

THE NAMELESS MOD
ENDGAMES & DENOUEMENT

A scripted cinematic

by

Jonas Herløv Wæver

ABI ENDING

1 EXT. IN ORBIT OF FORUMPLANET

The massive, awkward shape of the space station HTTP GAMESPY hovers weightlessly in space. A muffled blast is heard in the lower regions of the station - then another. Beat. Then an awesome explosion rocks the station as the lower module is blown apart by a surge of its own energy.

Closer on the station, we see the heavy doors of the docking module open to reveal the ABI SHUTTLE. An alarm blares through the hangar as the shuttle gracefully takes off from the docking bay and floats backwards away from the station. As it clears the door, it turns slowly and accelerates away from the trembling, self-destructing station. We move away to follow the shuttle's path and a moment later the HTTP GameSpy is pulverized in a terrible flash of light. As the shuttle, having barely escaped the explosion, glides towards the planet, the green corpse of an alien floats lifelessly among the debris.

2 INT. ABI SPACE LABS - Warm evening light from above mixed with red lamps

The shuttle descends from the sky and easily floats down through the blast doors into the dark shuttle bay, lit by red emergency lights, where it lands carefully upon the launch pad where RYAN and ENDAR are waiting. Close on Ryan.

RYAN:
(overjoyed)
You did it! We're free!

TRESTKON has emerged from the shuttle and walks down the ramp towards Ryan.

TRESTKON:
What happens now?

Ryan:
We let the city pick itself up. There are no networks, there's no transportation, no electricity - the whole infrastructure disappeared with the space station.

3 EXT. CORPORATE DISTRICT - Dark streets under a starry sky, dim moonlight

KING KASHUE, PHASMATIS, EVIL INVASION, SLICER, GHANDAIHA, WINQUMAN, JONAS, and KRISSY emerge from the doors of the PDX HQ into the lifeless streets of the Corporate district. They walk among the leftovers of the battle that raged across the city until a moment ago. Corpses of WorldCorp personnel as well as firewalls and even a few civilians litter the streets. As they walk, the robots that weren't destroyed power down and fall over.

Ryan (VO, continued):
The administration is useless and the moderators are mortal again. I'm sure it'll take them some time to get used to *that* thought. Their days of secrecy and their blatant abuse of power are over.

4 INT. WORLDCORP HQ MEETING ROOM - Dim moonlight through the ceiling window

SCARA is sitting in the huge chair at the end of the long meeting table. As we zoom out of his close-up we see that the room around him is empty and none of the many chairs are occupied.

Ryan (VO, continued):
Scara has no power anymore, all communications are down and his credits are completely useless without the global banking system. Can't be long now until all the people he's hurt realize that and come knocking.

The lights in the room flicker and go out and Scara is surrounded by darkness.

5 EXT. SLUMS - Dark streets under a starry sky, lit by burning barrels

Among the worn-down buildings near the Voodoo shop, a group of thugs and bums are fighting over nothing in particular with crowbars, knives, wrenches, and whatever else they could make a weapon out of.

Ryan (VO, continued):

Things'll be chaotic for a while, but as soon as everybody gets over the shock, everything'll start returning to normal. Only this time we'll *all* be in control.

We return to the ABI lab where Trestkon is about to speak:

Trestkon:
What about you?

Ryan:

Well this facility has served its purpose. I'm shutting everything down and going back to the city to help calm people down. Perhaps you'll join me?

IF DD IS DEAD

6 INT. PDX HQ DEUS'S OFFICE - Dark and powerless

We start on the name tag and dolly up to see DEUS DIABLO's office. Deus's chair is empty, and will forever remain so.

Trestkon:
(tired)
No, I'm done here - Deus is dead. It's time for me to move on.

IF DD IS ALIVE

7 EXT. CORPORATE DISTRICT - Dark streets under a starry sky, dim moonlight

The PDX crew stop as they reach the square near the WorldCorp HQ. We pan around to see DEUS DIABLO standing next to KEVO-SAMA or MIDASHAND near the black chopper which has been landed in front of WorldCorp. Deus walks towards his friends.

Trestkon:
(tired)
No, my job here is done - Deus has safely returned to Forum City. It's time for me to move on.

THEN

We once again return to the ABI lab.

Ryan:
(incredulous and a slightly persuasive)
You don't want to stay and help build a new Forum City where each citizen is his own master?

Trestkon:
(dismissive)
I'll either be seen as a hero, or a madman. Either way, I'd rather not be around to deal with it. Your new city doesn't need someone like me.

As Trestkon turns around to walk away from Ryan, we dolly backwards away from him, flying through the dark, empty corridors of the powered-down ABI labs.

Trestkon:
(with a smile)

If you ever need help blowing up another space station, Phas will know how to get in touch.

White text sharp against the picture:

Patterning your life around others' opinions is nothing more than slavery.

- **Lawana Blackwell**

- **FADE TO BLACK**
ROLL CREDITS

WC ENDING

1 EXT. PDX HQ COURTYARD - Low-key light

KING KASHUE, EVIL INVASION, SLICER, WINQUMAN, and JONAS have gathered in the courtyard. PHASMATIS comes running out of the building and shouts to Kashue:

PHASMATIS:
Do you think he'll do it?

Kashue looks up towards the sky.

KASHUE:
He already has.

A light flares up in the sky and -

FADE TO WHITE

IF SCARA WASN'T BANNED

2 EXT. WC HQ ROOFTOP - Bluish ambient light

SCARA stands on the roof of the WC HQ, ZEROPRESENCE at his left side, watching his commandos effortlessly eradicate the last of the Firewalls, PDX MILBOTS breaking down left and right. TRESTKON moves up to stand at Scara's right side and Scara exclaims proudly:

SCARA:
You did it, Trestkon. PDX is history.

We see the PDX HQ in ruins, soot-stained windows adorning the broken façade. Embers descend gently from the sky around the WC Commandos standing watch at the entrance to the smoldering building.

