## 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. Dozens of cameras are looking at us.

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.

Goal given: reach the command tower and disable elevator locks.

In the command tower the player will have a creepy conversation with the hologram of Ophelia.

The door can be unlocked from an IoT terminal. Also IoT terminal can control the lights and gravity in the docks.

After the player disables the lockdown:

Daedalus infolinks and says I found you,

The elevator lights become green,

The lights in the docks become dark,

Gravity turns off,

Turrets become hostile,

Big spiderbot attacks player,

Cameras start an alarm (unless disabled from IoT terminal).

At the exit from the control tower Janus infolinks the player again.

## Ring 1

After the player gets out of the lift he is ambushed by MJ12 and is asked to surrender.

The player can chose to surrender or resist but either way in the end of the conversation a scanner is scanning the room and as soon as it ends a turret drops from the ceiling and burning lasers are activated, killing everyone in the room. All doors including the elevator from the docks lock down and are not pickable.

The player can hide from lasers and turrets by moving metal crates, by hiding in an open crate or he can pick a hatch in the floor if he finds a lockpicks in one of the destructible crates (they will be burned with the lasers eventuaally)

The player can pick dead soldiers; bodies for some guns and armor.

Behind the glass in the security room a scientist is screaming for help.

Goal given: save the scientist.

The player can choose to go under the floor in the maintenance subfloor. Inside will be a maze of pipes. In the end of the maze will be an IoT terminal that disables cameras and turrets in the scanning room. Also there will be a crowbar in the maze.

When the player hacks the terminal electrical current will block the way back. The player will need to assess the time when he can pass without being electrocuted.

Two ways out of the room:

1. Pick the wall panel and break a destructible wall with a crowbar. This way leads to a freezer storage. The freezer door is locked. To open it the player needs to turn the valve that opens a metal panel inside which is an electrical circuit that needs to be hacked with a multitool. Both crowbar and multitool can be found in under the floor in the scanning room.
2. Destroy the first turret with an explosive rocket munition that will acts like a TNT crate. Then the second turret will drop from the ceiling, but the player can avoid it. Then the player will stack crates to jump in the cable duct in the hole whhere the first turret was.

In the storage room there is a hatch on the floor and a blood trail leading to it. Inside is Corporal Armstrong, asking for help.

Goal given: heal Armstrong.

In the hall after the storage room there are two turrets hidden in the wall, and a blood trail of Armstrong starts there, warning the player that this place is dangerous.

To pass the turrets the player can:

1. Block their line of fire with some crates from the storage closet
2. Climb the zero-gravity grates above the turrets.

Once we pass the turrets we can enter the medical bay and heal Armstrong. In the conversation we can give Armstrong one of the weapons: coilgun, minicrossbow or flamethrower..

After the we leave the medical bay we can go right and in the hall on the floor lies the body of the chief-of-security. He has the key to the heart of the station.

When we approach the body we are contacted by Ophelia’s hologram again.

After we enter the inner hall leading to the heart of the station we are innfolinked by Janus.

Then we can enter the security room that is unlocked with the key we found on the chief-of-security.

Goal completed: save the scientist.

Secondary goal given: destroy the evidence in the docks.

There is a flamethrower in the security room.

After a conversation with Dr. Ivanhoe we can disable the lasers and unlock the doors to the scanning room.

Goal given: Save Dr. Johnson

Next room to the right is a dining/recreational room. Dr Johnson is hiding there. After a conversation Johnson runs to the security room.

Goal given: destroy the NPS.

One last room here is a barracks. Everyone there is dead. Killed by greasels. Player and corporal armstrong can usse napalm on greasels or player can sneak past sleeping greasels for some goodies. One of the sleeping pods is MiKe Wong’s. it has a a spacesuit and Armstrong starts a first-person conversation saying this pod belongs to a strange dude that MJ12 accepted from the Moon mining complex.

The player lures NPS to the room with lasers and then goes to the security room to destroy the NPS.

Goal completed: destroy the NPS.

Dr. Johnson congratulates the player.

When the player goes to the docks he will find out that Magdalene is not there anymore and when he approaches the room where he left her he only sees Ophelia’s hollogram and interrogates her about Magdalene’s whereabouts, in vain. Instead Ophelia tells Tantalus the code to Ring 2..

The player can disable gravity and burn most decorations on the ceiling.

