

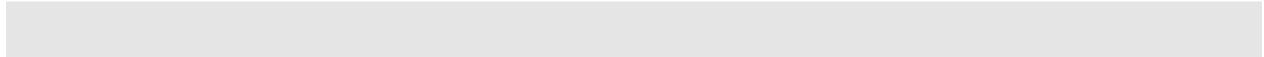
CRUSADER: NO QUARTER

PLOT.DOC

Moon Base History:

The Lunar Base was originally established as a mining operation back at the end of the 21st century. As the need for Orbiting Production Platforms grew, so too did the need of extra terrestrial prefabricated construction materials. The moon not only provided the raw materials for the OPPs, but with the discovery of large Di-corealium deposits, the Lunar base became a strategic economic power house.

Di-corealium -This is a fuel source for many of the cold fusion power plants on Earth. It is an material that is formed by the combination of many rare elements along with a high degree of gamma radiation. Due to the earth's protective atmosphere, Di-corealium is only found off-world.



INTRODUCTION:

1) Opening shot is of the rescue pod floating in space. A large ship drifts into view and the pod gets tractor beamed onboard the larger ship. Large ship fires its engines.

Camera pans and we can see its destination is the moon.

2) We see the escape pod being opened. Techs are discussing that this pod may contain the rouge Silencer everyone is looking for. Other tech comments that even a Silencer could not have survived for a week out in space.

3) The pod is opened. Inside, we see the Crusader laying motionless in his seat. A guard leans over to check out the Silencer. The Crusader's hand lashes out and grabs the guard's weapon. [NOTE: Silencer's weapon must be a rifle!]

Two rounds go off. The guard topples backwards in a lifeless heap.

Three guards burst in. Surprised by the unexpected scene, the men hesitate to raise their weapons. With smooth professionalism, the Crusader opens up on the new arrivals. Three quick bursts slam each soldier in turn against the far wall. Slowly, they slid down, leaving blood spattered trails on the polish steel bulkhead. 4) Shortly, we see the doors to the High Security Area opening. The Crusader emerges with weapon in hand. (We can cut from this scene, with a matching scene in the game perspective.)

GAME SEQUENCE:

Mission 1: Freighter

After freeing himself, the Crusader battles through the freighter. Mission ends when Crusader reaches the air lock. This shows the freighter landing at the moon base.

Post Mission Scene - Draygan is informed that the Crusader has been located. He appears pleased to learn that the Silencer has made it to the moon. Draygan turns in his chair and looks at the earth through his window. [Player should realize that the two are in the same place. Inevitably, there will have to be a confrontation between the two.]

Mission 2: Moon Base 1 (optional plot)

Now on the moon, the Crusader is contacted by a moon base rebel (Colonel Shepherd) who directs him how to get to the first rebel camp. (Rebel camps are small, one or two people, with a weapons cache. They are usually in unmanned Tubeway junction areas.) Shepherd requests that the Crusader take out some Mechs along the way. If the player does, he will get a different mission briefing on Mission 3.

Sub-Plot: The rebel leader (Capt. Shepherd) who helps the Crusader to this place is unintentionally working with Draygan. He thinks he is getting information from an ally high in the ranks of the government and following his information blindly.

Background: The Crusader learns that on the moon, the Commissioner of the Lunar Mining Cartel (LMC) has total power. The civilian population here has few options. Basically, the moon is a "company town." They must work for the substandard wages offered by the LMC. Surprisingly, Most people put up with it and go along with the company.

Mission 3: Moon Base 2 (Space Station)

Capt. Shepherd needs help. Many of his troops were captured when a raid for weapons went sour. The mission is to break into a military installation and rescue the rebels in this prison section.

Post Mission Scene: Crusader learns Col. Ely was being held with the group of rebels. A week ago Ely escaped, and was on his way up here with a group of commandos to take out the President. He knows some dark secret why the President must be stopped (To make the President appear more evil, and worthy of assassination.)

Mission 4: Science Facilities

From the rebels who were taken prisoners it is learned that the LMC tested a new “tranquilizer gas” on some of the prisoners. This new gas is being piped into the mining community to control the workers. It keeps them docile and agreeable with the management. If this gas were diverted to the guard’s quarters, the LMC will lose their control over the populace, and the police would be helpless to stop them. Once the miners control the Di-corealium production, they will have control of their destinies.

Post Mission Scene - After the mission is over, we can have a scene between the President and Draygan. Draygan warns that there may be a threat to the President’s well-being, but Draygan claims that he will take care of the problem.

