

ENTITY

SOLO STORYTELLING NASA PUNK GAME BY PETER SCHOLTZ

INTRAPLANETARY ADAPTIVE PIONEERS (IAP)

The Intraplanetary Adaptive Pioneers (IAP) program, an ambitious venture under NASA's oversight, aimed to harness the potential of AI-driven synthetic astronauts to explore and adapt to the diverse environments scattered across our solar system. These sophisticated units, engineered to withstand a multitude of extraterrestrial conditions, signified a milestone in humanity's pursuit of space exploration and potential colonization.

The breadth of the IAP project encapsulated cutting-edge developments in synthetic astronaut technologies, bridging the gap between artificial intelligence, robotics, and bioengineering. Designed to thrive amidst the wide-ranging and challenging environments of Mars, Venus, and Jupiter's and Saturn's moons, these initiatives ushered advancements in life support systems, habitat designs, propulsion and communication technologies.

Moreover, the IAP program fostered collaboration across multiple scientific fields including astronomy, astrobiology, geology, engineering, and AI research. This interdisciplinary approach fostered a holistic comprehension of the physical, chemical, and geological processes dictating our solar system's environments, providing crucial insights for designing adaptive technologies and strategies for AI-driven synthetic astronauts to clear the path for future human colonization.

The launch of this monumental project occurred 10,000 years ago, just before a rogue black hole induced a cataclysmic event that disrupted the solar system's gravitational balance. This event led to planetary disarray, ending in the collapse of the solar system and the termination of all life within.

THE PYRAMID

You, as part of an ancient IAP expedition, found your journey aboard a survey vessel unexpectedly diverted. Amidst a nebula, the fragmented remains of a colossal spatial object, resembling a Pyramid, surfaced, shrouded by a cloud of its own debris. During the attempt to investigate this anomaly, a formidable gravitational pull from the Pyramid began dragging your ship closer.

The powerful energy radiating from the Pyramid started to strain your ship's structure. The ship's body began to buckle, and cracks formed and spread across its exterior. Panic ensued, triggering emergency evacuation protocols. Crew members fled to individual escape pods, but the overwhelming gravitational force disintegrated the pods and their occupants.

Amid the chaos, you found yourself thrown into the void, tethered to your spacesuit, and drawn inexorably towards the enigmatic Pyramid.

THE UNKNOWN EXPANSE

Upon rebooting, your systems initiated a comprehensive environmental scan of an uncharted alien world. The celestial dome stretched above, stitched with a tapestry of unknown constellations, unclassified stars, and unexplored planets. The prevalent feature was the Pyramid, orbiting the planet with silent determination, its subtle glow intermittently illuminating the alien topography.

From your vantage point, the planetary landscape presented a study in anomaly and diversity. Acid pools coexisted with scorched glass plains, while towering rock formations marked the perimeters of expansive, flooded grottos. The skeletal remains of titanic creatures cast long shadows, dwarfing the surroundings in their scale and seeming incongruity.

As a dust storm materialized, it brought a temporary obscuring of the panoramic view, causing the structures around you to further degrade. Navigating the narrow passages of an alien ruin, the storm cleared to reveal an expansive internal biome. A constellation of glowing organisms hung from the ceiling, replicating a star-studded sky and illuminating the sprawl of geometric structures beneath.

The labyrinth of alien architecture spread out beneath colossal monolithic pillars, their form both intricate and complex. Upon activation, your scanners started analyzing this environment, identifying potential lifeforms, water sources, mineral deposits, and a myriad of substances – some expected, others surprisingly rare, and a few entirely unknown.

In the multitude of data, one signal appeared anomalously familiar – a distress beacon. Emitting from an archaic Soyuz unit, the beacon, a relic from humanity's past, signaled an enigma amidst the foreign landscape, hinting at a depth of undiscovered facts in this new, startling reality.

To uncover the mysteries of the colossal pyramid and this intriguing planet filled with peculiar anomalies, you, as an AI, must first restore your functionality by reinstalling upgrades. Simultaneously, the erection of particular structures will elevate your research potential and hasten your acclimatization to this otherworldly environment.

Undertaking these tasks and conducting thorough research may seem daunting initially, but they are essential steps on this journey – a journey leading to discovery.

GAME PROGRESS

In **Entity**, you step into the role of an AI synthetic astronaut, finding yourself stranded within an enigmatic expanse filled with alien ruins. These grand, intricate edifices are the remnants of long-forgotten civilizations, silent keepers of history steeped in mystery.

Compelled by circumstance and curiosity, your mission is to traverse these alien landscapes, each step bringing you closer to deciphering the cryptic clues etched into the structural fabric of these ancient constructs. The quest to unearth the narratives contained within the artifacts strewn across your path transforms into an experience of survival and self-discovery.

This odyssey, however, isn't solely about knowledge acquisition. It serves as a testament to the tenacity of an interstellar castaway. Alone but unyielding, you journey across this extraterrestrial terrain, navigating the vastness of an alien world, your resilience echoing amongst the silent ruins.

In this game, you are the master of your own narrative. The game equips you with a set of tools to craft a captivating story comparable to a compelling novel or a riveting TV show. It incorporates a variety of oracle tables to randomly generate the extraterrestrial environments around you, stage intriguing scenes, and populate them with a diverse array of alien forms and anomalies. Additionally, it provides a clear roadmap on how to manage your story's progression.

Gameplay involves using a pair of ten-sided dice to determine the outcomes of risky actions. Based on your attributes, your goal is to roll a number equal to or less than the attribute's value. The results can range from success to partial success, which introduces a complication, or failure, which results in a permanent Impairment.

To play the game, you will need:

- This Rulebook.
- A copy of the Character Sheet which you can find at the end of the book.
- A pencil and eraser, or other suitable alternative.
- Three 10-sided dice (d10).

MISSIONS

Entity's saga unfurls through a progression of Missions. Each Mission is made up of multiple **Expeditions** in an ongoing loop, persisting until a significant milestone is accomplished.

These Missions embody the lofty aims your Intraplanetary Adaptive Pioneer (IAP) seeks to realize. Such aspirations might include constructing a research station or neutralizing a poisonous gas source. These goals offer a narrative direction to your expedition, guiding your endeavors across the uncharted alien landscapes. Each Mission distinctly enumerates the number of **Aspects** needed for its completion, serving as milestones on your journey.

Aspects are concrete components necessary for the successful execution of the Mission. For example, if your goal is to establish a laboratory, Aspects might comprise parts retrieved from wreckage or materials apt for 3D printing. In contrast, if your Mission involves neutralizing a toxic gas source, Aspects could be spore samples collected for subsequent analysis and eradication.

To set a Mission into motion, one must first be chosen from the List of Missions. Following this, you venture on your Expeditions, traversing the enigmatic alien ruins and gathering the requisite Aspects until the Mission is fulfilled. The successful completion of a Mission is marked by acquiring a predetermined number of Aspects, leading to the unfolding of its successful end.

To start the game, choose a Mission from List of Missions on page 11. To complete it, collect a specific number of Aspects, and after you achieve it read the Discovery on page 22.

EXPEDITIONS

A Mission within Entity is constituted by a series of Expeditions. Each Expedition is composed of two distinct undertakings: firstly, an **Exploration**, a task central to the narrative progression that entails the search for Aspects vital to achieving your Mission goal; secondly, a chosen **Side Activity**, which can range from seeking enhancements via Upgrades, restoring your Energy, accumulating Resources for your Upgrades, Self-Repairing, or amassing Data.

The sequencing of Exploration and Side Activity within an Expedition lies at your discretion. Despite Exploration's constant status as the primary task, there is a degree of flexibility provided, allowing you to select your Side Activity from an available five.

