

Mission 1: Rebels in the Meteors

LinkPactGames

October 2014

1 Summary

The player arrives at Border Station to do his first real missions for the Alliance. He, and a group of ships, scouts a nearby meteor field for rebels. They come under fire, and defeats the rebels.

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
- ı Travelling to meteor belt, Sair - Casually talking with the Talking Ship
- o At the meteor belt, talking about the pirates
- x Scout/shooting pirates - level (with tutorial text)
- o After attack at meteor belt, captain - Level well done!
- ı 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 Bert, and I am coordinating the pilots here at Border Station. Previously, my job was mainly to keep track of our transport ships, but lately rebels has become an increasing nuisance. Here and in the rest of the sector." "We believe that there is a small rebel fleet hiding in a nearby meteor belt. They

are not a threat against the Border Station itself, but they raid and plunder ships and transport travelling in the area.” ”We must stop them now, before they do any more damage. A small fleet will leave in any moment to search the meteor belt and try to root them out. You should join them. You might learn a thing or two.”

3.2 Outside Border Station

[Captain of the fleet] ”Another rookie? Fantastic! Stay close to us veterans, and you might even be helpful! 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. I would really dislike getting holes blasted in the hull.”

[Captain] ”So rookie, I see you have one of those silly talking ships? Bahaha! Don’t let it distract you.”

[Sair] ”...”

3.4 At Meteor Belt

[Captain] ”Let’s see.. According to our scans this rebel group should have much lower firepower than us. They should just be cannon fodder for our lasers. We must still be careful. There could be many of them. We want to shoot down as many as possible of them, but it is better to let a ship go than letting it giving you a hit. The goal is to scare them of, not eradicate them.”

... Level begins ...

[Captain] ”Stay clear of those meteors. There is no point in shooting them down.”

[Captain] ”Here they come! Stay close, shoot down as many as you can. Remeber, you fire through pressing and holding the ACTIONKEY1. Give them hell rookie, give them hell.”

...Level ends...

[Captain] ”That’s a job well done. That should keep them away for a while. Well done rookie! Your XXX downed ships really made a difference. 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. We managed this well though. A good start in the Alliance."

3.6 At Border Station

You are greeted by Bert. "Well done, well done! Keep it up, and you will have loads of opportunities in the Alliance. The sector is troubled right now. Resources are running out one after another, and at the same time the rebels attacks get more and more frequent. We can really use a pilot like you."

"Here is your reward! XX rupees, plus a bonus XX for the ships you brought down. This weapon could also be of use for you. It is called a 'Spead Bullet', and is a powerful close-range weapon."

"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. You can toggle between your equipped weapons during a level using the ACTIONKEY2."

"As a next step you should go to Highfence and talk to a woman called Ai. I will send her my recommendations. She will certainly have some job for you. The sector is troubled right now. Stay safe."

Mission 2: Protect the Freighter

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
 - ı Small talk with captain - Difficulties with rebels
 - ı 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
 - ı Hyperspeed, Sair - Hyperspeed and mission
 - o Highfence, Ai - Job well done, future

3 Manus

3.1 At Highfence

A young woman greets you. "So you are the new pilot, nice to meet you! Bert seemed very satisfied with your help on Border Station. He insisted that we should put use of your skills."

Actually, you have perfect timing. We have an important transport heading for Soelara that is ready to leave. We have got intel though that the rebels might be aware of that this transport is of particular interest for us. We believe that it won't be any problem, but to be at the safe side we would like to increase the escort size.

Would you help us? The mission is to help guarding an important transport that is leaving for Soelara any moment.

- 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

The captain speaks to you. "You look quite lost. How can I help you?"

"..."

"You are here to help me you say?" He eyes you sceptically. "I guess that it won't hurt at least. Make sure you don't get in the way for the other escort ships.."

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

3.3 Travelling to Soelara

(While travelling) "This path used to be safe. For some years ago I could travel here with a minimum guard to scare away occational plunderers. The rebels kept in the north. I think only Lavis ever had problems with them then. Lately they have been becoming increasingly present in all parts of the sector despite the Alliance efforts to keep them away."