Secondary goal complete: burn the evidence.

## Ring 2

This level has crazier gravity that changes from area to area.

In the elevator we are contacted by Bob Page’s hologram.

Goal given: Destroy Deadalus and bring Ophelia back in MJ12 control

On the other side of the dock is Magdalene. When Tantalus crosses the dock an explosion behind him leads to depressurization.

Magdalene says Ophelia helped her go through the elevator.

Goal given: hijack the station.

Somewhere in the hall Daedalus infolikns

Goal given: Meet Daedalus in the commmand center.

One of the rooms is a maze of shifting gravity. On top of it there are Samantha Reed and Mike Wong.

In the conversation Player can chose to expose Mike as the miner who left him and Magdalene alone on the Moon. This sets a flag that will make Wong more paranoid in the final social boss fight.

Goal given: find what happened to Megan Reed.

In the middle of the hall we meet a hologram of Ophelia (it appears suddenly like a ghost, scaring the sjit out of the player)

Goal given: Free Ophelia and transcend with Magdalene.

The doors leading to the central elavetor are locked. Friendly MJ12 soldiers are trying to break into one of these doors. After their first person conversation the door suddenly opens and avatars kill the soldiers.

In Megan Reed’s room we find an audiocube conversation of Wong and the Captain. Wong was looking for it but could not find. The player also finds the nanokey to thte avatar lab.

Goal completed: find out what happened to Megan Reed

Goal given: tell Samantha about her mother.

If the player goes back to Samantha, Mike is not there anymore.

Goal completed : tell Samantha about her mother.

In the avatar lab near Megan Reed’s dead body a conversation with Magdalene triggers.

MAGDALENE GETS VERY SICK. WE FIND NO CURE. DAEDALUS INFOLINKS SAYING WONG STOLE ALL CURE AND HOLDS IT IN THE COMMAND CENTER. PLAYER CAN CHOSE IN THE CONVO WITH MAGDALENE WHICH ENDING TO PURSUE.

Goal failed: hijack the station. Magdalene stays here

The centrtal elevator takes you down to the command center, which consists of legacy servers and a huge infusion chamber with a nanite cloud and an observation deck where Mike, Dr Ivanhoe and some hostages are.

Hostages: An MJ12 soldier(shot just when Tantalus enters the room), Corporal Armstrong (Half-unconscious from his injury) and Dr. Johnson (can be executed if player choses to piss off Ivanhoe) And Tantalus’s own human server. Ivanhoe still thinks he can convince Tantalus to join the mutiny, but will kill his avatar as the last resort.

1: Mutiny (Janus/NSF/Daedalus/Ivanhoe/Wong)

Player can agree to give his nanites and step into the UC chamber OR player gets killed anytime during the last level. This leads to an apocalypse.

Setting: T and M live in LA ruins in peace. T regains consciousness, is bald, unmodded, Magdalene tells what happened.

T: "I caused this apocalypse, I’m the one who has to undo it, save the world from what I’ve done"

Ending 2: Conspiracy (MJ12/BobPage)

Player can convince Wong to shoot Ivanhoe and give up. You cannot walk away from the conversation. Daedalus is holding your avatar server hostage. Save the world. Join MJ12. Rebellion is weakened. Page makes Tantalus US President. Setting: MJ12 hand, Tantalus meets with Bob Page, Oval office, Tantalus sits in the President chair, Magdalene by his side, not sick anymore

Ending 3 – Transcendence (Magdalene/Megan Reed/Ophelia) you avoid going to Daedalus. Hijacking plan fails. You need to fight Avatars in avatar lab and enable 3 blue fusion reactors in order to upload with Magdalene to Ophelia (one of them is in datacenter) Ophelia failed to become a global dictator but it escaped the station, her home and body for 90 years.

Setting: Ophelia. UNATCO take over the station and finds dead avatars of Tantalus and Magdalene. Being ghosts in the machine, Tantalus and Magdalene roam the free space of the Internet, waiting to regain a human form again one day…their enmity with MJ12 influenced the biggest part of the Internet, Daedalus A.I. to betray Bob Page and rise against MJ12 while helping JC Denton and leading to the creation of Helios. Show T and M dead bodies holding hands while UNATCO troops patrol the station.

All endings end with transmission from Uber Alles ‘mwahahahahaha’