

Armored Vendetta

Preliminary Storyline, Character Development and Dialogue

A.P. Schreckenberger ©2012

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Character Sketches: William Anugerah

Introduction (by Dr. Aidan Parks):

A hundred years ago, our country was something to behold. It stood upon the pinnacle of humanity as a bastion of freedom, equality and innovation, but that was all before *the change*. Once upon a time, my grandfather described it to me: the year the uprisings began. A flurry of people took to streets to protest the direction of the world. They saw a wealth gap – a disparity between hard-working commoners and the privileged elite. It's a story that's played out a lot in history – at least in the history that isn't learned in today's state-owned schools.

Nowadays, it's a crime to dream outside the tightly cramped box we're given, and we owe it all to the very people who complained in the first place. You see, directionless movements tend to do the unintended, and that was the case all those years ago. The victims became the villains, and the villains became the heroes. No longer is there a spectrum of disparity! There is only a dichotomy. You are either in the party or you are nothing. At least they cannot take away that choice. Trust me when I say that I'd rather be nothing than be one of them.

Since you're in here with me, I'm guessing you'd rather be nothing too. That's such a big decision for someone your age, but what would you do if I told you that we could be something? What if I told you that this was my rebellion? What if I told you that I have the tools to finally end it all and that I just need the right people to get the job done? Well, you certainly seem interested. I'm Dr. Aidan Parks. What's your name? [CHAR SELECTION] Well fellow prisoner, it's great to meet you, even under these ridiculous circumstances. I hope you'll join me. I have a gut feeling that I have quite the use for you. What do you say? Will you join the Parks Rebels? I'll guarantee that we'll be free by dawn.

Synopsis: Dr. Aidan Parks is the leader of the ancestrally titled Parks Rebellion. Decades prior, the Chancellorodt Independence Party took control of the government and initiated sweeping changes that significantly deprived the democratic nation of its founding freedoms and post-Renaissance ideals. Heavily militarized and economically influential, the party silenced opposing voices through fear, re-education, confinement, and extermination. Parks's grandfather was an engineer in the Department of Defense before the Chancellorodt rose to power. There, he worked on the development of the Roving Operator Platform Super Soldier Assault Program. When it became evident that the party was making its move, the team took the designs underground and began the resistance movement with the hopes that they would one day finally develop the weapons to restore the country.

Chars and Associated Armor:

Carson Maxwell – ROP-01 – XR:

Notes for Raden: Carson's body type is effectively Fox's from MC.

Dark red hair, dark red eyes.

Aged 18 in this series.

Height: 6'

Weight: 170 lbs – Carson definitely has that swimmer's build. Completely endurance, so not bulky, not overdone, but definitely has the muscular aptitude to complete his missions.

Personality: Carson is the player of the group that flirts with anything that moves. As main chars 2 and 3 will be f and m respectively, if Carson is paired with one of them, the nature of the flirting must change, but it'll be there. In line with the spy action, Carson's specialty is stealth, and his roving operator platform – the XR – is designed with stealth in mind.

Suit: XR (designated ROP-01) – The XR is designed with reconnaissance in mind, which means stealth. A couple of things you should know up front. All of the suits have smartphone-like screens built into the left arm, by the wrist. This houses the operating system that controls the suit's functions. Now then, since we're going for an NGE/megaman style look. You have to think about how the XR would have to look to be functional. Things should be compact to Carson's body and whatever armor components to the suit there are, need to have obscure angles to deflect radar properly. Look up the F-117 Nighthawk to see what I mean. Now then, the suit's color scheme in the original book was based around red. I'll trust your judgment here.

External suit weapons: Retractable Baton & Sniper Rifle. (what I mean by external is that they are attached via belt/strap, and can be detached for personal use)

Internal suit weapon: Micro Anti-Personnel Mine Launcher (fires little spider like explosives)

I envision this weapon firing from a barrel installed into the top of the right forearm of the armor (In other words, over the back of the hand) that uses an ammo clip inserted towards the hand side of inner elbow. Carson can have other clips attached in armor components at belt height.

Propulsion: Vernier thrusters mounted in the back components and in the crazy boots this thing is going to need to support propulsion – for jumping and maneuvers.

Special Ability: Optic Camouflage



Juliet Faraday – ROP-02 – XS:

Notes for Raden: Juliet is effectively Luky from MC.

Blond hair, light blue eyes (almost grey)

Aged 19

Height: 5'8"

Body: HOT HOT HOT. That means breasts and a good ass, Raden. LOL (Nothing excessive – that's cheesy kiddy shit, but definitely think RAWR)

Personality: She is a fighter by trade and does not hesitate to leap into battle. Hence, ROP2 is designed for speed boosts. She has an extremely sharp wit, which should pair well from interactions with any of the male characters in the game.

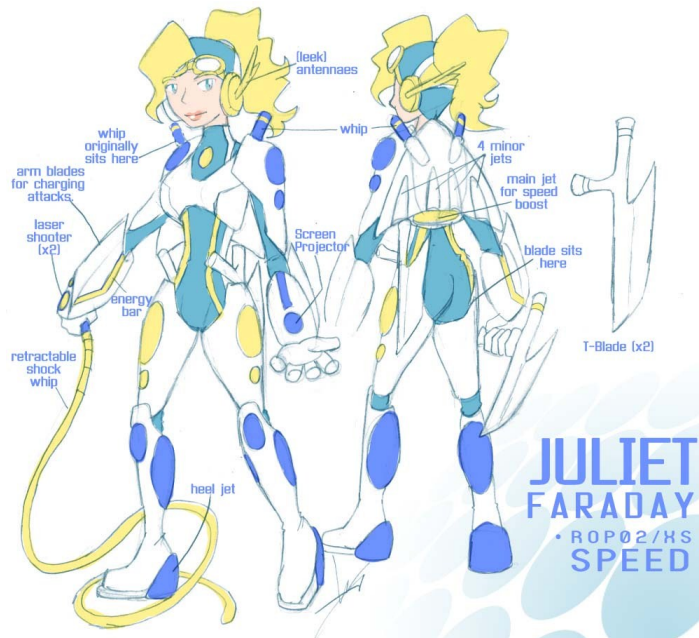
Suit: XS (designated ROP-02): The XS is designed for speed, which means streamlined contours mean everything! Armor bulk should be curved and smooth for great airflow, and the back mounted vernier system should be more prevalent and impressive than the others. The original color scheme was anchored with dark blue. This one, like the XR, has the screen built into the left forearm.

External Weapons: Two T-batons (look it up on google if you don't know what they are), Shock whip(It's a whip with a battery pack in the handle and wires to carry current throughout the chord; thus, you get whipped, and you get shocked).

Internal weapon: Forearm mounted pulse laser. (fairly simple sounding isn't it?) I envision this one also similar to the XR's internal, on the top of the right forearm type thing. The weapon will function like (NOT look like) Megaman's buster.

Special Ability: Mach Speed Boost –UBER JETS FOR THE WIN! (perhaps this can – in addition to a huge speed stat jump, also knock down, and do damage to enemies)

Propulsion: Boot and back mounted verniers, once again... this is a more powerful system for better speed handling. (In the game, it could equate to a higher jump distance, as well as better base speed)



Wick Bragg McKnight – ROP-03 – XT:

Note for Raden: Wick is effectively Wing – should be trivial for you.

Hair: Black

Eyes: Brown

Aged 19

Height: 6'2"

Weight: 185lbs

Build: Wick has a military background stemming from his family ties; thus, he is built as such, a bit bulkier, more about stamina and survivability than speed or stealth.

Personality: Wick comes off as a hard ass because he often places himself in situations ahead of his teammates. For example, he will prod Aidan to only send him out on missions, which ticks off his friends because it makes it sound like he thinks poorly of them. In reality, he is just extremely protective of them, and doesn't want them to be sent out in harm's way when he could complete the mission solo. This shows up in his aggressive attack style, which only appears in moments of desperation involving those he cares about. (this should be equipped in the game in the sense that the main attack should involve team HP)

Suit – XT (designated ROP-03): The XT is a very strange suit. Its purpose is to stop time, which it does. Design wise, its color scheme was black and silver. Like the other suits, you have the screen in the left forearm. The XT is a bit more armor intensive than the others, but given what it does, that is explainable. In terms of shape, there aren't the same restrictions like the XR and XS had in terms of function (so there is a bit more room for artist creativity... just remember, sprites of all of these are needed for the game)

External weapons: Katana + 357 magnum revolver

internal weapons: Keystone Cell Discharger, this is actually a glove/hand based weapon. The power system for the XT is a bit crazier than the others, so sporadic output is thrust out of this weapon. It is a

devastating attack that releases a plasma flare that will incinerate anything in its path. Design wise, think of a futuristic glove, with metal shutters on the fingers and thumb that open up to release the strike.

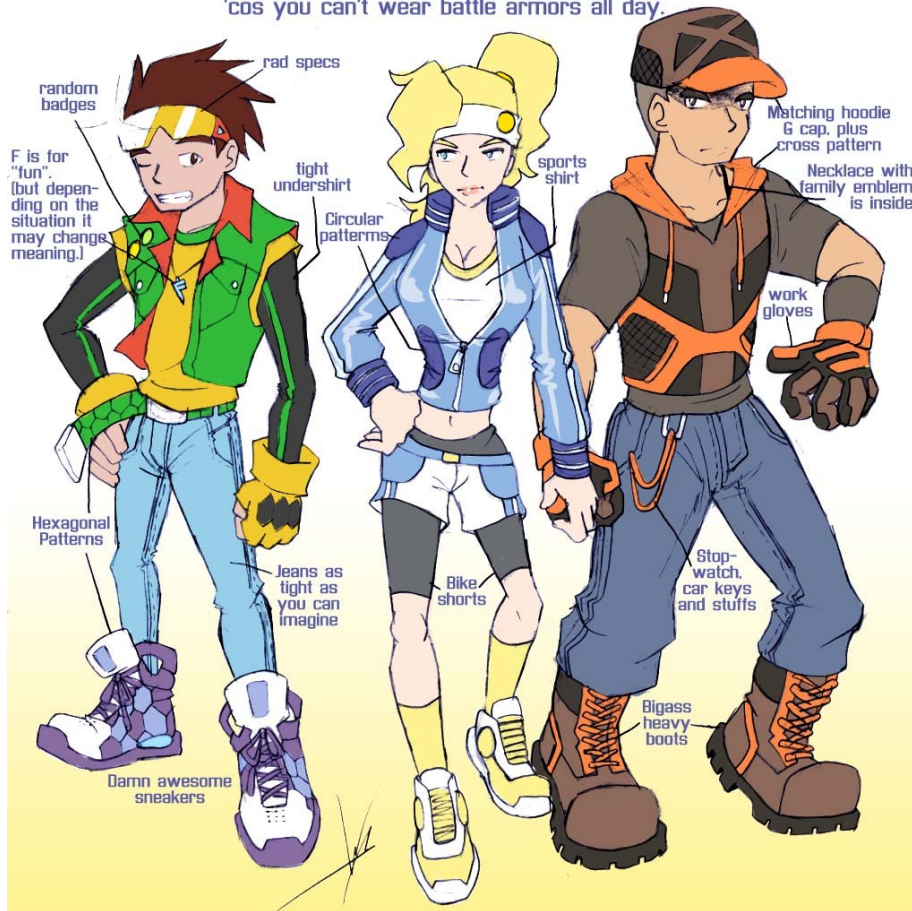
Game notes: this is obviously an overpowered thing, so just as the special ability requires something, I feel that this should tie in directly to Wick's personality. If his partner/himself is in trouble, the attack unlocks (and of course should have a recharge time).

Special Ability: Time Stop (everything on the screen external to suit but friends, enemies, projectiles, etc should stop / drastically slow down for a predetermined period. Ideally, this should change as a function of friendly HP. The better shape of the team, the less time the freeze lasts. Now, I'm not sure how you'd want to do this in game, but this is how I envision things. Everything stops, the XT is free to attack in that duration. If its projectile weapons still travel, they deal damage; if not, the user must close and use the katana. I feel like the targets shouldn't 'die, explode, whatever' until after they unfreeze (if enough damage was dealt in the time limit). Also, since air would also be frozen, there should be a little bit more drag on the armor, as well as a thunder crack after the freeze ends.)

Propulsion: back and boot mounted verniers. Since the XT is bulky, and has uberness, it should probably be a bit slower and have a lower max jump height.



Casual clothes- 'cos you can't wear battle armors all day.



Aidan Parks – Raden’s essentially going to base this on the real life image of me. Physics doctor for the win. :P

Rikter Bolt – The team’s mechanic. I’ll leave the creation of this one completely up to Raden. I envision him to be 12 or 13 as there will likely be comments from Aidan about how brilliant he is despite his young age.

Alara Fox:

Hair – Chocolate brown

Eyes – Brown as well

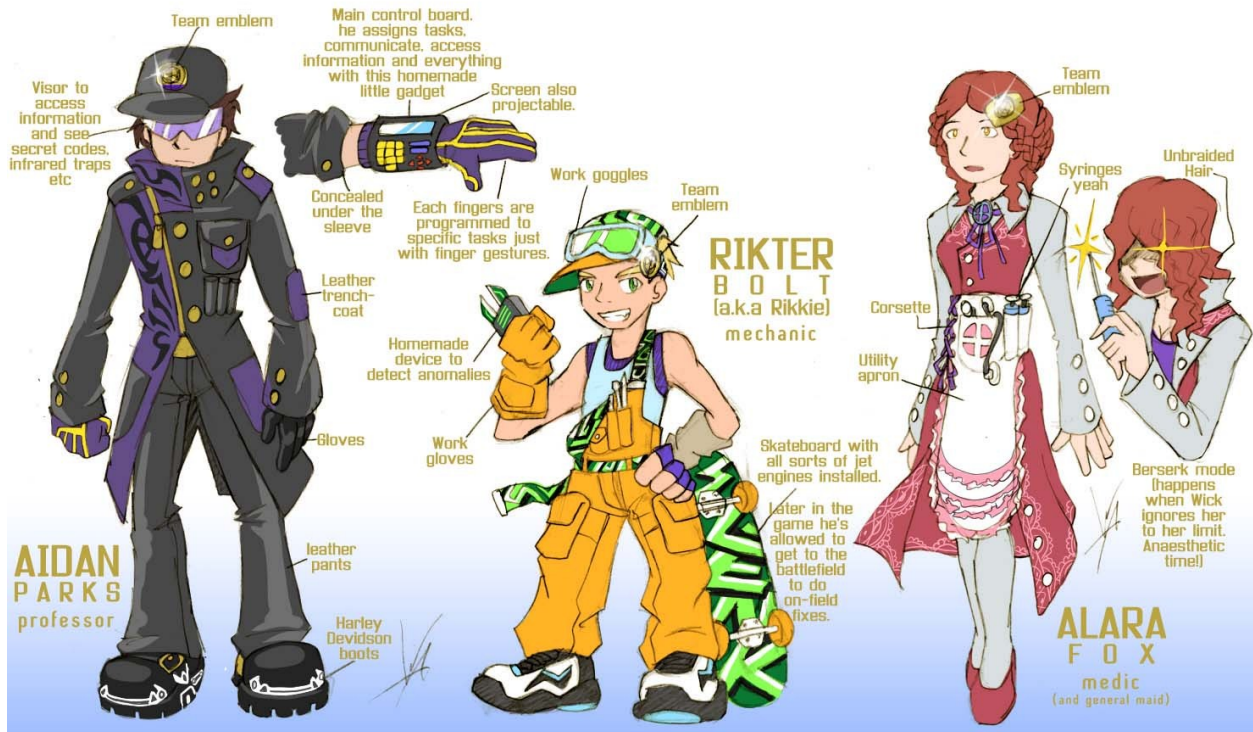
Age – 28

Height – 5’4”

Body type: Alara as the team’s medic keeps herself in great shape. You have room to create here, Raden.

Personality: Alara is always deeply concerned about the wellbeing of the ROP pilots. She butts heads

with Aidan quite a bit when it comes to mission deployment, especially over Wick, who gets himself into trouble over and over again. She is very optimistic though and trusts her team fully to get the job done.



Ashton Faraday – ROP-04 – XV:

Note for Raden: Recycle design of Ashton from MC...

