

The Sun Will Go Out - Story Overview

Content	Page
Brief mission/story-gothrough	2
Presentation of the characters	3
Which levels on which mission	5
Detailed overview	6

Brief mission/story-go through (max two lines per entry!)

Tutorial

Non-mandatory introduction mission. The player is introduced to the controls.

Rebels in the Meteors

The player is sent to investigate rebel presence in a nearby asteroid belt. Rebels are encountered, and defeated with the help of an Allied fleet.

Protect the Ship

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

Defend Colony

Rebels have boldly occupied an area on New Norrland, damaging both the people in the region and Alliance mining interests. The player joins a fleet which successfully repels the rebels.

Infiltration

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.

Retaliation

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

[Insert 1-2 rebel missions here]

In The Name Of Science

The player is sent with a group whose goal among other is is to retrieve a particular scientist from Peye. The player has a serious discussion with the scientist, before returning him to the rebels.

Information

The player is sent to perform an important raid against an Alliance research station close to Border Station. The player diverge, and instead investigate a coordinate revealed by the Scientist.

Preparation for the End

Bolstered with new information, the player travel to retrieve particular technology able to shield Murt from sensors. When arriving, the player realize that the mission no longer can be completed.

The End

> **Rebels Forever** - The player helps the rebels accessing and keeping control of Murt. The tides are turned, and the sector has now two dominant factors, and is thrown into a deeper war.

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

> **Burn** - The player succeeds in setting the Murt on fire, eliminating the present fleets, scarring New Norrland forever, and removing the sectors perhaps last hope for a better life. The player dies.

> **Coward** - The player turns away, and escapes. The Murt is exploded anyway, eradicating the fleets and scarring New Norrland forever. The player is from here on known as 'The Coward'.

The Characters

The player

Description: Unknown

Personality: Unknown

Background: Fresh pilot with not much real-life-experience. Seems to want the best for people in general. Good relationship to the ship Sair.

Sair - The talking ship

Description: A talking entity inside a ship of unknown gender. Is not a unique phenomena in the sector, but not very common either.

Personality: Likes logical thought and structured reasoning. Seems to like kindness - if programmed or not is unknown.

Background: Unknown

Bert - The erratic Border Station subcommand

Description: An erratic semi-old man being in control of some operations on Border Station. Seems to be trusted by the Alliance. Has a responsibility to introduce new pilots arriving to the area. Is mainly interested in keeping the Border Station and its people in a good state.

Personality: A bit erratic. Caretaking and kind, but with a bit offputting personality.

Background: Unknown (right now)

Ai - The Alliance subordinate

Description: A younger, seemingly highly motivated woman working for the Alliance. Passionate about the Alliance cause, and seems to be quite despising of the rebels. She is some kind of lower command, is when you first meet her in command of the transport defenses at Highfence. Has contact with Bert. Later travels to Fortrun where you continue your interaction with her.

Personality: Passionate, and notorious about what she is doing. Believes in her cause. Likes to talk about what's needed to be done in the sector (removing parts of the rebels).

Background: Unknown (right now)

Par - An Alliance commander

Description: An elderly, woody, a little bit fanatic man with a long military history. Despised and respected by many. A person getting things done, no matter the consequences. The part of the command which the player interacts with.

Personality: Elderly, woody, fanatic. Not joking around. A person you respect and try to get out the way of.

Background: Unknown (right now)

Rok - A rebel

Description: A furious young man, working for the rebels. Probably around the players age.

Burning with intense hatred of the Alliance.

Personality: Angry, passionate and kind.

Background: Comes from a common family living at New Norrland. Scarce resources. Worse when Alliance took control of some parts.

Roha - A rebel leader

Description: A very calm, middle aged woman. One of the strong players inside the rebels.

Strategic, calculating, planning. Maybe easy to start trusting people.

Personality: Calm, strategic, calculating, planning.

Background: Unknown (right now)

Ente - The Scientist

Description: A quite old and hairy man with deep knowledge and deep compassion. He is logical, kind and insightful, but maybe not as strong as he thinks he is.

