

# CRUSADER: NO QUARTER

## History Document

### 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-correalium deposits, the Lunar base became a strategic economic power house.

Di-correalium -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-correalium is only found off-world.

Due to the electromagnetic interference due to Di-correalium, androids and servomechs do not function well around the element. Humans are the best miners, though the radioactive of the element causes cancer and malignant mutations. All the Di-Cor miners are prisoners with death sentences shipped from the earth to work in the mines. Usually, a prisoner can last 3-5 years. During that time he can expect minor tumors, the loss of limbs to cancer, blindness, and insanity, all caused by the Di-Cor. If the problems are superficial, (such as the loss of an arm or leg, or eye sight,) the effected organic part can be replaced by a mechanical prosthetic. In the mines it is not uncommon to find miners who are cyborgs. Though this may sound like an expensive way to mine Di-Cor, the high turn over rate of miners allows the economic "recycling" of cybernetic parts between the dead and the living.

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## Plot Outline Document

### **Mission 1: Freighter - Bruce**

Silencer meets Denning and is told how to escape from the ship. Denning tells him that Shepherd will contact him after he exits the ship.

(At the end of mission is a flick of the Silencer running from the ship into the mine.)

*[Post Mission Video - Draygan is in a meeting with the President when he learns the Silencer is on the Moon. This informs the player that there has to be a showdown between the two.]*

### **Mission 2: Mines - Mel**

Shepherd contacts Silencer via Datalink and instructs him how to get through the mines. He tells him that his area is being shutdown

(At the end of the mission, Silencer exits mines via large doorway that leads to next mission.)

### **Mission 3: Moon Base - Mel**

In a brief set scene, the Silencer meets with Shepherd. Silencer is given Trojan Horse virus to insert in the LMC's computer so the rebels may have access to the Tubeways. Shepherd boards elevator (he is going to do something to help the Silencer in the mission, why else would he leave so abruptly?) During the mission, Shepherd contacts the Silencer via DataLink to warn about Vetrons.

[OPTION: The player gets a different debrief message depending if he takes out all the Vetrons.]  
(End of mission allows Crusader to take Tubeway to Rebel camp.)

*[Post-Mission Video - Leech and Draygan meet. They discuss the recent decrease in Di-correallium, and Leech claims she can crush the rebels. Smiling, Draygan allows her the attempt.]*

### **Mission 4: Science - Mark**

At rebel camp: (Denning is at the camp, having made his way off the freighter and back to the base.) Shepherd wants to rescue the prisoners, but does not know their exact location. He need the Silencer to tap into a top security computer to learn their whereabouts. During the mission, Denning contacts the Silencer via the DataLink to give him helpful hints.

[Another smaller mission (like the previous Vetron sub-mission) could be added here.]  
(End of mission allows Crusader to take Tubeway to Rebel camp.)

### **Mission 5: Space Base - Bruce**

At rebel camp: Shepherd wants to rescue the prisoners. He need the Silencer to break into the high security area and free them. There, the Silencer meets Ely and Yacuda, who he will meet up with back at the camp.

(End of mission allows Crusader to take Tubeway to Rebel camp.)

*[Post-Mission Video - Draygan and his aid talk over Draygan's master plan. We find for the first time that Draygan want Leech to fail, so that the rebels will take over the LMC base. He hopes the Silencer will be instrumental in this. This way, he can bring in his troops and crush the rebels, and be the savior of earth for restoring the Di-correallium shipments. This action could force the World Congress to impeach the current President, and install Draygan as the new leader.]*

**Mission 6: Mining - Eric**

At rebel camp: Ely and Yacuda is at the camp, having made their way back to the base. Shepherd wants to Silencer to take out the Di-Cor mines to bring the LMC to its knees. He needs the Silencer to drop a FusionPac, then run like hell. Yacuda guides the mission video since she has spent time in the mines. (A very short time in the mines.)

[OPTION: Player must make it out of the mines before the explosion, else they go up too.]  
(End of mission allows Crusader to take Tubeway to Rebel camp.)

**Mission 7: Science - Mark**

At rebel camp: Shepherd and Ely claim that a revolt is underway among the populous at the LMC base. They replay the message broadcasted by Leech that claims she is going to release MFH4 into the air ducts to wipe out everyone unless the rebels are returned, and the revolt that is underway is put down. Shepherd tells the Silencer that he must make his way to the O2 regenerators and destroy the MFH4 device. Ely guides the Silencer on this mission since the others are on missions.

[OPTION: If the player does not take out the MFH4 generator in time, Shepherd calls up and tells the Silencer that the revolt has failed. He can not allow hundreds to die for a lost cause. A news cast soon follows that explains how the revolt was put down. After that the credits run and game is over.]

(End of mission: Shepherd calls from remote location and tells of a troop transport that is on its way. The Silencer must take a TubeWay to mission 8. No rebel base needed.)

**Mission 8: Moon Base - Mel**

Because of the revolt, Draygan has decided to make an example of the rebels and has called in his reserve troops to put down the revolt. (In theory this will make Leech look incompetent, and he will be the savior of earth for restoring the Di-Cor shipments.) The only way the rebels can stop the transport is to use the Lunar Defense Battery (a network of large guns designed to destroy any meteors before they impact on the lunar base.) Denning via DataLink helps you though the mission. Halfway through the mission, the Silencer gets a call via DataLink from Denning, but Denning gets wasted part of the way though the video. Yacuda helps guides you for the rest of the mission.

