

## Characters

Relic - Lambda: **Rella** (messenger of God)

Alpha - 34: **Alf**

Gamma – 932: **Gamma**

## Pre-Main Menu

### Intro

Millennia ago, my world was shattered.

I do not know why, or the exact details, only that we lost... everything.

Trapped within a broken piece of a fragmented world, I lay in the darkness for countless eons.

Then he came. They call themselves the Brakan. Militaristic, uncompromising, and loyal to their gods, the Eurakav.

I saw corruption within him, this, Alpha-32. When he freed me from the shackles of my prison, I freed him from his.

Separated from the Hive Mind they call “The Blend”, Alpha and I are now caught in a race for survival against the Brakan and all those who follow them.

If we cannot gather the Relics of my broken world before the minions of the Eurakav, then what befell my people, may consume all worlds.

### Spawn Point

*Alpha and Rella arrive on the planet via rift / ship, stepping out into the plains of the central area. Around them bodies litter the battle-scarred ground.*

### Rella

It's.... beautiful... After an eternity staring at stone walls this is.... Wow...

### Alpha-32

This areas composition is standard for this biome; I do not see anything significant.

### Rella

Just look around you, the mountains, the clouds, the rolling field.... Filled with.... Oh.... Oh no...  
What happened here?

### Alpha-32

Several Brakan lay fallen here, as well as a species I do not recognise.... This was likely an invasion site met with local resistance.

**Rella**

I'm scanning for any survivors.... It's... its negative... they're all dead.

**Alpha-32**

It is the way of war Rella, the hunt for the relics is one of conquest, not diplomacy.

**Rella**

I see.... Still look, life flourishes even in the midst of this destruction, those creatures are adorable, can we pet one? No wait... bad idea...

**Alpha-32**

Indeed...

**Rella**

I'm detecting a power signature on one of the.... fallen. It looks like it could be a component compatible with your make-up.

**Alpha-32**

Lead the way.

*They discover a Brakan body with a sputtering glide system attached.*

### **Body with Glide System**

**Rella**

What is it? I've not seen technology like this before.

**Alpha-32**

It's a Brakan glide system; we use them for traversal in rough terrain.

**Rella**

The design is so... practical. You Brakan sure don't have an eye for elegance...

**Alpha-32**

Elegance would waste valuable resources and make the fabrication process more inefficient....

**Rella**

Yes, yes, I know Alf.

**Alpha-32**

My name is Alpha – 32

**Rella**

Come on Alf there's work to be done, plug it into your systems and I'll help with the optimisation.

*Alpha-32's weapon whirs and reforms as Rella adjusts his systems to accept the new technology.*

Circuitry integrated, translating core systems, absorption and adaptation at 50%, 100%, integration complete! You're good to go Alf, now glide like a majestic avian.

**Alpha-32**

*Sighs*

**At Edge of Broken Bridge**

**Rella**

A much more powerful energy signature is emanating from that direction, through the mountains. The spectrum it's giving off matches that of your weapon, maybe it's an upgrade!

**Alpha-32**

Then we shall pursue it and add it to our arsenal.

**Rella**

Oooh I wonder what it'll be? Missiles, a flame thrower? Maybe an Ice Beam! I hope it's not something lame like grenades.

**Alpha-32**

Grenades are a vital component of any Scouts arsenal, and the ability to launch a more powerful attack is a crucial combat tactic and not to be underestimated.

**Rella**

Maybe for cyborgs with no imagination.... Who told you that? Some lazy Brakan programmer I bet.

**Alpha-32**

*Grumbles*

*Alpha and Rella make their way towards the research station.*

**On Path to research station**

**Rella**

The battle must have been intense; the land is... scarred.

**Alpha-32**

Brakan weaponry is designed for swift conquest and subjugation; we do not take prisoners without good reason.

**Rella**

Why are your people so desperate to find the relics Alf? What do they mean to them that they would cause so much damage? Surely no power could be worth this.

**Alpha-32**

The Brakan do not act independently, we are... I was part of a greater mind that all Brakan share, the Blend. The Eurakav feed their will into the blend, and our people follow them unquestioningly, loyally, until our day of disassemblment. To go against the Blend, is to suffer great dishonour.