Personality: Logical, kind, insightful, compassionate. Not as insightful in himself as in the world around him.

Background: Unknown (right now)

Levels in each mission

Tutorial: Three pedagogic missions. Maybe significant amounts of popups during the levels.

Rebels in the Meteors: Two missions. One exploring (survival), one elimination (kill amount)

Protect the Ship: Two or three defence-of-freighter missions

Defend Colony: Two missions during the attack. One bigger kill certain number. One smaller "kill them all"-mission.

Infiltration: One space-exploration mission (only meteors, simple level). One harder "kill of the Alliance"-mission.

Retaliation: Two mission. One attack-on-freighter mission. One escape-mission.

[Insert 1-2 rebel missions here]

In The Name Of Science: Two missions. One kill-the-small-defense-fleet. One flee-through-huge-fleet.

Information: One mission. Chase of the followers (repeated attacks until you kill a percentage).

Preparation for the End: One mission. Eliminate the guards.

The End

> **Rebels Forever** - Three missions. One assert control. One defence. One overpowered.

> **Alliance Reign** - Three missions. Two take control. One overpowered.

> **Burn** - Two missions. One avoid on the way there. One SET IT ON FIRE.

> **Coward** - Two missions. Same avoid. Then another fleeing-mission.

Story - Detailed overview

- o At a location
- > Travelling
- x Level

Introduction

The player arrives at Border Station.

- > Travelling to Border Station, chatting with Sair

Briefly touches their background, and discussing their journey to take part of the real work in the sector.

Tutorial

Non-mandatory introduction mission. The player is introduced to the controls.

- o At Border Station, talking with Bert

You are welcomed to the Border Station and briefly introduced to the status there. You are offered to take a non-mandatory flight-simulation.

Rebels in the Meteors

The player is sent to investigate rebel presence in a nearby asteroid belt. Rebels are encountered, and defeated with the help of an Allied fleet.

- o At Border Station, talking with Bert

You are asked to perform an relatively easy mission - to scout a nearby asteroid belt where rebels has been sighted.

- > Travelling to the asteroid belt, talking with Sair

Short reflection that they already is starting to get into the work, and the state of the part of the sector.

- xo At the meteor belt

Scouting mission commences. Pirates are discovered. P manage to escape.

P sends a message to Border Station, and a fleet arrives. P join them and eliminate the rebels.

- o Back at Border Station, talking with Bert

Concludes that he is very satisfied with how the mission went, and that we will recommend you to a contact on Highfence (Ai).

- > Leaving Border Station, talking with Sair

Reflecting over that the job was tougher than expected, but that they should be satisfied with how the mission went. Saying that you should take up the offer and travel to Highfence.

Protect the Ship

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

o At Highfence, talking with Ai

She tells you that she have had contact with Bert, who seemed to have a good impression of you. She tells you about the harsh transport situation in the system, and the need to escort the freighters. She then tells you that you are welcome to join the guard of a freighter that soon will take off.

o Interacting with freighter outside Highfence

You are asked if you are ready to take of by the captain.

>x Travelling from Highfence to Soelara with the freighter ship

A little bit of small talk during the journey (maybe two text-box-sessions).

You are attacked 2-3 times during the journey, and rebels interact briefly with you before each attack.

o Arriving at Soelara, talking to the captain

The captain is thankful, and welcome you to return later for further work. *(possible opening for later side-mission, might even be possible to play a few times for the player in order to get an income and at the same time revealing some information about the sector).*

You are rewarded, and told to use the beacon to travel back to Highfence, with a brief introduction of the beacons.

> During hyperspeed, talking with Sair

Sair is curious about the hyperspeed, seems to enjoy the 'feeling'. Also briefly discuss on why it isn't realistic to use for transport ships.

o At Highfence, talking with Ai

Very satisfied with your contribution to the mission. Asks you to travel with her to Fortrun, where she will lead a military force which mainly will pick battles with rebels. They seem to be short of skilled people.

