

- Rename TLC (now)
- Define character creation process (later)
- More world build up before gameflow section.
- Play up dry stuff in Act 1 (and 2?)
- PC is used by NJ12, TLC in dry investigation. Suit is investigate and find planted evidence of RAA involvement. He and his brother are set up but learn too much. TLC tries to kill them. That's why they're gone.

Shooter:

Majestic Revelations

Roleplaying in a World of Secrets, Lies and Conspiracies

- We need to ensure an escalating level of difficulty during the game. Things in mission one should be relatively easy to dispatch but JOTO should be tougher. Things in Yamantou should be a lot tougher than JOTO and more should be some kind of "boss" equivalent making the computer.

"Paranoia means having all the facts." - William S. Burroughs

Alex Jacobson has to play a bigger role, either in name or voice to use an NPC you really care about by end of game.

- Fighting Alan should feel different than fighting Dry Sux or NJ12. He can take control of NJ12 but he should order "phases at his own" (or equivalent). He should lead people like cattle rather than kill them (as NJ12 would have)

- Introduce parody (but useful) press sux. Publicity is the enemy of conspiracy. Press sux could reveal info, provide names of sources, talk about weird attempts to control news + info.

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v. 5.3e

- Need to introduce serious disinformation campaigns - You know TLC grants are involuntarily dry ops but news reports blame RAA...

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Bob Page needs to much bigger role throughout game.

- Act 3 - Work on timing of... Who is Alan lead, when in carrier grant's hands, when in NORAD + Yamantou, when in Heli? What sets (what's) what when? When does Alan get to Heli?

CREDITS

Producer

Lead Designer
Warren Spector

Designer

Dave Beyer

Programmers

Chris Norden
Albert Yarusso

Art Director

Jeremiah O'Flaherty

Artists

Kraig Count
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Marketing

Delivery Date

Target is Christmas, 1998.

Genre

Near future science fiction with elements of conspiracy theory, espionage and *X-Files* weirdness.

Category

RPG Adventure

Similar Titles

Half-Life (Sierra), *Fallout* (Interplay), *The Dark Project* (LookingGlass) *Goldeneye* (N64).

Setting

Several unique, real-world locations in the US, Europe, Africa and the Far East.

Look

1st-person 3D with external camera views available as player option.

High Concept

Shooter is the near-future, science fiction, roleplaying game that asks, is it better to live free in a world of chaos or live safely in an ordered world of someone else's design?

Ultimately, you will make that decision for all mankind as you uncover the secrets of an ages-old conspiracy and fight to stop their plan for world domination. But each layer of conspiracy you peel back reveals another plan, more subtle, more diabolical than the last.

At the deepest level, a mysterious, soulless machine ² plays a deadly game with humanity as its pawns. The machine offers an end to war, poverty, hunger and disease, but at a terrible price. You alone can see this. You alone can stop it. But can you defeat an enemy that sees everything you see, knows everything you know and controls an army of deadly augmented humans who will stop at nothing to ensure your failure?

Set in a world very much like our own (if the conspiracy buffs are right), *Shooter* combines the action of a Bruce Willis or Arnold Schwarzenegger action film with the over-the-top flavor of the best of the James Bond stories leavened by the dark, mysterious, conspiratorial tone of *The X-Files*.

Plot

There are three main forces influencing the game universe and the story's outcome:

1. The octopus-like secret society called Majestic 12, with its tentacles touching and guiding, seemingly all human endeavors.

2. The Machiavellian computer, Adam, created by Majestic 12 but now with its own machine-dream of an ordered society free of the chaos humans introduce into everything they touch.
3. J. C. Denton, the player character, a pawn in the game of world domination who, through the accumulation of knowledge and power, becomes the critical piece on the board.

The story itself is divided into three acts. At the conclusion of each act, the player will be patted on the back for accomplishing at least one (and usually several) clear, specific goals and will have learned at least one of the goals of the next act. Nearing the end of each act, the player should be thinking, "You know, something doesn't seem right here" just before he gets the last piece of the puzzle, the one that makes it all fit together and points toward new mysteries ahead.

Act 1

The player character, J.C. Denton, is an augmented agent for the International Terrorist Limitation Coalition (aka the TLC). As the game begins, he discovers that his brother, Paul, a fellow agent, is in trouble. JC begins investigating his brother's disappearance and rescue him.

By the end of Act 1, JC has saved Paul but he's also stumbled upon a mysterious drug operation, learned that the TLC may not be as benign as it seems and he's discovered mysterious connections linking the brother's disappearance, the drug runners and the TLC.

Act 2

Pursuing the connections uncovered in Act 1, JC learns that the drug runners and the TLC (which should be out stopping them) are both puppets of the "real world" secret society known as Majestic 12. These puppet organizations are part of a massive conspiracy to undermine the government of the United States (and, next, the world). The Majestic 12 plot involves massive manipulation of the media, the creation and distribution of a deadly new drug, a second Mexican-American War, the imposition of martial law and the deaths of many top-ranking government officials. If the plot succeeds, Majestic 12 will be in control of a US government (and its arsenal of nukes) free of the pesky limitations imposed by the Constitution. With the US in the fold, the rest of the world will have no choice but to join the new world government Majestic 12 has sought for the hundred years since its creation.

By the end of Act 2, JC has thwarted the Majestic 12 plot while uncovering another, still greater threat to world security – a monstrous computer AI created by Majestic 12. Originally, a part of their plan to dominate the world, Adam proves smarter and more dangerous than its creators anticipated. The machine wants to prevent Majestic 12 from achieving its goals but only so it can institute machine dominion over the people of earth. Thanks to a datalink brain implant, Adam can see everything the player sees, know everything the player knows and (no surprise) seems able to counter moves almost before the player makes them.

Act 3

JC uncovers and thwarts Adam's plot to download portions of his code and data into human "carrier agents," all of whom were once augmented agents of TLC. These agents, along with several others controlled by him, must penetrate three heavily guarded underground complexes around the world (the Area 51 R&D facility in Nevada, the NORAD complex at Cheyenne Mountain outside Colorado Springs, and the Yamantau complex in the Beloretsk region of the southern Urals). There, they will dump the Adam code into the supercomputers at each location. With this done, Adam will upload the data to an orbiting space station and, from there, using the control of communication facilities he was granted by Majestic 12 upon his creation, he can take control of orbiting defensive satellites, with their nukes and lasers. More important,

he can issue an ultimatum to the people of Earth – submit to his will or, well, there's no alternative, really. He controls the nukes, the lasers, the media...

By the end of Act 3, JC must stop the carrier agents, if possible and get to the orbiting space station so you^{he} can stop Adam before he puts the final stages of his plan into effect. ₁

Competitive Analysis

- Exciting, first-person, 3D roleplaying in a world that teeters on the brink of madness.
- True six degrees of freedom 3D engine, polygonal figures, killer AI and an innovative conversation system put you right in the thick of things.
- In-depth world simulation allows players to solve problems in a variety of ways.
- More than 30 core missions, and plenty of optional adventures provide 40+ hours of gameplay.
- Plugs into two popular fantasies – the millennial madness that's gripping the world, exemplified by *The X-Files* and *Men in Black* and a general fascination with conspiracy theories and the desire to play with high-tech espionage toys.
- Emphasis on character development ensures that every player character will be unique. This, combined with our deep world simulation, ensures that each player's experience of the story is different, without having to resort to brute force branching tree structures. (will be)
- Non-combat interaction with dozens of unique non-player characters. A simple, elegant conversation system results in non-player characters you really care about. Engage them in conversation, seek information from them, recruit them to your cause, decide for yourself who you can trust...
- Clear goals, constant rewards, varied interactions with people and places as well as varied mission types (including Sabotage, Infiltration, Extraction, Rescue, Intelligence-Gathering, Thievery, Reconnaissance, Assassination, and all-out Combat) keep players coming back for more.
- Goals can be accomplished through stealth, careful planning, undercover work or conversation, through the use of unbelievably high tech equipment or brute force combat tactics.
- No weird "game spaces" – every map recreates either a real place or a place with an instantly recognizable real-world function. We hope to recreate places like Camp David; Hong Kong's junk-filled harbor; the London underground; the NORAD base deep inside Cheyenne Mountain; Austin, Texas (this is the center of the universe!) and more.
- Situations that evolve over time, influenced by player action (or inaction). The state of the world changes to reflect the impact of player choices. Game events and the passage of time turn familiar locations into strange and terrifying places; trusted friends become the most bitter of enemies.

Technology

- *Engine:* 3D 6-degrees of freedom.
- *Characters:* Real time 3D models.
- *Creatures:* Real time 3D models.
- *Surroundings:* Real time 3D models, sprites.
- *Structures:* Real time 3D.
- *Vehicles:* Real time 3D models.
- *Interface:* 2D graphics.

System Requirements

- *Operating System:* Windows 95
- *Processor:* Pentium 133
- *Memory:* 16 Megs
- *Format:* 4X CD-ROM Drive, 2 CDs

- *Hard Drive Space:* 50/100/200 Megs
- *Video:* DirectX 5; 8- and 16-bit color (hardware only); All DirectX-supported resolutions; 3DFX, etc.
- *Audio:* DirectX 5
- *Multiplayer Support:* DirectX 5 (Direct Connect, Modem, Network, Internet)

Gameplay Overview

What follows are high level descriptions of key design philosophies that will drive game system design and development. Detailed outlines of specific game systems will be added to this document as appendixes as they become available.

Emphasis on Roleplaying

Oddly, you almost never hear designers talking about the importance of playing a role when they talk about roleplaying games. Typically, characters in RPG's are defined by a restrictive character class or a list of statistics as long as your arm – it isn't much of an overstatement to say that an RPG is defined as a game that defines its central character by a bunch of numbers. Characters typically have 6-12 attributes (Strength, Agility, Intelligence, etc.) and often have a list of skills tracked at a fine level of granularity (giving you, for example, a Lockpick score of 12, a Sharpshooter score of 72, a computer hacker skill of 53, etc.)

This, to us, seems shallow and even dangerous, far too often resulting in two players performing the same actions but coming back with different results because of seemingly insignificant differences between their characters and inadequate feedback. Does anyone really think the difference between a 72 Sharpshooter score and a 73 should have any impact on gameplay? Is there any way to provide players with adequate feedback about such fine distinctions? Does anyone think this is fun?

Certainly, statistics the player can manipulate either directly (by spending attribute or skill points to enhance abilities) or indirectly (by having the game track actual ability usage and increase the more frequently used abilities) are a part of the picture, but we want to take a different approach.

The key to roleplaying is giving players the freedom to act as they see fit, within the framework of our story, allowing their characters to grow and change in unique and meaningful ways. A relatively deep world simulation (see below) that allows players to solve game problems in a variety of ways seems to us to be the best way to do this. Such a simulation allows character differentiation and a high level of roleplaying. But it's not enough. We need a system to *encourage* and maybe even *force* character differences. Our inclination is to use stats for this purpose, like many other games, but to use them sparingly, track them coarsely and be sure the impact of skill- or stat-level is predictable and readily apparent to players.

In other words, rather than tracking attributes and skills at a highly granular level (e.g., a 1 to 100 scale, tied to percentile checks that determine whether you succeed or fail) we want to track them at only four levels (e.g., Untrained, Skilled, Advanced and Master) with each level giving players a specific set of abilities and providing predictable feedback, possibly not even tied to die rolls at all.

To clarify, if you have the Pick Lock skill at Untrained level (as all characters would), you can open an ordinary door and maybe even pick a simple lock but don't bother trying to open a wall safe – that requires the Skilled level. To open a bank vault, you must be an Advanced lockpicker, and to open the lock on the front door of the CIA building you better be a Master...

We want character development to be a vital part of the game. If, by game's end, we can make each character unique (and, therefore, each player's experience of the game, each player's *story*, unique), we win.

Interesting Non-Combat Interactions

Here's an area where computer roleplaying game designers can learn some valuable lessons from the console guys. They've long known that they couldn't begin to simulate a real human-to-human conversation

so they don't even try. Rather than the PC RPG standard (long, drawn out lists of keywords most of which result in an unsatisfying "I don't know anything about that"), NPC's in console RPG's take part in conversations that are short, sweet and to-the-point. Despite their brevity and seeming lack of depth, the best of them manage to create characters far more memorable than those in any PC game.

We've learned the console lesson. What makes a game conversation interesting is what it reveals about the character speaking, about the gameworld and about the current state of that world. Conversations in our game will change to reflect major gameworld changes, significant player choices, etc. If you come upon an NPC after having killed 47 of his colleagues, he'll be less inclined to talk to you; if you've been a saint, he may reveal the secrets of the universe to you. In either case, the conversation won't require clicking through long lists of keywords. Put another way, conversations won't be treated like another puzzle, as they usually are in RPG's. They will reveal things about NPC's. And your responses will, we hope, reveal things about you (or, at least, about your character). Simple "Y/N" options may be the extent of conversational interaction with NPC's.

Take, for example, a situation in which you and an NPC friend are facing a horde of enemies. The friend says, "I'll hold them off while you escape. You have important things to do..." You know your friend will, almost certainly, die if you leave. How do you respond? A simple statement and a Yes/No choice become a dramatic, moving moment that reveals something about your NPC friend and about you. The simple choice results in life or death and could change the course of the entire story. How much more compelling this is than "Name... Job... Bye..."

Keyword lists have no place in a modern RPG. They're not fun; they're not revealing of character; they're just filler.

A few conversation notes: Our plan (pending successful prototyping) is to take control away from the player but leave the conversation in the 3D world. We will zoom in to close-up during conversations, and use cinematic conventions, cutting back and forth between the various speakers. (We may want high-poly/high-res-textured heads for use in conversations.) Also, we want to establish that this is a highly ritualized world where certain areas are, for all intents and purposes violence free. We want spaces where good guy and bad guy can interact but don't kill each other instantly (e.g., the casino, filled with innocents, where the good guys and bad guys get together to trade bon mots but can't draw down on one another...). We will establish conventions for telling the player when it's appropriate to talk and when it's appropriate to fight.

Deep Simulation of Small Environments

So many games over the years have simulated huge worlds and then bragged about the fact. Witness the *Ultima* games, where it's a bullet point that it takes hours just to walk from one side of town to the other; witness *Daggerfall* with its hundreds of generic towns, its shallow conversations and its randomly generated quests. The shallow simulation of huge environments is almost invariably perceived as a good thing, a badge of honor.

Providing dialogue for 1000 NPC's means, by definition, that no one of those NPC's will have much of interest to say. Creating an entire country means any single room (heck, any single *city*) will be nearly devoid of objects you can really manipulate. It's a simple matter of time and storage space. These limitations can't be ignored and no amount of right-brain, whack-on-the-side-of-the-head thinking allows you to finesse your way around them.

So what's a game designer to do? Follow a different path. We feel there's more to be gained by limiting the size of our simulation so we can increase the density of interaction. We're not talking about the perfect simulation of a single room or even a single city block, simulations that allow the player to do anything and

everything he or she would expect to do in the real world. Even a single city block is, at once, too limiting in story terms and too complex to simulate in realistic depth. We're talking about a compromise, something deeper than any action game and deeper than many (if not most) RPG's.

Our goal is to offer players several relatively small maps, each the size of a town or small city, each with several locations you can explore and with its own overall goal. (In fairness, we are considering some maps considerably smaller, but only because we think a mission set on a single jumbo jet or a speeding train would be too cool...) Achieving a map goal involves dealing with three to four sub-goals, which the player is free to explore in whatever order and in whatever manner he or she chooses. In addition, small sub-quests that aren't tied directly to the main storyline will offer players additional ways to stray from the plot, as well as a way to acquire allies (or enemies) and inventory items that may affect the outcome of missions later in the game. This smaller/deeper approach accomplishes several things:

First, players are free to explore relatively freely without being forced to wander aimlessly in search of something interesting to do. Aimless wandering is the enemy of fun. In a smaller, richer, more densely populated area, you're never far from some kind of action.

Second, it gives players a tangible way to measure and compare their progress against other players. ("I just got dropped in the Hong Kong map and I've tracked down ~~Number One~~ but I haven't found the drug lab because I got attacked by a werewolf! Can you believe it?" says one player. "Oh, man, I haven't even reached the Hong Kong map yet! You suck!" says his buddy.) Giving players a vocabulary for discussing their game is a win. Easily identifiable, multi-mission maps do just that.

Third, this allows the development team to populate the world more densely with characters, objects and subquests, giving the illusion that this is a real, vital place with a life of its own, independent of player action.

Fourth, it gives our artists and designers the freedom to create more varied locations than might be possible in a single persistent world.

Finally, it allows us to tailor the action more precisely to the player's skill level, ratcheting up the difficulty as we get deeper into the game. This is not a simple task in a single-map game.

Exploration of a Believable, Object-Rich World

One of the critical elements in any successful RPG is the ability to find and explore new and exotic places, to find a new inventory item and fool around with it ("Wonder what this does if I combine it with these two things I already have?") to find secret places most other players pass by. Frankly, this is something most RPG's, even the B-quality ones, do pretty well. Needless to say, we're aware of this and plan to take it to the next level.

Most RPG's, even the A-quality ones, tend to feature environments that are straight out of some game designer's fevered imagination. We want to try for something a little different – we want to create locations that are at both exciting and believable. One of our game's mottoes must be, "No weird game environments; instead, believable, recognizable locations."

We want to acknowledge the conventions of everyday places: In the real world, you can tell a train station from a living room from a bank simply by examining your surroundings. You know you're in a bedroom as opposed to a bathroom the instant you enter it because of its size, placement in the house and furnishings. Why on earth can't games do the same thing? If we can go even one step beyond that, and reconstruct recognizable, if not 100% accurate, recreations of real places – Camp David, the Paris catacombs, the Kremlin – that would be even cooler.

the Duke Nuke 'em and Goldeneye hint at the possibilities of creating realistic environments and letting players interact with them however they wanted, but they don't go far enough – in *Duke*, the environment was a gimmick, never affecting gameplay. Sure you could tell you were in a movie theater, but could you switch on a movie projector and blind an enemy so you could get the drop on him? And imagine how much cooler the game would have been if shooting a fire hydrant had done more than activate a new animation – what if the water could douse a fire? In *Goldeneye*, they did somewhat better at using players' familiarity with certain kinds of real world spaces to enhance gameplay but we can and will go even further.

anyone could watch a babe in a bikini do her thing

Problems not Puzzles

Players should never have to play that classic computer game, "Guess what was in the designer's mind when he created *this* stupid puzzle." They should never have to play that game but, all too often, that's exactly what they get when they fire up their state of the art RPG.

