

EXT. OUTER SPACE - ANDROMEDA SYSTEM - NIGHT

CAMERA fades up to a stunning shot of the Andromeda System with black hole M42 at its focal point. We can see stars, dust, and gasses creating a river of colorful lights across the void, but also creating a distinct contrast between them and the black hole, where there is no light seen in it, as it is just a void of nothingness. A ship flies by, and we follow it. We zoom into the bridge of the ship.

INT. SPACESHIP - BRIDGE - NIGHT

KODA, the captain of the ship and the player character stands at the front of the room, looking out a large window the size of the wall at the galaxy of stars with the black hole looming in the distance.

We then see ATLAS, the head of navigations and communications, sitting on a raised floor in the center of the room, surrounded by a circle of buttons and controls. She looks around and pulls up a hologram of a map, and shakes her head.

ATLAS

Nothing on the radar, Koda. We might need to look elsewhere for another job.

KODA

Not to worry. I'm sure the crew could use the break. Let's just circle around the local planets and their satellites and see if we can pick something up. Worse comes to worst, we can always land on one of the planets' surface and search there.

ATLAS

Yes, Captain.

Through the doors, we see CHARLI walk in and meet Koda where they stand. Charli is the co-captain, support, and optimist of the crew, always smiling and doing everything she can to satisfy everyone.

CHARLI

Koda, the crew is downstairs ready for the debrief. Shall I tell them you're on your way?

KODA

Ah, I almost forgot. Yes, I'll be right there. I just want to check a few things and I'll be down in just a moment. Thank you, Charli.

CHARLI

Sure thing, Captain!

Charli runs off ahead, disappearing through the doors.

This is now an opportunity for the player to get familiar with the ship if they wish. They can move around and explore the different rooms. However, they are empty, as the rest of the crew is waiting in the meeting room.

INT. SPACESHIP - MEETING ROOM - NIGHT

Upon arrival, Koda walks in and sees the crew at the table. AXEL from Artillery is sitting quietly in the chair furthest from the head. ZENITH from research is studying a small blue plant with a magnifying glass and occasionally writes something down on a data pad. POLLUX the engineer is standing up and talking to Charli, visually angry about something. Charli is talking to Pollux, trying to diffuse his anger.

POLLUX

(Angry)

What do you mean we aren't done yet? Don't they see we are all exhausted? I'm sick of this system. There's no sun, no cities, just damp lands and sketchy people who want to rob us blind.

CHARLI

(Calm and composed)

I'm sure Captain has an explanation for us staying here. If we were ready to leave, we would have done so already.

POLLUX

Yeah, right.

CHARLI

Plus, you were just complaining about how we are running low on fuel. If we don't have the money to get more, we will never make it out of this system.

Charli notices Koda and a sense of relief washes over her.

CHARLI

Ah, Captain, you're here! Good, now we can get started.

POLLUX

About damn time. We're wasting fuel just standing here.

Koda takes their seat at the head of the table, and everyone stops what they are doing.

POLLUX

So, what's going on, Koda? What's the plan. Are we leaving this system or not?

KODA

While this last mission was quite the haul, unfortunately it wasn't enough to get us all the supplies we need. So, I've asked Atlas to keep an eye out for one last job.

Pollux is visually upset and throws his hands up.

POLLUX

(To himself)

Unbelievable.

KODA

(continuing, ignoring Pollux)

I want us to be safe and not risk running out of supplies like fuel or rations before we make it to another system. The closest one is a few parsecs away, and we can't afford to take that big of a risk. I'd rather not die a cold slow death of starvation when all we need is one more haul of credits. I hope you can agree with me.

POLLUX

How do you know this last one will be enough? If we are that close, then why not take the risk and be done sooner?

Zenith interrupts Pollux, speaking with a cool and reserved tone, but clearly tired of his constant defiance.

ZENITH

You want more fuel, correct, Pollux?  
Well, if the Captain says we need one  
more job to cover it, then we do one  
more job. It's not that difficult and  
it required very little manual labor  
from you.

CHARLI

(Cheery)

I'm with you, Captain. One more job it  
is! Then it's off to another,  
hopefully warmer, system.

POLLUX

What a bunch of sheep.

The tension increases as conversation solely focuses on Koda and Pollux. It's clear these two have a history, and have trouble getting along. Where Koda remains to have a level head, Pollux has a short fuse.

KODA

(Firm)

Be happy you're still with us, Pollux.  
If you'd prefer, we can drop you off  
at the nearest station and leave you  
in this dull system. Or you can suck  
it up and do one last job so we can  
get out of here. What will it be?

POLLUX

(Cocky)

You can't afford another person with a  
brain like mine. You'd all be dead  
without me.

KODA

Then let's not put that to the test.

An intercom transmission interrupts the conversation. We hear Atlas's voice.

ATLAS

Captain? I have something you might  
want to see. Come up here when you  
can.

The intercom clicks off, and Pollux sighs and stands up.

POLLUX

(Sarcastic)

Well, it sounds like we are about done here. If you need me, I'll be in the Engine room rigging the reactor to explode in about 5 rotations.

Pollux exits. No one says anything about what he said, knowing he is just joking. He does that.

CHARLI

(To Koda, hopeful and reassuring)

You're doing the right thing, Koda. I have faith in your decisions. All of us do, even if some don't want to admit it.

KODA

Thanks, Charli.

CHARLI

Now, if you'll excuse me, I'm going to head to inventory and recount our stock so we are well-prepared for our trip once this last job is completed.

Charli and the rest of the crew leave, heading to their respected stations. This is another opportunity for the player to move around and interact with characters, the ship, and become even more familiar with the layout and the jobs of the crew.

INT. SPACESHIP - BRIDGE - NIGHT

Koda returns to the bridge where Atlas has a map pulled up on a hologram.

ATLAS

I found this signal for help wanted. It's a high-paying job, way more than we expected.

KODA

Well, this is good, right?

ATLAS

It is. However, there's something strange about this beacon. It's been activated for almost a week now, longer than I have ever seen a help wanted signal. Usually, people snatch

these up within hours.

KODA

Maybe there's just no one available. It looks like it's an outpost in an unpopulated section of the system.

ATLAS

That's what I was thinking. But that's not all. The outpost the signal is coming from has no record of any human transitions. If it were not for this beacon, no one would know anyone was inhabiting it.

KODA

That's strange. Are we sure it isn't a faulty signal?

ATLAS

I've already considered that but nothing here says it's faulty. Though, the reward for the job is... quite unusual.

KODA

How much does it pay?

ATLAS

Almost 10,000 credits. A fortune. With that kind of money, we could take a vacation from our jobs, make some upgrades for the ship, and maybe even but Pollux a couple of months worth of fuel so he shuts up.

KODA

It sounds like a scam to me.

ATLAS

I agree. But all of my resources say it's legit. There's really no way to tell unless we go check it out. So, it's your call. Should we do it?

KODA

Set course for the outpost. Let's see what the deal is and if anything seems fishy, we turn around. If the reward really is 10,000 credits, I would hate to pass up an opportunity that could

help us all for the better.

ATLAS

Yes, Captain.

The camera then cuts to the window. We zoom out into the open space, and the ship flies out of view.

SAMPLE