

Final SDA

### **Part A: The Only Sun**

As the solstice approached, the sol officers started to wrap up the month's daily quota. However shiny their badges were, the work they did was dirty. Not a single one of them could get more than light rest at night as the reasons for their duties weighed heavily on their shoulders.

The sols didn't knock at the door or make their presence known. Though arguably, their method of entry wouldn't make much difference. For even if they came smashing through the window, not a gaze would be lifted off the screens. The government had given them the grace to plan it out as such so that they would not be regarded as villains, despite being the sols that ripped out souls.

The sols didn't knock at the door. Though arguably, even if they did, Ray wouldn't have noticed. Raised to rely on the electronics in front of him, the only son of the Mohun family had extremely dull senses. Even though there was the technology to fix this, none of the kids took to it. In an already collapsing economy, such operations and surgeries to fix the senses would be useless. Life was fine relying on machinery. Machines had become more lively than life itself.

The sols didn't knock at the door. Ray did not look up, but if he had, he would've seen his father, gagged in the mouth and swiftly taken away. Yet, being vigilant would've led to no better of an ending. His blind grandfather, Ra, who had those keen senses took more effort but was ultimately taken away- dragged across the floor that seemed all too distant from Ray. Eventually, when he returned to the world of his home, taking off his VR headset, Ray was almost blinded by a coin that sat next to him, basking in the sunlight. Coins had been discontinued moons ago and would be of no use now. He turned back to his video game, only realizing the house was empty when his stomach grumbled for dinner.

The sols didn't knock at the door. They entered quickly and dragged Ray away to an orphanage. The neighbors must have alerted them of the missing cases of Ray's family, but Ray had full confidence in the government. They would find his father and grandpa, but as the months and eventual moons went on, Ray proved himself skilled enough to be a prospective sol. He had grown vigilant by training his other senses to be stronger. It gave him an advantage amongst his glossy-eyed peers and even the adults, who noticed not a single one of the mischievous deeds he had committed throughout the orphanage which he was never adopted from.

### **Part B: The Past Moon**

Many moons had passed since the age of the solitaires- the last group aimed at exposing the government's secrets. Those noble fighters were long forgotten and the only survivors hid to save their lives. No amount of training could prepare sol officers to fight against a solitary. Though physically blind, the solitaires could see far better than the sols that were mentally blinded by society, seeing no horror in the crimes they committed. Their coins were the solitaires' biggest, leading to their ultimate discontinuation. In Ra's case, the only time the coin left his body was when he flung it at his grandson, Ray, as he was being dragged away in hopes that one day the truth would be revealed. Ra often wondered if there was a time that society

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wasn't so, but resolved that, over time, all things go bad. Even the solitaires who had fought for the right cause had become impatient and rebellious over time. Starting off as a group that went blind intentionally as a means to open up the other senses- the group became radical in its later years. They started to purposely blind other people using their precious coins to reflect large amounts of sunlight. Had people waited a moment, the "blindings" would've allowed them to unlock the truth about the society in which they lived, but, instead, the solitaires became a sort of terrorist group in their eyes- the government made sure of it. The solitaires were starting to have different factions forming. Rather than banding together to fight the unjust, they fought themselves on how radical or not to be.

Ra was never a radical, but the newcomers won throughout history, and the appealing fast track to temporary victory quickly appealed to many after which it crumbled just as fast. Throwing the coin to Ray would be no fast track- he would be too young to understand that the missing person "cases" that the dragging away of his father and grandpa weren't such a mystery after all.

### Part C: The Truth

One's fate can change with a single coin toss, but with the toss of Ra's coin to Ray, the fate of the *world* hit a solitaires before him that saving society. n had a detail that many in would be the key to



Ray held the coin, glinting in the moonlight. He ran his thumb over the indentations that he was all too familiar with. After all, this is what he had been doing every night for the past ten years. For the past ten years he searched for answers, combed every website, used every technology to find out the origins of the coin, the meaning of a solitary. He often wondered what the point was of being vigilant- it only made his life feel more disconnected from the people around him, and he started to use his other senses when it was too late- once his only family was

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gone. In fact, his attention to detail just made his life strange. He had been exposed to a great deal of things that he thought were strange. Whenever sol officers came to visit the orphanage, Ray would sometimes see blood on their hands- or perhaps they were just red from sweat. That must be it. Deep down he knew that his senses never lie though. He could smell the stench of blood coming off of them and knew something was terribly wrong in the world. Why would an officer with technology to easily trap someone go to the lengths of killing in such an unsanitary way? The curiosity overtook, for the first time, the only other emotion Ray had- grief. So, one day, when the officers came to the orphanage to ask to recruit him, he couldn't decline.