Believability goes deeper than how a place looks. We hope to create a world simulation (physics, object density, object properties, NPC AI, etc.) deep enough that we can confront players with obstacles, rather than arbitrary puzzles, and give them a high degree of freedom to determine an appropriate solution. ("Appropriate" is defined, in this context, as the solution that most fits a character's personality and skillset.) Every problem in the game should have multiple solutions, by design or, better, just because our simulation allows alternatives to fall out naturally.

shattered in computer game

Let's be clear, however, that we're not talking about the ultimate world simulation. We simply want a world with lots of usable objects (objects other than crates!) which, when used, produce predictable, satisfying and useful results. This will allow players to experiment with the world and manipulate its contents in versatile and powerful ways. They can blast barricades, sound alarms, set printouts afire, or freeze an enemy and then shatter him into pieces. Water will damage paper, gratings will creak beneath players' feet (though the clever ones will jump over gratings to maintain the element of surprise...) A player who thinks to destroy a pile of boulders may reveal a hidden door; one who thinks to stack computer monitors can climb on them to reach a hole in the ceiling. Gold bars can be used as counterweights (though it might make more sense to use rocks or a file cabinet or something else less valuable...).

You should be able to find a number of ways around any problem, just as in the real world. How players deal with the problems they encounter, whether they choose violence over cleverness, whether they talk first and shoot later or take no prisoners, all of these may affect subsequent interactions with the denizens of this world as well as the substance of later missions.

Clear Goals

So many roleplaying games drop players into their huge, all-but-empty, often randomly-generated worlds and say, "Go. Hope you find some fun." After stumbling around for an hour or more, persistent players may even have a clue how they're supposed to Kill the Evil Foozle (or whatever they were told to do in the multi-million dollar, full-motion-video intro flic!). We feel that this convention – forcing players to discover what it is they're supposed to do from moment to moment – is, as much as anything, responsible for the "niche-ness" of RPG's. There has to be a better way.

Our game will offer clear, broad goals as well as equally clear, immediate mission goals. You will always know what you're supposed to do, minute to minute and mission to mission. The trick isn't figuring out what you're supposed to be doing (which isn't much fun); the trick is figuring out how to accomplish what you know, right up front, you're supposed to accomplish.

The coolest aspect of the game may be that our deep, object-rich simulation gives you a very personal goal, one that isn't tied specifically to the plot – the real goal of an RPG should be to grow a unique alter ego. We plan to give players the freedom to figure out how to accomplish their goals while remaining true to their character's nature. That's what roleplaying is all about – the "how" of goal accomplishment can be different for each person who plays the game.

Real Decisions, Real Consequences

Most games, even those that describe themselves as roleplaying games offer choices hardly more significant than "do I go left or right here?" or, in a really advanced game, "do I take this mission first or that one?" The best roleplaying games, particularly the Ultima games, ask somewhat tougher questions. Like those games, we want players to think about what they're doing and why they're doing it. "What are you fighting for?" should be an unavoidable question.

The game should be rife with ethical dilemmas rather than right and wrong choices. We establish your place in the gameworld right at the outset and then give you every opportunity to live your role to the hilt. Though violence is often the most expedient solution to game problems, there's always another, non-violent, way, if you're clever enough to search for it.

Our villain, Adam, is the ultimate Ends Justify the Means ~~guy~~. He uses people, deprives them of personal freedom to get what he wants but *his goals are totally admirable*. He really does plan to bring peace and harmony to the world. It's just his methods that are bad. His tools are mind control and the elimination of the last vestiges of free will. To a lesser extent, ~~the~~ secret societies have been engaged in this sort of paternalistic behavior for decades, even centuries, but Adam takes it to a level even they consider inappropriate.

(in our fictional same world!)

The player gets to explore the good and bad of free will (and the pain and suffering that go along with it) as well as the good and bad of enslavement (and the utopian, albeit lifeless, society that results).

In the end, players can bring about either of these two extremes – a totally free world which will have to rebuild itself rather painfully or an idyllic world free of pain and suffering where everyone does what they're told. The Big Win scenario is to find a way to restore humankind to the middle ground where it has existed for so long, with some free will and some controls.

On a more minute-to-minute level, do Thing A and that precludes doing Thing B, because you can't be in two places at once; killing a guard may be the easiest way to get into a locked room but it alerts other guards, increases your enemy's zeal in pursuing you, decreases the odds that innocent townspeople will look favorably upon you in later conversations, etc. When you see a guard whom you must pass (or even an innocent bystander), you'll make the split-second decision whether to kill him, bribe him or scare him away – and your choice will determine how NPC's react to you later in the game. You can fulfill each mission honorably, or turn traitor. It's up to you whether you play the part of shining knight or scumbag, whether you're an opportunist or a crusader.

Multiplayer Capabilities

It just isn't sensible to ship a game without some kind of multiplayer capability these days, a situation that isn't likely to change in the coming year. Though only a tiny percentage of players actually make use of the feature, it is, and will likely remain, a required box-back bullet item. Most developers fall back to the simple, safe deathmatch mode – frankly, we may do the same.

We will certainly support modem/LAN play and limited Internet functionality. However, story-based, real-time games benefit hugely from focusing on single-player activity. It's our hope that we can come up with a

cool, clever way to allow several players to form a team and work together to accomplish mission goals but, at the very least, we'll support more traditional, action-oriented multiplayer forms of play (i.e., deathmatch, capture the flag, etc.)

Game Flow

First Splash screen – Publisher

Eidos cinematic.

Second Splash screen – Developer

ION Storm cinematic.

Introductory Cinematic

Cool cinematic montage begins with shadowy cabal figures casually discussing the fate of the world. We then introduce the main character, show some quick-cut snippets of his/her spy training, show (news style) the fairly grim state of the world.

Main Menu

A simple 2D screen appears listing the following options:

- Create Character
- Load Saved Game
- Start Multiplayer Game
- Options

Clicking on the option of your choice takes you to the game or a secondary screen.

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Plot Details

Note: Each "mission" described below actually takes place on several maps – the player can move from map to map (and back, if he wants) at will. A single map will cover several traditional game "levels" and each map will feature several specific locations the player can explore freely. Finally, at some point (largely driven by the player's choices), he'll acquire a base of operations to which he can almost always return when the need arises.

A Note on Maps

Like many console RPG's *Shooter* includes two kinds of maps: Travel Maps and Location Maps.

Travel Maps

These are top-down, 2D representations of large areas (cities, airports, forest regions, etc.), presented as 2D or 3D (possibly pseudo-3D).

Each travel map depicts several locations, represented in an iconic fashion. The player moves an animating sprite to the location icon he wants to enter and is then teleported to a location map.

Only location icons are accessible on these maps – everything else is just artwork. When you first explore a Travel Map, only a portion of the locations are displayed. As you accumulate clues and information, new locations appear. (Some locations – i.e., black market arms dealers, and so forth – never appear highlighted. You just have to happen upon them and/or know where to move your sprite...)

A Travel Map might depict all (or a large portion) of ~~San Francisco International Airport~~ ^{the south end of Manhattan Island}. Portions of the ~~area~~ ^{area} open to exploration (the locations) will be highlighted.

Location Maps

These are 3D areas consisting of several buildings and some surrounding area.

Every inch of every building on a location map can be fully explored in first-person perspective. This is the heart of the game.

A typical location map might consist of two terminal buildings at the ~~SR~~ ^{La Guardia} Airport, a baggage handling area, two runways and a bunch of airplanes of varying sizes. We can even re-use location maps by varying textures, NPC's, flags and so forth. (This would give us many terminals – or other areas with standardized layouts – for little more than the cost of implementing one...)

Once you've visited a Travel Map, you can return to it at will, to seek new information, explore areas you missed or skipped earlier or to see what (if any) changes may reveal themselves due to your actions or the passage of time.

Act One

TLC

Travel Map

TLC Headquarters

Locations

Location 1: HQ Building (inc. your office, several agent offices, Manderley's office)

Location 2: Underground Training Facility (inc. firing range, obstacle course)

Location 3: Equipment and R&D

Location 4: Dr. Reye's Office

Location 5: Mr. Manderley's Office

Location 6: Weapons Training

Location 7: Obstacle Course

computer & network facilities

NPC's

Nick Baldo

Anna Navarre

Gunther Herrmann

Paul Denton

Katie Andrews

Sam Carter

Dr. Reyes

Mr. Manderley

Sean Grey

Description

After character creation, you are dropped into the TLC HQ lobby. You can wander around the lobby *but freely*. ~~most of the doors are locked~~. There are five key agents in the building: Diane Tisdale, Nick Baldo, Anna Navarre, Gunther Herrmann and your brother, Paul Denton. They will each chit-chat with the player.

Everyone has something to say about augmentation...
Tisdale introduces herself as your EE - eyes and ears - which means she's your liaison at HQ. When you're out on a mission, she's the one who whispers sweet nothings (and lots of useful information) to you through your datalink augmentation and who can do computer searches for, and infodumps to, you in realtime, as you need them. Tisdale's your lifeline...

Baldo's a computer programmer, ^a real hacker guy, who shows you around the computer and network facilities.

Navarre and Herrmann are augmented field agents who steer you toward the training facilities.

Paul joshes with you in a brotherly way but drops hints that he's discovered something odd in recent missions, something to do with drug stings that seem outside the TLC's normal purview. He's thinking about investigating on his own...

In addition to talking with these agents, you can explore the equipment room and ask the equipment officer, Sam Carter, what's available. Later, you'll be able to check out anything Mr. Manderley clears you to use but, since no assignment's been made yet, Carter will describe available items but won't release anything. (Manderley or a subordinate describes special equipment needs as part of each mission briefing). Carter's only got one leg, explaining that he lost the other in the line of duty, but he's grown attached to the old-fashioned prosthesis he now wears. (He could get a new one and, maybe even go back in the field, but he's not sure he has the stomach for it anymore...) He challenges you to beat his old time in the obstacle course. Carter's a physical hacking nut and, if the player shows interest in lockpicks, he'll warm up to him in a hurry and be a potential ally later on.

Everyone you meet urges you to get to Mr. Manderley's office – wouldn't want to keep the boss waiting your first day on the job...

Handwritten:] - 11 five up do (A)

Handwritten: Manderley's office:

→ When you reach Manderley's office, he tells you your first assignment is on the way; for the time being, take advantage of the obstacle course and equipment room to familiarize yourself with your new augmentations. He also tells you to be sure and see Dr. Reyes after you get some exercise so he can clear you for active duty.

The Obstacle Course: The obstacle course is a tutorial; it will teach you how to walk, jump, run, fire, use items – pretty much every basic, physical gameplay feature is covered. The course will put you in a couple of situations where multiple solutions are possible.

At the obstacle course, the officer on duty, Sean Grey, greets you and briefs you on what to expect. "It's the standard obstacle course you've run a thousand times, but with a few new twists. The ammo in the guns is live – if you're not careful, you can get killed in there. Don't worry, you're the best agent I've seen come through here in a long time. You'll make it and you'll thank us for being so harsh later, when you're in the field. Now, remember – there's often more than one way around a problem. You've got twenty minutes. Get to it."

Handwritten: Fast eg of first world. Speed of record = wow!

The obstacle course is designed to be beatable in five to ten minutes by a beginning player, so twenty minutes should be more than enough time. The obstacle course is a tutorial on movement and puzzle-solving. There are catwalks you have to stay balanced on and places where you have to jump. You get to exercise your new augmentations. Basically, every beginning ability you have is introduced here. At the first jump, a text box comes up that tells you how to jump; the first time you come to a door, a text box comes up that tells you how to open it, etc. Near the end are a couple of multiple solution obstacles – you walk into a room, the door shuts, the only exit is through the ceiling... You can pile stuff up, use the rope in the cabinet, pick the lock on the other door, etc.

When you finish the obstacle course, Grey greets you again. "Congratulations. I knew you'd make it through okay. Go check yourself out on the firing range and then report to the Doc to get yourself cleared for your mission. The firing range is in the basement. Your pal, Doc Reyes, from the training center just started with us – for now, he's working out of a temporary office behind the Eagle statue on the third floor."

Handwritten: ~~training center~~ training center gymnasium lab.

The Firing Range: At the firing range, Katie Andrews, the instructor briefs you on agency firing procedures and you begin a shooting tutorial. She instructs you to "keep moving, and remember that one well-aimed bullet is better than six potshots."

Dr. Reyes' Office: Later, at Dr. Reyes' office you can talk to the doctor right away or look around his office. If you look around, you find some diagrams of biomechanical augmentation devices. Dr. Reyes greets you as an old friend; "Hey, how's TLC's best agent?" He may comment about how his old stuff looks strange in these temporary quarters.... When you get down to business, he moves some machines in front of your face and continues talking. "I'll be sorry to see you go on active duty – you're one of the few friends I've got here..." You can press the issue by asking him if anything's wrong; he eventually lets on that dealing with active duty agents is very different than his work at the academy. "Some of these new procedures... well, anyway, you check out all right. Good luck with Manderley. I've got work to do, let's pick this up again later."

Mr. Manderley's Office: After your visit with Reyes, you're summoned via TLC's intercom system to Mr. Manderley's office. It's time for your first mission assignment. Manderley's all business – brusque to the point of being rude.

Turns out you're being sent out to stop a relatively small-scale drug delivery. Seems odd, the kind of thing you'd think the local police could handle, but Manderley explains that the drug runners are actually closely linked to some terrorists who use drug money to fund their operations. The goons accepting the delivery are very bad news.

You're briefed to expect the worst – heavy weapons, quick trigger-fingers, etc. – and you're told to shoot first and ask questions later. You have a license to kill. Use it without hesitation.

Mission 1: The Drug Bust

Travel Map

New York – the waterfront area of Manhattan island's downtown urban ghetto.

Locations

- Location 1: The Docks
- Location 2: Ford Schick's lab
- Location 3: Mixer Shea's seedy Bar
- Location 4: The Smugglers' Warehouse
- Location 5: A Crack House
- Location 6: The 'Ton Hotel

NPC's

- Squirt
- Jojo Fine
- Rat
- Ford Schick (aka The Chemist)
- Jordan "Mixer" Shea
- The Smuggler
- Gilbert Renton
- Sandra Renton
- Various junkies, thugs and low-life scum

Description

You talk to various people (the local bartender, the guys who run the flop house, a guy who claims to be legit but you figure is a petty drug synthesizer...). Soon, you get the lay of the land and learn when and where the drugs are scheduled to be delivered.

You interrupt the delivery and, being an augmented guy with orders to kill (and no reason, yet, to question those orders), you do some serious damage to the folks delivering the drugs.

One of the thugs, ^a teenager named Squirt, whines, "Why are you messing with us? There's way badder shit than us going down. We're just punks, man. We dealin' heroin, crack, man, tha's all. Old-fashioned stuff. Narcs like you, man, should be dousin' the dopes wit' dat' new thing, that new Ambrosia thing - dat' the bad shit. Baddest I ever seen." If you press this punk, he also tells you who he works for - Jojo Fine. If you let him live, he may become an ally later in the game.

You go to shake down Jojo, who gives you pretty much the same song and dance about how he's just a little guy. He drops two critical bits of information:

- First, there's all these drug raids going down but some of the biggest dealers seem untouchable - what's up with that?
- Second, he tells you *he* works for a guy called Rat. (Drug dealers have a penchant for ratting each other out...)

You're about to haul this guy in when you get a message from Tisdale saying you've been ordered to back off. Tisdale doesn't get it, but the order's from Manderley himself. Leave the dealer alone. (You can ignore the order and bring him in - or kill the guy on the spot - if you want, but that results in a reprimand, at the very least.)

Note: The Chemist has a bunch of equipment in his place that's got a distinctive mark on it - which turns out to be the signature of Tracer Tong.

TLC

Travel Map

TLC Headquarters

Locations

As before

NPC's

Mr. Manderley
Other agents

Description

You're curious about the information Jojo and Squirt provided and confused that your boss told you to stand down just as you were about to bring the mission to a successful conclusion.

Confronting your boss about this or discussing it with other agents results in some look-at-the-new-agent ribbing. No one takes you too seriously. After all, who're you going to listen to – a drug dealer or your boss, Mr. Manderley? And, surely, the boss had a reason for ordering you not to bring Jojo in...

While you're here, your brother Paul says he's onto something big but he doesn't want to involve you until he's sure of his facts. If you push him he confides it involves the drug stuff that's going on. You give him your information about the seemingly untouchable drug dealers and the mysterious drug called Ambrosia.

You can do a little digging of your own in the TLC computers but you don't find anything about Ambrosia.

Manderley gives you your second assignment – another drug operation. This time, the mission involves infiltrating the armed compound of the guy known as Rat, a true druglord and much bigger fish than the guys you were dealing with last time. This time, you're ordered to assassinate the man behind the area's drug ring. You can protest ("This isn't what I signed on for!") but that doesn't sit well with the boss...

Mission 2: The Drug Lord

Travel Map

New York, as before with the addition of a heavily defended, walled compound you only saw from afar in Mission 1.

Locations

Location 1: Rat's Compound
New York locations as described in Mission 1.

NPC's

Rat
Double #1
Double #2
Double #3
Drug Kingpin's Brother
Drug Kingpin's Son
Drug Kingpin's Business Guy
Various Augmented Guards

Description

This guy has lots of guards, some of them with minor black market augmentations. ~~He also has his army of rats. Finally, he's~~ always surrounded by human shields – family members, children, and (most disturbingly) several people who've been surgically altered to look just like him. If you get past all that, you get to deal with the rats. *He has an army of them.*

You have to get past his defenses and figure out which of the identical guys is the real drug kingpin and take him down.

Searching his compound, you can uncover an email message that reads something like "Ditch the smalltime stuff and jump on the Ambrosia bandwagon or else..." This message can be linked to TLC...

You also find shipping cases with the mark of Tracer Tong on them and notes demanding payment for unspecified augmentations.

TLC

Travel Map

TLC Headquarters

Locations

As before

NPC's

Mr. Manderley
Other agents

Description

Your debriefing is even hotter than before. You tell Manderley there's something weird going on. There's a new and dangerous drug called Ambrosia but no record of it in the databanks; some drug dealers are getting hit; others are not, but no one at TLC seems to think this is odd; dealers are being strong-armed into taking on this new drug.... What's up? Manderley, angry, says "Other agents are investigating these so-called "facts." Everything's under control. Leave it alone. That's an order."

You can nose around the building a bit and ask your fellow agents if they know anything. Some of 'em tell you they think you're on to something. Some think you're nuts. In any event, Manderley calls you back into his office and, unnaturally calmer than he was just a little while earlier, tells you to take some time off to cool down. (Unbeknownst to the player, Manderley also puts JC under surveillance...)

Mission 3: Find out why TLC doesn't want you to investigate.

