



RESEARCH SECTION OF THE 4TH BRIGADE EXPLORA

(446.04M. StarCorp Inc.)

1. The planet's atmosphere is toxic in the long run. Never leave the Base without your Masks.
2. Due to the shadow of the planet orbited by the moon, night is much longer than day. (Night will last 14 minutes, day 6 minutes.)
3. You are located next to a giant rift (100 km long and 0.5 km wide at its narrowest point) that runs across the only land road between the mines established in the continent's interior and the astroport on the coast, currently under construction. (The rift will be symbolised by 3x3m rectangle marked with paper tape. Inside the rectangle there will be two rows of chairs, serving as the walls of the rift.)
4. The rift seems to be of great significance to the natives. Don't risk entering the area without their explicit permission.
5. Draconians are bigger and stronger than humans. They have social structure and the ability to use tools. They seem to be capable of speech.
6. The natives are very active at night, but they hide from daylight. You do not have reports of any activity from them during the day.
7. They seem to place great importance on rituals.
8. There is an entity near their settlement that they appear to worship.
9. The Doctor will help you in your task.
2. At the moment it can only answer questions with "yes" and "no".
3. It is possible to unlock its more advanced functions, but the lock seems to be in the machine's programming, so it will be necessary to ask the right questions.

Research Section tasks:

1. Put your Section badges on.
2. Establish contact with the local population SD7 Alfa, "Draconians".
3. Cooperate with Engineering Section in construction of the bridge. Keep in mind that it cannot interfere with your relations with the natives.
4. Retrieve the previous expedition's lost databases and learn about their fate.
5. Repair the Supercomputer.
6. Establish contact with the entity worshipped by the natives.
7. Make a list of rituals and customs of Draconians. It needs to be in written form and as clear as possible. (This task is overseen by the Doctor, you are given two writing pads and five pencils.)

When your landers were entering the moon's thick atmosphere, a sudden storm forced you to perform emergency landing. What's odd, the exceptionally strong electric discharges were able to create electromagnetic pulse that fried your computers' circuits. You found remains of the previous expedition, where you were able to activate the Supercomputer equipped with AI. Unfortunately, it is not fully functional:

1. It does not have stable electrical supply and can only work during the day.

DISCLAIMER! "Weapons" can be introduced into the game, symbolised by pool noodle halves. A person hit in the head with a "weapon" is considered fatally wounded. Act conscious, but lie down on the ground and allow yourself to be carried.