The officer training was nothing for Ray until the mental exams. To be an officer, one had to have immense mental strength to endure the toughest of challenges, which, to be frank, Ray rolled his eyes at. He expected an easy personality-test-like simulation. I mean, how much strength would an officer need just to stop non-existent crimes? Walking in with confidence, Ray sat down and started the simulation. He was back in his childhood home, playing video games, which he had banned from his life since the incident. The feeling of dread grew tighter and tighter, making him want to coil up into a ball. The simulation forced him to play from morning to night, until he realized that his family was gone. Bursting into tears, Ray ripped the headset off and ran from the testing room. There was no reason for them to bring that up- they had no right. If he were a sol officer, Ray knew he would've found all the missing persons whose reports were for sure piled up somewhere in the facility. Taken over first by grief of reliving such a moment then confusion on why that was pertinent, Ray transformed his emotions into anger and determination- as he had learned to do growing up.

He snuck into the testing center later in the night after hours of shameful loneliness. The test showed him that he was not as strong as he thought and he knew that to cover for his weakness he would have to turn his past into motivation for the future rather than a means as which one could bring him down. Ray used technology significantly less than others, so he randomly picked "the truth" when given two options on the simulation. He was sucked back into that dreadful moment, which wasn't even traumatizing- it was maddening to know that it was his own fault of being inattentive that his family was gone, but he was done being mad at himself. After all, true strength is correcting the mistakes of the past. Rather than playing games, Ray sat in front of the screen, but remained aware of surroundings. Unfortunately he found that he wasn't able to turn around, but all the other senses were working- he could rely on those. There was no knock at the door but Ray could feel a presence enter the room, which wasn't part of the simulation originally. No, he couldn't just feel it- he could smell the presence as he was overtaken by the stench of blood he knew all too well. He took off the simulation gear- horrified at what he had found out.

Yet in his terror, he realized that it added up. The missing files, the years of no action, the secrecy and eerie quiet that filled the room when sols walked in. People deserved to know. Acting fast in case someone saw him, Ray hacked his way into the energy center in the facility. If they just were torn from their screens, the people would see what was happening. Rather than blinding them with coins, he used the coin to burn the mainframe of energy. The coin reflected

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even the moonlight and burned as it was designed to. The alarms blared and Ray had no time to save any region except his own. He disappeared into the night- awaiting the sun's rise over this new era for his providence that would become a beacon of light in a world gone dark.

Notes

## Dystopian Fiction: THINK FAHRENHEIT 451

- “Gloom-and-doom”
- End of the world; dystopia = opposite of utopia (yyayayayya!!!)
- Take a dire situation and exaggerate, how would a worst case scenario play out in the next 100 years? START HERERRERERER
- Important points:
  - Set up the no hope vibe BUT can still be funny
- Common themes:
  - Government control
  - Environmental event (inhabitable earth)
  - Post-apocalyptic world (everyman for themselves)
  - Loss of individualism (to the greater good of society)
  - Resistance (of some sort by protagonist)
    - Anarchy, rebellion, violence, etc.

## Story Brainstorm + Outline



## Brainstorm

Word Association Game with Key Elements:

- Coin: invent, create, money, cash, currency, bucks, gold, counterfeit, bank, inflation, hoard, stack, pile, roll (<https://thecollectivenouns.com/things/collective-noun-for-coins/>)
- Sun: daylight, warmth, beams rays, glare, shin, star, galaxy, bask, flare, tan, helio, surya, ra, sol
- Moon: satellite, “over the moon,” moonlight, eon, forever  
(<https://www.merriam-webster.com/dictionary/moon>)
  - To moon: dream-like state
- Truth: fact, reality, honest, “gospel truth,” “moment of truth,”

Dystopian Aspects (could incorporate)

- Government control: can relate to money
- Inhabitable Earth: involves moon as a different place to live and related to sun too ig

Current Event Situations I find interesting/concerning:

<https://www.un.org/en/global-issues>

- Ageing (read too many stories surrounding overpopulation though)
- Online Safety (ehhh)
- Atomic Energy (hm)
- Terrorism
- Drug Addiction
- Food shortage

- Gender Equality
- Space Race (might connect)

## **Connections**

Use moon as unit of time

Sun, coin, and truth

- Sun is blinding OH WAIT -> sun can be a political group or some sort of organization where the people are blinded to what's going on or trying to blind other
  - Blind others physically by reflecting off coins??
    - Unknowingly reveals truth because people finally start to listen with ears rather than believing what they see (another issue in today's society) -> rebel against the sun
  - Rebels = SOLitaries (alone in this world)

## **Story Outline**

- Context: government is secretly killing people off that don't rllly contribute to economy, but no one really notices because they keep the eyes distracted -> increasing missing reports
- Sol: police force tasked dragging victims away and killing them through incineration (connection to burning sun)
- Solitaries: once was a group of blind people using coins to blind others who believed in their cause to sharpen other senses because sight has been compromised by the government. You cannot trust what you see (relate to social media issues today)