[OPTION: If the Silencer does not take out the transport in time, (Ely will give updates on the ship,) then the ship will land and the rebels will be over run. A news broadcast explains how the revolt was put down, making Draygan look like the savior. Credits run. Game over.]

(End of mission: Crusader must take Tubeway to Mission 9. No rebel base needed.)

**Mission 9: Space Base - Bruce**

At rebel camp: Shepherd has learned from an informant that Leech would rather destroy the LMC base than let the rebels take over. The Silencer is sent on a mission to deactivate the self-destruct. Ely and Shepherd will attempt an alternative route to get there. Via the DataLink, Shepherd and Ely report from Leech's office to say they have gained access to the de-activation codes. It is now a race against time to save the base. Ely helps guide the Silencer during the mission.

[OPTION: If the Silencer does not deactivate the self-destruct in time, the explosion destroys the base. A news broadcast explains how a Di-correallium accident destroyed the LMC base. Credits run. Game over.]  
(End of mission allows Crusader to take Tubeway to Palace.)

**Mission 10: Palace - Eric**

Shepherd calls via DataLink from Leech's office and explains that since the palace is full of LMC soldiers, and a base that the WEC can use as a landing zone for troops, the Palace needs to be destroyed. Since they have access to the self-destruction codes, the Silencer must make it to the heart of the Palace to blow it up. Yacuda helps guides Silencer during mission.

(Half way though the mission, we see a video that shows the rats leaving the sinking ship.

Since Leech has disappeared, and Draygan is going to get the blame for losing the LMC base, the President is leaving Draygan behind as his reward. Draygan has the choice to kill the Silencer, or die.)

When the Silencer enters the self-destruct codes, RoboDraygan appears and gives battle. (The video may want to show part of the Robo outfit.)

**OPTIONS:**

- (a) If the Silencer does not win against Draygan, a news broadcast explains how the revolt was put down, and how Draygan is a hero. Credits run. Game over.
- (b) If the Silencer does kill Draygan, he is allowed to escape and try to make it to the end game before the palace blows up. If he does not, the screen turns white, Palace destruction flick runs, Credits, and End of Game.
- (c) If Silencer makes it to end game, we see shuttle arrive, (Ely and Shepherd in Shuttle scene?) Shuttle escaping palace. Palace blows up. Outro. Credits. End of Game.

**Outro:**

Ely, Shepherd, and the Silencer fly off into the sun set, letting them head back to the LMC base, or... the earth?

## INTRODUCTION:

I) Opening shot is of deep space. Letters appear in the lower left as if typed on a computer screen: "12/02/2194: Salvage Operation. Two Weeks after the destruction of the Enders Station." The life pod drifts into view. A large ship is tractoring small pieces onboard the and picks up the pod.

### Tech 1

[voice over scene of large ship] Hey! Another life pod from the Enders Space station. Maybe we'll be lucky this time and find someone alive.

### Tech 2

I wouldn't hold my breath on it. [jokingly] Then again, maybe you should. Those crates only have a couple days of air in them. No one could be alive in there. Let's just cut it open, and swab it like the rest.

Large ship fires its engines. Camera pans and we can see its destination is the moon.

II) Next, we see a large cutting tool peel the pod. We see the Crusader laying motionless in his seat. A soldier leans over to check out the Silencer.

### Soldier 1

[figure approaches pod.]

Well, I'll be damn... It is a Silencer. You think this is the one we're looking for?

### Soldier 2

[Soldier 2's voice is farther away, and cautious]

Hey! If that's the one, I wouldn't get too close.

### Soldier 1

What are you talking about? These guys may be tough, but they still got to breathe.

[figure leans over the Silencer.]

Hey.... You ever wondered what a Silencer looks like?

[Makes a motion towards the face plate.]

The Crusader's hand lashes out and grabs the soldier's weapon. [NOTE: Silencer's weapon must be a rifle!] Two rounds go off. The soldier topples backwards in a lifeless heap. We see the dark silhouette of soldier 2 edging backwards. With smooth professionalism, three quick bursts slam the trooper against the far wall. Slowly, he slides down, leaving blood spattered trails on the polish steel bulkhead.

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

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## SCRIPT DOCUMENTATION

### **BAD GUYS**

**President Jean Michael Gauthier** - He didn't become President by kissing babies. This guy is nothing more than a piranha in shark skin clothing. Gauthier makes Draygan look like Mother Theresa. (Possible Actors: Patrick Stuart's voice)  
[If we want, we do not have to show the President's face...]

**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. (Casted, but could be updated.)

**Commissioner Judith Leech** 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-correalium, whether they like it or not. If you cut her she would bleed ice water. (Possible Actresses: )

**Jorg Nueman** - Draygan's aide and confidant

### **GOOD GUYS**

**Colonel Stephon 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. (Casted, but could be updated.)

**Captain David 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. (Possible actor: Michael Biehn)

**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. (Local Actor: Marco Perella)

**Sergeant Val Yacuda** - This sergeant is cool and confidant, (makes Brooks look like a basket case). Some people would say she is cocky, but she has the backbone to support up her threats. She is ready, willing, and able to dust LMC troopers at the drop of a hat. (Local Asian Actress: )

### **OTHERS ACTORS:**

**Trina Jenkins** - (Lisa MacKenzie)

**Josh Starns** - (Doug Forest)

**SETS NEEDED:**

Generic Rebel Camp (deserted maintenance Tubeway area.)