Mission 5: Mining

Unfortunately, the Commissioner’s troops still control the life support for the populace. The Crusader must gain control over the life support section before the Commissioner begins shutting down the rebels for good. The Crusader must run through mines, being directed from shaft to shaft by the rebel leader.

Mission 6: Moon Base 1

The Commission has called for backup. A troop transport (that looks amazingly like a freighter) has been dispatched to put down the revolt. The Crusader must gain the Lunar Space traffic control in order to insure that the troops never arrive. In a race against time, the Crusader must shoot down the in-coming ship, or risk having it land and the revolt put down.

(This could give us a losing end game sequence here. If the freighter is not blown out of space in time, we watch as it lands. Later, the Crusader gets a data link message from Ely as he is captured by troops. Shortly, the Crusader gets more troops than he can handle and is killed.)

Mission 7: Science Facility

With the Lunar base in the hands of the civilians, the mission to take out the President can again be addressed. The most direct route towards the President’s Palace is through a mech infested science facility. From the control center, the Crusader should be able to reprogram the central computer to attack the soldiers of the LMC.

Post Mission Scene: (We could have a flick showing mechs throughout the moon base wasting LMC guards)

Sub-Plot: In a post mission scene, the President questions Draygan's lack of success at stopping the Crusader. He asks if maybe Draygan wants the Crusader to get through (the President is use to underhanded plots.) The President calls in his own elite troops to the Moon as a precaution.

Mission 8: Mining

The Presidential Palace is targeted, but there is no easy way into it. But, by using the mines and the digging equipment, the rebels can burrow into a low security area, gaining their foothold into the palace.

Mission 9: Moon Base 2

The field generator to the Palace must be taken down if the rebels are to gain access to the Palace.

Post Mission Scene: Crusader now learns that it has been Dragan that has been behind the scenes. He is the one who let Ely know about the President's whereabouts. He is the one who insured that the Crusader made it to the moon base and has had a hand in making sure the Crusader has been able to make it this far. Draygan's plan was also to let the Di-corealium mines fall to the rebels so that he can be the savior of the WEC by restoring the mines by force. Both the President and Draygan must be taken out, at all costs.

Mission 10: Presidential Palace

The Crusader has to go up against the President's elite Space Marines.

The President turns the tables on Draygan and leaves him behind for the Crusader to dispose of. The Crusader gets his showdown with Draygan just as the President escapes from the Moon.

END GAME:

Crusader steal a shuttle and leaves just as the Presidential Palace blows up.

CRUSADER: No Quarter

SCRIPT

BAD GUYS

President Gothier - He didn't become President by kissing babies. This guy is nothing more than a parrina in shark skin clothing. Gothier makes Draygan look like Mother Theresa.

Chairman Nathaniel Draygan - Draygan is the Chairman of the World Congress, and is planning on becoming the next President, as soon as the President's life time appointment is up.

Commissioner Jessica Leach - She is a power suit wearing business woman in charge of Lunar Mining Cartel. She makes sure that her workers meet their quota of Di-corealium, whether they like it or not.

GOOD GUYS

Colonel Ely - This cigar chewing soldier is one of the few survivors of Sector Echo who were on a first name basis with the renegade Silencer.

Captain Steven Shepherd - Shepherd is a man living a double life. When he's not being a director for the Lunar Mining Cartel, he is directing rebels against the system he both hates and works for.

Corp. Charles Denning - This grunt has been fragged once too often, and now likes to live on the edge. If he has one failure, it is that he could pass for Weasel's illegitimate son.

SETS:

Generic Rebel Camp (deserted maintenance Tubeway area.)

Lunar Base Office (for use for Draygan and Gothier scenes.)

Mission One: Freighter hallway

Mission Two

Mission One:

The game starts on level 1 where the introduction ends. The Crusader must shoot his way out of the hold where his escape pod was opened. After four rooms from where the game starts, the Silencer will encounter Corp. Denning, (**Scene 1A**) a rebel from the lunar corp. This encounter will direct the Crusader towards his first goal, (and prevent the player from feeling like they are a “Rebel Without a Clue.”) **Scene 1B** is set off when the player destroys the Ionic Inversion Generator on level 3. The mission ends when the player makes it to the air lock on level 4. The doors will open up, allowing the player to walk in, thus triggering the Tubeway flick leading to the next mission and Scene 1C.

Video Sequence:

Scene 1A, Scene 1B, Flick of Crusader exiting ship and entering tram, Scene 1D.

Scene 1A : Freighter set

Set Scene triggered when Crusader approaches the doorway containing Denning. Door opens, and the video begins.

[Denning is dressed as a miner or other civvy. His weapon is trained on the Crusader/Camera. He eyes his target with suspicion.]

