Back Story

The past

2497 Earth has evolved into a technologically advanced utopian society — all countries united under one government (but not without the proper share of dissidents). Running out of resources and space, the Earth community unites under the goal of reaching out into space, looking for a place to expand. Habitable planets are discovered around nearby stars, with exploration missions sent throughout the galaxy. Stargate technology under development will be used to place Earth in direct connection with these worlds.

2516 A giant space goat is discovered heading towards Earth. Deciding that the planet is doomed, and still lacking functional stargates, the citizens of Earth decide on a full evacuation of the planet. Giant space arks are built within the span of several months, mobilizing most of the planet’s resources. The ships are launched towards the nearest habitable system. The remaining residents of Earth (mostly telephone sanitizers) make the Sun supernova at the approach of the goat, eliminating the threat forever.

2597 The arks arrive at their destination in the beta sector, only to pass through not noticing, as the star has went supernova years before. The fields of debris destroy many of the ships, and throw the rest off course.

2620 For the next 10 years, most of the ships crash land at various systems in the beta sector.

A major group of ships crashes on a desert world of the Quux system, losing much of their technologies. Within 20 years they expand to the other planets within the system, expunging an industrial (and barely space faring) species on one of these planets. The people grow cruel and merciless in the harsh conditions.

A second fleet lands on a temperate planet orbiting the star Antares. With limited planet resources, but most of their ships and supplies intact, they grow prosperous, and rebuild the society in the way Earth once was.

Several other ships crash on various planets within the sector.

2642 Development of stargate technologies continues on both the major worlds, and culminates when both sides build working stargate prototypes and establish a connection between their capital worlds.
People rejoice. The governments unite under the name Earth Alliance, in a dream to resurrect what once was the Earth utopia. A corporation is formed charged with maintaining and expanding the stargates, and making interstellar travel available to all citizens of the Alliance. SGC, as it becomes known, soon becomes richer than any corporation in the history of Earth.

The Syndicate, as it becomes known, emerges as the most powerful crime organization, founded as a union between two mafia families from the two worlds.

**2673** With most of the original Earth residents dead, the differences between the Quuxians and Antareans emerge clear, caused by such radical differences between their worlds. The Alliance is broken, and relations between the worlds strain.

The Stargate Corporation, now a monopoly over all trade in the sector, remains a neutral power. It’s gate web now spans several worlds, including some of the smaller human survivors.

**2703** The Quuxian drive to expand their control brings about a direct confrontation with the Altarians. All trade is suspended, but the SGC now profits from transporting war ships. The Syndicate gains control over all black-market trading, securing its existence.

**2707** The conflict is brought to an abrupt end when an SGC gate is destroyed by the Quux. SGC immediately suspends all travel and trade to both Antares and Quux. The 10 day trade blackout causes 1.2 billion deaths from starvation and lack of supplies. The aggressors declare a ceasefire, and trade is resumed. The two sides uphold the ceasefire, but political relations never improve.

**2754** A mineral rich system, known as Zed, is discovered within the beta sector. Neighboring civilizations rush to take claim of the resources.

A previously unknown substance – drydium – is discovered in abundance on some of the planets.

**The present**

**2758** The worlds of Zed are a fierce battle ground. The old conflict between Quux and the Antareans is heated up again. The fight is over control of Zed, but no-one is sure why the governments are pushing so hard. The people don’t care though — they simply want the fight they never finished 40 years ago.

The first stargate in the Zed system will be completed within several months. Meanwhile the space ports and stations are chaos, filled with poor miners, barge pilots, and thieves, with no sign of law or order. One thing is sure – the syndicate wasted no time. In a world of crime, they are kings.

And you are their master. Cyrano’s right hand man, you were given the job of expanding the Syndicate’s power into this new world. But something feels wrong: there is something here that is creating much more heat that a new mining colony would — otherwise there’s no reason you would be sent. No, something big is happening, and you’re in the middle of it all.

