Metanact Story Draft

(Crackly radio, occasional tuning noises)

‘Blah blah blah blah; we hope this solves your problem. GVC bids you safe flight’ (comes into clarity)

‘Ah! I think this is it..’

‘Interference; this is GVC, civilian cartographics division. State your intent or your transmission hash will be blocked from our systems’

‘Yes! Uh.. Acknowledged GVC. This is civilian vessel FG-68 Wyvern on a custom route plotted for Gehm. We’ve got a strange jumpnode on our scanners; isn’t showing up on any of our star maps.’

‘Copy Wyvern, we suggest an immediate bypass through the waypoints we are transmitting now. It’s also recommended that you perform scanner diagnostics as soon as possible – your scanning module is evidently faulty.’

‘Bypass coordinates received GVC, although if there is indeed nothing there I’ll keep my waypoints as they are; the blip should disappear as soon as my scanner gets close enough to be accurate.

‘Wyvern, it is imperative that you navigate with our bypass coordinates. Client is reminded that you are under GVC jurisdiction in this sector.’

‘Acknowledged GVC; only a technician of mine informed me it would be a good idea to approach the blip - it should disappear as we get closer – we can find out exactly how far back to recalibrate our scanner.

(cut)

(robotic voice)

‘Transmission from GVC security division’

‘Uh.. Hello?’

‘Wyvern, we’ve been informed of your activities. On your arrival to Gehm you will be contacted by local forces and a brief interview conducted on the current matters. Furthermore, we have a number of patrols in your area. If you do not proceed to follow our bypass coordinates -- we have rights -- to open fire.’

‘GVC, perhaps you are confusing our ship ID for a criminal vessel! Again, this is civilian hauler FG-68 Wyvern, on trade business’

‘No confusion Wyvern, you are who we assumed; hauler in sector GZ-8 niner.’

‘GVC, I address my rights as a civilian under act 9 of the prerequis—Heck our scanner must be SERIOUSLY out. GVC, we’re in visual range of the scanner anomaly and the scanner still reads an object there. But wait – theres – something.. What? There’s something there! Mother of Schmidt..’

(GVC security ships warp in)

‘Wyvern, you have entered a GVC military research outpost. Prepare to be fired upon’

‘My god.. JEX! MAX OUT THE IONISERS; GET US TO THAT JUMP-NODE -- NOW’

(Ship accelerates into jumpnode, screen turns white)

(Ship exits gate, the gate then shatters)

(Enter metanact graphics)

<Switching to inter-ship comms>

‘What –-- what is this place.. Is the ship okay?! Navigation! can you find out where we are?’

‘Attempting too sir, Looks like the gate we came through has exploded; not that we’d want to go back any time soon.. something strange is going on – our position vector is completely scrambled – full of slashes and random text’

‘Can you stream it over to our AI’s cryptography module?’

‘Done. Should be getting results back in a few seconds.’

‘Great’

‘Uh – okay well they’re in but I don’t think they’re much help... The AI identifies the characters as a filesystem directory; but not only that – an ancient one, too. This structure hasn’t been used since we started using NFS about 300 years ago. I highly doubt we’re being beamed an old directory address from the local position beacons – we’re probably looking at random noise’

‘What is the AI’s confidence reading?’

‘We’re at 60% at the moment.’

‘Yeah you’re right it’s quite possible we’re just looking at random noise. Helmsman, move around a bit; we need more data for the decrypt AI’

(Asks player to move around, player does so and an AI confidence counter slowly increases up to 85%)

(Helmsman)

‘Sir I can’t seem to triangulate a confidence above 85%. Recommendations?’

‘Hmm.. Looks like there’s a short-range wormhole here; sensors say it’s safe – head for that’

(player does so)

‘Sir we’re now at 100% confidence that our local position information is based on an ancient directory structure. Interesting, but how does this help us?’

(small ship hanging around, doing nothing)

‘Hold on Nav, looks like we’re not alone in this sector’

(Static, captain hails ship then talks formally)

‘Spacefarer, this is civilian vessel FG-68 Wyvern; respectfully requesting information. Who owns sovereignty in this sector?’

(aggressive computer blips in reply)

(the ship turns and shoots at player, player instructed to defend themselves)

‘They attacked us! Not even a whisper! Didn’t pierce the hull, though. Nonetheless this place isn’t safe – we’d better tread carefully from now on’

(random vocals when encountering new enemies, loot throughout the filesystem)

(But, when a first jumpgate piece is found..)

‘Sir, the signature of this piece of scrap matches the ID of the GVC jumpgate we entered!’

‘Better scoop it up then; if we find enough of these things, we might just be able to hack the thing back together’

(Henceforth random vocals on each jumpgate piece collected)

(And then, once they have all been collected)

‘Sir, our AI states that we have enough jumpgate material to attempt a reassembly – should we set the autodrones to work?’

(give player decision ‘Yep’, ‘Not now’ – on ‘Not now’, resolved to a pause-menu option to build gate)

(savefile finishes just prior to this)