VOYAGER HANDBOOK

Second Edition

UESA Archives

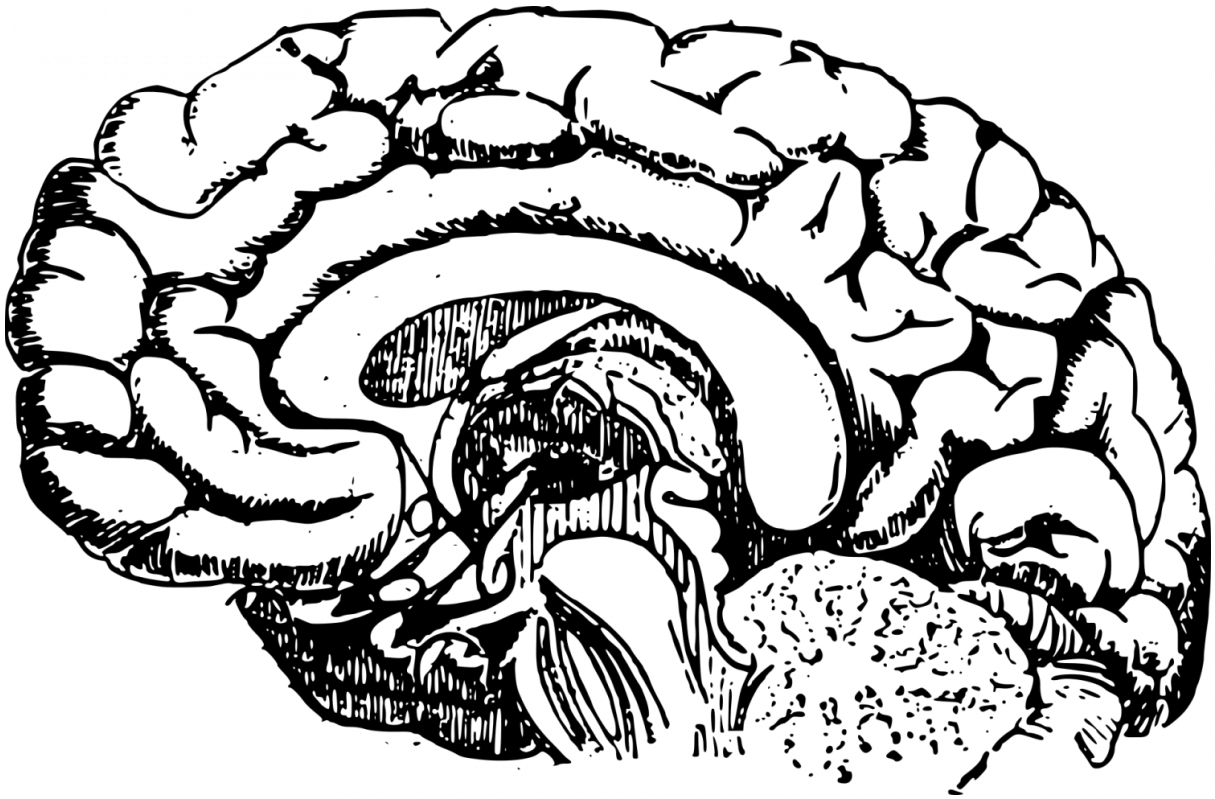
Hello Voyager,

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 possibilities that surround you now.

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 that. 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 aesthetic and mechanisms of the 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 UESA 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 analysis 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 alive and active. Studies show that collaboration not only makes exercise more fun but rewarding as well. Since working with someone mentally and emotionally compatible with you will often lead to better overall results.

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 it in optimal working order.

