Episode 1

Act 1"Struct Init" Intro to Setting & Game-Loop, Charter a Course, Depart towards Directive
Act 2 - " Vreko 11" Enter Stratza Vreko 11, Team w/ Int. #15, Narrative Betrayal/Survival
Act 3 - "Compelled Forward" Board upgraded Skiff, Escape Vreko 11 w/ Vadim

Game

[Start Screen]
Black. Fleeting, rim-lit, structural shapes. Hints of stars silhouetted by absence, passing quickly through pillars and tunnels.

[MUSIC] Struct Origins Theme;
Orchestral, Foreboding, Discordant, Overtones fighting for dominance
French horn, strings tuning, vibrato, Shepard tone.

[Continue [X]] | [Calibrate [0]] Command Line Interface in orange, interlaced Future-retro text at the bottom of the screen.

[Continue] Orchestral music continues, astral frequencies, respirator, vital signals.
An encroaching mechanical rattle, like a broken clock measuring irregular milliseconds.
Camera exposure reveals the brightest stars first, then the deep field of outer space.

[Calibrate] Settings, VR, Audio, etc.

Act 1 -"Struct Init"

In which our Player Character, [PC], wakes to diminished life support and bizarre flight path, pressing the Player to learn the ship's interface, correct course to reach a military base, Statza Vreko 11, and continue their [Directive].
{10 -20 Minutes}

Cutscene - Struct Init

{2 -3 Minutes}

EXTREME CLOSE UP. Camera dollies over carbon and metal, caked with dust, ice, gashes.
Travel across a monolithic, undefined, silhouette, tumbling through space. Bright, dark, bright, dark.

Radio transmission, male's voice, professional, military, cool, ""inaudible"... come in. Com relay via Statza Vreko 11... life support stable, not much else, copy."

CU. Hybrid, Sino-soviet labels, etchings in metal, serial numbers, layers of manufacturing.
The tumbling craft faces the sun briefly, reveals indications of lifeless human behind frosted glass.

Transmission, "Int. #15... Re-entering stasis, standard interval. Vreko 11, what's left of it, to Control. Return."

Stars reflect and sun glares as the camera orbits around the vessel to reveal deep space.
Orchestral music to diminuendo as a growing portion of the space craft, [Cask-9], fills the frame.

Transmission, Intern G15, "Sectors three through seven, offline and irrevocable."

INT. [Cask-9] - Orchestral Music muffled/muted. System beeps.
Console boots to minimal user interface, interlaced orange text, future retro Sino-soviet characters unreadable to the Player except for button combinations of, "X, ^, [ ], 0" , each combo progresses the [Interface] boot sequence;

Transmission, "Sector Zero, assumed stable but completely severed from the Vreko 11."

POWER ON SYSTEM TEST-->
BIOS ... "0 [ ] [ ] ^ 0" ... Initiated
Firmware Check... "X 0"... List with signs of incompatible manufacturers, some missing ... OK
Memory Check... "[ ] 0 X X" ... 3.2Mb ... OK
Power Supply.... 20% "X"
Boot Operating System? " X | 0 "

Ominous orchestral music crescendos to the anticlimactic silence of space and the rattle of machinery.
EXT. - Beat. The head of the vessel yaws into frame.

Orchestral music returns with gusto, major chords, a bold heralding of life into the montage;
[Interface] shows litany of systems coming online.
Dim blue lights illuminate [Cask-9]'s interior, tightly packed controls and mechanical systems.
Time-lapse navigation through [Interface] UI, Menus, Sub-Menus, Loading Screens.
CU. Syringe injected into skin, retracts.
[Interface] schematic of human and life support, activating key systems.
Eyes jump behind closed lids.
Heater activates with glowing red light, scanning a lifeless hand.
Pulse of blood through temples, vitals beep in response.
[Interface] colors project light onto rapid-eye movement, twitching, scanning.

Camera dollies out, revealing stars and a casket-shaped vessel spinning through space.
A sharp orchestral accent locks the camera. Casket passes at into the depths at breakneck speeds.
Camera tracks the craft as the orchestral drone fades to silence, revealing bursts of air stabilizers correcting the vessel.

Title. STRUCT

Orchestral Music and Stars wash back in waves, eventually fade to black, leaving resonate frequencies and a sustaining, frenetic, mechanical tick.

[Continue] -

Interface Intro

Orchestral dirge blooms. Title eclipsed by silhouette of life-support vessel, [Cask-9], blocking the stars.

PC wakes to pavlovian tones, colorful, anime-inspired symbols, flower petals, buoyant, bouncing smiley faces.

Introduce [PC], Female, younger than middle-aged, no-nonsense, capable, groggy, irritable;
"Alright alright..." /
"Never gets old." /
"OK, I'm up. Where are we?"

Press [X] to turn off the alarm, access the main [INTERFACE] projected on the casket's tiny glass window.

[PC] Backs out of several sub-menus, mumbling to self;
"Life-support firmware? What was going on down there?" /
"This piece is speaking in tongues again, must have reset while I let my guard down. /
"Let's get it back to the homeland."