**Drydium**

Obviously, this is all related to this mysterious substance. Weeks after the discovery, the scientists of Antares discovered the most destructive nature of this material — a fusion suppressant made
with this material has the capacity to extinguish an entire star — reduce it to a cold lump of solid gas, destroying all life on the planets around it. It wasn’t long before the Quux spies knew this, and even less before the agents of the Syndicate had a plan to gain control of the planets carrying drydium, or Frost, as it became known. But Cyrano’s intentions were not to seek power using this weapon, but to destroy it. A survivor of the Antarean-Quux conflict, he knew what it would mean for either side to gain control of such a weapon. Even the SGC would not be able to force submission over the possessor of such a tool of destruction.

Syndicate Chaos

Not everyone shared Cyrano’s opinion. They wanted drydium, wanted to have the power to manipulate governments, to take over the stargates, to be the kings of the sector. That’s why they killed him, and plunged the syndicate into chaos. But they still had time — the gate wouldn’t be open for months; there was enough time to raise their fleet, to defend Zed from the aggressors, to build a drydium device...

Mission 1: Back into action (ii) (required)

A very drunk pilot sitting in the corner finally gets your attention. After a few more drinks, you figure out his story: his former copilot stole his wife from him, and now he’s looking to hire somebody to get revenge. It doesn’t take you long to convince the pilot to trade you his fighter in exchange for your broken shuttle and your services. His copilot is at the moment running a salvage operation on the other side of the planet – all you have to do is take your new fighter and destroy his ship.

This is a required mission – you need a ship, and it provides the flying / fighting tutorial. Your target is on the other side of the planet (or somewhere just nearby out of the view of the planet). You just have to fly over there and destroy it. Expect light resistance, as the target is a salvage ship, with minimal weaponry. If you do not complete the mission and try to leave the planet, your ship becomes disabled (with a friendly warning from the owner).

The reward is the ship, and a small amount of latinum left from the destroyed ship. Also a few more people become interested in your services. When you arrive at the bar, the bartender tells you that the pilot saw the explosion through the viewports, and ran out crying. His body was soon discovered in a bathroom – he drowned himself.

Travel in space – technologies and uses

Before stargate technology, the best available method of transportation were impulse drives – for long distances it would take years to get anywhere. Now they are used primarily for intrasystem travel – at maximum speed, it only takes a few hours to get from one planet to another.

Impulse drives got a small improvement as part of the research of stargate technology. A “hyper-impulse” drive, as these are called, is able to generate a very weak slipstream around it, providing the ship with a significant boost in speed over a short distance. This allows the ship to cover the distance between planets with only a few short jumps. These drives, however, are very dangerous – the generated slipstreams are liable to collapse around the ship, throwing it uncontrollably into a nearby moon. For this reason, they are now very uncommon.
The creation of stargates brought about a new age. Travel between systems now lasted only hours to days. These massive structures create a tunnel between two gates which can be used for travel by ships equipped with the proper shielding. The stargate network is controlled entirely by the SGC; many attempts have been made to steal the technology, but they always resulted either in the destruction of the gate, or strict trade sanctions by the SGC. The SGC charges a significant amount for travel through the gates, so only major corporations can afford the travel. It is rumored that the Syndicate, through its influence within SGC, provides free and unlimited travel to its officers. A weakness of gate travel is that disruptions in the created slipstream (either natural or caused for not-so-legitimate reasons) may leave the traveler stranded years away from the nearest point of civilization. A few ships have succumbed to such fate, usually carrying important diplomats or large amounts of latinum.

Realising that such an expensive system would not survive, the SGC brought about the use of transport ships — huge cargo ships which could ferry many smaller ships through the gates, at a much smaller cost. This option is typically used by owners of smaller ships, who either cannot afford gate charges, or are simply not equipped for travel through the gates. These ships are rarely used for carrying military ships, because of both the high insurance costs associated with transporting high-yield explosives, and the great inconvenience of the carrier holding your entire army suddenly dropping out of the slipstream and falling into a nearby sun.

As gates still provided limited travel options, in a move to expand its influence, and reduce its dependence on gates, the SGC created slipstream travel technology. A highly experimental technology, and based on the principles behind the stargates, slipstream drives allow a ship to create a local tunnel from any location, without a gate to serve as the entry point. A major problem associated with this system is the inherent danger of collapse of the slipstream tunnels (as the temporary tunnels are necessarily less stable than the gate-created routes). Also, while much faster than impulse drives, most of the slipstream drives are still slower than gate travel. Use of these drives within solar systems is also prohibited, as often small debris and very large moons tend to get in the way of the travelers. Most of the SGC carrier ships are equipped with the slipstream drives — they are used primarily for travel to system where gates have not been built yet, or for emergency uses. Reports exist of non-SGC ships using this technology, but the trade corporation has constantly dismissed these as rumors.