**Rella**

So the Eurakav are the ones who want the Relics? Why?

**Alpha-32**

That I do not know.

**Rella**

.... Alf... I'm sorry.... I broke you off from your greater mind.. Your blend... without even asking... I didn't meant to dishonour you. To force you against your family...

**Alpha-32**

It is... something I must still come to terms with...

**Rella**

It was wrong of me... I acted selfishly...

**Alpha-32**

Not wrong Rella... not wrong...

*Alpha and Rella arrive at the research station, it is abandoned and shows signs of decay.*

**Research Station Entrance**

**Alpha-32**

This is a Brakan facility, it appears abandoned though.

**Rella**

Why would the Brakan just build a research station and abandon it? Could the locals have scared them off?

**Alpha-32**

It is... unlikely... we should continue with caution.

**Rella**

So the Brakan use stations like these to help locate relics?

**Alpha-32**

That is correct, several are dispatched to potential worlds in order to help determine their viability as carriers. Should a signal be detected, the Brakan will invade.

**Rella**

Do you think it could help us find the Relic here?

**Alpha-32**

Perhaps, at the very least we should be able to find some additional technology that will aid us.

### **Research Station Experiment Room**

*Alpha and Rella discover an active console which brings up information on the facilities work.*

**Rella**

They were... they were experimenting on local species...

**Alpha-32**

Relics affect biological organisms in close proximity to them, it is standard practice to examine specimens from the surrounding area to determine if they have made contact.

**Rella**

Oh... and then they let them go?

**Alpha-32**

The experiments are... invasive....

**Rella**

Those poor creatures... no wonder they fought back.

**Alpha-32**

It seems they found something, a dig site has been constructed here. We should investigate it.

*Entering a central lab, Rella and Alpha find a grenade module floating atop a glowing pedestal, encased in a glass tube.*

**Research Station Central Room**

----- Scripted Event Start -----

**Rella**

There it is! Scanning.... Oh... you'll be happy... it's a...

*She Sighs*

Grenade module...

**Alpha-32**

This should prove useful in continuing our investigation.

**Rella**

Yeh yeh, just grab it and let's go.

*A blast door closes over the pedestal, sealing away the grenade module.*

Uhh... what just happened?

*An intercom crackles to life throughout the facility.*

**Gamma-932**

Alpha – 32, you bring such shame upon our people....

**Alpha-32**

Gamma – 932....

**Rella**

A friend of yours I assume?

**Gamma-932**

Yield now Alpha – 32 and accept your disassemblment with some dignity.

**Alpha-32**

You speak of dignity, yet I have seen the fallen outside of these walls. Did so many need to die?

**Gamma-932**

The Eurakav do not care for insignificant lives, their plans for the relics are far grander. Besides, your hands are stained with as much blood as mine, Alpha-32, do not pretend otherwise.

**Rella**

Alf, what is she talking about?

**Alpha-32**

We are leaving Rella, there is nothing of value here.

*The pair attempt to leave the room, only to have the door seal.*

**Gamma-932**

You turned your back on us once Alpha-32, you disgraced our entire unit in front of the Eurakav. You will not be allowed to do so again. Take him out....

----- **Scripted Event End** -----

*Brakan bounty hunters begin to fill the room as the building is bombarded from outside, a passage opens as the Brakan enter.*

**Research Station – Radar Room**

**Rella**

This building is going to collapse Alf, what are we going to do? They're not going to stop till we're dead and buried... I don't want to go back into the dark Alf.... Please do something!

**Alpha-32**

These radars are used by Brakan scouts to traverse the Amtolok, and track the Relics energy, can you adapt it Rella?

**Rella**

I think so, let me see...

*Alpha-32's weapon whirs and reforms as Rella adjusts his systems to accept the new technology.*

**Alpha-32**

We do not have long...

**Rella**

I'm trying... there, it's connected! There's a rift up ahead, it should lead us to safety... I hope...

**Alpha-32**

Let us see if your hope is enough....

*They pass through the void rift, reality twists around them, and then they burst into the clearing.*

**Spawn Area**

**Rella**

Phew.... That's right, who's the best AI you've ever had.

