

# **The Landing III**

## **Synopsis**

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The Verekran need a new planet to colonize. They need one that has the right resources, conditions, and distances from their homeworld. They have found the perfect planet. EARTH!

There are problems, however: The Meldarians and the rest of the local governments will not allow the Verekran to take over Earth, as it is already inhabited. Not only that, but the civilisation on it is protected under an interstellar treaty, which the Verekran did not sign.

The Verekran come up with another planet, and although most of the other Administrations will allow it, the Meldarians will not. This makes the Verekran furious because they feel that the Meldarians are trying to stop them from becoming the great Civilization that the Meldarians are, but the only reason is because the Meldarians have a protected wildlife reserve (or something) on that planet.

The Verekran have to figure out how to get the Meldarians to move their wildlife reserve, so that they can have the planet.