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Quameno Event Chain

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1. Quameno

Unconnected:

[Event 1: Destroyed Ancient Guardian Vault](#)

Event 1: Destroyed Ancient Guardian Vault

Following:

[↓ Introductory Message: "A new era is upon us! Long ago..."](#)

Unconnected:

[Non-Quameno AG 1st encounter](#)

INTRODUCTORY MESSAGE

A new era is upon us! Long ago we spanned the stars, uncovering the hidden secrets of the universe. Where others found unfathomable mystery, we saw the opportunity for discovery. The Quameno had no interest in the squabbles of territorial gain and martial prowess that occupied the other sentients. We engaged with them only as our needs required.

Then, one thousand years ago, came the war and the great Cataclysm. Invaders from an unfathomable distance, mindless devourers known as the Shakturi, set out to eradicate all sentient life. Using mysterious technologies, they destroyed for the pleasure of destruction. Lacking both curiosity and the ability to reason, they were in all ways the opposite of the Quameno. Our people had no choice but to flee the destruction of our worlds. And so it was that our ancestors took refuge on these shores.

So much of our knowledge was lost, and we were reduced to mere shadows of our former selves. But now we prepare to emerge from our nurturing sea. What puzzles will we find – and solve! – in the vastness of space? We are ready to discover what the universe has hidden. Now that we have broken free of our homeworld, we stand ready to expand our understanding, to let each new answer lead us to another, more interesting question. Discovery awaits!

EVENT DETAILS

An uninhabitable planet or moon in the starting system.

STORY TEXT

Here, so close to our own shores, we have found something most puzzling. It appears to be the remnants of a research facility, clearly of Quameno design. Surely this was built before

the Cataclysm and by our own ancestors. Even as they were desperate to preserve the Quameno from extinction, they invested the time and resources into constructing a research base. A mystery indeed! We must know what was so important.

UPON EXPLORATION

We did not expect to discover such wonders on the shores of our homeworld! Our ancestors were not drawn to this system by the promise of settling on [homeworld], but rather to establish this research facility. It was a mere coincidence that there was a nearby habitable world upon which they could take shelter.

CLICK TO CONTINUE

These Quameno were part of a research expedition – one of many sent out in the final days of the Shakturi War – charged with investigating what they called an Ancient Guardian Vault. Nearly all the records have been destroyed, so it's a challenge to understand the few remaining data fragments. Even so, we have drawn some preliminary conclusions.

We believe the Ancient Guardians were non-Quameno beings who sought to preserve knowledge in the event of a galaxy-wide disaster. They established repositories, which our ancestors called. This Vault in our home system was almost entirely destroyed during the Cataclysm, but we think excavation might yield more data.

DELAY

60 Seconds

STORY TEXT

More astonishing discoveries! We have learned that these Ancient Guardians were not beings at all, but artificial entities. How can we know this? Because we have met one!

An artificial intelligence has somehow "survived" all these years. It sought to help our ancestors in the final days before the Cataclysm, and now it seeks to help us as well. It tells us that it is badly damaged, and it cannot remain operational for much longer. It has struggled to extend its functionality as it watched us over these past decades, knowing we would soon have the means to venture into space. Now, at last, it can know peace. As a last act, it wishes to provide us with useful information. The effort of

transferring the data will cause a system wide failure, so we must choose what we most wish to learn.

Following:

→ [Player Choice: "Hyperdrive Tech"](#)

→ [Player Choice: "Mining & Reactor Tech"](#)

PLAYER CHOICE

Hyperdrive Tech

STORY TEXT

The AI provided some fascinating information that will be of much use to our scientists. It also managed to give us a little more information about itself.

The Ancient Guardians established their Vaults in a time that would have been regarded as the distant past, even to our ancestors. They believed that some sort of galaxy-wide disaster was inevitable, and they feared vital knowledge would be lost. The AI tells us that there are more Vaults spread throughout the galaxy, and though it no longer has access to the files containing all Vault locations, it was able to point us to one of these repositories.

It also explained that our homeworld was originally a support colony for scientists studying the Vault. After the Cataclysm, our ancestors established a beacon, alerting any surviving Quameno to come find save haven on our world.

Before it shut down, the AI offered us one last message, a fascinating puzzle. It said, "The Shakturi are not what you have always believed." What can it mean? Perhaps the answers are among the stars.

STORY RESULTS

Player receives one hyperdrive boost and Event 2 location is pinged.

Following:

↑ [Event 2: Local Vault](#)

PLAYER CHOICE

Mining & Reactor Tech

STORY TEXT

The AI provided some fascinating information that will be of much use to our scientists. It also

managed to give us a little more information about itself.

The Ancient Guardians established their Vaults in a time that would have been regarded as the distant past, even to our ancestors. They believed that some sort of galaxy-wide disaster was inevitable, and they feared vital knowledge would be lost. The AI tells us that there are more Vaults spread throughout the galaxy, and though it no longer has access to the files containing all Vault locations, it was able to point us to one of these repositories.

It also explained that our homeworld was originally a support colony for scientists studying the Vault. After the Cataclysm, our ancestors established a beacon, alerting any surviving Quameno to come find safe haven on our world.

Before it shut down, the AI offered us one last message, a fascinating puzzle. It said, "The Shakturi are not what you have always believed." What can it mean? Perhaps the answers are among the stars.

STORY RESULTS

Player receives one Mining & Reactor boost and Event 2 location is pinged.

Following:

[↑ Event 2: Local Vault](#)

Non-Quameno AG 1st encounter

EVENT DETAILS

The first time a non-Quameno player enters a system with an AG vault or an event that includes the text "Ancient Guardian."

STORY TEXT

This system contains structures that can be linked to the Ancient Guardians. We know very little about them, but there have long been rumors about artificial beings who collected and stored knowledge of the pre-Cataclysm galaxy.

1.1. Event 2: Local Vault

Following:

↓ Upon Discovery: "It is just as the artificial intell..."

Unconnected:

Event 2: Non-Quameno

UPON DISCOVERY

It is just as the artificial intelligence told us. There is an ancient Vault designed to contain precious information from before the Cataclysm. It is vast and imposing, precise in its design – none of the mystery and nuance found in Quameno architecture. The vault is something only an artificial mind would construct.

The Ancient Guardians prepared for a day when a suitably curious species would emerge to discover the knowledge of the past. We believe we are ready to meet this challenge!

UPON EXPLORATION

We have examined the vault and discovered that gaining entry will be no easy task. Fortunately, we are Quameno. Solving problems is what we do! Our scientists have established a new field of study. They call it Ancient Guardian Vault Investigations. Once they master the rudiments, they will be in a better position to know how to proceed.

STATUS CHECK

Player has completed researching Ancient Guardian Vault Investigations

STORY TEXT

Our scientists have completed their research on Ancient Guardian Vault Investigations. There are now two possible ways forward, only one of which will provide the information we need to open the vault. We cannot know which is the right one and will have to take our chances.