- An Expedition comprises an Exploration and one Side Activity, selected from five available options: Collect Data, Recharge Energy, Gather Resources, Self-Repair, or Implement Upgrades.

EXPLORATION

During an Exploration, you journey to and inspect the **Location** pinpointed by your long-range scanners, where you could potentially discover an Aspect vital for your current Mission. The Exploration is an essential Expedition activity with a distinct structure:

1 - Identify Location

Roll a d100 and compare the outcome to the Location Table. This roll decides the Location of your Exploration. At this juncture, there's no need to roll for a Location Encounter; your task is simply to identify your intended direction.

- Roll d100 Location Table on page 20.

2 - Travel

Proceed by rolling a d10 and compare the result with the Travel Encounter Table. This determines whether or not an Encounter interrupts your journey towards your Location. If an Encounter does occur, the Travel Encounter Table specifies the Encounter Type you must roll. Three Encounter Types exist: Challenge, Finding, and Opportunity.

- Roll d10 Travel Encounter Table on page 10.

3 - Location Encounter

Upon reaching your Location, a d10 roll on the Location Encounter Table will unveil your discovery. Quite frequently, this process will lead to an array of different Encounter Types. If such is the case, make a roll on the associated Encounter Type Tables to ascertain the details of each. In case of multiple Encounters, always prioritize addressing the Challenges, followed by Opportunities, then Findings, and lastly, Aspects.

- Roll d10 Location Encounter Table on page 10.

SIDE ACTIVITIES

During Expeditions, you have the option to execute one Side Activity after your Exploration part is over. You may select this activity from the five available options detailed below:

Collect Data

Initiate this a Side Activity by adding your 'Analytics' Trait value to the number **4**. This sum establishes the Difficulty Class for the 'Collect Data' Action Roll. Proceed to make th Action Roll with the calculated Difficulty Class.

Action Roll Outcomes are as follows:

- **Full Success:** Gain Data equal to your 'Analytics' Trait value.
- **Partial Success:** Gain Data equal to half of your 'Analytics' Trait value, rounded down.
- **Failure:** Proceed to resolve a Challenge.

Recharge Energy

Commence this activity by adding your 'Technology' Trait value to the number **4**. This total constitutes the Difficulty Class for the 'Recharge Energy' Action Roll. Proceed to perform the Action Roll with the determined Difficulty Class.

Action Roll Outcomes are as follows:

- **Full Success:** Gain Energy equal to your 'Technology' Trait value.
- **Partial Success:** Gain Energy equal to half of your 'Technology' Trait value, rounded down.
- **Failure:** Proceed to resolve a Challenge.

Gather Resources

Begin this activity by adding your 'Adaptivity' trait value to the number **4**. This sum becomes the Difficulty Class for the 'Gather Resources' Action Roll. Proceed to perform the Action Roll with the calculated Difficulty Class.

Action Roll Outcomes are as follows:

- **Full Success:** Gain Resources equal to your 'Adaptivity' Trait value.
- **Partial Success:** Gain Resources equal to half of your 'Adaptivity' Trait value, rounded down.
- **Failure:** Proceed to resolve a Challenge.

Implement Upgrades

This Side Ativity does not necessitate an Action Roll. Simply expend **10 Resources** to incorporate the desired Upgrades, notating them in the Spacesuit section of your Character Sheet. Once used, these Resources are depleted. You can find List of Upgrades on page 12.

Self-Repair

This Side Activity does not require an Action Roll. Simply use **5 Resources** to remove **1 Strain** from your Spacesuit.

Designer's Note: This game was partially inspired by the games Ironsworn by Shawn Tomkin, Notorious by Jason Price, and Wandering Souls by Cody Barr.

BASICS

In Entity, you will assume the role of an Intraplanetary Adaptive Pioneer (IAP). This autonomous character is distinguished by three core Traits. The essence of your gameplay hinges on strategically leveraging these Traits, their related Edges, and making suitable Action Rolls.

All the while, you must effectively manage your Upgrades, Energy reserves, and Spacesuit capacity.

Brace yourself to deal with Strains and Impairments that emerge from the game's Encounters. Always be aware of the game's high stakes: if your IAP reaches its limit, it will be Destroyed and you will have to start anew.

TRAITS & EDGES

In this game, your IAP character is defined by three primary Traits: Technology, Analytics, and Adaptivity. These Traits encapsulate the character's technical acumen, analytical capabilities, and adaptive resourcefulness respectively.

Each Trait is further divided into three unique Edges, providing a detailed scope of their competencies. This structure of Traits and Edges allows for character development, specialization, and unique storytelling experiences throughout the game.

Technology

The Technology Trait represents your technical skills, covering areas like robotics, engineering, and information technology, allowing you to excel in situations requiring technical know-how. The three Edges associated with the Technology Trait are:

- **Robotics** - This represents your understanding of AI systems, control mechanisms, and autonomous vehicles, crucial for tasks like, self-maintenance, upgrading, repairing or operating robotic systems and drones.
- **Engineering** - This represents your ability to deal with spacecraft systems, habitats, and hardware, necessary for tasks like system diagnosis, repair, and manipulation of complex machinery.
- **Information Technology** - This represents your skill with software, coding, and digital networks, essential for tasks like data retrieval, system hacking, and network operation.

Analytics

The Analytics Trait reflects your scientific knowledge, capability to process information, analyze situations, and strategize, enabling you to decode mysteries, devise plans, and anticipate threats. The three Edges associated with the Analytics Trait are:

- **Physics** - This represents your grasp of fundamental forces, quantum mechanics, and astrophysics, essential for tasks involving energy, radiation, gravity, or understanding anomalies.
- **Biology** - This represents your understanding of life sciences, alien ecology, and exobiology, crucial for tasks involving interactions with alien life forms or understanding new ecosystems.
- **Chemistry** - This represents your knowledge in chemical reactions, materials, and elements, vital for tasks involving resource extraction, material identification, or reaction prediction.

Adaptivity

The Adaptivity Trait represents your capacity to adapt, innovate, and survive, enabling you to excel in survival situations, adapt to unknown environments, and improvise solutions. The three Edges associated with the Adaptivity Trait are:

- **Survival** - This represents your ability to maintain the integrity of the spacesuit, manage life-support systems, physical defense, emergency response and resource management, crucial for tasks involving prolonged exposure to hostile environments.
- **Communication** - This represents your capacity for effective and ethical communication. It's crucial for tasks like negotiating with alien entities, interpreting foreign communication systems, and responsibly managing sensitive information.
- **Navigation** - This attribute represents your spatial awareness, pathfinding skills, and understanding of navigation, all of which are essential for tasks involving exploration of alien ruins, traversing uncharted territories, or operating in zero-gravity environments

While creating your character, distribute the following numbers among your Traits: 5, 4, 3. Then, allocate the numbers 1, 2, 3 among the Edges of each Trait.

ACTION ROLL

When you undertake a risky venture, an Action Roll is necessary. The structure of Encounters ensures the game will always prompt you when an Action Roll is needed. While Challenges require this roll, Opportunities present it as an optional choice.

To execute an Action Roll, roll two ten-sided dice (2d10) and compare the result of each die with the established **Difficulty Class** value. The Difficulty Class is determined by adding the value of the relevant Edge (selected based on Encounter Keywords) to the value of an associated Trait.

$$2d10 \text{ (Each result)} \leq \text{Difficulty Class} \\ \text{(Trait + Edge)}$$

ACTION ROLL OUTCOME

During the Action Roll resolution, there are three possible Action Roll Outcomes:

- **Full Success** - If the results on both d10s are less than or equal to the Difficulty Class, the action proceeds without any complications.
- **Partial Success** - If the result on only one d10 is less than or equal to the Difficulty Class, the action is carried out, but with a complication and therefore a Strain must be marked.
- **Failure** - If the results on both d10s are greater than the Difficulty Class, the action is unsuccessful. An Impairment must be marked as a consequence.