"It will take ages to load of all this cargo. 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? 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: "I'm awed by how they can think they are doing any good by trying to kill the people who actually struggle to get the sector go around. The sector are definitely better of without those."

"We are almost there now, it looks like we won't be further attacked."

3.4 Arrived at Soelara

The captain turns to you. He looks tired and relieved. "That was a close one. We might not have been able to make it without your help. Thank you."

"You should have your reward. Here is the salary as promised. Also, I saw that you weren't using a shield on the way here. This might not be the best, but compared to travel without one it will make a great difference."

"I wish the best of luck for you in the future. You should return to Ai at Highfence. There are always work that needs to be done those days."

"I talked to the leader around here, and you have been permitted to use the Beacon outside to quickly travel back to Highfence. You will be able to use them to quickly travel to locations you have visited before. It usually comes to a cost though. As you know, the resources are sparse."

The captain salutes you. "Now, 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. I guess it's only possible to use for small ships like ours. Otherwise the energy cost would be far to high.

Mission 3: Defend Colony - v1

LinkPactGames

October 2014

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 At New Norrland, other pilots - Reflection over the situation x Mission
- Defending the mine
- o At New Norrland - Celebrations and civil input
- <Travelling to Fortrun, speaking with Sair
- o At Fortrun, Ai and commander
- Well done, come back later

3 Manus

3.1 At Fortrun

"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. "Some of you who are knows why we have gathered, while others don't. Most of you are aware of our crucial mining operations on New Norrland. This is the larges rebel offensive up to date. They have managed to control of the entire mine, and large parts of

the surrounding land. This is an emergency for both us and the locals on the planet.”

The commander stares fiercely at the crowd. ”We have gathered all available pilots. We must strike hard and decisively. We must show the rebels that they can’t have their ways in this sector. That we cannot tolerate their chaos and violence.”

”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.

”...they have never been so coordinated...”

”...what are they thinking? ...what are the locals thinking?...”

Ai turns to you and the rest of her squad. She stares fiercely at all of you.

”This needs to be done. If we don’t act now, it sends a signal to the rebels that we aren’t capable of handling them. Let’s strike them down, show them that they cannot be allowed to interfere with the people of this sector.”

”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. This seems to be new and unknown for most of them. Maybe this shows that the rebels are growing out of their control. Stay safe.”

[Ai] ”Everyone is here? Good. Let’s go.”

3.3 Travelling to New Norrland

[Other squad member] ..I don’t know about this.. One more salary, and I would have had that Durable Shield. I would have felt much safer with that equipped compared to this Basic Shield.

[Other squad member] ..Even if they are getting more and more numerous, they still have much weaker ships than us. They don’t seem afraid of collateral damage though. Keep away from those terrible mines and bombs.

[Other squad member] ..Yeah.. I heard that they have focused on building more explosives. I have heard rumours about ships spitting bombs exploding

at huge area at you. I think it is possible to explode the bombs through firing at them though..

[Other squad member] ..I wonder how they treat the civilians around the mines. There is a quite large city nearby which they must have occupied. I hope they are ok..

3.4 At New Norrland

Ai halts the squad. "It is time. Our task in this operation is to secure one of the mines as quickly as possible, to prevent the rebels from destroying it. Then, we must hold our positions until the other squads have secured the area."

"Intel tells us they have an increased presence of explosive ships in the area. That means that we will encounter bomb ships and mine layers. Keep mobile, and make sure you don't become trapped by their mine fields. If you do, try to fire your way through."

"It is time. In this first attack focus is to get through them. Don't worry about shooting down more than needed to clear the path. Let's go."

...Level...

[Ai] "Well done, we are through. Now we need to keep our position here for long enough. Another squad is on the way. Keep your focus."

...Level...

[Ai] "The area is under our control. Incredible work everyone." She sounds relieved.

3.5 Travelling to Fortrun

[Civilian] "...Is this thing working? I want to tell you, ship 90, that not everyone here approves of your presence. You don't care about the civilians, don't you? All you care about is your mine, your profit, and to make sure you can live your cozy lives at Fortrun. People are starving here. The rebels aren't good either, but at least they aren't sucking out our resources under the pre..." The connection is abruptly ended.