PC navigates to [Maintenance [X]], to switch the language to [English [X]].

Unreadable warning pops up, [PC] spells it out for us;
"System reboot required, of course."
"[Navigation], [Vital] support and subsystems will be off, manual restart required. Check." /
"Wouldn't expect anything less from the Czars. Been through worse in the mines." /
"Let's get her ready. [Initiate Reboot [X]]

[PC] "Going to need to charge the system ignition before I flip the switch."

Player prompted to find [Manual Reboot] switch and [Ignition Pump] with left Joystick;
[Game Camera] with L-Joystick pans across mechanical details of the ship's interior, a shaky hand feels across the controls until [PC] locates the [Manual Reboot] switch and [Ignition Pump]
[PC] "Power Switch, not yet, where's the Ignition Pump?" / etc.
UI shows how to grip [Ignition Pump] by holding "X" and toggling: " L + R shoulder " until pilot light on dash turns green.

Cinematic camera cuts as the player pumps:
[PC] facial performance
[Cask-9] Exterior, Over shoulder, Depths of space until [Ignition Pump] has finished charging the pilot reserve.
[PC], "That will do it." / "Good enough." / "Next step."

[Interface], Reboot sequence, prepared.

[PC] Preparing to reboot the vessel;
"No sweat, this commie box is built to withstand a fallout."/
"20 seconds in the vacuum of space and we're back." /
"Let's hope it starts up on the first try this time."/
"20-seconds and not too soon, early boot will scramble the memory."/
"25 Mississippi's for good measure."

[Manual Reboot | X] Activates reboot, [PC] flips switch, oxygen shut down, lights off, 20-second wait.
SFX all systems winding down to an abrupt silence.
CU - [PC] Calmly closing eyes.
EXT - [Cask-9] creaks as cold takes hold, ice-crystals grow across the window.
EXT - Silence of space. Pulse, Tinnitus, Tension,
After 20-Seconds, loop back to [PC] with eyes closed

[Player] estimates duration and flips the switch with [X] when ready.
If Player reboots too soon, show a partial boot sequence, corrupt data and prompt to flip reboot switch again,
All the while [PC] is running out of [Oxygen], red vignette,
Fade to black after 3rd failed attempt, [Game Over]

Beat

Loading screen boots in English and reveals that all software, hardware and human occupants are property of the Sino-Soviet State, dated 2045. POST test ... OK, etc..

[Load Operating System [X]]
[Player] enters credentials, their chosen name.
[PC] enters ascribed Internment Number, "Lucky #237. Primp and Prime" Exhales. "Let's try again, where the fuck are we?"
Beat, fade in solo string, crescendo, Orchestral Theme, major chords, encouraging, harmonious.
Power system flashes on, rickety whirling of coiled fan heater, oxygen pump, dirty filter.
Access lights illuminate our player character's face in an Orange system glow as they wait for the [INTERFACE] to load. All in glorious English.

Directive Intro

[Interface | Main Menu];
[Directive - On] , [Nav - Loading] , [Vital - On] , [Coms - Off] , [Maintenance - Ready]

A litany of system check sounds and Indicators appear as they come online;
[Time] Boot: 0 Minutes, 34 seconds | Travel: 9 Y, 72 D, 0 M, 34 S | [Sinosovia]: 17:26 +_ ~4 H
[Battery] 65%, 5 H 12m remaining at current rate
[Temp] Interior 14.4 Celsius | Exterior: 3 Kelvin | Convert [X]
[Oxygen]: 3 3H 24M at current rate | Recycle [x] | Filter [0] | Phyto [25 nd]
[Propellant] Aerosol 22% 20 kilo @ 25 psi = 72 seconds sustained | Combustible Ethanol Remaining: .0125% @ 120 kilos = > 14 seconds full thrust

Player finds that they can D-Pad across UI Elements for snippets of [PC]'s commentary, reinforcing an urgent, depleting scenario. [PC]: "Battery isn't great, could always open the panels, but let's figure out where we are first." / etc.

[Interface] flashes at top: [Prime Directive]: Statza Vreko 11. [Nav System - loading]

[PC], ironically, "Statza Vreko, date with destiny, number 11. How could I forget?" /
"Let's see if I've received any love letters."

Navigate to the [Directive Log] a list of the vessel's flight dates and times, distances, coordinates, Internment #'s, hundreds redacted, deceased pilots, further down, G15 is still active but classified (last updated 30/6/2056).

No immediate use to the player but to select their own directive.

Review Directive information, most of the juicy stuff is redacted and on a need to know basis.
Enough info is revealed to describe a military base, it's location / use / condition, 3D model of a base nestled into an asteroid, but before long...

Navigate - Online; Impersonal, urgent, beeping, immediate attention required.

[PC], "Alight, alright." / " Fussy bitch." / Space dust in the aileron? Another frozen thruster? Hit me."

