



CYBER SOLSTICE

Story and Character Reference Guide

ABSTRACT

Information regarding narrative story background, characters (PC's and NPC's), and general reference.

Neil Schnepf

Created for EverFire, a division of Forever Interactive

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Introduction

Cyber Solstice was the second project to come out of EverFire Studios. Like *Battle Gnomes*, it was developed as part of a quick-dev team spun off from Forever Interactive to target the mobile market.

Cyber Solstice was a retro-style on-rail shooter set in a dystopian city overrun by an oppressive AI. In the first release of the game, a single mission mode and one playable character were available. Future releases of the game would have supported a story mode and multiple missions meant to unlock the greater conspiracy.

Cyber Solstice was released to the Ouya platform in October of 2013.

As an early partner with Ouya, Forever Interactive and EverFire Studio was given a chance to demo the game at the Ouya booth at GDC in 2013.

The World of Cyber Solstice

In the distant future, a technologically advanced civilization spreads across a planet from surface to orbit, existing in sprawling self-contained and self-sufficient Cities.

After a brief period of InterCity war, an era of peace has descended over the planet.

All areas of human endeavor expand, but particularly in cybernetics and bioengineering.

As the story begins to unfold, one man decides to change the course of history... forever.

Narrative Storyline

- Mar Jeh, is the villain of the piece, though not at the start of the game. In the beginning, he is deputy to the Prime Minister, Tahlis Noovo.
- Tahlis is a reasonably just administrator and commander in chief of the elite guard that patrols the city and keeps it safe. The player is a member of this city guard.
- Mar is not happy with the status quo, seeing the peaceful era under Tahlis' watch as a sign of weakness rather than a laudable achievement.
- Mar, using a familiar action trope, manufactures a crisis to test the city and wrest control from Tahlis and the Council.
- He creates a series of terrorist cells predominantly operated by his own hired men. They sabotage the city, disrupting key systems to foment growing unease and distrust in the government.

Using devices created by Mar's co-conspirator (a brilliant cyberneticist), the 'terrorists' isolate portions of the city from the main AI grid and establish control over the automated systems. This establishes the reason why the player (and other Guard members) are fighting these cybernetic systems.

Naturally, only a strong hand will do; martial law must be declared. Tahlis will never agree of course, so Mar must find a way to remove him.

- The Guard is sent on a mission to destroy the terrorist organization, their random attacks drawing them all across the City and environs (this way the levels can be quite diverse without any real need to connect them).

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- The final part of Mar's plan rests on the Artemis AI, which can only be initiated with the Prime Minister's code. With Artemis in place, the AI will seize control over all automated systems, handing absolute control to its master...and eliminating any need for the Guard.
- Mar escalates the attacks, with word leaking that the ultimate plan is to destroy the Council chambers, located in orbit above Low City. With the City descending into chaos, Mar and his co-conspirator, Valimius (also a Council member) maneuvers the Council to force Tahlis into a limited activation of Artemis to protect the inner City. With the code entered, the PM is no longer needed.
- The Guard is there to assist, helping with external defenses. A small group of Mar's men infiltrate the Inner City and kill the Prime Minister, allowing Mar to fully activate Artemis and lock out the Council. With Artemis' systems he eliminates the Council and with Valimius' help, plants evidence implicating the Guard in assisting the infiltrators. With the Guard disgraced, Mar officially disbands them and moves to control the entire City.
- No longer in need of his fellow conspirator, he also eliminates Valimius, tying up all the loose ends.
- The player and other members of the Guard flee and take refuge in Old City, the slums below. This sets up the multi-player storyline described elsewhere.

Missions

1. **big robot**

description: large autonomous defense 'bot

weapons/defenses: drones, missiles

2. **sea creature**

description: another one of Valimius' mad creations. Part cybernetic/part genetically engineered Kraken used for tending undersea fish and kelp farms.

Normally, it's kept passive and under control with the use of AI. But Valimius reprograms it

weapons: large arms, drones

3. **a super airplane**

description: sky leviathan. Something helli-carrier like. Fighters, missiles, drones

Last line of defense before the Inner City.

The player has to make it to low earth orbit to defend the Council. They believe it has been hijacked, but in reality, it is being run remotely by Vallimius' AI.