> Outside, talking with Sair

Sair sees it as a great opportunity, and recommends that you go for it.

Defend Colony (currently quite story-heavy, it would probably be nice to put in another mission here in order to share the textual burden between those)

Rebels have boldly occupied an area on New Norrland, damaging both the people in the region and Alliance mining interests. The player joins a fleet which successfully repels the rebels.

o At Fortrun, interacting with Ai and Par (woody commander)

You follow their brief discussion about your participation. Par approves your presence, and they go on talking about a coming mission. You are introduced to that the Alliance has a presence on New Norrland, and also has a mine there of high importance. The rebels have recently taken control of parts of the habitable areas of the planet, and killed Allied employers and civilians during the process. Your force will take part in a counter-mission.

o Outside Fortrun, meeting with your fleet

Some interaction and reflection about the coming mission. You take of.

> Travelling to New Norrland, interacting first with Sair, and hearing other talk in the fleet

Discussing the situation with Sair.

Allied pilots are angry and frustrated with the rebels, realizing that all of them probably won't come back.

o Outside New Norrland, Ai talking to her fleet

You are told that your mission is to retake the control over the mine in order to quickly secure its content, which seems to be of high military importance. When it is secured, you will hold it until the other fleets have managed to defeat the rebels.

xo At New Norrland

First, you take control over the mine by killing a number of enemies.

You briefly discuss the situation.

Then, you defend it for a certain amount of time.

Finally, the rebels are chased of, and you have control.

Afterwards you interact with civilians who express very different opinions about the Alliances presence, and some after-talk with other pilots.

> Travelling to Fortrun, talking with Sair

Some after-talk, about the situation.

o At Fortrun, talking with Ai and the commander

Discussion about Murt, and the rebels movements. Something needs to be done. (You have gotten some insight into Murt at this point). You are told to come back later, there will be more missions for you.

Infiltration

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.

o At Fortrun, interacting with Ai and commander.

You are told that they have a high-risk mission for you. They introduce you further to the rebel-situation and Murt, and that they need to get insight into what the rebels are planning. Therefore they need someone to infiltrate the rebels. You are picked due to your skill and trustworthiness, at the same time as you still are an unknown for the rebels.

You will provide the rebels with information about an imminent attack against a small base close to Lavis. You will be sent there with a small group of Alliance pilots suspected by the Alliance for various crimes, and therefore could be eliminated.

A meeting with a rebel subleader is arranged. You are told to go there and hand over a disc containing information about the attack.

> Outside Fortrun, interacting with Sair

Not so happy about the situation, but at the same time curious.

o Location somewhere outside the solar system.

You get to a particular coordinate, and wait there, interacting with Sair.

Then, a small group of ships appear. You interact with the young man Rok, who seems to be quite sceptical of your presence. The player is given dialogue choices, which leads to different conversations. (What happens if you fail?). In the end, documents are handed out and both sides leave silently.

> On the way back, Sair comments the interaction

o Back on Fortrun, a fleet is waiting

Some last interaction with Ai who wishes you best of luck. You leave.

> On the way, you hear conversations between the other pilots. Those are not as passionate as previous. Some of them seem to be quite sceptical about the Alliance, and maybe not so eager to attack the rebel base.

ox At the rebel base

You first start a mission together with the other ships. It is empty, just meteors.

Back in the overworld, a short discussion before realizing that you are under attack by the rebels.

You play a level together with the rebels where you eradicate a small Alliance fleet. You kill a fraction. Some surrender. They are killed abruptly by the rebels, due to their "incapability of taking and keeping prisoners".

Rok are part of the force, and is now significantly more friendly than before. You discuss the situation before concluding that you will meet at the rebel base.

> Travelling to the Rebel base, interacting with Sair and Ai

Ai congratulates you on a successful mission, and recommend you to do your best helping the rebels for now, extracting what information you can.