Navigate - Beeping and Flashing: Trajectory, GPS-Loading, Orient

Navigate to Trajectory, Cartesian schematic of grid and stellar systems, arc, coordinates, gravity zones reveals a flight path that leads to an empty place in space.

PC "What the fuck?" / "Something's dingy." / "Can't be right" / "Where's Vreko?" / "Sinosovia, we've lost Vreko 11."

Trajectory shows flight path tumbling through space. The arc schedules the vessel towards a remote system, arriving in Forty-Seven years. The path passes through a marker on the map and continues, no ping detected. Last contact date 07/06/2056.

Navigation Intro

5-10 minute sequence introducing player to Interface, Directive, Vitals, Navigation and the rugged, analog nature of the Cask-9 vessel.

"Alright, this has got to be a mistake." /
"Nothing in the flight path, and Vreko 11 wiped off the map?" /
"Either the flight path has a mind of it's own, or Vreko 11 does." /
"So I'm travelling in a hallucinating coffin towards a base that's gone AWOL." /

Camera pans across UI, trajectory arc, destination, coordinates, time to arrival, etc. Follows PC's eyes.

PC"I call bullshit. Let's check the coordinates."

PC navigates to [Directive] > [Int. #237] > [Directive Sequence] > Rendezvous Statza Vreko #11 (among various datum) Coordinates > Send to Trajectory "X" : (34.87, 2.12 degree, quat - 0 1 1 0, 650 km/hr)

Navigate > Trajectory > Checks coordinates, verifies,

PC, Deadpan;
"Same coordinates. No, Vreko "
"OK, where the hell is it?" /
"It didn't just disappear." /
"Problem is, this bucket doesn't know which way is up."

GPS - Online; Conveniently flashes PC's attention

GPS > Orient System shows vessel is completely out of alignment.
Vessel direction shows three possible directions superimposed with best guesses at constellations, up-vectors. Trajectories spin out into space with wild duration estimates and useless destinations.

The single trajectory to Stratza Vreko 11's coordinates is visible, selectable, but the Interface overrides the coarse, citing life support limitations.

PC Forceful / Adamant;
"Well that's where we're headed, Bucket logic damned." /
"You're twisting my arm Cask, do you need an override?" /
"I'm sorry Vadim, I can't do that." /
"Just begging for human intervention."

PC navs to Orient - Reset "X", loads a list of sub-systems, some online, others not. (Speed | Gravitational Wave Detector | Local Gyro | Thruster Orient Test - Various manufacturers)

[PC] Dismayed / Neutral;
"Was fine when I went to bed" /
"Sinosovia's finest. Another firmware reboot compliments of Czar Shinzo." /
"Not Y2K compliant as advertised. I know just the Czar responsible."

[Reinstall Firmware] , [Manual Alignment]

PC, "Just like the mines, either I reboot... again, and free fall while gagging on absolute zero, or I warm these hands with a manual alignment. Either way, I need this bucket on track."

Camera Dollies out to show [Cask-9] floating through space, indicating a critical decision:
[Reinstall the firmware, and reboot the ship (again)] / [Perform Manual Alignment]
If Player chooses:
[Firmware Reinstall] > Results in a prolonged reboot sequence, oxygen system jammed by sudden temperature change and player has to navigate the vessel's interior and shake the tube loose. (Similar to [Ignition Pump] task). Ultimately, All systems reboot, but the [Nav System] is unable to orient itself. Player is guided to Manual Alignment.
[Manual Alignment] > The best option; Skip reboot and perform Successful Manual Alignment, triggering all Navigation systems online.

[PC], "Alright, just like the mines, Manual Alignment."

Flight Intro

[Manual Alignment] selected reveals:
[Controls - Locked] , [Calibration - Initiate [X]] , [Resources - Display [0]]

[PC], "Show me what we're working with. Let's get the Resource Stats and Calibration tools up first."

Player activates [Resources] and [Calibration] first:
[Resources] - [Oxygen] , [Thrusters] , [Power] highlighted and placed to the sides of the [Interface], schematic of [Cask]'s thrusters, orientation
[Calibration] - A list of star constellation names and shapes is displayed, player selects one, it appears front and center on their [HUD] and is directed to align the [Cask] with the stars through the window.

[Controls Simulate [0] | Active [X]]

[Manual Navigation Tutorial] - Shows hologram of [Cask-9] and let's Player test the controls before piloting.
Roll: L2 = Left, R2 = Right
Pitch: Triangle = Up, X = Down
Yaw: Square = Left, Circle = Right

After player has tested Zero-G/Zero-Air Resistance controls, [PC] "Good enough, let's do it for real."

[Controls Active]
[PC] " Alright, the human touch." /
"Just like the mines, but zero gravity... and zero air resistance... and thrusters with a grand total of 72 seconds @ 25psi" /
"First target, Orion"

Player Aligns the constellations with their HUD by Pitching/Yawing/Rolling [Cas-9].
Each aligned constellation helps triangulate the vessel, onboarding more [Nav] systems.
Air thruster fuel is depleted at an adaptive rate based on player's performance, resulting in a small amount remaining as the last of three constellations is aligned.