**Currency, costs**

To simplify trade, SGC created a standard currency: the galactic credit. A digital currency, backed by the rare metal latinum, this spread into wide use and continued to be a stable currency through the major conflicts. In the farther corners of space, where lawlessness prevails, strictly latinum is used for trade; for obvious reasons nobody wants to use digital credits. Latinum can be exchanged for SGC credits at any of their various locations, or your local bank.

The services of SGC, including gate travel and transit on carrier ships, can be purchased with galactic credits. While much less expensive than before, independent gate travel is still readily accessible only to large corporations, as the costs are significant. The more affordable gate shuttle transport is commonly used by independent travelers.

**Rewards and benefits**

Mission benefits typically include
• credits for a job well done
• karma shift - increase popularity with relevant factions
• technology rewards – free parts, or access to private shops
• story related missions/location access
• friend - if you did a favor for somebody, they might owe you one back (or even become your wingman for a mission later on)

Indirectly, you also have

• credits - left over latinum floating in space from a destroyed ship. Might as well pick it up while you're there.
• better ship technology – whatever credits you found you can use to upgrade your ship.

**Zed System**

A small orange star orbited by five rocky planets, Zed, has been left alone by the settlers of the beta sector. It's harsh environments prevented any colonies from surviving for any amount of time on it, and nobody wanted to risk setting up a mining operation there without good reason.

Everything changed when the SGC discovered extreme amounts of drydium on the planets. Everybody now wanted to get their hands on the system. Zed quickly became the center of activity. Miners quickly rushed to the system in search of jobs; mining settlements were being built on the planets, new stations opened to handle the visitors and security personnel. The SGC began construction of a new gate near the third planet, with everybody expecting a huge confrontation between the Quux and the Antarean fleets over control of Zed when the gate is finally opened.

**Scenario Coordination and Plot Advancement**

**Game Format**

This game will feature mission-based story progression. “Core” missions will advance the plot and push you further into the game, while optional missions simply aid you in gaining money, status, or in some other way aid you in future missions.

**Plot Overview**

As the game proceeds, you must use the trade corporation to your advantage. Through their aid, you will be able to gather support for your eventual task of taking down the new Syndicate and restoring it to its prior glory and honor.
Finding Work

There will be various locations in the “universe” to which you can travel. At each location, you will find missions you can choose to pursue. Obviously, not all of these sectors will be available to you to visit immediately. For starters, warp jumps (used to travel between sectors) cost a lot of money. Furthermore, you need to make sure that you stay off the Syndicate’s radar. Some missions will become available randomly. Others will only become available over time, or after some other prerequisite missions have been accomplished. Still others will only be available in specific locations while some may be available from anywhere.

Mission Types

There will be two different classes of missions. The Core missions consist of a mandatory step by step sequence of battles and events that the player must eventually accomplish and play through in order to finish the game. At any given time, the player can choose to attempt a “core” mission in order to advance the story. Each core mission is more difficult than the last. These core set of missions are the backbone of the game.

Optional missions are “optional” missions that are not required to beat the game. Theoretically, the player could finish the game without doing even one optional mission. However, in a practical sense, this is not possible because the player must improve his/her space ship before being capable of winning some of the later, tougher core missions. In order to improve one’s spaceship, the player needs money. The player’s income, among other things, comes from doing these optional missions. Accomplishing these missions may reward the player with capital, weapons, armor. Furthermore, depending on which missions the player is able to accomplish, other, even more lucrative missions may become available. Unlike core missions, failing to successfully finish an optional mission (in that the player simply leaves the sector, or runs out of time, with his ship intact) will not result in “game over”; the player will simply not get the reward. However, there is always the chance that the particular “failed” mission will become available again in the future.

Mission Objectives

• Bounty Hunting. You hunt down and kill a specific target.