TRESTKON:
At the cost of the lives of some old friends. You'd better make it up to me.

Scara:
Count on it! You gave me ForumPlanet, I'll give you PlanetDeusEx. I'll make you fuckin' governor! What do you say?

3 EXT. SLUMS - Dark streets under a starry sky, lit by burning barrels

Among the worn-down buildings near the Voodoo shop, a group of thugs (many of them wearing WC colours) and bums are fighting over nothing in particular with crowbars, knives, wrenches, and whatever else they could make a weapon out of.

Trestkon:
Sounds like a challenge. I hear riots have broken out all over town, most of them led by our own people.

Scara:
Those thugs served us well in overthrowing PDX, but now they're simply a nuisance - our commandos will deal with them. You should be more concerned about the resistance that's apparently forming.

4 INT. CORPORATE SEWERS, THE CATHEDRAL - Sharp white light casting long shadows

In an enormous room in the sewers, a motley crowd has gathered to form a resistance against WorldCorp's new regime. ALPHA OPERATOR, JACKIE, RAVING

NUTTER, ANDREUS, VAVREK, YARDBOMB, PIMP-JOJO, FENDER2K1, MADMAX, and of course DR. DUMB LUNATIC in addition to a variety of generic characters.

Trestkon:

Just a group of rag-tag idealists. I found DXO, I can find these insurgents too.
They can't hide from me forever.

IF RYAN IS ALIVE, the camera pans around to show RYAN and ENDAR joining the crew.

Scara:

I hope you're not underestimating the threat they pose - but you've become quite good at dealing with such matters. I'll let you handle it.

IF KYLIE IS ALIVE AND LIKES TRESTKON, KYLIE enters the frame to stand at Trestkon's right side.

KYLIE:

You'll do just fine, Trestkon. You have the makings of a great ruler in you, you'll turn this city into the paradise PDX didn't have the guts to create.

Trestkon:

With you at my side, of course.

Scara:

I think it's time I take my leave. I'd like to inspect my new planet
(sinister chuckle).

Scara and Zero walk out of the frame. Kylie and Trestkon stand side by side, overlooking the streets in front of the WC HQ where the bewildered population is gathering among the wreckage of the recent battle. Beat.

Trestkon:

(determined)

I've given up a lot to get a chance at making Forum City a place worth living in.

Kylie:

You've just started. There's a lot of work to be done.

Trestkon:

Yes, and no one better get in my way...

CRANE UP to show an overview of the district.

Trestkon:

(menacingly)

No one.

White text sharp against the picture:

Conscience is but a word that cowards use, devised at first to keep the strong in awe.

- Richard III (Act V, Scene III), William Shakespeare

- **FADE TO BLACK**
ROLL CREDITS

IF KYLIE IS DEAD OR DISLIKES THE PLAYER, we see citizens cautiously begin to emerge onto the streets, gathering in front of the WC HQ among the wreckage of the recent battle, looking up at their new ruler.

Trestkon:
(determined)

What PDX never realized is that it takes unflinching determination to be a good ruler - you simply can't tolerate failure. I'll set things right around here.

CRANE UPWARDS to show the gathering crowd below Trestkon and Scara.

Trestkon:
(menacingly)
No matter what the cost.

White text sharp against the picture:

Conscience is but a word that cowards use, devised at first to keep the strong in awe.

- **Richard III (Act V, Scene III), William Shakespeare**

- **FADE TO BLACK**
ROLL CREDITS

IF SCARA WAS BANNED

2 EXT. WC HQ ROOFTOP - Bluish ambient light

TRESTKON stands on the roof of the WC HQ, ZEROPRESENCE at his left side, watching his commandos effortlessly eradicate the last of the Firewalls, PDX MILBOTS breaking down left and right. THAT GUY moves up to stand at Trestkon's right side.

TRESTKON:

Nice to finally meet you in the flesh.

THAT GUY:

My flesh prefers the office chair at home.

Trestkon:

Consider this your annual exercise.

That Guy:

I'll be running marathons in a week with you in charge. Why am I here?

Trestkon:

I have big plans for this city. I'm going to make it my capital. But we need to clean it up a bit first. How's it look out there?

3 EXT. SLUMS - Dark streets under a starry sky, lit by burning barrels

Among the worn-down buildings near the Voodoo shop, a group of thugs (many of them wearing WC colours) and bums are fighting over nothing in particular with crowbars, knives, wrenches, and whatever else they could make a weapon out of.

That Guy:

Well, the rioting is getting pretty bad. A lot of it's led by the thugs Scara hired.

Trestkon:

They served us well in taking over the city, but it should be easy to dispose of them now. What's this I'm hearing about a resistance forming?

4 INT. CORPORATE SEWERS, THE CATHEDRAL - Sharp white light casting long shadows

In an enormous room in the sewers, a motley crowd has gathered to form a resistance against WorldCorp's new regime. ALPHA OPERATOR, JACKIE, RAVING NUTTER, ANDREUS, VAVREK, YARDBOMB, PIMP-JOJO, FENDER2K1, MADMAX, and of course DR. DUMB LUNATIC in addition to a variety of generic characters.

That Guy:

Just a rag-tag group of board members opposed to your new rule. They're badly organized, at least for now, and scrambling to round up anybody who'll fight.

IF RYAN IS ALIVE, the camera pans around to show RYAN and ENDAR joining the crew.

Trestkon:

They pose no threat to us. In time, they'll come to acknowledge the virtues of my government. And if they don't, we'll deal with them.

IF KYLIE IS ALIVE AND LIKES TRESTKON, KYLIE enters the frame to stand at Trestkon's right side.

KYLIE:

You have the makings of a great ruler in you, you'll turn this city into the paradise PDX didn't have the guts to create.

Trestkon:
With you at my side, of course.

Trestkon turns to face ZeroPresence.

Trestkon:
You're dismissed.