[PC] "So, I'm rusty. Let's see if I can at least override the [Trajectory]"

With the constellations aligned, [Manual Navigation] is exited, [Trajectory] allows the player to confirm their flight path to Stratza Vreko 11.

[PC] A little shaky, a little courageous;
"Those are the coordinates. It's a one way mission, may as well stay on directive."/
"Alright, Cas, you have your directive, I have mine."/
"What's the damage?"

Orchestral Music rises, [Interface] alarms "2 minutes to orbital connection."

[PC] Determined;
"It's now or I'm late to the party, they'll be dressing my corpse in a toga."/

A robust list of flight statistics is computed, Player can explore but is encouraged to move forward;
[PC], "Choices, choices."
Travel Time: 45D, 11H, 13M, 32S [Edit] > [Trajectory] > Already on Best Path > [Return]
Full Speed: 45D, 11H, 5M
Recon/Reorient Speed: 5M
Contact / Resupply: ~+- 2M
Vitals: Oxygen | Food | Calculate Stasis Time = [Edit] Wake time Prior to arrival;
10 minutes = Lose Vitals, but more time to manage Vitals.
5 minutes = Balanced
1 minute = Save Vitals / Immediate Reorient
[PC] "All the same, as soon as I'm in range Vreko will have a bottle and refreshments."
Battery on Arrival = 7% [Edit] > PC, "No way am I opening the solar panels while under.", [Return]
Corrective Measures prior Departure: Est: 3°x, 12°y, 35°z [Activate] > Manual / Auto Orient
Departure Thrust: 12 seconds @ full rate [Activate]

Orchestral Music, Heavy Bass Percussion and Take-Off sequence begin.

Take-Off Intro

[Interface] Entering low-power departure mode. Lights and other systems dim to save energy for the thrusters. Analog warning sounds add to tension. Temperature begins to drop. Calm before the storm.

CU - Int. [PC] waiting for the [Interface] to confirm alignment and timing. [Cask-9] processing flight path. Tense.

Beat.

[Interface] beeps and highlights [Corrective | Activate X], Player given controls to follow HUD target to align [Cask-9] towards Statza Vreko 11, [Corrective | Lock [0]] (20 - 45 seconds gameplay), align with [Trajectory], confirm with [0]. On success, auto-sequence begins thruster ignition.

Combustible Ethanol Thrusters warm up. Camera pedestals up the casket sized vessel and focuses on a dark pool in the cosmos over its shoulder.

[Interface] beeps and highlights Departure | Initiate [X]] Clock estimates [Trajectory] connection time, counts down from estimated 300s, skips up to ~450s, then down to 120s [PC], "What's the number, Cas?", Clock stabilizes at 60s and counting...

[PC] Instructing player;
"Close enough"/
"OK, nothing like the mines, two thrusters, each with a mind of their own." /
"Just give it the human touch." / Game shows Player [Thruster Control], L+R Triggers
"Let's warm them up and wait for lift-off."

[Departure Tutorial]
Player to press and squeeze "L+R Triggers" around 30% to stabilize Boosters for thrust.
The Thruster UI shows a variable warm up rate per thruster, player needs to squeeze the triggers independently to keep them in the sweet spot between 25% and 35%.
Each Thruster delays its cooldown for a few seconds before needing to be heated.
After a short time, [Departure] counts down "[Trajectory] lock" to full thrust. 3..2..1..
Squeeze both Triggers at 100% for intense departure
Thrusters ignite, cut to [PC] compressing into seat, ice leaving the vessel, thruster metal heating red
Left Thruster shorts, indicating it should be let off a little [PC],"Damn it"/"Play nice."
UI shows a tug-of-war between thrusters, balancing the fuel between the two at around 80%, massaging pressure between the two
Vessel pivots and rattles, correcting as the tug-of-war continues
12 seconds pass, Trajectory overlay emphasizes the path, speed, time to arrival, etc.
Fuel levels deplete, [Interface] variables spinning wildly, adjusting to profound pressure changes
[Cas-9] reaches cruising speed, [Player] releases Triggers, Thrusters shut-down and begin to cool

[Cas-9] leaves the camera in the dust. Camera floats/rolls, [Cask-9] leaves frame.
Orchestral music fades with the distance of the craft, cosmic frequencies and radio transmissions from beyond.

Cut to [Interface] "4 minutes to cryostasis"

[PC] Deep-exhale;
"I'll be out in a few minutes, might as well browse transmissions"
[PC] places life-support tube in mouth, liquid runs into body, schematic shows cryostasis systems activating.

Player browses to [Coms] , [Directive | Locked] , [Uncategorized | Browse [X]]
Presented with a list of audio snippets, with dates, durations and preview waveform.
Player can browse through dozens but is directed to find a significant recording,
[PC], "Nothing here, what about these longer ones." / "What's that waveform."
Fade to black as Int. G15 transmissions are reviewed.
[Next Act]

Vitals Intro

{2-Minutes} After X Minutes, player is interrupted from Main Directive to maintain their vital systems; A minigame that sustains them through the main game.