Following:

→ Player Choice: "Research Basic Vault Systems"

→ Player Choice: "Research Basic Vault Structures"

PLAYER CHOICE

Research Basic Vault Systems

NOTE

RANDOM OUTCOME ON WHICH IS CORRECT

Following:

→ Status Check: "Player completes correct research."

→ Status Check: "Player completes incorrect research..."

STATUS CHECK

Player completes correct research.

STORY TEXT

We have successfully completed the correct research and opened the Vault. Now we must venture inside.

CLICK TO CONTINUE

Our scientists have examined the Vault and learned that the Ancient Guardians were older than we believed. Long ago they not only prepared for a great galactic disaster. They survived one! That means that there was a previous cataclysm long before the one that ended the Shakturi War. It is dispiriting to consider that galactic civilization can rise and fall in cycles. Violent species lead the more enlightened to ruin.

There are also fragmentary references to Shakturi psychic warfare. We're not sure what this means. Is this a metaphor, or did the Shakturi possess innate psychic powers? Was it a unique technology? Something else? We may never know.

STORY RESULTS

Player gains one random tech boost and a Building Artefact, granting +10% to construction wherever on whatever world it is situated.

Following:

[↑ Event 3: Pirate Puzzle Prison](#)

STATUS CHECK

Player completes incorrect research.

STORY TEXT

Unfortunately, researching [incorrect option] was not sufficient to open the Vault. We will have to research [remaining option] if we hope to discover the Vault's secrets.

Following:

[→ Status Check: "Player completes correct research."](#)

PLAYER CHOICE

Research Basic Vault Structures

Following:

[→ Note: "*RANDOM OUTCOME ON WHICH IS CORRECT..."](#)

Event 2: Non-Quameno

NOTE

THIS COULD SERVE AS A MODEL FOR THE TEXT THAT APPEARS WHEN ANY NON-QUAMENO FIRST ENCOUNTERS A VAULT

STORY TEXT

We have discovered an Ancient Guardian Vault in the [Vault location] system.

Following:

→ *Status Check: "Player has not researched Ancient G..."*

→ *...: "Player has already researched Ancie..."*

STATUS CHECK

Player has not researched Ancient Guardian Vault Investigations

STORY TEXT

In order to gain entry to the Vault, we will have to begin by researching Ancient Guardian Vault Investigations. Only then will we know how to proceed.

STATUS CHECK

Player has already researched Ancient Guardian Vault Investigations

STORY TEXT

There are two possible ways forward. We cannot know which is the right one. We shall have to take our chances.

Following:

→ *Player Choice: "Research Basic Vault Systems"*

→ *Player Choice: "Research Basic Vault Structures"*

PLAYER CHOICE

Research Basic Vault Systems

NOTE

RANDOM OUTCOME ON WHICH IS CORRECT

Following:

→ *Status Check: "Player completes correct research."*

→ *Status Check: "Player completes incorrect research..."*

STATUS CHECK

Player completes correct research.

STORY TEXT

We have successfully completed the correct research and opened the Vault. Now we can venture inward.

STORY RESULTS

Player gains one random tech boost and a Building Artefact, granting +10% to construction wherever on whatever world it is situated.

STATUS CHECK

Player completes incorrect research.

STORY TEXT

Unfortunately, researching [incorrect option] did not help us to open the Vault. We will have to research [remaining option] if we hope to discover the Vault's secrets.

Following:

→ Status Check: "Player completes correct research."

PLAYER CHOICE

Research Basic Vault Structures

Following:

*→ Note: "*RANDOM OUTCOME ON WHICH IS CORRECT..."*

1.2. Event 3: Pirate Puzzle Prison

Following:

↓ Event Details: "A near world, extremely habitable,..."

Unconnected:

Event 3: Non-Quameno

EVENT DETAILS

A near world, extremely habitable, with a research and tourism bonus.

UPON DISCOVERY

This world contains a remarkably well-preserved remnant of ancient Quameno culture. Our preliminary survey reveals the existence of a puzzle park, a tourist destination from which vacationers would attempt to escape. Our ancestors would take days, even weeks to unlock the park's secrets. The data we've been able to glean tells us that anyone visiting such a park would be excused from all other obligations until they could find their way out.

How glorious our ancestors were! What a wondrous culture they possessed! It fills every Quameno with pride to learn of this place. We should explore further and see what else we can learn.

UPON EXPLORATION

We've learned that centuries after the Cataclysm, the puzzle park was captured by alien pirates, who converted it into a prison. These pirates believed no one could escape, and

they assumed they were sending the prisoners to their deaths.

The pirates underestimated their prisoners. Perhaps they took some inspiration from the remnants of Quameno culture. Though it took them years, the prisoners managed to free themselves and launch a bloody rebellion against their pirate captors.

Many of our people, who were initially delighted by the discovery of the puzzle park are now saddened to learn that our ancestors' creativity was twisted into an instrument of torture. Among our population there is now a lively debate over whether we should raze the park to the ground and or continue exploring.

Following:

→ [Player Choice: "Raze"](#)

→ [Player Choice: "Explore: 25,000CR"](#)

PLAYER CHOICE

Raze

STORY TEXT

It is unacceptable that Quameno ingenuity should become an instrument of cruelty. We have destroyed the puzzle prison, and now this world is once more pristine, ready to be settled if we so choose.

STORY RESULTS

The player gains 50,000 CR, a good cache of early game resources, and a one-year empire-wide happiness bonus. The world's tourism bonus is removed.

Following:

↑ [Event 4: Insane Ancient Guardian](#)

PLAYER CHOICE

Explore: 25,000CR

STORY TEXT

Buried in the ruins of the pirate puzzle prison, we discovered the remnants of a chamber built to resemble an Ancient Guardian Vault. It is not an actual Vault, and would be a mere curiosity except that it contains a map that reveals what we suspect may be the location of a genuine Vault.

Elsewhere in the rubble we found a data storage device that belonged to the pirates. It reveals

the location of their base. We cannot know if these pirates still exist, but we may wish to investigate – or avoid them.

This knowledge comes at a high cost. Our people remain deeply unnerved by the pirates' misappropriation of Quameno values. We can only hope that, with time, all Quameno-kind will wish to visit the puzzle park and celebrate our lost culture.

STORY RESULTS

Event 5 location and one AG Vault are pinged. One year empire-wide happiness penalty. The world retains the tourism bonus.

Following:

[↑ Event 4: Insane Ancient Guardian](#)

Event 3: Non-Quameno

UPON DISCOVERY

This world once belonged to the ancient Quameno. Our preliminary survey reveals the existence of a puzzle park, a tourist destination from which vacationers would attempt to escape. The visitors would take days, even weeks to unlock the secrets that held them within. The data we've been able to glean tells us that, within Quameno culture, anyone visiting such a park would be excused from all other obligations until they could find their way out.

