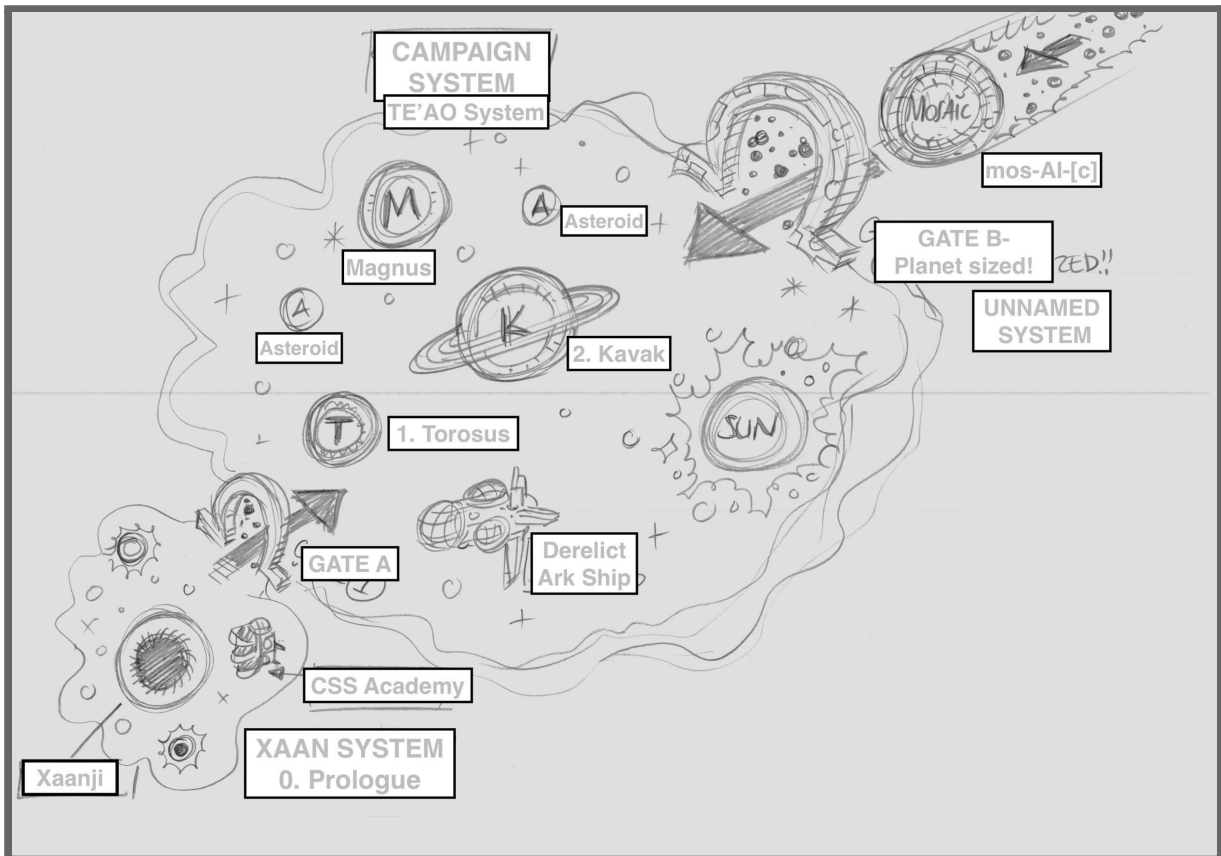


STARWARDEN

ADARA'S PROMISE

Game Narrative Overview



Backstory

Voen & SOLUS

- Adara's mum, Voen, is the Fyrael's leading xenoarchaeologist and an expert in the ancient Fyrael Predecessors: it was her researches and theories that led the Fyrael to discover the remains of the Arkship that brought the Predecessors to the Xaan galaxy.
- This in turn led to the rediscovery and development of FTL drives and made Voen a celebrity on Xaanji.
- For the past year or so, she has been part of an ongoing interstellar expedition that is being funded and run by the SOLUS corporation.