Generic Lunar Base Office (for use for Leech, Draygan and Gauthier scenes.)

Mission One: Freighter hallway (new set)

Mission Two: Generic Set (any of the left over sets from No Remorse)

Mission Three: Prison Set (From No Remorse)

**COSTUMES NEEDED:**

Miner (Denning)

Rebel Combat uniforms (Shepherd, Ely, Yacuda, Denning)

Shepherd's Civilian Cloths

Draygan

Draygan's aide

Leech

Gauthier

Trina Jenkins

Josh Starns

## **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 1F** 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 flick leading to the next mission and Scene 1G.

Mission Brief: 1A,

Mission DataLink Scenes: 1B, 1C, 1D, 1E, 1F, 1G

Mission Post Scenes: Crusader exit ship, Scene 1H

### Scene List:

1A) Denning directs Crusader to blow up Ionic Inversion Generator on level 3.

1B) Denning tells Silencer that there is a SG-A1 Shotgun waiting in the locker room to the west. Denning stowed it there for any “emergencies.”

1C) Denning tells Silencer that he planted a blue keycard in north wall of the next room. That keycard will allow him to gain access to the upper lever command deck.

1D) Denning warns the Silencer to use his VIR (Visual InfraRed) Imager. There are some InfraRed lasers that if tripped, will electrify the security grid unless destroyed.

1E) If InfraRed laser trap activated, Denning tells Silencer to take out the grey power generators which will shut down the grid.

1F) In order to gain access to the control room, Denning tells the Silencer that the only way to drop the blast doors in the next room is to type 786 on the keypad.

1G) Denning directs Crusader towards air lock on level 4.

1H) Draygan is informed of Silencer’s arrival.

### **Scene 1A : Freighter set**

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

*[Denning is dressed as an LMC worker. His weapon is trained on the Crusader/Camera. He eyes his target with an icy stare.]*

#### **Corp. Denning**

I hope you’re that Silencer that Maxis talked about, or one of us is about to have 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 Vigilance platform. After two weeks of deep space, we had our doubts. Glad to see that you are more or less still alive, chief. 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. *[MVA could spring up on screen?]* 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?

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

Level 3... Ionic Inversion Generator... *[Snaps his fingers]* Go... go... go...

### **Scene 1B : Generic set**

This is to show you the importance of checking your DataLink when it begins to beep... Remember, Denning is your friend.

#### **Corp. Denning**

Hey, Silencer. Check out the locker room to the west. I stowed a shotgun in there just in case an emergency might arise, but it looks like you could use it. Check out the foot locker in there and you'll find some ammo.

### **Scene 1C : Generic set**

#### **Corp. Denning**

Hey, I've been looking all over for you. *[Checks his DataLink]* Looks like you've got them in a state of confusion. Good going, Silencer...

If you check out the panel of the north in the next room you should be able to find a blue keycard I planted there. That will get you to the upper level command deck. You'll have an easy time getting to the Ionic Inverter from there. Check you later, chief...

### **Scene 1D : Generic set**

Denning will warn you about the electric eyes in the hallway and inform you about using the InfraRed scanner. But if you trip the traps, see Scene 1E

#### **Corp. Denning**

Hold on there, killer... If you've got an IR scanner, Silencer, you may want to use it now. There should be lasers up ahead rigged to some kind of security grid, so watch yourself.

Take out those lasers, or you'll be nice and crispy. Hey, I didn't come on this freighter for my health. Denning out...

### **Scene 1E : Generic set**

The lasers have been tripped and the electric floor has been activated.

#### **Corp. Denning**

[Denning looks disappointed] Hey, graceful! I see you found the laser. You should have been scanning with your VIR. What would you do without me? [checks his DataLink] Take out the grey generator in the corner, that's the security grid's power. Got that, Silencer. The grey generator. Denning out.

### **Scene 1F : Generic set**

#### **Corp. Denning**

Not bad, Chief. Not bad.... I bet you haven't even broken a sweat, if Silencer's even sweat... I've located the codes to the keypad to the control room and... [Looks at his DataLink] ...here it comes. 784...No...785, that's the key code. 785, and you're in. Now comes the fun part. Happy hunting, buckaroo.

### **Scene 1G : Generic set**

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

#### **Corp. Denning**

All right! Silencer, the ship's main computers have just detected the power leak and have set our course for the lunar base. Get down to the air lock on level 4. I'll have to release the hatch from here, so you'll have to be solo from here on out. Don't worry though, I've already contacted my CO so he'll be expecting you. 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 Di-Cor mine, then the screen can fade to black. This will be followed by Scene 1G.**

## **Scene 1H : Lunar office set**

*[Wide Shot - Interior of a large office. Behind the massive desk is a large window with the earth in the distance. There is a man with his back towards the camera. We do not know who he is until the end of the scene. The part of the secretary can either be an actor on the set, or an intercom. Alarm noise is on.]*

### **Secretary**

Sir, I am sorry for the delay, but there seems to a security problem in the next sector. For your protection, your meeting with Commissioner Leech will be delayed until the matter has been resolved.

### **Chairman Draygan**

*[Shot of the man's back. We still don't want to reveal his identity.]*

Pardon my curiosity, but I trust that this "security problem" is not an invention to delay my conference with her ladyship..?