4. **mechanical dragon**

description: the bad guys aren't even trying to disguise their end game now. Just a purely cybernetic beast of destruction used to defend the Inner City and battle the Guard

Characters

PC's

Each of the 4 main characters would be members of The Guard (see below)

Character 1:

The Major

Lovable but somewhat awkward. A decorated veteran of the last InterCity Wars and frequently sings old military songs. Military aphorisms and lingo pepper his speech. A comedic streak of alcoholism adds a bit of tragic charm.

Skills: tactics, weapons, broad training

Character 2:

Career military

Typical career military.

Brash, unforgiving, and by the book. Honor and the Code above all else.

Excellent marksman.

Skills: weapons, accuracy, demolition

Character 3:

Arrogant pilot

The arrogant pilot, along with her distinguished training and combat record are gossiped about before she appears. Is disliked by fellow military due to her overconfidence and initially not trusted by fellow pilots.

Has a history of reassignment and disciplinary action. Still, she's one of the best.

Skills: lightning reflexes, accuracy

Character 4:

Idealistic Lieutenant

More seasoned than your raw recruit, the Lieutenant is nonetheless fairly young. She has to learn that what worked in Officer's Training School isn't necessarily going to fly in the field, and that lesson costs a couple of defeats that nearly break her faith in herself as a leader.

She is a natural leader and as she develops more practical training and confidence will become one of the best.

Skills: leadership, tactics, computers

NPC's

1. *Mar Jeh*
Deputy Prime Minister, architect of anarchy
Tall, charismatic, supremely manipulative, cunning
2. *Tahlis Noovo*
Prime Minister, leader of the City
Fair, open-minded and just; amiable and well-liked by the citizens
3. *Valimius (Alton Yorii)*
Council member, co-conspirator with Mar Jeh; brilliant cyberneticist and the man behind the devices and techniques utilized by the agents of Mar for his revolution

Moderate height; brilliant, monomaniacal; believes in order and perfection – nature (and mankind) is inherently imperfect... it needs to be improved upon and external order must be imposed.

His single mindedness leaves him vulnerable to the manipulations of Mar Jeh.
4. *The Guard*
The elite of the local police force; SWAT/special forces.
Under the stewardship of Thalís Noovo, the Guard became exemplars of justice; well-respected, incorruptible – this is why their well-orchestrated disgrace was such a hard blow for the City
5. *Council*
Elected governing body of the City.
A group containing representatives from each of the zones of the City.
The PM is chosen by the Council and can cast the tie-breaking vote if necessary.
In the last incarnation, a generally pragmatic group that sided with the views of the PM Valimius is a member of the Council.

Character Bios

Gender: Male
Character Archetype: Career Military
Name: Dent Romar
Age: 36
Rank: Flight Lieutenant
Primary Specialty: Precision Targeting, unassisted
Secondary Specialty: Field repair
Neural Affinity: 4 on the Corder Spectrum (low-moderate)

Bio:

Dent joined the Dunn Point Military academy at age 16, graduating near the top of his class 3 years later. His abilities earned him a spot in a front-line unit of the Naval Regular Forces in the closing days of the 2nd Tressor Conflict.

Displaying an aptitude for quick, decisive decision making and a remarkable ability for unassisted (non-AI), marksmanship, he was the ideal candidate for the newly-formed Spall Unit. Although slightly older than the ideal candidate at the age of 25, he was assigned to Spall Group South.

An engagement with pirates at the Toren atoll left him badly injured in the left leg, requiring extensive synth-grafts and biomech augmentation.

While his augments would typically restore full functionality to his injured limb, his low affinity rating made this nearly impossible. Faced with a medical discharge from the physically demanding Spaller Corps, he turned his skills to the Guard, where he rose rapidly through the ranks.