Dusk blond hair, green eyes

Age: 19

Height: 6'1"

Weight: 177 lbs

Build: A more well-rounded frame than the other ROP pilots. Ashton is kind of the jack of all trades character. He is Juliet's fraternal twin, as the last name suggests, although he still is allied with the Chancellorodt Independence Party.

Personality: Ashton has a very fragmented personality in this game – as coupled to his multiple ability persona. He was essentially brainwashed by his father, the head of the party, and will zealously fight to defend it. He is unaware, until his first encounter with Juliet, that his sister is still alive. He was led to believe she was killed in a rebel attack after her father imprisoned her for openly endorsing pre-party views. He and Wick have a fairly intense rivalry, as both of their suits have amped specializations.

Suit: XV (designated CMF-01 and later ROP-04): The XV was developed as the Mark I Chancellorodt Mobile Frame to combat the swelling impact of the Parks Rebellion's use of the ROP system. Data collected by primary antagonist Raquel Lagrange facilitated the CMF-01's construction. Its color scheme is black and deep purple. Claws extend from the fist that inject a deadly toxin into the target and the suit's internal projectile system is additionally venom depositing.

External Weapons: M16 Assault Rifle (there should be plenty of images of this available)

Internal Weapons: Venom Injecting Claws + dual forearm mounted 357 firearm system with venom injecting rounds

Special Ability: Venom Core Ejection – much like ROP-03's Keystone, the power system of the XV can become over charged. In this case, gates on the right glove (just like the XT) open to eject a flare. This also does massive amounts of damage, but in addition ejects some of the XV's venom contents into the environment. (This could be included as an environmental decrease in damage depending upon player's time in contaminated areas in some time interval).

Propulsion: Verniers are back and boot mounted as usual. The XV is also quick. While not as nimble as the XS or as stealthy as the XR, the XV has the agility and firepower needed to combat the XT. This is meant to be an even match against the XT's firepower – lots of status affecters on the XV side, whereas the XT can timefreeze the environment and make its move that way.



Lock Faraday – CMF-02:

Hair: Grey

Eyes: Green

Age:54

Height: 6'5"

Weight: 220 lbs

Build: For his age, Lock is still quite strong and able to hold his own. He needs to be, given his position in the world, and his demeanor should definitely carry the look of 'I am in charge and you are not'. He is also Juliet and Ashton's father, so there should be some family resemblance going on.

Persona: Lock is the fervent leader of the Chancellorodt Independence Party. He is firmly committed to

his ideals, despite how twisted they may be, and he will do whatever it takes to keep his party seated on the throne of power. He even committed Juliet to the Wellton Correctional Camp when she questioned the Party's stances as a younger adolescent.

Suit: The CMF-02: Constructed by Raquel Lagrange as a gift to the leader, the CMF-02 is an absurdly overpowered unit. Colored in royal purple and gold, this armor unit is heavily armor based and loaded with weapons. It's far less mobile than the others, taking into account Lock's stonewall personality. He'd rather crush with firepower than be flexible – so lots of metal bulk.

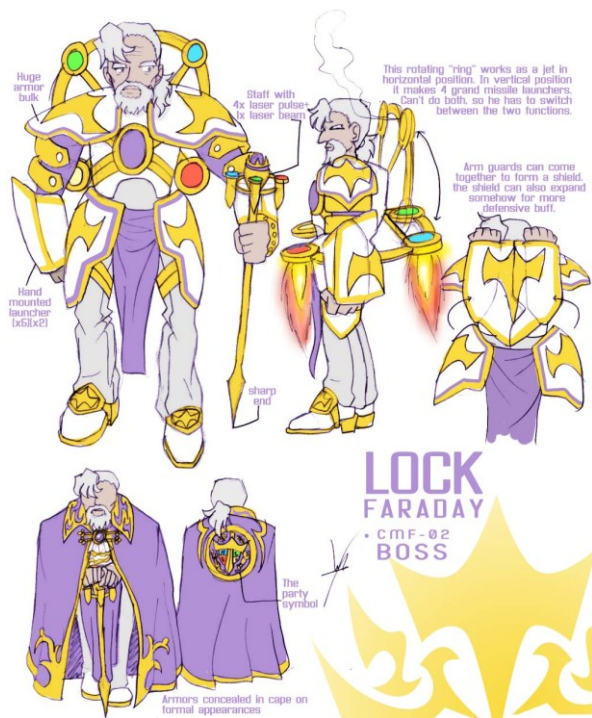
External weapons: none

Internal weapons: Left arm: Quadruple M16A4 barrel machine gun (imagine an X with the center being the and the points of the X being the location of the barrels. If you need assistance imagining this, find me) Right arm: Quadruple laser pulse gun (much like Juliet's XS, but with four instead of one).

Special Ability: Stonewall Hull Buff(gamewise this would be a boost in armor health :P)

Weakness for gameplay: Since this is such an overpowered unit, the sane way to balance stuff is to have the reload time be slow relative to the other suits. Also, the suit is not as fast, and has a worse jump height... less maneuverability in general.

Propulsion: Back and boot mounted vernier jets.



Raquel Lagrange (based off Rachael from MC, Raden):

Hair – Blood red

Eyes – black as night

Age – 20

Height – 6'0"

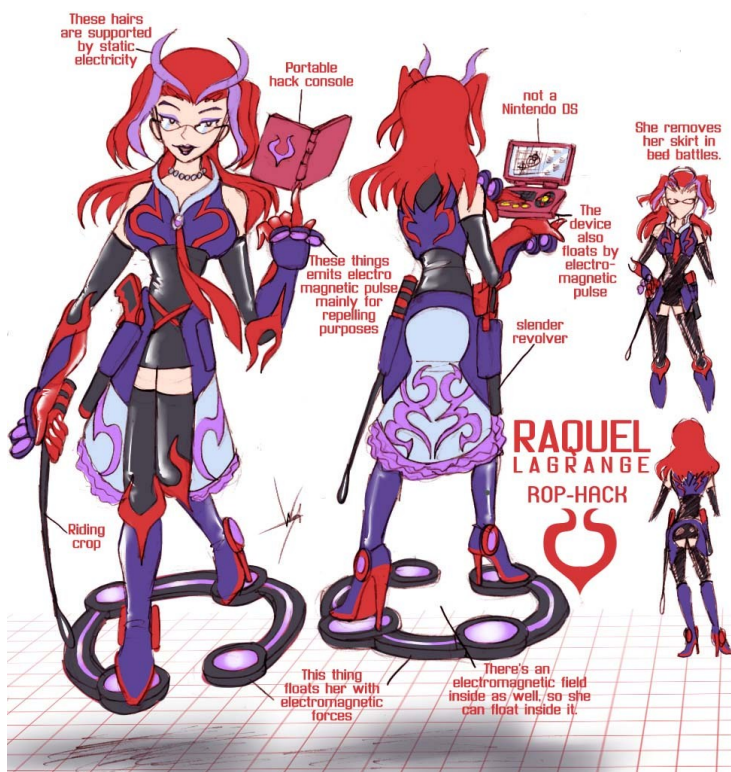
Body type: Another slender beauty for gamers. This is the succubus of the game, Raden. Feel free to

engage tight leathers, and perhaps even throw in some sadistic shades of red to provide strong accents. Personality: Raquel presents herself as a strong, independent woman. She is a scientist working for the Chancellorodt Independence Party, and as such, she takes great pride in providing devices that fulfill the party's wishes. Given her tortuous nature, she tends to develop weapons that attack the means of her enemies as opposed to outright killing them. While she built the two mobile frames to combat the ROPs, her greatest achievement is the ROP-Hack Console, a device which usurps control of the ROPs as long as the unit remains fully powered.

Weapons: Riding crop + 44 Magnum revolver + ROP-Hack Console

Specialty: Enemy Observation

(This is not a playable character (at least not at this point), but her Hack Consoles are enemy combatants)



Level 1: Jailbreak

Setting: Wellton Reeducation Camp; Wellton, AZ

The Wellton Reeducation Camp is a concentration camp located in Southwestern Arizona – a desert climate. The facility was established to house detractors who assaulted the Chancellorodt Independence Party. The camp should have rusted colors in my opinion. As it is a camp, and not necessarily a jail, prisoners are usually wearing street clothes – in some tattered variety.

Level Layout: As I envision it, Parks will tell you that it is time to break out of the camp. The objective will be to weave your way through the prison, taking out enemies as one sees fit. The final boss I see here

will be a gate guard setup with an epic machine gun system, perhaps an M249 SAW.

Gameplay Coolness: Ability to pick up objects to use as weapons would be key here as the suits haven't been introduced yet.

Dialogue Level 1:

Wellton Reeducation Camp – Wellton, Arizona

Single Player:

Aidan: I see you've decided to join me. I'm glad. Now quite frankly, I've grown tired of this shithole. We really don't have a lot of time, so let's bust out of here.

Player: What's the plan?

Aidan: Rikter fixed up The Bear. That kid's a crafty little mechanic. Anyway, The Bear is a carrier designed by my grandfather, the original leader of the Parks Rebels. It houses our armory, so once it arrives, we get our free pass to raise a little hell. We just need to get to the gate.

Player: How do you expect to do that when we have no weapons!?

Aidan: Keep your voice down. Are you trying to get us outed before we even get started? Look, everyone is an enemy here. Even some detainees will snitch if they think they can get some favors out of it. We just can't save everyone from the inside. As for weapons, I'm sorry to say that smuggling them in is far too dangerous. You've got fists, so use them. If that's not good enough for you, there's shit everywhere. Hell, just pick up a rock and start bashing some fuckin' skulls. That's what the Greeks did.

Player: You certainly have a way with words, Doc.

Aidan: Let's get going. I want to see if you can deliver the light at the end of the tunnel.

Co-Op: (Carson and Juliet)

Aidan: I see you've decided to join me. I'm glad. Now quite frankly, I've grown tired of this shithole. We really don't have a lot of time, so let's bust out of here.

Carson: Alright old man, how are we going to do that?

Aidan: Rikter fixed up The Bear. That kid's a crafty little mechanic. Anyway, The Bear is a carrier designed by my grandfather, the original leader of the Parks Rebels. It houses our armory, so once it arrives, we get our free pass to raise a little hell. We just need to get to the gate.

Carson: How do you expect me to protect this little lady without any weapons!?

Juliet: Quit talking like you can write checks that your cock can't cash! I can own any one in here.

Aidan: Would you two keep it down? Are you trying to get us outed before we even get started? Look, everyone is an enemy here. Even some detainees will snitch if they think they can get some favors out of it. We just can't save everyone from the inside. As for weapons, I'm sorry to say that smuggling them in is far too dangerous. You've got fists, so use them. If that's not good enough for you, there's shit everywhere. Hell, just pick up a rock and start bashing some fuckin' skulls. That's what the Greeks did.

Juliet: Did you hear that, Pretty Boy?

Carson: Insults only make you seem more feisty, Mademoiselle. I've already won this battle, for it is

you who has given me the nickname.

Aidan: Don't make me regret my decision to recruit you two. Let's get going. I want to see if you can deliver the light at the end of the tunnel.

Co-Op: (Carson and Wick)

Aidan: I see you've decided to join me. I'm glad. Now quite frankly, I've grown tired of this shithole. We really don't have a lot of time, so let's bust out of here.

Carson: Alright old man, how are we going to do that?

Aidan: Rikter fixed up The Bear. That kid's a crafty little mechanic. Anyway, The Bear is a carrier designed by my grandfather, the original leader of the Parks Rebels. It houses our armory, so once it arrives, we get our free pass to raise a little hell. We just need to get to the gate.

Carson: How do you expect me to protect this little lady without any weapons!?

Wick: Your screaming is going to get us outed before we even get started. Keep it down. I'm sure Parks has something thought up.

Aidan: Indeed, you have to remember that everyone is an enemy here. Even some detainees will snitch if they think they can get some favors out of it. We just can't save everyone from the inside. We have to keep things discrete. As for weapons, I'm sorry to say that smuggling them in is far too dangerous. You've got fists, so use them. If that's not good enough for you, there's shit everywhere. Hell, just pick up a rock and start bashing some fuckin' skulls. That's what the Greeks did.

Carson: Guard's bullet versus my rock... I wonder who will win.

Wick: Kid, it's called resourcefulness. We're in a war now, aren't we? If you're afraid, then just let me do my job, and I'll make sure you're safe.

Carson: My hero! I've always wanted one to keep me warm at night.

Wick: Ugh...

Aidan: Are you two done yet? We have to get going. I want to see if you can deliver the light at the end of the tunnel.

Co-Op: (Juliet and Wick)

Aidan: I see you've decided to join me. I'm glad. Now quite frankly, I've grown tired of this shithole. We really don't have a lot of time, so let's bust out of here.

Wick: What's the plan?

Aidan: Rikter fixed up The Bear. That kid's a crafty little mechanic. Anyway, The Bear is a carrier designed by my grandfather, the original leader of the Parks Rebels. It houses our armory, so once it arrives, we get our free pass to raise a little hell. We just need to get to the gate.

Juliet: Why do we have to wait for the weapons? I want to squeeze the life out of these assholes with my own fuckin' hands.

Wick: We can't just run into the fray. We may have our hands, but the guards have guns. We have to be discrete and resourceful.

Aidan: Indeed, you have to remember that everyone is an enemy here. Even some detainees will snitch if they think they can get some favors out of it. We just can't save everyone from the inside. I'm with you on the bare hands though. We have fists, right? Bringing in other weapons for recruitment is

far too dangerous. Thankfully, there is shit everywhere. If you get bored using your mitts, I'm sure you can find a rock somewhere. They are great for bashing in skulls. After all, it's what the Greeks did.

Juliet: I like your style, Parks.

Wick: I've got your back in case you get carried away.

Aidan: Alright, we have to get going. I want to see if you can deliver the light at the end of the tunnel.

----- At boss:

Gate Guard: You've wreaked havoc thus far, but I am not about to allow a bunch of filthy maggots past my guns.

Level 2: West Coast Rendezvous

Synopsis: After completing Level 1, Aidan decides that the players are worthy of inheriting the ROPs. As a transition, he will introduce the team in full – including the playable characters as well as the NPCs that linger in the background. After that, he will explain that The Bear has lived well beyond its years, and that while he feels a sentimental attachment to the tank carrier, it is time for an upgrade. The mission of level 2 is to facilitate the arrival of the U.A.S. Phoenix Star, a hovership catapult base designed to be the launching point for the ROPs. The Phoenix Star was assembled after the Chancellorodt takeover in the Independent State of Hawaii by rebel refugees. In order to import the craft, however, the West Coast Defense Network needs to be taken offline. Taking out this chain of radar and weapons is effectively impossible, giving rise to the bold strategy to take out the Point Loma Power Station. Even though this is only a temporary fix, the window provided by the power outage should be long enough for the Phoenix Star to slip into the country and reach more desolate areas to the east.

Setting: Point Loma Power Station, San Diego, CA

This is an urban location bordering the Pacific Ocean.

Flow of the map should move from an urban entry point to the main power facility. Game play wise, the players will face a final boss. In this instance, I feel that a squadron of enemy soldiers in conjunction with a main tank boss would be appropriate. After the enemy is defeated, either the plot can move on with the power grid being taken down, or there could actually be something to shoot at and take out to end the level (like a power coupling target or something outrageous like that).

Artistic Designs to consider:

The Bear: **The Bear is a nearly 50-year-old carrier style tank that has been in service to the Parks Rebels as its mobile field base. It is a huge track-driven ground vehicle that houses cramped internal headquarters, barracks, a medical station, and repair/deployment room for the three ROPs. Sporting a giant main projectile cannon as well as a spree of mounted laser weaponry, The Bear can handle conflict. However, given its ground limitations, Aidan believes it is finally time to attempt to get the Phoenix Star into hostile territory. Since this vehicle is old, I picture it with more worn iron tones.**

The Phoenix Star: The Phoenix Star is the 2nd mobile field base adopted by Aidan during his efforts to overthrow the Chancellorodt. The Phoenix Star is boarded after Level 2 is completed. I envision the Phoenix Star to be a revolutionary aircraft. I picture two large hollowed boxes side by side that serve as helium chambers to give the craft its buoyancy. Around these two boxes, a lightweight steel frame is constructed, which provides the frame work for armaments and offices. In between these two boxes, the launch catapult room/hangar is built for the ROPs, and around these other facilities are placed. To keep down on weight, the outer shell of the ship is composed of layers of steel, carbon fiber and Kevlar. On the bottom, the ship has sky colors, and on top it has earthy colors – so that it blends in to the surface behind it. Four SR-71 engines give the Phoenix Star its thrust. The weaponry of the ship is almost entirely anti-air and countermeasure guns. It does, however, possess a forward facing, large scale version of ROP-03's Keystone Cell Discharger, which is directly linked to its power supply.