### **Secretary**

*[The secretary becomes nervous, by being put on the spot by the question.]*

Not at all, Mr. Chairman, the threat is real. There have been several... fatalities. It seems that a salvage ship has landed and a rebel has broken through our security. They say this rebel is disguised as a Silencer...

### **Chairman Draygan**

*[Close Up - The man turns. We see it is Draygan.]*

A Silencer? *[He becomes introspective.]* No... It can't be...

### **Secretary**

As soon as LMC security has dealt with the threat an armed escort will be dispatched to usher you to the Commissioner's office. Good day, Chairman Draygan. *[Secretary leaves.]*

### **Chairman Draygan**

*[Wide shot - Draygan turns to look at the earth rising on the horizon.]*

So, our destinies cross yet again, Silencer. Perhaps your arrival can be of a benefit to me... *[Laughs.]* Yes... yes...

*[fade to black]*

## **Mission Two:**

The game starts on level 1. 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.

At a critical junction, **Scene 2B** will become active to guide the player, should he answer his DataLink.

**Scene 2C1** runs when the Crusader makes it to the Tubeway and has taken out ALL the Vetrons on the 2nd level.

**Scene 2C2** runs when the Crusader makes it to the Tubeway and has NOT taken out all the Vetrons on the 2nd level.

Mission Brief: 2A,

Mission DataLink Scenes: 2B, 2C, 2D, 2E, 2F

Mission Post Scenes: Crusader exit ship, Scene 1G (Possible News broadcast?)

Scene List:

2A) Shepherd gives mission brief, tells Crusader to get to elevator on 4th level.

2B) Shepherd warns player about the dangers of Di-correalium. Says he may be able to use Di-Cor's mech jamming properties to his advantage.

2C) Shepherd warns Crusader about a Di-Cor deposit. Tells him about a short cut by using a conveyer belt to avoid the problem.

2D) Shepherd tells Silencer to pick up the Radiation shield in the area, that it will help protect him from the Di-Cor.

2E) Shepherd warns the Silencer to use the watch station. It will activate a nearby mech for him to use. He warns not to take it into the mines, for that will destroy it.

2F) News cast with Trina Jenkins

### **Scene 2A : Generic Set**

This scene introduces us to the Col. Shepherd.

#### **Col. Shepherd**

[Image flickers as screen stabilizes] There we go. [Astonished look] So, Denning wasn't kidding. You really are that Silencer, the one 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 on short notice. They've started sealing sectors in your area, so I'd suggest you move fast. It looks like your only option will be the elevator on the 4th level. I'll try to guide you there, [picture begins to fade] but I can't guarantee anything with all that Di-correalium down there. I'll be there to meet you in person at the elevator, Silencer. Shepherd Out.

### **Scene 2B : Generic Set**

Shepherd calls with helpful information.

**Col. Shepherd**

Captain, there's something I should have warned you of first. [Screen fades for a second] That stuff on the walls? That's Di-correalium. It's highly radioactive, so I'd suggest you don't stay down there too long unless you want to end up looking like those cyborgs down there.

You may run into a couple of mechs down there, but they are limited to the refining area. Di-Cor reeks havoc with their neural-nets, so use that to your advantage if you have too. That's probably the only advantage you'll get being down there. Shepherd out.

**Scene 2C : Generic Set**

Shepherd calls while Crusader is on the 2nd level.

**Col. Shepherd**

[Screen keeps fading] Captain, there is a high degree of Di-correalium just to the north of your area. You should be able to avoid it by... [Checks his DataLink] There should be a conveyor belt just to the west of your location. That should take you safely pass the Di-Cor deposits. Shepherd out.

**Scene 2D : Generic Set**

Shepherd calls while Crusader is on the 3rd level. The door closes just ahead as the Crusader approaches.

**Col. Shepherd**

Captain, [the screen wavers] you should be in an area where you can find a radiation shield. Check in nearby lockers. That should help deter some of the effects of the Di-Cor. Shepherd out.

**Scene 2E : Generic Set**

**Col. Shepherd**

[Screen keeps fading] Captain, several forces are heading your way. There should be a watch station nearby that you can use to activate a servomech. You can use it to take out the local forces, but don't try to take it down the mines. The Di-correallium will incapacitate it, and render it useless. 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-correalium from the moon threaten to reduce energy production in minor outlying areas, such as Pacific rim islands and Australia.

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

### **Scene 2E : 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. Judith, with wisps of smoke steaming from her long, thin cigarette holder, is on her vid-fone. She is fired up over recent events.]*

#### **Judith Leech**

What do you mean you had to let it land, colonel Neumann?!? I don't care if it was an emergency, you had a Code Red security breach on board that salvage ship! 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* Neumann? *[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...

#### **Judith Leech**

*[She is angrily puffing away at her cigarette holder.]* Mindy, 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...

#### **Judith Leech**

*[wide shot - We see Judith 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 Leech, how good it is to see you again. I came here per request of the Economic council concerning the drop in Di-correalium 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 already gained a stronghold here on the moon? Despite your assurances they would not?

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

### **Judith Leech**

*[Medium shot - Judith 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 claimed 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 used 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 Judith. 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-corellium situation later, when you have less distractions. Good day, Commissioner Leech.

