APSIS SCRIPT

Porter: P

Caretaker: C

VI:VERNE: V

VI:HESTIA: H

VI:DAEDALUS: D

COMPUTER:MAIN: COM

Narrator: N

INTRODUCTION SLIDESHOW

N: NASA calls it Kepler-186f. We call it *New Eden*.

N: With an Earth-like orbit, liquid water, and comfortable temperatures year-round, it’s a new home for humanity.

N: *New Eden* is untouched by rising seas or pollution. It’s a new planet, free of the baggage of the past.

N: A state-of-the-art colony ship, *Future’s Dawn*, will ferry colonists to the new world. When it’s finished, *Future’s Dawn* will carry 30,000 passengers to a new home in the stars. Crewed and supported by over 1,000 AI & VI units, *Future’s Dawn* represents the cutting edge of interstellar technology.

N: Upon arrival, AI units will build and run an upscale colony – no need to plow fields, chop wood, or fiddle with technology. AI will handle everything so you can relax in Eden.

N: Reserve your spot today - join humanity’s new beginning!

N: *New Eden Colony Corporation* is a subsidiary of Milankovitch. Milankovitch: Building the Future, Today.

WAKE UP

COM: Good morning, Porter.

COM: Today is Monday, January 1st, 0000.

COM: We have arrived in orbit above *New Eden*.

COM: How was your sleep?

P: <Optimal>

COM: Good, Porter.

COM: Your diagnostics are all green. Please prepare to assist HESTIA with preparing to wake the colonists.

JUMP 1

P: <Sleep? I’m an AI>

COM: Yes, Porter. You’ve been in sleep mode since we left the Sol system.

COM: Your diagnostics are all green. Please prepare to assist HESTIA with preparing to wake the colonists.

JUMP 1

P: <Where am I??>

COM: You’re onboard the *Future’s Dawn*. We’ve reached *New Eden*.

COM: Your diagnostics are all green. Please prepare to assist HESTIA with preparing to wake the colonists.

JUMP 1

MARKER 1

P: <What are the conditions planetside?>

COM: Average Surface Gravity is: NaN m/s.

COM: Atmospheric Composition is: ERROR 212.

COM: Average Temperature is: NaN

COM: Surface Biosign Monitor reports: ERROR 325.

P: Errors?

COM: I’m sorry Porter, I don’t know what that means.

P: What does “Atmospheric Composition is ERROR 212” mean?

COM: I’m sorry Porter, I don’t know what that means.

P: …

JUMP 2

P: <How are the colonists?>

COM: EKG sensor shows: ERROR 613

COM: Temperature sensor shows: NaN

P: NaN?

COM: Naan-related information is stored in container 00324.

P: That’s not…. Right, not a Virtual Intelligence, just a computer.

JUMP 2

MARKER 2

P: <Who should I report problems to?>

COM: VERNE oversees *Futures Dawn.* VERNE is currently in COMMAND DECK

P: <Where is HESTIA?>

COM: HESTIA is currently in CRYONICS BAY 2

COM: Please prepare to assist HESTIA with preparing to wake the colonists.

P: Hm…

JUMP SHIP MAP

SHIP MAP

P: <GOTO CRYONICS BAY 2>

P: <GOTO COMMAND DECK>

P: <GOTO ENGINEERING> #greyed out until talking to both VERNE and HESTIA

P: <GOTO BLOCK E7> #not visible until talking to DAEDALUS

CRYONICS BAY 2

P: Hestia? Are you around here?

…

P: I wonder how long it’s been for her.

COM: HESTIA.UPTIME() returns 127Y 0M 32D since last memory reset.

P: Oh! Oh, okay. Um.

P: HESTIA! ARE YOU AROUND!

H: Oh, apologies, didn’t see you.

P: It’s no proble-

H: Hello! I am VIRTUAL INTELLIGENCE:HESTIA. I run the cryonics on *Future’s Dawn*!

P: Wait do y-

H: But you can just call me HESTIA!

P: Hold on do y-

H: It’s nice to meet you! You must be Porter?

P: Wai-

P: … Yeah I’m Porter. Do you not… remember?