[Sair] "It seems that his transmission only managed to target us. Of course there has to be some people not so happy about the Alliance here. There always are. But do they really think that the rebel anarchy is to prefer? You should ask Ai what she thinks when we have returned to Fortrun."

3.6 At Fortrun

Ai's face hardens as she hears what you heard. Then she calmly answers. "People don't realize what we actually do for them. I really doubt that anyone would prefer the rebel anarchy in reality, when they realize that they can't manage the small resources we have. We are doing what we must in order to limit chaos and starvation. But that is of course not enough for everyone. They don't like being controlled, and I understand that. But like a child, you cannot always do exactly as you would like. Noone can. Not them, not us."

She stares into the air another moment, before turning to you again.

"Nevertheless. You did a fantastic job back there. We suffered very low casualties compared to the rest of the squads, and overall it ended much better than it could have. You should get some rest. Come back here then. 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. It could be interesting asking around a bit on Fortrun and other planets, to hear what people are thinking. Anyway, let's get some rest, and then return to Ai."

Mission 4: Infiltration - v1

LinkPactGames

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 comment
- 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 grave look on her face. "I just returned from a meeting with the Alliance top council. We have a great favour to ask from you. But first I should introduce you to the situation."

"You have heard about our research on the mineral Murt. We have made significant progress lately, and if we just find it in greater quantities it could very well become a crucial factor in raising the sector on its feet again."

"But that is not all. If someone with the right knowledge would gain access to larger quantities of Murt, this would give the owner an immense power. It could be used to power the ships and houses of the sector, to power

our green houses. It could also be used as a weapon, powering lasers, shields and bombs to an almost unimaginable level.”

”We have reasons to believe that there is such a source of Murt. We also have reasons to believe that the rebels know about this. If they were to gain access to it, it would grant them power greater than that of the entire Alliance combined. We must stop them from gaining access to this mineral at any cost.”

”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.”

”You are a skilled and trusted pilot. You is also an unknown for them. You don’t have a reputation. You could be one of the rats, leaving Alliance for the gold and green forests that the rebels promise.”

”Our plan is to let you leak crucial information about a coming attack against one of their outposts near Lavis. You will warn them and you will join them during the attack. You will be sent their together with a group of suspected rats. You and the rebels will help us get rid of them, and at the same time lay a foundation of trust in you.”

”I have set up a meeting with a lower rebel at coordinates (X,X). You should travel there immediately, and hand him this file. 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, friend. I will stay in touch.”

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. 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! 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 we tries to appear. You transfer the information.

[Rok] ”...”

[Rok] "... Why would you tell us this. A change of heart you say? 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, the Liberators. 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 him to shoot us down at the spot.

[Ai] "..Did it go as planned? Fantastic! Now, join the attack fleet at coordinate (X, X). There is no looking back now. This might be our only chance to get a grip of the rebels."

3.5 Travelling to attack location

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

Rebels appear on your radar.

[AFL] "What? It is a trapped. Someone has ratted us out. Pull back. Pull the fuck back!"

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

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

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

[Rok] "Travel to the coordinates (X,X). There you will find our base. I will tell you more about us, and you will tell us more about you. You will get a place by us Liberators. You will not regret this choice. See you later!"

3.8 Travel with rebels to base

[Ai] "It went as expected? Good. I feel bad for putting you through this, but it was a necessity. 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. 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. "Friend! Welcome! I am very glad to have you here. We need people like you. We have attracted a lot of people with different backgrounds lately."

"Most of the people here are poor and frustrated with the Alliance exploiting them. We need more skilled pilots. Like you! And you have insight in the ways of the Alliance. I'm sure that knowledge will prove to be very useful..."

"Actually, we would need your skills right now. We are planning to raid a transport travelling between Soelara and Fortrun. Our intel tells us they

are gathering a particularly big guard for it. Those transports often contains samples of the mineral Murt.”

”Have you heard about it? I don’t know how much of it that is true, but it is said to be the energy source of the future. Of course both we and the Alliance are looking into it. The scientists on Peyre are also researching it, but they are very restrictive in what information they share.”