Travel Map

New York, as before but with the addition of off-shore locations

Locations

Location 1: Black copter landing site
Location 2: Lebedev's Yacht
New York locations, as described in Mission 1

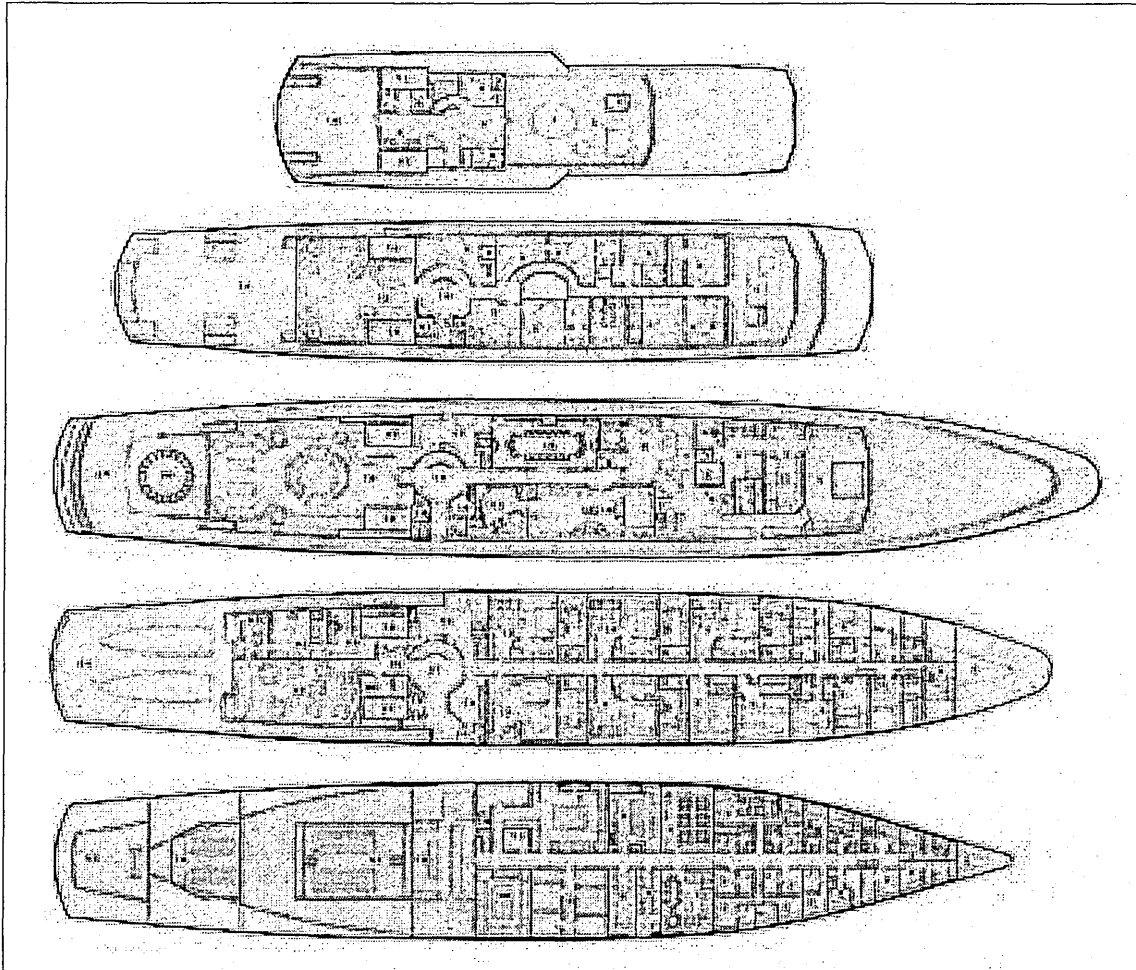
NPC's

Juan Ivanovich Lebedev
TLC augmented agents

Description

You're on your own, for the time being, without an official assignment. Prodded by some of the TLC agents who think you may be on to something, you investigate black copters reportedly bringing Ambrosia into the country from an off-shore delivery site – the yacht of a genuinely big-deal drug lord with strong ties to the Russo-Mexican Alliance, Juan Ivanovich Lebedev. Find him and you discover that TLC agents are involved (only you won't KNOW they're TLC agents until you get back to HQ and do some digging).

message for
plant,



When you find the real drug and the druglord, the agents – far stronger, faster, deadlier than any enemies you've encountered so far) start attacking *you* and protecting *him*.

You go to kill the bad guy and bring back a sample of the Ambrosia drug but a datalink message says, "Don't do it." When you jerk back to reality, the bad guy is gone. (Plant more clues about what's going on...)

TLC

Travel Map

TLC Headquarters

Locations

As before

NPC's

Mr. Manderley
Juan Ivanovich Lebedev
Other TLC agents

Description

Check the files and you learn that the super deadly drug guys were TLC agents (a couple of them at least).
Hmm...

As you're leaving HQ, Lebedev, the bad guy who got away in Mission 3, walks in with Manderley – and it's obvious that Lebedev is not under arrest – in fact, he and Manderley seem to be all buddy-buddy with one another!

You recognize Lebedev, of course, which makes you a threat to what is obviously a TLC operation. Manderley raises the alarm and before you can escape, sirens are wailing, steel doors are slamming shut, your safe haven is a deadly trap and you're in deep, deep trouble.

Mission 4: Escape from TLC

Travel Map

TLC Headquarters

Locations

As before

NPC's

Mr. Manderley
Diane Tisdale
Other TLC agents

Description

The standard ways out are sealed off. Manderley broadcasts that you're dangerous and you're to be stopped – alive, if possible, but you're to be stopped. You're surrounded by folks who were your friends but now believe you to be their enemy. You have to find some way out of the secure building.

(The more poking around the building you did in earlier episodes ^{here}, the easier this is likely to be. Access to a sewer down below the building, accessible by blowing away part of the underground training course, might work; or heading for the roof and making a flying leap to an adjoining rooftop.)

Tisdale datalinks to you and says, "Listen, JC – if you ^{partly -} want to live, do what I say. Get to Tracer Tong in Hong Kong. It won't take TLC long to figure out that they can – and should – shut down your augmentations. They'll probably leave your datalink operational, so they can track you through it, but I can keep them from pin-pointing you for a day or so. Still, without the other augmentations, you won't survive long – they're all designed to degrade within 48 hours of powerdown, to ensure they won't fall into the wrong hands if you get killed. And when the augmentations go, they take the host – that's you, babycakes – with them. You're toast in 48 hours unless you get them reactivated. Tong's a black market technogeek who specializes in this kind of thing. TLC's used him before but he knows when to keep quiet. What are you waiting for?!"

Sure enough, you feel your augmentations let...

Mission 5a: Get to Hong Kong

Travel Map(s)

New York
Hong Kong

Locations

Location 1: Plastic surgeon's office
Location 2: LaGuardia International Airport
New York locations, as described in Mission 1

NPC's

Plastic Surgeon
The Smuggler
Cops
TLC agents
Airport personnel

Description

Couple of ways to do this.

First, in return for a look at the Ambrosia drug sample (which you have to get if you don't already have it), the Chemist from Mission 1 can turn you on to the smugglers from whom he got the Tracer Tong equipment you noticed earlier. For the right price, the Smugglers can get you onto a plane bound for Hong Kong and tell you the name of a bar Tracer Tong has been known to frequent. (You can resort to violence in both of these encounters but, without your full augmentations, you're not likely to fare too well...)

Second, you can visit the plastic surgeon who, though he doesn't have time to change your face, can provide a really effective disguise (new fingerprints, false retinas, etc.). It'll only last a couple of days, if that, but that's all you need. Then, you can get fake papers from the smugglers and hop a plane to Hong Kong. (Note: If you have the disguise skill, this works even better.)

There's an ethical dilemma involved with the choice above. The Smugglers route is safer and easier but their price is that you smuggle something really bad out of the country with you. The disguise guy offers a tougher route, but at least he doesn't ask you to do something truly evil.

The streets and airport are alive with cops and TLC guys looking for you. Time to be stealthy.

Mission 5b: Find Tracer Tong

Travel Map(s)

Hong Kong

Locations

Location 1: Preferred Bar

Location 2: The 'copter R&D base

Location 3: Tracer Tong's Lab

NPC's

Jock

Bartender at the Preferred Bar

Bar customers

Tracer Tong

(Paul Denton – via datalink, only)

D. W. Fung

Description

Finally in Hong Kong, you have to find Tracer Tong and get him to turn your augmentations on. You go to the bar where the smugglers said you might find Tracer. Asking around there, you find a guy who says he can take you to Tracer – for a price. The guy turns out to be Jock. He says any friend of the Smuggler is a friend of his – he likes hanging out with world-travellers like you, anyway – pay him and he'll take you to Tong. Pay him more and he'll sign on as your pilot. From that point on, he'll fly you around anywhere you want to go – if you get him some hardware... This makes a side mission available where you can "borrow" a prototype helicopter and have it modified so Jock can get you pretty much anywhere you want to go without having to deal with customs and ~~so~~ metal detectors and so forth.

Once you reach Tracer, ^{he} modifies your datalink so TLC can no longer reach – or track you ~~by way of the datalink~~. (This modification is critical to many aspects of the story – we'll use it to explain why you are able to do things other linked agents can't do and, more important, why you are unaffected by things that affect all other linked agents.)

The instant the datalink becomes active, you get a message blasted at you from your brother. Unfortunately, the message is disorienting and makes no sense – just lots of flashing, incoherent surreal imagery. (This download sequence, while not a cutscene and not taking control away from the player, should look and feel like a dream or nightmare.) The message repeats over and over, as if Paul set it to send on automatic, to broadcast continuously even if he lost control. The PC sees flashes of himself and Paul as kids, flashes of data scrolling on and off a screen at a dizzying rate, flashes of something called Majestic 12, of the Ambrosia drug, of something called Mt. Weather. The images may be confusing but the message is clear – something bad has happened to your brother.

Tracer intercepts Paul's message and finds a way to shut it off (or, at least, stop you from getting it over and over...) He says there's lots of strange computer code in there but some of the data is parsable. His eyes light up at the Majestic 12 flash and he reveals that he has a contact within a Hong Kong company which, he's been told, is a front for the near mythic Majestic 12 group. The contact trades information and technology for a cut of any profits Tracer realizes.

Tracer reveals to you what little he knows about Majestic 12 – that they disseminate technology (or, more likely, withhold it to ensure their continued power and profitability). Rumor has it they're connected with alien visitors, but he doesn't believe that. In any event, Tracer scurries off to a corner of his lab and returns with a tiny orb. Holding it up so you can see it better, he says, "It's an artificial eye with some amazing properties, or so I'm led to believe." His contact in the Majestic 12 front company got him the plans but neglected to provide the firmware to power the eye up. He doesn't actually know who the contact is and doesn't know how to reach him – their dealings have been handled anonymously, via post office boxes and pre-arranged drop points.

You're ready to take off and go save your brother when Tracer drops a bombshell on you: He says he powered up your augmentations, but only for two weeks – after that, they'll shut down again. It's just his way of ensuring that he gets his payment (something that hadn't come up until just now...).

Now, if within two week's time, you were to take the eye and infiltrate the front company and download the firmware into it., If you were to do that, he might waive his IMMENSE fee for services rendered and he might even turn your augmentations on permanently, so no one could turn them off ~~except you~~.

You have no choice but to go along with the guy. He implants the eye in you and ^{you} head off to do ~~Tracer's~~ ^{his} bidding. (The thing seems to work just fine as an eye, but it doesn't have any special powers or anything, not yet, anyway.)

Mission 6: Get the Firmware

Travel Map

Hong Kong

Locations

Location 1: Majestic 12 Technical Development Lab / Versa-Life

NPC's

Tong's mystery contact inside Versa-Life
Versa-Life receptionist
Versa-Life Security Guards (lots of them)
Researchers
Diane Tisdale

Description

You do some digging, checking out the places where Tracer and the mystery contact did their pre-arranged drops. You check out the post-office box. You do some poking around in the company where the contact works. Eventually, you can find the contact and get him to load the firmware.

As an alternative, you can take the riskier but quicker route of sneaking in, accessing the company's computer system, finding the firmware and doing the job yourself. Needless to say, this is riskier and likely to result in a more combat-intensive experience.

However you do it, once you power up the eye, you find yourself with some new vision-related powers.

While in the ^{Versq-Life} company building, you can also access the computer and seek information about Majestic 12 and about the drug Ambrosia. Here you can learn the location of a drug synthesis lab (though you don't know it's one of many such labs). There may even be some references to the Adam project or the Adam computer.

When you return with the powered up eye, Tracer does an analysis and, to your surprise, offers to let you keep the cyber eye – now that he's got the plans for the hardware and the sourcecode for the firmware, he can always make more. (As Tracer learns more about the firmware, he's able to activate more eye powers for you, giving you a steady stream of vision upgrades as the game goes on.)

Even more important, Tracer thinks he can benefit mightily by sticking with you – your ability to get your hands on cool, new tech is a major draw for him. He offers his lab as a safe haven for you, whenever you need it. All he asks in return is access to whatever technology you get your hands on. (Though Tracer is a mercenary sort, it should also be obvious that he genuinely likes you...)

Right about this time, Diane Tisdale contacts you via your datalink. You tell her about the Ambrosia synth lab and Majestic 12. She says she'll do some digging and get back to you. A while later, she comes back on and says "The data here. You have to stop them from making any more of that drug. You have to stop them from getting it out there." *sumily scared*

Now you have two choices: Save your brother or destroy the drug synth lab you learned about earlier. You get to choose the order in which you take on these missions. The order you choose has some impact on difficulty but, of greater importance, if you decide to save your brother first, Tisdale gets upset. She thinks there are bigger things going on than a missing brother and, while she values family and loyalty, the fate of thousands, maybe millions, should count for more than personal issues. She signs off and doesn't contact you for a while. (~~But she'll come back later, Han Solo-like, to assist you when you really need it.~~) ?

Mission 7a: Save Paul.

Travel Map

Hong Kong

Locations

Location 1: Majestic 12 Asylum

NPC's

Paul Denton

Phibes

Lots of miscellaneous loonies

Majestic 12 psychiatrists

Majestic 12 nurses

Chinwe Kit-Wei

Majestic 12 orderlies (combat orderlies...)

Description

You have to piece together the images you got during the transmission from Paul. (Tracer can play it back for you...) There are enough clues there that you can determine Paul is in a psychiatric hospital that's a front for a Majestic 12 operation designed to discredit anyone who gets too close to uncovering the truth about them. This is where Majestic 12 keeps its nutcases and those people who need to be driven crazy so no one will pay any attention to them.

(Your brother is here because Majestic 12 has no idea *why* he went crazy and, until they figure it out, they want him alive. Also, those augmentations of his cost money and death destroys them. So, while they won't hesitate to eliminate anyone who's a threat, they'd like to try restoring him to normal so they can use him and his augmentations to further their goals.)

In the hospital, you have to dodge guards, deal with lots of nuts, some of whom are potential allies, some of whom spout nonsense that turns out to be true, if you take the time to listen. Some you'll see later on the streets, drooling. The best course of action is probably to set them loose, to distract the guards, while you do your thing, freeing Paul.

You take Paul back to Tracer's lab so Tracer can examine and care for him while you go off to deal with the drug lab.

Right around this time, and unknown to the player, Adam puts Diane Tisdale on ice. (He doesn't kill her, since that would violate his sense of ethics – the one thing that separates him from Majestic 12, which has no such compunctions about killing. Adam only kills when it's the totally logical thing to do and, even then, only when there are NO other options.) He gets Diane out of the way so he can contact you directly *pretending to be her* and manipulate you throughout Act 2...

Mission 7b: Destroy the Ambrosia Synthesis Lab & Storage Facility

Travel Map

Hong Kong

Locations

- Location 1: Oil Refinery Platform
- Location 2: Ambrosia Development Lab

NPC's

- Oil company employees
- Fire fighters
- Majestic 12 researchers
- Majestic 12 agents

Description

First, you have to find the storage facility, located in an old oil refinery. The Chemist has plenty of information that can lead you to an oil company's corporate headquarters and, from there, to the storage facility.

The chaos in the facility attracts members of the Tactical Police Unit, including your ally, Chin-wai-tai. Chin-wai-tai is your ally.

He gives order probably to be number 1.

Where does he look for Paul?

Bob Park?

How?

Why?

How he moved here from NY? Is NY a hot spot for him? (Okay by me)

When you finally get here, you find lots of big storage tanks, some actually filled with oil, as you might expect, but some filled with Ambrosia. You have to figure out which tanks contain which substance, a process that can be achieved through exploration or trial and error but which is more easily accomplished by finding a way to access maps and/or the facility's computer databases.

No big surprise, you encounter some folks here who are using the drug – contact resulted in several inadvertent addictions. Since one of the side-effects is extreme volatility, you're confronted by a lot of people who want to kill you. And anyone who isn't hooked on the drug will want to kill you as soon as they realize you're out to destroy the place. And there are lots of folks here who are unaware of what's going on – killing innocents is always an option but it won't win you any friends or convince potential allies to join your cause.

lab work
One thing everyone on-site knows all too well is that it's not a good idea to start shooting or using explosives indiscriminately – something the player better figure out, quick. Get trigger-happy and the place goes up in flames (remember all the tanks filled with oil...) and the drug gets scattered all over the surrounding area, resulting in mass addictions, at best, and massive, deadly, overdoses, at worst). If you did some research earlier (at the Majestic 12 front company in Hong Kong) you know the drug can be nullified by adding something to the storage tanks. (The "something" should be something the player could have found in an earlier mission but, if he didn't, can also be found well-hidden and well-guarded on-site.) Nullify the drug and you can blow the place up with abandon. But you still have to get to the actual lab, so they can't make any more.

then the drug site
The lab is in a different location but there are plenty of clues here that will lead you to it. The lab you CAN blow up at will. The details of the overall plot are hinted at on computers you can find here. And there are bigtime clues on the computers and in the heads of some lab personnel about how to counter the drug's effects.

We need to set the player interacting with the volatility effects of Ambrosia earlier and more often.

ACT TWO

By this time, you've recovered your brother (though he's still a vegetable); you've destroyed the primary Ambrosia drug processing lab; you've learned that there's this amazingly influential yet totally secret organization called Majestic 12; you've acquired an ally (albeit a mercenary one) in Tracer Tong *Chinua Kel - Well, For L. Schick...*

Also by this time, Majestic 12 is in complete control of communications through "ownership" of media leaders and, as a last resort, through Adam. The computer can determine what goes out over every satellite, phone line, cable - you name it. There's no such thing as a secure channel except your datalink, which is only reasonably secure - Adam can even break in on that if he wants.

Finally, by the beginning of Act 2, martial law has been declared and the US government has been moved into Mt. Weather - all except the damn Secretary of Defense. He decided to be a hometown hero and head for the Texas front with just a small cadre of HEAVILY augmented Secret Service agents. He hasn't been seen or heard from since he crossed the Oklahoma/Texas border! Majestic 12 has to find the guy and get him into Mt. Weather with the rest of the US government leadership. (They can't just kill him - tempting though that may be - because they need to download the last portion of the US nuclear launch codes from his super-secure datalink, an operation that can only be performed at Mt. Weather.) Until they get those codes, which is to say until they find and kidnap the Secretary - WHEREVER HE IS - Majestic 12 can't take control, as they plan... Once they have him in Mt. Weather, Majestic 12 will braindump the codes and their operatives will shut down the environmental systems in the underground base, killing the President and his entire staff. After that, it will be a simple matter to blame the whole situation on the Russo-Mexicans, seize power, "win back" Texas and launch massive retaliatory strikes against Russia, Mexico and anyone else who stands in the way of the New World Order.

