Epsilon Lore

**Backstory**

In 1969, we left Earth for the Moon.

In 2041, we left Earth for good. We left the smoke and the pain behind.

At first, we survived, but over the next 200 years, we prospered, we flourished, we nurtured, we persevered, we expanded, we progressed… we thrived.

The Epsilon Colony lived.

And in a proud moment, we wanted to let the universe know.

The Beacon – a towering and colossal structure capable of one thing – transmitting our presence.

That’s when the Ethereal came.

They brought with them advanced technologies so that we could advance our bodies, slowed aging, and made us stronger and tougher. We lived longer.

Then nothing.

300 years later, the player wakes up on seemingly deserted red planet - a planet home to a now forgotten civilisation. Isolated.

**And they are awoken by an ethereal being.**

**Game**

Player has dreams.

Player wakes up. His first day at work.

His first jobs are to water the plants. Fix something. And investigate a new dropod homebase sent. Using the batteries and rover to unlock bridges.

Later we see spacemen being assembled in some sort of factory. Clones.

Player has to collect biop.

The player’s ethereal helper appears to be good and helpful but something is more sinister at play. They are really manipulating you to go out and collects blackness.

Over the course of the game the player becomes weary and to starts to question their existence.

The player finds a dead body. It looks identical to the player (a clone!? (yes)). The player starts to remember memories from previous incarnations of the clones.

The player starts to sickness the more blackness he collects.

The thing he collects are leached from their bodies by the Ethereal.

This is why clones are made, so the Ethereal send them out in the wasteland to harvest the blackness and to be leached… they are expendable.

The reason the Ethereal use humans.

Humans are resilient. We advanced our bodies and made them stronger and tougher and we live longer.

Humas seemed to collect the blackness without little to no effort or incentive. We presume it stems back from the hunter-gatherer phase in evolution.

Humans seem to like shiny things.

The Ethereal tried many lifeforms but harvesting from humans is the most efficient.

The blackness is a parasite that kills the host.

**Areas  
Crashed Ship**

**The Ocean Sand**

**The Beacon**

**High Rise**

**Under Ruins**

**Facility**

**Player Choice –** Player has a choice to free the clones and destroy the facility or choose the Ethereal and succumb to the infinite loop of playing over and over again.