That Guy and ZeroPresence walk out of the frame. Kylie and Trestkon stand side by side, overlooking the streets in front of the WC HQ where the bewildered population is gathering among the wreckage of the recent battle. Beat.

Trestkon:
(determined)
I've given up a lot to get a chance at making Forum City a place worth living in.

Kylie:
You've just started. There's a lot of work to be done.

Trestkon:
Yes, and no one better get in my way...

CRANE UPWARDS to show the gathering crowd below Trestkon and Kylie.

Trestkon:
(menacingly)
No one.

White text sharp against the picture:

He who fights with monsters might take care lest he thereby become a monster.
- Friedrich Nietzsche

- **FADE TO BLACK**
ROLL CREDITS

IF KYLIE IS DEAD OR DISLIKES THE PLAYER, we see citizens cautiously begin to emerge onto the streets, gathering in front of the WC HQ among the wreckage of the recent battle, looking up at their new ruler.

Trestkon:
(determined)
What PDX never realized is that it takes ruthlessness to be a good ruler - you simply can't tolerate failure. I'll set things right around here.

CRANE UPWARDS to show the gathering crowd below Trestkon and That Guy.

Trestkon:
(menacingly)
No matter what the cost.

White text sharp against the picture:

He who fights with monsters might take care lest he thereby become a monster.

- Friedrich Nietzsche

- FADE TO BLACK
ROLL CREDITS

PDX ENDING

1 INT. SCARA'S OFFICE - Cold white light

SCARA stands behind his desk, trembling heavily, eyes towards the ceiling and shouting at the top of his lungs:

SCARA:
(make sure this scream takes 5-6 seconds)
NOOOOOOOOOOOOO!

He disappears with a bang in a flash of white smoke, leaving behind a dark, empty office.

2 EXT. CORPORATE DISTRICT - Dark streets under a starry sky, dim moonlight

In front of the PDX HQ, the firewalls led by Phasmatis and Ghandaijah are effortlessly eradicating the last of the WC commandos as WORLDCORP'S MILBOTS power down and break apart.

3 INT. HTTP GAMESPY COMMAND MODULE - Lit by the coloured glare of monitors

TRESTKON stands before a large console, watching a row of green lights turn orange. EVIL INVASION's voice comes through a crackling PM transmission, the cheers of KING KASHUE, KRISSY, and WINQUMAN audible in the background:

EVIL:
It's working! You have full control of the station, all systems are responding.
Time to come home, Trestkon, we're popping the champagne, man! See you
planetside!

We **FADE TO BLACK** and, after a beat, we do a **quick FADE IN** to:

4 EXT. CORPORATE DISTRICT - Dark streets under a starry sky, dim moonlight

Trestkon walks away from the ABI SPACE SHUTTLE which he has landed in front of DX Editing. Phasmatis and Kashue have come to meet him among the wrecked robots and the corpses of WC commandos.

PHASMATIS:
I knew we could count on you, mate! You've always been the best!

KASHUE:
You were right as usual, Phas -

Kashue turns to Trestkon -

KASHUE:
You didn't let us down.

TRESTKON:
Gamespy is history, but what happens to the space station now?

5 INT. HTTP GAMESPY DOCKING - Dimly lit on emergency power

We see a HOLOGRAPHIC GAMESPY LOGO rotate slowly in the docking module - we calmly pull back, craning through the empty corridors of the station until we pull through two large, open BLAST DOORS.

Kashue:
(this line should take between 15 and 20 seconds - ideally 17 - so speak calmly)

We're going to have a good look at its systems and divert as much control back to the individual administrations around ForumPlanet as we can. Then we're putting it on backup power and locking it up for good.

The blast doors roll shut one after the other and lock with heavy clangs. We return to the Corporate Sector.

Phasmatis:

We need to appoint a keeper to hold the codes so the station will never fall into the wrong hands. I think you're the only person we can trust with that.

Trestkon:

I'll keep them safe.

IF THE PLAYER NEGOTIATED WITH TRM

TRM walks up besides Trestkon.

TRM:

Trestkon, we all owe you a debt of gratitude we can never repay.

Trestkon:

You can repay it by never blowing anything up again.

6 INT. DXO HIDEOUT - Dim white light

IF FENDER2K1, MADMAX, COMPUDOC, PIMP-JOJO, or ILLUMINATI are alive, we see them walking to the exit from the common room. While the others walk down the corridor and out of sight, COMPUDOC stops for a moment to look back at the hideout. Then he follows his friends and the lights turn off behind him.

TRM:

(Chuckles) Don't worry about that, the guys are packing up our things from the old hideout now. We need a fresh start - we're moving into the old GitM building right above PDX.

Trestkon:

I assume this means there'll actually be elections around here now?

7 EXT. SLUMS - Dark streets under a starry sky, lit by burning barrels

Among the worn-down buildings near the Voodoo shop, a group of thugs (many of them wearing WC colours) and bums are fighting over nothing in particular with crowbars, knives, wrenches, and whatever else they could make a weapon out of.

IF DEUS DIABLO IS ALIVE, everybody wearing WorldCorp colours disappear in a flash of fire - then DEUS DIABLO walks in and the fighting stops and everybody turns to face him.

TRM:

Things are falling apart right now, but with all three moderators back, we'll get it all under control in short order.

IF DEUS DIABLO IS DEAD, the fighting continues, and we move around the throng of fighters, watching the violence.

TRM:

Things are falling apart right now, we need to get things back under control as quickly as possible. It would've been a lot easier with Deus's help.

TRM:

With the city back in order, we'll be happy to help establish a new political system.

We move closer on TRM.

TRM:

This time everybody will have a say.

We return to the gathering in the corporate district.

IF THE PLAYER KILLED TRM

6 INT. DXO HIDEOUT - Dim white light

IF FENDER2K1, MADMAX, COMPUDOC, or ILLUMINATI are alive, we see them standing in front of the whiteboard in the common room of DXO. Otherwise the lights are off and we simply move through the abandoned hideout.