[Vital] Nags the player to give an orientation to the life support system.
[Oxygen] , [Temperature] , [Food] , [Waste] , [Power]

[PC] "I knew it was getting stuffy."

Directs player to discharge CO2 into thruster systems, onboard fresh Oxygen from the Algae garden into the respirator.
Blend human waste into Algae food for oxygen supplies, etc.
Simple and easy allocation of resources.

(Short Inhale Sequence) - [PC] breathes fresh air, meditates a moment. Relaxing music. Fists unclench. Pulse relaxes, etc.

[PC] returns to the [Directive]

Cutscene - Departure Montage

Transmission: "Intern G15, requesting reception. Com relay source Statza Vrecko 11, life support stable. Re-entering stasis at scheduled interval. Return."

Syringe. Refrigeration.

"Apologies Sinosovia but your comrades did it to themselves. Certainly didn't give me the leverage to do any damage "

Sedatives begin to kick in. Color shift to black and white with blue tint.

"...Prometheus shared the same fate..."
"...send a life boat and I'll give you the details..."

[PC]'s auditory cortex distorting the words, garbled, encoded. Final cryostasis UI elements fill in.

"...Internment proposition, you can't refuse, family jewels are in the nest, I repeat, the family jewels, over."

[Interface] powers down.

Void of Space. Beat.

[Continue [X]] | [Calibrate [0]]

Act 2 - " Vreko 11"

PC arrives within proximity of Statza Vreko 11 to find the base almost completely destroyed by a mysterious industrial accident, and manned by a lone survivor, and military ally, Int. G15. PC navigates the depths of the base, only to find Int. G15 deceased, and maintained by an artificial life support.
20 Minutes

Directive: Vreko Surprise

Boot Sequence, low powered and corrupt. [X] to continue.
Cask-9 cold, Battery @ 6%, frigid, icy window, life support lights interior dim red

Verify [Trajectory] is on path, Time to Arrival < 10 minutes, still nothing on the map.
PC, "perfectly on coarse and colder than a corpse in here" /
"The Czars will be pleased, now for human needs."

Vitals > Power > Solar > Engage [X] | Maintenance [0]
Cinematic: Solar Panels Open, unfold, (Mini-game opportunity, orient towards light w/ L-Stick)
Recharging @ 10 units/m, temperature slowly rises, Cask-9 comes back to life, little by little.

Interface notification > Coms receive and download a detailed model of Statza Vreko 11
Near proximity to base has granted access to detailed map revealing, military structures embedded into an asteroid, control towers, airstrips, central reactor
Directive update provides detailed instructions, landing bay, security clearance, whom to report to, Coms access to 2-Way communication.

PC, "let's meet the welcome committee," /
"time to meet my new masters" /
"I wonder which hole I'll be taking it in this time."

Setup Coms > 2-Way > Ping "X", No Answer, repeat.
PC, "Must not be in range yet." /
"Nothing? what did I miss? /
It's their show / not ready for me?"

Check [Transmissions] for any messages, only audio is from Int. G15
PC"Enough of that. Only guy on Vreko with a podcast, and he's only playing reruns."

Countdown to Deceleration, Vreko 11 visible as a nebulous spot of light.
Minor orchestral them sneaks in

Trajectory path indicates Vreko proximity, deceleration requires counter rotation and counter-thrust. Decel point reached
Decel Activate "X".
HUD directs player to face Cask-9 backwards, enter Pilot mode, Yaw / Pitch / Roll to perfectly align thrusters (30 seconds)
Activate thrusters L+R balance to slow Cask-9 to close proximity speed, 15k/hr
Rotate Cask-9 to view Statza Vreko 11

Build up orchestral theme, powerful, ominous, foreboding

PC casts first sight of Statza Vreko 11, blown to pieces, a ring of debris orbits a fracture asteroid, military architecture is partly intact but mostly torn apart. Several chunks of machinery and rock clustered around a pyroclastic core. A glow emanates from the center of the wreckage and a ring of debris halos the disaster.

Orchestral blooms in powerful minor, mechanical ticking, rattling. Camera static as Cask-9 passes by, floating fragilely above the wreckage.

Meet Int. G15

PC attempts to ping the wreckage to no avail. Vitals indicate rapidly declining Oxygen levels, heavy breathing. Camera enters PC's mind to darkness as the breathing calms. Player might transfer reserves from Vitals.

Coms Ping returned, E-CU PC coming to alert. Cut to game, tune to Coms > 2-Way > Freq coordinate to communicate, transmission decoded and dialed in.

Cutscene

Int. G15, "Re-entering stasis at standard interval. Vreko 11, stable. Sub-systems quarantined. Come in Sinosovia Command. Over."

PC, "Int. J. #237, loud and clear... What the hell happened down there."

(A long pause). Moment for something happening behind the scenes, eventually;

Int. G15 "State your ID and clearance, over."