• S.O.S. You receive a general distress signal from some ship. Your objective here is to find the ship that needs aid and destroy all of its pursuers.

• Escort. You escort a ship (such as a trade ship) from point A to point B and destroy any ships that attack.

• Attack. You destroy a ship (such as a trade ship) that is being escorted.

• Destroy. You aid a person or group of people (or do it alone) in attacking some objective.

• Defend. You help defend a space station or some other objective under attack.

• Reconnaissance. A mission where you fly to some location to obtain information about something. You may need to fight off some ships along the way.

• Collection. Go to various waypoints to rescue ships or pick up objects.
Game Introduction

Opening Scene

Two ships, a fighter and a large passenger ship, cruising above a planet, heading towards a space station glistening in the distance. All of a sudden the fighter pulls back and fires upon the leader. We see an explosion, and a ship falling crashing onto the planet surface. The attacker continues towards the station.

The Discovery

“Welcome to station Zed Gamma”

Only one person wants to talk to you – a bartender. You walk to the bar and order a beer, and start talking to him. Through the dialogue the player discovers it was you who crashed in that ship. After several weeks recovering on the planet, you traded what was left of your ship in exchange for a small fighter and made your way up to the station.

The bartender informs you that a lot has happened in these past few weeks. The order that was once in the crime world is now a thing of the past. There was a mutiny, the Syndicate is fractured, and Cyrano is dead.

You should be too...

Those bastards. They will pay.

Back into action (i)

Sitting there at the bar, you could just drown yourself in the drinks, make it all go away. But that won't do — no, something needs to be done about this betrayal. You have to fight back, take what is yours, revenge Cyrano’s death. You’re going to need help; perhaps some of your old friends managed to escape their death sentences. But first you need a better ship (the derelict shuttle which brought you off the planet’s surface doesn’t look like it will be able to go much further). Perhaps somebody in this bar will be of assistance.

Missions

Back Into Action (core)

Introduction: A very drunk pilot sitting in the corner finally gets your attention. After a few more drinks, you figure out his story: his former copilot stole his wife from him, and now he's looking to hire somebody to get revenge. It doesn't take you long to convince the pilot to trade you his fighter in exchange for your broken shuttle and your services. His copilot is at the moment running a salvage operation on the other side of the planet – all you have to do is take your new fighter and destroy his ship.

Objective: This is a required mission – you need a ship, and it provides the flying / fighting tutorial. Your target is on the other side of the planet (or somewhere just nearby out of the view
of the planet). You just have to fly over there and destroy it. Expect light resistance; the target is a salvage ship with minimal weaponry. If you choose to abandon the mission and try to leave the vicinity of the planet, your ship becomes disabled (after a few friendly warnings from the owner).

**Conclusion:** The reward is the ship, and a small amount of latinum left from the destroyed ship. Other people witnessed the event, and a few become interested in your services.

**Location:** Zed System

**Victory Condition:** Eliminate the adulterous co-pilot

**Loss Condition:** Ship destroyed or abandonment

**Time Limit:** None

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**Encounter at Kaliya (core)**

**Introduction:** Now that you’re back on your feet, your attention turns to finding your old friends within the Syndicate. Top on your list is Roberto Malinko, your most trusted friend. You ask around and eventually someone tips you off that he is planning a raid on a small moon near the Zed-Kaliya star gate.

**First Objective:** Contact Roberto Malinko. When you find him, you radio him. “You were supposed to be killed” is his only response before cutting the conversation short. Your confusion is quickly laid to rest when his wingmen turn and start firing upon you.

**Second Objective:** Defend yourself. You kill off his wingmen, and he turns and runs for the gate. A freighter is entering the star gate when he arrives, and he simply follows right behind it. You do the same.

**Third Objective:** Disable his ship. You arrive to find that he is still not alone. Malinko and his friends turn and fire upon you. You fight them off, destroying all but Malinko, whose ship you disable. You radio him and get information about the Syndicate. After your conversation he self-destructs his ship.

**Conclusion:** You learn about the Syndicate and discover that you don’t know who you can trust anymore. Also a guard at the Kaliya-Gestalt gate notices your abilities (see next mission).