- Voen is suspicious of the corporation's intentions but sees the expedition as an opportunity to prove her theories around the Legend of the Fyrael Predecessors, the Starwarden Protectorate, etc.
- After working with the corporation for several months, Voen is offered the opportunity for a secret mission that will take her away from her family for over a year.
- This is the source of conflict with Adara; who hates the SOLUS Corporation with the passion of a true believer in the Fyrael Credo of the RATIO. SOLUS has skirted the edges of what the Fyrael consider legal and morally acceptable for years and have a reputation for shady and ethically dubious dealings.
- In a heated argument, Adara accuses Voen of ignoring her familial duties, saying she should be there for her siblings in a way she was not when Adara was growing up. This stings her mum and Adara regrets it the moment she says it but stubbornly won't back down.
- Adara storms off, leaving for her second term at the GEA Academy (Galactic Exploration Agency) without saying goodbye to her mum.
- The rift between mother and daughter is made more pronounced because of the secrecy surrounding the mission: SOLUS is keeping everything meticulously confidential and Voen cannot explain where she is going or why.
- This becomes an emotional burden for Adara when, some months later, SOLUS informs the family that her mum goes missing and is presumed dead.

The Rubicon Gate

- Voen's mission takes her to the outer regions of the Xaan system, where the SOLUS Corp have discovered the remains of a RUBICON Gateway.
- They have repaired the Gateway but need Voen's expertise in the Predecessor's language and technology to help them reactivate the wormhole hardware.
- With Voen's help, the SOLUS engineers are able to repair and initialise the gateway and open a wormhole. Voen also helps them understand the complex star charts and astronavigation coordinates needed to successfully initiate a 'crossing'.
- As a reward for her efforts, Voen is invited to join the first mission to use the gateway.
- She accepts a place on the secretive mission and it is this that causes the rift with Adara.
- Voen travels with a SOLUS crew through the wormhole into the Te'Ao System and they begin the exploration of the planet, Kavak, because of the presence of an ancient Fyrael habitation.
- They also discover the derelict remains of another Arkship- badly damaged and abandoned for millennia. Voen is dispatched to establish a research node

on the Arkship and attempt to unlock its origins: it is clearly the same design to the one they discovered in the Xaan system, a relic from the Fyrael Predecessors.

- This is where the SOLUS agents establish their base camp, using it as a platform to launch their efforts to repair the Rubicon gateway on this side and thus keep it open and active (without doing this the trip would be one-way).
- Though there are thousands of stasis cocoons onboard there is no trace of the beings who occupied them. In fact, the badly damaged ship is devoid of all signs of life.
- The more Voen probes and explores the Arkship, the more questions she uncovers: What happened to the ship, where did the people go and who was responsible for crippling it?
- Unknown to SOLUS, during her explorations of the Arkship hulk, Voen discovered the PHOTIS Suit: the hyper-tech uniform of the legendary Starwarden Protectorate.
- This discovery is conclusive proof for Voen that the Starwardens were more than just a myth. It is also a very dangerous find as Voen knows too well that it would be of great interest to SOLUS, who she has been covertly gathering evidence on.
- Voen has been secretly working for the GEA- she was approached by agents when the Rubicon Gateway was activated: the GEA do not trust the SOLUS corporation either and Voen agrees to clandestinely work for them- reporting back everything she discovers.
- She is accompanied by a GEA undercover agent posing as her assistant to help her gather evidence to share with the GEA when the time's right - they have to be very careful about communicating with their handlers in case they alert the SOLUS crew who are watching them like hawks.
- The discovery of the PHOTIS suit raises the stakes and forces Voen to act: she sends an emergency message to the GEA.
- They anxiously await extraction but the only people to arrive in response to their message are more SOLUS agents, armed and very dangerous!
- SOLUS has had Voen under surveillance all along, not trusting her one bit, and intercepted her message.
- They confront her and, during the standoff between them, the GEA agent is killed.
- Voen is forced to use the suit to evade the SOLUS agents - she uses her insight and knowledge to reactivate the PHOTIS suit and it is genetically bound to her DNA.
- She flees, deciding to hide the suit in the ruins on Kavak while she heads off to Magnus, a mysterious 'Tomb world' and site of a new archaeological site she established, to draw the SOLUS agents away.
- Voen does not know who she can trust and, in desperation, sends a tight beam ansible message (TBAM) back through the Rubicon to Arden. Her

family are the only people she can trust completely and she sends them the information they need to find her with a warning not to trust anyone.

- The SOLUS agents engaged her ship, damaging it and assumed she had been killed but Voen survived and crashed landed on Magnus.
- SOLUS reports her as MIA- presumed dead whilst they continue to scour the system for her ship, determined to claim the prized PHOTIS suit for themselves.
- Prior to the start of the game, Voen has been captured by SOLUS agents and imprisoned on the Arkship.

