

Aven Prime

Story in One-Sentence (TL;DR)

While colonizing a distant world, humanity discovers artifacts that unlock the potentially dangerous secrets of an ancient alien civilization, and learns things about that civilization which casts human society in a new light.

Pre-Game (“Why am I here?”)

You are “The Governor,” a well-respected public official on Earth who has volunteered to spearhead the colonization and development efforts of a distant world, Aven Prime. It’s humanity’s largest-ever colonization effort, and the first attempt to colonize a world outside of Earth’s solar system. The success of Aven Prime would open the door to mankind being able to explore worlds far beyond Earth’s reach. If Aven Prime is a success, then humanity will have the confidence in itself to explore the stars and spread its influence throughout the galaxy.

Tutorials

Tutorial #1: Site A – You are thawed from cryostasis as your ship arrives at Aven Prime. You arrive at the Site A proto-colony, where you meet your team and learn that the colony is not doing well. Your first order of business is to reestablish vital systems and balance resources against population. done to Site A and make the colony self-sufficient. Throughout this tutorial you will meet the individual members of your team: VORY, UROS, KALANDRA, and eventually JACK.

Upon Completion: Jack informs you about another proto-colony, Site B, is having issues, and tells you that a shuttle is prepared to take you there immediately.

Tutorial #2: Site B – Site B, while in *better* shape than its sister-site, is still not well. Site B’s problems are more advanced, requiring a more nuanced touch to resolve. You will learn about resource management, the different UI elements, overlays, morale, etc., each wrapped in the narrative of restoring Site B. to full efficiency.

Upon Completion: With Site B operational and self-sustaining, Aven Prime has met the prerequisites for full colonization. A brief cutscene plays showing landers being launched from the colony ship and entering the planet’s atmosphere.

Main Story

Mission #1: Vanaar (Wetlands)

- **Intro:** Kalandra welcomes you to Vanaar, the first full colony on Aven Prime. Once Earth gave the green light for full colonization after the successful proto-colony experiments, Vanaar was the first colony site to be settled. Its success will instill confidence in the settlers of Aven Prime, and show that this wild unknown world can be tamed.
- **Mission:** Fairly straightforward. Complete the objectives given by Vory and Uros to grow the colony and ensure its success. At some point during the mission, Jack will inform you that he's picked up an anomalous reading and is heading south, to Sandy Gulch, to investigate.
- **Outro:** Vanaar is now a self-sustaining colony. Having completed the necessary objectives, Kalandra prepares a shuttle to take you both to meet with Jack at Sandy Gulch.

Mission #2: Sandy Gulch (Desert)

- **Intro:** Upon your arrival at Sandy Gulch, Jack contacts you. He is elated, explaining that in his study of the area he's discovered what is almost certainly alien ruins. He says he's off to investigate those and asks Kalandra to check out the anomalous readings.
- **Mission:** Grow Sandy Gulch into a self-sustaining farming colony by completing objectives given by Vory and Uros. Throughout the mission, Kalandra reports in that she's almost at the anomaly but doesn't see anything. A little bit later Jack reports in, saying he's found something. As he gives his report, he is "attacked" by something unseen. We hear his screams, which morph into a cackling laugh after hearing Kalandra's panicked reaction. Kalandra angrily dismisses him.

Later in the mission Kalandra checks in again. She has reached the source of the anomalous reading, but finds nothing. As she gives her report we hear the sound of a rockslide, and Kalandra shout out before going silent. Jack initially downplays this as a half-assed attempt to get back at him, but after she doesn't answer to repeated calls, we're informed that Kalandra's vitals are all over the place. Jack, now panicked, says he's making his way to her location.

Jack reaches Kalandra and reports to you that she's fallen through an aperture leading into some sort of cavern. He sees her down there, but she isn't moving. He can't reach her, since he has no way to climb back out, and suggests that if an extractor were close enough, it could retrieve her. He also suggests ("suggests") building a hospital so that she can be treated on-site and not have to be medically evacuated to the Colony Ship.

- **Outro:** Having reached the sinkhole and constructed extractors, Kalandra is rescued from the cavern and transported to the newly-constructed Hospital. Jack mentions that Kalandra was clutching on to something - a small metallic cube. Jack recommends bringing it back to the Colony Ship, which the others agree with.

Mission #3: Azara Falls (Arctic)

- **Intro:** Jack is examining the artifact that was found on Aven Prime when, seemingly by accident, he activates it. A bevy of information is released, projected on the walls and computer consoles around him - all written in an alien language. The activation of the HoloCube also sent out a signal which activated other artifacts on Aven Prime. One of these, it turns out, is located near Azara Falls. He urges you to go there immediately. Kalandra can either agree, or protest on the grounds that the artifact is a potentially dangerous unknown. Either way, you are going to Azara Falls.
- **Mission:** Complete the trade-centric objectives given by Uros and Vory to grow the colony and, in the process, acquire the nearby artifact.
- **Outro:** Jack has begun to decipher the information from the HoloCube. After extracting the information from the HoloCube, he finds stories of a great calamity that befell Aven Prime some tens of thousands of years ago. Images of fire and destruction, war and death flash through his mind. Jack sees an army of AI marching through the ruins of a technologically advanced city, before finally seeing a silhouetted figure standing at the edge of a cliff, helpless to stop the destruction before him. These images leave Jack shaken, both physically and mentally drained - as if a bad memory had been awoken.

