

STAR CONTROL II

By Pyroi

It is the year 2155. 20 years ago, the Alliance of Free Stars was defeated in the Ur-Quan Slave War. Earth has been Slave Shielded, sealed forevermore behind an impenetrable barrier. The Ur-Quan are triumphant, they are the masters of the galaxy.

However, due to a stroke of fate, there is hope. A single human colony, Unzervalt, managed to evade the Ur-Quan's destruction through pure luck. Unzervalt was also home to a Precursor Starship—a tugboat by their standards, but a godsend by ours. The Captain has now set out to discover what has come of the galaxy in the 20 years they've been isolated.

In another corner of the galaxy, the Ur-Quan are gathering. The Kzer-Za and Kohr-Ah are meeting after 25,000 years, setting off the final stages of the Doctrinal Conflict. The Kzer-Za, the green Ur-Quan, are willing to let other sentients live, whether that be as servants or under Slave Shields. The Kohr-Ah, on the other hand...should they be victorious, there will be no other species. Only Ur-Quan.

You enter a galaxy on the turning point, Jumper. The Kohr-Ah will win the Doctrinal Conflict in a scant four years' time, and the Death March will begin. Will you be this world's savior, or its doom?

You have 1000cp to decide.

Location

Roll 1d8, or pay **50cp** to choose your starting location.

1. **Sol** - Earth—homeworld of humanity, current location of the Precursor Flagship and the Captain, and currently under a Slave Shield. Thankfully, the Ur-Quan Kzer-Za maintain that all Slave Shielded planets must maintain a space station for visiting Hierarchy battle ships, though the only guard on this station is a single Spathi Eluder, so they're not

The Sentient Milieu (400cp): You are not in the year 2155—you are in the era of the Sentient Milieu, one week before the Ur-Quan return with the Dnyarri and bring about the end of the alliance. Your mission is to stop the Dnyarri and prevent the fall of the Milieu, preventing so much tragedy in the future. Be careful—a single Dnyarri can control an entire planet with their mind, and you'll be dealing with an entire Empire of the things.

Rainbow Hunt (400cp): Across the local cluster, there are 10 incredibly rare worlds—the Rainbow Worlds. It's not these that you're after, they're just the first step in the puzzle. You see, the Precursors arranged the Rainbow Worlds in a particular way, one meant to tell the secrets of the way they left this area of the galaxy. Your mission is to find out what happened to them, even find them if they still exist.

***Happy Campers*, It is time for a *Party* (600cp):** There is a single race, important in the coming war, that I have not mentioned. That is because I do not want *Them* to notice you. This...this will make *Them* notice you. They are from *Below* and extend their *Fingers*, the Orz, into this world to enact their will. They are the reason that the Androsynth are no longer present, having been *Pulled* into *Below*. *Them* now knows of you, and will be coming. They will stop at nothing to *Pull* you out of *Heavy Space* and replace you in your Chain. Their Nemesis ships will *Dance* with you until you can handle no more. Your only hope may lie *Above* with the Arilou Lalee'lay, the other major interdimensional alien of this world. If you can banish *Them* from *Heavy Space* once and for all, I will slip some information to the Melnorme to get you a copy of the **Melnorme Database**. This contains countless biological, historical, and cultural records from over 25,000 years of galactic history. Getting this from the Melnorme would put you in debt for the rest of your journey, and then some, so feel grateful that I managed to work out a deal.

Stargate Trek Wars II: The Ur-Quan Masters (600cp): The galaxy has become that much more full. A living energy fiend connects and binds all beings, cyborgs in massive cubes now lurk in the shadows of the galaxy, assimilating any lifeform that approaches, ruthless immortal parasites have begun to rise again, and the galaxy just got several times more dangerous. In layman's terms, you're now dealing with the sudden introduction of Star Wars, Star Trek, and Stargate into the setting. The System Lords are only just able to stand against the Ur-Quan Hierarchy, the Borg are only just able to catalog races before the Ur-Quan enslave them, and the Ur-Quan themselves have become extensively trained in the Force to prevent future mental domination. Not only that, but hiding beyond the Stargates are the Ori, the Yuuzhan Vong, and the Wraith, and it's almost certain that the Q are watching all of this with rapt attention. Your goal, in all of this? It's not just to merely SURVIVE, no, you must bring this galaxy to a stable peace—the System Lords must be disarmed or defeated, the Ur-Quan either turned to a force of good or eliminated outright, and the Borg stopped or destroyed in their entirety. For your prize, you will receive **A Little Slice of Heaven**. This is what is left of the galaxy after the Doctrinal Conflict concludes, however you manage to do it. Enjoy your victory, Jumper—it'll be hard-fought, regardless of what you do.

Ending

You made it. Did you save everyone, or is the galaxy a shadow of what it used to be? Whatever the case, here are your options.

Star Control 3: This world interests you, Jumper. You choose to remain here, in whatever state you left it, for the rest of time. Enjoy yourself—I hear that Gaia is lovely this time of year.

Star Control: Origins: You have had enough, and will be returning home now. You retain all your powers and companions, and find yourself right where you left off.

The Ur-Quan Masters II: You move on from this world, ready to do whatever you need to.

Notes

You cannot be an Orz. There is only one Orz, sticking their *Fingers* through to act like *Many Bubbles*.

If you die in a Pkunk Fury without a one-up, your chain still ends. However, you'll leave behind a reincarnation should the Fury revive.