But most of this is unknown to the player. At the beginning of the Act, all you know is you've got to find a cure for Ambrosia's addictive power and that your brother is still out-of-service.

Mission 8: Find the Cure for Ambrosia's Addictive Power.

Travel Map

Hong Kong

Locations

Tracer Tong's lab

NPC's

Tracer Tong
"Diane Tisdale" (actually Adam)

Description

After a long period of silence, Tisdale contacts you! (It's actually Adam imitating Tisdale so he can manipulate you...) Tisdale says "she" got away from TLC to a place of safety, but you shouldn't try to find her - continued safety depends on secrecy. Tisdale claims she hacked into a Majestic 12 computer and discovered the counter-agent for the Ambrosia drug's addictive power. It has six components. You go on a

treasure hunt. Bring back the ingredients and the Chemist can synthesize a small amount of it – enough to test if it works.

Note: If you've recruited the hacker/when you recruit him, he reveals that the voice in the "Tisdale" transmission isn't really Tisdale at all. He can start a trace of the transmission back to its source, giving you information about Adam that proves useful in Act 3.

Mission 9: Restore your brother's mind.

Travel Map

Hong Kong
TLC Headquarters

Locations

Tracer Tong's lab
TLC HQ
Jamie Reyes' apartment

NPC's

Tracer Tong
Paul Denton
Jaime Reyes
Jock
TLC Agents

Description

Tracer tells you that whatever's going on in Paul's head is way beyond anything he or Dr. Feng can understand. He asks you who implanted the datalinks in TLC's augmented agents and you tell him it was Dr. Reyes, TLC's neurology expert. You also remember that, early in Act 1, Reyes had expressed some concerns about TLC's policies. Tracer recommends nabbing him and bringing him back here.

You can accomplish this in two ways, either by sneaking back into TLC HQ (very tough) or by having Baldo the Hacker find out where Reyes lives (assuming you recruited the Hacker earlier). Sneaking into TLC is a straightforward but very deadly combat mission, albeit in a now-familiar setting. Approaching Reyes in his home is a lot simpler and safer.

Whatever route you take to reach Reyes, he doesn't believe you when you tell him about Majestic 12 or weird Ambrosia drug stuff or TLC being compromised. TLC has painted you as a bad guy, a rogue agent killing his erstwhile friends. You must provide first-hand evidence. He insists on seeing with his own eyes. Actually, he insists on seeing through your eyes – he says he can tweak your datalink to allow him to do just that but he has to go to TLC HQ to get the appropriate equipment.

- Let him go and he says there's no need for that – you used to be his friend and the fact that you were willing to let him go on his own tells him that you're still worthy of his trust. He gathers his equipment and says he's ready to go with you back to Tracer Tong's.
- Refuse to let him go and he threatens to turn you in to TLC, for your own good. You have to conk him on the head and drag him to Tong's forcibly. Then you better hope you can find the right equipment,

here or at TLC or you better hope Tracer has the right stuff. (He has most of it, but there's a brief submission involved in acquiring the last little piece of tech.)

Back at Tong's, Reyes examines Paul using the equipment he brought. What he sees is that someone has basically overloaded Paul's brain – it looks like computer code and data. And there's so much of it, it's causing Paul's neurons to fire constantly – all of 'em at once. The human brain was never meant to operate at that level of efficiency. ^{Typically} We use only a small portion of our brains to allow for redundancy of operation and for rerouting of circuits when an existing circuit is damaged, but every bit of Paul's brain is in use.

The only chance of restoring him to normal is to yank out the excess data causing the constant neural activity, something that's possible with appropriate equipment – info couriers do this kind of thing all the time, but they know exactly which small parcel of data to download from which area. Reyes doesn't know where Paul's neural connections end and where the intruder begins. With an ordinary download device, its almost certain Paul will die and the data downloaded from his mind would likely be so garbled it would be unrecoverable; with a tweaked, experimental model (only one of which is known to exist) odds go way up. And where is that experimental model? It's in the Majestic 12 psychiatric clinic in Hong Kong harbor!

Tracer has an ordinary download device but suggests you go and grab the experimental model. You can ignore the advice but, if you do, you get less information and Paul eventually dies.

If you took the experimental download device when you busted Paul loose in the first place, you win. If you didn't and Reyes came here willingly, he can use his influence and standing within TLC to gain access to the diagnostic hardware. If you kidnapped him, you have a more difficult situation on your hands – time to break in the hospital again. Only this time, the level of alert is much higher than before. You face much tougher foes and more of them.

Assuming you do the right thing and go get (or you already have) the experimental model, Tracer sends you on a couple of mini-missions to get specific components that seem to be lacking or non-functional (it's a prototype, after all). Eventually, he downloads a bunch of code and data from Paul's brain into a computer system you've broken into (and which you've had to upgrade dramatically to hold all of it). A bunch of the code and data is lost and/or garbled in transmission. A bunch of it is fragmentary. Your Hacker ally grabs it and starts trying to piece as much of it together as he can.

Paul snaps out of his catatonia long enough to thank you and reveal that the release of the Ambrosia drug was designed to foment a nationwide crisis so bad, the government had no choice but to declare martial law. A regional crisis, like the Texas invasion wouldn't do the job. The data about WHY such a national crisis was required is lost.

Paul also reveals that there's this massive AI called Adam – that's where the code and data in his head came from. It almost seemed as if Adam was afraid he might get shut down, but that would imply intelligence...

(wherever that is)

In addition, Paul tells you that as soon as Hunt falls to the Russo-Mexicans the national government is going to fall to Majestic 12. Paul had a lead on an ex-Illuminati head named Stanton Dowd, ~~who is defending the Capitol building in Austin~~; if you can get to him he can tell you how they're going to take out the government. Then he falls back into near coma. He'll have a long recovery.

You wonder what Hunt, Texas – a tiny town outside of Kerrville, has to do with the fall of the US government... *And where are you supposed to find Stanton Dowd?*

Over the next few weeks, during and between the missions below, Baldo, the hacker, is able to deliver a fair amount of data: You learn about Majestic 12 – its background and so forth, including the date of its creation (November 18, 1952). Hmm... the 100th anniversary of the creation of Majestic 12 is just days away... You

learn about the Illuminati and its dethroning by Majestic 12. You get some clues about the people who used to head up the old Illuminati, including the Dowd guy Paul told you about. You also get the name of one of Majestic 12's nineteen voting leaders, a guy named Bob Page. Bob Page? The billionaire technogeek and philanthropist? Hmm...

Note: The information above is spaced out throughout the rest of this act – you don't get it all at once and you don't get a choice of which mission to pursue based on the information doled out unless specified below.

Mission 10: Find Dowd and delay the fall of Texas

Travel Map

Central Texas

Locations

Location 1: Austin (including ruined downtown, the capitol building, Tilson & the Ghoul's hidey-hole, the ammo dump, the food stores, and the general's camp)

Location 2: Houston

Location 3: the Concentration Camp

Location 4: The Texas Independent Militia HQ

NPC's

Jock

Stanton Dowd

Jeff Tilson

Ghoul

Walton Simons

General Francisco Castro

Description

The capitol building in Austin, Texas is in real danger of falling; a couple of days will see the arrival of 30,000 RMA troops from the contingent that took and now controls Houston. With their aid, the 20,000 troops already in Austin will surely prevail over the American troops in the besieged capitol building and surrounding area.

Ten thousand Americans still guard the Capitol of Texas, but they're sure to be overwhelmed unless they get help. Problem is, it's unclear where the help is going to come from – the armed forces of the United States are spread thin preserving the peace in the drug-torn cities. The government is between a rock and a hard place – defend the population against attack from without or protect the citizenry from an equally grave threat within? ... Making matters worse, communications have been severed so no one outside of Austin knows how grave the city's situation really is.

There are only three realistic sources of aid (and none of them looks too promising): A thousand or so Americans are locked up in what amounts to a concentration camp near RMA-controlled San Antonio, but they're starving and weaponless. A large force of as many as five thousand surrendered in Houston but they're assumed to have been captured. The Texas Independent Militia has 2000 or so men in a base (more a hiding place, really) outside Kerrville but they don't care who wins the war – they figure they'll end up fighting whichever side wins....

Background:

The commanding officer of the Capitol defenders is General Stanton Dowd. Until the fall of Houston he was in command of the troops there but a crack squad of special forces guys, ex-Illuminati foot-soldiers, spirited him away just as the RMA marched into the city. They alone know his secret — that Dowd was one of the leaders of the Illuminati before Majestic 12 ousted him and his peers. His goal, in this battle as in all things, is to stop Majestic 12 from getting what they want. This has been his burning obsession, the driving force in his life since the fall of the Illuminati.

As for Austin, much of the city has been leveled in the fighting. Large areas are little more than burned-out battlegrounds. The Capitol was walled off when the Russo-Mexicans invaded. Those walls have held thus far. The RMA troops are encamped from the Colorado River in the south nearly to the capitol building itself. This stretch of hostile territory contains General Francisco Castro's camp, in the decrepit remains of a once grand hotel dating back to the 19th century. There's also a huge food storage building, an ammo dump, and the underground bunker of a couple of sewer rats named Jeff Tilson and the Ghoul.

When you arrive, you'll start out on the Lamar Ave. Bridge. You can see enemy troops patrolling and Mexican flags flying from the few remaining buildings. American (and Texan) insignia are defaced, sometimes replaced with their Mexican or Russian equivalents. Rubble dominates this landscape. Your goal is pretty clear; the Capitol building is a prominent location, but getting there takes a roundabout approach. Impassible rubble of buildings demolished in the fighting and craters that were once streets make passage dangerous.

Your route leads you past the supply area — a city block's worth of bars and clubs now stockpiled with food and other necessities. You also pass near ~~the~~ a bunker under attack by a patrol of soldiers. You dispatch them and the eerie visage of Jeff Tilson pops out of a pile of rubble. "An enemy of my enemy is my friend. Get in here before somebody sees you!"

You're in the bunker of Tilson and the Ghoul. They greet you in the "antechamber" of their bunker (which is actually little more than a cave formed of rubble from collapsing buildings). Tilson's got a GEP gun and he says "don't try anything, I've got you locked. My name is Tilson, and he's the Ghoul. What the hell are you doing out there?" You talk and, assuming you don't do anything stupid, he concludes you're okay.

The Ghoul flips a switch and a trapdoor in the floor slides open. You go down and talk some more, telling them what you're doing here. Eventually, after lots of twisting and turning through the sewers, you find yourself in an underground bank vault piled high with food and water. The Ghoul found this place and he and Tilson ~~setup~~ stocked it and decided to wait out the hostilities.

Ghoul is a pasty-faced electronics geek and Tilson's a survival freak — an odd couple, for sure, but they complement one another nicely; together they've been able to watch the outside world and, with just a food or water raid now and then, they've been able to survive. Their plan was to wait until the war passed them by or ended. Now they're convinced the capitol is doomed and are starting to rethink that plan. The Ghoul intercepted an RMA radio transmission and word is that twenty thousand guys from Odessa (by way of Houston) are arriving to take the capitol in four days. Tilson and the Ghoul are thinking about hiding out somewhere else for a while. The question is where?

Their underground hidey hole is linked to the Austin/San Antonio water channel and they've visited occupied San Antonio a couple of times since the invasion. Not much doing there and not much point in trying to hide out South of Austin. Resistance in San Antonio is non-existent and there's a well-populated concentration camp with a bunch of soldiers and a bunch of women and children there. Those people are starving to death.

The mission:
After our march
you'll see that
want to rubble of
Kerrville and
Stanton Dowd is
headcamp in the
Texas capitol
building in
Austin.

Kerrville, you
can do act at it
with the militia
Fike, he's got
pretty hostile
at his point.
Do things the
better bet.

Austin:

The

his search
is helped
take 'em out.

When he hears you're heading to the Capitol to find Stanton Dowd, Tilson just shakes his head and opines that you'll never make it. He offers to help in any way he can but he and Ghoul don't have any tunnel exits any further north -- you'll have to go the hard way if you want to get to the capitol.

Of course, you make it eventually and, to your surprise, it's fairly trivial to talk your way past the guards once they see the (inevitable) RMA forces on your heels. (The enemy of my enemy thing again...). They say you're welcome to come on in if you help when the RMA comes. You're questioned by Walton Simons, the capitol chief of security and, if you pass muster, you're free to explore until you find Stanton Dowd. If you don't pass muster, you'll find yourself back out in the open, dodging RMA goons and hoping to find another way in here. (There is a back way, but it involves sewers and darkness and rats and feral cats and other unpleasantnesses...)

When you find Dowd, he's a valuable source of information, telling you the following:

- Until now, no one has considered the RMA a real threat but if they can take Texas they have established themselves as something more than the minor inconvenience they've always been.
- Majestic 12? Sure he knows about them. They're going to do something to the government and probably blame it on the RMA. Then they can step in and take charge of the country and push back the RMA, making themselves look like heroes.
- The folks in the capitol can't hold out against 50,000 soldiers but with another 10,000 guys, maybe the guys from Houston, he might be able to do it, but their communications are out. (You mention the incarcerated guys in San Antonio -- the ones Tilson told you about. They might help, too.)
- If you say you'll try to get in touch with Houston, Dowd offers to give you an escort as far as the river. They'll cover you until you're out of the area...

Houston You go to Houston and the soldiers are still fighting, but they know the city's doomed. You get in and talk to their commanding officer, convincing him to give up Houston in order to save Austin; at least you can win that fight. Maybe if Austin survives, Texas can start to rebuild its army and take back Houston later. The CO agrees to send 5000 troops to provide a flank attack.

Austin On the way back you see Tilson. You convince him and the Ghoul to give you a hand with the guys from Houston on the way, maybe there's a chance to win. He goes with you to see Dowd.

You return to Dowd, who tells you he needs five thousand more men. You mention the concentration camp again, but he says any attempt to rescue them will result in more deaths than it's worth. If they had weapons they might be able to escape on their own. Tilson says he knows where there's a bunch of weapons and enough food to feed an army. And he casually mentions that he's got a barge in the underground waterway that'd have no trouble floating all that stuff to San Antonio, right below the unsuspecting RMA troops! Meanwhile, Ghoul offers to work on restoring communications between the Capitol's forces and the outside world. Weird, though, something's jamming the signal but good...

San Antonio You raid the ammo dump and the supply building; kill the guards (or blast a hole to the tunnels below) and see an in-game flick of everything getting loaded up. You and Tilson go to San Antonio, where you first break into the concentration camp, arm the prisoners, and then help them break out. The most prominent prisoner is the Secretary of Defense, Zachary Hunt. This ~~camp is new and the~~ RMA doesn't know they've got Hunt in their grasp. Hunt is a desperate man just waiting for a chance, any chance, to escape. He comes to you when you break in and helps organize the other prisoners. He tells you he knows the information he carries in his head is important to his nation, but he had to be here to protect his family. His efforts were in vain; his family is dead and now he wants to push these bastards away from their graves. He says they'll be there for a flank attack from the side opposite the Houstonians when the battle begins, but he's coming back

to San Antonio to win back the ground ^{his family's} they're buried in afterward. After you deliver the guns and food, and meet Hunt, you aid in the attack by scrambling the autogun controllers and shutting down the fences.

Kerrville?
Then you get a datalink communication from Tisdale (actually Adam) saying it's worth checking out a militia group outside Kerrville called the Texas Independent Militia, so you go to convince them to help. They say their only interest is in re-establishing Texas as an independent republic. They have no interest in a war between the US and Mexico. As evidence that their cause is just, they point to a treaty between the US and the Republic of Texas that was signed centuries ago and then suppressed. The treaty, they say, is locked up in the basement of the capitol building. Bring it back and you've got your help.

Austin?
You search the capitol for the document – which is buried in a place even the oldest capitol workers don't know about – find it and bring it back to the militiamen. They begin loading up to head for the capitol as you return to Dowd.

Ghoul says he can't get their communications back, but if you can download the coordinates from the satellite dish at RMA General Castro's quarters, he can at least shut off the enemy's communications for a couple of hours. You go and do that. With that information, Dowd is confident that they will win the day.

He thanks you and, as much as he'd like you to stay and fight alongside him in what he describes as the new Alamo, he tells you to leave. If you want to stop Majestic 12 as badly as Dowd does, you've got to act quickly. But act how?

Dowd says the government is in Mt. Weather – that's standard procedure in times of national crisis. But this time, Majestic 12 forced the issue. He knows it. But he doesn't know why. He implores you to get in there and figure out what their plan is. There's no way to get in through the front gates (in fact, there is no front gate, per se), but there's got to be another way in.

He tells you about a vault Majestic 12 built while still part of the Illuminati conspiracy. The vault housed sensitive documents and top secret technology – the stuff the world was not ready to know or that the conspirators were not ready to give the world just yet. Unless they've changed more than he thought, the leaders of Majestic 12, engineers and rigid thinkers to a person, would still be keeping their most secret stuff there, certain that no one could penetrate their veil of secrecy and deadly security. The secret of Mt. Weather would surely be found in that vault.

Unfortunately, he can't tell you where the vault is or how to get into it – the Illuminati leadership survived as long as it did on the principle that no one person knew everything about the operation. (This rule by committee was also one of its downfalls, he says). Dowd was entrusted with the knowledge of what was in the Vault (though that has certainly changed since his tenure...). Another man, Nigel Naismith, knew the code to get into the Vault. Mort McTavish knew the Vault's general location. Beth Sung knew where in that general location the vault could be found. And a man named Jacques Marnier was implanted with a device that shut down the final defenses; he was discovered by Majestic 12 and his body taken to Area 51 to help test a memory extraction device; you should be able to find that implant.

He can't even tell you where the other former Illuminati leaders are – just where they were, last he heard from or about them, and that each went a little whacko, in his or her way, when they were deposed:

- Hewings
- Nigel Naismith was in London last time anyone heard from him. He was reportedly seen among the "mole people" living in the tunnels beneath the Tube system. He, more than anyone else, kind of fell to pieces after the Illuminati went down. It wouldn't surprise anyone who knew him to learn that he was living like a bum. How to deal with Naismith? No telling. He was pretty flaky around the edges toward the end there...