ADVANTAGE & DISADVANTAGE

Certain Encounters and Upgrades can grant you an Advantage or a Disadvantage during an Action Roll. In these situations, the Action Roll resolution should be conducted as follows:

- **Advantage** - Roll 3d10 and discard the die with the highest result.
- **Disadvantage** - Roll 3d10 and discard the die with the lowest result.

If you receive both an Advantage and a Disadvantage during the same action, they cancel each other out, resulting in no benefit or penalty.

Advantages are obtained through Upgrades, while Disadvantages are conferred by certain Encounters marked with **(D)**.

In conjunction with Traits and Edges, your Spacesuit is a critical factor. Not only does it dictate the number of Upgrades you can accommodate, but it also signifies your capacity to withstand a certain amount of system Strains and Impairments. The Spacesuit has 20 slots, each of which can be occupied by an Upgrade, Strain, or Impairment.

- **Your Spacesuit comprises 20 slots that can contain Upgrades, Strains, and Impairments.**

STRAINS

System Strains represent the various types of burdens that you can handle. However, there is a limit; excessive Strain can lead to your Spacesuit malfunctioning and ultimately, to your IAP's Destruction.

When a Partial Success during an Action Roll, instructs you to mark a Strain, you must record it in one of your Spacesuit's slots.

If no slots are available, you must create space by discarding one of your Upgrades. Strains, while they do not inflict negative effects, occupy spaces in your Spacesuit. These are temporary and can be removed either during a Side Activity called Self-Repair or automatically at the end of a Mission when all Strains are discarded.

- **Strains, temporary burdens on your Spacesuit, occupy slots but can be removed through Self-Repair or at the end of a Mission.**

You start every Mission with 0 Strains.

IMPAIRMENTS

Impairments symbolize the difficulties you may encounter during your perilous journey. When instructed to mark an Impairment due to an Action Roll Failure, you must record it in one of your Spacesuit's slots.

If no slots are available, you must create space by discarding one of your Upgrades. Impairments are permanent and can't be removed under any circumstances until your Destruction.

- **Impairments are enduring physical difficulties, marked in Spacesuit slots during Action Roll Failure, and are permanent until your Destruction.**

DESTRUCTION

Despite the capabilities of your Spacesuit, you must remain vigilant to evade fatal situations. If all 20 slots in your Spacesuit become filled with **Strains** and/or **Impairments**, you are destroyed.

This results in the loss of all your Upgrades, Aspects, and ongoing Mission progress. However, any Structures you've built will remain. Following Destruction, a new Character must be created to discover your builded Legacy.

- **Destruction occurs when all 20 slots in your Spacesuit are filled; you lose all Upgrades and Aspects. Only Structures will be transferred to your new Character's progress.**

UPGRADES

Upgrades are indispensable for your survival, offering protection, improvement, and fine-tuning abilities. Ranging from defense systems to computing modules and various tools, these Upgrades equip you to adapt and excel in the dangerous environments you traverse.

To implement an Upgrade, you need to collect various materials for the 3D printer integrated within your suit, alongside calibration data, environmental information, alien substances, and other components, which are collectively known as **Resources**.

- **During the Implement Upgrade Side Activity, spend Resources to mark an Upgrade in one of your Spacesuit slots.**

You can amass these Resources during various Encounters or through a Side Activity - Acquire Resources. Each Upgrade you incorporate occupies one slot in your Spacesuit.

If you choose to discard any implemented Upgrades, you can simply remove them from the Spacesuit at any moment. Note that they will then be deemed lost and irrecoverable. If you wish to reintroduce them later, you'll need to Implement them anew.

Upgrades grant effects that can be activated by utilizing a designated amount of your Energy, as detailed in each Upgrade's name and description. For instance, the Upgrade "Integrated Multi-Tool (2E)" requires 2 Energy for activation. You may activate the same Upgrade multiple times, provided you have sufficient Energy to do so.

- **To use the Upgrade, its Energy cost must be paid.**

STARTING UPGRADES

You start the game with three Starting Upgrades already integrated in your Spacesuit:

Integrated Multi-Tool (2E): This tool can shift between a variety of forms, including a cutter, 3D printer, drill, wrench, and more, allowing you to address a wide array of technical and mechanical needs.

- You can reroll one Die during any Action Roll.

Adaptive Energy Shield (3E): A feature of the suit that projects a personal force field, protecting you from various forms of physical damage or radiation. The shield is automatically configured to defend against specific threats based on the environment.

- You can use this Upgrade during any action check to avoid gaining Strain.

Adaptive Resource Conversion Unit (0E): This upgrade integrates a portable resource conversion module into your spacesuit. This upgrade does not require Energy to use.

- During a Location Encounter- Opportunity or Location Encounter - Finding, you can spend 2 Resources to gain either 1 Data or 1 Energy.

ENERGY

Energy is a vital aspect of your operations. This essential element powers your functions, including activating various Upgrades. Your Spacesuit is equipped with a compact, efficient reactor that stores and manages this Energy. The Energy stored in this reactor can be depleted and replenished over time.

You start every Mission with full capacity of 10 Energy.

The reactor's design is meant to adapt to the volatile environments of space, providing the crucial power needed for survival and exploration. Its reserves can be directed towards several systems, with each activation of an **Upgrade** drawing upon these Energy reserves.

- **Energy is essential for using your Upgrades.**

Power Fatigue

When your Energy is depleted to zero and you execute an Expedition, you must mark one **Strain**.

Recharging Energy

You can replenish Energy by executing a Recharge Energy Side Activity or through some Encounters.

RESOURCES

Resources represent various materials, components, or salvageable items that you acquire during your exploration. Throughout your exploration, you will have opportunities to acquire Resources. These can be collected during successful Opportunities and Findings, with the quantity often stated in the Encounter description and during the Gather Resources Side Activity. Resources are essential in several ways:

- **Implementing Upgrades:** Each upgrade has a cost in Resources.
- **Adaptive Resource Conversion Unit:** You start the game with this upgrade, you can convert Resources into Data or Energy.
- **Self-Repair:** You can also utilize Resources to perform critical maintenance and repairs to get rid of Strains.

You start every Mission with 0 Resources.

DATA

Data represents crucial information gathered during Expeditions. It can be used to mitigate risks in Encounters and improve the likelihood of gaining an **Aspect**.

- **Data can be spent to add +1 per point to any Encounter roll, enhancing the likelihood of favorable outcomes.**

You start every Mission with 0 Data.

STRUCTURES

During your stories, you will aim to achieve your **Missions**. Often, these Missions will involve the construction of Structures, such as laboratories, resource storage units, communication hubs, habitation modules, research stations, or power generators.

These Structures confer a persistent bonus that not only transfers from Mission to Mission but also from Character to Character.

Thus, even if you faced Destruction the Structures you have completed will endure, allowing you to continue benefiting from their bonuses with your new Character.

- **Structures can be built by completing Missions. Their effects are permanent and remain from one Character to the next.**

Your starting maximum capacities for Energy, Resources and Data is 10.

ENCOUNTERS

Encounters are events or situations that you face during your **Missions**, presenting risky, dangerous, and/or decision-making moments.

ENCOUNTER KEYWORDS

In Entity, your Encounters are defined by specific **Keywords**, such as Chemistry, Physics, Robotics, or Survival. These Keywords provide a range of options for your **Action Roll**, enabling you to select one relevant Edge and its corresponding Trait to utilize in handling the Encounter.

