's start the extraction."

[Rok] "We have a team that has started the drilling. We have prepared energy cells that are able to handle the Murt. When they are ready, we will be able to assert control here. Well done, well done!"

[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! Quickly, equip those energy cells to your ships. With those, both the shields and the weapons will overflow with power. We will be invincible and immensely powerful."

[Rok] "We can finally pay back for all they have done to us! We can finally get revenge for all of our people they have killed!"

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

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

... Fades out into the outro

### **3.4 Ending**

[TO BE WRITTEN]

# Mission 10: The End, Rebel branch - v1

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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 - v1

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## 1 Summary

*The player decides to take it into your own 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 spot - Player is prompted to choose again
- >>Burn Ending
- >>Coward Ending

## 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, avoiding one faction overpowering the other and asserting control over the sector."

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

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

[Sair] "We wouldn't be thanked for that. It wouldn't end the conflict. 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? Are you sure this is the way to go? I still don't know."

[Sair] "Maybe we are trying to be more than we are. Maybe we are removing the systems last hope in vain."

[Sair] "Or maybe this will save the entire sector from sinking further into war and chaos, fueled by the immense power of Murt."

[Sair] "What do you say. Should we do it? We can still back away, escaping it all." - Let's do it. Let's destroy the Murt.

[Sair] "Alright then. It is decided."

[Sair] "No backing down now. Let's open fire!"

... Last level, setting a meteor on fire ...

... Fading out, displaying the explosion, before the after text comes in

- This is not our choice to make. Let's move out.

[Sair] "You might be right. I don't know. It is decided now anyway. Let's move out."

[Sair] "Let's hurry. Who knows what will happen when they get here."



[Sair] "They are opening fire around the Murt. It might very well lead it exploding anyway!"

[Sair] "Let's GO!"

... Fading into cutscene where the asteroid belt explodes ...

### **3.4 Ending - Burn**

[TO BE WRITTEN]

### **3.5 Ending - Coward**

[TO BE WRITTEN]

# Endings - v1

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## 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 utilize the Murt for good. They managed to create technology that could yield food for millions of people.

You and Sair continues to travel the sector up until today, trying to impact lives for the better. Sometimes you wonder if you made the best choice. You will never know.

But you will always know, that you did your best.

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 they soon realized that it was in vain. People started leaving the rebels, quicker and quicker,

getting back to their lives. The Alliance eliminated the remaining rebel fleets that put up resistance.

After that they squelched the rebels for good they organized policing forces over the entire sector that should 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, Peye was let to start researching how to use Peye for good. Together they managed to create technology that could yield enough food to sustain millions of people. People weren't starving anymore.

You and Sair continues to travel the sector up until today, trying to impact lives for the better. Sometimes you wonder if you made the best choice. You will never know.

But you will always know, that you did your best.

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

[Sair] "..."

### 4 Coward ending

The great explosion that followed eradicated large parts of both the rebel's and the Alliance's fleets, and scarred New Norrlands surface rendering it uninhabitable. People fled New Norrland and spread to the other parts of the sector. People starved, but was at the same time joined in their efforts of doing the best best they could of the situation.

After a while, both the Alliance and the rebels started to recover. Soon the rebels started to raid transports again, and the Alliance started to claim their interests around the system. This time though, the people of the system joined in an effort to end the war. They were tired of both the rebels and the Alliance. Finally the rebels and the Alliance started listening, and started pulling back their forces. It wasn't permanent, but the sector found a sort of temporary peace.

You and Sair continues to travel the sector up until today, trying to impact lives for the better. Sometimes you wonder if you made the best choice. You will never know.

But you will always know, that you did your best.

The End