PC, "Int. J. #237, Directive order J. OD 24 75."

Another long pause. EXT- Cask-9 floating in space. POV - Statza Vreko 11, a flash of light from within.

A: Int. G15, "Copy that Intern J. You lose a bet?", PC, "Is it a bet if you didn't have a choice?"
B: Int. G15, "Didn't get the memo? Sino's lease expired.", PC, "That makes you a squatter or the repo man."
Int. G15, "Meek shall inherit the cosmos. What's your status J. #237?"
PC, "Freezing. Hungry. Low on battery and floating towards a disaster. Another day on the job."
Int. G15, "I know the feeling. I can help you with a few of those things but not from here. Over."
PC, "How long you been down there?"

Another long pause.

Int. G15, "A while. Cover the details in outer space or chat on the ground? The Motherland left me a cozy nook, how about a cup of tea?" /
"We can go over the details but I bet you'll be wanting to dock for refreshments." /
"Longer than I'd like to admit. Tell you what, I'm completely immobilized as it stands... let's make contact, I'll fill you in, maybe we can help each other from here."

PC, "Mission Control will appreciate me touching base. What's left of it. Please advise, over."

Int. G15, "Good news is, parts of Vreko are still online, bad news is, so are the security systems. They're on high alert above the meridian. Nothing active below the rings. Can't say it will stay that way. I can buy you some time if you enter through the reactor utility tunnel."

PC, "Copy that, Int. G15. I think we can manage. (Pause). What'd they call you back home?"

CU - Trajectory, Scan, Updated | "X", a low fidelity map of the wreckage unfolds, parsing the difference with the official map and correlating locations.

Int. G15, "They called my Vadim. Open a coms link and I can pilot you in."

Directive: Reach Vadim

Player determines to reach Vadim by crossing a field of debris, and navigating to the bottom of the base's reactor where they can access a utility tunnel.

Cutscene

Orchestral Major soundtrack slowly builds, a mission is forming.

CU - PC hesitating, gears turning. "No need, I've got an updated scan. How about the coordinates?"

Vadim, "Fair enough. Sending now."

Coms > 2-Way > Ingest > "Coordinates" > Update Trajectory "X" > "Computing Charter"

Navigate updates destination, through the window, we see a scattered field of debris and wreckage. Down the length of the asteroid, indications of a blown reactor and a dark entrance far below.

PC, "Received. You sure that's the best way, Vadim?"

Vadim, "No such thing as best down here. Look, if you're piloting a Cask-9, speed is baseline, maneuverability is crap. Only thing you got going for you is there's no fuel left and nothing to blow. I can buy you five minutes at a time. You good to maneuver?"

PC, "No radar, no collision detection, all analog, as simple as it gets. What am I up against once I get there?"

A detailed list of estimated vitals populates the Interface, music grows:
Time to Arrival
Shortest Path
Fuel
Oxygen Rate, etc.

Vadim, " You'll need security access at the gate. We'll cross that bridge if you make it. Over.

PC, "Copy that. Stand by. (To self) Thoroughly off script at this point, might as well log the details."

Gameplay Directive > "Reach Vreko Reactor Access Tunnel"
Avoid Debris - Cask-9 is a mid-grade shell, mildly vulnerable to collisions
5 minute Oxygen reserves, Battery, etc., Maintain Vitals as needed
Ping Vadim to receive access code to tunnel on arrival

Player can decide to get their ship in order before setting out, or maintain along the way
Check Propellent, Move CO2 from Vitals to Cold Thruster
Oxygen levels low, recycle as needed
Retract Solar Panels as debris gets closer, PC will warn player

Vadim,(After a minute or so) Let me know when you're ready, I'll send the code. Doors won't stay open forever. Over."

Navigate > Trajectory > Maneuver to begin piloting Cask-9

Gameplay: Reach Reactor Access Tunnel

*5-10 minutes
Gameplay includes 6DOF Cold Thruster navigation, Vitals maintenance including retracting Solar panels, and navigating close quarter maneuvers.
Player is free to choose their course but Oxygen is limited and the HUD provides the most direct route.
Excessive Damage from debris collision will mandate a hard Re-Boot.
Player given simple Collision Detection radar to warn of imminent collisions.

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Soundtrack Inspo: Marsen Jules, Beautyfear VIII https://open.spotify.com/track/3CTkP5ZCZXNcX15zPBoEix?si=e390292863d4409b

Player uses 6DOF Cold Thrusters to close distance to the Vreko Reactor Access Tunnel
A field of small scattered debris, ice and pebbles reminds the player that there are bigger dangers outside, minor resistance and turbulence as the player passes through the rings
After ascending the ring surrounding Statza Vreko 11, Player avoids larger masses, machinery, boulders as the distance between collisions narrows
An avoidable collision shorts the Cold Thruster control, sending Player tumbling through space. Interface>Navigate>
With visual contact on the entrance, reorient to line up sight with the Reactor at the bottom of the base
Keep an eye on the clock, manage vitals, retract solar panels for tight quarters
A blinding light comes to life from within the asteroid, openings let solid shafts of light through, illuminating debris and the haunting scattered wreckage in the vacuum of space
Reach the marker on the HUD and ping Int. G15