Corp. Denning

I hope you're that Silencer that General Maxis talked about. Else one of us is about to a really bad day...

[An alarm klaxon goes off. Denning looks the camera over, then slowly lowers his weapon.]

I take it you survived the destruction of the Vigilance platform. We began to have our doubts that you made it off in time. Those life pods aren't meant to support anyone more than a week, much less two. Good to see that you are more or less alive. We can use more like you.

[Female voice announces that security has been breached.]

Listen, if we are going to make it off this tub alive, we'll need to work together. Get down to level 3 and find the Ionic Inversion Generator. If you blow that, the ship's main computer will detect the power leak and we'll have to make an emergency landing.

[Another Klaxon]

What are you waiting for? An engraved invitation?

Level 3... Ionic Inversion Generator... Pronto....

I'll contact you on your DataLink once you've completed that. Later, Silencer.

Scene 1B : Generic set

Scene is triggered by destruction of Ionic Inversion Generator. Denning appears on Crusader's DataLink™.

Corp. Denning

Silencer, the ship's main computers have just detected the power leak and have set our course for the lunar base. We should be there in fifteen minutes, so get down to the air lock on level 4. I'll have to release the hatch from here, so you'll have to proceed without me. Don't worry though, I've already contacted my CO so he'll be expecting you. Take the Tubeway to the cargo inspection station, and somebody will contact you there. See you back at ranch, Silencer. Denning out...

When the mission is over, a flick of the freighter landing will run. This should be followed with a shot of the Silencer leaving the ship and entering a Tubeway. As the tram fires down the tube the screen can fade to black. This will be followed by Scene 1C.

Scene 1C : Lunar office set

This scene introduces us to the *BAD GUYS*.

[Wide Shot - Interior of a large office. Behind the massive desk is a large window overlooking the whole lunar base. Jessica, with wisps of smoke steaming from her long, thin cigarette holder, is on her vid-fone. She is fired up over recent events.]

Jessica Leach

What do you mean you had to let it land, colonel Nueman?!? I don't care if it was an emergency, you had a Code Red security breach on board that freighter! Now I've got rebels running around my base, colonel!

[Close up - She spins in her chair. We see the depth of her anger in her eyes.]
If I don't see some body bags filled with those bastards soon, I'm going to make sure that they are packed with some useless dead meat. Do I make myself understood, Captain Nueman? *[She slams down the receiver.]*

[A hologram of her secretary's face appears just to her left.]

Secretary

Commissioner. I'm sorry to interrupt, but you have a visitor from the World Congress who would like to discuss the recent drop in production...

Jessica Leach

[She is angrily puffing away at her cigarette holder.] Margot, just tell them politely to go to hell. I've got enough troubles around here without having to placate every congressional stiff who ...

Secretary

Madam, he is on his way in...

Jessica Leach

[wide shot - We see Jessica with her back to the camera. Suddenly, a figure steps into the camera's foreground.]

...wanders up to the lunar surface expecting that I will drop everything...

[She spins in her chair to find the visitor. Her face darkens, and she drops her cigarette holder. Her smile is frozen.]

Chairman Draygan. This-this is an unexpected pleasure. I had no idea that you ...

Chairman Draygan

[Medium shot- Draygan intense stare.]

Commissioner Leach, how good it is to see you again. I came here per request of the Economic council concerning the drop in Di-corealium production, but already I have a notion as to its origin. I have already heard about your "security problem." Could it be that the rebel threat has gain a stronghold here on the moon, despite your assurances they would not?

[Draygan walks to the window to look at the lunar sky.]

Jessica Leach

[Medium shot - Jessica has regained some of her composure. She smiles.]

The "problem" you speak of was just a single soldier who shot his way off an ore transporter. Some reports claim it was it was a renegade who defected over to the other side. I still don't think you can call one man a "rebel stronghold," Chairman Draygan. Even if he use to be a Silencer.

Chairman Draygan

[Close Up - Draygan's eyes widen. Anger is in his voice.]

No one has ever defected from the WEC, Commissioner. Especially not from *my* elite Silencer Corp. Any reports to the contrary are just rumors spread by the rebels in an effort to weaken the public's trust of their elected officials. Do I make myself clear, Commissioner?

[Cut to a quick reaction shot of Jessica. Then back to Draygan. He regains his composure over his outburst of anger. Draygan now seem impatient to leave.]

I will return to discuss the di-corelium situation later, when you have less distractions.

Good day, Commissioner Leach.

[fade to black]

Mission Two:

The game starts on level 1 after the crusader has been deposited by the Tubeway. In the first room the Crusader's DataLink™ will bring up **Scene 2A**. Shepherd will introduce himself and tell the Crusader what he must do to make it to the Rebel Camp. There should be extra ammo in the first room so the player can replenish his inventory.

