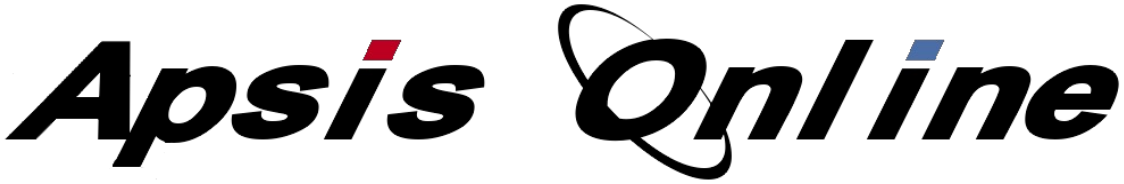


VOYAGERS HANDBOOK

First Edition

HGEC Archives

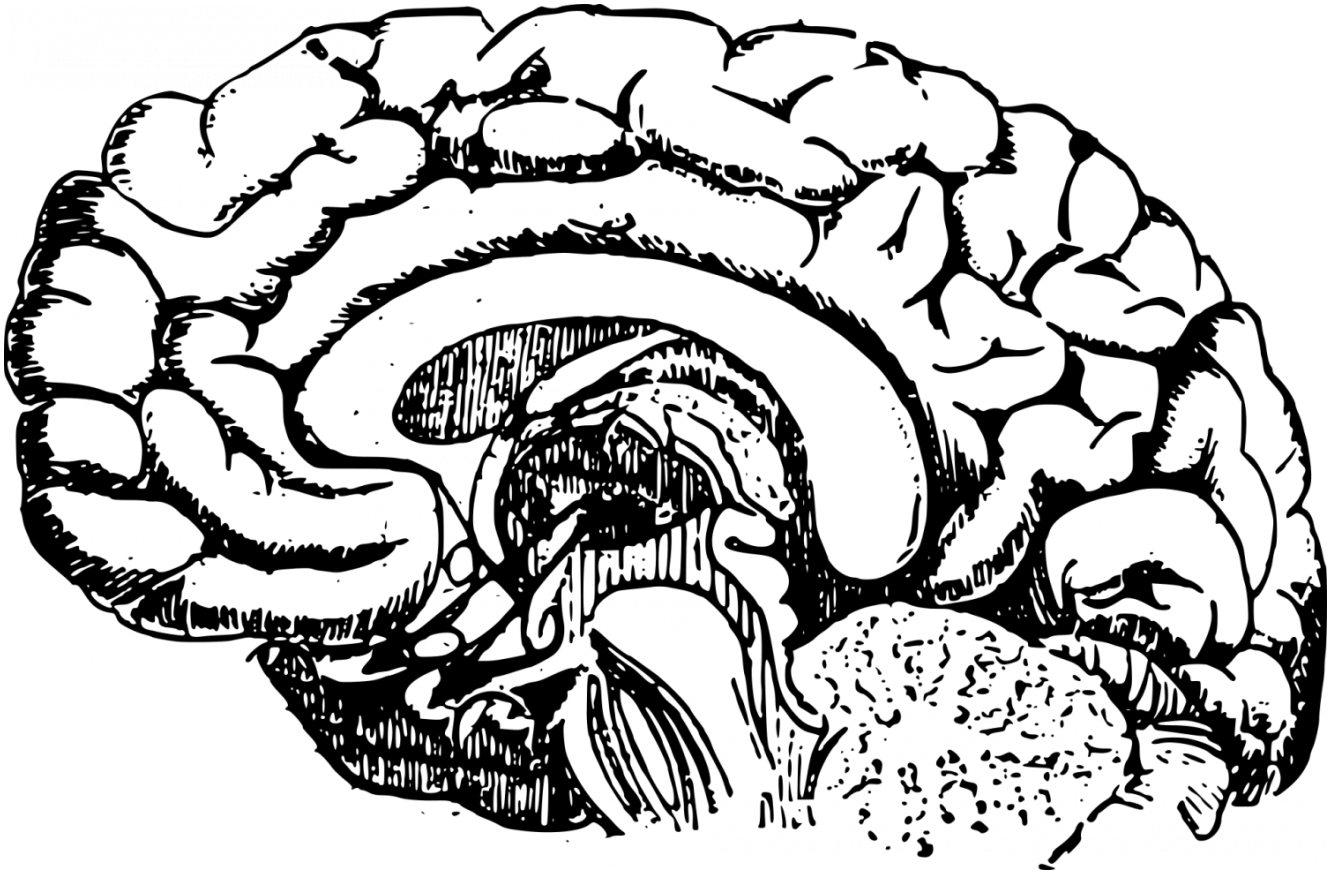
Hello Voyager,

You stand among the few souls who can stare into the face of destiny and deny it. For it is not yet time for our sun to set below the horizon on humanity at last. We will not be left to fend in the darkness weighed by doubt. Remember home and it will be forever.

On behalf of every person to be and has been, may the torch of hope guide you. May this book illuminate the mind and many possibilities that surround us all.

Remember the future, and it will be.

Chapter 1: Keeping a Healthy Mind in Space



When you awaken, your trip will be well underway with no planned return to Earth. As you will have been briefed and are aware of this by now. Yet, it is important to remember what matters in light of this. Your mission is to find new homes for your species and to be a symbol of hope in these troubled times. Embrace this purpose first.

The R&D module may be jarring initially as the mechanisms of a laboratory are far-removed from that of an average bedroom. Your cryogenics chamber is the most advanced piece of equipment ever put aboard a jumpship. Medical checks will be carried out daily and you will want for nothing nutritionally. You will learn to be as comfortable as you are healthy.

This module is also where you will carry out the scientific tasks assigned to you. And science is backed by facts! Surveys suggest that repetition in practice can ease tension brought on by the possibility of failure. But since the onboard computer will assist you in performing your many tasks, there is nothing to worry about.

Recreational use of the R&D lab is permitted within reason. The HGEC encourages all voyagers to pursue a better understanding of themselves and their environment during unoccupied time.

