**“Acceptance” narrative**

**Synopsis**

You’re stranded on a strange and beautiful chain of islands in space. To send a distress call — which will help you get home — you will explore the islands, gather parts, and repair a communications tower. But before you leave, a poignant transmission will help you deal with a painful part of your past and transition from reconstruction to acceptance.

**Backstory**

Terry’s four-year-old, Alex, died from a disease 10 years ago. The island represents Terry’s emotional journey from reconstruction to grieving. The art style represents a combination of the literal and surreal nature of Terry’s journey.

**Audio logs**

The narrative unfolds through a series of audio logs, which reveal the backstory and the ultimate transmission.

**Player character**

Chief Science Officer Terry Anousheh

Born: Dec. 9, 2166

Age: 41

Training and background: Astronaut, electrical engineer and chemist

Hometown: Baton Rouge, Louisiana

Favorite food: Ramen

Traits: Organized, neat – borderline OCD

Inspiration: Ellen Ripley from Alien, astronaut Anousheh Ansari from real life

**Ship**

Name: USS Maria

Type: Orion-class science and exploration vessel

Mission: Discover, research alien materials

Crew: CSO Anousheh