*If you are a data miner, and you saw this document. Props to you. Just do not spoil everything you knucklehead.*

- Eseyem

Sequence 1 | **Prologue**

The dialog is already on the game. Too tired to insert it here.

Introduction and Tasks

**Sgt. Adam** has dozed off from duty, woken up by **Lt. Mill.** Their current job is to identify space rock fragments from a colossal asteroid that had been shot to fragments by combined forces of the **Higher Terrestrial Vanguard** of Terra *(previously called Earth)* that are bound to strike the planet to extinction.

1. Recheck TerraX task log.

* *Introduce movement and player mechanics to the player.*
* *Introduce the task, map, inventory panels to the player.*

*To Complete Task 1 Player must open and get familiarized by the controls.*

**Mill** *(Already in the ship)* Oh, I forgot. Oops.

**Adam** *(Still in the field)* What now?

**Mill** Would you be so kind to get another sample?   
I don’t want to be scolded by the old man in the bridge.

**Mill** You only need one more sample, probably from another fragment.

**Adam** Well, at least give me some slack after we finish this.

**Mill** Copy that.

1. Get a rock sample.

* *Move to a new rock fragment.*
* *Get a rock sample.*