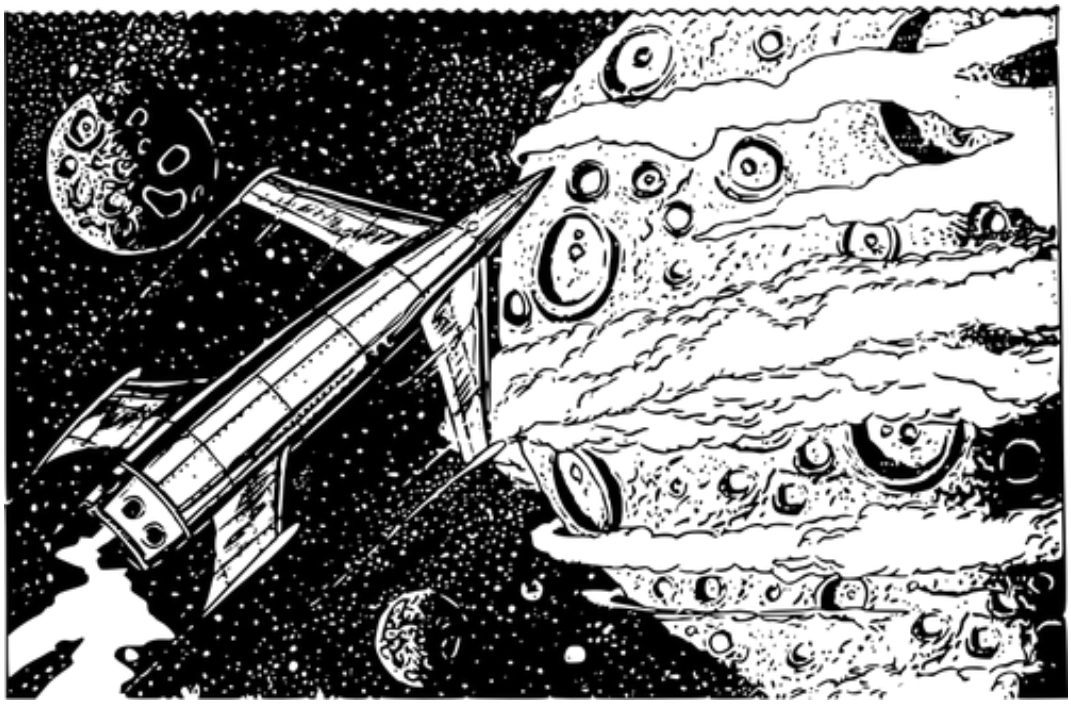
Remember to check your engine room following every use of the M-Drive. Like man, a machine is prone to deteriorate faster without proper care. Refer to chapter 3 for specifics regarding the capabilities of the M-Drive and jumpship repair.

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 UESA has no current protocol in place in the event that you are attacked or abducted by members of another kind.

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

The jumpship was designed as a means to increase 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 a prerequisite in seeking to store the capabilities of light speed in a reusable 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 remote reactor would be located on or within a nearby planet or carrier.

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. Your on-board computer handles this aspect automatically.

To clarify, the drive is located aboard your ship and functions as a receiver, representing one end of a “tether”; whereas the reactor is primarily an energy transmitter representing the other end. The M-Drive converts incoming energy from the transmitter (reactor) to create a 'jacket' made of exotic particles that serve to dematerialize the hull.

This is followed by creating a flux of dispersed matter within a miniaturized collider. The matter is then rapidly compressed, creating excess energy within the engines for use as propulsion against the mass of the ship.

Now prepared, your jumpship will then enter a gravity-assist orbit to maximize momentum and begin to distort local space in the direction you wish to proceed. While efficient, the risk of creating a black hole due to technical failure at this point is unknown.

One notable upside to this technique is the ability to protect the ship from physical damage during transit. Which occurs at speeds much faster than light and while the ship is partially ethereal. However, the drive itself cannot predict anomalies in real time during transit 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 a one present.

Untethering occurs once the required energy is generated to jump. Remember that once your drive is untethered, 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 there will be no 100% accurate 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: UESA 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 Software Engineering. Otherwise things can go wrong.

In addition to tools for genetic manipulation there 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 UESA in response to the looming cyber-extremist threat to hack all Series command protocols by the end of last century.

Collectively, this series of android is referred to as the Alpha-Series.