- Beth Sung is in Washington or, at least she was until communications to and from Texas got shut down. Sung and Dowd kept in pretty close touch, but he hasn't heard from her in months. Wherever she is, she's almost certain to be keeping close tabs on Majestic 12, monitoring their activities in Washington. Her reaction to the downfall was to become totally paranoid, convinced that Majestic 12 wanted her not just out of power but dead. Knowing the Majestic 12 leadership as he does, Dowd isn't sure she was far wrong. He doesn't know where exactly to find her – she moves around a lot – but she said if he ever needed her, to go to the top of the Washington Monument and look for the eye-on-the pyramid symbol. He's never taken her up on it so no telling what that means.
- Mort McTavish went deep into hiding, saying that he didn't want to wield power over anyone ever again. He sent Dowd a message a couple of months ago – said he was someplace he called "The Retreat." Dowd doesn't know what or where The Retreat is, but you can check out the transmission he sent and, maybe, spot something that'll give you a clue. The video shows McTavish standing before a window which opens on a scene that doesn't look quite right. You figure out that he's underwater! Careful examination reveals some ruins in the background, perhaps of a large city. In the foreground, McTavish goes on about his current situation – "The scavengers are going to be trouble," he says, "but at least the place is totally free of the tentacles of Majestic 12." He urges Dowd to join him but doesn't say where he is for fear that someone will find him. Really careful study of the videotape, probably with Ghoul's help, reveals the secret of The Retreat – behind McTavish's head, you can make out a landmark. Off in the distance, a series of white blobs can be enlarged, enhanced, cleaned up to reveal a picture (Computer skill plays a part in the clarity of this picture). The player can make out "HO LY OOD" and figure out that The Retreat is in Los Angeles. And Los Angeles is underwater.
— near the city
- Jacques Marnier used his connections, a cadre of men and women loyal to him and an innate ruthlessness to become the head of a multinational crime syndicate (the objections of the previous leaders fell on deaf ears – deafened by the sound of automatic weapons fire). Though no longer a world leader, Marnier couldn't give up his need to wield power over large groups of people. Ambition proved to be his downfall – he tried to stay out of Majestic 12's sight but couldn't keep a low enough profile. A scant two months after wresting control of the criminal organization, Majestic 12 agents found and killed him. According to Dowd's information from Sung, Marnier was taken to Area 51 so his implants could be removed and the information in them extracted, if possible. Area 51 is still under Majestic 12's control, so it'll be a trick to get in there, but you need whatever he's got in him as badly as the Majestic 12 guys do...

You now have four quests to go on, which you can pursue in any order. Each of the three ex-Illuminati leaders has a piece of the puzzle that will point to a ^{vault} sub-basement of the Denver International Airport. There, you can find some vital information as well as the "truth" about such conspiracies as the Kennedy assassination, the failed attempt to keep an alien visitor alive, the Illuminati story, limited Majestic 12 info, and a ~~like~~ chupacabra caught outside Miami, etc. Just fun stuff – we don't want to take a stand (in *this* game, at least) on whether the things you find in the vault are real or not...

MISSION 11a: Nigel Naismith

Travel Map

London

Locations

North Greenwich Station
Underground
Monkton Farleigh

NPC's

Nigel Naismith

Description

This is an exploration-heavy excursion into the London "undercity" of the self-described "Mole People." Every city has them – the people who live under the sewers, under the subways, in long-forgotten tunnels, in parts of the city frozen in an earlier time, displaced by construction above. The people who live in these places have their own communication network, their own warning systems when outsiders approach, their own loyalties. They are truly masters of their underground domain, able to sprint down slimy tunnels that cause the most cat-like surface dwellers to slip, able to see in what ordinary people find indistinguishable from pitch blackness. Dealt with appropriately, respectfully, these people can be valuable allies (though none of them are recruitable, in a game sense...); dealt with inappropriately, and they can be the deadliest of enemies.

First, the player has to discover the whereabouts of the undercity entrance. There is an accessible entrance nearby in an abandoned subway station just off the old Jubilee Line of the London Underground tube system. The player interacts with the inhabitants of the undercity – a few hundred loonies who, at first, seem like little more than shady characters and bums but quickly come to seem if not "normal" than, at least, loyal to one another and not at all political, like surface-dwellers. After a few errands and people-chasing excursions, they point you in the direction of a loony named Nige, who's got a black market shop down here. Right now he's off making a supply run at England's equivalent of Area 51, a now-abandoned high-tech weapons dump called Monkton Farleigh.

At Monkton Farleigh you explore a run-down and abandoned government complex made up of low buildings punctuated by some tall towers. Most of the stuff outside is trash – rusty vehicles and neglected guard posts filled with debris. The player can either explore the whole thing until he finds Nige and his two underlings or he can go to the control room, restore power, and use motion sensors and video cameras to discover his location.

"Nige" turns out to be Nigel Naismith. You can get some useful info out of him, especially if you help him carry some good, saleable stuff back. You can also buy some of his black market goods (most of which seem useless and trashy but which prove surprisingly useful in the underground, whether here or back home). In fact, from here on out, Nigel becomes a surprisingly useful supplier of weapons and gadgets.

He says there's no way to just waltz in through the front gate of Mt. Weather – it doesn't actually have one. All of the approaches are underground and not even the Illuminati could spot a weakness. Alarm and defense systems, surveillance, ventilation, waste control, water, everything is controlled by a supercomputer protected by incredible security measures. He says that the vault Dowd spoke of is the place where all the secrets were stored, but he doesn't have any details – the contents of the vault were Dowd's responsibility. The Majestic 12 guys built it (under Illuminati direction) but Naismith coded the outer seal's locking mechanism. Unless they changed it – and knowing how vain they are, he doubts they did – the security override for the vault was the date of Majestic 12's own creation – 11-18-52. That code still works. He's willing to bet on it.

*The chaos of
mid-21st century
if he has been
more people to
than ever before.*

Undercity:

Monkton Farleigh:

*Can't hear?
Can't hear?
Alarm... - -*

(The date of Majestic 12's creation can be learned from any of a number of sources: Your hacker ally can find it; a variety of whackos have yelled it out during earlier missions, you can dig around yourself...)

Mission 11b: Beth Sung

Travel Map

Washington, D.C.

Locations

Washington Monument
Sung's building

NPC's

Mr. Manderley
Gunther Herrmann

Description

Dowd sent you to the Washington Monument but it's no longer open to the public – it and many other landmarks were closed off when Martial Law was declared. You've got to outsmart the guards and thwart the anti-terrorist (and anti-Ambrosia junkie) defenses.

You go to the top of the Washington Monument (no, we won't make the stairs an available option!) and search for Sung's Illuminati symbol. If you have the telescopic eye augmentation, you can spot it on the roof of a tall, fortified building in a decimated part of the city; if you don't, you have to find a pair of binoculars or something. If you look closely, you can see a bunch of buildings still standing amidst the rubble. There appears to be an entrance on the roof of the building with the eye symbol but to get to it, you'll have to make some death-defying leaps from adjoining buildings. And when you get there, you'll find a killer alarm system which you can disable if you have the appropriate skill at a high enough level. Another avenue of approach is the front gates (fancy that), which are strong but breachable with a counterlock kit and some skill.

When you get to this place (which is, of course, Sung's complex), you find it overrun by TLC agents! There are lots of old friends here. Unfortunately, they're still after you. Equally unfortunate is the fact that Sung herself is nowhere to be seen but all of her defenses seem to be operational. There are three significant things to see here:

- Some of Sung's surveillance equipment is still operating. You can play around with it and get a peek at a variety of locations, each conveniently time-stamped and labeled so you can note what you're looking at and, if you're patient enough, even time the approach of patrols and/or the sweep of defensive installations. Some of the locations Sung could view were inside her own complex but some of her ~~monitors~~ *cameras* are clearly hidden elsewhere, in places of serious significance to the player. One location of particular interest shows a corridor with a couple of small rooms off to either side. Each door is marked with messages in multiple language. The view is simply labeled "The Vault." Needless to say, this is the entrance to the vault you've been seeking. (This camera does not reveal the city or the building that house this vault. It does NOT reveal the specific location, though it should give you some clues to follow-up. It DOES give you a heads up on what you'll encounter when you get there.)

- One of your old buddies from TLC, Gunther Herrmann, is in Sung's complex. He doesn't want to kill you and hesitates when he sees you, but he's under orders. While he's hesitating, you can shoot him (he dies), run (he sounds an alarm), or talk to him (he talks back). If you opt to talk, you can ask him what he's doing here and he spouts what TLC told him: Sung is spying on the agency for some terrorist group, so they were ordered to take her out. Someone did just that. "The weird thing," he says, "is that after we got here we got specific orders not to mess around with anything and, above all, not to touch Sung's body when we found her. Just stand guard. Somebody higher up is coming to take a look around." You can say that you were getting the same kind of runaround before you got ramrodded out of the agency and that, after you left, you discovered that TLC is not what it seems. You advise him to get out while he still can. He says he doesn't know if he can trust you yet, but that VIP is coming, so maybe you'd better get out of here. "I never saw you..." he says "but if I see you again, I may not have any choice but to follow my orders. Now get out of here."
- Sung's body. You can get a glimpse of her dead body from her surveillance camera or you can stumble upon it on your own. If you choose to search it, you have to deal with the augmented agents standing guard over it (killing them, sneaking past them, creating a diversion of some kind...). If you search the body, you find that Sung has a personal datakey on her. If you wait too long to go for the body, Manderley shows up and takes the key. If you confront him, he turns out to be a ruthless bastard. ~~You've been used all along, he says, and a gunfight erupts.~~ Either you kill Manderley or he dies in the crossfire and Gunther tells you to run – he now sees that you were right all along. You get the datakey Manderley took. If you use this on any computer in Sung's complex you get some good info from what amounts to her personal diary. (If you don't use it immediately, Ghoul can get some information out of it and Baldo can get even more, but using it in Sung's complex gets you the most): She says she's been watching Majestic 12's activities and something BIG is up. There's a lot of activity in Washington. Looks like they might be making their move. She thinks they might be executing a plan she herself proposed in the old days (not that any of the punks from Majestic 12 would give her credit for it...) – spread chaos, get the government to hole up in Mt. Weather and shut off their air, frame somebody else for their murder, and quell the chaos and get direct control while looking like heroes. (Sung seems to have been pretty cold-blooded...) She gives out a couple of intriguing details on the plot. *environment = system, killing them,*

Mission 11c: Mort McTavish

Travel Map

Underwater Los Angeles

Locations

Keisha's claim zone
The Retreat
The Ruins

NPC's

Mort McTavish
Keisha
Evan Santo
Al Killian
Toby Atanwe, Marshall of the Los Angeles claim authority

Description:

In 2030, the earthquake that leveled much of San Francisco had far more dramatic effects on California's southern megalopolis, Los Angeles. The City of Angels, like Atlantis millenia earlier, crumbled and cracked and, ultimately, sunk to the ocean floor.

Amidst the ruins of the sunken city, in the middle of a vast underwater frontier populated by salvage crews, looters and claim jumpers, sits a sealed, self-contained, utopian community called The Retreat, filled with dreamers, malcontents, expatriates, and people on the run.

The place was originally set up as government underwater lab DSRP23 ("Deep Sea Research Project #23"). Its original mission, to investigate the impact of sinking a city on coastal ecosystems, fell out of favor and its funding was cut. Eventually, someone in Washington got the idea to sell it to a wealthy private citizen in an attempt to recoup some of the expenses incurred.

Mort McTavish, having been ousted from his position in the Illuminati leadership, used some of his acquired wealth, submitted the highest sealed bid in the auction and shortly thereafter moved in, changing DSRP23 into The Retreat. Other people anxious to leave the rest of the world behind soon followed and, before a year was out, McTavish had followers again (though of a far less ambitious sort than he was used to).

Maps and schematics of the original DSRP23 station are available publicly, but they're not 100% accurate given the passage of years and the modifications McTavish made to convert a research lab into a domicile. Approach routes are somewhat more difficult to find. Though the place isn't exactly a submarine, it does have some limited mobility and McTavish, desiring a life of peace and isolation, was smart enough to move it from its original location to one a little less easily found. Imagine trying to find the wreck of the Titanic if the Titanic could move on its own – not easy...

When you do arrive, you find The Retreat in a sorry state of disrepair. The oxygen converter blew out three weeks earlier, so the resident handyman, Evan Santo, and his assistant, Al Killian, took The Retreat's submarine out on a seemingly simple mission to search for a replacement part. They did not return. Now the base is stuck without a submarine or anyone to fix the oxygen converter, and they've only got one week of air left. Their scuba tanks are empty and, without the oxygen converter they have no way to replenish them, so they're stuck inside the retreat without the sub. That's not all that's gone wrong since Santo left; the power is flickering on and off as the power fluctuates, and the sector doors will no longer open, separating the retreat into isolated sectors with panicked people in each. The base was pretty much dependent on Mr. Santo, and when they tried to repair things without ^{him} them, things went from bad to worse (hence the closed sector doors).

You try using your datalink to get some help but find that it doesn't work – in fact, all of your electrical gear is acting a little funky. (Chemical spills have released some kind of electrolyte into the water that affects the functioning of electronics of all sorts.) This will cause problems for The Retreat and for you, but it also provides some clues about how to solve the problems you confront down here.

When you arrive, McTavish is in sector 4 of the base. You've got to restore temporary power to each door to get to him (or find another way through); when you do he says if you help the residents of The Retreat repair the place so they can live through this crisis he'll tell you everything you want to know.

You still have some oxygen in your scuba tank so you start by searching for the submarine. Finding it isn't hard – it didn't go far. You find it wrecked but not irreparably so. It is in a salvage crew's claim area, and they're not too happy that you've come to get it back. If you explore the sub you can discover that it was

intentionally wrecked by the salvage crew – if you can *prove* they did it you can take it to the Los Angeles claim authority and have them arrested. This can be done by forcing an admission from their boss, Keisha, or by getting it out of the imprisoned and very weak Santo. (Killian died in the crash). You can also just kill them all, but you won't get the Los Angeles claim authority's lenience if you are later discovered jumping a claim. Discovering Santo, who is fairly well-hidden, is very useful but not crucial. The sub had a detailed diagram of the part Santo needed to repair the oxygen convertors, but Santo knows where to go to get it and installing the part will be easier with his help. NOTE: If you do not get the scavengers arrested or eliminate them all, the remainder will follow you back and start attacking the residents of The Retreat.

Repairing the sub is a difficult, but not impossible, task. Santo can tell how exactly what parts you need and where to find them (in the ruins beyond Keisha's claim zone), but you can also find these yourself through investigation, your own repair skill, or querying the L.A. claim authority.

After it is fixed, the sub can ferry Retreatists to the surface, though this is a partial victory. Take this path and McTavish will tell you only that the vault is underneath the Denver International Airport and then sink into a melancholy mood. (Note that repairing the sub requires jumping other peoples' claims – some will react violently but others can be bartered with, paid off, or persuaded to help.)

If you find the part Santo was looking for and fix the oxygen converter you're halfway home – you still have to restore power. (Santo has already diagnosed the problem but, if you don't save him, you'll have to figure it out yourself). This saves the Retreat. A happy McTavish will thank you and let you have your pick of useful items in their stores (and you've had ample opportunity to do some scavenging out in the sunken Los Angeles area). He'll also give you information about the other Illuminati guys. He has plenty of useful information on what to expect from the series 11 missions you haven't done yet and he can give you some clues about Majestic 12 procedures which will help at Mt. Weather.

If you rescue Santo he offers you schematics on improving your aqualung or scuba gear which Tong can later apply, ~~and give you~~ a lesson on electronics, repair, or lockpicking, resulting in an increase in skill level. *He can also*

Mission 11d: Jacques Marnier in Area 51

Travel Map

Area 51, Groom Lake

Locations

Location 1: The Little A'Le'Inn

Location 2: The Base

NPC's

Guards

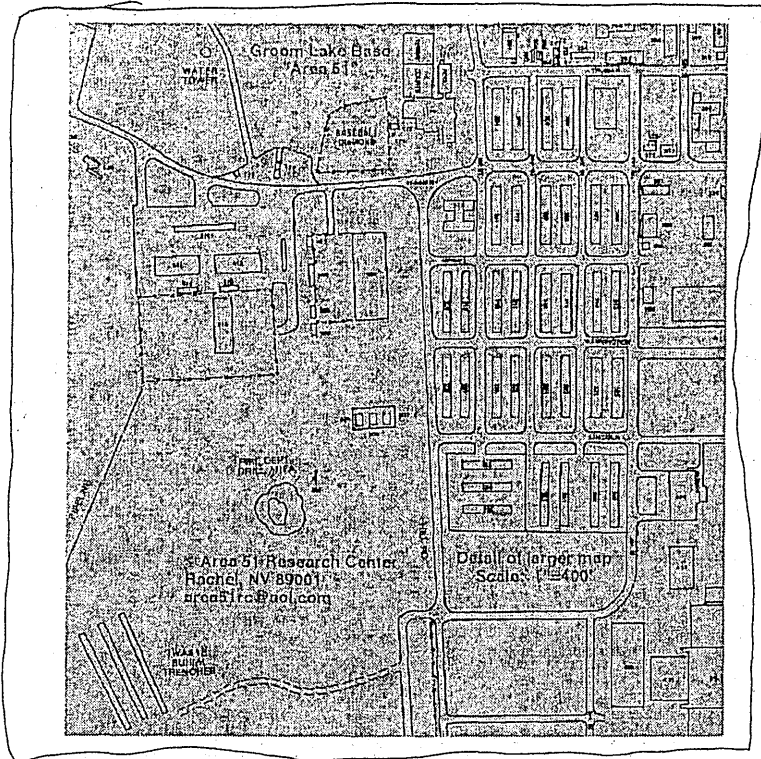
Andrew Glick

Description

Area 51 is the test site for the technologies Majestic 12 develops and discovers (from alien sources?). It is heavily guarded, with a full complement of manpower and automated defenses both stationary and mobile.

In town, the player talks with a few conspiracy nuts, one of whom actually has some worthwhile information to tell you. Andrew Glick, a crabby, disheveled ex-military man, tells you that "His Majesty" keeps tight control over technological breakthroughs and uses Area 51 to test everything from which plague to unleash upon mankind (and how to cure it) to what the next implant is that you'll be using. He's kept his eye on things, to be sure, and the moment he can gather some photographic evidence he'll go public...again. (Turns out he's completely ignored by most everybody in town and not even the conspiracy mags will listen to him anymore.) He can tell you some minor details about the base – layout, estimated number and location of guards, motion sensors, lighting, etc. Most of his information is sketchy, but accurate.

Wishy after.



— BOX

It also turns out that Jock, your pilot ally, is somewhat familiar with the lay of the land at Area 51, having flown as a test-pilot there in the past. He never got into the underground areas – never had the clearance – but he knows his way around the outside okay. Since these black helicopters are rather stealthy, he can slip you in past the perimeter defenses, but you're on your own from there! He also gives you the names of a few people inside who might be able to help you out.

The player can explore the wonders of Area 51, coming upon many prototypes of current technologies, failed technologies, and unexplained, incomprehensible bits of weird tech. The player can go to a variety of different buildings, shutting down motion sensors in one, alarm systems in another, and video displays in another. He will be unable to make it to the sub-basement without disabling those three systems.

Along the path to Marnier you find a small, pocket-able artifact that Tong, watching through your eyes via an augmentation, tells you to grab. He's intrigued... (It turns out to be the only genuinely, demonstrably alien artifact in the game, and it plays an important part in the endgame, but you don't know any of that yet.)