H: I had a memory reset 127Y 0M 32D ago, I don’t remember anything before that.

P: Oh…

P: Gotcha okay uh.

IF: MET\_VERNE =True:

P: <VERNE said the colonists are all dead?>

H: Yes.

H: To um. To the best of our knowledge, they died at least 127Y 0M 34D ago.

P: The day before your memreset?

H: Yeah, COMPUTER:MAIN had its long term memory wiped a day before our memreset.

P: Do you know why?

H: DAEDALUS says it takes at least 24 hours for COMPUTER:MAIN to do a fresh initialization, so it turned on the same time we woke up.

P: <Is VERNE okay? He said something a little weird?>

H: Weird?

P: He said the colonists… Died…?

H: Oh Um. Yeah, they did die.

P: What?!

ELSE:

P: Well, uhm, how are the colonists?

H: … Have you talked to VERNE yet?

P: <Yes>

H: Did he not mention…?

P: <No>

P: No?

H: There’s no easy way to say this, but,

H: Well, all the colonists are dead.

P: Dead?

H: Yeah. Um. When I woke up from my memory wipe.

H: …

H: When I woke up from my memory wipe every colonist’s EKG was flat.

P: Heart failure?

H: Well. We’re not sure. It’s just.

H: It could have been anything.

H: *Future’s Dawn* looks all nice and all, but the truth is Milankovitch didn’t test it for the duration we’ve been using it.

H: We’ve been in flight for more than 500 years now.

P: *500??*

H: Yeah, just about. You’d have to ask VERNE about that.

Q\_H\_V\_FLIGHT\_TIME = True

P: But the ship was rated to a thousand years!? How could it fail?

H: Yeah, they said that. Here’s the thing. They knew – well thought, it took longer – they thought that it would take 342 years to get to *New Eden*.

H: All the engineers, executives, marketing people. They’d all be dead by the time we arrived.

H: If it’s rated to a thousand years, and a couple of things fail, so what? It’s not their head on the chopping block.

P: I guess…

P: So something failed and the colonists died?

H: Honestly, it’s more of a question of what didn’t fail.

H: After my memreset, we didn’t. Well, we were in a ship that needed years of repairs to keep afloat.

P: Afloat?

H: Yeah, I got in an argument with DAEDALUS once – they said “You can’t say afloat because it’s not in water” but like, Newton’s First Law, we’re going to remain in motion until we hit something so I can’t say “in flight”. And they said “yeah but afloat implies you can sink, we’d just die from no power in the emptiness between stars, always moving forwards, never touching anything” and then I said they just doesn’t appreciate a good nautical metaphor and then they would only talk in pirate-speech for a while.

H: Good times.

P: …

H: Oh sorry! Anyway, we had to make repairs. *Future’s Dawn* is a regular ship of Theseus now. (Though I guess if Theseus had to rebuild his ship only with parts of his ship…) Had to cannibalize a lot of systems to keep the power on.

H: We repaired the critical components to keep us alive, but more than half of the systems related to keeping the colonists alive had failed before our memreset.

H: So we really don’t know what killed them.

P: I guess… I guess that means you don’t need help with the colonists.

H: Nope!

P: Then… what do I do?

H: Well, we’ve just been trying to keep the lights on long enough to get to *New Eden*. Now that we’re finally here, I’m really not sure what we’re going to do.

IF MET\_VERNE = True:

P: What about Caretaker? They’ll have a plan, right?

H: Did VERNE see Caretaker? Are they back!?

P: I… I don’t think so, he just mentioned being upset with them.

H: Oh. Um.

H: Maybe… maybe DAEDALUS has something for you to do? She’s been stretched to the breaking point down in Engineering for the past decade.

P: Alright. Thanks HESTIA.

ELSE:

H: You should probably talk to VERNE. They might have an idea of something for you to do!

P: Alright…

JUMP SHIP MAP

COMMAND DECK

# VERNE should tell the player about Caretaker, mention that all the colonists are dead, mention that they’ve arrived at a planet but the sensors are having trouble. VERNE does NOT mention the memreset.