Gender: Female
Character Archetype: Hotshot pilot
Name: Ala Loren
Age: 25
Rank: Senior Wingman
Primary Specialty: Pilot/Navigation
Secondary Specialty: Tactics
Neural Affinity: 9 on the Corder Spectrum (gifted)

Bio:

Ala Loren was marked early on by her high neural affinity rating and scholastic aptitude. She likewise joined Dunn Point at 16 and was one of small cadre of cadets accepted for early admission to flight training school. Her C-9 affinity ranking and fast reflexes made her adept at piloting any Gate-Tech Interface (GTI) craft. At 21 she graduated at top of her class at the Guard Training School. Although the 2nd Tressor Conflict had ended by the time she joined the Guard, she has served in numerous counter-piracy/terrorism missions.

Sample Mission Briefing

MOS(3)::DISTIL PRI-1

[Mosaic node 3 analysis summary, priority level 1 (highest), received by CORR Logistics, Tressor Command Authority]

Analysis complete.

Correlates 87%. Disruptions are proceeding in an organized pattern.

Targeted system corruption at base level, method unknown.

Affected Systems:

- Auxiliary Defense Grid, Internal
- Causeway Autonomous Routing (CAR)
- Maintenance and Refuse Recycling

Affected Areas:

- Hub Green 3, Sector 4
- Hub Orange 1, Sector Causeway
- Hub Orange 5, Sectors 2 and 7

Recommendation:

- Localized response, immediate.
- Distributing Guard Personnel Alloc. Recon Detail single unit.
- Scope: Reconnaissance/counter-terrorism

Follow-up:

- Assess uplink intel for ReEval.

GUARD GATE INCEPT, PRI-1

[VIZR internal communications, visual]

Kit-up in 4 (hours).

Immediate report to MISSION.

Reference

SPALLS

In the chaotic aftermath of the *Incident* (an event that occurred in the pre-history of the game), there was an increasing need for a highly organized and expertly trained military force, both inside and outside of the Dunn-Herra Bloc.

This period saw a resurgence of piracy, looting and destruction of Corporate and Bloc assets that required a flexible, mission-directed team capable of both conventional and unconventional warfare.

The Permanent Defense Corps, under the auspices of the Spall Directive, created the Spall Unit to meet these critical needs. The first two Companies to be activated were Spall Red-1 and Spall Group South.

The PDS would eventually create a more generalized group, The Guard, in later years.

- **Spall Red-1:** Knowledge of this Company remains classified, Pri-1.
Spall Red-1 is tasked with protecting the Deep Core Prime outpost and Project Gantry.
Its primary mode is surveillance and countermeasures, monitoring the Red Line Quarantine Zone.
When necessary, it will interdict any craft or other trespass of the Quarantine Zone.
- **Spall Group South:** Piracy/Counter-terrorism
Direct Action against unknown and hostile craft;
use of unconventional warfare tactics to seek out and eliminate the source of threats to the D-H Bloc
While it's primary Operational Area is a broad arc of ocean south of Dunn-Hera, it is capable of rapid deployment to other areas as required

A later period of unrest in the Fenn Helder region placed additional mission stress on the PDC and required adapting the Spall Directive for long-range, extraterritorial operations.

- **Delta Spall:** Operations in Fenn Helder
- **Spall Gold Talon:** Flexible deployment force, with no fixed Operational Area. It first saw action in support of missions in Ogden Reach.

Dunn-Hera Operational Command

Tressor Defense Corps

Oversees the Home Guard Command and the Department of Internal Security and Emergency Response (DISER).

HGC coordinates activities of the (D-H) *Regular Forces* (or Regulars) and *Special Operational Forces* (The Guard, Spalls). The Regular Forces Command has branches that maintain response capabilities in land, sea and air (Air Regulars, Naval Regulars and Ground Regulars).

While technically subordinate to the TCA, the HGC reserves the ability to exercise its right as the lead member of the Tressor Holding to act unilaterally in defense of its assets and objectives. Within the organizational structure of the TCA, the HGC is parallel to that of the Regional Command.

The HGC is headquartered in *Central Command*, an external structure located within the Inner Defense Line (IDL, or the Berm). CenCom garrisons the majority of the regular forces and maintains operation of the *Central Repair Facility* (the Garage), the *Line Fabrication Facility* (the Line), *Materiel Recovery Plant* (MCP, 'The Pit') and the *General Arsenal* (located within a restricted section of the Warrens, the main storage network for Dunn-Hera). A secure M-Line connects CenCom to the Dunn-Hera superstructure. It is heavily guarded and the transport route can be severed in the case of emergency or incursion.