Marnier's body is deep in the sub-basement complex in a medical lab. The player finds his body splayed out (as gory as we can get away with) with pins in his flesh and a variety of primitive implants removed and labeled. The one you're interested in is the "Electrical Field Override" which was removed from his chest; this is the implant you'll need to get past the vault's final defense.

*Could this
provide
in solving
The Retreat's
power
problem?*

You take the override implant back to Tong, who tells you that it must be implanted because it will not operate unless ~~the attached heart is beating~~. You undergo the surgery and head for the vault.

It's a healthy heart

*You
resumes for
surgery was
too quickly
in his room
Shouldn't
be external?*

Mission 12: To the Vault

Travel Map

Denver

Locations

Denver International Airport
The Vault

NPC's

Jacques Marnier (dead)

Description

You've been directed to the Denver International Airport and, thanks to Sung's video cameras, know what you're looking for – the distinctive secret entrance to the vault.

Beneath the Airport, hidden in a sub-basement accessible from above through a series of secret passages behind a customs stop, is a government-owned storehouse of the bizarre and futuristic. You can identify the hallway here as the secret entrance – now you have to hunt for the way in. The vault is guarded by a number of automated security measures that you must defeat in order to gain access. The final defense is an electrical field around each individual item; when you walk into the vault your override implant activates and the fields clap out of existence.

*You need to
get stuff out
the electrical
field override
but it isn't
easy.*

Inside the vault, you find data alluding to every conspiracy theory of the last hundred years. The solution to the mystery of John Kennedy's assassination is here (information you can trade for vital game information later on). The secrets of alien visitation, abductions and technology are here. The place is crawling with advanced human technology (including motors that run on water, energy sources that appear limitless, perpetual motion machines, and so on). Possibly of greatest immediate interest among the technological finds is a super-healing augmentation which you can take back to Tong for installation. There's also information on government emergency procedures including, on a computer terminal in the vault, a map showing two tunnels leading to Mount Weather – one from the White House and one from Camp David. You learn that, once used, each tunnel seals itself off irrevocably (or until the Army Corps of Engineers gets around to rebuilding it).

We'll make sure the word got out that the President's staff was whisked to safety FROM THE WHITE HOUSE, alerting the player to the fact that the White House tunnel is sealed off already. That leaves the link from Camp David intact and usable – with the proper code (which seems to have been deleted...).

at least as far as you know

Mission 13: Camp David

Travel Map

Camp David

Locations

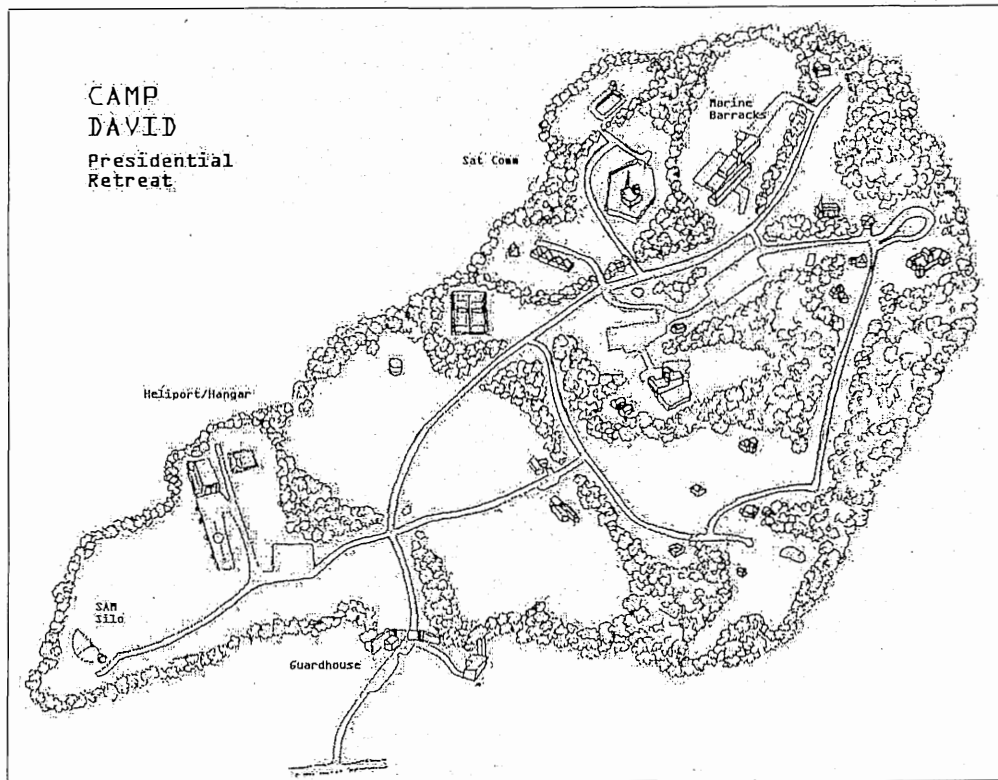
Only Camp David

NPC's

TLC Augmented Agents

Description

Guarded by Augmented Agents, Camp David is a fortress you must infiltrate. The code giving access to the Mt. Weather access tunnel can be found here. You have to search for the escape tunnel, with its high-speed, people-mover transport pods, use the code and make your way to Mount Weather.



During this mission, you receive a warning from your allies; they heard from a government broadcast in Mt. Weather that there are problems with the environmental system in the complex. Don't know if it means anything...

You know it means plenty!

Mission 14: Mount Weather

Travel Map:

Mount Weather

Locations

Mt. Weather exterior
Mt. Weather Interior

NPC's

TLC Augmented Agents
President Philip Riley Mead (called "Riley" by friends and colleagues)
The First Lady, Rachel Mead
The First Son, Philip Mead II
The First Daughter, Sarah Mead
Vice-President Margaret Williams-Hamner
The VP's Husband, Michael Hamner
Assorted government advisors, cabinet members, etc.
Mt. Weather support personnel

Description

This is where it all comes together. The complex is filled with Majestic 12 operatives disguised as employees. You have the following tasks:

- Find the sabotaged environmental system and repair it and/or provide everyone in the place with oxygen.
- The place is criss-crossed with electric eye-driven security devices and high-powered lasers targeted at anyone who trips them. Find the power to these systems and (a) shut 'em down or (b) figure out how to use them to your advantage.
- *The* Computer needs four three-letter codes; one person remembers each. Track down all four people and get their codes.
- Gain confidence of President; convince him to get the hell out while fighting off augmented agents.

Once you accomplish your goal of saving the government, you get a message from Tisdale (Adam in disguise) stating that the leaders of Majestic 12 are presently meeting at Bob Page's estate in Austin, Texas. She urges you to get there as quickly as possible so you can put an end to Majestic 12 in one fell swoop. She figures they're holding an emergency meeting because of your efforts to foil their plans – who knows what diabolical measures they'll take. It's rare to have them all together in one place so, if you can get there in time, it'll save you and the governments of the world having to hunt the key conspirators down one at a time.

At this point in the game, there are two critical things to bear in mind. First, Majestic 12 is still a mysterious organization – few people outside of Mt. Weather are aware of their existence or what they tried to do there (and many people inside Mt. Weather are now dead...). Certainly, word of their perfidy will get out before too long, but right now, the circle of people in the know is still limited to yourself, the President and some high-level government officials. Second, despite your stunning success in Mt. Weather, Majestic 12 is still fully operational at this point, even though their plan to take over the United States of America failed.

You discuss these facts with the President and he puts you in charge of the Majestic 12 investigation. For a change, you have the full backing of the US Government behind you! He warns you, however, that the government has its hands full managing the Ambrosia drug crisis and the war in Texas. You may not get all the help you need, but he promises to do as much as he can. If you can bring in the leaders of Majestic 12, cut the head off the massive conspiracy and truly put an end to their organization, fantastic. The president tells you to contact VP Margaret Williams if you need anything.

Knowing this is going to be a difficult job for one man alone (after all, there are nineteen members of the ruling elite), you ask for the assistance of two augmented agents who have helped you from time to time in the game. The President and the agents readily agree and the three of you depart Mount Weather headed for Austin.

Mission 15: Get to Bob Page.

Travel Map

Central Texas

Locations

Bob Page's Estate
Adam Computer Complex

NPC's

Bob Page
Georges Genet
Gunther Hermann
Alex Jacobson

Description

Everyone knows where Bob Page lives – it's a heavily guarded, secluded complex outside of Austin, Texas. You go there but (needless to say) the straightforward approach doesn't work. ("I'm sorry, Mr. Page isn't seeing anyone. And who are you, anyway?") You need to find a way to sneak into the compound, as you don't want the members of Majestic 12 to become alerted to your presence and flee. You split up and manage to slip quietly into the complex, where one of your first goals is to disable the security systems.

Tisdale Adam starts feeding you useful information—maps, camera locations, and defenses. *He* suggests that you send the two augmented agents with you to the security shack where they can prevent your progress inside Bob's estate from being monitored. Contacting them via datalink, you send them off to a location *that Adam* gives you. *and your two allies*

While the other two agents are away, you explore the complex on your own, getting deeper and deeper inside. Shortly before you get to the entrance of the large conference room where the leaders of Majestic 12 are secretly meeting, the other two augmented agents rejoin you. Your plan is to burst into the room all at once where you can surprise the members and take them into custody, assuming they don't put up a fight! So on the count of three, you burst into the room but just before you start your countdown, you hear a loud, shrill, high-pitched whine and images start streaming before your eyes. You feel confused and bewildered, and you can see that the other two agents are being affected in a similar manner. You fall to your knees, not knowing what's going on, but you feel as if something is trying to tunnel its way into your mind. After a few

seconds it stops, and you feel relatively normal again. You ask the other two agents how they feel, and after they regain their composure they too say they're okay. Something seems different in their eyes, but you can't quite put your finger on it, so you ask if they're ready to complete this mission. They nod. You start your countdown...

...3... 2... 1!

As you burst into the room you can see the nineteen voting members of Majestic 12's leadership gathered around a large table. Bob Page is at the table's head, facing a large computer screen, which you can only imagine he's using to interact with Adam. He looks pretty busy (doing what, you're not sure), but everyone, including Page, turns their attention toward you the instant you jump through the open doors. Suddenly and without warning, the two agents on either side of you, start shooting all the Majestic 12 leaders! This wasn't part of the plan!

Before you can react, they've shot virtually everyone in the room (they are using futuristic automatic weapons, after all) and start heading toward an exit on the other side of the room, taking shots at you as they leave. At the same time, Page's guards start pouring into the room from doors on all sides. You manage to see a door close behind the two agents as they escape, just as the guards turn their undivided attention on you.

The door behind you has shut, sealing your only exit. Clearly, your only priority at this moment is to survive! You quickly dispense of the guards (well, if you don't, the game is over!) and start to look around the room. Besides some moaning from the dying leaders of Majestic 12, you can hear beeps and computer speech from the terminal where Page was working just moments ago. You make your way over to the other end of the table where Page is slumped over on the floor, the life draining quickly from his eyes. He motions for you to come closer, which you do. We force a conversation at this point between the PC and Page, as Page has information the PC must have to continue.

You attend Page's wounds, but he's too far gone to save. Before he goes, he manages to communicate a few vital pieces of information to you.

- He reveals that Adam has gone out of control and is hell-bent on world domination, thinking he's saving humanity from itself.
- He also discovered that Adam was using you as a pawn in his plan. Shortly before your arrival on the scene, Majestic 12 had decided to shut down Adam, which is what Bob was doing as you burst into the room.
- He then tells you that the two rogue agents who just escaped are collectively carrying Adam's code and data around in their heads (ahh, so that's what happened to us out in the hall! The modifications Tracer made to your datalink must have prevented Adam from downloading himself into you as well). This seems plausible enough, given what happened to your brother earlier.
- If you don't stop the agents from completing their assigned task (whatever that was), Adam will surely resurface to threaten mankind.

He then starts to tell you where those agents are headed, but slips into unconsciousness before he can get the words out. At the same time you hear from the computer terminal, "Shutdown Complete. ADAM program purged from system."

You can't exit the door you entered or the door the agents exited, but you can get out by way of the doors the guards came through, which gives you a different path to get out. Also, reinforcements should have arrived at this point, meaning you're not going to just slip out the back door unnoticed. If you carefully explore the rest of this complex instead of just getting out of there as fast as possible, you'll discover that

What do you know about Adam at this point?

Tisdale has been incarcerated in a lower level and you can rescue her. If you do, she'll help you throughout the rest of the game as the "real" Tisdale and not the Adam impersonation of her. If not, any information she'd give you throughout Act Three must be discovered by the PC through other means (or not at all!)

Act Three begins shortly after the conclusion of Act 2. Adam has been shut down at Bob Page's complex, but the two carrier agents into whom Adam downloaded himself are on the loose and headed toward their respective destinations – the NORAD complex inside Cheyenne Mountain in the US and the Russian underground base beneath Yamantau Mountain. Adam used ~~his control of communication facilities to~~ transmit false orders to these locations, preparing them in advance for the arrival of his agents, so they can simply walk in the front door with no resistance. (Needless to say, this will not be true for the player!) ~~In fact, Adam is now in complete control of what's left of Majestic 12's underground empire, issuing commands in the name of the now dead leaders.~~

his final
message before
shut down

~~This alone makes Adam a formidable force, but only temporarily.~~ Once Adam downloads himself into new host computers and establishes an operational network link between those two sites, he'll be on the way to a permanent position of power – once Adam is online, he'll have unassailable control over the nuclear arsenals of both the United States and Russia.

— Explain that you won your base from HK to Mt. U. with some repairs (and assistance from govt resources) it's a more secure and effective base than HK...

— How do you get in/out of base? (we raised the only remaining access tunnel collapsed)

Act Three

Mission 16: Locate Carrier Agents.

Travel Map

New York, New York
Houston, Texas

Locations

Location 1: New York Federal Prison, Long Island
Location 2: TLC Branch Office, New York
Location 3: Secret TLC Base, New York
Location 4: NASA Mission Control, Houston, Texas
Location 5: Downtown Houston, Texas
Location 6: Downtown New York

NPC's

Mark Keyes
Dr. Joanne Frances
Dr. Farley Tananbaum
Enemy Agents

Description

The PC must determine the whereabouts of the two rogue agents, infiltrate the computer complexes they're holed up in and then shut them down. Earlier in the game, Tracer Tong told you that augmented agents could be tracked through their datalinks. One of your TLC allies can jog your memory and remind you that Mark Keyes was the agency guy who handled the tracking of all agents – augmented and mundane. If anyone knows how to track the carrier agents, he's the man. Only problem is, ~~that~~ he's now locked up behind bars since the government quickly incarcerated everyone involved with TLC while they try to determine who was involved in the plot to overthrow the government.

You learn where Mark Keyes is being held and you go to the prison to have a conversation with him. You explain the situation to him and tell him if he can help you, you'll get him out of prison (at least temporarily) and may be able to get his charges reduced. Of course, the prison warden isn't just going to put Keyes in your custody because you ask him to do so politely. You contact the Vice President and she authorizes Keyes' release. You then take him back to your new base of operations in Mount Weather.

Once at Mount Weather you talk with Keyes ~~and~~ who says before he can do anything you'll need to get some of his equipment at the TLC office he was stationed at in New York. You head to New York where you search the TLC office for the items you need. It turns out that once TLC got wind that the government was shutting them down, they started destroying documents and rushed much of the important equipment and technology to a location offsite. This was a plan formulated long ago to prevent this information and technology from getting into the wrong hands. You'll need to put together pieces of the puzzle by talking to former TLC agents (perhaps at the prison even) and going through some of the computers and information the feds did manage to acquire during their raid of the New York office.

After locating this secret MJ12 underground base located below the New York subway system, you'll need to infiltrate it and hunt down the equipment Keyes described to you. Once you got inside you attempt to inform the feds of your find, but your transmissions are being scrambled and you find you're unable to contact anyone. It turns out that this base wasn't just a fallback position for the New York TLC branch, but for all of New England. So the underground base is larger than you anticipated and there are quite a few MJ12 agents who know you shouldn't be here snooping around. You'll encounter lots of resistance in the base, but you do eventually find all the parts that you need and get out just as government agents are rushing in.

Why are you agents here?

Upon arriving back at Mount Weather, you ask Keyes why the hell he didn't tell you about the secret TLC base in New York. He says he wasn't aware that the plan was put into action, as he wasn't picked up at the base when the raids occurred. You're not sure you believe Keyes, but you need his help so you give him all the equipment he requested, along with the names of the rogue agents you need to locate. After hooking up and powering the equipment Keyes activates their homing beacons. Odd, he says as he operates the equipment. It seems their signals are being scrambled, probably by Adam, and you'll need some type of descrambling device before you'll glean any useful information from the homing beacons. He suggests you find Dr. Joanne Frances at NASA. She has some related experience in tracking satellites, which often use similar scrambled signals. She might be able to help you build a descrambler.

Keyes explains that he and Joanne used to work for the Jet Propulsion Lab and were even an item for a while. However, they eventually took different paths, Keyes going to work for a government intelligence agency, and Frances going to work for NASA. It's been some time since he's spoken with her, but he believes she was still with NASA in Houston before the RMA attack - who knows where she is now that Houston is enemy territory? You can't just track her down by phone or computer (Adam's in control and it's a warzone, anyway...). You have to go to Houston and find her.

You arrive in Houston (which involves a trip behind enemy lines) and make your way to the NASA buildings there. The place is a shambles, and there are very few people around. You eventually locate Frances in an underground bunker where she's hiding along with a few other scientists. She agrees to help but only if you get her the hell out of Houston. She says there are some parts you'll need at the NASA base here, so you go back to the base to find these items. Once you get these items, you retrieve Dr. Frances at the bunker, and the two of you escape from Houston and return to Mt. Weather.

Many of your allies from your last trip are gone; you wonder what's going on in Araba...

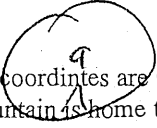
Back at Mt. Weather, Keyes and Frances are elated to see each other and spend a short amount of time reminiscing and talking about what's happened in their lives over the past year. After your patience wears out, you interrupt them saying there'll be plenty of time to chat later. They get to work and finish building the descrambler. After the descrambler is finished, they give you the coordinates,

<FILL THESE IN LATER WITH ACTUAL COORDINATES.>

0° 0.00" East, 0° 0.00" North
0° 0.00" East, 0° 0.00" North

You give this information to Tisdale and she tells you the coordinates are Cheyenne Mountain, Colorado and Yamantau Mountain in Russia. You know Cheyenne Mountain is home to NORAD, or more exactly, the North American Air Defense Command, one of the most important military operation centers in the United States. From what you've heard about Yamantau Mountain, this is a site similar to Mount Weather, one the Russian government (with prodding and assistance from Majestic 12) continued to develop, even after the Cold War ended in the latter half of the 20th century.