See chapter *4* for specifics regarding experimentation and other tasks that can be performed within the R&D module.

In the unlikely event that you require medical attention outside the capabilities of the R&D module, the ship has been fit with a medical bay.

The medical module will automatically perform a variety of surgeries not limited to implants and other body augmentations as well as assist in applying topical remedies, suggesting vitamins and workout regiments as required.

Take care not to abuse the supplied equipment, chemical compounds, information or digital interfaces for reasons outside the scope of the mission.

Chapter 2: Kinesthetics and the Body in Motion

It is important to keep moving in space. Modern technologies have long since done away with the issues plaguing early attempts at long-term occupancy of orbital and interstellar habitats. But exercise is good for the human body nonetheless.

Your standard augmentations keep a real-time analyses of your current physical state. This data is simplified and can be found in the top-left corner of your HUD beside "vitals".

Co-habitation with other voyagers is also a sure way to increase your chances of staying active. Studies show that collaboration not only makes exercise more fun but also less physically taxing. Since working with someone mentally and emotionally compatible with you will often lead to better results overall.

Some activities are more beneficial than others of course. For example, you may wish to hone your combat abilities by running training simulations from the laboratory. Testing out a small variety of weapons in the process.

Various repair tasks required as part of the general maintenance of your jumpship are sure to keep you busy too. As the momentum-drive (hereafter referred to as the M-Drive) relies on manual labor to keep the it in optimum working order.