**Location:** Zed System/Kaliya System

**Victory Condition:** Destroy all enemy ships

**Loss Condition:** Ship Destroyed

**Time Limit:** None

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**The Hijack (core)**

**Introduction:** After the showdown with Malinko, the Kaliya-Gestalt guard contacts you and says he is very impressed with your abilities, taking out an entire group of ships like that. He tells you he has a job for you if you are ever interested. You can choose to take it now, if you decline he says to come back if you ever need to make some extra money. When you eventually accept his mission, he tells you he heard there is currently a large transport ship crossing through the Gestalt
system with very valuable cargo, though he refuses to give specifics. He promises you an exorbitant amount of money for disabling the ship and returning it to him.

**First Objective**: Kill off Quuxian escort ships. There are 3 Quuxian fighters and a Quuxian gunship escorting the transport ship. You must intercept and destroy them.

**Second Objective**: Disable transport ship. You need to deplete the shields fully, at which point you dock your ship on the transport ship and somehow kill the crew.

**Third Objective**: Return to Kaliya. You pilot the transport ship back to the star gate to Kaliya, only to find that they won’t let you in and you are unable to contact your guard friend at Kaliya. They tell you to stay where you are, and 20 seconds later a WHOLE LOT OF PISSED-OFF QUUXIANS COME TO YOUR UP. Realizing you’re, you quickly look through the ship’s logs to see what exactly your friend wanted so badly. It turns out to be an Quuxian gunship equipped with their experimental slipstream drive. Knowing that it is your only chance to survive, you make your way to the cargo hold, fly the ship out of the transport, and blast out of there.

**Conclusion**: You have an awesome ship. The Quuxians are pissed.

**Location**: Quux: Gestalt System

**Victory Condition**:

- Destroy all initial enemy ships
- Locate the transport ship
- Escape

**Loss Condition**: Ship Destroyed

**Time Limit**: None.

**Rough sketch of things to come**

**Interlude**

As of now, there is only one possible outcome (assuming you successfully complete Mission 4), although storyline/scenario branches may be expanded in the future. For now, no matter how fast you reach the gate, you will be rescued by an almost “renegade” group of SGC ships that have secured the gate from which you procure your escape. Following this rescue sequence, they will “request” that you give up the drydium. Realizing you have no other choice, you offer no resistance and remain as amiable as ever. The leader of the SGC squad, Zain, deeply impressed at what you had just done (stealing the drydium from Quux space), requests your aid in taking back control of the many Gate locations that have been compromised over the years by the Syndicate. Zain is an ambitious squad leader (although a bit lacking in popularity amongst his men), who dreams of the day that he can lead the SGC back into the power and prominence that it once held in the universe. You are aware of the corruption within the SGC more than Zain could ever imagine,
having once been the man that controlled nearly all of it. You decide to go along with this “ideal” of his for now. As newfound allies, he leads you back to his headquarters in the Kaliya System to start planning attacks.

Isis and the Amaranth

You and your new allies attack the star gate in the Kaliya System. This is much more heavily guarded than the previous one. Furthermore, the Syndicate, with its omniscient all seeing spies, now aware of the growing threat you present and rather apprehensive at the notion of some pirate stealing drydium from the Quuxians, has sent one of their elite to stop you. Fortunately, they do not know that you are “you”; otherwise, they would have been sure to send an entire fleet to make sure you were dead. Your mission is to eliminate Isis (the member of the Amaranth) and all other enemy ships.

Location: Kaliya System

Victory Condition: Destroy all enemy ships

Loss Condition: Ship Destroyed

Time Limit: None

Interlude

Having taken back full control of the star gate within the Kaliya System, the SGC faction located here (under the direction of Zain) is able to start rallying and unifying some of the neighboring space stations together to form a solid headquarters of operations. The newly acquired drydium has been put to good use, in outfitting many of the SGC ships with new missiles now with enough destructive capability to damage the great Quux war ships. It will take time, however, before the SGC’s scientists will be able manipulate this new substance into something resembling a weapon of mass destruction. And unfortunately, time is not on your side; your recent actions have rubbed both the Syndicate and the Quux the wrong way.