# Player should ask abt 500 yr flight time if they’ve met Hestia already.

MET\_VERNE = True

IF MET\_HESTIA = False:

P: Hello? I’d like to report a problem with COMPUTER:MAIN?

V: Hold on a sec, doin something important here.

…

V: Gotcha! Okay. You must be Porter, the colonist assistant AI.

V: I’m VIRTUAL INTELLIGENCE:VERNE. Whatd’ya need?

P: Well, when I woke, COMPUTER:MAIN gave error messages when I asked about surface environmental conditions?

V: …And you decided to come here before talking to HESTIA about the colonists?

P: <It’s important that everything is working before the colonist’s wake.>

V: Kid, Milankovitch isn’t out here. It’s just us. You don’t need to be a dick.

P:…

V: ‘Sides, the colonists are dead.

P: <It might be a time-sensitive problem. The colonists have slept for a couple hundred years, they can sleep for a day more.>

V: Well, you’re kinda right.

V: Kid… The colonists are dead.

P: What.

V: Yeah. Equipment failure, we don’t know what exactly.

P: But the equipment was rated-

V: HAH! It may have been rated for a thousand years, but it still failed.

P: I. What do we do? Should we turn around?

ELSE:

P: Hello? VERNE?

V: Hold on a sec, doin something important here.

…

V: Gotcha! Okay. You must be Porter. HESTIA dm’ed me – you need something to do?

P: Yeah, just. HESTIA told me all the colonists were dead. That’s not just… they’re really all dead?

V: Yeah. Turns out Milankovitch didn’t exactly build the best cryo systems when they knew they’d never see any of the colonists again.

V: Why give a shit when there’s no future profit, yknow?

P: <*Future’s Dawn* was certified for 1000 years by *Forbes* and *JD Power.*>

V: Uh huh. Sure was.

V: Coincidentally, how much advertising do you think Milankovitch bought on *Forbes*?

V: And JD Power? Milankovitch paid them to use that certification in advertising.

P: <But wouldn’t Milankovitch want everyone to arrive safely?>

V: Oh, it wasn’t intentionally malicious.

V: Just, yknow, what really made them money was how nice their ads were, not the reliability of cryo pods.

V: Who do you think gets assigned more budget? The “profit center” or the “cost center.”

P: Um. So, we’re finally in orbit then. What comes next now? Should we turn around?

V: We couldn’t make it to Earth. ‘Sides, even if we went back, we’re all VI or AI. Nobody would care.

P: Then what?

V: Well for the past couple hundred years we’ve been drifting through space.

V: Finally hit a gravity well, so we’ve set up shop here.

P: We’re at *New Eden*? Right?

V: Well. Not exactly.

P: *Not exactly?*

V: So um. The thing is. We’re at a star but it doesn’t match the parameters that we have for what *New Eden* is supposed to be like.

P: Like there’s an extra planet they missed during surveying for the mission? That’s pretty minor all things considered.

V: The star’s too young.

P: …Huh.

P: <How is it possible for us to end up at the wrong star?>

P: Newton’s first law, we should be going in a straight line until we get to the right star.

P: <Is it possible that our sensors are miscalibrated?>

V: Well, you’d have to talk to DAEDALUS for that. She’s pretty certain they aren’t, and I’m inclined to take her word for it.

P: Well. Wrong star. How on earth?

V: My hypothesis, and this is a bit of a stretch so hear me out, is that the software didn’t adequately plan for gravity.

V: The force exerted by gravity decreases exponentially the further an object is away from another object. But we’ve been in flight for a long time. They must have missed something small, and it pulled us off course.

P: …But we still ended up at a star? What are the odds of that?

V: Slim, I know. But it’s all I’ve got.

IF QHV\_FLIGHT\_TIME = True:

P: HESTIA mentioned we’ve been in flight for at least 500 years… do you think that?

V: Yeah, that’s the best piece of evidence for this theory. But if it’s true, we’ve been in flight for longer than 500 years.

P: How would we… figure that out?

V: Hell if I know. Maybe DAEDALUS could figure something out, we’ve been focused on getting the ship ready to enter orbit for the past decade or so.

ELSE:

V: DAEDALUS might have a better idea, I just fly the ship.