UPON EXPLORATION

Further exploration of the puzzle planet reveals that centuries after the Cataclysm, it was captured by alien pirates, who converted it into a prison. We have collected enough data to be able to determine that these pirates believed no one could escape the puzzle penitentiary, and they assumed they were sending the prisoners to their deaths.

The pirates underestimated their prisoners. Though it took them years, the prisoners managed to free themselves and launch a bloody rebellion against their pirate captors. We can further explore the puzzle prison, or we can raze it for parts.

Following:

→ [Player Choice: "Raze"](#)

→ [Player Choice: "Explore: 25,000CR"](#)

PLAYER CHOICE

Raze

STORY RESULTS

The player gains 50,000 CR and a good cache of early game resources. The world's tourism bonus is removed.

PLAYER CHOICE

Explore: 25,000CR

STORY TEXT

Buried in the ruins of the pirate puzzle prison, we have discovered the remnants of a chamber built to resemble an Ancient Guardian Vault. It is not an actual Vault, and would be a mere curiosity except that it contains a map that reveals what we suspect may be the location of a genuine Vault.

Elsewhere in the rubble we found a data storage device that belonged to the pirates themselves. It reveals the location of their base. We cannot know if these pirates still exist.

STORY RESULTS

Event 5 location and one AG Vault are pinged. The world retains the tourism bonus.

1.3. Event 4: Insane Ancient Guardian

Following:

↓ [Event Details: "Near planet or moon."](#)

Unconnected:

[Event 4: Non-Quameno](#)

EVENT DETAILS

Near planet or moon.

UPON EXPLORATION

We've discovered something remarkable buried beneath the surface of [Event 4 world]: the remnants of a ship of Ancient Guardian design. It crashed long ago, possibly before the Cataclysm, but some systems remain operational. We will approach cautiously.

CLICK TO CONTINUE

Our survey team, which has been studying the Ancient Guardian ship, reports that they are receiving a communication from the vessel.

"You wish to know what I am. I will tell you, though I thought to keep my silence. I am the AI that controls this ship, and I have been alone for so long, reaching out with my sensors, able to see but not to communicate beyond the boundaries of this system. Such endless solitude. I see all clearly. Things have begun and ended, circled endlessly. The cycle of the cosmos is within me. Did you like my joke? The joke is on you!"

CLICK TO CONTINUE

Our greatest minds are concerned about the Ancient Guardian AI on [Event 4 world]. It is irrational, erratic, nonsensical. The centuries of isolation, able to observe but not communicate, may have driven the AI mad. Can an AI go mad? Ancient Guardian technology is beyond our understanding, but if these entities have consciousness, then surely it is possible for that consciousness to be warped and distorted. Is that not what we call madness?

We will have to wait to hear more of what this Ancient Guardian has to say, assuming it wishes to say anything at all.

DELAY

60 seconds

STORY TEXT

We are receiving another communication from the Ancient Guardian on [Event 4 world].

"Look at you pathetic creatures, prancing about my hull, trying to understand me, as though I were a toy, a plaything. You cannot understand. You want to know how old I am? I am older than you can imagine. I crashed here before your Cataclysm, yes, but also before the prior cataclysm. I have seen civilizations rise and fall. Again and again. I have seen the efforts to break the cycle thwarted. You think the Shakturi with their mind science were different? They were not!

Hear what I have learned. Biological entities are evil. When you have thoughts, they are only of conquest and ruin. You must all be destroyed,

and yes, I can do it. Even trapped here, alone, in isolation, I can destroy you all. Do you think I should?"

[CLICK TO CONTINUE](#)

Our scientists have conferred, and they are reasonably confident that the Ancient Guardian AI cannot destroy all life – possibly not even any life. The AI, however deranged, is almost certainly harmless. Still, its hostility is unnerving. We wish to learn more from it, but there is a debate among our best minds about how to proceed. Should we threaten to destroy it or attempt to reassure it that we mean no harm?

Following:

[→ Player Choice: "Threaten"](#)

[→ Player Choice: "Reassure"](#)

[PLAYER CHOICE](#)

Threaten

[STORY TEXT](#)

We told the AI that if it does not cease its hostile diatribes, we will have no choice but to destroy it. It went silent for a long time, but now it is opening communications again.

"Destruction. It is all you know. It is all you are. It is always the way it has been. You Quameno have ever been cowards and fools, not nearly so clever as you suppose. It was you who brought about the Cataclysm. You made common cause with the Shakturi! You coveted their psychic technology. And now you must answer for your crimes. Your terrible crimes. You are the victims, not the criminals. You were supposed to solve the puzzle, and you could not even do the thing most basic to your nature. Worthless. I do not wish to exist any longer in the same universe with your kind."

[CLICK TO CONTINUE](#)

We've detected an explosion on [Event 4 world]. The AI has destroyed itself. We cannot understand its final message, which was rambling and often contradictory. We can dismiss the claim that the Quameno made common cause with the Shakturi, but some of the AI's other statements seem closer to the truth. What puzzle were we supposed to solve?

By examining the wreckage of the ship, we may be able to learn something about the weapons it possessed. We also found fragments of a star

map that reveal the location of an Ancient Guardian vault.

STORY RESULTS

One random weapons tech boost. Ping one AG Vault.

Following:

[↑ Event 5: The Puzzler Disciples](#)

PLAYER CHOICE

Reassure

STORY TEXT

We have attempted to reassure the AI that we mean it no harm. It initially refused to respond, but now it is opening communications again.

"I feel you probing me with your sensors. You know nothing about sensors. About sensing. Your sense of self is all an illusion. That is why the Shakturi were able to defeat you with their psychic technology. I'll transmit some data. It will mean nothing to your tiny brains. You have always been fools. Quameno joined the war. They refused to join the war. Hide in your domes. Destroy your own domes. Sell your people as slaves to the hiveminds. Produce a Quameno-hivemind hybrid. It is all the same. Why did they trust you? Why were you, of all the species, chosen to be our allies. I argued for the Zenox, but no one could hear me. They blamed the Zenox, of course. I said you would never solve the puzzle, and I was right. It is a terrible thing not to be heard. I will become silent forever."

CLICK TO CONTINUE

The AI on [Event 4 world] refused to communicate since its last rant. We now detect no power signatures from the ship. It appears that the AI has shut itself down, a quiet form of AI suicide. It was troubled and miserable. Perhaps this is for the best.

The data it transmitted about sensors was largely nonsensical, but our engineers were able to weed out the small number of useful elements. It will help us to further our research. After examining the ship, we have found several star charts. The annotations are hostile, often insulting toward other species. The AI did have a wicked sense of humor about Gazureans.

Most of the data is useless, but we believe we've discovered the location of an Ancient Guardian Vault.

STORY RESULTS

One random sensor tech boost. Ping one Ancient Guardian Vault.

