

# **The Sun Will Go Out - Story Overview**

## **Content**

**Brief mission/story-gothrough**

**Presentation of the characters**

**Which levels on which mission**

**Detailed overview**

## **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.