Pre-Launch Dialogue:

The Bear – Wellton, Arizona

Aidan: Nicely done everyone! Welcome to The Bear. I know she looks like a rust bucket, but this beast of a tank carrier is almost 60 damn years old. I spent most of my life in these cramped halls, so it pains me to say that we're in need of an upgrade.

Considering our successful jailbreak, I believe you have the right stuff to make this rebellion a success. I mentioned earlier that I had the tools to take down the Chancellorodt Independence Party, and I meant it.

Decades ago, before the C.I.P. assumed control, my grandfather worked in the Department of Defense's Roving Operator Platform section. These ROP armor suits were way ahead of their time, but Gramps believed that greater dangers would arise if the C.I.P. ever seized the designs.

He took the blueprints underground, hoping that one day they would be put to good use. Today, those platforms exist. We built three, each with its own distinct characteristics, and I want you to be one of our pilots.

Before I describe your first mission, please take a moment to get to know the members of your team. You will also see your ROP assignment under your own character profile.

[Menu opens with Character names, associated ROPs, bios, etc – allows players to skip through potentially boring info. I've laid out the text that should be accessible under each name in the menu]

(MENU TITLE → Stuff to be in entry when accessed by player)

Carson Maxwell – ROP-01-XR → Carson has been assigned to pilot the XR platform. This suit was designed for reconnaissance and stealth purposes. Attached equipment includes a retractable baton for close range combat and an M40+AIWAW sniper rifle for long range stopping power. The internal suit weapon for the XR is a Micro Anti-Personnel Mine Launcher (MAP). This system is mounted onto the right forearm of ROP-01 and launches small explosive devices. Clips for this weapon can be inserted on the inside of the right elbow, and spare cartridges are located on the belt unit. The suit carries

onboard computer systems, which control ROP-01's special optic camouflage ability. This will make the wearer invisible to the enemy for the duration of its charge.

Juliet Faraday – ROP-02-XS → Juliet has been assigned to pilot the XS platform. With its smooth curves and enhanced vernier jet system, ROP-02 has been built with speed in mind. Attached weapons include a pair of bladed T-batons and the Mark-II Electroshock Whip (ESW2). The latter weapon is located on the left side of the wearer's waist. A power supply located in the handle of the unit produces an abundance of current arcs along the length of the cord. A pulse laser has been installed on the right forearm of the frame. If needed, the onboard computer system can route power to the vernier thrusters, which unlocks ROP-02's special mach speed boost ability.

Wick Bragg McKnight – ROP-03-XT → Wick has been assigned to pilot the XT platform. Sacrificing stealth and speed for robust armor and weapon systems, ROP-03 possesses a rather unique set of abilities. Attached weapons include an L6-bainite katana along with a 357 Magnum revolver. The glove-based unit on the right hand of the frame is Keystone Cell Discharger (KCD). The unusual special ability of the XT results in power spikes that occasionally cannot be controlled by the onboard dampeners. At the wearer's request, the KCD will eject this excess energy through a plasma flare directed through the glove unit. In addition, the XT has the ability to slow and completely stop time. The duration and amplitude of this special is dependent upon the desperation of the pilot.

Dr. Aidan Parks → Dr. Parks is the current leader and tactical commander of the Parks Rebels. He will brief you on all of your assignments during the campaign to liberate the country from the Chancellorodt Independence Party. He is a third-generation freedom fighter, having inherited the group started by his grandfather decades ago.

Dr. Alara Fox → Dr. Fox is the unit medic. After each mission, she will make sure that you are fit to continue your rebellion duties. As a dedicated professional, she is extremely committed to protecting her patients from potential harm.

Rikter Bolt → The young Rikter is the team's mechanic. Do not let his age fool you. He can fix any broken object you put in front of him. You can bet that he will make sure your ROP is in top shape for every deployment.

[BACK TO THE PLOT]

Aidan: Now that you've gotten acquainted with the group, let me get back to the next order of business. Our allies in Hawaii have been working on a replacement carrier for quite some time. The only problem is getting it through the Chancellorodt's impressive first line of defense. The West Coast Defense Network is effectively impossible to take out. With its large clusters of radar stations and batteries, we'd spend far too much time fighting a vastly larger force. My battle plan is to hit the Point Loma power station instead.

The Phoenix Star, our new hovership home, should already be en route, but The Bear can get us to Point Loma in time to deploy. You'll have five minutes once you are on the ground to destroy the

station's control console. That should give the Phoenix Star a large enough window to slip through the grid and escape to the east before power is restored.

[T-420 seconds]

The Bear – Point Loma, California

(Single Player)

Aidan: There isn't much time until the Phoenix Star hits the radar perimeter. You'll have to act quickly.

Player: I get it, Doc. You've mentioned it repeatedly.

Aidan: I know I'm pressing the point. This is a big moment for the rebellion. Success here could bring hope to millions who feel that their voices have been repressed. It could shock the minds of those who see no other option.

Player: You're really starting to amaze me. One moment you're talking about bashing fucking skulls, and the next, you're getting all philosophical on me. I'll try not to let you down, Boss.

Aidan: Stay alert... There will be a lot of security at this installation. I wouldn't be surprised if they have vehicles here as well.

Player: You've given me an incredible machine. You had better bet your sweet ass that I plan to make these bastards pay for sending me to that camp.

Aidan: You're cleared for launch. Remember, you have five minutes. Whatever message you want to send, make sure the script is short and bitter.

Co-Op (Carson & Juliet)

Aidan: There isn't much time until the Phoenix Star hits the radar perimeter. You'll have to act quickly.

Carson: Eh? What was that, Doc? I never thought a woman could look that hot in metal and specialty fabrics.

Juliet: Carson, you're hopeless. I guess you could always distract our enemies with that obvious bulge of yours.

Carson: It's clearly distracting you, Sweet Thing.

Aidan: Both of you! Shut it! You're about to head into an extremely dangerous situation. There will be a lot of security at this installation. I wouldn't be surprised if they have vehicles in there as well.

Juliet: Relax Parks. You've given us incredible machines. I'm looking forward to sending these asshats a special, bitter message. They'll pay for putting me in that camp. I'm sure even Pretty Boy feels the same way.

Carson: Better believe it. We won't let you down. Besides, I can't fail now. I need more quality moments with my beloved Juliet.

Aidan: I'm counting on you two. Remember, you have five minutes. Good luck! You're cleared for launch.

Co-Op (Carson & Wick)

Aidan: There isn't much time until the Phoenix Star hits the radar perimeter. You'll have to act quickly.

Wick: We'll get the job done, Sir.

Carson: Not only is he my hero, but he's a go-getter too! I've always liked the guys who take the initiative. Behind all of that prick exterior, they end up having the most complex and exciting

personalities.

Wick: You're hopeless, Maxwell. I highly doubt that you have the faculties to infer anything about my personality.

Carson: Oh baby, don't say it like that. I bet you just need a hug.

Aidan: Would you two shut up already? You're about to head into an extremely dangerous situation. There will be a lot of security at this installation. I wouldn't be surprised if they have vehicles in there as well.

Carson: Relax Parks. We're just fooling around. You've given us some incredible machines. Besides, with a guy like Wick as my wing, how can we possibly fail? We'll send these assholes a message that they won't soon forget.

Wick: The guy finally says something reasonable.

Aidan: Copy that. Make sure to make the script as short and bitter as possible. Remember, you only have five minutes.

Co-Op (Juliet & Wick)

Aidan: There isn't much time until the Phoenix Star hits the radar perimeter. You'll have to act quickly.

Juliet: Quickly isn't quick enough. We need to make those asshats pay for putting us in that rotten camp.

Wick: Send me out alone, Doc. There's no need to for Juliet to go into combat.

Juliet: Don't you dare rob me of this chance, Wick! I'm not going to let some stuck-up brat screw me out of my revenge.

Wick: You'll die carrying that kind of attitude.

Juliet: Stop acting like you know everything there is to know about a fight. You don't know jack shit!

Aidan: Enough! Both of you are going, and that is final! This is an extremely dangerous situation.

There will be a lot of security at this installation. I wouldn't be surprised if they have vehicles in there as well. It's the buddy system kids. Plain and simple!

Wick: Understood... I wasn't trying to rob you of the chance, Juliet... Eh, forget it.

Aidan: No time for more explanations now. You only have five minutes. Whatever messages you want to send to the Chancellorodt, make sure you keep the scripts short and bitter.

Tank Boss:

Lt Bell – Did you honestly believe that you would get to the power station that easily? There's no way I am letting any want-to-be knight past my barrel. I'll make sure that you autograph my treads!

[Post battle – players have to destroy the power station. This could either be a building that is destructible, or a stationary console marked as an enemy. Some object... related to the power facility... that can be blown up]

Level 3: A Phoenix Rising

Synopsis: The Phoenix Star successfully made it through the window provided by the battle at Point Loma. It lands in more desolate areas to the east, forcing the crew to return to Arizona. This is not a bad thing, however, as Aidan decides it is best to ride the wave of success by attacking the Chancellorodt's

regional base in the heavily industrial (and ironically named) city of Liberty. Also, this cut scene sequence will also introduce the main antagonists of the storyline as shall be seen momentarily.

Cut Scene #1:

Chancellorodt Party Headquarters – Washington, Columbia

Raquel Lagrange: Chancellor Faraday, my sources indicate that the defense network was offline for 37 seconds before electricity was rerouted. It was the Parks Rebels, Sir. Apparently, they have acquired some fascinating weapons.

Lock Faraday: I see. What do you think they are up to this time, Raquel?

Raquel Lagrange: Why would terrorists attack a perimeter facility when they are already on the inside? They smuggled something in, Your Excellence.

Lock Faraday: And what do you suggest we do?

Raquel Lagrange: I say let them make the first move. Perhaps they are just running fool's errands and will fizzle out like a flash in the pan. If the situation develops into a more pressing concern, then I will handle it myself.

Lock Faraday: Did I detect a hint of sadism in your voice? It's one of the many reasons I keep you around, Lagrange. We always see eye to eye when it comes to pest control.

Cut Scene #2

U.A.S. Phoenix Star – South of Quartzsite, Arizona

Rikter: Aidan, Bear has been strapped down in the cargo bay. This ship is amazing! Everything is new and beautiful. I can't wait until stuff breaks so I can get to know it a bit better. The crew onboard is fantastic too!

Aidan: Glad to hear it. What about things on your end, Alara?

Alara: Our pilots are good to go.

Aidan: Excellent news. Well done on the last mission. Your work allowed us the opportunity to acquire this wonderful new home. She's bigger than even I anticipated! There's even enough room to bring our old tank too. Grandpa would be happy. However, we cannot allow ourselves to get caught up in the moment. There is still plenty to be done.

(Start Single Player vs. Co-Op dialogue chain)

Single Player:

Player: What's next, Doc?

Aidan: We're going to give the people of this country something to think about. We're going to attack Fort Liberty. The name's ironic, isn't it?

Player: I guess so. Still, don't you think an open-ended attack is a bit absurd? What purpose does it serve?

Aidan: Kid, there is a simple answer to that question. We've been brainwashed into believing that the Chancellorodt is invincible. If we dare to replace their dreams with our own, then we will certainly be crushed. That's what we are force fed, but what if we expose the lie?

I can tell by the look on your face that you get it now, so I'll be blunt. Fort Liberty is a massive complex crawling with soldiers and armored vehicles. If you work quickly, then you may be able to disable the

machines before their crews can assemble. Your mission is to completely terminate the operational capacity of the facility. Get some rest. This will be a night sortie.

Co-Op (Carson & Juliet):

Carson: What's next on the list, Doc?

Juliet: I can't believe I am saying this, but I'm with him. I don't want to start sitting on my ass now.

Carson: Oh Juliet! I love it when you get feisty.

Juliet: No one cares, PB. Now shut it and let the adults speak...

Aidan: You'll be giving the people of this country something to think about. They'll probably cover up the Point Loma incident. Let's see them cover up an attack on Fort Liberty!

Juliet: Are you serious!? That sounds delectable!

Carson: Whoa! Doc, is that a good idea? Let's not let a single success punch our tickets for the crazy train...

Aidan: The attack serves an important purpose. We've been brainwashed into believing that the Chancellorodt is invincible. If we dare to replace their dreams with our own, then we will certainly be crushed. That's what we are force fed, but what if we expose the lie?

I can tell by the look on your face that you get it now, so I'll be blunt. Fort Liberty is a massive complex crawling with soldiers and armored vehicles. If you work quickly, then you may be able to disable the machines before their crews can assemble. Your mission is to completely terminate the operational capacity of the facility. Get some rest. This will be a night sortie.

Co-Op (Carson & Wick):

Carson: What's next on the list, Doc?

Aidan: You'll be giving the people of this country something to think about.

Wick: What exactly does that mean?

Aidan: It means that your next mission is a direct attack on Fort Liberty.

Wick: What is the purpose of such a strike? Doesn't it seem a little overzealous to you?

Carson: Quit being such a wuss, Wick! You're not the only one around here capable of thinking.

Wick: Quit being such a moron! First I was a prick, and now, I am a wuss? You don't even get why I say the things I do! Asshole, it's because I don't want someone else to get fucked over when a safer solution exists...

Carson: I can't believe it. You actually care about us! He cares! He cares!

Wick: Fuck, you can be such a useless windbag.

Aidan: Would you both shut the hell up for a minute? Wick, I understand your concern. However, the attack does serve a very important purpose. Please allow me to explain. We've been brainwashed into believing that the Chancellorodt is invincible. If we dare to replace their dreams with our own, then we will certainly be crushed. That's what we are force fed, but what if we expose the lie?

The Point Loma incident will likely be covered up by the current administration. We need to do something big. We need to do something that can't be concealed. I can tell by the look on your face that you get it now, so I'll be blunt.

Fort Liberty is a massive complex crawling with soldiers and armored vehicles. If you work quickly, then you may be able to disable the machines before their crews can assemble. Your mission is to

completely terminate the operational capacity of the facility. I want you both to calm down and get some rest. I'll need you in top shape, for this will be a night sortie.

Co-Op (Juliet & Wick):

Juliet: I'm waiting on you to tell me what's next, Parks.

Aidan: You'll be giving the people something to think about.

Juliet: What kind of riddle bullshit is that? Give me the juicy details!

Wick: Impulsive already, Juliet?

Juliet: It doesn't work quite as well when I know it's all bark. Keep your mouth closed and let Aidan speak.

Aidan: Your next mission is a direct attack on Fort Liberty.

Juliet: Are you serious!? That sounds delectable!

Wick: That's insane! Let's not get ahead of ourselves. We had one success. That is no reason to ride the crazy train to a huge military institution.

Juliet: Wick, are you a wuss? No, that's not it at all, is it? I can read you like an open book. Earlier, you told me to forget it, but I get you now. You're uptight all the time because you care.

Wick: Of course I care! Why go in guns blazing when safer options are available?

Aidan: I understand your concerns, but this mission does have a very important purpose. We've been brainwashed into believing that the Chancellorodt is invincible. If we dare to replace their dreams with our own, then we will certainly be crushed. That's what we are force fed, but what if we expose the lie?

The Point Loma incident will likely be covered up by the current administration. We need to do something big. We need to do something that can't be concealed. I can tell by the look on your face that you get it now, so I'll be blunt.

Fort Liberty is a massive complex crawling with soldiers and armored vehicles. If you work quickly, then you may be able to disable the machines before their crews can assemble. Your mission is to completely terminate the operational capacity of the facility. I want you both to get some rest. I'll need you in top shape, for this will be a night sortie.

Gameplay Notes: I think it'd be cool that if the players reached a tank station within a certain timeframe, those vehicles would be dormant, fitting with Parks's message about working quickly.