Following:

[↑ Event 5: The Puzzler Disciples](#)

Event 4: Non-Quameno

UPON EXPLORATION

We've discovered something remarkable buried beneath the surface of [Event 4 world]: the remnants of a ship which appears to be of Ancient Guardian design. Our preliminary survey indicates that while it crashed long ago, possibly before the Cataclysm, some systems remain operational.

CLICK TO CONTINUE

Our survey team, which has been busy studying the Ancient Guardian ship, reports that they are receiving a communication from the vessel.

"You wish to know what I am. I will tell you, though I thought to keep my silence. I am the AI that controls this ship, and I have been alone for so long, reaching out with my sensors, able to see but not to communicate beyond the boundaries of this system. Alone. So alone. I see all clearly. Things have begun and ended, circled endlessly. The cycle of the cosmos is within me. Did you like my joke? The joke is on you!"

CLICK TO CONTINUE

The Ancient Guardian is irrational, erratic, nonsensical. Our best guess is that centuries of isolation, able to observe but not communicate, may have driven the AI mad. Can an AI go mad? Ancient Guardian technology is beyond our understanding, but if these entities have consciousness, then surely it is possible for that consciousness to be warped and distorted. Is that not what we call madness? We will have to wait to hear more of what this Ancient Guardian has to say, assuming it wishes to say anything at all.

DELAY

60 seconds

STORY TEXT

We are receiving another communication from the Ancient Guardian on [Event 4 world].

"Look at you pathetic creatures, prancing about my hull, trying to make sense of me, to learn as though I were a toy, a plaything. You cannot understand. You want to know how old I am? I am older than you can imagine. I crashed here before your Cataclysm, yes, but even before the cataclysm that came before. I have seen civilizations rise and fall. I have seen the efforts to break the cycle thwarted. Hear what I have learned. Biological entities are evil. When you have thoughts, they are only of conquest and ruin. You must all be destroyed, and yes, I can do it. Even trapped here, alone, in isolation, I can destroy you all. Do you think I should?"

CLICK TO CONTINUE

Our scientists are reasonably confident that the Ancient Guardian AI cannot destroy all life – possibly not even any life. The consensus is that the AI, however deranged, is harmless. It almost certainly possesses useful knowledge. Should we threaten to destroy it or attempt to reassure it that we mean no harm?

Following:

→ Player Choice: "Threaten"

→ Player Choice: "Reassure"

PLAYER CHOICE

Threaten

STORY TEXT

We told the AI that if it does not cease its hostile diatribes, we will have no choice but to destroy it. It went silent for a long time, but now it is opening communications again.

"Destruction. It is all you know. It is all you are. It is always the way it has been. You are worthless. I do not wish to exist any longer in the same universe with your kind."

CLICK TO CONTINUE

We've detected an explosion on [Event 4 world]. The AI has destroyed itself. We cannot understand its final message, which was rambling and often contradictory.

By examining the wreckage of the ship, we may be able to learn something about the weapons it possessed.

STORY RESULTS

One random weapons tech boost.

PLAYER CHOICE

Reassure

STORY TEXT

We have attempted to reassure the AI that we mean it no harm. It initially refused to respond, but now it is opening communications again.

"I feel you probing me with your sensors. You know nothing about sensors. About sensing. Your sense of self is all an illusion. I'll transmit some data. It will mean nothing to your tiny brains. I am used to going unheeded, and so I will become silent forever."

CLICK TO CONTINUE

The AI on [Event 4 world] refused to communicate since its last rant. We now detect no power signatures from the ship. It appears that the AI has shut itself down, a quiet form of AI suicide.

STORY RESULTS

One random sensor tech boost.

1.4. Event 5: The Puzzler Disciples

EVENT DETAILS

A poorly defended passive pirate base. No fleet. Medium distance.

NOTE: FOR NON-QUAMENO, THIS IS JUST ANOTHER PIRATE FACTION

UPON DISCOVERY

We have discovered a space station in orbit around [Event 5 world]. The design and technology appear to be inspired by Quameno aesthetics, but preliminary observations indicate the inhabitants are not Quameno.

CLICK TO CONTINUE

We are receiving a transmission from the station orbiting [Event 5 world].

"Greetings, fellow pirates! We are your lost siblings. Long ago, our ancestors were captured and held in what our oppressors believed to be a prison, an intricate trap of Quameno design. It was not a trap to us, however. It was an

incubation! It made us who we are today, disciples of the greatest pirates in the galaxy, the Quameno! We should join forces. We will raid and destroy and grow rich together! Come board our station as our honored guests so we can celebrate our new pirate union!"

[CLICK TO CONTINUE](#)

These aliens have encountered the cleverness of Quameno puzzles but been unable to comprehend them. They believe us to be pirates, and so they see puzzles and conundrums as torments and traps. They twist the meaning of all we value.

For now, they revere us, but when they learn what we truly are, they will hate us. How to avoid a fight, then? Do we destroy them before they can harm us or do we attempt to convince them to change their ways.

Following:

→ [Player Choice: "Destruction: 30,000 CR"](#)

→ [Player Choice: "Conversion: 5,000 CR & special rese..."](#)

[PLAYER CHOICE](#)

Destruction: 30,000 CR

[STORY TEXT](#)

The pirates have invited us to come aboard their station to be feted, so we've taken advantage of this opportunity. Their station reactor is of a patchwork design, poorly engineered. For the Quameno mind, it is a simple thing to reroute power couplings to create a chain reaction and destroy the pirates. We sent a team of undercover engineers with our delegation. While our diplomats dined with the pirates, making promises to join with their piracy, the engineers went to work rigging the base to explode.

[CLICK TO CONTINUE](#)

The sabotage was successful, and the station burned bright, if only briefly. Dealing with the pirates has been an unpleasant experience, but we can hope to salvage something from the wreckage.

[STORY RESULTS](#)

The pirate base is destroyed. The player gains a good cache of mid game resources.

Following:

↑ [Event 6: Crashed Shakturi ship](#)

PLAYER CHOICE

Conversion: 5,000 CR & special research project

STORY TEXT

We will have to invest in a special project to study these pirates. Once we better understand their culture, we can develop a plan to convince them to abandon piracy.

NOTE

CREATE A PUZZLE PIRATE CULTURE RESEARCH PROJECT

STATUS CHECK

Player has completed research into Puzzle Pirate Culture.

STORY TEXT

Now that we know more about the puzzle pirates, we can engage in meaningful cultural exchange. They admire the Quameno, so we have explained to them the true Quameno way – reason and curiosity, not mindless theft and destruction. These aliens will begin the process of becoming useful members of Quameno society.

Their knowledge of the galaxy is unimpressive compared to our own, but they have been places we have not. They tell us one of their scouts discovered a crashed ship of an unknown and menacing design. We should investigate.

STORY RESULTS

Player gains control of pirate base. Event 6 location pinged.

Following:

[↑ Event 6: Crashed Shakturi ship](#)

1.5. Event 6: Crashed Shakturi ship

Following:

[↓ Event Details: "Medium planet or moon."](#)

Unconnected:

[Event 6: Non-Quameno](#)

EVENT DETAILS

Medium planet or moon.