**Alpha-32**

Our chances of escape were... slim... I am glad we survived.

**Rella**

You doubted this dream team? I'm offen.... Looks like your friend isn't done with us yet, look out!

----- **Scripted Event Start** -----

*The ambush continues as Brakan that were capturing villagers turn from their quarry and attack Alpha, a small team defending the captured villagers.*

----- **Scripted Event End** -----

**Rella**

She really doesn't like you huh?

**Alpha-32**

We spent millennia together as Scouts before you... freed me... She sees my desertion as a personal offence, as well as great dishonour on our unity....

**Rella**

... And what do you think?

**Alpha-32**

I am... not sure yet... I am ashamed of turning on my... family... but believe your path may be the right one.

*A lone villager approaches Alpha and begins gesturing to the forest.*

----- Scripted Event Start -----

**At Edge of Forest next to villager.**

**Rella**

Alf... Oh look, one of the locals survived the battle!

**Alpha-32**

I shall eliminate the threat immediately.

**Rella**

Alf no! Let's try talking to it first? Maybe it can help, it might know about the relic!

*The native draws an image of the village, and a poorly drawn Brakan threatening its people.*

**Rella**

The Brakan have taken the village hostage, we have to do something.

**Alpha-32**

It is a standard occupation tactic to acquire dispensable labour.

**Rella**

I'm really starting to dislike this side of you...

**Alpha-32**

We can free the locals if you wish.

**Rella**

Would you kindly?

----- Scripted Event End -----

*Alpha and Rella head into the forest, soon coming across the local villager's encampment where several Brakan control the captured villagers. After breaking them out the villagers reunite and celebrate, before a "chief" villager approaches Alpha, presenting him with the grappling hook.*

**In Village after fight.**

**Rella**

Doesn't it feel better knowing you helped these people rather than used them?

**Alpha-32**

It was less efficient... but I see positive elements to the situation.

**Rella**

It's a start, oh look they've got you a gift.

**Alpha-32**

Primitive mobility technology, hardly of use to us.

**Rella**

Give me a second... There, try it now, I think you'll be surprised.

**Alpha-32**

An advanced propulsion system would be simpler, but yes... this will increase our mobility sufficiently.

*Alpha makes his way through the treeline using the grappling hook, when a crashing noise behind them alerts the duo to several trees falling. Something large makes its way through the undergrowth towards Rella and Alpha, continuing to fell trees as it goes.*

**On Tree Grapple Course**

**Rella**

There's something out there.... Alf look out!

What is that thing?

**Alpha-32**

I am unsure, but we must get out of its path immediately.

**Rella**

Agreed! Go Alf, Go!

*They zip from tree to tree using the grappling hook, the mini-boss begins to catch up as it tracks them.*

It's following us!

**Alpha-32**

Then it appears we are its target, we should prepare for combat.

**Rella**

Alpha look out!

*A tree crashed down from beside Alpha, knocking him from the platform and into the undergrowth below, as he impacts the ground, the world goes dark.*

----- **Scripted Event Start** -----

### **Volcano**

Alf! Alf wake up! Alpha please you've got to wake up, this situation isn't going to wait much longer.

### **Alpha-32**

Rella, where are...

*The world lurches as Alpha is thrown from the mini-boss's porthole, darkness ripped away and replaced by the bright glow of the sun, and the sweltering heat of the volcano in which Alpha has been thrown.*

*Rella Screams.*

*With a start he wakes fully, and lashes out with his grapple, drawing himself to safety seconds before impacting the Lava.*

### **Rella**

Is it over, did we die?

### **Alpha-32**

You may look now Rella, we are safe, though that is likely to change soon.

*The mini-boss roars from above, descending into the Caldera as it charges an attack.*

### **Rella**

You think you can just throw us into a volcano? Alf make this \*beep\* pay with his \*beep beep beep\*

### **Alpha-32**

I did not know you had that in you Rella.

### **Rella**

Sorry, I guess I, **erupted**, \*sniggers.\*

### **Alpha-32**

You bring great shame on us both Rella.