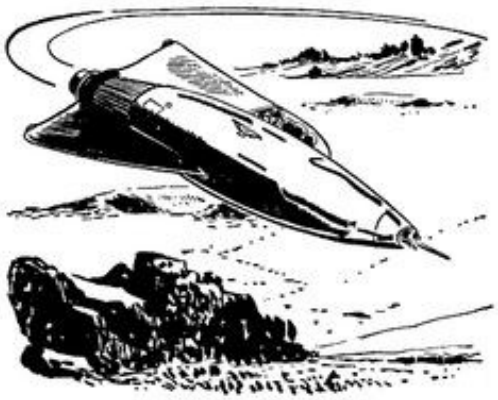
Should you find your self in anticipation of danger, in lieu of weapons each jumpship has been equipped with an E-Series. It is advised to use the body harness only as necessary since these units are extremely rare and any loss of parts due to damage or other circumstance could render it unable to operate.

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 UESA understands the importance of technology to this mission and 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 ship's 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.

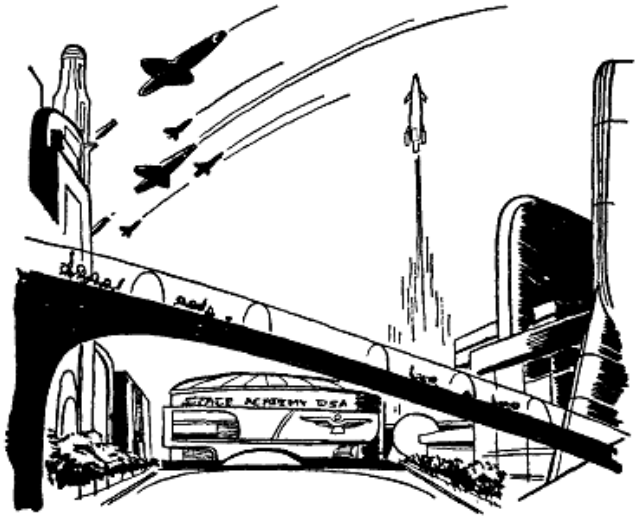
Should you decide to stay, there will be others. Since the jumpships are tuned to seek out evidence of transmission activity across interstellar space. So as to at least assure the possibility of another reactor capable of sending voyagers further still.

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

Chapter 7: Frontier Companies

Both subsidized and non-subsidized Frontier Companies may be founded by voyagers in accordance with the UESA charter. These companies may claim outposts and/or settlements, build ships, hire employees and automate tasks via drones and other mandates.

To build a sustainable long-term future in space the UESA recognizes the right to ownership by entities other than itself. Barring illegal activities including but not limited to terraforming UESA-claimed outposts, seizure of UESA equipment and murder of UESA personnel. There are few limitations regarding the operations of such entities otherwise.



Frontier Companies, however, may occupy a unique place in our mission to expand the reach of humanity beyond our own solar system. And their directors may wield capabilities beyond that of even the UESA in time.

In the event of an outpost exceeding the global domestic product (GDP) of Earth the UESA may extend an offer of acquisition to the claimant FC. This is to ensure a place of stability and prosperity as well as profits for the rewarded FC to put toward future ventures. The settlement will be maintained and protected for new voyagers looking to strike out further into the unknown.

Chapter 8: Interstellar Warfare

Of course, with profits comes the possibility of conflict. The UESA is aware of several sentient species possessing advanced ordnance. Continue to keep in mind that our species is new to the galactic stage and is always on the cusp of discovering something alien.

Each jumpship is minimally equipped for skirmishes in space. But it is our hope that such a thing will not come to pass. As we are not a truly multi-planetary species yet, any large scale war with an advanced extraterrestrial civilization could end in disaster or extinction should a serious battle occur near Earth.

The UESA has contingency plans for this scenario. Although the best of them is the Voyager protocol itself.

Embrace this purpose.

The growing UESA fleet consists of carriers, cruisers and destroyers equal to the size of their seafaring counterparts on Earth. And while they are to be considered much deadlier, it is unknown as of now what the martial capabilities are of other civilizations. So as an ambassador of humanity it is paramount to not instigate trouble with our galactic neighbors. As it could be to the detriment of us all.