Retaliation

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

o At the rebel station, interacting with Rok

He congratulates you on the previous mission, and evaluates what it means for them strategically. He then tells you about a coming mission where you would be a great asset due to your Alliance insight. You will help them extract important cargo from an Alliance transport soon leaving Soelara for Fortrun.

> Talking with Ai

Tells you to go ahead. The transport contains Murt. The Alliance want to know what the rebels plan to do with the cargo.

ox At the location for the ambush, interacting with rebels

You interact with the rebels while waiting.

The freighter arrives, and you play a mission where you get hold of its cargo.

You then will play an escape mission.

Finally, you are told to meet up at the base.

> On the way back, interaction with Sair

Reflects over that it recognize the situation.

o Back at rebel station, interacting with Rok

He is happy with the result, and talks a bit about what he thinks about the rebels, and what future you will have in the rebels. Tells you that there soon will be more missions. Come back later.

[Insert 1-2 rebel missions here]

In The Name Of Science

The player is sent with a group whose goal among other is to retrieve a particular scientist from Peye. The player has a serious discussion with the scientist, before returning him to the rebels.

o At rebel station, talking to Roha - the middle-aged female rebel commander

She first tells a story about people and trust. After the story she looks piercingly at you and asks "Can we trust you? Because we need to trust you."

She explains the Murt-situation from the perspective of the rebels. She also explains that the rumours that wander that an enormous amount of Murt by scientists on Peye's sensors' are likely to be correct. They will need to talk quickly with the scientists before the Alliance pursues the scientists to share the informations with them.

The area is patrolled by the Alliance. A small force will go there. Some will diverge attention. Some other will go to a particular location and try to find a particular scientist - Ente. You will be part of the small extraction force. You will not go as a group, and will turn back immediately when one succeeds.

> On the way to Peye outpost. Interaction, first with Sair and then with Ai.

Sair has started doubting the Alliance, but doubts the rebels too. Nevertheless, ride both horses for now.

Shares the information with Ai. To Sairs surprise Ai tells you to go ahead with the mission. The Alliance command hope that the rebels are more successful than them in the extraction, and that they will lead them to the Murt. Ai will make it easier for you to reach the destination.

>x On the way down, you need to slip through only one Alliance fleet.

o At outpost, interacting with the scientist Ente

You are told about Entes thoughts about Murt, that it absolutely should be used for the people and that it shouldn't come into the hands of neither rebels or Alliance where it will be used for military purposes.

He tells you about a plan to conceal it for now, and that he needs you to take this into your hands.

He tells you that you should evaluate the scenario further for yourself. Then you could decide where your loyalties are.

He will follow you back the Rebel Station, and will keep his mouth shut while you investigate.

You will first go to a secret database on a outpost. Then you will retrieve the appropriate technology from Peye. Finally, you can hide the Murt from all sensors for now.

> Outside, interacting with Sair, then Ai, then rebels

Concludes that the best plan is to follow his plan for now, and keep some information from both Alliance and rebels.

Tells Ai that the mission was successful, and that they are travelling back to the rebels.

Finally messages the rebels that the mission is a success.

>x On the way back, strike through a rebel fleet

Naturally, you are attacked on your way back, quite fiercely. You fire your way through and return to the rebel base.

o At the rebel base, interacting with Roha

Tells you that it is a job well done, and that they will "talk" to the Scientist. Tells you to return soon, for further instructions.

Information

The player is sent to perform an important raid against an Alliance research station close to Border Station. The player diverge, and instead investigate a coordinate revealed by the Scientist.

o At the rebel base, talking with Roha

You are told that Ente wasn't so talkative, but that they got a name of a person on Border Station who seemed to have been involved in developing the scanners used by the scientist to localize the Murt. She will probably not know about the whereabouts of Murt, but might be able to point the Alliance to the technology used to localize it. Meanwhile they would continue their 'talk' with Ente.

> Outside, first brief discussion with Sair

Sair concludes that you should try to diverge silently on the way to Border Station.

>x Travelling to the target location

You meet with the others, converse a bit, and conclude that you will meet at Border Station.