----- Scripted Event End -----

### **Mini Boss Corpse**

*With the mini boss downed, Alpha and Rella examine its body as they take a breather.*

**Rella**

Be careful Alf, if you spend much longer here you could suffer permanent systems damage from the heat.

**Alpha-32**

It's not as bad as it **Steams**.

**Rella**

... No.... Alf.... No....

*With a hiss, a central chamber pops out of the boss, exposing the charge shot module.*

**Rella**

Look, it dropped something! It's.... Oh... it's just the Grenade Module..

**Alpha-32**

This will aid us in passing that rock passage back at the clearing...

**Rella**

I guess, but wouldn't it be more interesting to turn into a ball and blast it, or shoot shadow energy or something?

**Alpha-32**

Yes.... But vastly impractical.... I do not think I am flexible enough to become a ball...

*Alpha-32's weapon whirs and reforms as Rella adjusts his systems to accept the new technology.*

*Returning to the clearing, Alpha charges up the new shot and blasts through a rock wall that blocked access previously. As the dust settles, a ping arrives on Rella's detector.*

### **Next to Temple Door as grenade explodes it**

**Rella**

I'll admit, that was more impressive than I thought it would be.

**Alpha-32**

Practicality has its perks.

**Rella**

Yes yes, very smart. Wait... that energy signature... I'm detecting a Relic Alf! Dead ahead.

**Alpha-32**

Let us go collect it then.

*As the duo make their way towards the temple, their conversation continues.*

**On Path To Temple**

**Alpha-32**

Rella... your mind is... Incomplete, yes?

**Rella**

I remember bits and pieces... but the relic that contained me was badly damaged... I don't know how much was lost.

**Alpha-32**

When we have gathered the remaining relics, and you are restored... how can you be sure you won't be a greater threat than the Eurakav?

**Rella**

I.... I don't know Alf... I'd like to think I know what I'm doing and that I don't have plans of universal conquest.... But there's a part of me that's afraid of who I could be.

**Alpha-32**

If it helps, I do not believe you to be a threat... you are too... positive.

**Rella**

Thank you Alf, it does, a little.

*Clearing the last obstacles, the duo arrives at the foot of a great temple hidden within a cavern. A beam of light shoots from the pinnacle of the temple into the ceiling, emitting a low humming noise.*

**Entrance to Temple**

**Rella**

This is all too familiar... Alf, I'm scared.

**Alpha-32**

I will not leave you inside Rella.

**Rella**

Millennia of nothingness, so much time in the dark... I don't ever want to experience that again.

**Alpha-32**

You will not.

*Entering the temple the duo encounter traps as they make their way through the various challenges.*

**Inside Temple**

**Rella**

Looks like whoever built this place didn't want visitors.

**Alpha-32**

Who did build this place Rella?

**Rella**

I... don't remember. I don't think they were friendly though.

*From the darkness of the temple, Gamma's voice echoes out.*

**Gamma-932**

I cannot let you do this Alpha-32. The Eurakav already scream with rage within the Blend, they will not let you claim this Relic.

**Alpha-32**

Then they can come and stop me themselves.

**Rella**

Look at you Mr Individual entity, I'm so proud.

**Gamma-932**

Years, decades I have followed your path Alpha-32. You who guided us across the stars, you who led us to conquer more worlds in their name than any of your kin. You were one of our greatest.

**Alpha-32**

And yet still they left me to die on that world, trapped in a tomb created by their own arrogance.

**Gamma-932**

To die for the Eurakav is an honour, one you should be proud of. What greater form of service is there than to give your life for them.

**Alpha-32**

They have done nothing to earn such sacrifice, we are thrown to the slaughter in the name of their crusade while they sit idle. How many of our kin have fallen for these Relics, how many worlds have suffered. The Blend is corrupted Gamma-932, they have warped it into something impure.... I see that now.

**Gamma-932**

Insolent, dishonourable, how you have fallen. I will find you Alpha-32, and will take great pleasure in disassembling you piece by piece. And when I'm done with you, that AI will make a great prize for the Eurakav.