PC, "Come in.", a delay and violent explosion from above
At last, Vadim, "It's been a while, you make it? I think all your movement has woken the beast. It gets like this. Open Coms for the security code, there are two doors, you'll have 15 seconds."
Coms > 2-Way > Ingest > Security Code received > Broadcast "X" (Alt, play decrypt activity)

Player rushes through gates, enters darkness.
Coms transmissions cut with doors closed, silence

Gameplay: Dark Awakening

Player maneuvers the only direction they can, through the main utility tunnel, with glimpses of a central reactor's exhaust and radiation systems; motionless, dead, and covered with carbon soot.
Sino-soviet markings, industrial, massive and human-scaled details.

PC locates Cask-9 headlights > Navigate > Maneuver > Utilities > Headlights
Notes Battery drain, and no sun light for solar panels

Intermittent violent eruptions as blinding light beams through Vreko's fissures
Electro-magnetic pulses through the openings cause a short circuit to Cask-9, temporarily immobilizing the craft and sending it tumbling through the halls

A devastating Tremors shake the halls, first as a grumble, then a blinding light down the way, a shockwave crashes against the player, crushing Cask-9 against the ceiling and then the floors.
Debris shakes loose and the rest of the passage is littered with dust, rocks, machinery, floating in zero-g.

PC's Oxygen use depletes from the panic, Cask-9's systems freeze, a hard reboot needs to be performed. Player performs a hard reset and continues a hard and delicate journey with minimal resources.

At last, the tunnel widens to open-air wreckage, sunlight, a vista of the structure's interior, walls of the reactor standing against the depths of space. Overhead POV of Cask-9 crossing the gap, being watched.

Coms enabled and contact with Int. G15 commences;
Int. G15, "Thought I lost you."

PC, "Didn't think to tell me we'd lose connection"
Int. G15, "How could I know? We're in it together and like I said, no promises."
Good news is, I can see you in the halls.
Wave to the camera.
If you open up Coms this will go a lot smoother."
PC reluctantly opens 2-Way to the active invite.

Int. G15, "Alright. I can place a few markers on your map.
Look, you'll need to ascend the reactor's perimeter, and pass through what's left of the living quarters.

(Player continues through a more inviting wing of Statza Vreko 11 , brighter access lights, less damage)

Since the security system only operates on the exterior, if you stay clear of the blasts, you should be good to cross the gap here (Indicates a location several levels up).

That's the clearest route I can find. I'm stuck in the cryo-chambers here (marks a hallway past the barracks and below the command tower.)"

PC, "It won't matter if my vitals drop below 5%. No sun down here."

Int. G15, "I got you, open your Coms, the walls are charged. Look for the strips of carbon, you should be able to travel alongside them for a recharge." /

"With the extra energy, you'll have enough for a little entertainment.
Here, it's kept me company through the worst of it."

Coms > 2-Way > Ingest "Mozart's Piano Concerto No. 21".

Classical music plays in a low stakes passage. Critical gameplay involves re-orienting at corners and following a HUD through a tour of elegant destruction.

Player ascends through an increasingly human-centric interior, wreckage, storage units, doorways and staircases, chambers exposed to space, large chasms easily bridged.

Enter double wide hallway with soviet inspired elegance, even for a military base. Climb wide staircase lit by daylight, an inspiring, if not, haunting ascent. Vadim encouraging the progression along the way.

Cutscene

PC arrives at a fortified doorway, marked LSB 2

Int. G15, "You should be able to decrypt the gates by now, I'm locked in Life Support Bay # V25"

PC enters Life Support hallway to find a long row of cryo-stasis chambers. The hallway is blown apart with severe meteor shower damage. One wall is completely blown apart and exposed to the vacuum of space. Rows of casket-sized cryo-chambers are destroyed, their life-support lights blink red, or not at all. Cask-9 floats eerily down the hall. We see the numbers across the walls, until # 25v, its light dimly pulsing orange. Cut to 25v's POV as Cask-9 approaches. Overhead, a compromised chamber filled with the remains of a corpse, frozen, decayed, destroyed by debris. A preservation mask covers the skull.

Int. G15, "How's it going?"

PC, "25v, that right, Vadim?"