You leave on your own, going to a given coordinate.

When closing in Sair warns you are being followed, before two ships appear. You talk with them a bit, before Sair tells you that you need to dispatch them, and an elimination level starts.

Afterwards you travel to the target undisturbed.

o Target outpost

At the location you find the server the scientist specified. In the server you find information about both Murt, the Alliance and the rebels. You get a summary over the military actions taken, and what information that is hidden from the public. You also get numbers on how bad the situation is for people.

Finally, you also get the location of the Murt-meteor.

Afterwards Sair concludes that the scientists plan undoubtedly is the only way to go, and that your next goal must be to get the radar-disturber from Peyé.

Preparation for the End

Bolstered with new information, the player travel to retrieve particular technology able to shield Murt from sensors. When arriving, the player realize that the mission no longer can be completed.

> Travelling to Peye, interacting with Sair

You discuss the situation in general a bit

o Outside Peye outpost, the target place seems deserted

Sair concludes that it must be there, and you localize the correct building. You find the technology, and conclude that you should go quickly to the coordinates found on the previous server.

> Travelling, talking with Sair

Sair realizes that there actually is something wrong. There seems to be huge gathering of ships in the part of the sector in which you are heading. You manage to catch some radio traffic, and from that realize that something is very wrong. The scientist must have slipped. Now both rebels and Alliance is heading for Murt.

You also realize that they don't know the exact location, and that it is up to you what you want to do with that information. You start your last travel.

The End

> Travelling to the final area, talking with Sair

Sair gets information about the situation, small parts at a time. Possibly from intercepting radio communication. You realize that both rebels and Alliance are in the area, but that they don't know yet the exact location of the meteor. Sair asks if you should go help the rebels, go help the Alliance, or try to go directly to the meteor in order to destroy it with humongous consequences. You discuss the different choices for a while.

Sair tells you that you probably could learn more by contacting your old contacts in both the rebels and Alliance, plotting their locations on the map. You should probably talk to them before going to the Murt-meteor, but it is up to you.

At this point there is three locations marked on the map. The Murt, the location of Ai and the location of Rok. Ai and Rok are maybe a bit irritated that you disappeared recently, but don't know what you have been up to. When interacting with them, they argue for their cause. Afterwards you are asked by Sair if you want to reveal your information for them. If you do, different branches starts of.

> Rebels Forever

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

>x You have decided to help the rebels taking control of Murt. You travel with the rebels to Murt, reaching it before the Alliance. While seizing it the Alliance starts to come in. You kills of a scout team. You then survive a certain time against a huge wave. You finally get Murt and eradicate a complete Alliance fleet in a level where you are practically invincible.

> Alliance Reign

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

>x You have decided helping the Alliance gaining access to Murt. The rebels have beaten you there due to Scientist Information, but thanks to you the Alliance is close. You are desperately trying to wring Murt out of their hands before it is too late. First you play a "finish" level where you get through an outer ring of rebel troops. Secondly you play an elimination level where you take control over the Murt. Finally you kill of All The Rebels.

In Your Hands

>x You have decided taking it into your own hands. On the way you need to avoid an Alliance fleet in the area.

o At the meteor site, you discuss further with Sair. Should you explode it? Or should you run away?

> Burn

The player succeeds in setting the Murt on fire, eliminating the present fleets, scarring New Norrland forever, and removing the sectors perhaps last hope for a better life. The player dies.

x You decided to explode it. There are a few rebels there. Travel through them, and blow something up.

> Coward

The player turns away, and escapes. The Murt is exploded anyway, eradicating the fleets and scarring New Norrland forever. The player is from here on known as 'The Coward'.

x You have decided to flee for your life. On the way, you are raided by rebels, which you need to avoid. The Murt is exploded anyway during the fighting (or by someone else?). You escape.

After all this is over, nice graphics are displayed, and post-game-text is shown, telling about what happened afterwards. If you take the path "Burn", maybe you won't know what happened after, but instead just read your last thoughts before going out.

THE END :)