Alden & the Twins

- Adara's father, Alden, receives a scrambled message from Voen after being told by SOLUS agents that she was missing, presumed dead.
- Alden was aware of his wife's misgivings and mistrust of the corporation and never believed what they were telling him. The message from his wife confirmed his belief.
- The message contained a set of coordinates and instructions for how to operate the Rubicon Gate.
- Alden contacts some dubious brokers who locate a ship he can hire. The whole deal is very shady but Alden is desperate.
- He sells everything the family owns and makes plans to man a rescue mission, leaving the Twins in the care of clade-family and a nanny-droid and has a message waiting for Adara when she returns home at the end of the academic year (he did not want to interrupt her training being very aware how much becoming a Pathfinder means to his eldest daughter)).
- Alden has a very tight window to launch (mainly due to an illegal flight plan registered with a corrupt space traffic controller) and he rapidly fits out the ship with supplies.
- Adara's siblings, the precariously intelligent Twins, figured out what their dad was up to, managed to hack their nanny-droid and, on the night of the launch, smuggle their way onboard, hidden in the supplies.
- Alden evades some last-minute security guards and blasts off - the space traffic controller erasing all evidence of his trip from official records.
- Once in space, Alden sets his course based on the coordinates Voen supplied and, engaging his FTL drives, is soon in orbit close to the Rubicon gate and almost immediately, is in trouble as SOLUS gunships close on him and threaten to open fire if he doesn't surrender and dock with their space station.
- This is the same time that the Twins are in contact with Adara in the Academy and the moment they are discovered by their father.

Adara- the GEA Academy

- Adara is woken in the middle of the night by a secret message from the Twins- they have hidden a transmitter in a holo-cube photo album.
- They excitedly tell Adara that they have stowed away on Dad's ship to join his mission to locate their Mum.
- Adara is pissed at Alden for not telling her any of this and concerned for the Twins. Her concern intensifies when the Twins message abruptly cuts off.
- Adara's first instinct is to inform her Head Tutor but the station is about to enter a lockdown cycle due to their orbit entering the Neutronic pulse field of the system's second Neutron star. All space travel is prohibited during this 24-hour cycle due to the dangerous effects of the Neutrino pulses.
- Adara has minutes to make a decision and is galvanised when her personal Droid companion, VEE, activates and threatens to raise the alarm.
- She uses a Claw-Drive the Twins hid in the holocube to disable VEE and 'borrows' a Kayak, a small, fast ship from the docking bay before the Academy locks down.
- Adara goes AWOL to rush to the aid of her family, effectively ending her academic career and aspirations to become a Pathfinder.
- She promises to help them and find her mother, no matter what the cost.

Rendezvous at the Rubicon

- Adara engages her FTL drive and, locking in on the signal from the Twin's message, arrives at the Rubicon gate where she is quickly embroiled in a cat and mouse chase with the SOLUS gunships that have been stalking her father's ship.
- Adara uses her superior piloting skills to draw the ships away from her father's ship and is able to misdirect them using decoy drones the kayak has loaded for Pathfinder training manoeuvres.
- With the SOLUS ships chasing the decoy drones, Adara docks with her father's ship moments before he activates the Rubicon gate and, with warnings and alarms from the SOLUS security station filling their comms, vanishes into the wormhole.

The Te'Ao System

- Alden barely has a chance to chastise his daughter when the ship's emergency alert systems trigger: they have emerged from the wormhole into the Te'Ao system, smack bang in the midst of a massive solar hurricane.

- The system's sun is relatively young by the galactic scale and particularly active; regularly venting solar flares, CMEs (coronal mass ejections) and solar hurricanes which is what the family's ship gets caught up in.
 - The ship's shields are damaged by the intense solar winds and shockwaves and will soon fail and leave the occupants defenceless against the waves of deadly cosmic radiation the storm is emitting.
 - They locate a nearby M-Class planet, Torosus, and evacuate in Adara's kayak just as the cosmic superstorm crashes over their ship.
 - However, the kayak is struck by interstellar debris churned up by the storm and badly damaged.
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Start of the game

Torosus

- The game opens with Adara desperately trying to pilot her damaged kayak as it is buffeted by the planet's exosphere having taken a battering from the solar storm when they evacuated the main ship.
- Her father and the twins have ejected in escape pods and Adara ejects too when she realises the ship is beyond her control.
- She lands with VEE and begins to explore, using her Pathfinder training to traverse the rugged terrain
- They head to the downed ship which is nearby and Adara equips herself to go search for her family.
- We are introduced to Adara and VEE and their personalities and somewhat fractious relationship.
- Adara is a trainee Pathfinder- establish The Ratio and the Fyrael's relationship with nature.
- We learn they are on a mission to rescue her missing mother- that Alden has received a message from Voen which is why he has undertaken this dangerous mission, the precocious Twins stowed away and Adara has gone AWOL from the Academy when she learned they were in trouble.
- Once Adara locates the family and repairs the ship, they return to their main ship and set course for Kavak where Voen's message directed them to find her.
- As they approach Kavak we get exposition of the history of the Fyrael myth of the Flight.