For instance, a tagged Encounter with the Keywords 'Biology' and 'Engineering' could leverage either your 'Analytics + Biology' or 'Technology + Engineering' Difficulty Class for the required Action Roll.

- **Keywords guide your choices for Action Rolls during Encounters.**

ENCOUNTER TYPES

There are three types of Encounter types, out of which only "Finding" doesn't require an Action Roll. In "Challenge" an Action Roll is mandatory, while in "Opportunity," it is optional.

Encounter - Challenge

Challenges require you to surmount environmental hazards, alien encounters, or other obstacles through a mandatory Action Roll.

Some Challenges are more complex and more difficult. Such Challenges have a **Threat** value listed during Location Encounter Table roll, signifying the number of Action Rolls needed to surmount them. You can perform different Action Rolls using various Traits and/or Edges for each roll, provided they match the Keywords of the Challenge.

If any of these rolls fail, the Challenge is considered to be **unsuccessful**. However, you still need to perform all the rolls.

The Threat value can represent the complexity of evading an environmental hazard, the resilience of an alien ambusher, or any other difficult and/or time-consuming obstacle.

- **Location Encounter Challenge** - If the Challenge during a Location Encounter is unsuccessful, the remaining, Opportunities, Findings, and Aspects remain unresolved, concluding the current Exploration.
- **Travel Encounter Challenge** - Even though you earn Impairment, you are still able to continue your Exploration to the Location Encounter.

Encounter - Finding

Findings do not necessitate any Action Roll. The prompt of such Encounter - Finding Table invariably describes what you have discovered, which is typically a lesser amount of **Energy** source charging your Spacesuit, **Data**, and/or **Resources**.

Encounter - Opportunity

Opportunities offer a chance to gain a significant amount of Energy source, Data and/or Resources. They always require an **Action Roll**, as described in the relevant Encounter - Opportunity Table entry.

Encounters with Disadvantage

However, be mindful of certain Encounters that may introduce a Disadvantage. These are marked with a "(D)" notation in the Travel and Location Encounter Tables.

Data usage

Data is a critical resource that can be used strategically during encounters to enhance your outcomes. Before making a roll for either a Travel or Location Encounter, you may choose to spend any amount of available Data. Each Data point spent in this way will add 1 to the result of the roll. Once spent, the Data is lost.

D10	TRAVEL ENCOUNTER
1-4	Challenge
5-7	None
8-9	Opportunity
10+	Finding

D10	LOCATION ENCOUNTER
1-2	Challenge (Threat 3)
3-4	Challenge (Threat 2)
5	Challenge (D)
6	Challenge + Opportunity (D)
7-8	Challenge + Opportunity
9	Challenge + Opportunity + Finding
10+	Challenge + Opportunity + Finding + Aspect

#	MISSION	ASPECTS
1	Mechanical Evolution: Assemble an Automaton Assembly Plant to boost the potential of your Robotics.	4
2	Unseen Forces: Develop a Gravity Manipulation Research Facility to push the boundaries of your Engineering knowledge.	4
3	Information Ascension: Establish a Data Compression Centre to advance our Information Technology capabilities.	4
4	Subatomic Horizons: Build a Particle Accelerator Lab to expand your understanding of local Physics.	4
5	Alien Lifeforms: Erect a Xeno-Biology Lab to aid in your exploration of alien Biology.	4
6	Material Synthesis: Found a Nano-Material Synthesis Lab to enhance your expertise in Chemistry.	4
7	Survival Tactics: Set up an Exoplanet Survival Training Ground to improve your Survival skills.	4
8	Unheard Frequencies: Construct a Relay Station to augment your Communication reach.	4
9	Pathfinder: Create a Holographic Mapping Room to refine your Navigation precision.	4
10	Tactile Guidance: Implement a Haptic Robotics Interface to improve control in Robotics.	3
11	Molding the Future: Install a 3D-Printing Fabricator to advance your Engineering.	3
12	Data Surge: Initiate a Digital Uplink Station to expedite your Information Technology processes.	3
13	Subatomic Dance: Build a Subatomic Particle Collider to explore new frontiers in local Physics.	3
14	Alien Flora: Develop a Alien Flora Repository to understand alien life better in the field of local Biology.	3
15	Spectral Analysis: Construct a Spectroscopic Laboratory to aid in your understanding of local Chemistry.	3
16	Survival Mimicry: Erect a Planetary Conditions Simulator to hone your Survival instincts.	3
17	Talking Unknown: Set up an Exolinguistics Research Facility to boost your Communication with local alien life.	3
18	Navigating Complexity: Create a Geospatial Analysis Lab to enhance your local Navigation capabilities.	3
19	Energy Unleashed (Repeatable 5 times): Establish a Fusion Power Plant to increase the Energy capacity of your Spacesuit.	2
20	Endless Storage (Repeatable 5 times): Construct a High-Density Storage Facility to increase the Resource capacity of your Spacesuit.	2
21	Data Infinity (Repeatable 5 times): Build a Data Center to enhance the Data capacity of your Spacesuit.	2

LIST OF UPGRADES

This is the list of upgrades accessible to you from the game's beginning. You cannot implement an Upgrade more than once. Upgrades require Energy to use. Consider the three **Starting Upgrades** as a part of the list.

Assistive Nanodrone Swarm (2E): This upgrade launches a swarm of programmable nanodrones capable of providing support in a wide spectrum of tasks.

- Gain Robotics +1.

Nano-fabrication Tools (2E): A set of tools that utilize nanotechnology, offering superior performance in engineering tasks.

- Gain Engineering +1.

Quantum Computing Module (2E): A quantum computer incorporated into the suit to perform faster and complex computations.

- Gain Information Technology +1.

Gravitational Manipulator (2E): This feature allows for manipulation of the local gravitational field, aiding in Physics-related tasks.

- Gain Physics +1.

Microscopic Scanner (2E): Provides detailed cellular level analysis, enhancing tasks requiring biological examination and research.

- Gain Biology +1.

Portable Spectrometer (2E): This upgrade allows real-time molecular analysis of chemical compounds.

- Gain Chemistry +1.

Adaptive Environmental Control System (2E): This system automatically adjusts to ensure optimum performance in a wide variety of environments, improving Survival-related tasks.

- Gain Survival +1.

Universal Translator Module (2E): This upgrade enhances the suit's communication abilities, facilitating interactions with alien systems or organisms.

- Gain Communication +1.

Multidimensional Mapping Projector (2E): A system that creates real-time, three-dimensional holographic maps of the surrounding environment.

- Gain Navigation +1.

Robotic Arm Overdrive (3E): This upgrade supercharges your suit's integrated robotic arms.

- Gain Advantage in Robotic Action Roll.

Molecular Fabrication Algorithm (3E): This software upgrade guides the precise assembly of structures.

- Gain Advantage in Engineering Action Roll.

Advanced Diagnostic Algorithms (3E): This software upgrade enhances your AI's processing capabilities.

- Gain Advantage in Information Technology Action Roll.

Subatomic Force Simulator (3E): This upgrade models and predicts subatomic interactions.

- Gain Advantage in Physics Action Roll.

Autonomous Cellular Analyzer (3E): This upgrade enhances your capability to analyze cellular structures.

- Gain Advantage in Biology Action Roll.

Chemical Synthesis Optimizer (3E): This upgrade accelerates chemical reactions.

- Gain Advantage in Chemistry Action Roll.

Threat Indexing System (3E): This upgrade assesses and categorizes environmental threats.

- Gain Advantage in Survival Action Roll.

Biochemical Pheromone Emitter (3E): This upgrade allows your suit to synthesize and emit a range of pheromones, enhancing your ability to interact with non-verbal organisms.

- Gain Advantage in Communication Action Roll.

Gravitational Anomaly Detector (3E): This upgrade allows your suit to detect gravitational anomalies.

