

# Town Aligned 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. **Crash Landing & Consequences** - destroy some crops and decide your fate
4. **Straight to Jail** - you learn the terms of your sentence and meet the Old Coot
5. **Jail Bird** - you decide to either break out with Old Coot or wait
6. **Out & About** - you visit the various people & shops looking for work & run into the Archeologist who has an enticing offer of his own.
7. **Archeology & Teamwork** - get a job, choose the team
8. **Explore that Hole** - navigate the underground area and help Archeologist retrieve the artifact
9. **Betrayal** - choose who to help when the Sheriff demands the artifact be turned over to his authority and Archeologist refuses.
10. **Time to End it** - get ship back as thanks for helping the Sheriff, (optional) double-cross the Sheriff and take the artifact for yourself, let the Sheriff send the artifact through the Pony Express courier.

## 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. Crash Landing & Consequences

You find yourself crash landed in a field of alien crop. You are confronted by an angry farmer for damaging his cash crops. You're told to stay put for the **Sheriff** to arrest you.

Your options are to:

1. Obediently stay put
2. Attack the farmer (potential Raider path)
3. Run away (potential Raider path)

## 4. Straight to Jail

You stay put. You can try to chat with the farmer but he's understandably not in the mood. When the Sheriff arrives, he takes you into custody and drives you back to town.

He is more agreeable to conversation and asks you all kinds of questions, trying to gauge if this "accident" is not a cover for something else. At the Sheriff's Office you're taken to the single cell jail, which already has a single occupant, the **Old Coot**. There the Sheriff informs you that your ship will be impounded and you will have to pay back the farmer for his lost crops before you're allowed to leave. He offers a few people/shops that may have work for you. You'll have to spend your nights in the jail. The Sheriff then snoozes at his desk in sight of the jail. The Old Coot decides this is the time to chat you up. Without prompting, he says an obvious code phrase.

Your options are to:

1. guess at the answering code phrase → on success, convince him you're a friend of his Raider Party (raider path)
2. admit you have no idea what he's talking about → he offers to team up to escape

## 5. Jail Bird

He knows you're not a friend of his group but wants to team up to escape anyway.

Your options are to:

1. Team up with the Old Coot to break out of jail (raider path)
2. Alert the Sheriff (get attacked by Old Coot/die)
3. Turn down his offer and wait until morning.

## 6. Out & About

It's the next day and the Sheriff releases you to seek **work among the shop owners in town**. You find the shop owners' attitude toward you to be on a scale from pleasantly indifferent to hostile. You also find the tasks are small and so is the pay.

One of the Sheriff's suggestions was to ask at the **Inn**. When you ask the **Innkeeper** for work, they have the same pittance to offer, but patron of the inn overhears and approaches you. It is the **Archeologist**

## 7. Archeology & Teamwork

The Archeologist explains he hired a group to help him explore an underground mystery and admits the Old Coot was a part of this party. He expresses displeasure with the Old Coot for 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 other skilled person, and the Archeologist himself.

You have the option to:

1. Agree to his terms → find at least one townspeople who likes you enough to join
2. Betray his trust and go tell the Sheriff → he insists on joining the party
3. Offer to get the Old Coot out of jail (branch into Raider path)

## 8. Explore that Hole

With the townspeople/people you've chosen and liked you enough to go, you arrive, you arrive at the underground entrance where the Archeologist is waiting for you.

The Raiders appear, realizing they've been cut out of the deal → **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.

## 9. Betrayal!

Sheriff (shows up if not already a part of the party) and demands the Archeologist turnover any artifacts taken until he can understand what's going on. The Archeologist refuses, suddenly aggressive with his goal so close at hand. The townspeople, confused, either run away or side with the Sheriff.

Your options are to:

1. Side with the Sheriff & townspeople
2. Side with the Archeologist

## 10. Time to End it

You return to town. The Sheriff keeps the confiscated artifact and affects of the now deceased Archeologist locked up in the Sheriff's Office.

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Revision #5

Created 2026-03-29 20:40:11 UTC by Ayla

Updated 2026-04-08 05:57:21 UTC by Ayla