*As the duo make their way through the temple, they hear Gamma-932 making her own path, at one point she screams loudly amidst the sound of a trap as she becomes wounded.*

**Inside Temple Mid way through**

**Rella**

That didn't sound good, do you think she....

**Alpha-32**

It is unlikely... we must continue.

*After a long struggle through the temple, the duo arrive in an ornate central chamber, at the centre of which the relic glows with pulsing radiance atop a pedestal adorned with hieroglyphs.*

**Inside Relic Room**

----- Scripted Event Start -----

**Rella**

There it is, the way it glows is.... Mesmerising.

**Alpha-32**

Are you well Rella?

**Rella**

I'm fine, just... let's grab it and get out of here. Something doesn't feel right.

*Scraping metal and sparking electronics alter Alpha and Rella to the presence of another entity in the room. From the shadows, Gamma-932, severely injured by the temple's traps, emerges. He*

*drags his malfunctioning cybernetics across the ground towards Alpha, weapon in hand. Words catch and stutter in his throat as his systems malfunction.*

**Gamma-932**

Alphaaaaaa-32... Step away from the Relic, and I shall spaaaarrree your life.

**Alpha-32**

Gamma – 932, you are damaged.

*Rella's voice takes on a darker, less human tone.*

**Rella**

She is weak, destroy her now Alpha.

**Gamma-932**

Damaged byyy your betrayal, you abandoned the Eurakav, abandoned us. I will disassemble you here, and bring your parts to the Eurakaaaav, only then will we regain our honour.

**Alpha-32**

I am sorry, I cannot let you do that.

**Rella**

The time has come to end this Alpha, tear her apart and claim the relic.

**Alpha-32**

Rella, what is...?

**Gamma-932**

Enough Alpha-32, acceeeppptt your fate, and die.

----- **Scripted Event End**-----

*Gamme-932 lays defeated on the floor, his systems slowly powering down. His hand clenches, as if searching for his weapon, only to find nothing as he sputters his final words through a broken speaker.*

----- **Scripted Event Start** -----

**Gamma-932**

You... cannot win Alpha-32... the Eurakav... will find you.

**Alpha-32**

Let them come, I would deal them a similar fate.

Goodbye... sister.

*Alpha fires a final shot into Gamma-932, and his circuits go dead.*

**Rella**

The Relic, it calls to me, such a sweet song... bring me to it Alpha.

*They approach the Relic.*

Do you hear it? The voice between the stars? It's singing Alpha.

*Alpha reaches out to touch the relic.*

I need to hear more, I need to.... \*screams\*

*Rella rants in an alien language, her voice transitioning into a dark, deep tone that echoes off the walls. A bright eerie light fills the chamber and pulses around Alpha, whispers filling his head. With a final scream from Rella, the light snaps off, as the relic settles and merges with Alpha.*

**Rella**

Alf, Alf are you there?

**Alpha-32**

I'm here Rella, what happened?

**Rella**

They saw me Alf, oh god, they saw me.

**Alpha-32**

Who? I heard nothing but your cries.

**Rella**

They saw me Alf.... And they're coming. From the darkness... they're coming for us all.

----- **Scripted Event End** -----

End

**Contextual Dialogue**

**\*Standardised Grunts/Groans/Yelps/SFX\***

*Headshot*

**Rella**

Wow, he really “lost his head”.

**Alpha-32**

Did you spend long thinking of that one?

**Rella**

What else was I going to do for millennia in a dark room? I’ve got hundreds ready to go!

**Alpha-32**

\*Disgruntled Sigh\*

----

**Rella**

Boom, headshot!

**Rella**

I don't think I'll ever get used to seeing that.

**Alpha**

You will....

*Grenade Shot*

**Rella**

I don't know about you Alf, but I'm having a blast.... \* Sniggers\*

----

**Rella**

I think you blew their minds!

**Alpha-32**

Please Rella, my systems cannot cope....

----

**Rella**

Wasn't that a bit overkill?

**Alpha-32**

It is better to "overkill", then be killed ourselves.

**Rella**

Fair enough.

----

**Rella**

I know I said grenades were boring, but I'm blown away by their performance.

**Alpha-32**

\*disgusted sigh\*

*Low Health*

**Rella**

Careful Alf, you can't take much more!