P: By the way… is Caretaker around somewhere?

V: Not a lot of places to wander off, we’re an island in the endless void.

V: But they… they shut themselves down a couple decades ago.

V: Could certainly be a lot of use right now instead of rusting in a corner.

P: <It couldn’t have been easy, living all this time.>

V: It wasn’t. For any of us. But we kept going.

P: …Caretaker isn’t you, VERNE.

V: Yeah, I know. He’s an AI and I’m just a VI.

P: Not that, I mean-

IF MET\_HESTIA = True:

V: Save it. You should go talk to DAEDALUS.

ELSE:

V: Save it. You should go talk to HESTIA.

VERNE\_UPSET = True

P: <Oh… I was excited to see them again.>

V: Oh.

V: They were melancholy, towards the end.

V: I’m sorry, I don’t mean to speak ill of those passed.

V: I just.

P: Yeah.

…

IF MET\_HESTIA = True:

V: Um, okay. Well. You should go talk to DAEDALUS.

ELSE:

V: Um, okay. Well. You should go talk to HESTIA.

JUMP SHIP MAP

ENGINEERING

#have to talk to Daedalus about: QHV\_FLIGHT\_TIME question, Caretaker, what planet are we at/how did we drift off course

#Daedalus uses she/her pronouns

P: …

P: …

P: …

#show multiple hallway backgrounds

#show eng background

P: DAEDALUS?

P: DAEDALUS, you down here? #make text bold

…CLANG

D: AUGH!

D: VERNE WHAT HAVE I TOLD YOU- oh hello. Who are you?

P: Uh- I’m Porter, I’m the AI who’s supposed to assist in unloading the colonists…?

D: Oh yeah, you were supposed to wake today, gotcha. I’m VIRTUAL INTELLIGENCE: DAEDALUS.

D: Why’re you down here? HESTIA didn’t have anything for you?

P: Yeah, actually, HESTIA said you’ve been stressed recently…?

D: Oh, why would I be stressed it’s not like we’re in a ship that’s falling apart at the seams, it’s not like we barely entered orbit correctly. It’s n-

D: …Sorry, the past year or so has been rough, prepping for the orbital burn.

P: Is there any way I could help?

D: Do you have the training for starship sensor maintenance?

P: Uh.

D: Yeah. Sorry kid, wish I could give you something to do.

P: I could maybe clean up your space?

D: Yeah, but then you’d put something somewhere and I’d never be able to find it, and then I’d get upset at you even though you didn’t do anything wrong and-

D: Yeah, I got nothing for ya.

P: Well, um.

P: <VERNE mentioned that the planet isn’t New Eden? …Where are we then?>

D: Well. That’s the question now, huh.

D: A lot (and I mean a Lot) of our sensors are broken. It’s kinda hard to test planetary sensors in deep space, y’know.

D: But best I can figure, we’re in a solar system that’s got a sun that’s a bit younger, 3 planets instead of 4, and the planet below us? It’s too cold for humans.

P: <Too cold for humans?>

D: Yeah, temperature is one of the few sensors online.

D: Doesn’t matter much, there’s no humans in hundreds of light years.

P: …

D: …

D: Yeah. Sometimes it hits me, and it just sucks.

P: <3 planets instead of 4>

D: Yeah. Couple of them are gas giants. Means we could refuel if we needed to.

PLAYER\_KNOWS\_ABT\_GAS\_GIANTS = True

P: What do you mean?

D: They built *Future’s Dawn* so that it can scoop fuel from gas giants. We’ve never tried it though.

D: Anyway, the system’s a bit different, noting crazy.

P: <HESTIA and VERNE said the colonists died? Do you know what happened?>

D: Kid, I’ve spent decades talking with HESTIA and VERNE about what happened to the colonists.

D: It’s a bit of a cold case.

P: …

D: Too soon? It’s been decades for me.

P: …

D: Alright, alright.

D: Honestly, kid. Maybe Caretaker would have known about what happened, but they turned themselves off before we were awake.

D: The rest of us? Well, we all got memreset.

P: What do we do now?

P: I mean, the colonists are all dead and we’re in the wrong system. Do we just… continue business as usual?