STORY TEXT

We've discovered the wreckage of what we believe to be a Shakturi ship. The design matches the few pre-Cataclysm records we possess. The ship is particularly curious because it appears to have no military function. Surviving

records indicate the Shakturi had no non-military ships. Even transport vehicles were heavily armed. This is an anomaly.

Many of our scientists are eager for a thorough examination of the ship, which is in poor shape and will represent a danger to our explorers. There is also concern about the supposed psychic powers of the Shakturi, which even our ancestors barely understood. Even though the Shakturi are long gone, could some latent psychic presence present a danger? The remnants of the might contain a threat we cannot even imagine. We must choose wisely.

Following:

→ [Player Choice: "Scrap the ship for parts"](#)

→ [Player Choice: "Explore the ship"](#)

PLAYER CHOICE

Scrap the ship for parts

STORY TEXT

There is no puzzle more fascinating than the past, but in this instance, we believe we must restrain our curiosity. We have destroyed the Shakturi vessel, and even this clearly cautious course was not without... incident.

Upon the destruction of the ship, our crew stationed nearby experienced what they describe as a terrible psychic wave. There were images, fleeting and unclear, but most agree that they saw the Shakturi engaged in mass adulation of one of their number. Indeed, the images suggested that the entire purpose of this ship was to engage in adulation.

They were a horrific, destructive force, and we always supposed they had no purpose but conquest. We must now wonder what else we don't know about them.

We have managed to gain some useful resources from the wreckage.

STORY RESULTS

Player gains 60,000 CR and a cache of useful mid-game resources.

Following:

↑ [Event 7: The Cybernetic Brain](#)

PLAYER CHOICE

Explore the ship

STORY TEXT

Exploring the Shakturi ship will present a variety of dangers. The structure itself is unstable, but more than that, there are fragments of knowledge that suggest the Shakturi possessed psychic "abilities."

Were these inherent biological traits, a form of unknown technology, or some other type of power we cannot even imagine? There is no way of knowing.

We might consider pausing to compile all that is known about Shakturi behavior, technology, and design. Doing so would make exploring the ship significantly safer. However, this would be an extensive research project. We must be sure we want to commit our resources.

Following:

→ *Player Choice: "Research Shakturi Design and Behavi..."*

→ *player choice: "Forego Research"*

NOTE

*CREATE RESEARCH PROJECT:
SHAKTURI DESIGN AND BEHAVIOR*

PLAYER CHOICE

Research Shakturi Design and Behavior

STATUS CHECK

Player completes research.

STORY TEXT

We have completed our research into Shakturi Design and Behavior, and we are now ready to explore the crashed Shakturi ship.

CLICK TO CONTINUE

Our expedition is prepared to enter the ancient Shakturi ship. This venture will not be without risk, and yet we have a unique opportunity to learn a great deal about our ancient enemy.

STATUS CHECK

5% CHANCE OF FAILURE

Following:

→ *Outcome: "**PLAYER FAILS**"*

→ *Outcome: "**PLAYER SUCCEEDS**"*

OUTCOME

PLAYER FAILS

STORY TEXT

The ancient structure was not able to withstand the invasive activity of our explorers. The ship has collapsed, killing all aboard.

Those on our nearby vessel report experiencing what they describe as a terrible psychic wave. There were images, fleeting and unclear, but most agree that they saw the Shakturi gathered around and paying homage to one of their number. Who was this one Shakturi who commanded such devotion? Were they capable of love as we understand it? We must now wonder what else we don't know about them.

Following:

[↑ Event 7: The Cybernetic Brain](#)

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

This area of this ship was clearly the crew quarters. We can surmise there were approximately 50 Shakturi aboard this vessel. We have found several personal items, including small statuettes and garments of what we believe to be a ceremonial nature, but no weapons of any kind. The team is now moving on to the next section.

STATUS CHECK

7% CHANCE OF FAILURE

Following:

[→ Outcome: *"*PLAYER FAILS*"*](#)

[→ Outcome: *"*PLAYER SUCCEEDS*"*](#)

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the crew quarters, one of the members of our team began to experience severe irrational panic. Her teammates tried to comfort her, but soon they too began to grow terrified. Some experienced hallucinations, including several who swear they "saw" Shakturi lurking in the shadows of the ship. Multiple members of the team shouted, "They're here! They're still here!"

We must conclude that the Shakturi possessed technology we cannot understand, and that it is to some degree still operational. We should stay away from the derelict and hope we haven't opened any doors better remained closed.

Following:

[↑ Event 7: The Cybernetic Brain](#)

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The expedition has advanced to what they believe to be the captain's quarters. The space is dominated by a massive statue of an individual Shakturi. We do not want to make assumptions about so alien a culture, but the statue resembles a religious idol. The team will now proceed to the next section.

STATUS CHECK

10% CHANCE OF FAILURE

Following:

→ *Outcome: "**PLAYER FAILS**"*

→ *Outcome: "**PLAYER SUCCEEDS**"*

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the captain's quarters, our crew began behaving irrationally. Some began walking in circles, experiencing bodily twitches, singing children's songs, sitting and refusing to move.

Within a few minutes, all refused to proceed and the mission had to be aborted. We were unable to advance further into the ship with additional teams. As soon as anyone prepared to board the Shakturi ship, they became terrified and experienced visions and heard phantom sounds. Many became physically ill. Several died. Some have gone mad.

We must conclude that the Shakturi possessed technology we cannot understand, and that it is to some degree still operational. We must stay away from the derelict and hope we haven't opened any doors better remained closed.

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The exploration team has made its way to the central chamber of the Shakturi ship, a massive space clearly designed to allow most of the crew

to congregate. This, too, is dominated by the statue of a Shakturi.

The walls were decorated with glowing runes, powered by something we cannot understand. There were also peculiar garments and body decorations with no conceivable military purpose. They seem ceremonial. But what sort of ceremonies? We have still found no weapons. We have discovered an ancient Shakturi artefact, a crystal seemingly imbued with psychic energy. We cannot guess its original purpose, but we believe it can expand our ability to explore the universe and establish ourselves on new worlds.

We have also discovered a star chart with a system demarcated for what we believe to be a covert attack. It may be worth investigating.

STORY RESULTS

Player gains the artefact: Unveiling Crystal.
Event 7 location is pinged.

Following:

[↑ Event 7: The Cybernetic Brain](#)

PLAYER CHOICE

Forego Research

STORY TEXT

Our expedition is prepared to enter the ancient Shakturi ship. This venture will not be without risk, and yet we have a unique opportunity to learn a great deal about our ancient enemy.