”If it lives up to its reputation it could be the factor which finally lets us liberate the sector from the narcissistic Alliance, and finally puts the power back at the people.”

”Nevertheless. Those samples of Murt are crucial for our insight into the Murt. This mission seems to be a tough one, so we need all the help we can get.”

”I will mark the coordinates for the attack on your map, and tell the others that you will join them.”

”Some of the rebels 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 you say? It’s surprising they know about the transport, they must have more rats than we know about... I will look into it.”

”You should participate in the raid as planned. 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. Heard you worked for the Alliance for a while, but got cold feet? I guess they aren’t as pretty as they try to look. Only caring about the rich population. Leaving us poor to starvation.

You are very welcome. Your help is appreciated.”

[Rebel] ”Do you prefer ranged weapons like Ballistic Laser, or close combat weapons like Spread Bullet? You know, if you ask me weapons like Ballistic Laser and Beam are for meakling, afraid of taking a few hits. 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. The fleet protecting the freighter might have some of those ships. Keep your eyes sharp. They are not invisible, but very hard to see!”

[Rebel] ”I can see them on my radar now. Everyone, prepare yourself. Remember, we are only here for the cargo. Hit it fast and hard, and then

leave.”

[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 yourself, bastards? You are coming down with us.

...

[Rebel] We’ve got the cargo. Pull out! Pull out! 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 threw the right side of the dice this time. We should meet Rok at the rebel base, see what he has to say.”

3.5 Back at the Rebel Station

Rok greets you. ”I heard it was a close call. But the main point is that you got out, and that you have the cargo. Let’s hope it proves to be as valuable as we hope. They are analyzing the mineral in the laboratory right now.”

He looks thoughtful. ”I don’t like how the Alliance have been acting lately. The transport seemed to be of high importance for them. But if the cargo was crucial for them, the escort security would have been even higher. This didn’t seem like a crucial piece for them, and that worries me..”

”You should get some rest while you can. Come back then. Hopefully they manage to extract some useful information about the cargo, maybe a lead on what to do next.”

Mission 6: In The Name Of Science - v1

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 speaks. He looks worried. "Welcome back. It is good that you came so quickly."

"We didn't find much Murt in the cargo. It seems like they managed to get it off in time. on the other hand, we found some interesting conversations in their log system."

"They spoke about a group of scientists living near Peye, who also have been scanning the solar system for Murt. They have no particular allegiance,

neither to Alliance or us rebels, but have lately been depending on a small Alliance fleet for their protection.”

”According to the logged conversation it seems like that the scientists have been providing information about when they found small quantities of Murt to the Alliance. In return they have got a share of the retrieved Murt for their research, as well as protection.”

”Recently though, the information came to a sudden stop. It seems like they have found something which they are unsure about if they want to share with the Alliance. We don’t know what it is they have found out, but it is likely to be related to Murt.”

”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.”

”That’s why we have to act now, as quick as possible.”

”We have a name to one scientist that seems to be of high importance - Ente. He has been deeply involved in the Murt research, and is said to be sceptical of their relationship to the Alliance. He thinks they should be able to share the information with whoever they think is fit, and strongly dislikes that the Alliance can prevent him from sharing information openly in the sector.”

”We want to bring him here, and to have a chat with him. We will send a small group of ships which will try to slip through the Alliance’s defenses around the research station, extract Ente, and return him here.”

”The idea is simple, but this will likely be a highly dangerous mission. You should prepare yourself properly. Then meet with the other’s of the fleet who are waiting nearby the rebel base.”

3.2 Outside Rebel Station

[Sair] ”’Bring him here to have a chat with him’, that sounds really sinister to me.. We shouldn’t let our guards down. Remember why we are here. We should speak to Ai, but we cannot do it right now when we are so close to the other ships.”

[Rebel] ”All here? Good. We’ll move as one unit until we have breached through the Alliance defenses around the station. Then we’ll split up and search for Ente. 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 of incredible importance. I doubt that all of us will come back. But I’m sure that some of us will, and will continue doing what they can for the people.”