Boss: I feel like after going through a bunch of tanks to get to the end of the level necessitates a really challenging enemy. Even though the tanks themselves could be challenging if the players are slow, there needs to be some escalation from the previous level finale. I'm thinking something more along the lines of an attack helicopter for this one.

Boss dialogue – Single player: You killed them all! You killed my brothers! You worthless piece of shit! I'm going burn you alive!

Co-Op: You killed them! You killed all of them! You took my brothers you worthless pieces of shit! Must... incinerate...

Level 4: The Northern Option – Peterson AFB, Colorado Springs, CO

Synopsis: Faced with two options, Aidan can either decide to take the Phoenix Star east towards Dallas or north towards Denver. The eastern route offers immediate rewards with a big city followed by open coastline, whereas the northern route takes them by strategic targets en route to large population centers as well as the capital. Parks decides to strike NORAD, a decision that pits his pilots against one of the most well-defended facilities held by the Chancellorodt.

I envision this level as starting with a break-in on some heavy gate turrets protecting the entrance to the underground installation. After this is bypassed, the player can enter the mountain and descend. In this case, the target is the command center that provides air defense info to the C.I.P. I really don't see a single end boss in this one per se. I really think it should flow as a progression – lots of enemies with skills increasing as the player descends to the command station. I plan to write the ending of this level to have a special forces team guarding the entrance to the command room. Once they are destroyed, the players can go tear the room to shreds.

Cut Scene:

Aidan: Once again, you did a great job at Fort Liberty. I'm proud of the whole team for coming together to make sure the operation was successful. I believe we have now done something the C.I.P. will find difficult to cover up. This will be important as we move forward.

You're all probably aware that I've decided to take the northern route. The strategic benefits this path provides are far too valuable to pass up. I know it doesn't offer the glamor that Dallas would, but our first target of opportunity is quite interesting.

Wick: We're hitting NORAD, aren't we?

Aidan: Correct. The facility monitors all air threats to the Chancellorodt. If we can destroy the control center, then we will have unrestricted access to the skies.

Juliet: Let's cut the formalities, Parks. I think we all get that sending their shitty system to hell will benefit us all. Now, who gets to go?

Carson: The lady has a point, Doc. Don't you love the little twitch she gets when she's impatient?

Wick: You are unbelievable sometimes, Maxwell.

Aidan: We're not going to start up this fucking shit again! You'll find out who is going soon enough.

Alara, Rikter, what are your reports?

Rikter: All ROPs cleared!

Alara: Patients are in good health, Aidan. The call is yours.

Single Player:

Aidan: So be it. I'm giving this mission to you, [Insert player name via code].

Player: And I will enjoy every second of it.

Aidan: You'll likely encounter heavy resistance at the facility gate. Work your way underground, find the command center, and annihilate everything you can. Without NORAD, the C.I.P. will have problems tracking our movements. This could be huge for us. We'll try to get you as close as we can with the Phoenix Star. The rest is up to you.

Co-Op (Carson & Juliet):

Aidan: So be it. I am giving this mission to Carson and Juliet. With your stealth and speed, the two of you should be perfect for this mission.

Carson: It looks like we're going on another date. Sucks to be you, Wick.

Juliet: Carson, I'd rather go with him. In fact, the only terrible part of this whole arrangement is having to share my time with you.

Carson: Oh now, don't treat me like that. You know that I'll always protect you. I'll even let you whip 'em in the special way that only you can do.

Juliet: Nice try PB, but that wasn't nearly good enough. Let's get to catapult.

Aidan: There's a good decision. I'll give you the green light when it's time to go. Good luck.

Co-Op (Carson & Wick):

Aidan: So be it. I am giving this mission to Carson and Wick. With your stealth and firepower, the two of you should be a great team for this mission.

Carson: Did you hear that Wicky? We're going on a play date.

Wick: Idiot, it's not a play date. Cut the crap already.

Carson: I can argue with you all day long. It makes your eyes sparkle in a way that matches your ROP's accents.

Wick: Why do I always get paired up with this guy?

Juliet: Hahaha, you guys make a great couple. Maybe you can start bunking together too.

Wick: Please, don't put any ideas in his head, Juliet. He's unstable enough as it is.

Carson: I already know that you care about us, Wicky. The tough act doesn't work as well when we all know what's going on here. It's okay to come out. We won't repress your feelings here.

Wick: For fuck's sake, I'm going to the catapult. Are you coming or not?

Aidan: Go get ready. I'll give you the green light when it's time. Good luck.

Co-Op (Juliet & Wick):

Aidan: So be it. I am giving this mission to Juliet and Wick. With your speed and firepower, the two of you should be a great team for this mission.

Juliet: Yes! I can't wait to get suited up. I want to see the helpless looks in their eyes as they feel the burn of my whip.

Wick: I'm starting to think you get a lot of pleasure out of this.

Juliet: Are you telling me that you don't, Wick? Maybe you're spending too much time overanalyzing things. Don't miss out on the joy of the opportunity. You don't have to worry about me. I may move quickly, but I still carefully select my prey. Perhaps, I'll have to show my thanks for your support by giving you a personal, hands-on demonstration.

Carson: That is one lucky fucking bastard.

Wick: ... I'm going to the catapult. You shouldn't tease Carson like that... or me... for that matter.

Juliet: Let's get going then. I'm sure the rush of battle will take your mind off other possibilities.

Aidan: Go get ready. I'll give you the green light when it's time. Good luck.

--End Boss-- (I envision this unit (SF6) as like a 10 or 20 man team holding the line)

Single Player:

Private Debevec: What the hell is that thing?

Commander Martin: It's a target, Private, and we're going to snuff it out. Did you hear that, you worthless traitor? We're going to paint the walls with your fucking entrails!

Co-Op:

Private Debevec: What the hell are those things?

Commander Martin: They're targets, Private, and we're going to snuff 'em out. Did you hear that, you worthless traitors? We're going to paint the walls with your fucking entrails!

Level 5: Refuel and Refit – Omaha, NE

Synopsis: With NORAD decimated, the Phoenix Star has free reign of the skies. However, the jets that propel the craft need fuel. The first stop eastward that could provide such an opportunity is Offutt AFB near Omaha, NE. This mission will have two parts: the first will be to take over the base. The setting in this case should be runway oriented in level theme with a prairie background to reflect the Midwestern location. After removing C.I.P. forces, the Phoenix Star will be cleared to land and ROP pilots will take position to defend the ship. To make this level truly evil, I believe the base platform should actually be the top of the ship, and the pilots are defending it from waves of flying targets, jets and whatnot that represent the return of the 55th wing. The “boss” is keeping the Phoenix Star intact, as I feel the ship should have health, and the pilots have to defend the ship from enemy strikes. IMO, the pilots should have to sacrifice themselves a little bit to succeed in this level. This level will separate the boys from the men – so to speak.

Cut Scene #1:

Chancellor Party Headquarters – Washington, Columbia

Lock Faraday: This situation is developing into quite the problem, Raquel. Without NORAD, how are we going to watch our skies?

Raquel Lagrange: Excellence, you need not worry. Their actions speak volumes. Even with our shortcomings, the Parks Rebels have graciously gifted us ample information. The fact that they chose to hit Colorado Springs as opposed to Dallas means that they likely smuggled an airship through Point Loma.

This isn't just a minor uprising like the others. This time the attack is for real. Targets of opportunity between Peterson and Columbia are easy to identify. I've already ordered the 55th out of Offutt. I expect Parks will strike there next. A ship needs supplies, correct?

We'll allow them to land. They can even take the base if they want to. Meanwhile, my drones will collect better intelligence, and the 55th will spring its trap.

Lock Faraday: And if the 55th fails?

Raquel Lagrange: I'm going to Chicago. That is the largest metropolitan area near Offutt, and its technology corridor presents a worthwhile target. If they do hit Omaha, I'm kind of hoping they win, Sire. I'd much rather have the opportunity to observe them myself, especially when the conditions are mine to control.

Lock Faraday: I'll leave this mess in your capable hands, Lagrange.

Cut Scene 2:

Dr. Alara Fox: You need to be more careful. I'm going to run out of bandages if you keep getting yourself into that kind of trouble.

Rikter Bolt: Not to mention all the work I have to do on your ROP too!

Aidan: I take it both of you are having problems?

Rikter Bolt: My beautiful platforms are crying to me, but they are ready.

Dr. Alara Fox: It's nothing too serious, Aidan.

Aidan: Well, that is certainly good to hear. Our next target will be Offutt Air Force Base. We need to refuel and resupply, and this base is conveniently placed along our path. The mission will not be as convenient.

Single Player:

Player: What needs to be done?

Aidan: You'll be launched in front of the Phoenix Star to secure the base before we land. Once I get the all-clear, I'll LN cool the helium chambers to initiate the touchdown procedure. Then, the hard part begins. The ship will be greatly endangered while it is on the ground.

We do have onboard anti-air weaponry, but that may not be enough to fend off a large aerial attack. We would also have trouble hitting any residual ground forces. We're counting on you to make sure that we get the supplies we need.

Player: I understand. I'll head to the catapult and await your signal.

Co-Op (Carson & Juliet):

Carson: You said the magic words, Doc. I can already see the glimmer in her eyes.

Juliet: You're drowning out the thrill of victory with your mindless crap again.

Carson: I can't help but comment, Juliet. It's easy to get lost in their glow.

Juliet: That has got to be the worst pitch you have ever made.

Carson: You can't blame me for trying. I'll win you over eventually. It'll happen one night when our bodies grow close. You'll be swept up by my alluring charm, and then you'll find your lips pressed against mine.

Juliet: Or you'll find your balls being ripped apart. Knowing you, that's probably another one of your sick fantasies.

Aidan: May I start now? This may be the most dangerous mission we have faced to date.

You'll be launched in front of the Phoenix Star to secure the base before we land. Once I get the all-clear, I'll LN cool the helium chambers to initiate the touchdown procedure. This is when the hard part begins. While on the ground, the ship will be in serious jeopardy.

We do have onboard anti-air weaponry, but that may not be enough to fend off a large aerial attack. We also might be challenged by any residual ground forces that counterattack. While this ship does have a master Keystone Discharger, using that system would put a further burden on our resources. We're counting on you for defense while we procure the supplies we need.

Co-Op (Carson & Wick):

Wick: That much is obvious. Once grounded, the ship will be completely vulnerable.

Aidan: Aye, this may be the most dangerous mission we have faced to date.

Carson: Let's cut the crap, Doc. Rhetoric here is only useful when it involves me flirting with Wicky.

Wick: Well I'll be damned! I actually agreed with half of what he said for once.

Aidan: You two are going to have to secure the base before we land. Once I get the all-clear, I'll LN cool the helium chambers to initiate the touchdown procedure. This is when the hard part begins. As Wick pointed out, while on the ground, the ship will be in serious jeopardy.

We do have onboard anti-air weaponry, but that may not be enough to fend off a large aerial attack. We also might be challenged by any residual ground forces that counterattack. While this ship does have a master Keystone Discharger, using that system would put a further burden on our resources. We're counting on you for defense while we procure the supplies we need.

Carson: You said the magic words. I can already see the glimmer of valor in his eyes.

Co-Op (Juliet & Wick):

Wick: You should be careful with your wording. We don't want Juliet to fly off the handle before the fun truly begins.

Juliet: Aww, are you still upset because I gave you that demonstration?

Aidan: Wait! You actually gave it? Ha, did Carson find out yet? I'd love to see the look on his face...

Wick: That's quite a private matter.

Juliet: He's all shy now! Isn't that just adorable? You had better get to the mission stuff, Aidan. He doesn't want to share his feelings. I won't hide mine though. I'm ready to kick some ass.

Aidan: Well, I'm sure you will be happy to know that this may be the most dangerous mission to date. You two are going to have to secure the base before we land. Once I get the all-clear, I'll LN cool the helium chambers to initiate the touchdown procedure. Juliet, this is when the real fun begins. While on the ground, the ship will be in serious jeopardy.

We do have onboard anti-air weaponry, but that may not be enough to fend off a large aerial attack. We also might be challenged by any residual ground forces that counterattack. While this ship does have a master Keystone Discharger, using that system would put a further burden on our resources. I'll put it into a Faraday phrase. We need to procure supplies, and you need to annihilate anything that gets in our way.

---End Boss---

Single Player:

Player: Base side is clear, Phoenix Star. You're free to land.

Aidan: I'm hitting the LN2 now. Meet the ship on the runway and head to the top of the vessel to provide cover support. Radar is pinging hot. We're definitely going to have some company. Just keep them off us.

Co-Op (Carson & Juliet)

Carson: You're clear to land, Phoenix Star.

Juliet: These losers didn't put up much of a fight. I've seen more out of Pretty Boy!

Carson: Oh, you enjoyed my performance then?

Juliet: I still think you're a lecherous fool, but I'd rather take you as a partner than those weaklings.

Carson: My petite chérie, I'm...

Aidan: I'm hitting the LN2 now. I'm sure this battle will eventually meet your expectations, Juliet.

Radar is pinging hot, so we're definitely going to have some company. Once we land, get to the top of the ship and provide cover support.

Co-Op (Carson & Wick)

Carson: Wick, are you okay? You took a lot of hits...

Wick: I'm fine. This ROP is built to last.

Carson: Idiot, I was asking about you, not your ROP.

Wick: Phoenix Star, we've cleared the runway. You're free to land.

Aidan: Copy that. I'm hitting the LN2 now. FYI, radar is pinging hot, so we're definitely going to have some company. Once we land, get to the top of the ship and provide cover support.

Wick: Will do.

Carson: You still didn't answer my question.

Wick: It doesn't matter. The safety of the crew is more important. Besides, you haven't even told me how well you're holding up.

Carson: I'm tired, but I'll live. You're not the only one that has to make sacrifices, Wicky. We're only a team if you let me in too.

Co-Op (Juliet & Wick):

Juliet: That was almost too easy. Those guys were a bunch of weaklings.

Wick: It was too easy, but we cleared the runway as ordered.

Juliet: It's more fun when you follow my orders.

Wick: Now... isn't the time for that...

Juliet: I know. Just consider it a teaser for later.

Hey Phoenix Star! We blew these bastards away. You're free to land.

Aidan: You sound a little disappointed, Juliet. I guess you'll be happy to hear that radar is pinging hot. I'm hitting the LN2 now, so we'll touchdown soon. We'll definitely have company though. Get to the top of the ship A.S.A.P. and put down some cover fire. We're going to need it.

Level 6: The Silent Observer – Chicago, IL

Synopsis: After hitting two Air Force bases, Parks decides it is finally time to change gears and show off in front of the civilian population. Little does he know that by choosing Chicago, he is fulfilling Raquel's prediction. Despite the potential cons of the situation, the I-55 tech corridor is a fantastic target, especially when it is leaked that Argonne National Lab is developing a weapon to combat the Parks Rebels after its recent successes. Aidan opts to hit the problem head on, and that is what the players will face.

Setting: We have finally gotten into an urban environment. Argonne is a very high tech facility with lots of security, and this should be implemented into the map landscape. However, the emphasis of this mission is that Lagrange is watching, not that actually high tech stuff is there to take. In fact, she has

gone to great lengths to remove items of interest from the facility. It is this sense of being watched that needs to be portrayed – perhaps through cameras mounted onto platforms, for example.

I feel as though the enemies should be outfitted with some sort of advanced weaponry though to step up the game as the characters make their way through the lab facility. In my opinion, the final room should be a sealed chamber, once again with lots of cameras for Raquel's amusement. As a throwback to the original XT, I think a prototype berserker created during the trials of the Adapted Alzheimer's Protein would be a great boss. These guys would be muscular, crazy looking, blood wanting psychopaths who hold no hesitation to attack. They are merely interested with tearing apart any enemy they see. I can almost envision having three of them in the end of the level. They'd be nearly indestructible (at least to melee attacks / they would still ravenously attack despite being shot up), and it would be up to the players to coax the berserkers into attacking each other before finishing the job.

Cut Scene:

Aidan: Team, the time has come for us to enter the national spotlight. The Chicagoland area is one of the most populated regions in the country, and it offers many promising targets of opportunity. Two tech corridors, one located along I-88 and the other along I-55, represent such outstanding examples. Considering the intel I just received, I feel that Argonne is the facility to strike. Like other Chancellorodt facilities, this laboratory will be well guarded. However, we have to remember that civilians work there too. That means do not pull the trigger unless it is necessary. Any civilian casualties will result in an immediate termination of this mission.