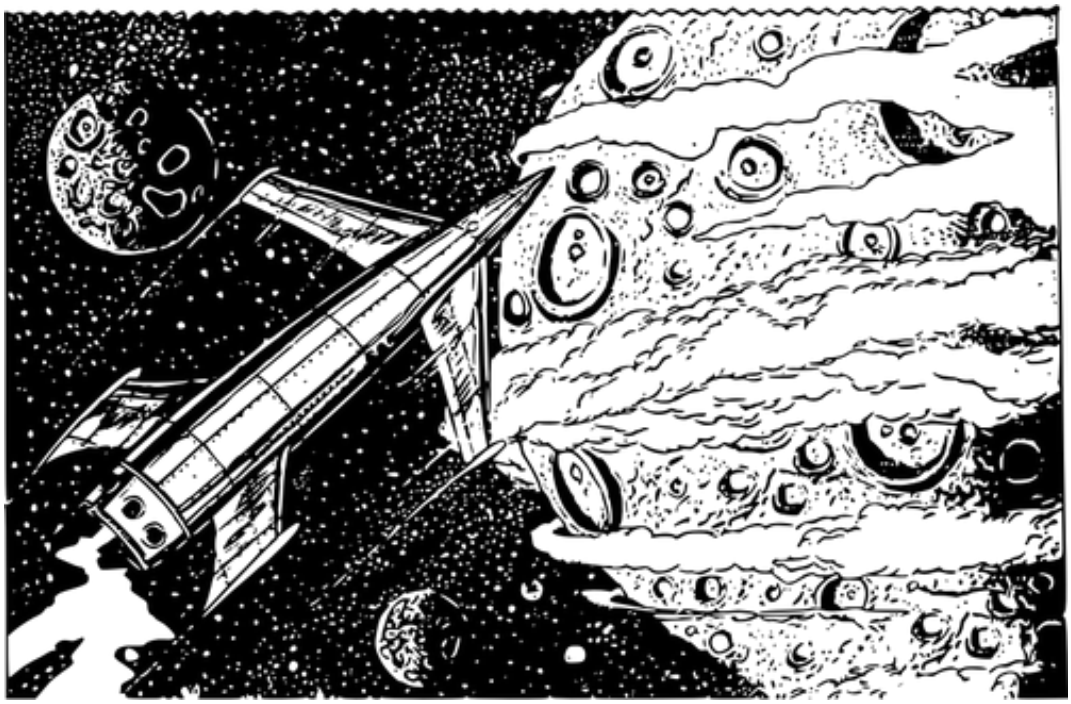
Remember to check your engine room following every use of the M-Drive. Like man, a machine is prone to deteriorate faster without proper care. Refer to chapter 3 for specifics regarding the capabilities of the M-Drive and jumpship repair.

All extravehicular activity shall be undertaken at your discretion and with assistance from your onboard instruments. Be sure to take all the necessary precautions should you encounter sentient life in any context.

The HGEC has no current protocol in place in the event that first contact is made.

Chapter 3: Introduction to Jump-Tethering and the M-Drive

The jumpship was designed as a means to compress the speed at which a voyager may travel through space over time. In this chapter, you will learn about jump-tethering, reactors and the Momentum Drive.



Advanced orbital mechanics were the study of choice in seeking to store the capabilities of light speed in a re-usable engine on short notice. With a world of engineers behind it, the M-Drive ushered in the last era of space flight on Earth. Here is how it works.

The jumpship is first deployed in a low-gravity environment as it requires constant *momentum* to function accurately. A "tether" or remote drive reactor would be located on or within a planet.

Both the reactor and drive itself uses a new type of uncoupled radio frequency to produce an oscillating magnetic field. This allows for the transmission of energy over great distances without the need for physical connections. Both the drive and reactor require synchronization before use.

The drive aboard your jumpship does not only function as a receiver; whereas the reactor is primarily an energy transmitter.

The M-Drive uses energy from its receiver to wrap the ship in a 'jacket' of highly charged FTL energy to protect you while warping local space to create a contained flux of dispersed matter within a miniaturized collider. The matter is then rapidly compressed and used to suspend the excess energy within the engines for use as propulsion against the mass of the ship.