Kavak

- Adara and VEE land on Kavak (maybe her father is injured on Torosus which is why she is the one to undertake the mission)
- She explores the Fyrael mining settlement located there revealing more details from the Fyrael's past and the obvious signs of battle etc.
- Adara discovers the PHOTIS suit that her mother has hidden somewhere on the planet (in the mineshaft?)
- Adara learns of the history of Starwardens from a message her mother has left her with the suit and gets insight into the Fracture War- the conflict that led to the evacuation of the planet.
- She is hunted by SOLUS agents and forced to don the PHOTIS suit which bonds with her (she shares the same DNA as her mother who activated the suit).
- Adara begins to learn the suit's abilities.
- Adara reunites with her family in orbit and the player can choose to head to either Magnus or the Arkship

Magnus

- When the player chooses Magnus they arrive on the ancient Tomb World and explore the archaeological site that Voen had established there.
- They learn more of the Fyrael's history- insights that dispel the myth of the Flight.
- Adara unlocks another ability for the PHOTIS suit (2)
- Get clues of Voen's capture by SOLUS that lead them to the Arkship.

The Arkship

- If chosen before Magnus, the player gets to only complete 20-25% of the level before confronting an impassable barrier of some sort that requires them to head to Magnus and search for new abilities.
- Once the Arkship is fully unlocked, the player sets about rescuing Voen from the SOLUS agents who are based there.
- Adara unlocks another ability for the PHOTIS suit (3)
- Voen supplies important information about the Predecessors and the Star Wardens and we learn of the mos-AI-[c] planet ship's arrival is imminent.
- New mission to gather vital elements to stand a chance of defeating the AI.
- Attacked by Goo monsters who appear to be an asteroid belt but are in fact dormant forces of the mos-AI-[c]. Once activated, the goo monsters attack the

ark ship and begin to descend on the other planets to reclaim them.

- Adara must head to the system's planets to search for these elements by locating hidden Starwarden bases located on each world: Toros, Kavak and Magnus. It's now a race against time.
- Player has the choice of which world to visit.

Torosus (2)

- Adara is more adept at using her suit and it's abilities to traverse the landscape and defeat her foes- in doing so she learns more about the Starwardens and their philosophy
- Uncover the hidden Star Warden base and gain an element for the final battle.
- Battle new goo monster forces that have been activated
- Battle SOLUS agents in league with the mos-AI-[c]
- Adara unlocks another ability for the PHOTIS suit (4)

Kavak (2)

- When Adara returns to Kavak, the Goo monsters have been reactivated and are swarming the planet, attempting to reclaim it for the mos-AI-[c].
- Adara has to Battle new goo monster forces that have been activated.
- Uncover the hidden Star Warden base and gain an element for the final battle.
- In order to return to her family, she must battle SOLUS agents who are in league with the mos-AI-[c]

Magnus (2)

- When Adara arrives back on Magnus, she finds the planet infested with Goo monsters as well as SOLUS agents who are attempting to locate the Starwarden base to take the PHOTIS technology for themselves.
- Adara uncovers the hidden Star Warden base and gains an element for the final battle.
- Battle new goo monster forces that have been activated
- Battle SOLUS agents in league with the mos-AI-[c]

Mos-AI-[c] planet-ship

- The final battle with the mos-AI-[c] as the AI's planet-ship emerges through the Rubicon gateway to attack the Te'Ao system and put an end to Adara's resistance and claim the PHOTIS technology for itself.
- By this point, Adara will know the real story behind the Fyrael Predecessor's

flight from their homeworld as well as the history and legacy of the Starwardens.

- Adara takes on the mantle of Starwarden and renews her promise, only now vowing to defeat the mad AI her ancestor's created.
 - Adara unlocks the final ability for the PHOTIS suit (5) key to defeating the AI.
 - Goo monsters and SOLUS agents combined into super-enemies.
 - Battle VEE who is possessed by mos-AI-[c] and she has to apparently destroy her companion.
 - In the final confrontation with the mos-AI-[c] we reveal it's driving motivation- the twisted evolution of its core programming: it wants to create life and will destroy whole galaxies to achieve its goal.
 - Adara unleashes the final weapon that remakes the planet: terraforming it and undoing millennia of damage caused by the AI.
 - The Fyrael homeworld is restored and Adara fulfils her own 'promise' by becoming a Starwarden and making a new promise: to rebuild the Starwarden Protectorate.
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