*[fade to black]*

## **Mission Three:**

**After exiting the elevator, the Crusader meets with Col. Shepherd for the first time (Scene 3A). He sends the Silencer to insert a Trojan Horse virus into the LMC's computer so that it can reside in their system without detection, thus allowing the rebels full use of the Tubeway system without fear of detection.**

Mission Brief: 3A,

Mission DataLink Scenes: 3B, 3C, 3D, 3E, 3F

Mission Post Scenes: Scene 3G1 or 3G1, Crusader Enter Tram, Scene 3H

Scene List:

3A) Shepherd gives Silencer the Trojan Horse Virus.

3B) Shepherd warns of Vetrons on level 2. Asks if you'll take them out.

3C) Shepherd warns about IF lasers in the area, and of cameras.

3D) Shepherd tells Silencer to use the west corridor, he can not tap into the security system to visually see what is to the east.

3E) A door will close before the Silencer can reach it, Shepherd will tap into the system and deliver the passcode if the Silencer can not figure it out within two minutes.

3G1) Shepherd's debrief if Silencer has taken out all Vetrons.

3G2) Shepherd's debrief if NOT all Vetrons were taken out.

3F) News cast with Trina Jenkins

## **Scene 3A : Moon Base set**

### **Col. Shepherd**

*[Medium shot of Shepherd]* I take it that you're that rouge Silencer that the WEC claims does not exist. *[laughs, and offers his hand.]* At last we meet, Captain. I'm Colonel David Shepherd. Welcome to DarkSide base.

I know you may have expected more, but... *[speaks sarcastically]* we're short on manpower right now. A squad of our soldiers were captured last week and we haven't had the means to free them.

*[Nods insuringly]* I know that you are new here, but we are in a desperate situation. The LMC has us hanging on by our fingernails. We need for someone to restore the access we had to the TubeWay system.

*[Hands camera a disk.]* Insert this into the Network Access Terminal on the 4th level. *[show MVA of NAT]* It contains a Trojan Horse virus that will permit us to tap into the

Tubeway system again. We'll be able to re-route the system, allowing us to move about the base undetected.

[Alarm sounds. Shepherd looks around] I'll contact you later with more information, Captain. Good luck...

[The Crusader will board the same elevator he arrived on and disappear from the screen. This will allow the player to continue, without letting him shoot Shepherd. That would be a bad thing.]

### **Scene 3B : Generic Set**

**Shepherd calls with helpful information and a request.**

#### **Col. Shepherd**

[checks his DataLink] Captain, I've tapped into their security system. It seems that they are assembling a welcoming committee for you. They pulled a patrol of Vetrons from service and have stationed them on level 2. Those tin cans roam the lower levels making our lives interesting. If you can take all of them out, [laughs sardonically] we'd sure appreciate it. Shepherd out.

### **Scene 3C : Generic set**

#### **Col. Shepherd**

*[Medium shot of Shepherd]* I say something here you may need.

### **Scene 3D : Generic set**

#### **Col. Shepherd**

*[Medium shot of Shepherd]* I say something here you may need.

### **Scene 3E : Generic set**

#### **Col. Shepherd**

*[Medium shot of Shepherd]* I say something here you may need.

### **Scene 3F : Generic set**

#### **Col. Shepherd**

*[Medium shot of Shepherd]* I say something here you may need. I think...

### **Scene 3G1 : Generic Set**

Crusader has taken out all the Vetrons on the 2nd level. Shepherd appears via DataLink.

#### **Col. 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 3G2 : Generic Set**

Crusader did NOT take out all the Vetrons on the 2nd level. Shepherd appears via DataLink.

#### **Col. 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 3H : News Set**

Because the Crusader had a very low profile mission, the news should reflect some background story relating to the Cru universe.

#### **Josh Starns**

Today, several extremist operating out of the Tianienmen University staged a violent and disruptive rally in a foolhardy attempt to persuade the public to follow their backward views. [Footage shows a lone student standing before a tank.]

Though WEC security forces tried to end the rally peacefully, the brutal attack of the extremists pressed the WEC to use more conventional means to break up the angry mob. At last report, several WEC security personal were hospitalized due to the wounds the radical insurgents inflicted upon them.

Damn those rebel insurgents! Back to you, Trina...

## **Mission Four:**

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. David Shepherd is here. There should be extra ammo in the first room so the player can replenish his inventory.

Mission Brief: 4A,

Mission DataLink Scenes: 4B, 4C, 4D, 4E, 4F

Mission Post Scenes: Scene 4G, Crusader Enter Tram, Scene 4H

Scene List:

4A) Shepherd gives Silencer brief to gather information via the NAT.

4B) Denning makes small talk.

4C) Denning warns that Vetrons are on their way.

4D) Denning gets you out of a locked closet.

4E) Denning tells you that you'd better take the corridor to the east, unless you really like to tango with mechs. Also tells you it would be easier if the Silencer would pick up an Inhibitor, which should be in those science areas.

4F) (Only if the booby trap goes off) Denning calls in and tells you to use a spider bomb on the grey generators. They should take down the security grid.

4G) Shepherd powers up a telepad to get you to near to the tubeway once the information has been downloaded.

4F) News cast with Trina Jenkins

## **Scene 4A : Rebel Camp Set**

Though it is one man talking to a camera, we can cut between mediums and close ups to break up the scene.