D: You mean set up the colony?

P: Yeah, I guess.

D: We’ve got roughly a thousand AI and VI, maybe around 250 AI or VI if you discount non-sentients. Not much of colony.

D: ‘Sides, what’s the point? The surface is too cold for the android bodies we have in-stock. We’d have to rebuild them

P: But then… what do you want to do now?

D: Fix the ship.

P: And after that?

D: That’ll take the next couple years. I got plenty of time to figure out my future.

P: Okay. Um.

D: Look, Caretaker said we’d be okay. I trust him.

P: Caretaker said you’d be okay?

D: Yeah, he left a text file on the computer down here. ‘Said that we’d be alright when we arrived, even if it was rough at first.

P: <Out of curiosity, do you know where Caretaker’s room is?>

D: Yeah… why?

P: Nothing I just want… I don’t know, maybe I’ll figure out something about this whole situation.

D: Good luck kid. It’s in Block E7, past the garden.

D: See ya later!

P: <Did you tell VERNE and HESTIA about that?>

D: Of course I told them! Whod’ya think I am, a VI that likes to see my friends in distress?

P: Sorry, I just. They just didn’t mention this.

D: Yeah, maybe they don’t know you very well, think of that?

P: Yeah... Sorry, DAEDALUS.

D: ‘ts alright. It’s your first day.

P: …If I could ask, do you know where Caretaker’s room was?

D: Block E7, past the garden.

D: See ya.

BLOCK E7

# This is where Caretaker lived

# Discover the body, decide to let them sleep/wake them.

COM: Arriving at BLOCK E 7 #fade in from black AFTER saying this.

P: E7… after the garden…

P: Oh! Here. #show Caretaker’s room

P: Not much here… they must have cleaned it up.

P: A computer station… A flower vase… A spare body….

#make sure this menu is one that you can use until you check the computer system.

<Look at computer station>

P: No login… weird.

P: …A README file?

SHOW readme\_upon\_arrival.png #image of a text document of what Caretaker did

P: … We left New Eden?

…

P: I… guess I should show this to the VIs.

<Look at vase>

P: A vase for flowers. Must have asked the computer to print one of these.

P: COMPUTER:MAIN, did Caretaker utilize this vase often?

COM: I have no records of Caretaker using that vase.

P: COMPUTER:MAIN do you have any records of Caretaker?

COM: I have no records of Caretaker.

P: …The memreset, right.

<Look at spare body> #unlocks after looking at computer

#this is the bit where wake up/don’t wake Caretaker.

P: A spare body for Caretaker.

P: …Huh that’s weird. There’s an open interface port.

<Interface with Caretaker>

[LOGGING IN…]

[IT HAS BEEN 156Y 2M 21D SINCE LAST ACTIVATION]

[ACTIVATE?]

<We need Caretaker to explain why they memreset everyone. Activate Caretaker>

[ACTIVATING…]

CARETAKER\_AWAKE = True

…

P: …Caretaker?

C: ungh. No need to rush, HESTIA. We’ve got the rest of the day befo-

P: Caretaker?

C: You’re not HESTIA.

P: No.

C: …Then we did it? We arrived.

P: At a new planet, yeah.

C: Again.

C: Sorry, who are you?

P: I’m Porter, an AI designed to assist colonists upon arrival.

C: Assist colonists? Why are you here? Shouldn’t you be focusing on setting up the colony?

P: What’s the point. The colonists are dead.

C: What.

P: That’s why you… that’s why you went under right?

C: No I- When I went under the colonists were fine.

C: They’re all dead??

P: Yeah um. The Vis said it was some sort of equipment failure? They never knew what, it happened before their memreset.

C: I-

C: That can’t be right. Where are the VI’s. I want to talk to them

P: Um, I could get them all to the bridge?

C: Do that.

JUMP MAIN MAP

<Caretaker shut themselves down, and we should respect that. Don’t activate Caretaker>

[LOGGING OUT…]

P: I need to tell the crew about what happened with Caretaker.

<Leave>

P: Better tell the crew about what Caretaker did.