Scene 2B runs when the Crusader makes it to the Tubeway and has taken out ALL the Vetrons on the 2nd level.

Scene 2C runs when the Crusader makes it to the Tubeway and has NOT taken out all the Vetrons on the 2nd level.

Video Sequence: Crusader Exit Tram, Scene 2A, Scene 2B or 2C, Crusader enter tram, Scene 2D.

Scene 2A : Generic Set

This scene introduces us to the *Steven Shepherd*.

Steven Shepherd

[Image flickers as screen stabilizes] There we go. [Astonished look] So, Denning wasn't kidding. You really are that Silencer, the one that the WEC claims doesn't exist. Glad to have you on our side, Captain.

Sorry about the welcoming committee, but this was the best I could do. They've sealed off the sector you are in in hopes of pinning you down. It looks like your only option will be to fight your way through to the Tubeway station on the 3rd level.

Watch you back down there. You may run into a patrol of Vetrons on the 2nd level. If you can find a way of taking them out, you can save us some grief later. The Lunar Mining Cartel uses Vetrons to patrol the Tubeways and the mines.

Either way, make it to the Tubeway and I'll contact you with the passcodes you'll need. Once you've boarded, I'll have your tram diverted to an abandoned maintenance station so that we can meet in person.

Good luck, Silencer. Shepherd Out.

Scene 2B : Generic Set

Crusader has taken out all the Vetrons on the 2nd level.

Steven Shepherd

Captain, I see what they say is true. Send a Silencer out, and the job is as good as done. Glad to see that you were able to dust all those “walking toasters.” Now our patrols can breathe easier when they’re on their rounds.

[Looks down at his DataLink] There, your tram has been reprogrammed. Enter the code 625 on the keypad and board. We’ll meet at your next stop. Shepherd Out.

Scene 2C : Generic Set

Crusader did NOT take out all the Vetrons on the 2nd level.

Steven Shepherd

Glad to see that you made it to the Tubeway station in one piece, Captain. I wish you had been able to take out all of those Vetrons on the 2nd level, but... Hopefully, our next patrols sweep won’t encounter those tin cans.

[Looks down at his DataLink] There, your tram has been reprogrammed. Enter 690 on the keypad. I will be waiting for you at your next stop. Shepherd Out.

Scene 2D : News Set

In this news/propaganda show, the line between professional journalism and tabloid TV is non-existent. In this day and age, Geraldo would be respected as the equivalent of Cronkite...

Trina Jenkins

In today’s news, top members of the World Congress met with President Gauthier to discuss the growing concern over the possibility of global power shortages within the next decade.

[Behind her is a graphic of the Presidential Palace, cut to men shaking hands.]

Though the Energy Cartel claims it can meet the needs of the planet for the next twenty-five years, decreasing shipments of Di-corealium from the moon threaten to reduce energy production in minor outlying areas, such as Pacific rim islands and Australia.

World Congress members will discuss options such as recalling Di-corealium shipments to off world colonies, as well as increased mining of the asteroid belt to increase the supply for earth based cold fusion reactors...

Mission Three:

The game starts on level 1 after the crusader has been deposited by the Tubeway. The Crusader finds himself in a mostly deserted Tubeway station. Steven Shepherd is here. There should be extra ammo in the first room so the player can replenish his inventory.

Video Sequence: Exit Tram at rebel camp. Scene 3A.

Scene 3A : Rebel Camp Set

The camera can move and follow Shepard as he paces. Though it is one man talking to a camera, we can cut between mediums and close ups to break up the shots.

Steven Shepherd

At last we meet, Captain. [Offers his hand.] I'm Colonel Steve Shepherd. I know you may have expected more, but you'll find we're much less structured than the resistance groups operating on Earth. Up here it's much harder to hide, [motions to his clothes] so we tend to just "blend in."

[Close up of Shepherd]

Sorry about your long vacation. Maxis requested that we pick you up, but it wasn't until an informant within the WEC came forward that we were able to effect your rescue. It was hard to find you out there among all that debris. [Smiles] Oh, yeah. Nice work on the Vigilance Platform.

[Medium shot of Shepherd]

Unfortunatly, we're short on manpower right now. A squad of our soldiers were captured while making a weapons raid last week. They're in a prison facility not too far from here. I need your help in breaking them.

Take any ammo you need from this place. Once you board the tram, I'll program it to take you into the secured area. There are some defensive measures that will have to be neutralized, but leave those to me. Once I've taken them out you'll be able to get in and spring the prisoners. Good luck, Captain.