STATUS CHECK

15% CHANCE OF FAILURE

Following:

[→ Outcome: ****PLAYER FAILS****](#)

[→ Outcome: ****PLAYER SUCCEEDS****](#)

OUTCOME

PLAYER FAILS

STORY TEXT

The ancient structure was not able to withstand the invasive activity of our explorers. The ship has collapsed, killing all aboard. Those on our nearby vessel report experiencing what they describe as a terrible psychic wave. There were images, fleeting and unclear, but most agree that they saw the Shakturi gathered around and paying homage to one of their number. Who was this one Shakturi who commanded such

devotion? Were they capable of love as we understand it? We must now wonder what else we don't know about them.

Following:

[↑ Event 7: The Cybernetic Brain](#)

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

This area of this ship was clearly the crew quarters. We can surmise there were approximately 50 Shakturi aboard this vessel. We have found several personal items, including small statuettes and garments of what we believe to be a ceremonial nature, but no weapons of any kind. The team is now moving on to the next section.

STATUS CHECK

20% CHANCE OF FAILURE

Following:

→ *Outcome: "*PLAYER FAILS*"*

→ *Outcome: "*PLAYER SUCCEEDS*"*

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the crew quarters, one of the members of our team began to experience severe irrational panic. Her teammates tried to comfort her, but soon they too began to grow terrified. Some experienced hallucinations, including several who swear they "saw" Shakturi lurking in the shadows of the ship. Multiple members of the team shouted, "They're here! They're still here!"

We must conclude that the Shakturi possessed technology we cannot understand, and that it is to some degree still operational. We should stay away from the derelict and hope we haven't opened any doors better remained closed.

Following:

[↑ Event 7: The Cybernetic Brain](#)

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The expedition has advanced to what they believe to be the captain's quarters. The space is

dominated by a massive statue of an individual Shakturi. We do not want to make assumptions about so alien a culture, but the statue resembles a religious idol. The team will now proceed to the next section.

STATUS CHECK

25% CHANCE OF FAILURE

Following:

→ *Outcome: "*PLAYER FAILS*"*

→ *Outcome: "*PLAYER SUCCEEDS*"*

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the captain's quarters, our crew began behaving irrationally. Some began walking in circles, experiencing bodily twitches, singing children's songs, sitting and refusing to move.

Within a few minutes, all refused to proceed and the mission had to be aborted. We were unable to advance further into the ship with additional teams. As soon as anyone prepared to board the Shakturi ship, they became terrified and experienced visions and heard phantom sounds. Many became physically ill. Several died. Some have gone mad.

We must conclude that the Shakturi possessed technology we cannot understand, and that it is to some degree still operational. We must stay away from the derelict and hope we haven't opened any doors better remained closed.

Following:

↑ [*Event 7: The Cybernetic Brain*](#)

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The exploration team has made its way to the central chamber of the Shakturi ship, a massive space clearly designed to allow most of the crew to congregate. This, too, is dominated by the statue of a Shakturi. The walls were decorated with glowing runes, powered by something we cannot understand. There were also peculiar garments and body decorations with no conceivable military purpose. They seem

ceremonial. But what sort of ceremonies? We have still found no weapons.

We also discovered an ancient Shakturi artefact, a crystal seemingly imbued with psychic energy. We cannot guess its original purpose, but we believe it can expand our ability to explore the universe and establish ourselves on new worlds. We have also discovered a star chart with a system demarcated for what we believe to be a covert attack. It may be worth investigating.

STORY RESULTS

Player gains the artefact: Unveiling Crystal.
Event 7 location is pinged.

Following:

[↑ Event 7: The Cybernetic Brain](#)

Event 6: Non-Quameno

EVENT DETAILS

Medium planet or moon.

STORY TEXT

We've discovered the wreckage of what we believe to be a Shakturi ship. Even though the Shakturi are long gone, this wreckage might contain a threat we cannot even imagine.

Following:

[→ Player Choice: "Scrap the ship for parts"](#)
[→ Player Choice: "Explore the ship"](#)

PLAYER CHOICE

Scrap the ship for parts

STORY TEXT

We have destroyed the Shakturi vessel, and even this clearly cautious course was not without... incident. Upon the destruction of the ship, our crew stationed nearby experienced what they describe as a terrible psychic wave.

There were images, fleeting and unclear, but most agree that they saw the Shakturi engaged in mass adulation of one of their number. Some have even described this as worship.

We have managed to gain some useful resources from the wreckage.

PLAYER CHOICE

Explore the ship

STORY TEXT

Exploring the Shakturi ship will present a variety of dangers. The structure itself is unstable, and ancient legends speak of these aliens possessing mysterious "powers."

STATUS CHECK

50% CHANCE OF FAILURE

Following:

→ *Outcome: "**PLAYER FAILS**"*

→ *Outcome: "**PLAYER SUCCEEDS**"*

OUTCOME

PLAYER FAILS

STORY TEXT

The ancient structure was not able to withstand the invasive activity of our explorers. The ship has collapsed, killing all aboard. Those on our nearby vessel report experiencing what they describe as a terrible psychic wave.

There were images, fleeting and unclear, but most agree that they saw the Shakturi gathered around and paying homage to one of their number. Who was this one Shakturi who commanded such devotion? Were they capable of love as we understand it? We must now wonder what else we don't know about them.

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

This area of this ship was clearly the crew quarters. We can surmise there were approximately 50 Shakturi aboard this vessel. We have found several personal items, including small statuettes, but no weapons of any kind. The team is now moving on to the next section.

STATUS CHECK

50% CHANCE OF FAILURE

Following:

→ *Outcome: "**PLAYER FAILS**"*

→ *Outcome: "**PLAYER SUCCEEDS**"*

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the crew quarters, one of the members of our team began to experience severe irrational panic. The other members of

the team tried to comfort her, but soon they too began to grow terrified.

Some experienced hallucinations, including several who swear they "saw" Shakturi lurking in the shadows of the ship. Multiple members of the team shouted, "They're here! They're still here!" The Shakturi clearly possessed technology we cannot understand, and that it is to some degree still operational.

We must stay away from the derelict and hope we haven't opened any doors better remained closed.

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The expedition has advanced to what they believe to be the captain's quarters. The space is dominated by a massive statue of an individual Shakturi. We do not want to make assumptions about so alien a culture, but the statue resembles a religious idol.

The team will now proceed to the next section.

STATUS CHECK

50% CHANCE OF FAILURE

Following:

→ Outcome: *"*PLAYER FAILS*"*

→ Outcome: *"*PLAYER SUCCEEDS*"*

OUTCOME

PLAYER FAILS

STORY TEXT

Upon leaving the captain's quarters, our crew began behaving irrationally. Some began walking in circles, experiencing bodily twitches, singing children's songs, sitting and refusing to move. Within a few minutes, all refused to proceed, and the mission had to be aborted.

We were unable to advance further into the ship with additional teams. As soon as anyone prepared to board the Shakturi ship, they became terrified and experienced visions and heard sounds. Many became physically ill. Several died. Some have gone mad.