- Become radical and start blinding people to hasten the cause, but bordering on terrorism until they're shut down and eventually forgotten
- Ray (little girl) is attached to screen (gov't way of making the other senses dull out)
  - Has a blind grandfather who refuses to be cured despite the technological ability of the world at this point, he is extremely alert
  - People break in to kill ray's father, but the grandfather notices, he is too weak to fight and tries to warn ray, but she is too attached to screen
  - The sols see him and fear strikes their eyes: they take him away
  - When ray finishes her youtube video, she is alone (solitary) and left with a coin (rare enough in the economy to grab her attention)
  - Sent to an orphanage with the gold coin in her neck (used by solitaires to blind people) -> show promise of the future
- 2nd perspective: grandpa sees the history of the coin as he flings it off himself and prays for ray to discover its meaning in the future

Illustration of the coin with prophecy with ray fulfilling something (the end)

Ending:

- Backstory is done JS NEED CLARITY
- Ray burns the circuits of her area -> sun rising on the beacon of hope

Rough Draft 1

### **Part A: The Only Sun**

As the solstice approached, the sol officers started to wrap up the month's daily quota. However shiny their badges were, the work they did was dirty. Regardless of how not a single one of them could get more than light rest a night, the reasons for why they did their duties weighed heavily on their shoulders.

The sols didn't knock at the door or make their presence known. Though arguably, their method of entry wouldn't make much difference. For even if they came smashing through the window, not a gaze would be lifted off the screens. At least the government planned it as such so they would not be villains, despite them being the sols that ripped out souls.

The sols didn't knock at the door. Though arguably, even if they did, Ray wouldn't have noticed. Being raised to rely on what was in front of him, the only son of the \_\_\_\_ family had extremely dull senses. Even though there was the technology to fix it, none of the kids took to it. In an already collapsing economy, such operations and surgeries to fix the other senses would be useless. Life was fine relying on sight.

The sols didn't knock at the door. Ray did not look up, but if he had he would've seen his father taken away quickly and quietly. However, if he had been vigilant like his blind grandfather, Ra, he too would've been taken. Eventually, when he did, he was almost blinded by a coin that sat next to him, basking in the sunlight. Coins had been discontinued moons ago and would be of no use now. He turned back to his video game, only realizing the house was empty when his stomach grumbled for dinner.

The sols didn't knock at the door. They entered quickly and dragged Ray away to an orphanage. The neighbors must have alerted them of the missing cases of Ray's family, but Ray had full confidence in the government. They would find his father and grandpa.

Ray didn't knock at the door when he snuck into and out of the orphanage at night to look up at the stars. He had grown vigilant- trained his senses to be stronger realizing it gave him an advantage amongst his glossy-eyed peers and even the adults, who noticed not a single mischievous deed he had done.

### **Part B: The Past Moon**

Many moons had passed since the age of the solitaires- the last group aimed at exposing the government's secrets. Their noble fighters were long forgotten and the only survivors hid to save their lives. If the coins were caught it would truly be over. Thus, the only time the coin left his body was when Ra flung it at his grandson in hopes that one day the truth would be revealed. Though blind, he had impeccable aim. No amount of training could prepare sol officers to fight against a solitary. For a sol officer is blind- he sees no horror in the crimes he commits. He does anything for a government that is unhealthy and corrupt.

Ra often wondered if there was a time that society wasn't so, but resolved that, over time, all things go bad. Even the solitaires who had fought for the right cause had become impatient and rebellious. They started to blind people using coins they minted specially to reflect large amounts of sunlight in order to pull people from the lies their eyes fed them- to make them use

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those other senses that would reveal what society was. Starting as a group to lead people out of the dark, they became a sort of terrorist group in the eyes of the people- the government made sure of it. Rather than banding together to fight the unjust, they fought themselves on how radical or not to be.

Ra was never a radical, but the newcomers win throughout history, and the appealing fast track to temporary victory crumbles just as quickly. Throwing the coin to Ray would be no fast track- he would be too young to understand that the missing person “cases” weren’t such a mystery after all.

### Part C: The Truth

One's fate can change with a single coin toss, but with the toss of Ra's coin to Ray, the fate of the world hit a turning point. Even unbeknownst to Ra, the coin had a detail that many solitaires before him had



Things to fix/think more about:

- Do we like the repetition in Part A
- Part B seems very show not tell or is it giving “Once upon a time...”
- Is this a good enough ending? - ehheh kinda cliffhanger, but also not dramatic enough to be one soooooo conflicted
- Explain the prophecy or not? Image is enough?
- In future drafts, can add more detail (was scared that I wouldn't fit everything in)

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- Tbh...so much room for more...go into how ray fulfills his prophecy?