We also learn that the recovery of the artifact at Azara Falls unlocked additional knowledge hidden inside the HoloCube that will take time to decipher. Jack then tells us that discovering more of these artifacts may unlock even more information.

Mission #4: Ancha's Crescent (Wetlands)

- **Intro:** Kalandra checks in on Jack, asking how he's feeling since Sandy Gulch. He says that he's doing better, but Kalandra still insists on having him undergo a full physical. Jack, having had quite enough of this talk about physicals and observation, reassures her one final time that he's fine, and tells her that the study of the artifacts takes priority. He also reminds Kalandra that The Governor (YOU) is almost to Ancha's Crescent and is going to need a full report.
- **Mission:** Complete objectives given by Uros and Vory to grow the colony around a large lake, ultimately acquiring the nearby artifact. Once recovered, the artifact is taken to the Colony Ship for further study.

- **Outro:** Using the artifact recovered from Ancha's Crescent, Jack has deciphered more from the HoloCube. He learns that after a great seismic event destroyed their pre-industrial civilization, the alien species of Aven Prime struggled to survive. The planet's population dwindled, and soon they faced extinction. In the midst of all of this, a being known as "The Seterdari" is said to have delivered a "miracle" to Aven Prime. This allowed their scientists to develop advanced systems to recycle their water and clean their air. Aven Prime was given a second chance, and saw the dawn of a new technological golden age.

Mission #5: The Nunatak (Arctic)

- **Intro:** While studying the artifacts with Jack, Kalandra discovers that each one gives off a unique and previously unknown form of radioactive energy. One of the retrieved artifacts, in particular, emits a non-toxic radiation which increases the production of serotonin in humans when activated – turning it into a de facto “happiness bomb.” Jack implies that the artifact could be used to lift sinking morale, while Kalandra cautions against the unknown potential dangers of using untested alien technology.
- **Mission:** Nunatak is a manufacturing colony, dedicated to the extraction and refinement of rare minerals and other resources that can be used to create powerful medicinal treatments vital to combat the alien bacteria found on Aven Prime. However, an industrial accident recent tore through the colony, leaving many dead and much of the site in need of reconstruction. By completing objectives given by Vory, Uros, and Kalandra focused on improving productivity and morale, and perhaps by field testing the new artifact, you are tasked with lifting the mood of the colonists.
- **Outro:** After the latest artifact is delivered, Jack explains that in the years following the boom in technology, the aliens of Aven Prime saw their civilization leap forward by nearly 200 years. Practically overnight, cavemen were given computers. In short order the aliens of Aven Prime constructed robots to carry out mundane tasks and as those who lived through the hardships of old began to die out, basic survival skills like hunting, fishing, and even farming, were not passed down en masse. These machines, which were once seen as little more than conveniences for the ultra-wealthy, were now viewed as a vital dependency.

During this time, a movement began to grow among segments of the population calling for their culture to return to a more naturalist way. They warned of the dependence on robotics, and that their addiction to passivity would lead to the erosion of their culture, and the slow demise of their species. They were largely shouted down as crackpots and conspiracy theorists.

Mission #6: Saldori Mesa (Desert)

- **Intro:** You receive a message from Saldori Mesa, which has been heavily damaged by storms and is in need of repair. Jack informs you that, conveniently, there's another artifact located nearby.
- **Mission:** Once Saldori Mesa is operational, you receive a message from another colony, [NAME TBD]. They inform you that after a killer storm devastated the outpost, The Tempest is dangerously low on food. You oversee Saldori Mesa's conversion to a food production colony, producing {X} amount of {Y} inside of {Z} amount of time to send to The Tempest to hold them over until you can personally oversee the reconstruction efforts.
- **Outro:** As the aliens of Aven Prime continued to exploit their given technology for convenience rather than advancement, an adaptive Artificial Intelligence was developed to allow more autonomy for the robots to continue operation without regular commands from their creators. Over time, as the adaptive AI learned and evolved, it began to show signs of self-awareness. A panic began to grip the aliens of Aven Prime, and the governments of the planet attempted to shut the machines down until the software could be removed. By then, of course, it was already too late. The AI assumed control over nearly every machine on the planet, and began a systematic process of eradicating what it perceived as a "threat."