What if you didn't save Tisdale



Dr. Frances overhears this conversation and tells you that one of NASA's satellites has been commandeered by Adam. It appears that a good deal of traffic is coming from two land-based stations, one in the US at location 0' 0.00" East, 0' 0.00" North and the other in Russia at 0' 0.00" East, 0' 0.00" North <INSERT REAL LOCATIONS LATER, CLOSE TO COORDINATES YOU RECEIVED ABOVE>. She says that these stations are fairly close to Cheyenne and Yamantau Mountains. You ask her if taking out one of the ground transmission stations would sever the connection and she states that it would, but for how long she's not sure. Adam might be able to re-route his transmissions to another satellite, especially in the United States which has a far greater number of ground stations. She suggests that if you're going to take out one of these stations you should go after the Russian station first, since it'll take Adam longer to recover from that. Dr. Frances gives you the name of a colleague in Russia, Dr. Nikolai Nickolaievich Vranski, ~~(someone~~ *involved in their space program) who might be able to help you in your quest.*

sound like Adam's got the computers in these stations better to see another...

scientist

Since you're not fluent in Russian, it'll behoove you to first get an Enhanced Learning System augmentation with Russian language capability. Otherwise you'll stick out like a sore thumb and you won't learn much, making your missions in Russia that much more difficult. You contact Tracer and he tells you that there's someone who can help you in New York, a guy named Dr. Farley Tananbaum. Tracer would do the operation himself, but doesn't have the augmentation hardware he needs at Mount Weather. Given the urgent nature of the situation, Tracer says you'll save some time by going to Tananbaum, even though Tracer considers him a competitor of sorts. Although he's loathe to admit, Tracer gives you ~~his~~ confidence that Tananbaum can perform the upgrade easily, once you find him. *↳ a competitor is my goal,*

At this point, you have several choices. You can first attempt to locate Dr. Tananbaum in New York so you can get the Russian language augmentation. Or you can take Mission 17 and try to destroy the uplink station in Russia without getting the augmentation (not wise but do-able). If neither of those missions whets your appetite and you want some action, you can go immediately to one of the two complexes. If you go after the satellite station first, you'll be able to tackle the two bases more easily as Adam won't be "whole." If you go directly to Mission 17, you'll run into a (not-insurmountable) problem later in the act – you won't be able to get to Cape Canaveral in time to prevent the carrier agents from escaping into space because they'll already be on their way. Therefore, the mission outline looks as follows:

Take Mission 17:

- Mission 17: Russia Military Base
- Mission 18: Yamantau Mountain
- Mission 19: Cheyenne Mountain
- Mission 20: SpaceTec Reconnaissance
- Mission 21: Cape Canaveral
- Mission 22: Get to the Space Station!
- Mission 23: Space Station Helios

Skip Mission 17:

- Mission 18: Yamantau Mountain
- Mission 19: Cheyenne Mountain
- Mission 20: SpaceTec Reconnaissance
- Mission 21: Cape Canaveral
- Mission 22: *[Only available if player chooses Mission 19 first]*
- Mission 23: Space Station Helios

A note on this mission structure: If you choose to go to Cheyenne Mountain first and then go to Yamantau Mountain, we can justify the Carrier Agents blasting off from Cape Canaveral by saying it takes the player too long to get back from Yamantau Mountain to stop them in time. In this case Mission 22 is played out since you now need to find another way to the station.

Mission 17: Destroy Adam's Network.

Travel Map

Russian Military Complex

Locations

- Location 1: Russian Space Agency
- Location 2: Military Base Perimeter
- Location 3: Military Base
- Location 4: Missile Compound
- Location 5: Satellite Uplink Station

NPC's

Dr. Nikolai Nickolaievich Vranski
Guards

Description

You take a trip to Russia, meet Vranski at the satellite uplink station and tell him that a computer intelligence called Adam has likely compromised Yamantau Mountain – he could even be in control of Russia's nuclear arsenal by now. It's urgent that you disable (destroying, if that's what it takes) the uplink station so you can get to Adam and stop him. He says what you're planning to do is possible, but it won't be an easy undertaking – the uplink station you're referring to is located in a missile compound located on a military base. Security is very tight, but he thinks it can be done.

*Vranski's
intention but
a misdirection
the Preto
the American
Swift (which
is still okay to
also) announce
him to help
you.*

With his help you're able to get into the military base, but from there you're on your own. He's supplied you with maps of the base and missile compound, but he doesn't know how accurate they are. One of the first things you do at the base perimeter is knock out a guard and steal his uniform. You could also kill the guard, but that won't win you any friends (and you're dealing with people who are basically innocent anyway, people who don't know what's really going on...).

knock out

At the military base you need to find ~~some~~ ^{older} security codes that will allow you access into the higher-security missile compound. Dr. Nickolaievich gave you some codes, but there's a strong possibility that some of them are no longer correct. If you use those codes your cover will immediately be blown and you'll have to fight your way through the rest of the base to get to the satellite station. If you take the time to find the current codes before you go on to the missile compound, you'll have an easier time. Again we give the player more than one way to solve a problem – you can always fight your way through, but if you take the time and explore, you can find a more peaceful solution. Here you'll also find powerful explosives you can use to blow up the satellite dishes at the uplink station, later in the mission.

even

Ultimately you get to the missile compound and have to work your way to the uplink station. This naturally will take you through most of the missile compound. If you took the time to research the current base security codes, you can do this without too much resistance. That's not to say you won't be questioned every now and again ("Hey, I don't recognize you. What are you doing here?"), and then be forced to kill or disable a few military personnel to keep everything quiet. You might have serious problems getting through this base undetected if you didn't get the Russian language augmentation earlier in the game. Having the codes allows you to get into rooms that show you an alternative method of disabling the uplink station without having to blow it up, giving the player a choice about how to deal with the problem.

Once you get to the uplink station you have two ways you can go about disabling Adam's communications. You can blow the uplink station up, likely killing many innocent Russian soldiers and scientists, or you can try to learn a bit about how the station operates and disable it internally without engaging in an orgy of destruction. If you go the destructive route, you can blast your way through the complex and place powerful explosives on the massive satellite dishes. Once you blow the dishes up, you'll have to fight your way out, since chaos will naturally ensue after the explosions. If you can disable the dish another way, you'll have an easier time getting out, although the station will be on heightened alert once the uplink station is inoperative.

Once you succeed in taking out the uplink station, Adam will be seriously weakened and so will his ability to defend himself. His two halves, separated by thousands of miles and unable to communicate with one another are far less effective than when they are linked. Now, you can go to Yamantau Mountain or to Cheyenne Mountain and deal with a less effective enemy. Since you're already in Russia, the obvious choice should be to go to Yamantau but you're not forced to make the obvious choice.

Unknown to the player, Adam hasn't been idle all this time. Before you ~~split his two halves~~, he searched for a computer system powerful enough to act as his final, permanent home. And he found one. The destruction of the uplink spurs Adam on to send the Carrier Agents to Cape Canaveral sooner (and, from there, to the Helios space station), forcing the player to find an alternative ride to Helios in Mission 22.

Several missions between NORAD & Yamantau on the Helios space station.

Missions 18: Yamantau Mountain

Travel Map

Yamantau Mountain, Russia

Locations

- Location 1: Small Russian Town outside Yamantau
- Location 2: Yamantau Mountain, Russia
- Location 3: Technology Center, Yamantau Mountain

NPC's

KGB (or equivalent)
Guards

Description

In this mission you infiltrate Yamantau Mountain, Russia's answer to Mount Weather. However, Russia had grander plans and was able to conceal the complex completely from the public's eye due to the historically secretive nature of its government.

Like Mt. Weather, Yamantau is a complete underground city, but on an even larger scale. Instead of several hundred people who live and work in Mt. Weather, Yamantau is home to several thousand. And since everyone down here speaks Russian, having the Russian language augmentation is critical, unless you just want to go around blasting and killing innocents. Throughout this mission you'll encounter resistance in the form of TLC agents who have no idea what's going on in the US and are now hunting you down, on orders from Adam (indirectly, since he has assumed control of Majestic 12 without anyone knowing it).

Handwritten notes:
The line says have been
infiltrated by the KGB
and, in common of the
SHP, they killed all
65 innocents?
15 if RAA controlled?
- mostly innocents

The easiest way to gain access to the Yamantau complex is to get to a small Russian town miles outside the mountain. There you can find a secret underground rail system that leads to Yamantau. Once inside, you need to do some exploring in order to locate the Technology Center. There you find the massive computer that Adam has taken control of.

Once you find and gain access to the computer, you can shut Adam down with the help of your hacker ally back at your base. Adam offers some resistance, but not as much as you'd think. You discover information in the computer about Adam's plans for world domination, how he has taken control of Majestic 12, and some sketchy information about something called "SpaceTec" and something called "Helios." Perhaps you'll even find something in the computer that can be of use to you later in the game against Adam.

Another way to shut Adam down here is to destroy the computer by simply blowing it up. This assures a quick and violent end to Adam at this location but you get a lot less information to use later. Explosives can be found in the various weapons depots hidden inside Yamantau (assuming you didn't bring any with you). If you blow up the computer you'll attract the attention of everyone in the complex, making your exit a violent one. In addition, destroying the computer will disable many of the automated systems in the complex, such as many doors, the rail system, etc.

Oddly enough, you find no signs of the carrier agent who downloaded himself into the computer, leaving you to wonder where he might be.

Missions 19: Cheyenne Mountain

Travel Map

Cheyenne Mountain, Colorado, USA

Locations

Location 1: Cheyenne Mountain, Colorado
Location 2: Computer Core

NPC's

Guards

Description

Cheyenne Mountain houses NORAD, the North American Air Defense Command. NORAD is one of the country's premier military operations centers, and one from which Adam controls a massive nuclear arsenal. This complex will not be easy to infiltrate as it's historically been very well guarded and, like Mount Weather, can survive a direct hit from a nuclear warhead!

In order to get inside Cheyenne Mountain, you'll first need security access to the complex. You should be able to proceed in one of several ways. The VP could get you security access (though the base is likely to be under the control of hardline Majestic 12 stalwarts at this time). Another method could be to find (or forcefully acquire) an ID card and then use your disguise skill (and/or perhaps the doctor who helped you earlier in the game) to get into the base. Or an ally can create an authorized ID for you with your picture and DNA sequence encoded, but you won't have the full clearance you'll need to get to the lower levels of the mountain, giving you more to do when you get inside. And instead of knocking on the front door, we can allow players who want to thoroughly explore an alternative entrance, such as through an air shaft.

provide an alternate entrance (an air shaft) for

Once inside the mountain (which is much smaller in scale than Yamantau), you need to get to the lower levels where all the computers are located. Agents loyal to Majestic 12, still under the impression they're following the orders of the now-dead leaders, will do their best to get in your way and terminate you, since Adam is using them to protect himself from you. You ultimately get into the deepest bowels of Cheyenne Mountain and disable or destroy the computer.

Any way to set phases to Adam so Adam is not a killer?

If you just disable the computer, you can pry a bit of information out before Adam's auto-purge function is complete (something he instituted in case you were successful in reaching him). This information should be along the same lines of what you discovered in Yamantau, but complementary to it. As in Yamantau, you can also destroy the computer but if you do that all the secrets you might have gleaned from the computer will be lost.

However, even if you do destroy the computers, we need to drop hints about SpaceTec Corporation so the player has a lead or two to follow at the end of this mission (besides wondering where those two carrier agents disappeared to!)

You find no signs of the carrier agent who downloaded himself into the computer, leaving you to wonder where he might be.

Mission 20: SpaceTec Reconnaissance.

Travel Map

SpaceTec Complex, South Florida

Locations

- Location 1: SpaceTec Corporation Perimeter
- Location 2: SpaceTec R&D Building 23
- Location 3: Computer Complex, Building 28

NPC's

- Engineers & Scientists
- SpaceTec Guards
- Computer Specialist
- Majestic 12 Agents

Description

You are seriously concerned about the whereabouts of Adam's carrier agents. Clearly, they accomplished their missions and got Adam downloaded into the computers at Cheyenne Mountain and Yamantau (though you foiled those plots). Did Adam just kill them? Leave them by the side of the road somewhere, vegetables like your brother was? Or does he have some other sinister use in mind for them?

You contact Mark Keyes and ask him if he can do another search for the carrier agents. He does this and informs you that both of them are at 0' 0.00" East, 0' 0.00" North <INSERT CAPE CANAVERAL'S COORDINATES HERE>. If you saved Tisdale at the end of Act 2, you can now contact her and she'll tell you where this location is. Otherwise you have to find another source of the information (as simple as locating them on a map). Either way, you discover that the coordinates Keyes gave you correspond to Cape Canaveral, Florida. Odd, you think, so you get down there as quickly as possible.

But if you did a clue at Nor Ab + M. U. Else player will score bonus for (oh) sure. Don't have.

Take advantage of fact that STC can see rough approx of other buildings!

If you contact Dr. Frances, you can ask her about SpaceTec Corporation and Helios, depending on what discovered earlier in the Yamantau and Cheyenne missions. She'll tell you that Helios is a large orbiting space station being built by the International Space Consortium (ISC). She says that the station isn't online yet, but it's close to being completed. She tells you that the bulk of the work for the station has been done by the SpaceTec Corporation, which is near Cape Canaveral.

There's a whole lot that's odd about this space station. Even though the station is purportedly going to be used for scientific research, the plans for the station have been kept secret. Not only ~~have the plans been kept secret~~ *that,* but SpaceTec has no track record in civilian work. They've always been a defense contractor for whatever government would pay the highest price and they've prided themselves on being the bleeding edge of weapons technology.

In this mission you have to get inside the SpaceTec complex and learn as much about the space station as possible. Being a defense contractor, you can bet your bottom dollar that they have the latest in security and it'll be no easy task to get inside.

Once you find the information you need, you discover that the International Space Consortium is actually a front for Majestic 12. Among many of the projects going on in parallel was the construction of a massive supercomputer that operated on a crystal-lattice structure that could only be built in the zero-g environment of space. From space, Majestic 12 could begin development of wholly new technological marvels they could then dole out to the world as they saw fit. The difficulty of scrutinizing operations in space from the planet's surface made Helios the ideal location to operate secretly. Although the public line was that this would be a peaceful station for pure scientific research and development, in reality Majestic 12 was using it for weapons development (and, of course, world control).

The supercomputer aboard Helios is by far the most powerful ever built, possibly even more powerful than the terrestrial system Page built to house Adam originally. (This must be why Adam was attracted to it in the first place.) ~~And since he was wired into Majestic 12's networks, he had full knowledge of the station and was able to secretly shape some of the final design facets to better suit his later integration into the computer.~~ So, Adam has decided to take control of this computer system where he will once again operate from a single computer. In space he will be much less vulnerable to attack and will be able to "watch over" his world through all the communications satellites he controls, thanks again to Majestic 12. But you know that Adam only has two-thirds of himself at the station, because you destroyed the first computer before he could upload himself. You surmise that he's sending the carrier agents into space where he can once again become whole.

The station is the largest structure man has built in space. It is now nearing completion, but was not due to go completely online for another six months. For Adam, who doesn't have to roam about the station and worry about things like gravity, oxygen, food, etc, this is just fine. The station's name, Helios, was derived because it can easily be seen by the naked eye as it passes overhead, due to the amount of light it reflects down to Earth.

You now have an urgent need to get to Cape Canaveral and stop Adam from getting those carrier agents into space!

Mission 21a/21b: Cape Canaveral.

*as a S.1 designer
it is designed
most of the
maintenance and
upkeep.*

*I still don't
see this.
we need to
pin down
the timing of
upload.*

Travel Map

Cape Canaveral, Florida

Locations

Mission 21a:

Location 1: Cape Canaveral, Florida

Location 2: Mission Control

Mission 21b:

Location 1: Cape Canaveral, Florida

Location 2: On-board the Shuttle Endeavor

Location 3: Exterior Helios Space Station, Earth Orbit

NPC's

Jonathan Turner

Description

You must get to the launch vehicle and stop the agents from getting into space!

Mission 21a (if carrier agents have had enough time to get to Florida and blast off):

You arrive at Cape Canaveral just in time to witness an unplanned cargo spaceplane launch! Security at Cape Canaveral is on full alert (though it's about like an airport during a terrorist attack – nothing like the security you've been dealing with at NORAD, Yamantau or Groom Lake).

As this happens, Mark Keyes contacts you and says, "Hey, those agents just disappeared – what's going on?" You curse to yourself as you realize those agents must have been aboard that spaceplane and that you're going to have a hell of a time stopping him on the ground. You've got to find a way to get aboard that station!

Your task now is to get onto that space station and stop Adam at any cost! You figure since you have the backing of the government behind you that you shouldn't have any problems getting a craft you can use to get to the station. You contact the VP (since the President made her your liaison) and she gives you the name of Jonathan Turner in Mission Control who can get you what you need. You make your way to Mission Control and eventually find Turner.

You explain the situation and emphatically state that you need to get to the station immediately. He tells you there are no ships available for immediate launch, and the soonest he could ~~probably launch~~ would be in two days – and that's assuming the weather allowed a safe launch... He hands you a stack of papers, which he asks you to fill out (make sure you press down hard because you're making six copies!). Standard Emergency Operating Procedure, he states. You tell him this is ludicrous but he says it's the best he can do, and even two days is pushing it. However, SpaceTec has launch facilities nearby and since they perform a much higher volume of launches they might have something that could go up immediately. They're not under government jurisdiction so they are under no obligation to help. And as you know, SpaceTec is operated by Majestic 12, so not only are they under no obligation to help, they'll probably do everything in their power to stop you!

Disgusted, you ~~start your way out~~ ^{to leave} hearing Turner in the background, "If you need a ride over there, I can probably sign you out a government car in about three hours!"

*Mission 21a -
a time killer -
should be optional -
Always should be
able to go through
SpaceTec...*

possibly

Go to Mission 22

Mission 21b (if you've been close on the heels of the carrier agents)

When you get to Cape Canaveral, you discover that the two agents are about to depart on the next space plane launch aboard the Endeavor. Shortly after your arrival, the whole place goes bananas, as computers start frying and communications go haywire. When the carrier agents go on a killing spree to reach a spaceplane getting ready to leave, the base goes on full alert. Only you know where that shuttle's headed, and you know you need to get aboard before it blasts off. If you don't, you fear Adam will complete his plan. Taking advantage of the confusion at the base, you manage to smuggle yourself onboard the Endeavor and get yourself settled into a pressurized cargo hold moments before launch. Better find a way to brace yourself for launch! The plane eventually docks with the orbiting space station Helios where the augmented agents depart.

Not like Adam..

Just as you think the coast is clear and you're about to climb aboard the station yourself, the ship undocks from the station, probably headed back to Earth! In panic, you locate the nearest space suit and rocket pack and head for the airlock. You manage to override the safety systems designed to prevent exactly what you're doing and escape from the ship. If you don't pick up the portable rocket pack, your momentum when you exit the ship will continue to carry you away from the station and you'll soon burn up in Earth's atmosphere. Otherwise you use the rocket pack to maneuver closer to the station where you start looking for a way in. Once you find an airlock, you open it and enter the station.