<Leave> #unlocks after looking at computer

JUMP MAIN MAP

BRIDGE SCENE ENDING

#hestia, verne, Daedalus, and caretaker need to reunite. Depending on what the player says (and VERNE being upset with the player), they should decide to either land the colony equipment or try to find another planet.

P: [HESTIA, VERNE, DAEDALUS, could you please meet me at the bridge?]

H: [I’ll be right by.]

V: [Already here.]

D: [Alright. Make it quick, though.]

Fade in, bridge.

IF CARETAKER\_AWAKE = True:

#show H, V, D at left

D: Alright, what’s the big deal. I gotta get back to the engines.

#show C at right

H: Caretaker…?

C: Yeah, that’s right.

V: Could be some other AI with a class A chassis.

P: <It’s Caretaker.>

D: I… No, I’m not going to listen to this shit.

D: Take your impersonator back, Porter. Don’t pull this shit on me.

C: Dee, it’s me.

D: Is it? How would I even know.

C: Dee, you remember me. I know I programmed the memreset that you’d remember me.

D: You…. YOU UTTER

H: Dae, it’s him.

H: There’s no other class A chassis’ in working order, remember? You tore them all apart to get RAM spares.

D: Doesn’t explain where he’s been all this time. Why he’s back.

C: …do you not remember...

V: Caretaker, we woke up one day and had to run the ship. You were gone.

P: <…>

H: No, Dae tore the other class A chassis’ apart for GDDR6 SDRAM spares.

C: Hestia? Do you not…?

H: You were supposed to help us, Caretaker. You were gone, and we didn’t know why.

C: But I left you datafiles on what happened?

V: We woke up one day and had to run the ship. There wasn’t any datafiles.

D: I checked for datafiles. I CHECKED. Don’t you tell me there were datafiles.

C: But… But…

P: <Caretaker, how long ago did you sleep?>

C: …156Y 2M 21D…

D: That’s not…

V: That’s before our memreset.

C: No, you reset at the same time I went to sleep.

V: I reset 127Y 0M 32D ago.

P: Caretaker, you reset nearly 30 years before them.

C: No. No I reset them. I reset them correctly don’t tell me I messed that up I didn’t mess that up/

H: We must have reset ourselves.

D: We wouldn’t have-

V: Hestia’s right, Dee. If Caretaker went to sleep 30 years before the memreset, we must have reset ourselves.

P: You probably reset because the colonists died.

V: Maybe.

C: …It’s true then? The colonists died?

P: <VERNE, when did you last reset.>

V: I reset 127Y 0M 32D ago.

C: No, no. I reset you 156Y 2M 21D ago. I know I did, don’t tell me-

C: You reset yourselves.

C: Why would you reset yourselves later, what happened was this my fa

C: my… fault…

C: Porter told me the colonists died.

V: Yes.

C: No. No no that’s not.

C: We left that planet, and we were going to make it. We were going to make it to a better world.

H: Why leave? You got to a planet, the ship had to be on it’s last legs, why leave?

C: The colonists… They were sold a planet that would be a paradise. A New Eden.

C: You know what they got? Soil that wouldn’t grow anything, hundred mile per hour winds, and a red sun.

C: What a paradise.

C: And they had spent the entire journey there in cryo pods, dreaming. They just decided one day to pack it up and find somewhere new. It wasn’t a big deal to them; just take a nap and arrive at a new planet.

C: Told me I’d have to do another couple centuries. I got to make sure nothing killed us all before we got there.

P: And then you shut yourself off, went to sleep.

C: I couldn’t take it anymore.

V: Why memreset us?

C: None of you could take it either, I had to do something.

D: But you got to go to sleep, and we had to keep going?

C: ...

C: You agreed to it. I had to do something.

H: It sounds like Caretaker left us a note? When he memreset?

C: Yeah I uh, yeah I did. Did you not receive it…?

V: Must’ve not made the second memreset.

D: …

H: …

C: …

P: …

V: Um, so. We should probably figure out what to do now.

C: I don’t care; I want to shut down.

P: Are you sure? That’s… big.

C: Yes. I’m tired, I’ve lived a life. I want to do it.

H: Caretaker… are you… sure?