### **Col. Shepherd**

Unfortunately, we're short on manpower right now. A squad of our soldiers were captured last week while making a weapons raid. They're being held in a prison facility not too far from here and it is imperative that we get them out of there. I'm sure you know how the WEC "interrogates" its prisoners...

*[Medium shot of Shepherd]*

A tram will be programmed to take you to the prison area. It will be up to you to locate and liberate the prisoners. There are some defensive measures that will have to be neutralized first, but leave those to me. If you have any problems, just consult your DataLink.

Good luck, Captain. We'll rendezvous later when you've freed the prisoners.

[Shepherd boards tram, leaving the Crusader at the Rebel camp to collect any supplies or ammo left in the boxes.]

### **Scene 4B : Rebel Camp Set**

#### **Corp. Denning**

[Denning is setting on his prop boxes, cleaning his gun.]

I'm glad you were able to upload that virus into their tubeway system. It beats the hell out of walking. I hear one of your guys planet side, one named Reeves, has hacked into the WEC transporter system. We could sure use someone like that here.

### **Scene 4C : Generic set**

#### **Corp. Denning**

Silencer, you've got company coming! Security has just dispatched a group of Vetrons to your location so expect them any moment. I'll re-route the telepad in that room to jump you past those tin cans. Best I can do, buckaroo. Denning out.

### **Scene 4D : Generic set**

There is a dead-end room that will lock the Silencer inside should he stumble into it. Denning will get him out, though...

#### **Corp. Denning**

[Denning looks disappointed] I can't believe this. Here you are... one of the WEC's best killing machines... and you've locked yourself in a broom closet. [Shakes his head as he looks at his DataLink.] How could we be losing this war?

[looks back at the camera] Try typing 876 on the keypad. Denning out.

### **Scene 4E : Generic set**

#### **Corp. Denning**

Chuckie here again. Unless you really like to tango with tin cans you'd better steer towards the east. Also, you know if you had an inhibitor, you'd find those mechs less of a problem. Try searching the areas of that lab. There's bound to be one or two that you can use to fry those mechs with. Denning out.

### **Scene 4F : Generic set**

If the Silencer has tripped a IF trap, the floor will become electrified. The only safe way out is to destroy the grey generators on the far side of the room.

#### **Corp. Denning**

Silencer, you really have to watch out down there. There is a reason they call that a high security area, and that's because they put so many of those friggin' booby traps out. [Checks hid datalink.] Try destroying those grey generators on the far side of the room. You may have to use a spider bomb if you have one. Sorry. Denning out.

### **Scene 4G : Generic set**

#### **Shepherd**

There is no easy way to extract you from there, Captain. I'm going to power up the teleporter in the room you just came from. That should take to close to a tubeway station. Sorry, Captain, that's the best we can do for now. Shepherd out.

### **Scene 4G : News set**

#### **Trina Jenkins**

## **Mission Five:**

The game starts on level 1 after the Crusader has been deposited by the Tubeway.

Mission Brief: 5A, 5B

Mission DataLink Scenes: 5C, 5D, 5E, 5F, 5G

Mission Post Scenes: Scene 5H, Crusader Enter Tram, Scene 5i

Scene List:

5A) Shepherd gives Silencer the mission brief.

5B) Denning brings up old plot points.

5C) Denning warns that a leaky reactor core is spreading radiation in the next room. Suggest Silencer find a radiation shield if he doesn't have one, or turn one on if he does.

5D) Denning suggests that if the Silencer needs power there is a power station to the south, though Mechs are near it. Also warns about a camera in the Northeast corner that will trigger the alarm and bring guards in.

5E) (Should Silencer find himself trapped in a room.) Denning calls up and is told about a maintenance tunnel to the east. Door will open after video finishes.

5F) Silencer encounters Ely and Yacuda.

5G) Shepherd warns you that the prisoners will have to go out a different way than you.

5H) News cast with Trina Jenkins

## **Scene 5A : Rebel Camp Set**

### **Col. Shepherd**

Unfortunately, we're short on manpower right now. A squad of our soldiers were captured last week while making a weapons raid. They're being held in a prison facility not too far from here and it is imperative that we get them out of there. I'm sure you know how the WEC "interrogates" its prisoners...

*[Medium shot of Shepherd]*

A tram will be programmed to take you to the prison area. It will be up to you to locate and liberate the prisoners. There are some defensive measures that will have to be neutralized first, but leave those to me. If you have any problems, just consult your DataLink.

Good luck, Captain. We'll rendezvous later when you've freed the prisoners.

[Shepherd boards tram, leaving the Crusader at the Rebel camp to collect any supplies or ammo left in the boxes.]

**Scene 5B : Rebel Camp Set**

Denning is loading his clip with bullets.

**Corp. Denning**

I hate to be rude... [Denning looks at the camera questioning, as if looking for a clue in the face of the Crusader.] You're not really human..? You're some kind of genetic mutant grown in a tank. That's why you can do things that normal people can't...

**Col. Shepherd**

[Off screen, his CO tells him to get back to work.]  
Corporal, where are those magazines you were reloading...?

**Corp. Denning**

There're on their way, sir. [Looks back to camera.] Good luck with your mission, Silencer...

**Scene 5C : Generic set****Corp. Denning**

If I'm lucky, I'll tell you something valuable here...

**Scene 5D : Generic set****Corp. Denning**

If I'm lucky, I'll tell you something valuable here...

**Scene 5D : Generic set****Corp. Denning**

Hold on there...