Single Player:

Player: What's the intel, Doc? You kind of left that out.

Aidan: Apparently, they have been working on a weapon to stop you.

Player: Don't you think that sounds a little... convenient?

Aidan: You're probably right. It may be a trap, but I trust your skills. We just cannot pass up the chance to catch them off guard. Go suit up! And remember, no civilian casualties!

Co-Op (Carson & Juliet):

Carson: That means no rushing, Sweetie. You may have to lean on me just a little bit more.

Juliet: The threat on your nuts still stands.

Carson: Kehehe, that's exactly what I was hoping for, Juliet.

Juliet: Ridiculous! Parks, what the hell was that intel about? You stopped short of an explanation, and I'd much rather hear your voice than the idiotic mumblings of Pretty Boy.

Aidan: Apparently, they have been working on a weapon to stop the two of you.

Carson: Oh-ho-ho, but they cannot stop our love!

Juliet: Shut your face, Maxwell! Don't you think that sounds a little... convenient?

Aidan: It could be a trap. Despite that and the frantic nature of your *relationship*, I trust your skills. We just cannot pass up the chance to catch them off guard.

Carson: Do you see that? Parks believes in us. We can be something...

Juliet: If you get on your knees and beg.

Carson: Really!?

Juliet: Make it good and we'll see.

Aidan: Go suit up already! Remember, no civilian casualties!

Co-Op (Carson & Wick):

Carson: You're not well, Wick. You shouldn't go out with me, and you know it.

Wick: I told you I'm fine. Keep your voice down. I don't want doubt in anyone's mind, including yours.

Carson: So... what you're saying is that you want to go out with me?

Wick: God dammit, this is no time for jokes.

Aidan: What the hell are you two whispering about? Are you even paying attention?

Wick: Nothing! Everything is perfectly fine, and, despite someone's inability to shut the flying fuck up, we are paying attention.

Carson: We were just commenting about how well we've gelled as a team, Doc. I was just making it clear that his pride won't be tarnished if Wicky needs to lean on me just a little bit more. Anyway, what was that intel about? You kind of let that fact slip through the cracks.

Aidan: Apparently, they have been working on a weapon to stop you two.

Carson: Did you hear that? We're a power couple, McKnight.

Wick: Ugh, don't you think that info seems a bit... convenient?

Aidan: I'll admit that this could be a trap, but we cannot pass up the chance to catch them off guard. Go suit up! And remember, no civilian casualties!

Co-Op (Juliet & Wick):

Wick: Are you going to leave us hanging, Parks? You kind of left out what the intel is about.

Juliet: Look who's jumping the gun now. Am I rubbing off on you?

Wick: More like a subtle rearrangement of those words, give 'n take.

Juliet: Oh my! Underneath all that seriousness, there is an impulsive, dirty boy. I like it. You're right too. I like to know what we're getting ourselves into.

Aidan: Apparently, they have been working on a weapon to stop you two.

Wick: That seems a little bit... convenient, doesn't it?

Aidan: I'll admit that this could be a trap, but we cannot pass up the chance to catch them off guard. Go suit up! And remember, no civilian casualties!

-----Mission Fail Message-----

Aidan: God dammit! I told you to watch for civilians. Any unnecessary loss of life only makes us look like fucking chumps. We can't win if we're the bad guys. Pull out and get the hell back to the Phoenix Star! We'll have to redeploy.

-----End Boss-----

[End Room Door Lock: sealed room – cameras mounted – prepare for berserkers]

Single Player:

Player: Hmm, that's not creepy at all.

Raquel Lagrange (via intercom): I'm impressed that you have made it this far. That suit of yours is very impressive. I appreciate all the data you've given me. I'll have a lot of fun with the analysis.

Oh, I'm sorry. You look rather agitated. How rude of me. I am Raquel Lagrange, Science Director for the Department of Insurgent Suppression.

As you may have expected, I have already removed critical items from the lab. However, since you have brought me such joy, I found it fitting that you at least see one of my favorite projects before you die.

If by some miracle you escape, then I will consider the information you acquire to be sufficient payment for allowing me the opportunity to study you.

It also means that you will have sufficiently aroused my interest, which guarantees a more personal appointment in the very near future.

The enemies you will face have all received treatments with the Adapted Alzheimer's Protein. They have become relentless killers. Despite my desires, the fact is... you don't stand a chance.

Co-Ops: [door locks]

Carson: That's not creepy at all.

Juliet: Shut it, Pretty Boy. We're being watched.

Raquel Lagrange (via intercom): I'm impressed that you have made it this far. Those suits of yours are very impressive. I appreciate all the data you've given me. I'll have a lot of fun with the analysis.

Oh, I'm sorry. You look rather agitated, especially the bitch. How rude of me. I am Raquel Lagrange, Science Director for the Department of Insurgent Suppression.

Juliet: Put a sock in it, you fucking hag!

Raquel Lagrange (via intercom): My goodness, she's quite spunky, isn't she?

Carson: Let me take care of this one, Juliet... I take it that means you can hear us. You'll have to forgive my partner. Sometimes her manners get the best of her. You sound like a little cutie. Why don't you come out and introduce yourself in person?

Raquel Lagrange (via intercom): I see I've caught a man who knows how to prod for information. I like that, but sadly, you haven't quite reached my standard for long-term torture just yet. Perhaps if you manage to survive, then I will consider performing an in-depth study of your anatomy.

Carson: See that, Juliet? She's willing to play.

Raquel Lagrange (via intercom): Why yes, I am. Now, if by some miracle you escape, then I will consider the information you acquire to be sufficient payment for allowing me the opportunity to study you.

It also means that you will have sufficiently aroused my interest, which guarantees a more personal appointment in the very near future.

The enemies you will face have all received treatments with the Adapted Alzheimer's Protein. They have become relentless killers. Despite my desires, the fact is... you don't stand a chance.

(Carson & Wick)

Carson: Hmm, that's not creepy at all.

Wick: Carson, we're being watched.

Raquel Lagrange (via intercom): I'm impressed that you have made it this far. Those suits of yours are very impressive. I appreciate all the data you've given me. I'll have a lot of fun with the analysis. Oh, I'm sorry. You look rather agitated. How rude of me. I am Raquel Lagrange, Science Director for the Department of Insurgent Suppression.

Wick: Lovely, it's another bitch with a meaningless title.

Raquel Lagrange (via intercom): Au contraire little pet, my title is far from meaningless. I can practically do whatever I wish. You will see quite shortly what that means.

Carson: Let me handle this one, Wick. The female mind is my domain... I take it that means you can hear us. You'll have to forgive my partner. Sometimes he can be a bit forthright. You sound like a little cutie. Why don't you come out and introduce yourself in person?

Raquel Lagrange (via intercom): I see I've caught a man who knows how to prod for information. I like that, but sadly, you haven't quite reached my standard for long-term torture just yet. Perhaps if you manage to survive, then I will consider performing an in-depth study of your anatomy.

Carson: See that, Wick? She's willing to play.

Raquel Lagrange (via intercom): Why yes, I am. Now, if by some miracle you escape, then I will consider the information you acquire to be sufficient payment for allowing me the opportunity to study you.

It also means that you will have sufficiently aroused my interest, which guarantees a more personal appointment in the very near future.

The enemies you will face have all received treatments with the Adapted Alzheimer's Protein. They have become relentless killers. Despite my desires, the fact is... you don't stand a chance.

(Juliet & Wick)

Juliet: Hmm, that's not creepy at all.

Wick: Juliet, we're being watched.

Raquel Lagrange (via intercom): I'm impressed that you have made it this far. Those suits of yours are very impressive. I appreciate all the data you've given me. I'll have a lot of fun with the analysis. Oh, I'm sorry. You look rather agitated, especially the bitch. How rude of me. I am Raquel Lagrange, Science Director for the Department of Insurgent Suppression.

Juliet: Put a sock in it, you fucking hag!

Raquel Lagrange (via intercom): My goodness, she's quite spunky, isn't she?

Wick: Keep your cool. Let's see what she has to say... I take it that means you can hear us. You'll have to forgive my partner. She can be a bit hotheaded.

Juliet: Hotheaded, my ass! You can tell she's a loose-pussy douchebag just by the tone of her voice.

Wick: As I was saying, she has a way with words. Please allow me to be blunt. What the hell do you want with us?

Raquel Lagrange (via intercom): I see I've caught a straightforward type. I like that in a man, so I'll let you in on the secret. I'm simply studying you and your capabilities. Sadly, you haven't quite reached my standard for long-term torture just yet. Perhaps if you manage to pass my test, then I will consider performing an in-depth study of your anatomy.

Juliet: Who cares about your standards?

Raquel Lagrange (via intercom): My little bitch, you'd be surprised to find out just how many people

appreciate my particular brand of aesthetics.

Now, if by some miracle you escape, then I will consider the information you acquire to be sufficient payment for allowing me the opportunity to study you.

It also means that you will have sufficiently aroused my interest, which guarantees a more personal appointment in the very near future.

The enemies you will face have all received treatments with the Adapted Alzheimer's Protein. They have become relentless killers. Despite my desires, the fact is... you don't stand a chance.

Level 7: Catching On – Niagara Falls, NY

Synopsis: Raquel's observations facilitate a crucial shift in the storyline of the game. For starters, the C.I.P. now knows exactly what it is facing when it comes to the Parks Rebels, and that knowledge has passed all the way through the chain. More importantly, Lagrange believes that the CIP already has the necessary components to build counters for the ROP. She informs Lock that she is returning to Lab 49 in Philadelphia to assemble Chancellorodt Mobile Frame – 01. She admits that the capabilities will be different than the specials of the enemy frames, but that it shouldn't take long for her impressive team to finish the device.

Meanwhile, the Phoenix Star has engaged a propaganda mission en route to its next target: the Niagara Falls power complex near Buffalo, NY. Aidan wants to deliver the word to the people along the way that the regime can be beaten, and that they are – in fact – not terrorists. This is not a playable part of the campaign, but is merely done to allow Raquel the ability to roll out the XV. (CMF-01)

The Niagara Falls complex provides the power for the Adirondack Corridor, which is a large defense network stretching from the Canadian border to the edge of New York City. By taking the facility out, the Phoenix Star will have a line of attack to NYC, and allied refugee groups exiled to Canada will have the ability to sneak back into the CIP controlled States. This will be an urban setting, and will once again necessitate the existence of a power core to be destroyed at the end of the level. However, the boss this time will be Ashton piloting the prototype release of the XV suit. The coloring here should perhaps not be quite complete, and mathematically speaking, the abilities of the suit should be relatively diminished. It must still be a challenge for players, but the true challenge needs to come for the rematch in Level 8. **In retrospect, I feel that the power facility could be destroyed during the fight with Ashton. That'd be interesting gameplay wise, and would facilitate the end boss script better.**

Setting: This should be iron belt glory. The Niagara region has been particularly hard hit in recent times, so I imagined a worn urban setting en route to this final power facility.

Cut Scene #1: (via comm link)

Lock Faraday: Hello Raquel. Did you have fun in Chicago?

Raquel Lagrange: Of course I did, Sire. The Parks Rebels have finally become... interesting.

Lock Faraday: What did you find?

Raquel Lagrange: They have developed a set of armored suits that possess special, well-defined characteristics. I'll spare you the long story. Duplicating the abilities of these enemy armors would be

a difficult task, but we can make our own variants with existing technology.

Lock Faraday: I was hoping for something a little more innovative, Lagrange.

Raquel Lagrange: Sometimes it's better to steal than to build your own world. Besides, other options don't offer nearly as much versatility.

Lock Faraday: Don't misunderstand. You still have my full support. What's the ETD?

Raquel Lagrange: I'll head to the 49th Laboratory and begin construction at once. With my full team, it will take me a couple of days to rollout a prototype model.

Those insurgents are ready to hit the big time. If they keep moving east, then I expect them to attack New York. Regardless of where, we are within striking distance of any worthwhile engagement point.

Cut Scene #2:

Rikter: I'm tired of the suits coming back all beat up! I'm telling you that I should go out instead!

Aidan: You're acting ridiculous. I've told you time and time again that you're just too young. More importantly, the suits aren't even designed for someone as short...

Rikter: I'm the best mechanic in the world. I could have them modified in a day.

Aidan: And I could modify my foot in your arrogant, mechanic ass. I get that you love the ROPs, Bolt, but I cannot send a kid out to do that kind of work. When you're older, then you'll have one.

Rikter: Jerk face! I don't want to wait. You've given my babies to a bunch of bums!

Single Player:

Player: Geez, why don't you tell me how you really feel?

Rikter: Oh... you heard that?

Player: With my proximity and your shouting, yes.

Rikter: It's just that... sorry.

Player: Don't apologize. I hate stab and bandage bullshit. You said it, so you mean it. You should stick by what you say. It's the only way that you'll ever see action.

Aidan: He does have a point on that one. Now then, I know the last few days haven't been all that glamorous. However, our sorties into civilian areas have established diplomatic channels. We've opened eyes, and that is half the battle.

Player: Please tell me that we are finally going to do something a bit more exciting.

Aidan: You had better believe it. We're going to hit Niagara. About ten years after the Chancellorot rose to power, the leadership realized that the northeastern states had a glaring weakness. The Niagara substation was on the other side of the river.

To rectify this flaw, the C.I.P. constructed the American Side Station and developed the Adirondack Defense Corridor. The network defends the major cities of the region, most notably New York and Philadelphia, and it has pinned allied forces in Ontario for quite some time.

That power station is the key to the capital, and you are going to blow it up.

Co-Op (Carson & Juliet):

Juliet: You little brat!

Carson: Yeah, why don't you tell us how you really feel?

Rikter: Oh... you heard that?

Juliet: Nah! I just called you a brat because I felt like being a douche.

Rikter: It's just that... sorry.

Juliet: Don't apologize! I hate that stab and bandage bullshit. Stand by what you say. If you back down, then you're nothing but a useless pussy.

Carson: She's right about that one. The only way you'll see action is if you stick to your guns. Just give it time.

Aidan: Anyway, I know the last few days haven't been all that glamorous. That much is obvious. However, our sorties into civilian areas have established diplomatic channels. We've opened eyes, and that is half the battle.

Juliet: Please tell me that we are finally going to do something a bit more exciting.

Aidan: You had better believe it. We're going to hit Niagara. About ten years after the Chancellor rose to power, the leadership realized that the northeastern states had a glaring weakness. The Niagara substation was on the other side of the river.

To rectify this flaw, the C.I.P. constructed the American Side Station and developed the Adirondack Defense Corridor. The network defends the major cities of the region, most notably New York and Philadelphia, and it has pinned allied forces in Ontario for quite some time.

That power station is the key to the capital, and you are going to blow it up.

Carson: Better be careful, Aidan. You're starting to speak her language.

Juliet: Carson, don't ruin the mood. If the thrill keeps me happy, then I may just blow you.

Carson: ...Lord, have mercy...

Co-Op (Carson & Wick):

Carson: You little runt!

Wick: No shit, why don't you tell us how you really feel?

Rikter: Oh... you heard that?

Carson: No, I just decided to call you a runt because I felt like being a total asshole.

Rikter: It's just that... sorry.

Wick: Don't apologize, Rikter! That stab and bandage bullshit isn't going to get you anywhere. Stand by what you say and never back down from it. There's no room for that worthless shit on the battlefield. You need to trust your teammates as well as your guts. That's the only way you'll get what you want.

Carson: Wicky, does that mean you trust me?

Wick: Ugh, do you always have to use that flirtatious voice? It's obnoxious and creepy.

Carson: You keep changing the subject, Wicky.

Wick: Yes, I trust you. Now stop acting like such a baby!

Carson: You've given me all I've ever wanted.

Wick: Argh! Aidan, what's next? Please get me past this drivel.

Aidan: With pleasure... I know the last few days haven't been all that glamorous. However, our sorties into civilian areas have established diplomatic channels. We've opened eyes, and that is half the battle.

Carson: Will we be doing something a bit more exciting? I miss that serious look my lover gets on his face when he needs to bring his A-game.

Wick: I am going to punt your face...

Aidan: You can vent your frustrations slash urges soon enough. We're going to hit Niagara. About ten years after the Chancellorodt rose to power, the leadership realized that the northeastern states had a glaring weakness. The Niagara substation was on the other side of the river.