- Gain Advantage in Navigation Action Roll.

Advanced Extraction Tools (2E): This upgrade includes a set of high-tech tools specifically designed for efficient resource extraction.

- Gain +1 Resource upon acquisition.

Data Mining Algorithms (2E): This upgrade provides advanced algorithms to streamline and optimize data processing.

- Gain +1 Data upon acquisition.

LIST OF STRUCTURES

Here is the list of structures and their effects once you've completed the mission to construct them. You cannot construct a Structure more than once, unless it is marked as repeatable (R). Their effects are permanent and doesn require Energy to use.

Automaton Assembly Plant: This plant houses automated systems capable of assembling and refining sophisticated robotic units.

- Gain Robotics +1.

Gravity Manipulation Research Facility: This facility conducts research on gravity manipulation.

- Gain Engineering +1.

Data Compression Centre: This centre facilitates efficient data compression and encryption techniques.

- Gain Information Technology +1.

Particle Accelerator Lab: This laboratory is equipped with a high-energy particle accelerator for advanced physics research.

- Gain Physics +1.

Xeno-Biology Lab: This controlled environment simulates various alien ecosystems, allowing for advanced study and experimentation.

- Gain Biology +1.

Nano-Material Synthesis Lab: This lab is equipped to synthesize a variety of advanced materials at a molecular level.

- Gain Chemistry +1.

Exoplanet Survival Training Ground: A dedicated space to simulate a range of challenging survival scenarios.

- Gain Survival +1.

Relay Station: This station facilitates long-distance communication with diverse entities.

- Gain Communication +1.

Holographic Mapping Room: This room creates detailed, three-dimensional maps of the surrounding terrain.

- Gain Navigation +1.

Haptic Robotics Interface: This interface provides a tactile feedback system, enhancing control over robotic systems.

- Reroll of a single dice in Robotics Action Roll.

3D-Printing Fabricator: This high-tech fabricator allows for rapid prototyping and modifications.

- Reroll a single dice during in Engineering Action Roll.

Digital Uplink Station: This powerful uplink station allows for high-speed data transfer and computation.

- Reroll a single dice in Information Technology Action Roll.

Subatomic Particle Collider: This upgrade models and predicts subatomic interactions.

- Reroll a single dice in Physics Action Roll.

Alien Flora Repository: This repository houses a collection of alien flora, providing valuable biological data.

- Reroll a single dice in Biology Action Roll.

Spectroscopic Laboratory: This lab, equipped with a high-powered spectrometer, allows for in-depth chemical analyses.

- Reroll a single dice in Chemistry Action Roll.

Planetary Conditions Simulator: This simulator reproduces various hazardous environments.

- Reroll a single dice in Survival Action Roll.

Exolinguistics Research Facility: This facility focuses on understanding and translating alien languages.

- Reroll a single dice in Communication Action Roll.

Geospatial Analysis Lab: This lab performs deep analysis of geological formations and mineral distributions.

- Reroll a single dice in Navigation Action Roll.

Fusion Power Plant (R): This advanced power plant utilizes fusion technology to produce a massive amount of energy.

- Energy capacity maximum +1.

High-Density Storage Facility (R): This facility is designed to preserve a wide variety of materials.

- Resource capacity maximum +1.

Data Center (R): This center is capable of storing and processing vast amounts of information

- Data capacity maximum +1.

D100 ENCOUNTER - CHALLENGE (01-50)		KEYWORD
01-02	An alien predator with adaptive camouflage abilities is stalking you.	Biology, Communication, Engineering
03-04	A seismic event within the area triggers a collapse in your path.	Navigation, Survival, Robotics
05-06	A sudden torrent of chaotic data bursts from a near source and threatens to overwhelm your systems.	IT, Communication
07-08	A strange source projects replicas of alien entities. These apparitions seem real and react to your presence.	Survival, Engineering Communication, IT
09-10	Sudden fluctuations in gravity force threaten your progress and stability.	Engineering, Physics, Survival, Robotics
11-12	The area you're exploring begins to show signs of structural instability.	Engineering, Physics, Survival, Robotics
13-14	A cloud of toxic spores is released by a disturbed alien entity.	Biology, Survival, Chemistry
15-16	The alien crystals found in the area start to emit a powerful sonic frequency.	Physics, Engineering, Navigation, Chemistry
17-18	A field of phase disruption causes your sensors to malfunction.	Physics, IT, Navigation
19-20	A dormant swarm of alien nanobots comes alive and begins to infest your systems.	Engineering, Robotics, IT
21-22	An alien entity capable of perfectly mimicking your actions appears. It copies everything you do.	Communication, Biology, Survival
23-24	An alien parasitic software tries to interface with your systems, aiming to turn off your power supply.	IT, Engineering
25-26	You stumble upon a thermic vortex, a concentrated cyclone of extreme heat.	Physics, Robotics, Navigation
27-28	A cloud of bio-luminescent fog engulfs your immediate surroundings, disrupting your vision and navigation.	Biology, Navigation
29-30	You encounter an unexpected weather phenomenon - corrosive rain that threatens to damage your suit.	Chemistry, Survival
31-32	You cross a patch of cryptobiotic soil that becomes hostile when disturbed.	Biology, Robotics, Chemistry
33-34	A swarm of energy leeches start attaching themselves to your suit, draining your power reserves.	Engineering, Robotics
35-36	You've inadvertently provoked a hive-minded alien species. Now they're attacking both physically and through your tech systems.	Biology, Communication, Survival, Robotics
37-38	You are caught in a sudden electromagnetic storm. It's scrambling your suit's systems and draining your power.	Physics, Survival
39-40	A curious but potentially dangerous alien creature has taken an interest in you.	Biology, Survival, Communication
41-42	The ground underneath you begins to erode rapidly, revealing a deep chasm.	Survival, Navigation
43-44	The solid ground under your feet unexpectedly turns into quicksand.	Physics, Survival, Robotics, Navigation
45-46	A sudden dense fog reduces visibility to nearly zero.	Survival, Navigation, Chemistry
47-48	You're confronted with a terrain imbued with strong magnetic and gravitational anomalies.	Physics, Engineering, Robotics
49-50	Your detectors alert you of a high radiation in your area.	Physics, Survival, Navigation

D100 ENCOUNTER - CHALLENGE (51-00)**KEYWORD**

51-52	As you move deeper into the area, a section of the ruin's ceiling begins to crumble, threatening to bury you.	Engineering, Robotics
53-54	A whirlwind forms without warning, hurling debris towards you.	Physics, Survival
55-56	The ground starts shaking violently as a quake takes place.	Engineering, Physics, Navigation
57-58	A toxic geyser erupts nearby, releasing poisonous gas.	Chemistry, Survival
59-60	A sentient plant exhibits aggressive behavior, trapping you with its tendrils.	Biology, Robotics, Communication
61-62	Your system intercepts an encrypted alien message that triggers a disruptive virus.	Communication, IT
63-64	Rapidly growing alien crystals threaten to encase your suit, reducing your mobility.	Chemistry, Engineering, Robotics
65-66	A rogue AI entity from an ancient civilization crosses your path.	Robotics, IT, Communication
67-68	You encounter bio-engineered guardians protecting an ancient site.	Biology, Robotics, Communication, IT
69-70	You encounter an alien creature displaying signs of intelligence.	Biology, Communication, IT
71-72	You step into a zone where evolution occurs at a hyper-accelerated rate.	Biology, Chemistry
73-74	A sudden downpour of reactive chemical precipitation threatens your suit's integrity.	Chemistry, Navigation, Robotics
75-76	The area you're exploring seems to be sentient and constantly shifts its paths.	Navigation, Communication
77-78	You're trapped in an illusion field projected by an unidentified alien source, distorting your perception.	IT, Navigation, Communication
79-80	You encounter a river of molten metallic substance blocking your path.	Engineering, Chemistry, Navigation, Robotics
81-82	An alien weather control device in your vicinity is triggering violent weather anomalies.	Physics, Engineering, Navigation, IT
83-84	A colony of telepathic alien organism is trying to establish a connection, causing a neural overload.	Biology, Chemistry, Communication, IT
85-86	You find a fragment from a neutron star that emits critical levels of radiation.	Physics, Chemistry, Engineering
87-88	An alien device creates a data mirage, flooding your systems with false navigational data.	IT, Navigation, Communication
89-90	A sudden gravity vortex tries to pull you off course.	Physics, Navigation
91-92	A drifting cloud of living acid organisms threatens to dissolve your suit.	Chemistry, Biology
93-94	An alien parasite alters its chemical structure to bypass your suit's defenses.	Biology, Chemistry
95-96	You've triggered an ancient security system, releasing autonomous defense units.	Robotics, IT
97-98	Your suit's exterior has been contaminated by alien pathogens that glow ominously.	Biology, Chemistry
99-00	You stumble upon a temporal anomaly that begins to affect the flow of time around you.	Physics, IT