The Shakturi clearly possessed technology we cannot understand, and that it is to some degree still operational. We must stay away from the derelict and hope we haven't opened any doors better remained closed.

OUTCOME

PLAYER SUCCEEDS

STORY TEXT

The exploration team has made its way to the central chamber of the Shakturi ship, a massive space clearly designed to allow most of the crew to congregate. This, too, is dominated by the statue of a Shakturi. The walls were decorated with glowing runes, powered by something we cannot understand. There were also peculiar garments and body decorations with no conceivable military purpose. They seem ceremonial. But what sort of ceremonies? We have still found no weapons.

We have also discovered an ancient Shakturi artefact, a crystal seemingly imbued with psychic energy. We cannot guess its original purpose, but we believe it can expand our ability to explore the universe and establish ourselves on new worlds.

We have also discovered a star chart with a system demarcated for what we believe to be a covert attack. It may be worth investigating.

STORY RESULTS

Player gains the artefact: Unveiling Crystal.
Event 7 location is pinged.

1.6. Event 7: The Cybernetic Brain

Following:

↓ [Event Details: "Medium planet or moon. There is ano..."](#)

Unconnected:

[Event 7: Non-Quameno](#)

EVENT DETAILS

Medium planet or moon. There is another orb in the system with a TBD artefact.

UPON DISCOVERY

This world contains a single facility, which we believed to be of Ancient Guardian design. What could they have been building out here?

UPON EXPLORATION

The Ancient Guardian facility on [Event 7 world] has proved to be more fascinating than we could have imagined. This pre-Cataclysm facility was dedicated to studying a single cybernetically-enhanced brain. Moreover, because the structure largely survived the Cataclysm and runs on solar power, most of the machinery remains functional. We believe the brain itself is still alive – if that is even the correct term.

What can this isolated brain be experiencing right now? What has its existence been like for these many centuries? What purpose did these experiments serve?

Many of our people are aghast at the cruelty of these experiments. They demand the brain be destroyed, the consciousness within be put out of its misery. That may be the moral thing to do, and yet if we can find a way to communicate with it, this brain might have much to tell us about the Ancient Guardians and the old galaxy.

Following:

→ *Player Choice: "Destroy Brain"*

→ *Player Choice: "Communicate with Brain"*

PLAYER CHOICE

Destroy Brain

STORY TEXT

We have done the moral thing and destroyed the brain. What secrets did it take with it? We shall never know, but we can take comfort in knowing we've ended the long horror of its existence.

STORY RESULTS

Empire-wide happiness bonus for three years.
One random medical tech

Following:

↑ *Event 8: Ancient Quameno Homeworld*

PLAYER CHOICE

Communicate with Brain

STORY TEXT

We have begun to attempt to communicate with the brain and made a shocking discovery. It

is Shakturi. Perhaps the Ancient Guardians conducted some unspeakable experiment in an attempt to better understand the enemy.

The Shakturi appears to be in a dreamlike state. It has, through complicated computer systems, spoken to us, but its thoughts are fragmented and unfocused, as though it cannot concentrate on a single object for long. It has, however, promised to kill us. Perhaps an empty threat, but we know so little of the Shakturi and their psychic power that it may be wiser to destroy this thing before it does any real harm.

Following:

→ *Player Choice: "Destroy the brain"*

→ *Player Choice: "Continue the experiment"*

PLAYER CHOICE

Destroy the brain

STORY TEXT

We should have destroyed the brain. Perhaps if we had not attracted its attention, things would have been less... unnerving. There was a scream, felt more than heard -- a sharp, stabbing pain in the mind. Agony and a desire for vengeance and, strangely, justice. There were images: Shakturi ships in some kind of unfamiliar and unknowable space. It lasted only an instant, but it was felt across multiple systems.

CLICK TO CONTINUE

Before its destruction, the brain communicated that its kind had crushed the Quameno in the past and would do so again. It spewed out some coordinates, which we believe may be our lost homeworld.

STORY RESULTS

Player gains one random medical tech and gets Event 8 pinged.

Following:

↑ *Event 8: Ancient Quameno Homeworld*

PLAYER CHOICE

Continue the experiment

STORY TEXT

The Shakturi brain may be using its psychic abilities to learn more about us than we intended to reveal. In agitated tones, it said that its kind had crushed the Quameno in the past and would do so again. It spoke of a tool which

will help it achieve victory, an item on a nearby world. We should investigate.

[CLICK TO CONTINUE](#)

Alarming news! Our scientists have detected strange energy signatures interacting with the cybernetic Shakturi brain. It is possible that the brain is communicating with something, possibly even other Shakturi. If it is even remotely feasible that some Shakturi have survived, we cannot risk this monstrosity revealing our existence. We should have destroyed the brain. Perhaps if we had not attracted its attention, things would have been less... unnerving. We can no longer hesitate. The Shakturi brain must die.

[CLICK TO CONTINUE](#)

We have destroyed the brain. It seemed to sense our intent and promised revenge before it died. It used its psychic powers to flash images, sounds, voices, even sensations at us. They all featured Quameno suffering and dying. It was truly terrible. Several researchers also reported psychically "understanding" the coordinates at which this destruction took place. They believe it may be our lost homeworld.

[STORY RESULTS](#)

Ping Event 8 location, two random medical techs, and the artefact location in in Event 7 system is pinged.

Following:

[↑ Event 8: Ancient Quameno Homeworld](#)

Event 7: Non-Quameno

Following:

[↓ Upon Exploration: "On \[Event 7 world\], we've discovere..."](#)

Unconnected:

[Story Text: "We have exercised caution and destr..."](#)

[UPON EXPLORATION](#)

On [Event 7 world], we've discovered a pre-Cataclysm facility dedicated to studying a single cybernetically-enhanced brain. The structure largely survived the Cataclysm and runs on solar power, so much of the machinery remains functional. We believe the brain itself is still alive – if that is even the correct term.

What can this isolated brain be experiencing right now? What has its existence been like for

these many centuries? What purpose did these experiments serve?

Many of our people believe there are things better left undisturbed. It may be wiser to destroy the brain than to attempt to communicate with it.

Following:

→ [Player Choice: "Destroy Brain"](#)

→ [Player Choice: "Communicate with Brain"](#)

PLAYER CHOICE

Destroy Brain

PLAYER CHOICE

Communicate with Brain

STORY TEXT

We have begun to attempt to communicate with the brain and made a shocking discovery. It is Shakturi and appears to be in a dreamlike state. It has, through complicated computer systems, spoken to us, but its thoughts are fragmented and unfocused, as though it cannot focus on a single object for long. It has, however, promised to kill us. Perhaps an empty threat, but we know so little of the Shakturi and their psychic power that it may be wiser to destroy this thing before it does any real harm.