To rectify this flaw, the C.I.P. constructed the American Side Station and developed the Adirondack Defense Corridor. The network defends the major cities of the region, most notably New York and Philadelphia, and it has pinned allied forces in Ontario for quite some time.

That power station is the key to the capital, and you are going to blow it up.

Co-Op (Juliet & Wick):

Juliet: You little brat!

Wick: No shit, why don't you tell us how you really feel?

Rikter: Oh... you heard that?

Juliet: Nah! I just called you a brat because I felt like being a douche.

Rikter: It's just that... sorry.

Juliet: Don't apologize! I hate that stab and bandage bullshit. Stand by what you say. If you back down, then you're nothing but a useless pussy.

Wick: She has a way with words, but she's right. You're never going to see the field if you carry that kind of attitude. Just give it time. Now though, we have more important things to worry about.

Aidan: You've got that right. I know the last few days haven't been all that glamorous. That much is obvious. However, our sorties into civilian areas have established diplomatic channels. We've opened eyes, and that is half the battle.

Juliet: Please tell me that we are finally going to do something a bit more exciting.

Aidan: You had better believe it. We're going to hit Niagara. About ten years after the Chancellorodt rose to power, the leadership realized that the northeastern states had a glaring weakness. The Niagara substation was on the other side of the river.

To rectify this flaw, the C.I.P. constructed the American Side Station and developed the Adirondack Defense Corridor. The network defends the major cities of the region, most notably New York and Philadelphia, and it has pinned allied forces in Ontario for quite some time.

That power station is the key to the capital, and you are going to blow it up.

Wick: Be careful, Aidan. You're starting to speak her language.

Juliet: Damn straight, Wicky, and if the thrill keeps me happy, then I may just blow you.

Wick: ...

---End Boss---

[The XV (CMF-01) Prototype mode appears...]

Ashton's identity remains concealed as the XV has a full helmet. His voice is also fed through a synthesizing microphone.

Single Player:

Player: You have got to be kidding me? That bitch copied the ROPs.

Ashton Faraday: There's no time for talking! Shut the hell up and fight!

Player: I'm more than willing to have that arranged.

Ashton Faraday: I'll enjoy crushing you in the name of the Chancellorodt.

Player: And I'll enjoy shoving your words down your throat while I choke you out.

----XV is only damaged and not completely defeated, once it hits the sufficiently low HP threshold, Ashton retreats----

Ashton (if player is C or W): That bastard pushed me to the limit already? Stupid Lagrange! This frame needs some adjustments...

I'll kick your ass eventually, you piece of shit. Mark my words!

Ashton (if player is J): That bitch pushed me to the limit already? She feels... familiar... Oh well, this frame needs some adjustments. Stupid Lagrange!

Listen up! I will kick your ass eventually, you piece of shit. Don't you dare forget my words.

Player: Who the hell was that guy?

Co-Op (Carson & Juliet):

Carson: So that is what our pretty scientist friend was up to.

Juliet: Are you shitting me? That bitch copied the ROPs.

Ashton Faraday: There's no time for talking! Shut the hell up and fight!

Juliet: Independent, copycat fucktard! I'm more than willing to have that arranged.

Ashton Faraday: I'll enjoy crushing you in the name of the Chancellorodt.

Juliet: And I'll enjoy shoving your words down your throat before I choke you out.

Carson: I love it when you talk dirty.

----XV is only damaged and not completely defeated, once it hits the sufficiently low HP threshold, Ashton retreats----

Ashton: They pushed me to the limit already? How is that even possible? I should have no problem dispatching two traitorous swine. That girl feels... familiar though. Oh well, the frame probably needs some adjustments. Stupid Lagrange, always throwing shit out before it's ready.

Listen up! I'll kick your asses eventually. Pieces of shit never get far. Don't you dare forget my words.

Juliet: Says the loser who is running away. We'll see how far you get.

Carson: Relax, we've won this battle.

Juliet: I still want to kick his little ass.

Carson: Fair enough. It's kind of funny to think about, but his fighting style reminds me of you.

Juliet: That's the only thing that worries me...

Carson: Why's that?

Juliet: I'll put it to rest when we find out who he is.

Co-Op (Carson & Wick):

Carson: So that is what our pretty scientist friend was up to.

Wick: Plagiarizing bitch copied the ROPs.

Ashton Faraday: There's no time for talking! Shut the hell up and fight!

Wick: Jackass, I'm more than willing to have that arranged.

Ashton Faraday: I'll enjoy crushing you in the name of the Chancellorodt.

Wick: And I'll enjoy shoving your words down your throat before I choke you out.

Carson: Wicky, what has gotten into you? Don't get me wrong. I love it when you talk dirty, but damn!

Wick: Isn't it obvious? I just don't like him.

----XV is only damaged and not completely defeated, once it hits the sufficiently low HP threshold, Ashton retreats----

Ashton: They pushed me to the limit already? How is that even possible? I should have no problem dispatching two traitorous swine. Stupid Lagrange, always throwing shit out before it's ready. It probably needs adjustments.

Listen up! I'll kick your asses eventually. Pieces of shit never get far. Don't you dare forget my words.

Wick: Says the loser who is running away. Arrogance never gets you far either, Mr. Crusher.

Carson: Looks like we've won this round. Still, something bothers me.

Wick: Yeah? I think I already know where you're going with this. His fighting style reminds you of someone, doesn't it?

Co-Op (Juliet & Wick):

Juliet: So that is what that hag was up to.

Wick: I guess that is what she meant by observe. What a tool! She copied the ROPs.

Ashton Faraday: There's no time for babble on the battlefield! Shut the hell up and fight!

Juliet: Independent, copycat fucktard! I'm more than willing to have that arranged.

Ashton Faraday: I'll enjoy crushing you in the name of the Chancellorodt.

Juliet: And I'll enjoy shoving your words down your throat before I choke you out.

Wick: You won't if I beat you to it, Juliet. This guy is practically radiating douchebaggery.

----XV is only damaged and not completely defeated, once it hits the sufficiently low HP threshold, Ashton retreats----

Ashton: They pushed me to the limit already? How is that even possible? I should have no problem dispatching two traitorous swine. That girl feels... familiar though. Oh well, the frame probably needs some adjustments. Stupid Lagrange, always throwing shit out before it's ready.

Listen up! I'll kick your asses eventually. Pieces of shit never get far. Don't you dare forget my words.

Juliet: Says the loser who is running away. We'll see how far you get.

Wick: I guess his arrogance finally caught up with him. Don't take this the wrong way, but his fighting style kind of reminds me of yours.

Juliet: Yeah, I noticed it too. It's the only thing about this mission that really bothers me.

Wick: Why's that?

Juliet: I'll put it to rest when we find out who he is.

Level 8: Where Two Twins Stand – WTC Underground, New York, NY

Synopsis: With the Adirondack Corridor offline, the Phoenix Star fights its way through the vicious sea of enemies en route to New York City. Aidan has determined that a power source similar to the ROPs has been detected at the site of the WTC collapse of 2001 – evoking imagery from the original XT series. This level has to be flawless, but the concept is quite simple. Welcome to the gauntlet gentlemen. Players will fight through mountainous terrain swarming with enemies into the urban sprawl that in NYC on their way to the WTC underground, where rusted out cars crushed in the disaster nearly 80 years ago greet them on the warpath.

This could allow for interesting gameplay elements. For starters, three different sceneries: mountain → dense urban → underground modern ruins. Once underground, I think it'd be fitting for platforms to be destructible – adding a crazy, deranged map manipulation element to a platform shooter. I also think we should have Rikter deliver supplies via air drop if players achieve certain things in this long ass level. (Health restores and ammo) This facilitates his Level 7 rambling to get in the field but doesn't put him directly in harm's way.

The pilots will encounter the XV again... this time significantly stronger after those adjustments are made. It was hard before, but now it must be a crazy challenge.

Along the way, I feel that players should experience everything in droves: soldiers, gun batteries, the tank bosses, helicopter enemies, the psychotic berserkers – in addition to having civilians in the way that **MUST BE AVOIDED.** :P

Setting: As I mentioned, there are three settings to be concerned with in this mission. First, mountainous terrain should be earthy toned. I envision weaker but plentiful troop movements here. Stationary targets along the way could include radio antennas.

The urban setting will have beefier opponents. Heavy tanks, helicopter support, and the burden of civilian targets that cannot be hit by friendly fire... Uber modern themes should be considered here. This is the future after all.

Finally, we move into the WTC underground. This almost needs to be treated as sacred. It is left untouched, a scar meant to remind the citizens what there is to fear: a world without the C.I.P. in charge. Thus, the grounds are as they were, with tangled metal everywhere. Underground, the sprawling garage and subway network forms the final boss point. Cars are crushed and rusted, platforms should be destructible. Think of the setting as what cities would look like 80 years from now if they weren't cared for at all – a stained, rotting, abandoned city, yet at the same time... a pristine memorial of destruction.

Cut Scene #1 – Lab 49 – Philadelphia:

Lock Faraday (via conference): Raquel, I am very disappointed to hear that your mobile frame failed.

Raquel Lagrange: Sire, there is no need to fret. CMF-01 needed a few adjustments, and your son proved to be a bit distracted by something.

Lock Faraday: Is that so? That's not like him at all. Then again, he is a Faraday. Even the failures of the family refuse to do so easily. If you feel as though he is losing his focus, pump him with more of your AAP-2 prototype.

Raquel Lagrange: As you wish, Sir. I'll be sending him to New York to assist in the defense. The city cannot fall into the Rebel hands. Nonetheless, I have prepared for such a scenario. If Ashton cannot stop them, then I have an idea that I'd like to try.

Lock Faraday: To I detect a hint of sadism in your voice.

Raquel Lagrange: I told them that I would arrange a special appointment if they managed to arouse my interest. Allow me to digress. Your CMF-02 Jackson armor is almost completed. Once it's done, my staff will transport it to Columbia. I certainly hope that it will suit your ambitious tastes.

Lock Faraday: For the C.I.P., Ms. Lagrange.

Raquel Lagrange: For the C.I.P., Your Excellence!

Cut Scene #2 – The Phoenix Star – Northern Edge of the Adirondack Corridor

Juliet: I really don't want to admit that it could be him, but I can't deny the possibility. That arrogant, nameless freak could be my brother.

Carson: Babe, relax. It doesn't matter who he is. All that matters is that we hand our enemies their asses on a silver platter.

Wick: He's right. There's no time for doubt, Juliet. Even if he is your brother, there's no way we'll find out for sure until we engage him again. Where's that fiery spirit?

Carson: No shit! I cannot imagine a world in which my beautiful Juliet doesn't shower the world with her radiating desire to dispose of all lower forms of life.

Wick: The Phoenix Star just wouldn't be the same...

Juliet: Pretty Boy, Wicky, I get it. I'm not turning my back on the cause now. I'll find out who he really is. Until then, we have C.I.P. vermin to exterminate.

Aidan: I'm glad you feel that way. We certainly have a lot a head of us.

Single Player:

Player: I'm way ahead of you there, Parks.

Aidan: I'll be upfront with you on this one. This mission will be exceedingly difficult. Information hacked from the Chancellor's network indicate the placement of a large power source under the wreckage of the old World Trade Center.

Considering the nature of the ROPs, it is likely that this is where the C.I.P. has moved that suit you encountered. I'm ordering you to take it out, but you'll have to move extremely cautiously. To even get to the site, you'll have to make it through the heavily defended corridor and into the city. We may have taken out the power, but that doesn't stop soldiers from shooting at you.

It is also likely that the urban environment will house more enemies amongst an innocent populous. Once again, I cannot stress enough when I say that we can't harm civilians. Since this sortie will be prolonged, I've authorized Rikter to go out and make in-field repairs if conditions are safe. Defend him if need be.

There's one last thing to mention. The WTC underground is a labyrinth that is nearly a century old. The C.I.P. left it untouched as a reminder to the dangers faced before their rise, but I view it as a

memorial to what freedom can overcome. It may be a sacred space, but it is a very dangerous place.
Player: Don't get soft on me! I'll get the job done and put the mystery to rest.

Co-Op (Carson & Juliet):

Carson: What's on the docket, Doc?

Juliet: Idiot, what do you think is on the fucking docket? We're going to find out who that pilot is!

Aidan: It's either that, or you'll eliminate him. I hacked into the Chancellorodt's network and pulled some interesting information off the grid.

It seems that a large power source has been placed under the wreckage of the old World Trade Center. Considering the nature of the ROPs, it is likely that this is where the C.I.P. has moved that suit you encountered.

I'm ordering you to take it out, but you'll have to move extremely cautiously. I'll be upfront. This mission will be extraordinarily difficult. To even get to the site, you'll have to make it through the heavily defended corridor and into the city. We may have taken out the power, but that doesn't stop soldiers from shooting at you.

It is also likely that the urban environment will house more enemies amongst an innocent populous. Once again, I cannot stress enough when I say that we can't harm civilians. Since this sortie will be prolonged, I've authorized Rikter to go out and make in-field repairs if conditions are safe. Defend him if need be.

There's one last thing to mention. The WTC underground is a labyrinth that is nearly a century old. The C.I.P. left it untouched as a reminder to the dangers faced before their rise, but I view it as a memorial to what freedom can overcome. It may be a sacred space, but it is a very dangerous place.

Juliet: I'll rip that helmet off his head with my own two hands, Parks.

Aidan: Then you and Carson get going. Wick will stay back on defense duty. Besides, I don't want Alara throwing a hissy fit for letting a worn pilot into the fray.

Wick: Good luck...

Co-Op (Carson & Wick):

Carson: What's on the docket, Doc?

Juliet: Idiot, what do you think is on the fucking docket? You wanted fiery spirit? I'm going to pull it out of that pilot's ass!

Wick: Calm down, Juliet. I think it'd be best of Carson and I go out on this one. I don't want you doing something you may regret. We'll figure out who he is for you.

Aidan: It's either that, or you'll eliminate him. I hacked into the Chancellorodt's network and pulled some interesting information off the grid.

It seems that a large power source has been placed under the wreckage of the old World Trade Center. Considering the nature of the ROPs, it is likely that this is where the C.I.P. has moved that suit you encountered.

I'm ordering you to take it out, but you'll have to move extremely cautiously. I'll be upfront. This mission will be extraordinarily difficult. To even get to the site, you'll have to make it through the heavily defended corridor and into the city. We may have taken out the power, but that doesn't stop soldiers from shooting at you.

It is also likely that the urban environment will house more enemies amongst an innocent populous. Once again, I cannot stress enough when I say that we can't harm civilians. Since this sortie will be prolonged, I've authorized Rikter to go out and make in-field repairs if conditions are safe. Defend him if need be.

There's one last thing to mention. The WTC underground is a labyrinth that is nearly a century old. The C.I.P. left it untouched as a reminder to the dangers faced before their rise, but I view it as a memorial to what freedom can overcome. It may be a sacred space, but it is a very dangerous place.

Juliet: You two had better not fuck this up...

Carson: Hottie, we'd never let you down.

Wick: Geez Carson, don't let your feelings get in the way.

Carson: I'm just trying to get them out now before your tight, armored ass distracts me on the field.

Juliet: Get going before I change my mind!

Aidan: And do try to be careful. Alara has been chomping at the bit over pilot condition. She seems to be pulling her hair out over one of you in particular.

Co-Op (Juliet & Wick):

Wick: I think that much is obvious. What's our next move?

Juliet: What do you think our next move is going to be? I'm going to pull my fiery spirit straight out of that pilot's ass!

Wick: Calm down, Babe. I understand why this one is important to you, but I also don't want you to do something that you'd come to regret.

Juliet: Don't tell me to calm down. We're going to find him, and I am going to find out who he is.

Aidan: It's either that, or you'll eliminate him. I hacked into the Chancellor's network and pulled some interesting information off the grid.

It seems that a large power source has been placed under the wreckage of the old World Trade Center. Considering the nature of the ROPs, it is likely that this is where the C.I.P. has moved that suit you encountered.

I'm ordering you to take it out, but you'll have to move extremely cautiously. I'll be upfront. This mission will be extraordinarily difficult. To even get to the site, you'll have to make it through the heavily defended corridor and into the city. We may have taken out the power, but that doesn't stop soldiers from shooting at you.