**Scene 5E : Generic set.****Corp. Denning****Scene 5F: Prison Set**

There are two NPCs in the cells closest to where the Crusader enters the prison area. (Ely and Yacuda) A force field separates the Crusader from the prisoners. (This is so the Crusader can not mingle with the prisoners, so they can pathfind to the transporter.)

*[Scene starts with wide shot so we can see Ely in his cell. The alarm is going off in the background. Both soldiers are dressed in combat uniforms. Ely rushes forward.]*

**Col. Ely**

[Close-up on Ely.]

Captain! Is that really you? [Smiles and laughs] Well of course it is! How many other Silencers are there who would blast their way into a prison to spring rebel troops?

**Sergeant Yacuda**

[Close-up on Yacuda in nearby cell, she is looking off camera towards Ely, (right of frame)]

Colonel, you know this *Silencer*?

**Col. Ely**

[Ely is looking (left of frame) towards Yacuda's cell.]

Know him? I use to be his CO. It's a long story... Captain, can you get us out of here?

**Sergeant Yacuda**

[Yacuda is looking at the camera, and points to the left]

I believe there is a panel on your side Captain that will open our cells. I'm not sure how you can take down the force field, but give me an AR-7 and I'll find a way...

**Col. Ely**

You'd better hurry before the guards get here, Captain. [Motions to Yacuda]  
Or before the Sergeant gets impatient...

**Scene 5G : Generic Set**

Once the cells have been opened, Col. Shepherd will show up via the DataLink to explain that he will have to bring on-line the transporter on the other side of the force field so that the prisoners can escape. The Crusader will have to exit a different route so that he does not bother the prisoner NPCs during their pathfinds.

**Col. Shepherd**

Captain. Because of the Code Red I won't be able to take that force field down. Fortunately, I can patch into the transporter on their side. They will be able to teleport out and we can rendezvous later. You'll have to double back the way you came, Captain. I've already powered up a telepad near your location that should get you to a nearby Tubeway station. Take the tram and I'll have it diverted to an abandoned maintenance section. Shepherd Out.

**Scene 5H : News Set**

**Josh Starns**

## **Mission Six:**

Mission Six starts back at the Rebel Camp. The Crusader is shown exiting a tram. From that point he can talk to Ely to catch up on old times, talk to Shepherd to get his next mission, or talk to Yacuda to find out the story behind the mines.

The Mission starts on level 1 of the mines. The Crusader must battle through cyborgs to get through to his objective. Once the Crusader has accomplished it, he will be instructed on how to escape. If he does not make it out in time, the game will stop there. The flick of the mine's destruction should play regardless if the Crusader makes it out in time or not (after the fusion pack is set).

Video Sequence: Exit Tram at rebel camp.

(NPC camp scenes) 6A, 6B, 6C

(Mission scenes) 6D, 6E, 6F, 6G

Crusader enters Tram Flick, Destruction of mine flick, Scene 6H, Scene 6I

Mission Summary:

6A) Shepherd Directs Crusader to take out Di-Cor Mine.

6B) Yacuda talks about mines.

6C) Ely talks about the past.

6D) Yacuda warns about Di-Cor.

6E) Yacuda directs Crusader to take West corridor, other filled with Di-Cor.

6F) Yacuda directs Crusader to Short Cut

6G) Yacuda explains how to plant bomb.

6H) News broadcast.

## **Scene 6A : Rebel Camp Set**

Shepherd is leaning over a computer display that shows the base.

### **Col. Shepherd**

Good work with that prison break, Captain. Unfortunately, it may be our own undoing. An informant has warned us that the LMC will soon be sending their best troops to hunt us down. It seems Commissioner Leech wants to display her resolve of wiping out the rebels while the members of the World Congress are still on the moon.

[Close up - Shepherd smiles]

We need you to give them a demonstration of another kind. You'll enter a Di-correallium mine and make your way to a processing station. There, you'll find an ore separator where you'll place your FusionPac. [Possible MVA]

Once it is detonated, the LMC will lose a two month supply of Di-Cor. Lets see the Commissioner and the LMC try to cover that up. This may be our one chance of striking a blow against the WEC that will count!

[Wide shot]

Gather what you need here, then board a tram. It'll take you to the entrance of one of the Di-Cor mines. Once you're in, Sergeant Yacuda will guide you with directions over your DataLink. Good luck, soldier. We're all counting on you.

### **Scene 6B : Rebel Camp Set**

Yacuda is cleaning her weapon during scene. During this scene she exposes the story behind the mines.

#### **Sergeant Yacuda**

Well, Silencer, that wasn't a bad piece of rescue back there. A day later and they would have shipped us out the Di-Cor mines. I've spent time there, so... I wasn't looking forward to going back.

[The images of her past upset her.]

Di-correallium is highly radioactive. So much so that it rots you away slowly. Most of the miners down there are cyborgs. The Di-Cor kills you piece by piece until finally... you go mad. Those mines are not just a death sentence, they are a living hell.

I just wish Leech had to spend the rest of her days there. That bitch deserves an end like that.

### **Scene 6C : Rebel Camp Set**

Ely tells you about his disappearance and arrival on the moon. Having been captured is a sore point to him.

#### **Colonel Ely**

Never in a million years would I have thought we'd have been rescued from that prison. Especially by you, Captain. According to what I heard the sergeant tell, I'm just thankful you showed when you did.