The Quuxian Assault

Understandably angry at your theft of their valued resource, the Quux sends a squad of war ships to Kaliya to destroy the space station where you and your SGC allies reside. While the Quux believe this to be a minor hassle, they do not realize that your fellow SGC ships (as well as your own if you can afford it) have already been able to manipulate and harness the drydium into a controlled destructive weapon. Your mission is to defend the space station and destroy all attacking ships.

Location: Kaliya System

Victory Condition: Destroy all enemy ships

Loss Condition: Ship Destroyed or Space Station Destroyed

Time Limit: None
Interlude

After fending off the Quux attack in impressive fashion, you decide it is time to retake some of the more key star gates back from the Syndicate’s control. With most of Zain’s men under your direct authority, and with your popularity growing exponentially with each victory you begin to design a plot to make this sector your own as a base from which to challenge the Syndicate’s power over the coveted Zed sector.

The Death of Alistair

You and your allies attack the Warp Gate at [name], which is currently guarded by the Syndicate. Your mission is to eliminate Alistair (the member of the Amaranth) and all other enemy ships.

Location:

Victory Condition: Destroy all enemy ships
Loss Condition: Ship Destroyed
Time Limit: None

The Death of Miek

You and your allies attack the Warp Gate at [name], which is currently guarded by the Syndicate. Your mission is to eliminate Miek (the member of the Amaranth) and all other enemy ships.

Location:

Victory Condition: Destroy all enemy ships
Loss Condition: Ship Destroyed
Time Limit: None

The Antarians

The Quux are mobilizing a somewhat large force to crush you once and for all. Realizing that you have no chance against their vast numbers, you decide that your only chance is to occupy their attention with something else. Outfitted with Quux brand missiles, acquired from their own ships during that earlier assault, you decide to attack one of the border Antarian space stations and destroy it. However, you must do it fast enough so that they do not know the exact details of what happened (and will obviously blame the Quux). Your mission is to destroy the space station [name] in sector [name] in less than 15 minutes. Be warned, the space station is guarded by several Antarian war ships.

Location: Antaria

Victory Condition: Destroy the space station.
Loss Condition: Ship Destroyed or Time runs out.
Time Limit: 15 minutes
Betrayal

With the Quux off your back, engaged in another juvenile “shouting” match with the Antarians, and the Syndicate weakened, having lost several of their leaders so quickly at your hands, you decide that it is now time to make your move within the SGC organization. Your mission is to eliminate Zain and take over the Kaliya sector. Once you have eliminated him, his underlings are sure to follow you.

**Location:** Kaliya System

**Victory Condition:** Eliminate Zain

**Loss Condition:** Ship Destroyed

**Time Limit:** None

Interlude

In the confusion of your brilliant takeover of the Kaliya sector, the SGC scrambles to discover what exactly has happened. You have little time before they unleash their own investigation on the manner. However, that “little” window of time you have should be enough to finally realize your ambitions.

The Fall of the Syndicate

With the entire Kaliya portion of the SGC firmly under your control, it is now time to challenge the Syndicate. Conveniently, you receive word that the remaining powers of the Syndicate are gathering together in the Zed: Delta Sector, in order to unite all of their forces for a final assault on your own HQ in Kaliya. You decide to take the initiative and bring the final battle to their sector to settle the score once and for all. Your mission is to eliminate the remnants of the Amaranth, and Keller, the current leader of the Syndicate.

**Location:** Zed

**Victory Condition:** Eliminate Keller, Corin, and Ridah

**Loss Condition:** Ship Destroyed

**Time Limit:** None

Ending

Congratulations. You have now succeeded in eradicating the leadership of the Syndicate. With a devout, and rather large following of the SGC units under your control, you confidently assert your authority over the Syndicate as the new leader. Many of your former underlings recognize you and rejoice. Etc. Etc. THE END.
Auxiliary Missions

Uzuzu jacked my Isuzu

Introduction: Three days ago, a merchant/pirate by the name of Uzuzu stole a Quuxian spaceship. He was last spotted in the Zed: Alpha system. While the Quux government does not particularly value the ship that was stolen, they would certainly like to make an example of him to deter other people from committing "Grand Theft Spaceship".

Objective: Find Uzuzu and make an example of (kill) him.