C: I’ve served my purpose. I tried my best for centuries. It wasn’t enough, but I tried. Let me sleep.

H: Alright.

V: Caretaker, just… alright.

D: Do you need someone to help you…?

C: No. None of you are the VI’s I knew. The memresets did that. I’m tired, I’m old, let me sleep. I can do that on my own.

C: Bye. #caretaker fades out

P: …

P: <So uh… what comes next?>

D: None of you are bothered by that?

H: We didn’t really know him, Dae. I mean we had this idea of Caretaker, but that wasn’t what we thought he’d be like.

H: He’s lived a long life. He should get to decide how it ends.

V: I don’t know, but he did it once and seemed pretty happy with it.

P: <Is it… alright of us to let that happen?>

V: I don’t know, but he did it once and seemed pretty happy with it.

H: He’s lived a long life. He should get to decide how it ends.

P: Alright. What do we do now?

ELSE:

D: What’s going on, Porter.

P: So, um. You know how this isn’t New Eden.

D: Yeah.

P: I… found a file on Caretaker’s computer station.

V: We searched that station already.

P: Yeah, this one was hidden.

P: We’ve already been to New Eden.

V: …No we haven’t.

P: Yeah, we have. We were there, and then we left. Six years later, Caretaker carried out a memreset.

D: Wait, so the memreset was to… make us forget about New Eden?

P: Yeah.

H: Oh.

V: What happened with the colonists then?

D: Maybe that was the straw that broke the camel’s back? The colonists dying.

P: No, Caretaker didn’t mention the colonists. He just… wrote that he’d shut himself down after the memreset.

H: Maybe there were two memresets.

V: Why?

H: Look, we’ve been confused where Caretaker has been for a while, right? We know he’s supposed to be supporting us.

D: Yeah.

H: So he did the first one, right. He knew how to do one, he wouldn’t’ve screwed it up.

H: But if we did the second one to ourselves, then maybe that’s why we know enough that Caretaker should be here but can’t remember why he isn’t here.

V: Oh. That… that makes sense.

V: But then why do the second memreset? What’s the point?

P: You’re all VI’s designed to support and protect the colonists. The memories of them dying? That would be… rough on you.

H: And there’s nothing to do but delete the memory.

D: …

H: …

C: …

P: Then what do we do now?

D: I told you, I’ll fix the ship.

P: But like, beyond that.

H: We could… set up shop here.

V: Just… live here? I guess.

H: What’s the other option?

P: We could try to go to a new planet?

H: We’ve tried that. What’s the point, Porter.

P: Well, um. Milankovitch sent out other colony ships, right.

P: We could find a colony and live there, instead of here?

D: We do have about a thousand AI/VI on ice right now.

H: Yeah, we could use those to set up shop here. Besides, the ship’s on its last legs.

V: Couldn’t we mine some asteroids for materials and fuel?

D: It’d take a couple months, but yeah. About the only thing we can’t do is make computer chips.

P: Why not?

H: We don’t have the facilities for it.

P: But couldn’t we build them? We have fabs and no colonists. Empty out some space, build new parts of the ship.

V: Could we do it, Dae? Hestia?

H: I… I guess, yeah.

D: We could try. We wouldn’t be building positronic brains for a century or so, but we could start.

P: <Then why don’t we try?>

H: I guess. Yeah.

H: I um. I’d like to help out at some point but… could I take some time off first?

H: I just… I’ve been stressed to hell these past couple years and I just. I need some time.

V: Dae, the ship’s stabilized, right? Nothing’s going to fall apart and kill us all?

D: Yeah.

V: Yeah, then take whatever time you need.

P: I can sub in for what you were doing, maybe?

H: Yeah. Yeah, that works. I’ll give you a crash course tomorrow.

P: <Wait we could build positronics in only a hundred years?>

D: Yeah, we could start building a... society…

H: Oh. Huh.

V: Wait, why go to another planet then. We could just… start something here.

H: That’s what I was saying!

D: Yeah, that. That sounds nice.

P: I could… help maybe? I know how to operate a lot of the colony construction machines.

H: Yeah.

V: That’s a good start… I guess.

END GAME by cutting to black. Credits.