Special Operations Command (SpecOp Command) oversees The Guard and Spalls and is headquartered in CenCom. SpecOP also maintains a training and operations facility known as the Forward Garrison (home base for the Guard and the Spaller Corps).

The HGC also utilizes fixed and mobile *Strategic Deployment Posts* as staging areas. There are two permanent SDP's within the Berm and four distributed within the Outer Perimeter (D-H Complex Allotment Area + 10 miles). In monitor mode, SDP's are protected by a WARD-7, K4 AI system.

Special Operations Command is located in the MISSION within the Forward Garrison and coordinates activities of the Guard and Spaller Corps.

DISER

The Dunn-Hera department that manages activities of the General Police (GP), the Tressors (only in Port Wake) and SWIFT teams.

General Police – equivalent of a modern police force, responsible for maintaining civil order and managing simple emergencies

Tressors – legacy security group whose jurisdiction is solely confined to Port Wake.

SWIFT (Special Weapons Interior Force Tactical) – There are two branches to this quick response emergency management groups: *SWIFT Logistics* and *SWIFT Support*. They may operate jointly or independently as the situation warrants, but when responding in tandem it is always SWIFT Logistics which commands the operation.

SWIFT Logistical – Combination of SWAT forces and Coast Guard, with quick-response capabilities for air/sea/land rescue

SWIFT Support – Comprised of Environmental Remediation Teams (fire, biological, chemical, etc.), Field Engineers (communication/navigation; structural, etc.) and Field Assistance Corps members (food and medical supply distribution, counseling, etc).

When deployed, a Mobile Headquarters Unit (MobQ, pronounced mobe-cue) coordinates operations.

Other support units:

Remediation-Unit Vehicle (RemUV, pronounced 'remove') – containment and remediation device for fire, chemical and other emergencies.

Hopper, heavy – field deployment vehicle – multi-arena (air, sea and land operations), multi-function heavy-lift cargo vessel utilized for HQ grounding and personnel and equipment deployment.

In stationary mode:

MobQ - the Hopper can act as an enhanced defensive

deployment of the MobQ, adding hardened defense capabilities (environmental as well as tactical-Qshielded heavy armor) and limited offensive measures.

Medical Bay (MedPod) - the Hopper can also act as a mobile hospital.

Flight mode – transport and rescue

THE 2nd TRESSOR GUARD REGIMENT

Although the Spaller Brigades were technically the first special operations forces coordinated by Dunn-Hera, it was thought that a more general operational structure (and nomenclature) was needed when new pressures were being placed on Tressor Holding (chief among them conflicts with Fenn Helder over access to mineral rights).

It was decided that the old organizational hierarchy of the Home Guard would be utilized to create an umbrella department overseeing the Spaller Corps and the newly-established Guard.

The Guard is similar in design and scope to the US Rangers. It maintains three Guard Battalions (1st, 2nd and 3rd; 1st operating within the D-H complex, the 2nd operating in the rest of Tressor Holding and the 3rd which operates extra-territorially.)

The Guard is well-equipped light infantry that operates both within and outside of the Tressor Zone, with Regimental Headquarters located in Dunn-Hera's Forward Garrison.

Mission

The 2nd Guard Regiment plans and conducts special military operations in support of policy and objectives congruent with Tressor Holding and the Tressor Free Trade Zone. Its specially organized, equipped, and trained soldiers provide the Tressor Command Authority (TCA) the capability to rapidly deploy a credible military force to any region of the world. In addition, the Guard is often called upon to perform missions in support of Regular Forces (Regulars).

The cornerstone of Guard missions is that of direct action. In order to remain proficient in all light infantry skills, Guard units also focus on mission essential

tasks that include movement to contact, ambush, reconnaissance, airborne and air assaults, and hasty defense. With multiple deployment kit-outs, Guards can quickly and effectively respond in a variety of situations.

Being light infantry units, Guards rely heavily on external fire support in the field. Guard fire support personnel train extensively on the employment of CAS (Close Air Support) attack drones and DSHARP attack craft, Naval Gunfire (NGF) J-5 Gunships and artillery (standard and charged-energy rounds). The close working relationships with units that habitually support the force ensures that the Ranger Force always has the required assets to perform its mission.

