## Intro (Moon)

Player spawns near his bed in the crew quarters. When player moves he enters Magdalene’s conversation radius.

In this conversation the player can chose his augs, a binary choice is presented to fill each of the aug slots. In the end of the conversation the player will be fully augmented.

The player is given 3 goals: find food, help and medication (nu-poz). The Moon base is a mine with lots of TNT, mine shafts and ore. Gravity is low. Player will explore the interior but can also go to the exterior through the mine shafts. Most of the old interior (from Vandenberg ocean lab) is inaccessible because of power outages and debris. Everywhere the player will go we will award the player with easter eggs, aug upgrade canisters, skillpoints and inventory items (ammo but no weapons).

The player will hear creepy sounds that will lead to a security room near the place where Walton Simons was waiting for JC. The security terminal will emit a sound of creepy laughter, datacubes will contain ominous messages. In the security terminal the player can look through 3 cameras in the conference room above the space carft bay. An MJ12 MIB Uber Alles is staring in the camera, around the room are a crowbar, a knife and other melee weapons. A dead scientist is on the floor, corpses of greasels and bones are on the table (Uber Alles was eating them).

Tantalus says to himself that he must go back to Magdalene and protect her (goal given). On our way a trigger is activated and sets bInWorld to true for the space craft. When he gets back to her all goals are cleared (except find nu-poz) and a conversation starts. In the end the conversation triggers interpolation and mapexit. Also it sets bInWorld to true for Uber Alles in the security room where Tantalus used the security terminal. Also bInWorld sets to false to the Tantalus double and Magdalene in a spacesuit. The camera shows how he observes the space craft leave the Moon.

## Level 1

Tantalus and Magdalene stand in the empty amber-lit docks.

Magdalene is unconscious and sick with Darrow Deficiency syndrome.

Player received infolink from angry Janus. It’s two-way, like in Human Revolution. Tantalus asks for help. Janus suggests leaving Magdalene in a storage room and then go to the control tower to open the gate.

Goal given: put Magdalene in a small storage room.