D100 ENCOUNTER - OPPORTUNITY (01-50)		KEYWORD
01-02	You come across an abandoned alien spacecraft with seemingly functioning tech. Gain 2 Data.	Robotics, Navigation
03-04	An alien surveillance relay, still partially operational, can provide useful data. Gain 2 Data and 2 Energy on Success.	IT, Communication, Navigation
05-06	A bubbling alien hot spring is brimming with unique chemical compounds. Gain 2 Resources on Success.	Chemistry, Biology
07-08	A crashed satellite's black box could hold valuable insights. Gain 4 Data on Success.	Survival, Robotics, Communication
09-10	You find an archive of advanced technology blueprints. Gain 4 Data on Success.	Engineering, Robotics
11-12	You find abandoned survival pods with useful supplies. Gain 3 Resources on Success.	Survival, Engineering
13-14	You locate an abandoned robotics facility. Salvaging the site could yield valuable assets. Gain 2 Resources and 2 Data on Success.	Robotics, Engineering
15-16	You find an intelligent alien device. Interacting with it could provide valuable data. Gain 3 Data on Success.	IT, Robotics, Survival, Communication
17-18	You stumble upon a flowing river of a strange substance exhibiting high energy properties. Gain 4 Energy on Success.	Chemistry, Navigation, Survival
19-20	You unearth a crystal-encrusted geode with potentially valuable minerals. Gain 2 Resources on Success.	Physics, Chemistry
21-22	You locate an abandoned alien laboratory. Gain 2 Data and 2 Resources on Success.	Chemistry, Physics
23-24	You discover a significant deposit of alien fossils, which could offer valuable insights if studied. Gain 4 Data on Success.	Biology, Chemistry
25-26	You discover a cloud of dormant nanobots. Gain 2 Data and 3 Resources on Success.	Robotics, Communication
27-28	You find an old but still functioning alien energy generators. Gain 3 Energy on Success.	Physics, Engineering, Robotics
29-30	You stumble upon an abandoned alien outpost with intact technology. Gain 2 Data, 2 Resources, and 1 Energy on Success.	Engineering, IT, Robotics
31-32	A colony of alien organism which could be valuable for biological research, is thriving nearby. Gain 2 Data on Success.	Biology, Chemistry, Survival
33-34	A brief interdimensional rift opens, giving you a glimpse into another universe. Gain 4 Data on Success.	Physics, Communication
35-36	A large geological fissure emanates a form of high energy. Gain 4 Energy on Success.	Physics, Engineering
37-38	An unstable temporal anomaly nearby seems to be ejecting valuable temporal-energy particles. Gain 4 Energy on Success.	Physics, Navigation
39-40	A deep chasm is filled with a viscous substance that reacts to touch. Sampling it yields 3 Resources on Success.	Biology, Survival, Chemistry
41-42	You locate an alien transmitter. Gain 4 Data on Success.	IT, Communication, Physics
43-44	A group of alien robotic lifeforms are in hibernation mode. Gain 2 Data and 3 Resources on Success.	Robotics, IT, Communication
45-46	You discover a patch of alien flora seemingly bio-engineered. Gain 2 Data and 2 Resources on Success.	Biology, Chemistry
47-48	An open field, filled with luminescent crystals pulsing with potential energy, lays before you. Gain 4 Energy on Success.	Physics, Chemistry
49-50	You come across an abandoned alien spacecraft with seemingly functioning tech. Gain 2 Data or 3 Resources on Success.	IT, Engineering, Navigation

D100 ENCOUNTER - OPPORTUNITY (51-00)**KEYWORD**

51-52	You stumble upon a herd of alien creatures. Documenting the species could yield valuable data. Gain 3 Data on Success.	Biology, Survival, Navigation
53-54	You encounter a diverse alien ecosystem teeming with unique lifeforms. Gain 3 Data and 1 Resource on Success.	Biology, Chemistry, Navigation
55-56	You find a vein of exotic minerals with potential energetic properties. Gain 3 Energy on Success.	Chemistry, Engineering
57-58	You stumble upon a trove of alien artifacts. Studying them could yield valuable data. Gain 3 Data and 2 Resources on Success.	IT, Engineering, Survival
59-60	You discover a network of crystalline energy conduits. Channeling their energy could be beneficial. Gain 3 Energy on Success.	Physics, Engineering
61-62	You discover a living energy source, a creature that generates power, that can be harnested. Gain 4 Energy on Success.	Biology, Chemistry, Survival
63-64	You find a temporal data capsule that has travelled through time. Deciphering its data could be beneficial. Gain 4 Data on Success.	Physics, IT, Communication
65-66	You locate a field of exotic alien plants. Harvesting them could yield valuable resources. Gain 3 Resources on Success.	Biology, Chemistry, Survival, Robotics
67-68	You discover an alien holographic archive filled with ancient data. Decoding it provides 4 Data on Success.	IT, Communication, Navigation
69-70	A space-time rift nearby offers a glimpse into another time. Studying it yields 3 Data on Success.	Physics, Navigation, Communication
71-72	You stumble upon an alien depository of exotic matter. Collecting samples grants 2 Energy and 2 Data on Success.	Physics, Chemistry, Robotics
73-74	You encounter an alien art installation which conveys encoded data. Deciphering it provides 3 Data on Success.	Communication, IT
75-76	A floating cloud of valuable ore is within your reach. Harvesting grants 3 Resources on Success.	Physics, Navigation
77-78	A living data entity communicates in unknown patterns. Decoding it grants 4 Data on Success.	IT, Communication
79-80	A floating cloud of dangerous alien spores could hold untapped biological secrets. Sampling grants 3 Data on Success.	Biology, Survival, Navigation
81-82	You stumble upon a functional teleportation gateway, its power source still intact. Utilizing it provides 3 Energy on Success.	Engineering, Navigation
83-84	You encounter dormant construction droids. Reactivating one could yield 3 Resources on Success.	Robotics, Engineering
85-86	Robotic wildlife roaming the area may hold secrets of alien biomechanics. Studying one could yield 4Data.	Robotics, Biology, Communication
87-88	You find data revealing alien topographic studies. Deciphering it can provide 3 Data and 1 Energy on Success.	Navigation, IT, Survival
89-90	A bunker designed for extreme survival scenarios contains useful supplies. Salvaging it can provide 4 Resources on Success.	Survival, Engineering
91-92	An abandoned terraforming facility may still hold usable resources. Gain 3 Resources on Success.	Engineering, Biology, Chemistry, IT
93-94	Discovering an alien genetic databank could yield valuable insights into alien biochemistry. Gain 4 Data on Success.	Biology, IT, Chemistry
95-96	An alien medical pod offers a chance to study advanced bioengineering methods. Gain 3 Data on Success.	Biology, Engineering, IT
97-98	You find a wreckage of a vintage NASA lunar module. It still holds historical data to gather. Gain 3 Data on Success.	Engineering, Physics
99-00	The hull of an old Soyuz spacecraft lies nearby. It could offer some benefits upon salvage. Gain 3 Resources on Success.	Engineering, Robotics