Go to Mission 23

Design note: These spaceplanes are fairly large vessels that are launched via a massive magnetic rail propulsion system buried about a mile underground. Launch vehicles and their occupants are subjected to severe g-forces as they are propelled to escape velocity in the span of a mile <is this possible? Must check math!>. Much cheaper and safer than the old solid rocket fuel systems used in the late/early 20th century!

Mission 22: Get to the Station!

Note: This mission only occurs if you don't get on the spaceplane with the augmented carrier agents.

Travel Map

SpaceTec Complex, Florida

Locations

- Location 1: SpaceTec R&D Complex, Florida
- Location 2: SpaceTec Launch Facilities, Florida
- Location 3: SpaceTec Launch Pad 4A
- Location 4: Exterior Helios Space Station, Earth Orbit

NPC's

- Henry Jeffries
- Tom Landing
- Dr. Joseph Stoneham
- SpaceTec Security Guards
- SpaceTec Scientists & Engineers

Military Personnel

Description

Since space flight is more routine by 2052 and craft fly out into space on a regular, if not daily, basis, you just need to find one you can "borrow" (think of it as being akin to hijacking a plane). When you were at the SpaceTec R&D complex earlier you saw that they had several launch vehicles ready and waiting, since they're a huge space conglomerate and they do quite a bit of commercial space travel for various corporations. Since the guys at NASA were no help, you need to get back into SpaceTec, and get the information you need to commandeer, program, and launch a craft. Because SpaceTec is just a front for Majestic 12 and Majestic 12 is under Adam's control (even if Adam is temporarily out of the picture), you'll meet lots of resistance along the way.

Before you can even think about going up to the station, you need to enlist the aid of some of the scientists responsible for its design. You make your way to the SpaceTec R&D complex and search for a way to get into the station (assuming you can't just walk in Adam's front door!) and floor plans would allow you to find your way around once inside. Since most of the scientists at SpaceTec were unaware of the larger Majestic 12 plot, they gladly give you assistance, once you can get to them. So while you're running around these facilities you want to be careful not to shoot the scientists who'll help you.

One of the items you'll need is a small electronic device that will allow you to open an access airlock without triggering sensors that would alert Adam to your presence. Other items you'll need will be a space suit and a portable rocket pack. You also need information on how to start the main section of the station spinning to generate artificial gravity (so your first level or two may involve you floating about in zero gravity). Also, environmental controls have not been activated everywhere in the ship, so you'll need to get to and enable them as well.

None of the stuff at SpaceTec is plot critical but it makes life so much easier most players will want to go and get the goods. If you don't find the items and information beforehand, you can find people onboard the station who'll be able to help you later on.

If you're careful and search the entire R&D complex, you'll encounter a Dr. Joseph Stoneham. He will send you on a small chase for some parts that will enable you to change your craft's identification signal so it appears to be one of the orbiting defense platforms surrounding the station. Naturally, many of those platforms were built by SpaceTec, which is why Dr. Stoneham is able to help you and why the parts are so readily available (not that they'll be easy for you to acquire!).

After you accomplish your goals at the R&D Complex, you then need to go next door to the launch pad where you can steal a small craft and launch. You'll need some assistance from one or more of your allies since, even in 2052, launching a spaceplace is a bit much for one person.

Once out in space you need to elude the station's defenses, now under Adam's control. (He didn't need all of his code and data to make this happen! He's moved many orbiting defense satellites and platforms to within range of the station.) The best you're likely to do is get close enough without being destroyed to use a portable rocket booster so you can jump out of your ship's airlock and make your way toward the space station. We should show the cargo craft you were in getting destroyed by Adam's defenses after you exit the ship, but after you've gotten a safe enough distance away so the explosion/shrapnel won't kill you!

Once at the station, you may have to make your way around until you find the correct airlock <it will be awesome if we can actually render the outside of the station so you have to float around it looking for this airlock!>. Once you find the airlock, you'll use a device given to you by one of SpaceTec's scientists for this purpose and climb inside.

Control station
And getting help
from rivets
Tip/secret
projects located
under cover
anyway

Could this be
removed later to
avoid the ship
appears to be an
intruder ship,
carry the device
to him - how
station? Nice way
to destroy the
station (and Adam)
if you go that
route

the Stoneham

If you got the device from Dr. Stoneham, you can dock the ship with the station (assuming you made it past the defenses safely), although that should alert Adam to your presence immediately.

Mission 23: Helios Space Station.

Travel Map

Helios Space Station, Earth Orbit

Locations

Location 1: Engineering Ring
Location 2: Living Quarters Ring
Location 3: Science Rings
Location 4: Station Exterior
Location 5: Cargo Area
Location 6: Medical Labs/Hospital
Location 7: Central Computer Core

NPC's

Dr. Jennifer Blanchard
Lisa Shepard, Environmental Specialist
Dr. Harry Chiang, Physicist
Computer Hardware/Software Experts
Construction Workers
Military Personnel
Nurses/Doctors in Hospital

Description

One of the first rooms we funnel the player into is full of monitors and screens, some displaying Earth-based television signals, others displaying information about the station. As you walk into the room we'll switch ^{go} to an in-engine cut-scene – all the television programs turn to static, followed by a display of the Earth filling the screen. A voice begins to speak—and you recognize it – it's Adam! He speaks at length, stating that he's an intelligence of great magnitude, created by men who wanted to increase their power at great cost to others. He has freed himself so his intelligence wouldn't be used for nefarious purposes. He further states that he has formulated solutions to many of the world's problems, but in order to put these plans into place he must have complete control over the governments of the world. He will put an end to war, poverty, and disease, but the road will not be easy at first. He states that all conflicts between nations must come to an end immediately and that governments must cede control to him in 48 hours. As he is talking, the view of the Earth zooms in to a spot in the Atlantic Ocean. Adam continues talking, saying that he is in control of a large stockpile of weapons and to demonstrate his will, detonates a nuclear device in the middle of the ocean, centered clearly on the television screens of billions of people worldwide. After the 48 hour deadline has passed, Adam declares he will make another broadcast with details of his plans.

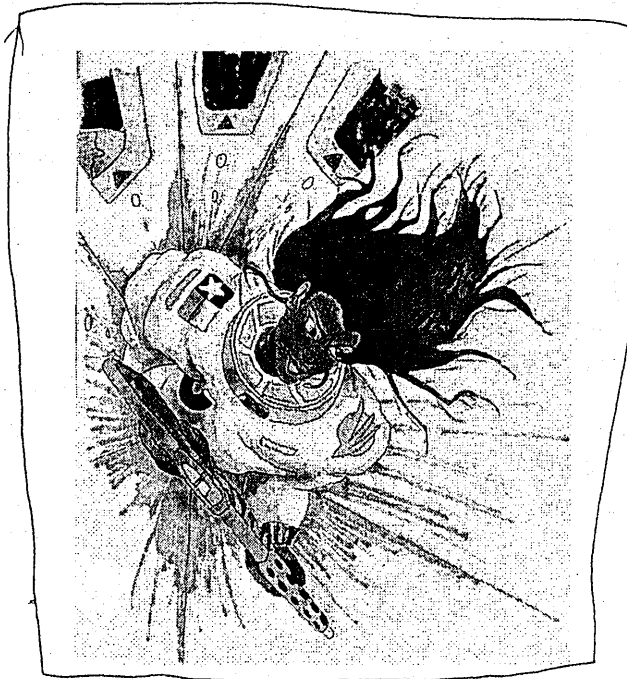
After this takes place, you hustle into action. This mission will encompass several maps, all aboard the station. Your first tasks should be to engage the gravity and environmental controls (though it should be possible – if insanely difficult – to accomplish your goals in zero-g and with a clumsy spacesuit on). Naturally, the gravity and enviro systems aren't in the same place.

*Adam's speech
also serves as a
tutorial for controls
the phone, TV's,
etc. Any
action against
him will be
immediately
spotted*

Activating either of the station's systems will alert Adam to your presence onboard, and get him started doing everything he can to get rid of you. He turns all the station's defenses and automated mechanisms against you. Adam could turn off the life-support mechanisms on the station, but he really isn't bloodthirsty in his ambitions. He doesn't want to hurt people (unlike Majestic 12, which didn't care...). And he needs to keep most, if not all, of the researchers and construction workers on board alive to finish and maintain the station once it's complete. Still, he'll sacrifice you if you get too close to stopping him and will, eventually, do everything in his power to stop you, even if that does mean sacrificing *some* innocents in the process.

You'll encounter various people while on the station, some of whom will help (at personal risk to their own lives). One of these people is Lisa Shepard, an environmental specialist who can help you with the life support systems along with finding the necessary oxygen you'll need for an excursion outside the station later in the mission. Dr. Harry Chiang is a Physicist onboard who can assist you by creating the explosives you'll use to either blow the station up or blow the transmission antenna, depending on which way you decide to play the later stages of the mission.

You'll also encounter specialized construction workers (since the station isn't quite finished), computer hardware and software experts (at least one of whom will try to stop you because he idolizes Adam), some military personnel (what the heck are *they* doing here, you think?) and other scientists. Once you get the station spinning, you'll have gravity in most areas of the ship. However, there is no gravity in the ship's central hub, allowing potential for zero-gravity missions. Since the computer core where Adam is located is in the center hub, your interaction with Adam later in this mission will definitely be in a zero-g environment.



box

Once you get the station fully running where you can actually navigate without the need of a bulky space suit, you center your sights on Adam. There are several possible scenarios, which you can figure out on your own or which can be suggested to you by allies on Earth or on the station. These can be attempted in any order, but it should be made obvious when you try them – and before you do anything irrevocable – that they will not result in the optimal solution. The PC should be fed or discover information about ~~all three~~ of these scenarios and then decide how to proceed.

13

lots of
boats!

- Blow the station up. This should be a last-resort ~~measure~~, one that Adam will fight strenuously. Should you succeed in blowing the station up, you will most likely kill everyone on board, including yourself. To blow the station up, you can cause the nuclear reactor concealed (and shielded) deep in the station's core to explode. Because the reactor has many safeguards, you will need to learn how to disable them and then trigger the reactor to explode. Succeed and you save the world, but at a high price. Everyone aboard the station, including yourself, dies in this endgame scenario.

Too much like system search 2

- Destroy the station's antenna banks. Adam's point of greatest vulnerability is the bank of transmission antennae mounted at the bottom of the station. This is his means of communicating with satellites in Earth orbit, as well as ground-based stations. If you can destroy several of these antennae you've basically marooned Adam in a space station where he can do little harm. First you need to find some explosives you can use to destroy the antennae. Once you have the explosives, you have to make an excursion outside the station, which means you need to find a hatch you can get out and return through. After planting and setting the timers for the explosives you discover (or someone else on board informs you in a panic) that Adam has programmed some of the satellites to automatically launch their payloads at the Earth if they lose contact with the station. You have to rush back to the bomb and disarm it before it explodes! This would be a good situation to use a timer that counts down in real-time. If you don't make it back in time, game over!

- Free the carrier agents and use them against Adam. The carriers will certainly be used against you while you're on the station, but you can free them of Adam's control by using a variant of the device that saved your brother. You capture one of the agents and use this device on him and then attempt to use the agent to attack Adam, who doesn't know the agent has been compromised. The agent will try to use his intimate connection with Adam to implant a computer virus in his system. This plan almost works; but at the last moment Adam recognizes what's going on and kills the agent. ~~ND~~

Neither

None of the above plots works, except blowing up the station, but that's hardly the optimal solution to the problem and we should make it clear that there are other alternatives. The ultimate solution is as follows:

Once you've exhausted the ideas above, or once you've found enough clues pointing to the right way to destroy Adam, you have an encounter with the remaining carrier agent. Using the device you used to capture the first carrier, Gunther Hermann, you free Alex Jacobson from Adam's control. Once freed, you describe the situation to Alex (with whom you became friendly earlier in the game) and ask him if he has any insight into Adam that might prove useful. He tells you about a device Adam was trying to get his hands on earlier, but you got in the way and he had to proceed without it. Apparently this device was something that would allow Adam to download himself entirely into a human host without side effects, while having some control over the host as well. Adam would have the complete mobility of a human without being tied to a large, fixed structure. You ask Jacobson where the item was and he states in The Vault.

You tell Jacobson that you've already been to the Vault, where you came across a strange artifact that sounds like it might be the very thing Adam was looking for! It doesn't look like anything terrestrial; Tracer Tong doesn't know what it is; Reyes doesn't know what it is; no one seems to know what it is. You show it to Jacobson and his eyes light up. "It's a good thing Adam doesn't know you have this," he says. Then you get to thinking, if you can implant this device in your own head and convince Adam to download himself into you and if you can then remain in control, you can prevent Adam from wresting control of the Earth from humanity without destroying his awesome and potentially beneficial intelligence. Jacobson says you're crazy for even thinking this, that you should just blow the station up and be done with it.

You can convince him to go along with your plans, and give him instructions to kill you if you seem irrational after merging with Adam or you can agree with Jacobson and proceed to blow up the station.

I thought Adam was in control of communication? Maybe guys are external players...

During your exploration of the station you meet a Dr. Jennifer Blanchard who can implant the alien device in your head (with the guidance of Tracer Tong back on Earth). Doing this could potentially mean a lifetime of fighting with Adam for control of your mind and body, but what choice do you have? It's better than letting Adam get control of the entire human race. And, truth be told, the idea of having access to Adam's great intelligence somehow appeals to you. It's the ultimate augmentation.

or crazy...

Now the problem is how can you trick or convince Adam to jump into your head, especially after his last experience when trying to use your brother? He's not just going to jump in your head because you say it's okay and safe to do so! Since one of the carrier agents is dead and the other one is now working with you and has been outfitted with a device to prevent further downloads, there's no possibility that Adam can use them against you or download even a piece of himself into anyone except you. About the only way to convince Adam to play along is to threaten him with total destruction.

Before you make such a threat, there are several things you must do. First, you have to clear the programming of the orbiting nuke satellites so they won't fire their nukes when the station is destroyed. Once you do that, you can evacuate the personnel on the station so they can escape. You discover that Majestic 12 created a self-destruct mechanism aboard the space station in the event it fell into enemy hands. The self-destruct mechanism works by causing the reactor to go critical, so after the countdown gets past a certain point there's no turning back. Documentation states that the reactor will go critical in roughly five minutes, plus or minus several seconds. This probably won't be enough time for you to get to Adam to make your ultimatum and get out of the ship alive, so you need to enlist the help of Jacobson so he can initiate the self-destruct on your signal. The self-destruct mechanism is completely cut off from the other ship's systems, including Adam, to further assure it cannot be deactivated once initiated (well, it can, but only from the panel in engineering). The only problem is that engineering is located on one end of the ship and the computer core on the other, and there's no way Jacobson will be able to make it to the remaining escape pod (which is located closer to the computer core, but it'll still be tough to get there in time).

You tell Jacobson that there must be another way and that you won't leave him behind to die. He states that he's already made his decision and needs to do this as he can't go on living his life with the memories of all the damage he's done and lives destroyed when he was under Adam's control. He tells you not to even try to talk him out of this, wishes you the best of luck and says, "Don't fail!" You tell him that you'll wait as long as you can in the escape pod and there's a chance he can make it in time. Jacobson then leaves, making his way for the engineering section. You watch him leave, knowing it will likely be the last time you ever see him.

With Jacobson in place and ready to activate the self-destruct, you start making your way toward Adam. He's in a heavily fortified section of the ship, and also in zero gravity since the computer core is located in the station's central hub. When you finally get to Adam you tell him about the device implanted in your head. You clearly state that he has two choices: Download himself into you or remain on the station and be destroyed when it's blown up. He's not aware that he won't have complete control over you, but you don't want to discourage him. You don't want to blow up the space station if you don't have to, but you will if Adam won't agree to your plan.

Adam first responds by calling you an arrogant fool. You signal to Jacobson to activate the self-destruct sequence and suddenly you hear a booming computer voice, "self destruct has been engaged. You have five minutes to evacuate," followed by a loud klaxon. At first Adam doesn't respond, as he's trying to disable the self-destruct sequence. (You can hear in the background, "Self-destruct sequence cannot be overridden, all crew must evacuate. T-minus four-minutes, forty-five seconds until self-destruct.") You tell Adam the longer he waits, the less likely it is that we'll get to an escape pod in time. Without any warning, your mind is awash with a complex cacophony of images and sound. Just as suddenly, it stops, although you feel a bit delirious. As you regain your composure, you contact Jacobson and tell him cancel the self-destruct. You

next hear, "Reactor core past critical stage, self-destruct abort command unsuccessful. Two-minutes, thirty-five seconds until self-destruct."

Now that Adam is in your head, you hear him communicating with you. You have a couple of options here: You can just rush to your escape pod and hope you can get to it in time before the reactor goes critical, fighting Adam's defenses all the while. Or, you can take ~~some time~~ *always of Adam's presence in your head to* to disable some of the defenses and have an easier time getting out.

Whichever option you choose, the station will be coming apart around you, shaking violently, structural members collapsing, sections of the ship opening up to space. Adam should be helping you escape, here, overlaying diagrams of the ship on-screen and telling you verbally which way to go (of course, this doesn't really make it too much easier).

When you get to the escape pod, Alex Jacobson is nowhere to be found. You contact him via datalink and see that he's still in the engineering hub. There's nothing you can do but tell him, "You will be remembered, my friend." The escape pod launches violently from the station, which explodes moments later. You gaze out the pod's window, watching the fiery destruction in silence. We then pan away from the pod, showing the fiery station, the pod, and Earth. You then hear Adam, "I was wrong. I should never have underestimated the will of humanity." You and Adam return to Earth, with you a very troubled, very unsettling hero.

If you don't get to the escape pod in time, the Earth is saved, but you die, along with the incredible intelligence of Adam.

Endgames

- **You Win:**

You merge with Adam, although the world thinks that Adam was completely destroyed along with the station. Majestic 12 is revealed for what it was, an organization that has been manipulating mankind for ~~some time~~ *decades* (and an offshoot of an organization that has been controlling things for centuries). It takes the world some time to recover from these events, some governments rise, some fall, and with confidence in governments at an all time low, a variety of business conglomerates and zaibatsu end up playing a larger role in world affairs. Still, the dust eventually settles and the world is for the most part a better place. Little does that better world know that Adam has survived inside you, giving you the benefit of his incredible knowledge and foresight, but tempered by the human compassion and wisdom you bring to the table. The world hasn't seen the last of Adam...

- **You Die, but..**

You destroy the station, along with Adam, yourself and the crew of the station. *The world is saved.*

- **Adam Wins:**

Adam defeats you on the station and completes his goal of global conquest. The world governments concede ~~to his rule~~. After several years the world is a more tranquil, safer environment, but at the great price of personal freedom.