Mission #7: Kelori Ridge (Wetlands)

- **Intro:** Kalandra briefs you on an incredible discovery found at Kelori Ridge, where the remains of an alien colony have been found! She also comments on Jack's growing obsession in the artifacts and suggests keeping him in the dark on this find until everyone knows what's there.
- **Mission:** You complete objectives given to you by Vory and Uros while building out the Kelori Ridge colony and expanding towards the alien ruins. During this mission Jack contacts you to inform you of a new artifact energy signature coming from very near Kelori Ridge, giving you coordinates. Kalandra tells you that's smack dab in the center of the ruins. Jack questions, "ruins?" Kalandra tells Jack that she'll explain off of communications and directs you to recover the artifact. Upon recovery of the artifact, Kalandra warns you that a large energy buildup is being detected at the site.
- **Outro:** Kalandra warns you of something big happening at the site. A large obelisk rises from the ruins and projects a large energy bubble which quickly expands and consumes the site – shielding it from the colony ship's scanners. Kalandra panics, thinking something awful has happened. Jack, now annoyed, comments that the colony is fine. He explains that the energy shield was part of a system designed to protect the ancient

civilizations of Aven Prime from outside invasion, and that he could have explained that earlier if Kalandra hadn't kept him in the dark about a discovery of this magnitude. The two argue, and Jack storms off to continue his studies.

Mission #8: Valley of Death (Desert)

- **Intro:** Kalandra informs you of a growing situation in the aptly-named Valley of Death. Geothermal vents have begun to release a toxic gas which threatens the nearby colony. If those vents cannot be capped, the colony will be overtaken by the toxins.
- **Mission:** You guide the growth of the colony by completing objectives given by Vory and Uros, as well as building towards and capping the vents. As more vents are capped, the more aggressive the nearby Creep become. Jack contacts you, saying that the Creep were using those vents as a food source and depriving them of that will turn them hostile. The good news is that Jack has discovered another artifact nearby. Scanners show that the Creep are keeping their distance from it, making Jack think that maybe the colony can use it to repulse the Creep. From here the mission becomes expanding the colony towards the artifact, recovering it, and using it to drive off the waves of Creeps.
- **Outro:** Jack tells us more about the artifacts. They are remnants of the ancient civilization, tools used to terraform Aven Prime and bend nature and the very planet itself to their will. He then lists off a few of them – including ones that you have or will soon come across. Jack also comments that some of the technology in these artifacts is “unlike anything we’ve seen in any of the ruins.” Kalandra comments on Jack’s ability to uncover this information, and further comments on her continued concerns for his mental and physical health.

Mission #9: The Unification (Wetlands) [INFORMATION NEEDED]

- **Intro:** Kalandra informs you of a situation near an unnamed archipelago, where a sprawling three-part settlement has been established.
- **Mission:** Complete the objectives given by Vory and Uros to expand each colony and connect them all together. At some point during the mission Jack will inform you of yet another artifact that he'd like recovered.
- **Outro:** Jack discovers more about the war between the aliens of Aven Prime and the Artificial Intelligence. We learn that the AI implanted into the machines was never intended to serve their creators, but was implanted by the same faction which previously warned of the dangers of technology. Only now the AI had become too powerful for even them to control. It turned on its creators, and after another long,

bloody one-sided conflict the AI was eventually deactivated and destroyed. In the end the conflict devastated Aven Prime. 99% of all sentient life had been destroyed, and the few who remained had nothing. In the end they ultimately betrayed their beliefs, boarding one of the few colony ships still serviceable and leaving their now-dead world.

All, that is, except for one. The man who felt himself responsible vowed to stay behind, vowing to never let something like this repeat itself.

Mission #10: The Tempest (Arctic)

- **Intro:** Jack and Kalandra are discussing the location of the final artifact, which is near a remote human colony. Jack is insistent that the artifact be recovered, while Kalandra argues against the unnecessary risk of trying to expand the settlement in a region so naturally inhospitable. Jack counters that the colony is going to need our help anyways, and recovering this artifact can unlock the mysteries of this world.
- **Mission:** The Tempest, as it is known, is a colony that has been through absolute hell. Long, harsh winters have put the colonists in constant conflict with the elements as they fight to keep vital systems operational, which has exhausted their resources and tanked their morale. You will have to use everything that you have learned to help rebuild the colony and survive both the powerful storms and creep waves that threaten the location, all while recovering the final artifact.

At some point during the mission, Kalandra will contact you. She explains that she is picking up an automated distress beacon from a crashed escape pod. She urges you to recover it, and bring it back to the Colony Ship.

- **Outro:** Jack joins Kalandra, Vory, and Uros, who are in the cargo bay awaiting the escape pod to be loaded onto the ship. Kalandra opens it, and as the doors open we discover that the person inside is... Jack? Shocked, Kalandra, Vory and Uros all turn to "Jack," who drops the façade and reveals that HE IS The Seterdari, morphing back into his true form. He explains that the "legend" was anything but, and that he felt a great guilt in giving the aliens of Aven Prime the tools to destroy themselves. His people dedicated themselves to helping the galaxy, and he could not face them again until he had atoned for his failings. By helping humanity in its quest to settle Aven Prime, he feels that he has done this. He tells everyone that humanity has a tenacity unlike anything he has seen, and that the galaxy is rich with wonders that they cannot imagine – yet.

Kalandra goes to help Jack, who is just regaining consciousness. In typical Jack fashion he asks what he missed, and Kalandra tells him that it's a very long story...

Epilogue

- Kalandra is wrapping up the retelling of the game story to Jack, who is utterly dumbfounded. They discuss The Seterdari briefly, and Kalandra reassures Jack that he hasn't missed out on all the fun. After all, there's still a lot of work ahead of them to completely settle Aven Prime.