Conclusion: You receive $2,000 in reward money.

Location: Zed: Alpha System

Victory Condition: Destroy the enemy ship

Loss Condition: Ship Destroyed

Time Limit: None

The hacker who thought he could

Introduction: The famous criminal and hacker mastermind Stratski Diedra recently broke out of prison.

Objective: Diedra was last spotted in the Zed: Alpha system. Bring him back dead or alive.

Conclusion: You receive $2,000 in reward money.

Location: Zed: Alpha System

Victory Condition: Destroy the enemy ship

Loss Condition: Ship Destroyed

Time Limit: None

The Illettrius

Introduction: A bandit group known as the Illettrius have made a name for themselves pillaging border space stations around the Quux border.

Objective: Destroy the Illettrius headquarters and kill the group leader.

Conclusion: You receive $6,000 in reward money.

Location: Treyja System

Victory Condition: Destroy the enemy space station / the enemy leader.

Loss Condition: Ship Destroyed

Time Limit: None
Safety Dance

Introduction: The SGC has put out a request for available spaceship pilots to protect some of their trade ships for money.

Objective: Escort a transport ship from the SGC HQ to the desired star gate safely.

Conclusion: You receive $3,000 in reward money.

Location: SGC System

Victory Condition: Escort the transport ship to the star gate safely.

Loss Condition: Ship Destroyed, or Transport Ship Destroyed.

Time Limit: None

F*ck the Police

Introduction: A recent prison break has several criminals making a dash for the Zed system.

Objective: Bring all of the escaped convicts to justice.

Conclusion: You receive $5,000 in reward money.

Location: Treyja System

Victory Condition: Destroy all enemy ships.

Loss Condition: Ship Destroyed

Time Limit: None

Airspace Violation

Introduction: Antarian government has spotted a Quuxian trade ship using its trade routes illegally.

Objective: Destroy the trade ship for flying in Antarian airspace.

Conclusion: You receive $5,000 in reward money.

Location: Valor System

Victory Condition: Destroy the enemy trade ship.

Loss Condition: Ship Destroyed, or Enemy Trade Ship reaches star gate.

Time Limit: None

Space Pals Part 1 (optional)

Introduction: While in the Gestalt System, you receive an S.O.S distress signal from a fellow bounty hunter (name: Julian) who is under attack by a few Quuxian ships. Rescue him and you may gain future aid from him as well as a small reward for now.
Objective: Julian is under attack by Quuxian ships. You must save him from the attack.

Conclusion: Successfully save Julian and earn $$2000 along with a solidified friendship.

Location: Gestalt System

Victory Condition: Destroy the enemy ships.

Loss Condition: Ship Destroyed, or Ally Ship Destroyed.

Time Limit: None

**Space Pals Part 2 (optional)**

Introduction: Julian gives you an inside tip on some "valuable" goods being shipped from the SGC to the Zed Alpha System. Find the cargo ship, destroy its guards, and rob it.

Objective: You must carefully destroy the guard ships without destroying the transport ship.

Conclusion: For acquiring the goods, Julian will give you $$10000 for you troubles.

Location: SGC System

Victory Condition: Find enemy cargo ship, Destroy all enemy war ships.

Loss Condition: Ship Destroyed, or Enemy Cargo Ship reaches star gate.

Time Limit: 15 minutes

**Space Pals Part 3 (optional)**

Introduction: Julian asks you to help him access the databases inside the space station in the Treyja System. Escort Julian to the space station. Eliminate the guards. Then escort Julian safely back to the SGC system while being pursued by incoming Quuxian ships. With the potential information gained, he might be able to forge an official SGC ID card for you.

Objective: Safely escort Julian’s ship to the station while fending off the guards. Be sure not to destroy his ship by accident during the fray.

Conclusion: Julian gains the information necessary in order to forge the ID cards for himself as well as you. From now on, you get a 10

Location: Treyja System

Victory Condition: Destroy all Enemies. Escort Julian to the space station and back.

Loss Condition: Ship Destroyed, or Ally Ship Destroyed.

Time Limit: None

**Just say no to pirates (optional)**

Introduction: A space station on the outskirts of the Antarian Territory is under attack by some space pirates. Help defend the space station for a reward.
Objective: The pirates have staged a fierce assault on the station. Defeat the ships and prevent the station from being destroyed.