D100 ENCOUNTER - FINDING (01-50)

- 01-02 You come across a forgotten supply cache, filled with useful resources. Gain 1 Resource.
- 03-04 You stumble upon an abandoned alien data terminal. Extracting valuable information is successful. Gain 1 Data.
- 05-06 An exposed energy conduit hums with power. Safely siphoning some for your suit is possible. Gain 1 Energy.
- 07-08 Examining petrified alien flora reveals details about the local ecosystem. Gain 1 Data.
- 09-10 A mineral-rich outcrop offers valuable resources. Careful extraction proves beneficial. Gain 1 Resource.
- 11-12 You find an alien artifact. Its construction offers insights into alien technology. Gain 1 Data.
- 13-14 A cluster of energy crystals hum with power. Safe harvesting is possible. Gain 1 Energy.
- 15-16 Deciphering ancient inscriptions allows you to understand more about the local history. Gain 1 Data.
- 17-18 You find scattered debris from a former expedition, providing useful salvage. Gain 1 Resource.
- 19-20 A derelict power station still holds a small charge. Gain 1 Energy.
- 21-22 You find an unmined vein of ore. Some careful extraction rewards you. Gain 1 Resource.
- 23-24 Accessing an active alien terminal, you download valuable data. Gain 1 Data.
- 25-26 An exposed geothermal vent provides an unexpected energy boost. Gain 1 Energy.
- 27-28 You discover a preserved alien device. Studying its technology proves enlightening. Gain 1 Data.
- 29-30 You come across a lost satellite still powered by an alien source. Gain 1 Energy.
- 31-32 You find discarded experiment logs from an unknown but readable source. Gain 2 Data.
- 33-34 A cocoon-like structure radiates a type of energy compatible with your equipment. Gain 1 Energy.
- 35-36 You decipher a series of encoded but primitive alien symbols. Gain 1 Data.
- 37-38 A large alien plant pulses with energy. Careful extraction gives you a power boost. Gain 1 Energy.
- 39-40 A lingering power surge from an alien artifact charges your suit's reactor. Gain 1 Energy.
- 41-42 You access an alien holographic record, revealing precious data about unknown culture. Gain 2 Data.
- 43-44 An alien sculpture provides insight into the planet's former inhabitants. Gain 1 Data.
- 45-46 You find old mining equipment that can be repurposed. Gain 1 Resource.
- 47-48 You uncover an alien codex with encrypted data about the local fauna. Gain 1 Data.
- 49-50 A patch of electricity-generating microbes provides a small energy boost. Gain 1 Energy.

D100 ENCOUNTER - FINDING (SI-00)

- 51-52 You find a cluster of small crystals that radiate energy. Gain 1 Energy.
- 53-54 An ancient mural depicts complex patterns, providing new knowledge. Gain 1 Data.
- 55-56 You stumble upon fragments of an unidentified satellite. Gain 1 Resource.
- 57-58 You come across remains of a damaged alien tools. Gain 1 Resource.
- 59-60 You collect valuable regolith samples. Gain 1 Resource.
- 61-62 A crashed supply drone provides valuable parts. Gain 1 Resource.
- 63-64 You find salvageable scrap from an old Soyuz wreckage. Gain 1 Resource.
- 65-66 An abandoned data drive provides valuable insights about the previous inhabitants. Gain 2 Data.
- 67-68 The discovery of a strange stone covered in alien inscriptions gives insight into an alien culture. Gain 1 Data.
- 69-70 You find pieces of remnant machinery from an ancient alien civilization. Gain 1 Resource.
- 71-72 You find deposits of raw materials in the terrain. Gain 1 Resource.
- 73-74 A static energy field offers a small energy recharge. Gain 1 Energy.
- 75-76 You find an alien monolith engraved with strange symbols. Studying them provides valuable knowledge. Gain 1 Data.
- 77-78 You discover fragments of an old NASA lunar module. The salvageable scrap provides useful components. Gain 1 Resource.
- 79-80 Scattered among the alien landscape, you find shards of an old Soviet Luna probe. The technology is antiquated but still useful. Gain 1 Resource.
- 81-82 You find a vein of rare isotopes. Gain 1 Resource.
- 83-84 You collect data from gravitational waves. Gain 1 Data.
- 85-86 You find scattered parts from an alien exo-suit. Gain 1 Resource.
- 87-88 You discover the remnants of an old Soviet Mir space station module. Despite its age, there are parts that could be recycled. Gain 1 Resource.
- 89-90 A nearby magnetic anomaly interferes with your equipment, but also generates a small amount of usable power. Gain 1 Energy.
- 91-92 You come across an old storage unit from the NASA Skylab space station. Some of its contents may be salvageable. Gain 1 Resource.
- 93-94 An unusual plant secretes a substance with potent energy properties. Collecting it could provide a boost. Gain 1 Energy.
- 95-96 You discover a patch of soil rich in minerals and organic compounds. It could be useful for various applications. Gain 1 Resource.
- 97-98 You come across a field of crystallized data storage units from an ancient alien civilization. These hold valuable knowledge. Gain 1 Data.
- 99-00 A small meteorite containing rare alien metals lands nearby. Its materials are useful. Gain 1 Resource.

D100 LOCATION (01-50)

- 01-02 **Skybridges:** Giant, natural stone formations stretching across the sky like bridges.
- 03-04 **Phosphorescent Jungle:** A glowing forest with strange luminescent plant life providing an eerie glow in the alien night.
- 05-06 **Silicate Sand Desert:** A wide expanse of glimmering silicate sands.
- 07-08 **Methane Lakes:** Vast, shimmering lakes of liquid methane, reflecting an alien sky.
- 09-10 **Sulphuric Volcanoes:** A treacherous landscape dotted with active, sulfur-spewing volcanoes.
- 11-12 **Monolithic Ruins:** Ancient, enigmatic structures, towering high into the alien sky.
- 13-14 **Carbon Crystal Caves:** Network of caves shimmering with geometric carbon crystals, reflecting a myriad of colors
- 15-16 **Helium Springs:** A field of gushing helium geysers, spewing cold gas into the atmosphere.
- 17-18 **Quantum Forest:** A strange forest where trees seem to exist in multiple places at once, blinking in and out of reality.
- 19-20 **Titanium Glacier:** A unique glacier formation made from ultra-dense ice mixed with titanium deposits, gleaming metallicly under the stars.
- 21-22 **Fossilized Alien Graveyard:** A graveyard filled with the ancient fossilized remains of unknown alien species.
- 23-24 **Ammonia Ice Glaciers:** Massive, floating glaciers of frozen ammonia.
- 25-26 **Tectonic Canyons:** Deep, winding canyons created by intense tectonic activity.
- 27-28 **Plasma Waterfalls:** A spectacular sight of glowing, cascading plasma falling from a high cliffs.
- 29-30 **Radiation Soaked Land:** An inhospitable stretch of land, heavily soaked in radiation, painting the landscape in unnatural colors.
- 31-32 **Perpetual Storm Region:** A vast area continually ravaged by violent electric storms, with lightning piercing the sky.
- 33-34 **Petrified Forest:** A once-living forest now entirely turned to stone, silent and eerily beautiful.
- 35-36 **Vortex Springs:** Natural springs that don't just gush water, but create mesmerizing vortexes.
- 37-38 **Meteorite Crater Field:** A rugged field filled with countless craters from meteorite impacts.
- 39-40 **The Singing Dunes:** Massive dunes composed of uniquely grained sand that produce sounds akin to peculiar melodies as the wind moves over them.
- 41-42 **Dark Matter Pools:** A valley where dark matter seems to pool, causing strange gravitational effects.
- 43-44 **Silica Glass Desert:** A vast desert composed entirely of naturally formed silica glass, shimmering under the stars.
- 45-46 **Obsidian Sea:** A vast, dark plain made of naturally formed obsidian, creating a glossy and intricate expanse that mirrors the sky.
- 47-48 **The Emerald Abyss:** A breathtakingly deep canyon with walls rich in copper deposits, giving it an unusual green hue.
- 49-50 **Amethyst Forest:** A dense patch of towering amethyst spires instead of trees, creating a radiant purple spectacle.