Kashue:

Now that Scara's out of the picture and DXO no longer poses a threat, we can finally concentrate on restoring the parts of the city that fell into decay under Gamespy's shadow government.

7 EXT. SLUMS - Dark streets under a starry sky, lit by burning barrels

Among the worn-down buildings near the Voodoo shop, a group of thugs (many of them wearing WC colours) and bums are fighting over nothing in particular with crowbars, knives, wrenches, and whatever else they could make a weapon out of.

Kashue:

As soon as possible, we should turn our attention to the rising gang violence in some districts of the city.

IF DEUS DIABLO IS ALIVE, everybody wearing WorldCorp colours disappear in a flash of fire - then DEUS DIABLO walks in and the fighting stops and everybody turns to face him.

Kashue:

The population of this city has suffered a lot over the years - with the combined power of our moderators restored, we'll get things under control in short order.

IF DEUS DIABLO IS DEAD, the fighting continues, and we move around the throng of fighters, watching the violence.

Kashue:

The population of this city has suffered a lot over the years, we need to get our community back under control as quickly as possible. (Sighs) It would've been a lot easier with Deus's help.

We return to the gathering in the corporate district.

Trestkon:
(confident)

We have the power to create a new Forum City for everybody now. Every major threat to democracy is gone, it's time to get to work rebuilding everything.

Kashue:

Hear hear. There'll always be challenges to overcome and threats to face, but if we could handle Gamespy, we can handle anything. And you'll be here to help us the next time, I hope?

CRANE UPWARDS to show the city around the group, littered with corpses and bots.

Trestkon:
(grinning)
Wouldn't miss it for the world.

White text sharp against the picture:

In a true state of nature, indeed, all men are born equal, but they cannot continue in this equality... they recover it only by the protection of laws.
- Charles de Montesquieu

- **FADE TO BLACK**
ROLL CREDITS

DENOUEMENT

BLACK SCREEN

The cold, metallic voice of THE NARCISSUS ENTITY cuts across the blackness.

NOTE: All Narcissus lines are VO.

NARCISSUS:

Initiating denouement protocols. Calculating forward projections.

NARCISSUS:

Narcissus speaks.

FADE IN to:

PDX OR ABI: IF THE PLAYER KILLED ALPHA OPERATOR OR FAILED TO SOLVE THE BOMBING

1 INT. SOL'S BAR - Metallic light props cut through the smoke

We dolly idly, slowly through the burned-down bar. All is deserted.

IF THE PLAYER FAILED TO FIND AND KILL THE BOMBERS

Narcissus:

Still haunted by the bombing, and unwilling to live in fear of those responsible for it, Alpha Operator never re-opens Sol's Bar. Eventually it is cleared out and used for storage.

IF JACKIE IS ALIVE

Narcissus:

He and Jackie never-the-less remain in Forum City to help with the restoration.

IF JACKIE IS DEAD

Narcissus:

He is last seen attending Jackie's funeral. That same night, he leaves Forum City for good.

IF THE PLAYER KILLED ALPHA OPERATOR

Narcissus:

Without Alpha Operator, Sol's Bar never re-opens. For months, it is left empty and deserted, standing only as a memorial to its former owner.

PDX ENDING

Narcissus:

Eventually it is cleared out by the city administration and sold to a new owner, who turns it into a café. It never regains its former popularity.

ABI ENDING

Narcissus:

Eventually it is taken over by a group of squatters and used as a meeting place where anyone is welcome.

PDX OR ABI: IF ALPHA OPERATOR IS ALIVE AND THE BOMBERS WERE KILLED

1 INT. SOL'S BAR - Even white light illuminates the bar

We dolly through the bar where patrons occupy every table. Behind the bar is ALPHA OPERATOR and JACKIE (if she's alive).

Narcissus:

With the bombers brought to justice, and with the help of many volunteers, Alpha Operator restores his bar completely in a matter of months.

IF JACKIE IS ALIVE

Narcissus:

Jackie still guards the door and will - if prompted - be happy to recount the story of how Trestkon tracked down and brought justice upon those responsible for the bombing.

IF THE PLAYER KILLED JACKIE

Narcissus:

The only thing missing is Jackie, forever absent from her post at the door. Her killer is never caught, and though Alpha hides it well, his friends can tell that Jackie's death weighs heavily on his heart.

WORLD CORP ENDING

1 INT. SOL'S BAR - Even white light illuminates the bar

We dolly through the empty bar, devoid of patrons. ALPHA OPERATOR and/or JACKIE stand in front of the bar, depending on whether they are alive.

IF THE PLAYER KILLED ALPHA OPERATOR

Narcissus:

Without Alpha Operator, Sol's Bar never re-opens. For months, it is left empty and deserted, standing only as a memorial to its former owner. Eventually it is cleared out by the new city administration and used for storage.

IF ALPHA OPERATOR IS ALIVE

Narcissus:

On the surface, everything is business as usual in Sol's Bar, but whenever Trestkon deigns to show up he receives none of the hospitality he used to from his old friend. Trestkon's appearance rate at the bar drops markedly.

IF JACKIE IS ALIVE

Narcissus:

Jackie still stands at the door, giving a cool welcome to anyone affiliated with WorldCorp who braves the hostility to visit. After hours, she and Alpha aid the resistance in their fight to bring democracy back to Forum City.

IF THE PLAYER KILLED JACKIE

Narcissus:

Jackie's killer is never caught, and though Alpha hides it well, his friends can tell that her death weighs heavily on his heart.

SKIP THIS WHOLE SEQUENCE IF THE PLAYER NEVER VISITED THE WEAPON SHOP

2 INT. RAVING'S WEAPON SHOP - Dull grey lighting

We dolly very slowly past the counter. RAVING NUTTER and ANDREUS stand in front of the counter (if they're alive).