[Rebel] ”I have no more to say. Good luck friends.”

3.3 To Peye, interaction

[Ai] ... "You are actually going to try extracting Ente? That's a suicide mission! Even if some of you managed to slip through the defenses, you would never be able to escape. By then, we would have pinpointed your locations. We have several Hangar ships around the research station. You would be dead fishes."

[Ai] "But an interesting thought occurred to me. The scientists know something that they won't share with us. Maybe Ente is willing to share with the rebels. Then they might lead us there. I will be back in a moment."

...
[Ai] "I have spoken to the command, and I have got green light to go ahead with the plan. I will try to distract the defenses around the station. It will still be challenging to get through. But not suicidal. 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! Now, let's search the station. When you have found Ente, send the signal. When you receive the signal, pull out as quick as possible."

3.5 At Peye 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. Suddenly he appears in one of the door openings. He looks surprised, and a bit nervous. You ask him if he is Ente.

The man speaks. "Well, yes, I am. I must say I am a bit surprised by your visit. Can you tell me, who might you be? No, don't tell me. Let me guess."

"Are you another Alliance coming here to persuade me of sharing my information? You look too inexperienced for that. Maybe you are something else. A rebel? It seems unlikely that a rebel would manage his way here without particular help.."

...
"You are here to bring me to the Rebel Station you say? But your eyes tell me something else. You don't really know why you are here. You are

confused. What is going on, really?"

"I will tell you a little bit more. Maybe we can even help each other a bit here."

"As you know, I am a scientists. As you also probably know, I am part of a small group that have been researching the Murt for quite some time. The mineral has gotten a lot of attention from Alliance and rebels lately, and rightly so. I wouldn't be surprised if that mineral will be the single factor that determines the future of this sector."

"Up until now only small amounts has been found at a time around the system. This has been very useful for research, and has also been crucial for us rigging the beacon network over the system. But the access has been and still is very limited."

"Up until recently, that is. Our scans have shown us a meteorite containing massive amounts of Murt. Thousands of times more than what we have found up until now combined. It is an unimaginable source of power."

"In the right hands, it could be use to raise the entire sector from poverty, and maybe in the extension even give us the chance to move on from this sector."

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

"If the Alliance got their hands on it, they would certainly be able to eliminate the rebels. They would also be able to assert an iron grip over the entire sector. They have started liking the thought of being the leaders and protectors of the sectors. With this power, they would be unchallengable."

"On the other hand, if the rebels got their hands on Murt, they would certainly use it to work even harder against the Alliance. I believe that it initially would be an even struggle, as they don't have the technology to utilize the source properly. It would lead to a long war. They would probably win in the end, and cause so much suffering on the way."

"I don't think that the sector is ready for this amount of Murt. I hope that it will be one day."

"So what is my suggestion? We can't give it to the Alliance, we can't give it to the rebels, and we cannot destroy it as it would destroy the only hope for the future that we still have here. The only path I can see is to hide it. Hide it until the sector is ready to handle it. Hide it from Alliance and rebels alike. When the sector stabilizes one day, in ten or hundred years, we can bring it out in the open."

Ente eyes you curiously.

"You know. I am telling you all this for a reason. I am hoping for your cooperation. All this information will leak to the Alliance and the rebels eventually. What I would like you to do before then is to using a particular

technology hide the meteor from all scans.”

”To do this, you will need to access one of our information centrals. There you will find information about where to find the technology, as well as where the meteor is located. There is also gathered information about what has been going on in the sector the latest years. If I can’t convince you, maybe that information can. The Alliance and the rebels both are trying to keep a good face outwards, but too many of the rumours you have heard are true.”

”So, you bring me to the Rebel Base as planned. Then, when an opportunity arises, you’ll go to the information hub I will mark on your map. When you have the knowledge, you can decide if you believe me, or if you want to provide the information to the rebels or the Alliance. I will not leak crucial information until I know that you have finished your mission, and by then it is too late for them to do anything about it.”

”Let’s go”

[Sair] ”What a strange man. But I think that the most logical path for us to at least initially follow his plan. 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. Go to the coordinate I marked on your map. You will find more information there. Make sure that you aren’t followed.”