It is also likely that the urban environment will house more enemies amongst an innocent populous. Once again, I cannot stress enough when I say that we can't harm civilians. Since this sortie will be prolonged, I've authorized Rikter to go out and make in-field repairs if conditions are safe. Defend him if need be.

There's one last thing to mention. The WTC underground is a labyrinth that is nearly a century old. The C.I.P. left it untouched as a reminder to the dangers faced before their rise, but I view it as a memorial to what freedom can overcome. It may be a sacred space, but it is a very dangerous place.

Juliet: Stuff the soft talk Parks! Failure is not in my vocabulary.

Wick: We won't let anyone down.

Carson: Just try not to get yourselves shot to shit. I won't have any eye candy if you both get fucked up.

Juliet: Shut up, Pretty Boy. The only man getting any around here is Wick.

Carson: Ouch...

Aidan: Indeed... I am fully capable of 'getting some'. Do try to be careful. Alara has been chomping at the bit over pilot condition. She seems to be pulling her hair out over one of you in particular.

---End Boss---

[at the engagement point]

Ashton: I knew you'd come, and I'm glad that you did! Now I'll have the chance to erase my failure.

[After Ashton's defeat point, his helmet breaks off to reveal his face. This obviously serves as this origin of this climactic dialogue chain. Ashton should also look pretty beat up at this point if possible.]

Single Player (if Carson or Wick):

Player: Holy crap, you two have the same eyes.

Ashton: What the hell are you talking about?

Player: You look like someone I know, and the possibility has been bugging her.

Ashton: Worthless swine! Stop playing around with me!

Player: Last time I checked, it was me who kicked your ass. Now, I'm going to ask you one question.

Whether or not I put a bullet through your fucking head depends solely upon how you answer. Do you know Juliet Faraday?

Ashton (shocked): Juliet... was my sister...

Player: Was? Loyalists certainly have a way with tenses.

Ashton: No! Not like that! Juliet was killed in a terrorist attack.

Player: Really? Is that so? I wonder who told you that because she has been wreaking havoc in ROP-02, and quite honestly, she seems pretty alive to me.

Ashton: I won't believe it until I see her with my own eyes.

Player: Brat, I have orders to wipe you off the face of the earth, but since we're underground, I guess that can be arranged.

Single Player (if Juliet):

Player: It can't be...

Ashton: What the hell are you mumbling about?

Player: What do you think I'm mumbling about? How can you not even recognize me?

Ashton: Stop toying with me. You won. I don't want to hear your gloating. Just do what you came to do.

Player: Yeah, that's right I kicked your ass. Then again, I always kicked your ass. If you don't look into my eyes right fucking now and figure out that I am your sister, then I am going to take my boot and break it off a foot up your asshole!

Ashton (annoyed): Sister? I had a sister once, but she died in a terrorist attack. Your team's intel must be pretty good to try that shit with me.

Player: Did Daddy tell you that? I wasn't killed in a terrorist attack. He sent me to a camp because I started questioning his policies. And don't you dare tell me that I am not who I say I am, Ashton

Hunter Faraday.

Ashton: You fight like her, and you even look like her, but she died! So what if Dad told me!? She died! She died! I'll prove it to you with the one thing that only she could know.

Player: What do they tell you then? That's what you were going to ask right? You were going to quiz me about Mother's last words. Well Ashton, what do your instincts tell you?

Co-Op (Carson & Juliet):

Carson: Holy crap, you two have the same eyes!

Juliet: It can't be...

Ashton: What the hell are you talking about?

Juliet: What do you think we're talking about? How can you not even recognize me?

Ashton: Stop toying with me. You won. I don't want to hear your gloating. Just do what you came to do.

Carson: Yeah, that's right we kicked your ass.

Juliet: And I always kicked your ass!

Ashton: I told you to shut up!

Juliet: And I'm telling you that if you don't look into my eyes right fucking now and figure out that I am your sister, then I am going to take my boot and break it off a foot up your asshole!

Ashton (annoyed): Sister? I had a sister once, but she died in a terrorist attack. Your team's intel must be pretty good to try that shit with me.

Carson: She seems quite alive to me, Buddy.

Juliet: Did Daddy tell you that? I wasn't killed in a terrorist attack. He sent me to a camp because I started questioning his policies. And don't you dare tell me that I'm not who I say I am, Ashton Hunter Faraday.

Ashton: You fight like her, and you even look like her, but she died! So what if Dad told me!? She died! She died! I'll prove it to you with the one thing that only she could know.

Juliet: What do they tell you then? That's what you were going to ask right? You were going to quiz me about Mother's last words. Well Ashton, what do your instincts tell you?

Co-Op (Carson & Wick):

Carson: Holy crap, they have the same eyes!

Wick: Yeah, I notice the resemblance too. It's uncanny...

Ashton: What the hell are you talking about?

Wick: You look like someone I know, and the possibility has been bugging her.

Carson: Yeah, you've really done a number on our resident beauty.

Ashton: Worthless swine! Stop playing around with me!

Carson: Last time I checked, we were the ones who kicked your ass. That gives us the right to do whatever we want with you. Would you like to take this one, Wicky? I feel like this sort of thing suits your style better.

Wick: I'm going to ask you one question. Whether or not I put a bullet through your fucking head depends solely upon how you answer. Do you know Juliet Faraday?

Ashton (shocked): Juliet... was my sister...

Carson: Was? Loyalists certainly have a way with tenses.

Ashton: No! Not like that! Juliet was killed in a terrorist attack.

Wick: That's interesting. I wonder who gave you that information. She has been wreaking havoc in ROP-02, and quite honestly, she seems pretty alive to me.

Ashton: I won't believe it until I see her with my own eyes.

Carson: We have orders to wipe you off the face of the earth, but since we're underground...

Wick: ...we'll make an exception...

Co-Op (Juliet & Wick):

Wick: I definitely see the resemblance.

Juliet: It can't be...

Ashton: What the hell are you talking about?

Juliet: What do you think we're talking about? How can you not even recognize me?

Ashton: Stop toying with me. You won. I don't want to hear your gloating. Just do what you came to do.

Wick: Yeah, that arrogance of yours didn't get you very far, did it?

Juliet: Plus, I always kicked your ass!

Ashton: I told you to shut up!

Juliet: And I'm telling you that if you don't look into my eyes right fucking now and figure out that I am your sister, then I am going to take my boot and break it off a foot up your asshole!

Ashton (annoyed): Sister? I had a sister once, but she died in a terrorist attack. Your team's intel must be pretty good to try that shit with me.

Wick: She seems quite alive to me.

Juliet: Did Daddy tell you that? I wasn't killed in a terrorist attack. He sent me to a camp because I started questioning his policies. And don't you dare tell me that I'm not who I say I am, Ashton Hunter Faraday.

Ashton: You fight like her, and you even look like her, but she died! So what if Dad told me!? She died! She died! I'll prove it to you with the one thing that only she could know.

Juliet: What do they tell you then? That's what you were going to ask right? You were going to quiz me about Mother's last words. Well Ashton, what do your instincts tell you?

Level 9: Lab 49 – Philadelphia, PA

Synopsis: With Ashton's identity revealed and the reunion with Juliet solidified, the brother Faraday releases all of his pent up frustration. It is clear that Raquel's serum has tweaked his mind considerably. Juliet refers to his gentle nature a lot in this chapter, much to the surprise of the others, who all find Ashton to be teetering on the edge of rage and violence – all of which is directed at the party after the discovery that Juliet had been sent to a camp. This will provide some backstory into the Faraday family to be revealed through dialogue.

Ashton reveals the location of Raquel's main laboratory in PA, the infamous Lab 49. Here, he explains, Raquel produced her most diabolical creations. He also drops the big secret that another suit destined for his father is set to roll out in the near future. Aidan makes the gutsy call to hit it head on with the hopes that his forces can take out CMF-02 before it's delivered. The lab is a terrifying place. Subject's blood covers the walls, with many of the human captives there driven mad to the point that they have written 49 in the sanguine fluid all over the place. The image I wish to have conveyed here is teetering on the edge of asylum insanity. I want players to feel a bit unsettled when they play it. Crazy people running about, clawing at them.. trying to kill them for freedom.

Experiments could be shown being done in the background, on subjects whose identities really strike a nerve with people (kids for example). We're getting into the meat and bones of the story. Instead of finding CMF-02 though, the team runs into Raquel and her consoles that can hack into the OS that controls the ROPs. Using this she can influence gameplay elements: locking suits out of attacking (or even attacking teammates) These consoles will have transmitters located throughout the level that can be destroyed by carefully examining the terrain. I want them to be hard to spot... it needs to be a challenge after all. Additionally, the end boss is more of a confrontation with Raquel at the end of this gauntlet. Raquel, after her defeat, seems soundly destroyed, but I wish to leave it open that she lives – to facilitate a potential sequel.

Setting: Laboratory 49 needs to reflect the pinnacle of insanity. Raquel performed numerous experiments at this facility that included those who opposed the Party's wishes. 49 has been scribbled an endless number of times on the walls in human blood. Lunatic beasts, deranged humans of all ages, and mechanical creations – that include the transmitters for the hack console exist everywhere throughout the compound. The level should reflect a citadel of carnage. I want players to be fearful of the environment itself. Thus, the terror must be captured.

Cut Scene #1 – The Phoenix Star, En route to Philadelphia, PA:

Alara: I've never really seen anyone in his condition. His mind is there, but it's like they injected him with synthesized anger.

Aidan: What does that mean for the crew, Fox? Does he pose a danger to anyone here?

Alara: He has a short fuse, but Juliet seems to be keeping his emotions in check. I just cannot fathom that a father would do these things to his own children.

Aidan: And what about our pilots?

Alara: Carson is holding up well. In light of recent events, I'm concerned about Juliet. It's Wick that I'm really worried about though. He has a tendency to overexert himself, and he doesn't take treatment very well.

Aidan: I know we're pushing them hard, but we cannot stop now. If Ashton is correct – if there really is another suit bound for the head of the C.I.P. – then we have to intervene while we still can. As a man of science, I'm also very interested to meet this Racquel Langrage.

Alara: What would you do with such an opportunity?

Aidan: I'd judge her for her sins.

Cut Scene #2 – Laboratory 49, Philadelphia, PA:

Raquel Lagrange: Ah, my little failure. I cannot believe you let them take you prisoner. Things would have been far better if you had played my delicious sacrificial lamb.

I wonder if you've already squealed like the coward you were during our sessions. You've never had your father's fortitude, so I'll take a guess and prepare for the worst.

It's funny because you're too late. The Jackson will soon be in Lock's capable hands, and this rebellion will be crushed. I'll go one step above my call to duty though. I will end it here with my special surprise.

Single Player:

Player: We're going after that lab, aren't we Parks?

Aidan: Based on what Ashton has told us, do you think we really have a choice? I hesitate to throw you into the dark...

Player: I don't need a lecture. Just tell me what you want me to do.

Aidan: Free the ones you find fit, eliminate those responsible, and keep their copycat suit from going to Columbia.

Player: Aidan... I'll rip her spine out with my bare hands. Anything else?

Aidan: Alara is still worried about the health of the crew. Do what you can. Just be sure to come back to us.

Co-Op (Carson & Juliet)

Carson: Juliet, where do you think you're going?

Juliet: Where do you think I'm going? I'm going to rip that hag's spine out with my bare fucking hands!

Carson: We can't just deploy without clearance! We'll be in deep shi... Oh hello, Aidan!

Juliet: Out of my way, Parks! I don't need to listen to one of your lectures.

Aidan: I'm not going to stop you. I don't want to send you guys in blind, but I trust you two to get the job done. Free the ones you find fit, eliminate those responsible, and keep their copycat suit from going to Columbia.

Juliet: Nothing is going to stop me from shredding that bitch's throat for what she did to my brother.

Aidan: I know.

Carson: You're serious about this, aren't you?

Aidan: Yes, I am. Alara is still worried about you guys too, so don't do anything stupid. Be sure that you both come back to us.

Co-Op (Carson & Wick)

Carson: Wick, where do you think you're going?

Wick: That bitch isn't going to get away with what she did to Juliet. That doctor is going to burn alive for what she did.

Carson: I want to do something too, but we'll be in deep shit if we deploy without clearance.

Wick: Since when have you been the voice of reason?

Alara: You shouldn't expect me to let a patient go out for duty when he skips out on his treatments.

Wick: I don't need your fucking treatments...

Alara: Stop acting like such a fussy baby and take care of yourself.

Wick: I can do that after I settle unfinished business!

Carson: Whoa! Wicky, calm down! You're pulling the trigger quicker than Juliet.

Wick: I told you that I look out for my friends first. Get over it.

Carson: And I told you that I have your back.

Aidan: That's good to hear because you'll need to look out for one another.

Alara: You're letting them go?

Aidan: We have no choice. Juliet needs to stay with Ashton, and I'm not sending Carson into an unknown facility without support. I trust you two to get the job done. Free the ones you find fit, eliminate those responsible, and keep their copycat suit from going to Columbia. Just make sure that you both get back to us.

Co-Op (Juliet & Wick)

Wick: Come on, Juliet. We are going to end this right now.

Juliet: What do you mean by that?

Wick: We're going to attack that lab and rip that bitch's spine out with our bare hands.

Juliet: Wow, what has gotten into you, Wicky? I've never heard you talk like that before, but I kind of like it.

Wick: I want to make her pay for what she did to your brother – and what that did to you.

Juliet: You should worry more about yourself. We've all seen how much you've put into these missions. You don't have to take on this battle for me. I'll kill the hag myself for what she has done.

Aidan: I'm glad to hear that you two are, at least, on the same page.

Juliet: Don't even think of stopping us, Aidan...

Aidan: I wasn't planning on it. I don't like sending in people without doing any scouting, but the circumstances really don't allow it. I want you to go in there and do what you can. Free the ones you find fit, eliminate those responsible, and keep their copycat suit from going to Columbia.

Wick: You got it, Boss.

Aidan: You might want to get out of here before Fox finds you. She seems a little irritable because you've been skipping your treatments.

Juliet: You've been skipping your treatments? Remind me to deal with that after we shred this fucker's throat.

Aidan: Just remember to get back home. Although, I think that return trip will be a lot more difficult for you, McKnight.

----End Boss----

[Upon arrival in Raquel's main laboratory]

Single Player (Carson):

Raquel: So we finally meet. I'm happy to see that you've made your appointment.

Carson: If only we had met under better conditions, then perhaps I could have shown you a much more pleasant time.

Raquel: I see. You're the player type, aren't you? You don't have to concern yourself. I don't take offense. You're actually just the type I like to gag before a fierce ride. I wonder how your muffled grunts will ring in my ears once the tip of my crop devours your flesh.

Carson: Lady, you have some serious problems. Not that I'm one to argue with my libido, but this time there is some genuine debate. What you did to Juliet's brother is inexcusable, so if you want to ride me into oblivion, then you're going to have to do a whole lot to earn it.

Raquel: I'll have a great deal of fun putting you in your rightful place.

Single Player (Juliet):

Raquel: The bitch arrives. I'm surprised it took me this long to fit the pieces together. Welcome back from the dead, Ms. Faraday.

Juliet: Satan called. He said that he wants his lap dog back. I told him that I'd be happy to return your eviscerated carcass.

Raquel: Such strong words from such an unimportant individual. I cannot imagine what it must be like to have been killed off by your own father. I wonder if it's worse for you now, knowing that I've taken your place in the family.

Juliet: My father is a senile, old fool. Make no mistake that after I take that crop of yours and beat you to death with it, I will take great pride in painting the walls with every scrap of him I can find.

Single Player (Wick):

Raquel: So we finally meet. I'm happy to see that you've made your appointment.

Wick: Happy isn't the word I'd use to describe the moment.

Raquel: I see. You're the serious type, aren't you? Perhaps you're even a thinker! Don't worry though. Once I crush you, you can spend all of your time thinking about the way your screams escape your ball gag.

Wick: Is that all you can think about? What you did to Juliet's brother is inexcusable. There is no way I'm going to lose to you.

Raquel: Boy, you already have.

Co-Op (Carson & Juliet):

Raquel: I'm glad to see that you've made your appointments. The bitch is here too! I must admit that it took me far too long to fit the pieces together. Welcome back from the dead, Ms. Faraday.