Chapter 9: Nanos, Tetra and the Galactic Economy

Nanos make up the base material for constructing buildings on new worlds. But they will not do all the work for you. Several tools may be required to shape these nanos into cohesive structures. And this does include surveying and other preparations that would likely need to be made. Such as clearing the area of hazards and natural obstructions.

Currently, the majority those tasks have been delegated to drones in preparation for your arrival at the first and only UESA commissioned outpost, Bromius II. This planet will serve as a checkpoint and bastion where you may find others before truly embarking on a journey into the unknown.

Beware of unstable nanos as this is a relatively new technology that is prone to instability if handled incorrectly.

A previously unmentioned component of what we refer to as the Galactic Economy is a strange currency referred to as Tetra. This, coupled with the invention of nanos has changed our society as we have discovered not just a new way of building better structures, but a way to unify our people. Allowing us to focus on the bigger picture.

Being, our long-term survival in a universe much larger than we thought it ever could be.

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META: Tetra is a the primary medium of exchange within Apsis Online and may be bought for fiat cash or Bitcoin.

Chapter 9b: Nanos, Tetra and the Galactic Economy

The UESA has interfaced with various complex and sentient life forms since the seminal Voyager 2 mission came to a stunning conclusion. Having apparently been retrieved by a species known as the Aurken at some point following its departure from the Milky Way. An audio copy of the contents contained within the Golden Record was received in 2231, the date considered to be when humans made first contact.

The discovery rejuvenated the sciences and led to various innovations in space travel. We had begun to receive more detailed messages regarding the biological and social makeup of these beings, among others, known to them. As well as being invited to take part in a sort of interstellar governing body which we have translated to be known as the Galactic Community.

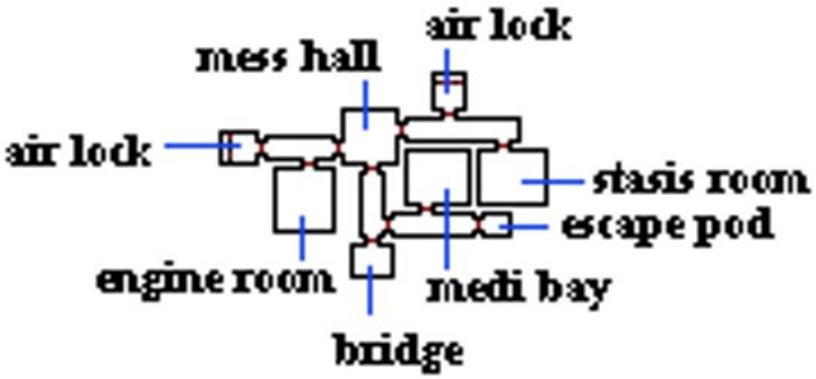
The Galactic Community is a federation of star systems. Each claimed by a representative species. With the purpose of sharing knowledge among each other and creating a unified economy made up of space-faring civilizations. The currency underpinning this economy is called Tetra.

Tetra's name is derived from a rare metallic element called tetrazite. A volatile and extremely durable but malleable black material found on the Aurken home planet of Mezha. A theocratic culture, tetrazite is believed to be the physical incarnation of dark matter. Which, when infused with gold, begins to glow and emit energy.

This creates heat and the gold within the compound reacts by decaying first which, remarkably, also causes the same reaction in the typically heat-resistant tetrazite. Meaning, a unit of Tetra will decay as a whole until neither of the original elements are left. The process resembles a black hole in fission and can be contained and used for a variety of applications. Notably to power nodes that serve to digitize a unit.

Since the founding of the GC, the Aurken have sought out new primary sources of gold. Whereas tetrazite was plentiful on their homeworld, gold is not. Sources say that the discovery of Voyager 2 was akin to the beginning of a gold rush for the GC. And it is not known what place Earth or humanity would have if not for this most valuable asset.

Chapter 10: 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.

The RBBS 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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