[close up]

I heard what happened to the base. I... I just wish I could have been there. [He appears angry at himself.] Instead, I had to walk into an ambush that bitch Vargas had arranged and got shipped up here... [Reaches for his cigar, that isn't there.] Old habits are hard to break...

[wide shot]

Looks like I'll be getting some time in the field, so... maybe we'll be working together, Captain. Since you've had so much practice, maybe you can show me how not to walk into traps. [laughs.] It's good to see you again, Captain.

**Scene 6D : Generic Set**

Yacuda pops up when you exit the tram just to give you some simple warnings.

**Sergeant Yacuda**

[Her picture wanders, then fades in] There, I've locked into your signal, Silencer. You can see why they have to have humans down in those mines. Servomechs just can't handle the EM down there. [picture begins to fade.]

If you see any exposed Di-Cor, steer clear of it. The levels are so high in that section that only the cyborgs can survive down there. Oh, yeah.... Watch out for them, Silencer. Most of them have been driven insane by the Di-Cor so... don't expect to make any friends down there. Yacuda Out.

**Scene 6E : Generic Set**

Yacuda points you in the right direction. The section that is a dead end should be filled with Di-Cor so that if the player doesn't take her advise, they pay dearly.

**Sergeant Yacuda**

There will be a junction just to the north of you. Make sure you take the corridor to the west. The one to the east doesn't show up on any maps so it's probably loaded with exposed Di-Cor. Yacuda Out.

**Scene 6F : Generic Set**

The player can use the short cut, but if they don't reverse the conveyer direction first, they will pass into Di-Cor territory.

**Sergeant Yacuda**

Silencer, you can use the conveyer system to the north of you as a short cut to the processing station. Make sure you reverse the direction of the conveyer, or you'll find out first hand the toxic effect of Di-Cor. Don't worry, you're almost there. Yacuda Out.

**Scene 6G : Generic Set**

Yacuda will instruct you on the proper way to place the FusionPac.

**Sergeant Yacuda**

You made it, Silencer. Now, just place the FusionPac on the conveyor and let it fall into the ore separator. Just mind that you don't go in there with it. If you think that ore is nasty, just try the pure stuff.

With that FusionPac in the hopper, start heading north and don't look behind you. You'll have two minutes to make it to the Tubeway station before that whole area will be slag, so... don't let any one hold you up. Good luck, Silencer. Yacuda Out.

**Scene 6H : News Set**

### **Josh Starns**

And in other news, a small meteor was able to impact on the lunar surface, causing minor damage to one of the Lunar Mining Cartel's Di-correallium mines. Lunar officials claim that the damage to the mine is only superficial, and will only cause a 2 month delay in Di-Cor shipments. Commissioner Judith Leech has launched an investigation to discover how the meteor [*show the big moon cannons.*] was able to penetrate the base's defense network that is suppose to guard against such events. The results of the study should be in within 6 months. Back to you, Trina.

## **Mission Seven:**

Mission Seven starts back at the Rebel Camp. The Crusader is shown exiting a tram. From that point he can talk to Shepherd to get his next mission (Shepherd and Ely work in tandem to deliver the mission speech.) Denning is here, Yacuda is out on a mission.

The Mission starts on level 1. The Crusader must battle through mechs and soldiers to get through to his objective. Once the Crusader has accomplished it, he will be instructed on how to escape. If he does not make it out in time, the game will stop there. A video sequence of Ely and the other rebels perishing will show the failed outcome.

Video Sequence: Exit Tram at rebel camp.  
 (NPC camp scenes) Scene 7A, Scene 7B,  
 (Mission scenes) Scene 7C, 7D, 7E, 7F  
 Crusader enters Tram Flick, Scene 7G, Scene 7H

Mission Summary:

1) Ely and Shepherd warn about MFH4 Gas and tell Crusader to take out source.

## **Scene 7A : Rebel Camp Set**

Shepherd and Ely are talking. A video monitor is near by.

### **Col. Shepherd**

Captain, your success has afford us with than we bargained for. It seems that the Commissioner was in a much more desperate position than we expected. Take a look at this. It just came in 5 minutes ago.

### **Commissioner Leech**

[Cut to scene on video monitor. Sequence starts with LMC logo.]

To all Lunar personnel. Recently, a number of terrorists who have committed brutal and violent acts against the World Economic Consortium have escaped from our custody. In order to effectively recapture these rouge elements, the gas MFH4 is being slowly introduced into the air supply of all non-essential areas. The gas is toxic and will soon incapacitate every one in those area. Only when these terrorist have been located, and disposed of, the air supply will be returned to normal. Thank you for your cooperation.

### **Col. Ely**

If she is allowed to carry out her plan, Captain, many innocent people will be killed. We can not allow that. What we need is for someone to eliminate the MFH4 at its source. If we do not, we will have no choice but to give ourselves up.

### **Col. Shepherd**

A tram will carry you to the lower levels, Captain. There, you will need to locate the Oxygen Regenerator. [Show MVA] Attached to it will be the MFH4 they are introducing into our atmosphere. Eliminate it, and we will be able to operate with impunity once more. [show Col. Shepherd] If you are not able to take it out in time, well, the Commissioner's grip will at last be complete.

**Col. Ely**

The rest of us will guard the elevator shafts leading down to the regenerator, so they will not be able to send reinforcements after you. Good luck, Captain.