IF RAVING IS ALIVE (PDX ENDING)

Narcissus:

After being awarded a contract to arm and train the new citizen police force of Forum City, business becomes better than ever for Raving's Weapon Shop.

IF RAVING IS ALIVE (ABI ENDING)

Narcissus:

As a consequence of supplying tools and materials to aid in the reconstruction of Forum City, business becomes better than ever for Raving's Weapon Shop.

IF ANDREUS IS ALIVE

Narcissus:

At Trestkon's request, Andreus is examined by the best doctors and therapists of Forum City. In time, he all but conquers the scars Black ICE left on his psyche and becomes a well respected moderator himself.

IF ANDREUS IS DEAD

Narcissus:

Raving's pride at the financial growth of the shop is dampened by the absence of Andreus. Raving will never quite shake the feeling of guilt stemming from the child's death.

IF RAVING IS ALIVE (WC ENDING)

Narcissus:

The Weapon Shop is immediately seized by the new WorldCorp government, but Raving is allowed to remain in charge. One morning, the shop fails to open. Upon forcing entry, WorldCorp personnel discover that the place had been cleaned out overnight and abandoned.

IF ANDREUS IS ALIVE BUT THE PLAYER RATTED OUT ON RAVING

Narcissus:

The strength of the resistance forces is greatly bolstered by gaining access to the full arsenal of the Weapon Shop and the assistance of Raving Nutter and the augmented child Andreus.

IF ANDREUS IS ALIVE AND THE PLAYER COVERED FOR RAVING

Narcissus:

The initial assumption of WorldCorp's investigators is that Raving and Andreus joined the resistance, but in fact they both had simply left Forum City, unwilling to be a cog in the wheel of the WorldCorp machine, but too grateful to Trestkon for keeping Raving's secret to join the fight against the new government.

IF ANDREUS IS DEAD

Narcissus:

The strength of the resistance forces is greatly bolstered by gaining the full arsenal of the Weapon Shop and the assistance of Raving Nutter whose hatred for WorldCorp is fuelled by the burning desire to avenge Andreus's death.

IF RAVING IS DEAD (PDX ENDING)

Narcissus:

Raving's Weapon Shop is expropriated by the city administration and its weapons are used to arm the new citizen's police force of Forum City.

IF RAVING IS DEAD (ABI ENDING)

Narcissus:

Raving's Weapon Shop is ruthlessly looted following the collapse of Forum City and left empty for many months. In the end, it is taken over by an enterprising forumite and turned into a grocery store.

IF ANDREUS IS ALIVE

Narcissus:

At Trestkon's request, Andreus is examined by the best doctors and therapists of Forum City. In time, he all but conquers the scars Black ICE left on his psyche and in time becomes a well respected moderator himself.

IF RAVING IS DEAD (WC ENDING)

Narcissus:

Raving's Weapon Shop is immediately expropriated by the new WorldCorp government, its merchandize is used to arm the regime's corps of enforcers.

IF ANDREUS IS ALIVE

Narcissus:

Andreus joins the resistance and helps them in their struggle to rid Forum City of WorldCorp, whom he blames for the death of his good friend Raving Nutter.

SKIP SCENE 3 IN CASE OF THE ABI ENDING

3 INT. ABI LABS - Dimly lit by bluish lights

We overlook the launching bay, panning very slowly around the cylindrical room.

PDX ENDING

IF RYAN IS ALIVE

Narcissus:

Though he has seen his vision crumble, Ryan refuses to give up without a fight. A sizeable portion of his private army survived the clash with WorldCorp's forces, and he immediately begins formulating a plan to overthrow the PDX government which he perceives as illegitimate.

IF RYAN IS DEAD

Narcissus:

Ryan's death marked the end of Aunt Betty Industries. All research is abandoned and the labs are closed along with the factory. The surviving troops of Ryan's personal army are forced to seek employment elsewhere as his militia disbands.

IF ENDAR IS ALIVE

Narcissus:

Endar, however, remains behind, roaming the empty labs. He has seen his vision crumble, but what remains of the once nearly endless resources of ABI is still at his disposal, and he is determined to avenge the death of Ryan.

WC ENDING

IF RYAN IS ALIVE

Narcissus:

With the power of the space station behind them, WorldCorp easily takes back the ABI facility. Ryan manages to escape to Forum City, however, where he joins up with the resistance.

IF RYAN IS DEAD

Narcissus:

Ryan's death marked the end of Aunt Betty Industries. His factory and his labs are effortlessly seized by WorldCorp and his research is put to immediate use. The surviving troops of Ryan's army are given a simple choice between employment with WorldCorp and execution - most choose the former.

IF ENDAR IS ALIVE

Narcissus:

Endar, however, escapes to Forum City where he joins the resistance forces, driven by the need to avenge Ryan. His knowledge of robotics and experimental weapons proves to be a great asset to the resistance.

SKIP SCENE 4 IF THE PLAYER NEVER MET HAO

4 INT. ABI FACTORY - Midday

We see the dormant machinery of the factory, panning slowly between the pillars.

IF HAO WAS SAVED

Narcissus:

Hao Niu-rou, having escaped from the ABI facility with Trestkon's aid, makes his way back to the city where he opens a small skinning shop near the Downtown marketplace. Although he does not have the sales skills necessary to establish a thriving business, he is content simply to make ends meet in a job he enjoys.

IF HAO WAS NOT SAVED

Narcissus:

After waiting for many hours for Trestkon to return, Hao Niu-rou eventually realizes that he will never be rescued. He is killed in a vain escape attempt, becoming another forgotten casualty in the fight over Forum City.

IF HAO WAS KILLED

Narcissus:

Hao Niu-rou is unceremoniously buried in an unmarked grave along with his dream of starting a business in Forum City. The diminutive but talented Skinner thus becomes another forgotten casualty in the fight over Forum City.