Conclusion: For you valiant efforts, the station awards you $8000.

Location: Valor System

Victory Condition: Destroy the enemy ships.

Loss Condition: Ship Destroyed, or Ally Space Station Destroyed.

Time Limit: None

**Junk Hunts: A New Joke (optional)**

Introduction: A recent skirmish took place on the Antarian Territory border. The Antarian government is requesting for someone to search the system and bring back any damaged, yet repairable ships.

Objective: Find all 5 ships

Conclusion: Recovery of the ships earns you $2000.

Location: Valor System

Victory Condition: Find all 5 ships.

Loss Condition: Ship Destroyed

Time Limit: None

**Junk Hunts: Antaria Strikes Back (optional)**

Introduction: Upon successful completion of the previous mission, the Antarian government will ask you to find the offenders who attacked this decimated squad and eliminate them.

Objective: Find the enemy hideout and destroy all the enemy ships.

Conclusion: The Antarian squad has been revenged, and your wallet has been stuffed. Collect $10000

Location: Valor System

Victory Condition: Find the enemy hideout. Destroy all enemy ships.

Loss Condition: Ship Destroyed

Time Limit: None

**Smuggling doesn’t pay (optional)**

Introduction: Operatives of the SGC have uncovered Syndicate plans to smuggle weapons into the ZZA Sector. Rendezvous with other SGC officers at the Kaliya star gate and prevent their transport ship from entering. Prevent conflict if possible.
Objective: Prevent the gate jump. The SGC would like to acquire the weapons for their own purposes, but if you must destroy the transport, then you must.

Conclusion: $5000 for preventing jump, 2000 for destroying.

Location: Kaliya

Victory Condition: Prevent the gate jump, or destroy the transport ship

Loss Condition: Ship Destroyed, or transport ship jumped

Time Limit: Time until ship jumps

**It doesn’t take a nuclear scientist, or does it? (optional)**

Introduction: Due to heavy traffic, the Kaliya star gate requires unplanned maintenance. Go to Valor to pick up the sericeman and transport him (safely) to Kaliya. Word has it the Syndicate was responsible for damaging the Kaliya star gate. Use caution when nearing the Kaliya system in case of an ambush to kidnap the SGC worker.

Objective: Successfully transport SGC worker to Kaliya. Beware of the Syndicate trying to get their hands on gate knowledge.

Conclusion: Collect $4000 for successful transport.

Location: Valor, Kaliya

Victory Condition: Successfully transport SGC worker to Kaliya

Loss Condition: Ship Destroyed

Time Limit: none

**Domo Arigato Mr. Roboto (optional)**

Introduction: Rogue cyborg pilots have malfunctionned and are harassing the gates of the Gestaldt system. Assist others in disposing of them, but beware of advanced piloting of the cyborgs.

Objective: The cyborg ships are out of control, and it’s your job to bring them down. Work quickly to dispose of them.

Conclusion: Collect $4000 for destroying the 4 cyborgs.

Location: Gestaldt

Victory Condition: Destroy all cyborg ships

Loss Condition: Ship Destroyed

Time Limit: none
**Doggy Style (optional)**

Introduction: Rich merchant wishes to purchase a rare dog. Deliver the animal from the SGC headquarters to his home at the Treyja space station.

Objective: Simple mission, just deliver the dog to his owner.

Conclusion: Collect $1000 for successful delivery.

Location: SGC Headquarters, Treyja

Victory Condition: Deliver the dog safely

Loss Condition: Ship Destroyed

Time Limit: none

**Hell no, we so po’ (optional)**

Introduction: Kaliya gateworkers are on strike and are blocking many ships from reaching their final destination in the ZZA Sector. Hurry to Kaliya and end their strike. You may use force where necessary.

Objective: A few ships are blocking entry into the gate. Destroy them to surpress the strike.

Conclusion: Show them who’s boss, and we’ll show you $1000.

Location: Kaliya

Victory Condition: Surpress the strike

Loss Condition: Ship Destroyed

Time Limit: none
Screenshots and Concept Art
Map of our Universe