”I don’t know if we will meet again. I hope you do what’s best for the sector.”

”Remember. In their own minds all people are their own heroes, defender if their own beliefs. There are no good people, and there are no bad people. There are just people.”

3.8 Rebel Station

Rok speaks to the group. "Incredible work, all of you." He turns to Ente who looks visibly uncomfortable.

"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 leaves the room. While Ente passes he quickly whispers. "Good luck".

3.9 Outside Rebel Station

[Sair] "I guess it wouldn't hurt to explore that information hub he was speaking about. And if what he said about the Murt meteorite is true.. Hiding it might be the correct option."

Mission 7: Information - v1

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-distruptor 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] "What do you think will happen with Ente? Rok looked quite sinister. It will not be a nice day for him."

[Sair] "It looks like we are followed. We can't lead them to the information hub. 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. They are writing about how the Alliance came into power. Before them there seems to have been a weak coalition between the different planets, where some planets had single persons in power, and other all people got to vote."

[Sair] "The situation started to worsen when the resources started going out. People started to grow more and more worried. Groups of pirates started appearing in the sector, which couldn't be controlled by the coalitions collected forces."

[Sair] "One day the pirates banded together. They started calling themselves 'rebels', and said that they would 'liberate' the sector from the coalition. Many people joined them, especially from New Norrland and Lavis who was hit in particular by the resource decline."

[Sair] "The coalition had nothing against the rebels growing force. Until another factor came into play. Fortrun was already then the richest planet in the sector, and was lead by a small group of leaders. They started putting all their resources into military research, and started lobbying for themselves in the coalition."

[Sair] "Soon the planets started gathering around and supporting Fortruns growing military. It was their only hope to fend off the rebels. Fortruns strength grew rapidly, and they started taking more and more control in the coalition until they one day were able to push out the rebels from the sector."

[Sair] "At this time, they had an incredible strength though, and they put themselves in the role of the guardian of the sector. They started meddling in all the planets business, using their resources with the explanation that it was needed for the protection of the sector."

[Sair] "They also started to update the history of the sector. They were afraid that people would want to go back to sharing power between the planets, so they tried and succeeded in removing the Coalition from the collective databank."

[Sair] "..."

[Sair] "That was the end of that article. This document is dated several decennia ago though. Maybe both the Alliance and the rebels have changes since then? Let's focus on what we are here for. The canceling-mechanism

and the coordinates for the meteor.”

[Sair] ”I’ve got the coordinates. Let’s leave. I have downloaded the data. I can continue to work with it on the way.”

[Sair] ”For now, let’s go to the coordinate X. I have marked it on the map. I will tell you more on the way.”

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 holds. This energy source might be the one and only chance of lifting this sector from its ongoing decline. Also, its power must be handled with care, or it will lead to more destruction than good."

[Sair] "The conclusion of this is that the best course of action must be to hide source for the times being. We should make sure that the Murt becomes hidden, and that it isn't revealed until it can be handled."

[Sair] "We should travel there immediately. As Ente said, it is only a matter of time until the rebels or the Alliance manage to localize the Murt."

[Sair] "According to the data, the technology is being developed at another outpost close to Peye. The security is much lower there though, so it shouldn't be a problem to slip through."

[Sair] "Let's go now."

3.2 At the coordinate

[Sair] "We are here. It seems to be abandoned though. Something must be wrong. Last time we were here the area were swarmed with Alliance ships. Now, there is almost nothing."

[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. A huge rebel fleet is heading towards a asteoid belt outside New Norrland. We believe that their actions are related to the Murt. 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.."

[Sair] "They might not know the exact location or the Murt though, so we still have a small lead. Let's bring the hiding device. If we get there before they start scanning the belt we might still manage to hide it. Let's go now."

[Ente] "We need your help. The chat with the scientist guy provided us with some interesting information. He belive that there is a huge gathering of Murt somewhere in an asteroid belt outside New Norrland. We are travelling there right now to investigate."

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

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 - v1

LinkPactGames

October 2014

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

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 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