NOTE: Maybe move this scene further down the sequence if the player took the ABI ending, since the main ABI sequence won't play first in that case, and it'll seem kinda weird that Hao is mentioned all the way up here.

SKIP THIS WHOLE SEQUENCE IF THE PLAYER NEVER VISITED THE VODOO SHOP

5 INT. VODOO SHOP - Even white lighting

We dolly very slowly past the counter.

PDX OR ABI ENDING

IF YARDBOMB IS ALIVE AND WAS ADVISED NOT TO SELL

YARDBOMB stands ready to greet the customers.

Narcissus:

Owing to Trestkon's advice, Yardbomb resisted WorldCorp's buyout offers and remains the sole owner of his Voodoo Shop. With the fall of Scara's empire, Trestkon now holds preferred customer status in the shop.

IF YARDBOMB IS ALIVE AND WAS ADVISED TO SELL

YARDBOMB stands ready to greet the customers.

Narcissus:

With Scara's corporate empire in ruins, Yardbomb regains control of his Voodoo Shop. Despite his unhappiness with Trestkon's advice about selling the shop, Trestkon is still welcome there, presumably owing to Trestkon's role in the destruction of WorldCorp.

IF THE PLAYER KILLED YARDBOMB

The shop is empty, abandoned.

Narcissus:

With Yardbomb dead, his Voodoo Shop is closed. The building itself proves too dangerous to refurbish and is simply locked up. Many a forumite swears that the old rooms are still haunted by the ghost of the shop's former proprietor.

WC ENDING

IF YARDBOMB IS ALIVE AND WAS ADVISED NOT TO SELL

YARDBOMB stands ready to greet the customers.

Narcissus:

Owing to Trestkon's good advice, Yardbomb remained in control of his voodoo shop even after WorldCorp took over the rest of Forum City. Rumours circulate that he supplies both the WorldCorp regime and the resistance with his services.

IF YARDBOMB IS ALIVE AND WAS ADVISED TO SELL

The WC GUY in the suit stands behind the counter, flanked on either side by a WC SECURITY GUARD.

Narcissus:

Following the acquisition of Yardbomb's Voodoo Shop, WorldCorp's engineers meticulously begin to reverse-engineer the shop's numerous secrets which serve as components to numerous lethal WorldCorp products for many years to come.

Narcissus:

Rumours circulate that Yardbomb is constructing a doll that bears some resemblance to Trestkon.

IF THE PLAYER KILLED YARDBOMB

The WC GUY in the suit stands behind the counter, flanked on either side by a WC SECURITY GUARD.

Narcissus:

With Yardbomb dead, his Voodoo Shop is effortlessly seized by WorldCorp. Its numerous secrets are meticulously reverse-engineered and serve as components in many lethal WorldCorp products for years to come.

IF THE PLAYER HELPED THE LLAMAS

6 INT. LLAMA TEMPLE - Heavy incense hangs in the air

BEEFMAN sits in his throne flanked by ABOMINATION to his right and several warriors.

Narcissus:

Armed with the knowledge of how to enter Goat City, the standing of the Llamas improves dramatically over the next few months, culminating in a full-scale invasion of the Goats' sacred city.

IF ATHENA IS ALIVE

Narcissus:

With great effort, using all her mystical abilities, Athena is able to transfer the Goat Temple itself to a new domain at the last possible minute, but all contact to ForumPlanet is lost forever. The Goats are never heard from again, and the Llama cult prospers for many years to come.

IF ATHENA IS DEAD

Narcissus:

Without Athena to lead their defence, the warriors of the Goat cult fight desperately and chaotically, but quickly fall under the relentless attacks of the Llamas. The Goat Temple is burned to the ground and Goat City is brought back to the Forum City domain. Eventually the charred remains of the Temple are turned into a monument to the victory of Lamar.

REGARDLESS

Narcissus:

No longer having to fear the Goat cultists, the surviving employees of the PDX server complex venture forth from their underground facility. After two years in isolation, they finally return to their homes.

IF THE PLAYER HELPED THE GOATS

7 INT. GOAT TEMPLAE - Night, brightly lit

ATHENA, DARK TEMPLAR, and OINUTTER stand under the monumental pyramid of the temple's ceiling surrounded by faithful followers of their scriptures.

IF BEEFMAN IS ALIVE

Narcissus:

Robbed of their secret weapon, the Llamas quickly start losing ground in the downtown district to the onslaught of the Goats. The conflict culminates in a historical all-out assault on Llama Temple Hill, ending with Beefman's unconditional surrender.

Narcissus:

Along with the few survivors of the fight, Beefman is exiled from Forum City, never heard from again. The Llama temple is levelled and replaced with a monument to the bravery of the Goat warriors who lost their lives in the battle.

IF BEEFMAN IS DEAD

Narcissus:

With their leader dead, the Llamas quickly start losing ground in the downtown district to the onslaught of the Goats. The conflict culminates in an all-out assault on Llama Temple Hill, ending with the quick surrender of the majority of the uncoordinated defenders.

Narcissus:

Over half of the surviving Llamas convert to Goatism and the Llama cult is disbanded forever. The Llama temple is levelled and replaced with a monument to Saint Trestkon, who brought the Goats' greatest enemies to their knees.

REGARDLESS

Narcissus:

With their surroundings still dominated by cultists, the surviving employees of the PDX server complex dare not venture forth from their underground facility. None of them ever return to Forum City.

IF THE PLAYER KILLED ATHENA, BEEFMAN, DARK TEMPLAR, AND ABOMINATION

7 INT. GOAT TEMPLAE - Night, dark

The monumental pyramid of the temple's ceiling is dark and empty.

Narcissus:

With all of their leaders dead, the cults fall into disarray and the fighting gradually becomes more infrequent, fading until it ceases altogether. The Llama temple is eventually abandoned and the Goat City experiences a gradual mass exodus leaving it empty and deserted.

