

# Raider Playthrough

## Quick Walkthrough

1. **Prologue** - Player chooses avatar, story background, and star ship.
2. **Going down with the ship** - manage a crisis on the ship
3. **Down with the Raiders** - Raider Leader tasks the player with meeting up with Old Coot in town.
4. **Jail Bird** - get Old Coot out of jail, one way or the other
5. **Out & About** - Old Coot wants to scope out the town for possible side jobs and then take you to meet the Archeologist
6. **Archeology & Teamwork** - get the job, choose the team
7. **Explore that Hole** - navigate the underground area and help Archeologist retrieve the artifact.
8. **Betrayal!** - choose who to help when Raiders double-cross Archeologist. Return to raider hideout.
9. **Time to End it** - get ship back, (optional) double-crosses Raiders and take artifact, or let Raiders take artifact.

## Detailed Walkthrough

### 1. Prologue

You find yourself standing in the middle of a used ship lot. While the sales man lays the sales charm on thick, he also pumps you for information about yourself to better focus his pitch. You **choose your background** to tell him. Regardless, the salesman points you to the same stellar ship, guaranteeing it will never let you down.

### 2. Going down with the ship

You awaken in your ship to an alarm. A planet visible through cockpit windows. The onboard computer shows a Raider ship's grapple locked onto a section of your ship and a readout of *critical failure*

Your options are to:

1. Full thrusters to snap the grapple's cable. (crash landing in on farm)
2. Radio for help (raiders respond → board → dismayed at lack of booty take you onto their ship leaving your ship to crash land where it will.)

### 3. Down with the Raiders

You are led out of your ship into the Raiders' hidden forest base. The **Raider Leader** lays out an offer to you. They were hired for a job involving a secret underground site. They'd sent the **Old Coot** ahead to scope out the town but he missed his last check-in. They're a little obvious as Raiders and don't want to raise suspicion.- They need the player to retrieve the Old Coot from town. In return, you'll get your ship back.

Your options are to:

1. Offer to join the raiders → in which case, retrieving Old Coot becomes a loyalty/proving test.
2. Refuse to cooperate → in which case, retrieving Old Coot is the only way to get the ship back.

#### 4. Jailbreak

Either way, you're off to **town**. Once in town you can ask the various **shop owners** and townspeople wandering around if they've seen the Old Coot around. The more you ask, however, the more suspicion you raise. Eventually, you are directed to the **Sheriff's Office**.

In the Sheriff's Office, your options are to:

1. Convince **Sheriff** to let you speak to Old Coot.
2. Convince Sheriff to let the Old Coot go under your supervision. **Requires level of trust/affinity**
3. Antagonize Sheriff → jailed with Old Coot. → **break out** with Old Coot
4. Reveal the raider plot (branch into town-aligned path).

When you speak to the Old Coot, you have to convince him you were sent by the Raider Leader, and from either side of the bars, you learn: He got arrested after starting a bar fight. Sheriff suspects something but doesn't know anything. He won't give any more info until he's safely out of jail.

#### 5. Archeology & Teamwork

You leave the Sheriff's Office and the Old Coot leads you to the **hotel** where you are introduced to the **Archeologist**. He explains hiring the raiders The underground mystery. His displeasure with the Old Coot bringing attention to himself. He gives the location of the entrance to the underground. He insists he needs a team of at least 3 people; you, at least one raider, and the Archeologist himself.

You have the option to:

1. Agree to his terms → decide on which Raider members you trust to join you.
2. betray his trust and go tell the Sheriff (branch into town-aligned path)
3. Offer to cut the raiders out of the deal. → Old Coot becomes hostile → fight → he flees if defeated. (town-aligned or *independent* path)

## 6. Explore that Hole

You choose the Raider member(s) to go. They aren't happy that the Archeologist has now seemed to put you in charge so it takes some convincing. You arrive at the underground entrance where the Archeologist is waiting for you. The Sheriff appears, he knows something is up but the Archeologist is evasive which raises his suspicions further → **fight breaks out**

After winning, your party goes through the entrance. You explore the underground facility. Your intrusion activates the ancient, underground facility to power up as best it can. Glitched service and security robots come to life. The party finds locked or collapsed sections that need to be bypassed as well as other hazards all acting as environmental puzzles.

The Archeologist points out to the party that the facility appears to be human-centric, and not an alien ship as he expected. Clues discovered about reveal that this was a terraforming control center.

Everyone in the party contributes based on their skills. Poorly chosen companions may have nothing to offer or even hinder progress.

Archeologist acquires the artifact. Group must escape the facility.

## 7. Betrayal!

Once escaped from the underground facility, the Raiders attempt to double-cross teh Archeologist. Your options are to:

1. Side with the Raiders
2. Side with the Archeologist

## 8. Time to End it

You return with the Raiders to their forest camp. The Raider Leader offers the ship and also a place in the gang. Your options are to:

1. Accept just the ship → Raiders leave with the Artifact without you → portal triggers in the sky as you watch from the ground
2. Accept entry into the gang → You follow the Raiders into space with the Artifact → portal triggers in front of you through the view of your ship with the other Raider ship nearby
3. Attempt to double-cross the Raiders by yourself to take the artifact. → you leave with the Artifact alone → Artifact comes to life and portal triggers in front of you through the view of your ship

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