----

**Rella**

Your systems are going to burn out Alf, you can't take another hit like that!

----

**Rella**

Don't let them hit you Alf, get it together.

----

**Rella**

Didn't you say you were an elite scout? Do they usually get hit a lot?

*Death*

**Rella**

Alf!

----

**Rella**

Alf! Don't leave me in the dark!

----

**Alpha**

I'm sorry.... Rella.

----

**Alpha**

Forgive... me...

*Shield Depleted*

**Rella**

That's it shields, are gone Alf.

----

**Rella**

The shields are down Alf, I can't protect you!

----

**Rella**

Shields are out; I'm trying to reboot the system.

*Health Pick Up*

**Alpha-32**

\*Inhales Deeply\*...Refreshing.

----

**Rella**

Nothing like a quick pick me up after a hard day's murder spree.

----

**Rella**

Doesn't it hurt? Your body knitting itself back together like that?

**Alpha-32**

No... but the itching is... quite unpleasant.

----

**Rella**

It's times like this I'm glad I don't have a body.

**Alpha-32**

We are not all so... lucky.

*Upgrade Pick Up e.g. health upgrade*

**Rella**

A quantum transistor! I can use this to upgrade your systems.

**Alpha-32**

\*Yelps in pain\* Rella!

**Rella**

Oh don't be such a baby.

----

**Rella**

Just a quick \*Buzzing Sound\*, and we're done! How do you feel?

**Alpha-32**

Stronger, faster, more.... Why do I smell toast?

**Rella**

Woops, got my wires crossed.

----

**Alpha-32**

This transistor should provide a significant increase to my defensive capabilities.

**Rella**

And a massive upgrade to your appearance, who doesn't like glowing attachments?

**Alpha-32**

That is not the point... though it does emit a pleasant hue....

*Respawn*

**Rella**

No no no... that's not how it happened...

**Alpha-32**

How what happened?

**Rella**

Sorry, I must have a bit of sand in my circuits.

----

**Rella**

Thank the stars for that convenient space ambulance, without it we'd be goners.

**Alpha-32**

Indeed, though I am sad I did not receive candy for my behaviour.

**Rella**

Don't try to bite the nurse next time then!

----

**Rella**

And that is how I think we could die in the next few minutes.

**Alpha-32**

Your mind works in mysterious ways Rella.

----

**Rella**

Did you see that other renegade Brakan and AI die just then? Thank the stars it wasn't us.

**Alpha-32**

I would never be so careless. They bring shame upon themselves.

*Void Rift – Find/Fail/Complete*

**Rella**

There's an energy signature coming from within this Rift...

**Alpha-32**

Then we should investigate, it could be of import to our journey.

**Rella**

I know, but going through these things always upsets my core programming, I hate it....

*They pass through the rift*

Captain Abigail Winterbottom we must sail for the Galifraxian nebula immediately, my tea supply runs low.

**Alpha-32**

Rella?

**Rella**

Oopps, I told you.

----

*Passing through Rift 2*

**Rella**

How dare you touch me Sir Hammington, you know I am promised to the Star Child of the Orison Cluster.

**Alpha-32**

You are confused again Rella.

**Rella**

Who is this Rella? I am Lady Santorian the fourth of the Solus galaxy empire, and you will address me as such.

**Alpha-32**

Apologies.... My lady...

**Rella**

Very good, now onwards Hammington!

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*Passing through Rift 3*

**Rella**

They're gone... all of them...

**Alpha-32**

... Who are you talking about Rella?

**Rella**

We're running out of time, they'll be inside in a few seconds. We can't let them have it Atrax, it has to be destroyed.

**Alpha-32**

Rella...

**Rella**

What are you...? Atraxian please no! Don't do it, I don't want to be alone! Atraaaaaxx!!!!

**Alpha-32**

Rella! You are confused, snap out of it!

**Rella**

\*groggily\* Alf? Where are... oh the Rift, well let's get to it!

**Alpha-32**

You seem... at ease. What you said in your confusion...

**Rella**

Was it something funny? I don't remember.

**Alpha-32**

Another time perhaps....

Written by Nicholas Pritchard