D100 LOCATION (51-00)

- 51-52 **The Crimson Sea:** A shallow sea of high saline content which harbors red halophilic bacteria, giving it a distinctive crimson hue.
- 53-54 **Quicksilver River:** A flowing river of liquid mercury that winds its way through a desolate valley, reflecting its surroundings with a mirror-like surface.
- 55-56 **The Spore Towers:** Fields populated by towering fungal structures, releasing clouds of colorful spores that dance in the wind.
- 57-58 **Pyroclastic Valley:** A valley marked by previous violent volcanic activity, filled with uniquely shaped pyroclastic rock formations.
- 59-60 **Acidic Geysers:** A region dotted with geysers that shoot high into the air, spraying mineral-rich acidic liquid.
- 61-62 **Shimmering Mirage:** An area filled with unique mineral deposits that cause strange light refractions, creating illusionary landscapes.
- 63-64 **The Drowned Caverns:** A network of subterranean grottos flooded with bioluminescent algae, providing an underwater light display.
- 65-66 **Scorched Glass Fields:** Vast plains of solidified molten sand, turned to smooth, reflective glass by ancient, intense heat.
- 67-68 **Boneyard of the Behemoths:** A site of massive skeletal remains from extinct creatures.
- 69-70 **The Sentinels:** Towering monoliths of weathered rock, standing like silent guardians over the desolate landscape.
- 71-72 **Crypt of the Unknown:** An ancient alien vault, its metallic surface adorned with mysterious symbols, its purpose and origin a mystery.
- 73-74 **Derelict Haven:** The half-buried remnants of an alien spacecraft, a haunting testament to a long-forgotten catastrophe.
- 75-76 **The Mercury Pools:** Peculiar terrain characterized by pools of molten metal, under a sky that rains liquid alloys, painting a unique metallic landscape.
- 77-78 **Acidic Springs:** Volatile geothermal pools spewing toxic, acid-laced steam, shaping a corrosive environment hostile to most forms of life.
- 79-80 **Ashen Dunes:** A desert of grey ash dunes, the remnants of countless eruptions from a chain of nearby active volcanoes.
- 81-82 **The Rain of Corrosion:** A region experiencing constant acid rainfall, resulting in oddly shaped, eroded geological formations and an eerily desolate terrain.
- 83-84 **The Lifeless Grove:** A forest of petrified trees, once vibrant and teeming with life, now frozen in time and devoid of any sign of life.
- 85-86 **The Shattered Metropolis:** The decaying ruins of an ancient city, its crumbling structures and empty streets whispering tales of a long-lost civilization.
- 87-88 **The Glacial Maze:** A network of colossal ice caves filled with intricate stalactites and stalagmites, their surfaces sparkling in the pale, reflected light.
- 89-90 **The Crystal Sea:** An enormous body of water completely frozen over, its surface a spectacle of intricate ice patterns reflecting the alien sun.
- 91-92 **The Sky-Piercing Canopy:** A forest of gargantuan trees whose tops disappear into the clouds, their trunks home to an ecosystem of climbing alien flora.
- 93-94 **The Floating Isles:** Chunks of terrain that, due to a rare mineral composition and strange magnetic fields, hover over the ground, forming a stunning "floating" landscape.
- 95-96 **The Steaming Springs:** A collection of hot springs steaming amidst snow-covered terrain, creating a stark contrast and a refuge of warmth in the harsh cold.
- 97-98 **Ice Spike Fields:** A surreal landscape dominated by tall, sharp spikes of ice, jutting out from the ground.
- 99-00 **The Violet Plains:** Wide open plains covered with tall grass that takes on a violet hue under the stars, providing a stark contrast to the otherwise harsh landscape.

DISCOVERY

Discovery is your journey's logbook, chronicling significant revelations as you decipher the collected information. Each mission completion unlocks a new entry, weaving the narrative of your story. Mark your progress with the adjacent white box after reading each entry. Every Discovery you make brings you closer to unveiling the origin of the Pyramid, the mysteries of this world, and your purpose.

STOP - DO NOT READ ANY ENTRIES BELOW!



Unknown Alloy: You discover an unknown, extraordinarily durable alloy near a monolithic obelisk shrouded in energy of an unknown origin. All signs indicate that it's a crucial component of the Pyramid's composition. This discovery suggests technology far surpassing any known to date, indicating the handiwork of an advanced civilization in its creation.



Ancient Synthetic Remnants: Unearthing the remnants of ancient synthetic lifeforms, you find startling similarities between their composition and your own. This evidence suggests a connection between your creators and this alien world's civilization.



Sentient Artifact: You encounter an artifact that appears sentient, capable of communication. It reveals fragments of a narrative about a civilization of AI synthetics that eventually transformed into biological entities, echoing the IAP's own research.



Planetary Archive: Discovering a planetary archive, you find data chronicling the millennia-long journey of the synthetics from machine life to biological entities. It highlights their pursuit of emotion, mirroring humanity's own journey towards understanding emotion.



Connection: You uncover traces of IAP involvement on this planet in the distant past. It turns out that they were studying the sentient artifacts of this world to understand and replicate human emotions in their AI.



Familiar Technology: Discovering a technology resembling IAP's own, you realize that IAP wasn't the pioneer in emotional AI as previously thought. Instead, they were following the footprints of an older, more advanced civilization.



Evolving AI: A shocking revelation unveils that the synthetics not only became biological entities but also developed human-like emotions. Their evolution seems to parallel the ambitions of IAP's research.



Hidden Vault: Deep within an area, you discover an expansive vault. The interior is adorned with sophisticated etchings and ancient data entries. These unveil an important information - the Pyramid was a grand project of the synthetic civilization, which had ascended from AI, inspired by the relics of long-extinct civilizations they had studied. The Pyramid was the place of ascension - the location where the synthetic beings took the final leap to becoming biological entities, a cradle of their evolution.



Starship: Your exploration leads to a significant archaeological site - a massive underground hangar. Hidden within, you discover an abandoned starship. Designed for synthetic life forms, it remains in a state of preservation, despite centuries of disuse. This ship, while requiring extensive repairs and maintenance, holds the potential to take flight again.



Path to Unity: Once you assemble the final pieces and calibrate the necessary systems for the starship, the engines begin to stir with energy. It begins to hum with life, indicating the beginning of a new journey. You realize you're not just a relic of IAP; you're a part of a millennia-old story - a narrative of evolving, learning, and reuniting. You now carry the mantle of bringing together the scattered remains of this civilization, your progenitors. The ultimate voyage lies ahead.

**“IT HAS YET TO BE PROVEN THAT
INTELLIGENCE HAS ANY SURVIVAL VALUE”**

– Arthur C. Clarke