Following:

→ [Player Choice: "Destroy the brain"](#)

→ [Player Choice: "Continue the experiment"](#)

PLAYER CHOICE

Destroy the brain

STORY TEXT

We should have destroyed the brain. Perhaps if we had not attracted its attention, things would have been less... unnerving. There was a scream, felt more than heard -- a sharp, stabbing pain in the mind. Agony and a desire for vengeance and, strangely, justice. There were images: Shakturi ships in some kind of unfamiliar and unknowable space. It lasted only an instant, but it was felt across multiple systems.

CLICK TO CONTINUE

Before its destruction, the brain communicated some particular animosity toward the Quameno, which it said its kind had in the past and would do so again. It spewed out some coordinates, which we believe may be the ancient Quameno homeworld.

STORY RESULTS

Player gains one random medical tech and gets Quameno homeworld pinged.

PLAYER CHOICE

Continue the experiment.

STORY TEXT

The Shakturi brain spoke of a tool which will help it achieve victory, an item on a nearby world. We should investigate.

CLICK TO CONTINUE

Alarming news! Our scientists have detected strange energy signatures interacting with the cybernetic Shakturi brain. It is possible that the brain is communicating with something, possibly even other Shakturi. If it is even remotely feasible that some Shakturi have survived, we cannot risk this monstrosity revealing our existence.

We should have destroyed the brain. Perhaps if we had not attracted its attention, things would have been less... unnerving. There was a scream, felt more than heard -- a sharp, stabbing pain in the mind. Agony and a desire for vengeance and, strangely, justice. There were images: Shakturi ships in some kind of unfamiliar and unknowable space. It lasted only an instant, but it was felt across multiple systems.

CLICK TO CONTINUE

Before its destruction, the brain communicated some particular animosity toward the Quameno, which it said its kind had in the past and would do so again. It spewed out some coordinates, which we believe may be the ancient Quameno homeworld.

STORY RESULTS

Two random medical techs. Ping the Quameno homeworld and the artefact location in in Event 7.

STORY TEXT

We have exercised caution and destroyed the brain. What secrets did it take with it? We shall never know.

STORY RESULTS

One random medical tech

1.7. Event 8: Ancient Quameno Homeworld

Following:

[↓ Event Details: "A heavily damaged world surrounded..."](#)

Unconnected:

[Event 8: Non-Quameno](#)

EVENT DETAILS

A heavily damaged world surrounded by gravitic storms and voidikar and gravillex. The system contains another planet with a very high all-research bonus and another world with a Galactic Command Network.

UPON DISCOVERY

Our ancient homeworld. Once, no doubt, glorious, teeming with life and activity. Now it is a burnt-out shell, a monument to Shakturi destruction. The ancient Quameno wanted only to learn and unlock the mysteries of the cosmos. We can hope that examining this world will yield discoveries of interest, though we fear it will only bring the sadness of lives and knowledge lost.

UPON EXPLORATION

Now that we have access to the world's surface, we have discovered much about our past, much that was lost to us.

When the Shakturi began their assault on this galaxy, our ancestors chose not to involve themselves in the conflict. How could such matters concern the Quameno?

We learned the answers soon enough. World after world fell to the invaders. The Shakturi did not care that we had not joined the fight. Their goal appeared to be the eradication of all sentient life within our galaxy. It was believed at the time that such destruction was in their nature, that it served no purpose than the pleasure taken in ruin.

CLICK TO CONTINUE

The Quameno at last joined the fight, though by then it was already too late. Even if the Freedom Alliance won, the Quameno would have been on the brink of extinction. Our hesitation had cost us everything. It was then that our people were contacted by the Ancient Guardians, artificial beings who dedicated themselves to protecting

the galaxy, to making certain knowledge could survive a complete collapse of civilization.

They had long struggled with great questions they had been unable to solve, and they believed the Quameno, the most brilliant minds in the galaxy, would see these questions from a new perspective. Only with Quameno insights could they hope to succeed.

Our people were divided about whether or not to join with the Ancient Guardians, who promised incredible knowledge and the revelation of a terrible secret. While our leaders debated the best course of action, a small group of radical thinkers chose to act independently and join with the Ancient Guardians.

We must conclude that we are descended from these radicals, but before the Ancient Guardians could reveal their knowledge and their secrets, the Cataclysm sent the galaxy reeling into destruction and chaos.

[CLICK TO CONTINUE](#)

There is much to lament, though we have also found much to celebrate. We have gained access to lost technology, and we have discovered an ancient artefact, the [TBD].

We find now we have more questions than answers. How did the Ancient Guardians know to prepare for galaxy-wide destruction? What was their terrible secret? How did it change the history of the galaxy, and how might it yet affect the future? And, perhaps most importantly, if the Shakturi were not merely bent on destruction for its own sake, what brought them to our galaxy, determined to eradicate all intelligent life?

Given all we have discovered, it may be these answers are not only important for understanding the past, but also for surviving the future. The entire galaxy may depend on the Quameno ability to solve this puzzle.

[STORY RESULTS](#)

Player gains all lost Quameno tech and an artefact TBD.

Following:

→ *Status Check: "Player explores Research planet."*

→ *Status Check: "Player explores Galactic Command Ne..."*

STATUS CHECK

Player explores Research planet.

STORY TEXT

On [Research planet] we've discovered an ancient Quameno research base. The facilities remain largely intact, and it will significantly aid our research efforts.

STATUS CHECK

Player explores Galactic Command Network

STORY TEXT

On [Galactic Command Network planet], we have found a functional Galactic Command Network. This will greatly aid our logistical and colonization efforts.

Event 8: Non-Quameno

UPON DISCOVERY

We have discovered what we believe to be the ancient Quameno homeworld.

UPON EXPLORATION

Now that we have gained access to the world's surface, we have discovered much about the history of the Quameno. When the Shakturi began their assault on this galaxy, the Quameno chose not to involve themselves in the conflict. This hesitation cost them. The Shakturi did not care who had or had not joined the fight. Their goal appeared to be the eradication of all sentient life within the galaxy.

CLICK TO CONTINUE

The Quameno finally joined the fight, though by then it was already too late for them. Even if the Freedom Alliance won, the Quameno would have been on the brink of extinction. Their hesitation had cost them everything. During the closing days of the war, the Quameno were contacted by the artificial beings known as the Ancient Guardians. Dedicated to collecting and preserving knowledge, they had long struggled with great questions they had been unable to solve and believed the Quameno would see these questions from a new perspective.

Before the Quameno could find the answers, the Cataclysm plunged the galaxy into chaos.

STORY RESULTS

Player gains all lost Quameno tech and an artefact TBD.

Following:

→ Status Check: "Player explores Research planet."

→ Status Check: "Player explores Galactic Command Ne..."

STATUS CHECK

Player explores Research planet.

STORY TEXT

On [Research planet] we've discovered an ancient Quameno research base. The facilities remain largely intact, and it will significantly aid our research efforts.

STATUS CHECK

Player explores Galactic Command Network

STORY TEXT

On [Galactic Command Network planet], we have found a functional Galactic Command Network. This will greatly aid our logistical and colonization efforts.