Your jumpship will then enter a gravity-assist orbit to maximize momentum and gain a safe distance from the reactor before activating the M-Drive as the risk of creating a black hole due to technical failure is unknown.

One notable upside to this technique is the use of FTL capabilities to protect the ship from physical damage during transit. However, the drive itself cannot predict anomalies in real time and is prone to failure If not maintained. Furthermore, as the M-Drive requires that a ship be tethered to a reactor to function, a voyager cannot actively explore new sectors without first untethering.

Untethering can occur once the required energy is generated to jump. Remember that by untethering your M-Drive, your ship will need to use all of its remaining energy to exit the current system and send you to a new star. Once you arrive, a new reactor will need to be built in order to activate the drive again.

Remember, due to the many dynamic physics involved in powering an M-Drive away from its reactor there will be no way to determine where you may arrive in relation to where you were.

So be careful when choosing to move forward. As you may never return.

Embrace this purpose.

Chapter 4: HGEC Overview on Gene Splicing

You have been given special access to military-grade augmentations in order ensure your survival and continued productivity during your time in space. Special access has also been granted to use state-of-the art laboratory equipment in which you may carry out experiments that will ensure the survival of our species regardless of any environmental predisposition.

The Simple Arms and Research Terminal (SORT) located inside the R&D lab contains several genetic specimen which may be useful in aiding with any biological transformation required to adapt on the surface of a new planet or in space. Simply choose a compatible genetic enhancement to apply and allow up to 24 hours (ET) for the effects to become noticeable. During this same period you will be restricted to the cryotank as your body will need to be suspended while the procedure takes place.

As your mission progresses you may acquire more specimens which may be stored on-board for later use. And while controversial on Earth, the inclusion of additional catalysts for more ambitious experimentation may be used in lieu of your own body. However we encourage you to use your best judgment as in the event of death, these same catalysts would be used to revive you.

Remember, the aforementioned tools should only be used if the voyager is honed in the skills of Memory, Hardware and Administration. As things can go wrong.

In addition to tools for genetic manipulation there are is also the body harness. Which can be found beside the main computer and used to control the body of a humanoid robot commonly referred to as androids. These androids vary in type and in accordance with their civil applications. All of which can be built and remote-controlled using the body harness.

See chapter 5 for specifics regarding androids.

Chapter 5: A Cursory on Modern Robotics

Series A was the first line of androids to ever be put into use, this model was used primarily to man remote surveillance outposts on uninhabitable planets. *Series A* androids are commonly referred to as "sharps" due to their ability to easily dissect encrypted messages and recognize objects in even the most obscure videos and photographs.

Series B through D specialize in military operations, each better equipped to perform a specific skill. Finally, the *E-Series* is a combination of all previous efforts. This series was commissioned by the HGEC in response to the looming cyber-extremist threat to hack all Series command protocols by the end of last century.

The *E-series* can access entry nodes remotely and even disconnected local databases through a technique commonly referred to as "streakspacing".

Collectively, this military and scientific-oriented series of android is referred to as the Alpha-Series.

Should you find your self in anticipation of danger, each jumpship has been equipped with an E-Series. It is advised to use the body harness only as necessary since these units are extremely rare and any loss of parts due to damage or other circumstance could render it unable to operate.

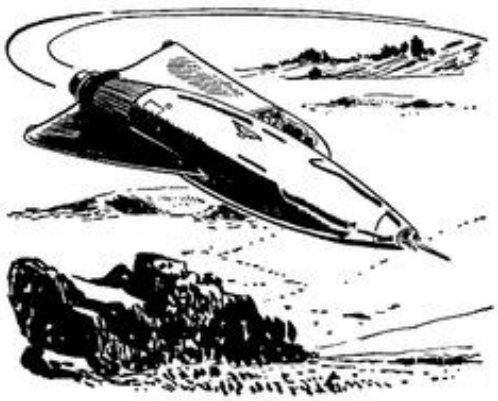
Remember, voyagers seeking to use the body harness should be adept in the skills of Software, Hardware and Ordnance in order to utilize the machine effectively.