Act 3 - "Dispossessed Onward"

PC and Vadim determine that the Sinosovia military planned to use PC as a test subject. With the military base rapidly falling to a mysterious and destructive force, PC and Vadim apprehend a full featured skipper vessel to chart a course for another base where safer conditions may exist. The new team performs a delicate docking and refueling operation that

propels them away from the base causing it to fall to the tremors.
20-Minutes

Cinematic 30s-1m

Montage | Music: Progress
PC scans military documentation, redacted and classified info detailing the purpose of Statza Vreko 11. Vague references to an undefined technology; Internment Extension Beta program, Dyson sphere, transhuman experimentation, a Sino soviet inspired techno-mysticism.
PC dressed in radiation suite and performing a surgical operation, scalpel, drill, etc.
PC severs the head of Int. G15, packages it with the life support jury-rigs it together

Push through the halls - Gameplay / Cinematic:

(Mechanic: Quadrupedal Human powered zero-g flight)
Time-sensitive, zero-G navigation through a decimated corridor using hands to push forward
L+R to grab, hold and release to push off walls/floor/ceiling
Joystick to aim for hold points, grab, joystick to target thrust direction when pushing off walls
Oxygen depletes faster with more struggle, each movement depletes oxygen that progressively replenishes
A few well placed pushes can send the player floating gracefully to their target
Mistakes will cause havoc, disorientation
Rough collisions increase breathing, decrease oxygen, distort colors, damage Vadim
Tremors grow as the player progresses
Success: Story Progresses | Fail: Concussion, run out of oxygen, try again

PC reaches the bay's locked door, wakes Vadim to assist with entry code

Cutscene

PC activates Vadim's life-support
Vadim "Alright, I hear you now. How's your progress?" PC, "Better than you know, what's the code to Bay 13?"

If there was any uncertainty, its now clear, PC has severed Vadim's corpse's head, preserved it, and is keeping it on life support with a battery. Vadim is not aware, having been preserved artificially in a simulated reality for longer than we know. Camera dead pans to Vadim processing.

PC, "You said your ride is in Bay 13. We're at Bay 13." CU, Vadim's life support, beeps a tick. "Internment Extension Beta program mean anything to you?"

Camera Dead Pan's to Vadim's life-support, processing the situation in silence. Cut to life-support systems spiking.

PC, "You said we're getting out of here on your ticket, what do you say you open the gate and we get it sorted on the way home."

Vadim, "What'd you do with me'? Where am I?" , PC, "Not now, Vad."
Vadim, "The coms are closed, how are you communicating with me?", PC,"It's not real, you're on Extension. I need the gate opened."
Vadim, "What's the date?", PC,"2045 but it doesn't matter, if you don't get me in your ship, my oxygen runs out and your battery fades." Vadim goes quiet.

Cut to Bay 13 doors opening. Revealing PC and Vadim looking to a heavily damaged ship dock. Vacuum of space, large sections of the bay are blown open. Several shrouded ships, damaged and indiscriminate lined up in various states

Oxygen is depleting, PC is fading. Vadim is not responsive.

PC navigates the bay until, Vadim, "So you are among the living.", PC, "And you can be too. Which one's yours? Point me the way, we get on your ship, and find you a new body."

Vadim, "You want the lights on too?", PC, "That'd be great."

PC navigates to the ship Jan_247 amongst dwindling life support.

Wake up the Skipper

Cinematic

PC finds their way to the skipper, Jan_247, a small, full featured planetary class ship large enough for two. Cut to opening the hatch and entering in a daze, vision hazy, life support systems low. A violent tremor shakes the structure. PC exhausted from lack of oxygen. Fades in and out, pleads with Vadim for air. Vadim relents and guides PC to the reserve oxygen release. A burst of air gives PC five minutes to onboard life support.

"Vadim wake up, I need you. Help me turn this thing on.", Vadim reluctantly guides PC on a tour of the ship.

Gameplay

Jan_247 Ship Tutorial
PC given a list of systems to interact with. Scrolling through the list fixes the camera on each. Vadim comments on the order of operations, until PC chooses Security System

Correct order -
Security: Access Interface [x] | Manual Key - Numpad to enter random numbers | [0] Biometric - Use Vadim's head to scan iris. Security systems disabled.
Low-Power Mode: Mechanical switch, a system wide reaction, various panels light up in low power mode. A dead hum is heard phasing in between silence.
Start the Generator: voltage indicators, a fuse box, circuitry schematic
Navigation: Online
Vital Systems: Heat, Oxygen, Fuel

All working in harmony, the vessel emits a soothing hum with various subsystems sounding together.

In between tremors. and Vadim's discouragement, PC gets Jan_247 operational. Operations HUD appears across visor. Only to find that the ship is low on fuel, the sudden onboarding of all systems has shorted it. The duo decides to keep Jan_247 in low-power mode, using cold thrusters to exit Bay 13. Before they can, PC needs to access mechanical systems to release the landing gear locks.

In flight, PC is prompted to reroute remaining power to navigation systems so the HUD can guide them through a debris field to land at a refueling platform. Successful navigation lands on the platform, refueling begins.

Vadim helps open power systems through Statza Vreko 11, which destabilizes it, the tremors grow, refueling completes. Destination coordinates located and locked in, a leap from window.

PC initiates thrusters, fuel depletes, sucking more energy out of Statza Vreko 11, destabilizing it further. Finally, the ship launches off at full speed before shorting out again, floating away from Statza Vreko 11, we watch as it flashes in bright orange, creamy light. Silence. Vadim chides PC

Credits roll as the two repair their ship.