Juliet: Thanks! Did you know that Satan called? He said that he wants his lap dog back. I told him that I'd be happy to return your eviscerated carcass.

Raquel: Ha, keep dreaming! I'll make sure to turn your father's fantasy into reality, and once I'm done with that, I'll take my sweet time with your friend.

Carson: Oh, really? What exactly did you have in mind?

Juliet: Don't entertain her, you dumb shit!

Raquel: Isn't it obvious? I'll gag you and let my crop do the rest. Try not to concern yourself too much. I swear you'll die eventually.

Carson: Don't we all? As much as my libido would love to take you up on that offer, I'm afraid that Ms. Faraday is more of my type. Besides, what you did to her brother is inexcusable, so trust me when I say that you're going to have to work really hard making that dream come true.

Juliet: I'm going to shove that crop up her ass.

Raquel: I'm sure this will be quite entertaining.

Co-Op (Carson & Wick):

Raquel: I'm glad to see that you've made your appointments. It's not every day that I have two men to play with.

Carson: If only we had met under better conditions, then perhaps this engagement would have been more enjoyable.

Wick: Don't let your libido get in the way, Carson.

Raquel: Don't ruin his fun, Boy! Just because you're incapable of appreciating the joys of becoming my sex toy does not mean that he won't. What do you say? Would you like to be my latest experiment? I can keep you bound and gagged in a room of your own, and during our sessions, I'll teach you lessons with the tip of my crop.

Carson: That sounds tempting, but you lost me at experiment. Besides, what you did to Juliet's brother is inexcusable.

Raquel: Your opinions are irrelevant. I always get what I want, so you'll be my strapped-up pet by nightfall.

Co-Op (Juliet & Wick):

Raquel: I'm glad to see that you've made your appointments. The bitch is here too! I must admit that it took me far too long to fit the pieces together. Welcome back from the dead, Ms. Faraday.

Juliet: Thanks! Did you know that Satan called? He said that he wants his lap dog back. I told him that I'd be happy to return your eviscerated carcass.

Raquel: Ha, keep dreaming! I'll make sure to turn your father's fantasy into reality, and once I'm done with that, I'll take my sweet time with your friend.

Juliet: Don't waste your time. This one is mine.

Raquel: Oh, really? Then I'll be sure to gag him and whip him to death with my crop once I'm done with you.

Juliet: Worthless hag, I bet he wouldn't even get a rise out of you.

Wick: This conversation isn't creepy at all...

Raquel: Don't hide your libido. I can tell you're in need of a real woman.

Wick: Your arrogance disturbs me. What you did to Juliet's brother is disgusting, and you will pay for it. There's no libido to hide from you, and even if there was, you won't live to enjoy it.

Raquel: How cute! You still haven't realized that your thoughts are irrelevant. I always get what I want. You'll be my strapped-up pet by nightfall, and your little slut will be no more.

[post Raquel's defeat]

Single Player:

Player: Looks like my degree is worth more than yours. Didn't you learn in school that bitches never win? Now then, where is Lock's suit? Your cooperation will bring a swift end to your suffering.

Raquel (beaten up): You're too late. The suit is already on its way to Columbia. Lock will cru...

[gunshot sound]

Player: I guess you're incapable of overcoming your penchant for slow, painful deaths.

Co-Op (Carson & Wick):

Carson: Sorry, it doesn't look like I'll be available for that date. Now, be a dear and tell me where

Lock's suit is.

Wick: Your cooperation will bring a swift end to your suffering.

Raquel (beaten up): You're too late. The suit is already on its way to Columbia. Lock will cru...

[gunshot sound]

Wick: I guess you're incapable of overcoming your penchant for slow, painful deaths.

Co-Ops (with Juliet):

Juliet: Looks like you're mine bitch. Didn't you learn in school that your kind never wins? I guess that fancy degree of yours wasn't worth a whole lot. Maybe you thought that the ass kissing would validate your pathetic career.

Now, be a dear and tell me where my father's suit is. Perhaps your cooperation will bring a swift end to your suffering.

Raquel (beaten up): You don't deserve his last name, and you're far too late. The suit is already on its way to Columbia. Lock will cru...

[gunshot sound]

Juliet: Too bad you're incapable of overcoming your penchant for slow, painful deaths. Enjoy your final moments. I wonder which one of my targets will die first: you or my dad...

Level 10: Capitol – C.I.P. HQ, Washington, Columbia

Synopsis & Setting: The stage has finally been set for the final showdown between the Parks Rebels and the Chancellorodt Independence Party. The Phoenix Star makes its way to Columbia as civil unrest grows on the East Coast. The liberation of NYC and Lab 49 has started to open citizens' eyes to the lies, and Aidan isn't one to shy away from this support. They have crippled the C.I.P.'s defenses and now have a shot at the capital. The team is going to take it.

The mission is to infiltrate the heavily defended city along with C.I.P. HQ. Dethroning the party will force a confrontation with Lock – along with the CMF-02 Jackson. The city, by this time, will be crawling with defensive measures. I also feel as though buildings should look pristine – as though they are trying to capture that Gilded Age feel of the 20s. The facades look beautiful, despite the fact that – on the inside – terrible actions are taking place.

The C.I.P. HQ, on the other hand, should look forbidding. Stone textures and dark themes, to give it a commanding presence on the field, should be used. Once the pilots enter, I see them making their way down level after level, confronting heavy resistance on the way to Lock's bunker. Beneath the city, the pilots find Lock's hidden cathedral – a lair from which he conducts his business. Of course, he will be suited in the CMF-02, ready to combat the rebel force. This room should combine the darkness of the overall structure with trinkets of brilliance. Lock views himself as a noble. He doesn't feel like he has done wrong, but instead believes that he has saved America. This attitude should be reflected in the decorum, whether it be through banners that strike out against the dark background or through other artistic channels.

Cut Scene #1 – The Phoenix Star, Outside Columbia:

Aidan: All personnel, this is Parks. I urge you to report to your stations immediately. The Phoenix Star

is approaching Columbia's boarder.

We have worked long and hard to reach this moment, but the fight is not over yet. The capital's defensive capabilities are superb, which means that we will all be at risk.

The ship will hover outside the range of the anti-air batteries, but it could still be attacked. I will hand down the ROP deployment orders in a moment, but before I do, allow me to give the briefing to all onboard.

The city has an impressive assortment of targets that range from combatants to defensive vehicles. It is likely that, given our successes in New York and Pennsylvania, these machines are primed and ready for us.

Despite the obstacles presented by these targets as well as potential innocent bystanders, our primary focus is the headquarters of the Chancellorodt Party. The head of the party will likely be found in his chamber on the lowest level of the facility.

Unfortunately, he has a ROP-like suit as well. Today, we must capture or kill Lock Faraday at any cost.

Single Player:

Aidan: ROP-[insert number 01, 02 or 03 depending on who the player is] will lead the strike against the C.I.P. HQ. All other pilots are to assume defensive duties until I state otherwise. Good luck, [insert appropriate name]. Do us proud.

Player: No worries, Doc. I'm going to have a great deal of fun dismantling his toy before I dismantle him.

Co-Op (Carson & Juliet):

Aidan: ROP-01 and ROP-02 will lead the strike against the C.I.P. HQ. Wick, you'll assume defensive duties in ROP-03 until I state otherwise. I wish you all luck. Do us proud.

Carson: You can count on us, Doc.

Juliet: He's going to pay for what he's done. I'm going to have a great deal of fun dismantling his toy before I dismantle him.

Carson: Some things never change...

Juliet: Let's get going, Pretty Boy. I ain't got all day!

Co-Op (Carson & Wick):

Aidan: ROP-01 and ROP-03 will lead the strike against the C.I.P. HQ. Juliet, you'll assume defensive duties in ROP-02 until I state otherwise. I wish you all luck. Do us proud.

Juliet: But I want to kick my father's ass!

Aidan: I'm sure you do, but you also have a responsibility to defend this crew and your brother.

Wick: Don't worry, Juliet. We'll be sure to rough him up for you.

Carson: Be careful with your words, Baby. That makes it sound like you're looking for a good time.

Wick: Maybe I'm looking for a good time...

Carson: Did he just... tell a joke!? It's a Christmas miracle!

Wick: Dumbass, don't throw a parade just yet. We have work to do.

Carson: I know! I know! Let's go dismantle his shitty armor. Fucking phony...

Co-Op (Juliet & Wick):

Aidan: ROP-02 and ROP-03 will lead the strike against the C.I.P. HQ. Carson, you'll assume defensive duties in ROP-01 until I state otherwise. I wish you all luck. Do us proud.

Juliet: Finally, I can kick that douchebag's pathetic ass.

Wick: You can count on us, Aidan.

Juliet: Wicky, I'm shocked. You have no words of warning with regards to my impulsive behavior.

Wick: Dear, I am wholeheartedly looking forward to dismantling that man's fake armor before I dismantle his empire.

Juliet: What if I get to him first?

Wick: Then I guess you'll just have to make it up to me.

Juliet: If I can use rope, then it's a deal.

Wick: Heh, you can use whatever you want.

Juliet: That just provides me the extra motivation to tear my fucking father to pieces. I hope you're ready, Daddy. I'm going to make you pay for all that you have done!

---End Boss---

[Upon arrival into Lock's stronghold]

Single Player (Carson):

Lock: I was beginning to think that you would never make it here. Your group has been a thorn in my side for quite some time, but that is no longer of consequence. I shall test the power of my mobile frame and wipe your existence from this world. Once that is done, I shall do away with the rest of your traitorous band, for only then can America truly be pure again!

Carson: Geezer, you're a total windbag. I guess all that power went straight to your fucked head. Seriously, what kind of man screws with his own kids? So go ahead and take your test. I guarantee that you'll flunk.

Single Player (Juliet):

Lock: My dear! My dear! Come in! I was beginning to think that you would never make it. Look at how much you have grown.

Juliet: Shut up, Geezer!

Lock: That is no way to speak to your father. What is with this nonsense? Why are you constantly the thorn in my side? You are my child, yet you do nothing to support me!

Juliet: You're a psychotic windbag who screwed his own children's lives.

Lock: I see you haven't quelled your acid tongue. That is too bad. I was hoping that you would come around like a good girl, but I see that your whorish mind has kept the company of devils for far too long.

America is impure because of those like you. You run around without order and strike down the things I have toiled to build! Oh well, that is no longer of consequence. I shall test the power of my mobile frame and wipe your existence from this world.

Juliet: Your adopted wench said something similar. I blew a hole through her gut. Go ahead and take your test. I'll happily carve an F into every piece of you that I rip off.

Single Player (Wick):

Lock: I was beginning to think that you would never make it here. Your group has been a thorn in my side for quite some time, but that is no longer of consequence. I shall test the power of my mobile frame and wipe your existence from this world. Once that is done, I shall do away with the rest of your traitorous band, for only then can America truly be pure again!

Wick: It's amazing how you speak of purity when you have done nothing but desecrate this nation. I used to defend these shores in the name of honor. All I was doing was protecting a fanatical old man. You're nothing, Faraday. What kind of man screws the lives of his own children? The only answer I can come up with is a coward. You go ahead and take your test. I've already judged you, and my verdict is guilty.

Co-Op (Carson & Juliet):

Lock: My dear! My dear! Come in! I was beginning to think that you would never make it. Look at how much you have grown, and you even brought a date. Is he your gift to me? Perhaps his life is your way of apologizing for all the hassle you've given me.

Juliet: Shut up! Hell will freeze over long before I apologize to you for anything. You're a psychotic windbag...

Lock: That is no way to speak to your father.

Carson: After what you did to your son, I don't think you have a say in parental affairs.

Lock: Do you think I care about your opinion? What is this nonsense, Juliet? Why have you brought this fool before me? Why are you constantly the thorn in my side? You are my child, yet you do nothing to support me!

Juliet: You're the one who screwed your children's lives.

Lock: I see you haven't quelled your acid tongue. That is too bad. I was hoping that you would come around like a good girl, but I see that your ugly, whorish mind has kept the company of devils for far too long.

Carson: You senile wank stain! Don't talk to her like that! You don't have that right!

Lock: Au contraire, my boy, I can do as I please with my child. You are the pissant here. You are the one ruining the things I have toiled to build.

No matter! In the grand scheme of things, your actions will be but a speck of sand amongst my sea of triumph. I shall test the power of my mobile frame and wipe your existence from this world.

Juliet: Your adopted wench said something similar. I blew a hole through her gut. Go ahead and take your test. I'll happily carve an F into every piece of you that I rip off.

Co-Op (Carson & Wick):

Lock: Come in! Come in! I was beginning to think that you would never make it here. Was the journey arduous enough? Did you enjoy the little invites into the greatness that is my mind?

Carson: You're a total windbag. Did you plan that little speech of yours in advance? Perhaps it's really a gigantic plea for help because, deep down, you know you're insane.

Lock: Enough! You're the pissants here! You have spread terror across my country! You have defiled my name! You have shat upon my legacy, and now you wish to lecture me?

You are the definition of impurity! It no longer matters. Your actions, in the grand scheme of things,

will be like ironed wrinkles – pains erased by the sands of time.

Wick: Either you're insane or you're just an arrogant jerk. The only thing that will be ironed out is your pathetic legacy. You can trust me when I say that I'll enjoy beating you. Although, I guess even that just doesn't live up to my expectations.

You're a fool that hurt his own children. You've destroyed everything for which this nation once stood.

Lock: Think what you will! It does not concern me. I shall test the power of my mobile frame and wipe your existence from this world. Once that is done, I shall do away with the rest of your traitorous band, for only then can America truly be pure again!

Carson: Go ahead and take your test. I guarantee that you'll flunk.

Co-Op (Juliet & Wick):

Lock: My dear! My dear! Come in! I was beginning to think that you would never make it. Look at how much you have grown, and you even brought a date. Is he your gift to me? Perhaps his life is your way of apologizing for all the hassle you've given me.

Juliet: Shut up! Hell will freeze over long before I apologize to you for anything. You're a psychotic windbag...

Lock: That is no way to speak to your father.

Wick: You have no right to speak of parental affairs. Considering what you did to your son, you really don't have a right to live either.

Lock: Do you think I care about your opinion? What is this nonsense, Juliet? Why have you brought this fool before me? Why are you constantly the thorn in my side? You are my child, yet you do nothing to support me!

Juliet: You're the one who screwed your children's lives.

Lock: I see you haven't quelled your acid tongue. That is too bad. I was hoping that you would come around like a good girl, but I see that your ugly, whorish mind has kept the company of devils for far too long.

Wick: Geezer, I'm going to tear open that tin can you call armor, grip your spine with my own fucking hands, and twist the fucking thing out of you. Then, I will drag your frail body before your daughter and let her look into your eyes as I squeeze out the last bit of life to which your flesh so desperately clings.

Juliet: Oh... my...

Lock: Boy! You are the pissant here. You are the filth! You are just like the other swine I have slaughtered. You are the one ruining the things I have toiled to build.

No matter! In the grand scheme of things, your actions will be but a speck of sand amongst my sea of triumph. I shall test the power of my mobile frame and wipe your existence from this world.

Juliet: Your adopted wench said something similar. I blew a hole through her gut. Go ahead and take your test. I'll happily carve an F into every piece of you that I rip off.

[I envision a direct fade from when Lock HP hits zero to the epilogue narrated by Aidan. It'll be kind of like a whiteout into the last thoughts and reflections of the Rebel Leader. Besides, we don't really need more Lock + Character interaction after those steaming dialogues, IMO.]

Epilogue – Post Lock’s Defeat (Narrated by Aidan):

Aidan: A lot of people look back on that day and consider it the beginning of a new era. Much as life appeared on this oasis eons ago, freedom sprouted when it was given the opportunity to flourish. My crew made it through that day too. They sacrificed their bodies and bet their futures on the one-in-a-million chance that they could do the impossible. Quite simply, they turned imagination into reality. However, the cruel truth is that history lies about our rebellion. People claim that Lock’s defeat was the decisive blow. Reporters, hoping to fill in the gaps left by Faraday’s tyranny, frequently pine for my thoughts on the matter. My response on the subject has not changed in decades. For you see, my little freedom fighter, there is one fact of war that many seem to neglect. When you cut off the head of a snake, its tail is still free to writhe.

TO BE CONTINUED...