Narcissus:

No longer having to fear the cultists, the surviving employees of the PDX server complex finally return to their homes after two years in isolation. In time, the forgotten portal to Goat City finally closes, relegating the sacred sanctuary to the realm of stories and myths.

8 INT. ZP'S OFFICE - Even lighting

ZEROPRESENCE stands behind his desk, sniper rifle laid out on the desk before him. Unless he's dead, then it's just the rifle in an empty office.

IF THE PLAYER IS PDX-ALIGNED

IF ZEROPRESENCE IS STILL ALIVE BUT WAS KNOCKED OUT OR EVADED

Narcissus:

Having survived two defeats at the hands of Trestkon, ZeroPresence decides against further encounters. The master assassin slips unnoticed into the night and disappears for good in search of another community in which to ply his trade.

IF ZEROPRESENCE IS STILL ALIVE AND CAPTURED TREST IN ABI

Narcissus:

Having finally defeated Trestkon in the ruins of ABI, ZeroPresence slips unnoticed into the night and disappears for good in search of the next worthy opponent to test his skills against.

IF ZEROPRESENCE WAS KILLED IN ABI

Narcissus:

ZeroPresence found his final rest in the ruins under Aunt Betty Industries, in an unmarked grave next to hundreds of WorldCorp commandos. Nevertheless, the stories of his last duel pass into legend and serve to perpetuate his name in a way his clandestine lifestyle never permitted.

IF ZEROPRESENCE WAS KILLED IN DXI

Narcissus:

ZeroPresence found his final rest in the ruins of Deus Ex Incarnate, where his bones lie undisturbed. The stories of his last duel pass into legend and serve to perpetuate his name in a way his clandestine lifestyle never permitted.

IF THE PLAYER IS WC-ALIGNED

IF ZEROPRESENCE IS ALIVE AND TRESTKON ROMANCED OR KILLED KYLIE

Narcissus:

ZeroPresence slips unnoticed into the night and disappears for good. Unable to abide working for Trestkon, he decides to find another community in which to ply his trade.

IF ZEROPRESENCE IS ALIVE AND KYLIE STAYED WITH HIM

Kylie stands at ZeroPresence's side.

Narcissus:

ZeroPresence and Kylie will depart Forum City for good, maintaining a dangerous partnership as they travel across ForumPlanet. No matter how many enemies they amass through their adventures, together they prove to be practically unstoppable.

IF ZEROPRESENCE IS DEAD

Narcissus:

The corpse of ZeroPresence is discovered in time, no one can, however, identify the mysterious stranger and he is ultimately buried in an unmarked grave. No one at WorldCorp ever discovers his fate. Even in death, ZeroPresence continues to live up to his name.

ONLY PLAY SCENE 9 IF PLAYER IS WC-ALIGNED AND SLICER IS ALIVE

9 INT. CORPORATE SECTOR - Night

We see SLICER from behind as he stands facing the entrance to the empty PDX HQ.

IF SLICER WAS KNOCKED OUT OR EVADED IN ABI

Narcissus:

After being defeated twice by Trestkon, Slicer returns to Forum City only to find many of his friends dead. For several days, he stalks the streets, carrying out guerilla strikes on WorldCorp's troops, until he is apprehended. When the interrogators are through with him, Slicer disappears into the dark reaches of the WorldCorp security apparatus, never to be heard from again.

IF SLICER CAPTURED TREST IN ABI

Narcissus:

After defeating and capturing Trestkon, Slicer returns to Forum City only to find many of his friends dead. For several days, he stalks the streets, carrying out guerilla strikes on WorldCorp's troops, until he is apprehended. After several days of interrogation, Slicer escapes again and leaves Forum City for good.

ONLY PLAY SCENE 10 IF SYMGEOSIS IS ALIVE AND THE PLAYER HAS MET HIM

10 EXT. ALLEY BEHIND SOL'S - Night

SYMGEOSIS stands in front of his stained mattress, facing us.

PDX OR ABI ENDING

Narcissus:

When the fighting has died down, SymGeosis returns to his mattress to mutter more incoherencies at random passers-by. His tone has become significantly less negative since Scara's downfall, and an occasional gleeful, if mispronounced, uttering of "Trestkon" is rumoured to be heard from him.

WC ENDING

Narcissus:

When the fighting has died down, SymGeosis returns to his mattress to mutter more incoherencies at random passers-by. Since the WorldCorp takeover of the city, his utterances have become even more paranoid and frantic.

ONLY PLAY SCENE 11 IF DDL IS ALIVE AND THE PLAYER HAS MET HIM

11 INT. CORPORATE SEWERS, THE CATHEDRAL - Dim grey light

DR. DUMB LUNATIC stands in his labcoat, knife in hand, a dead greasel on the desk beside him.

PDX OR ABI ENDING

Narcissus:

With WorldCorp gone from Forum City, Dr. Dumb Lunatic finally leaves his underground hideout and rejoins the rest of society. Upon returning, the Doctor fills a vacant position as a professor of bio-chemistry at DXE university, where he bothers his students with impromptu chemical experiments and unusual culinary habits for many years to come.

WC ENDING

Narcissus:

With WorldCorp dominating Forum City, Dr. Dumb Lunatic is guaranteed a constant supply of fresh greasel meat. Somewhat displeased with the mega corporation's victory, the Doctor helps found the resistance and contributes his thorough information of Forum City's sewer systems to their efforts.

12 INT. DXI, BEEBLE'S DEN - Dim light

BEEBLEQUIX stands in his cramped room, in front of his laptop, facing us.

IF BEEBLE IS ALIVE

Narcissus:

With his search for the Firestaff completed, Beeblequix gathers together his meagre belongings, and his cat, and returns to Forum City. He opens a museum to display his findings from the Deus Ex Incarnate excavation and writes a very long collection of memoirs retelling his adventures.