Further, as you inevitably encounter others along your journey there may be opportunities to exchange parts in order to create new types of androids perhaps better suited to other uses. The HGEC understands the importance of technology to this mission and as there is no use for the term proprietary so far away from home, all source code involved in the creation of the alpha-series line will be included in your ships filesystem.

Chapter 6: Surface Deployment

When arriving in a new system your jumpship will actively seek out all open channels of communication (if any) with other voyagers nearby. Should you discover that you have found one of your peers, we encourage you to make contact as they may have information that can be of use to you. Alternatively, if none have been discovered, your ship will establish a channel for others to find.

Be sure to check your modules for damage. Since jumping long distances can be hard on the M-Drive. Before you consider embarking, send a probe to the planet to make sure you won't be stumbling into danger. As a weapon may be required to fight your way out.



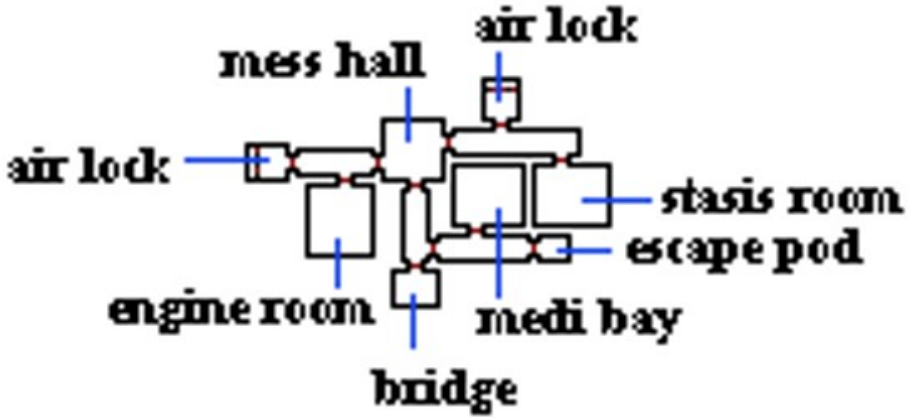
In the event that your ship is multi-crewed, we suggest at least two voyagers take the trip to the surface.

Your directive is to establish an outpost on any planet you come across that seems suitable for long-term habitation. Your mission does not require that you stay. But that you leave something behind should other voyagers stumble upon your world with only hope of finding others like them.

Should you decide to stay, there will be others. As the jumpships are tuned to seek out evidence of transmission activity across interstellar space. So as to at least assure the possibility of another reactor capable of sending voyagers further still.

Inevitably, your outpost will become a colony with care. And each colony on each planet will become a civilization of its own eventually and with enough help.

Chapter 7: Skills, Utilities and Jumpship Specifications



Skills:

Memory – effects the rate at which other skills are learned.

Navigation – effects the success rate of your M-Drive (jumping).

Hardware – is the measure of your ability to repair and build things.

Software – is the lifeblood of everything and may grant special perks.

Ordnance – can be as devastating as it is useful. Great for using guns.

Administration – effects the rate at which you can establish outposts.

Remember, make sure your airlocks are closed during transit. You can be sucked into the vacuum.

Your escape pod doubles as a shuttle for going to and from the surface of a planet. Damaged engines can lead to very bad things. Take care to check them.

@Space is a free social network for voyagers to connect anonymously. The server has no idea who or where you are because it doesn't care. But opting into our mailing list allows you keep track of us! It also enables password recovery and other perks.

Questions? Contact support@roguemicro.io

Good Luck!

Stand at the edge, shout “This is my voyage!”

Gaze deeply into the expanse below. Await a new breath from within the speckled void. Begin again, beneath the glittering ripples of the stars as an observer like so many before you.

This is your voyage, your beginning.

http://apsis.online

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