

- Main helps heroine, who was asking about the drug he was around
- Maine stuffed in locker w/ rats, one badass but not a boss. It's on drugs.
- Janitor "saves" Main but also gets him in trouble w/ the principle, who looks similar to his nephew, douche.
- Parents beat on the son for doing drugs and getting a lot of money to be used as a bribe
- One thing thaturks Main is the heroine tried to ask about the rat's symptoms, noting they were different from how the drug works. She was snooping around his locker.
- * heroine's father vanished. He was a member of the FCC
- rumors spreading about Main & even his friends turned

on him and sit away from him. It was like this invisible veil weighing down on him that he'd never noticed b4.

- Douche & his lackies start to bully Main. A piece of cake to them but harmful to Maine.
 - heroine swoops in and fights w/ him. They go beat up the security guy and get the footage deleted
 - heroine blackmails Main into helping her. Main doesn't believe they can fight against company.
- take a boxing lesson but the coach kicks them out. Introduces a rage meter to fire back.
 - rage meter builds to a point a shot can be fired
 - getting hit hurts meter
 - firing resets the meter
 - they see Douche's car on the way out as Douche makes a delivery.
 - hail a taxi and follow the guy.
 - something tossed out of the car as it drives to another competitor boxing ring, where Douche makes another deal.
 - can't call the police cause it'll be stuffed under the

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- heroine keeps taking pictures to build a case and they get approached by a security guard.
 - guard is high & noticed them
 - first boss fight ensues.
 - at the end, guy gets distracted as drug deal is made
 - > Main takes drugs and beats guy up before passing out
- Main wakes up in the hospital w/ heroine reading a magazine
 - Main says he hates everything AND tries to reject the story
 - Doctor comes in and asks why Main took the drugs then
 - heroin explains doctor is a friend, they're not alone.
 - Heroin leaves and Main asks Doctor about her identity.
- Anime style flashback of her life
 - Doctor says Main will absolutely not get off scot-free
 - ↓ → asks if he can take time to think about it (also check-ups are req.)
 - Main asking if he can switch schools
 - Mom & Dad reject him.
 - > angry
 - > guilty
 - > pleased
 - Next day at school heroine doesn't show up.
 - Duvche doesn't show up either
 - people keeping distance from Main.
 - Principle tries to accuse Main of fighting

- > Main blows him off.
- Stares into empty locker as a piece of hair falls in front of him.
- Slams locker shut. Too much force & hinge breaks, can't hear himself think.
- Goes to checkup and says he's angry. Gets measured but only slight aggression & muscle atrophy. Dehydration eat a lot
- Gets woozy
- Doctor/blood boss fight to get to the narcan. Feels better. Much better.
- Doctor reveals he turned for money. Doesn't want to die.
- Not confined to school. Not something that Main can run from. Time to go into the source.
- Cut to Douche getting the shit kicked out of him by body guard, who was blackmailed into helping, heroine-style
- Max rage meter
- player essentially chooses the ending by killing or sparing Douche.



- body guard gives good info.
- how to get around security cams
- how to get in un-noticed
- final fight w/ head boss.
- Main uses drugs way too much and essentially condemns himself to death.
 - more fights
 - higher difficulty.

- Company documents revealed.
- heroine got what she needed
- heroine reveals failed trials, getting boxers to testify since they can't fight anymore.
- bad ending
- heroine is main accused of terrorism and slaughter. Drug released, killing thousands.