The versatility of the Guard member and their equipment kit-out allows them to operate effectively either singly or as part of a Squad.

Motto: “Always First”

Although the second special operations force to have been created, the Guard leads the way for the Tressor Forces and is often the first responder in times of crisis.

Organization

The 2nd Guard Regiment, headquartered in Dunn-Hera, is composed of three Guard battalions. The three Guard battalions are geographically dispersed:

1st Battalion; Dunn-Hera Complex

2nd Battalion; Secondary Command, Barrier Ridge Complex

3rd Battalion; Tertiary Mobile Command

Regimental Headquarters is located within the Tressor Forward Garrison and consists of a Command Group, normal staff positions, a communications detachment, a fire support element, a reconnaissance detachment of three 6-man teams, a cadre from the Guard Training Detachment (GTD), and a Company Headquarters.

Additionally, the Regiment has the capability of deploying a planning team consisting of experienced Guard operations, intelligence, fire support, communications and logistics planners. The team can deploy on short notice with TCA approval to plan Guard operations during crisis action planning for contingency operations.

The Battalions

Each of the three Ranger Battalions is identical in organization. Each battalion consists of three Wing companies and a Headquarters and Headquarters Company. Each battalion is authorized 500 Guard.

Command and Control

The flexibility of the Ranger Force requires it to perform under various command structures. The force can work unilaterally or part of a JTF (Joint Task Force), most typically with the Regular Forces. It is common for the Guard Force to conduct forced entry operations as part of a JTF to afford them the capability to conduct special operations/direct action missions.

Capabilities

The TCA maintains the Regiment at a high level of readiness. Each battalion can deploy anywhere in the world with 18-hour notice, with local stand-by readiness within 6 hours. Because of the versatility of the 2nd Guard Regiment, it must possess a number of capabilities. These capabilities include:

- Infiltrating and exfiltrating by land, sea, and air
- Conducting direct-action operations
- Conducting raids
- Recovery of personnel and special equipment
- Conducting conventional or special light-infantry operations

Limitations

The Guard battalions are light infantry and have only a few vehicles and available weapons systems. They deploy with only 7 days of supplies and lack strategic logistical and mission support, requiring assistance from other services/agencies.

Equipment

- *Flight/Glider Packs* – Carsson projector solid hologram with CDMU Power source and Q-field Repellor Glide; AI response and rapid configuration

- *Vizr* – Gate Tech integrated multi-modal tactical display with onboard AI/uplink
- *ULink Tactical* – Gate Tech shunt allowing real-time integration and control of gear
- *Javelin* – coherence focused Qfield projector with CDMU Power Source (two-person operation); allows for limited armor-piercing capability
- Pulsed energy weapons (side arm and rifle)
- *Dragonfly* – Autonomous, rapid deployment/recovery vehicle; AI guidance and uplink; Field Array defense umbrella; Repellor driven, moderate range; capacity: 1 squad
- *Hopper, Light* – This short-range repellor craft is a versatile vehicle capable of delivering a Guard platoon, weapons and support equipment to the forward operational point. Aside from a delivery vehicle, it also serves as local logistical support, augmented by uplink with JTF operations. M-Grade CDMU, enhanced Field Array defense umbrella, short-range pulsed energy turrets.
- *Mission-specific kits* – modular enhancements tailored for task-dependent activities

Support

Each Guard Battalion has a Guard Support Element (GSE) that maintains and outfits the force and its equipment. This unit (engineers, drivers, maintenance tech, etc.) provides the battalion with the necessary requirements to meet mission/training demands. This unit, although responsible for supporting the Guard's outfitting for combat, does not deploy with the unit.

Ranks

Wingman Cadet
Wingman
Wingman First Class
Specialist (1-3)
Senior Wingman
Sergeant
Technical Sergeant/Lead Sergeant
Officer Cadet
Pilot Officer
Flight Officer

CYBER SOLSTICE

Flight Lieutenant
Squad Leader
Wing Commander
Group Captain
Flight Commodore
Air Marshall

Headquarters and Training Facility: Forward Garrison