IF BEEBLE IS DEAD

Narcissus:

News of Beeblequix' death in Deus Ex Incarnate never reaches those who knew him in Forum City - he is simply never heard from again. It is assumed that he was afraid to return to the community after years of isolation and chose to remain among the ancient ruins he had dedicated so much of his life to investigate.

Beeblequix fades out (assuming he was there to begin with) and in his place, the ghost of GWOG appears.

IF THE PLAYER WAS NICE TO GWOG

Narcissus:

After passing his long kept secrets on to Trestkon, Gwog finally finds rest and joins his friends in the afterlife. Every now and then, Gwog comes back to haunt Forum City for a night to everyone's general amusement.

IF THE PLAYER WAS MEAN TO GWOG

Narcissus:

Denied the absolution he sought, Gwog gradually loses himself to time and becomes little more than a mindless spectre, aimlessly roaming the deserted halls of what was once the city he was proud to rule.

13 INT. DESPOT'S FLAT - Dark, sinister torchlight

Despot stands on his tribune, mute - bored.

PDX OR ABI ENDING

Narcissus:

Even without administrator power, Despot's terrible mutation has rendered him timeless. Without Gamespy he is without purpose, without power, without consequence. Despot remains, forever, waiting. And watching sports on TV.

WC ENDING

Narcissus:

Without Gamespy, Despot is without purpose, without power, and without consequence. WorldCorp wastes little time moving in to study him, and, after finding him to be uncooperative, removes him permanently from Forum City.

IF THE PLAYER HOOKED UP WITH KYLIE

14 INT. SCARA'S OFFICE - Warm light

TRESTKON sits in Scara's chair, Kylie at his side.

IF SCARA WASN'T BANNED

Narcissus:

Scara leaves his lieutenants to rule PDX Forum City, side by side. Their relationship is the spark that brings some measure of humanity to their harsh and pragmatic reign. Under them, Forum City at long last prospers, at the cost

of a few basic freedoms. History will remember them as the uncompromising rulers who brought peace and order to PlanetDeusEx.

IF SCARA WAS BANNED

Narcissus:

Trestkon and Kylie make PDX Forum City the capital from which they rule all of ForumPlanet. Their close relationship brings some measure of humanity to their otherwise harsh and pragmatic reign. Under them, Forum City at long last prospers, at the cost of a few basic freedoms. History will remember them as the uncompromising rulers who brought peace and order to PlanetDeusEx.

- FADE OUT

IF THE PLAYER DIDN'T HOOK UP WITH KYLIE AND WASN'T BLOWN OFF BY SHAINA

15 INT. PARTYZONE DANCE FLOOR - Coloured, flashing lights

TRESTKON is dancing with SHAINA on a crowded dance floor.

Narcissus:

Shaina's friend never showed up. Apparently she had salvaged her relationship the same night Shaina spoke to Trestkon. Despite the brevity of their meeting, Trestkon managed to make an impression, and in a few weeks, another chance encounter leads to something more serious.

- FADE OUT

SUMMARY - FORUM CITY STATE OF AFFAIRS

16 EXT. GENERIC SUNSET - Bright, warm light

TRESTKON stands with his back to us, facing a beautiful sunset.

IF THE PLAYER IS PDX-ALIGNED

Narcissus:

Having helped establish a new democratic government in Forum City, Trestkon is idolized as a hero. Public interest in him piques when he is made a moderator, after which a semblance of normalcy gradually returns to his life. Trestkon's victory on the space station ensures months of peace, allowing PDX to rebuild the city and reform its political systems, but Forum City being what it is, there will always be opportunities for Trestkon to fight for the continued peace and prosperity the community.

IF THE PLAYER IS ABI-ALIGNED

Narcissus:

Having set in motion the rebirth of Forum City, Trestkon is criticized for his extreme actions by most of the population, many of whom even despise him, labeling him as a terrorist. These opinions are not unanimous, however, and there are some who idolize him as a hero and believe the destruction he wrought was for the best. Feeling that his role in determining the city's future has been fulfilled, Trestkon walks into the proverbial sunset, taking the key to the space station with him and leaving the citizens to build a brave new world for themselves.

Narcissus:

Public lore over the years becomes ripe with stories of the mysterious hero who overthrew the dark alien masters of the city, thwarted the machiavellian plans of Scara B. King, and set the population free. It is said that the next time

Forum City is in true need, Trestkon will return to set things right again. But until then, Forum City being what it is, there will always be opportunities for other heroes to rise.

- FADE OUT

IF THE PLAYER IS WC-ALIGNED AND SCARA WASN'T BANNED

Narcissus:

Having been left in control of PDX Forum City by Scara, Trestkon sets about rebuilding his city with unbelievable speed and efficiency. An extensive organization is established to keep the peace, answering directly to Trestkon's administration. Forum City prospers like never before, though it comes at the cost of certain civil liberties.

IF THE PLAYER IS WC-ALIGNED AND SCARA WAS BANNED

Narcissus:

Having assumed complete control of Forumplanet, Trestkon wastes no time in consolidating all his power and surrounding himself with none but the most loyal and talented men and women at his disposal. Local governments are established in every other city across the planet, but they all answer directly to Trestkon's administration. As the capital city of the world, PDX Forum City is quickly restored, surpassing by far its former glory, and prospers like never before.

THEN

Narcissus:

In spite of quickly winning over the majority of the population through propaganda and a host of very real improvements, the resistance lives on among those who cannot accept the new leadership. Every day a new member of the resistance is apprehended and interrogated, but no matter how efficiently the WorldCorp Intelligence Department hunts them down, wherever there is strong and uncompromising leadership, there will always be resistance to match it.

- FADE OUT

In a glowing white typography on the black background, FADE IN:

OTP

Beat. Then FADE IN slightly smaller words below:

Thank you for playing!

Narcissus:

Narcissus grows bored with speaking. Enough of our time has been spent indulging the curiosity of the Fleshy ones. All is well. We are eternal.

- FADE OUT