**Deterrent**

*Requires:*

* *Research Lab*
* *Refuge (Apartments, Church, Grocery Store)*
* *Police Station*

Details:

Your mission is to rescue principle research scientist, Dr. Sendak, who takes shelter at a civilian refuge. Once found, Dr. Sendak convinces the player character that the city can still be saved by a compound that can weaken mutants and deter the growth or spread of the mutation. The compound was manufactured shortly before the city can be overrun, and must be spread broadly in a gaseous form. The player must escort\* Sendak to the Research Lab and clear it of enemies. While Sendak continues his work, he sends the player out to the Police Station to acquire tear gas canisters and launchers that can be use to disperse the compound. The armory of the Police Station cannot be accessed without the access code, which Sendak acquired from a surviving police officer; he will pass it on to the player character, allowing the player to enter to armory. When the player returns with the proper equipment, Sendak fills up the canisters. The player must then disperse the deterrent to each exterior map before finding an extraction point.

Objectives:

* Locate Dr. Sendak
* Escort Dr. Sendak to Research Lab
* Clear Research Lab of Enemies
* Enter Police Armory
* Take Tear Gas Equipment
* Return to Dr. Sendak
* Disperse Deterrent [# of maps hit / # of map segments]
* Go to Extraction Point

*Other Features:*

* *Any map that has been hit with the deterrent freezes all enemies in place.*

**Sink the City**

*Requires:*

* *Subway*
* *Helicopter Landing (Hospital, Police Station)*
* *Toolkit/Workbench (Auto Garage, Construction Site, Some Apartments)*

Details:

The quarantined zone now considered condemned and completely unsalvageable, you are charged with eradicating the overrun city. You can gather the C-4 you need from the crash site, but the remote detonator needs a bit of maintenance. You can fix the detonator using a toolkit and workbench. The explosives must be placed around the map underground, one in each corner of the underground zone. Explosives cannot be placed until all enemies are cleared from the room in which they are being placed. Once the explosives are primed to be detonated, the player must make his way to the extraction point for evacuation. The player must defeat all enemies on the roof before the helicopter can land. When the player reaches the helicopter the scenario is won.

Objectives:

* Gather C-4
* Fix Detonator at Workbench
* Plant Explosives [# of explosives / 4 (map corners)]
  + Clear Room of Enemies
* Go to Extraction Point
  + Clear Roof of Enemies

*Other Features:*

* *Enemies spawn infinitely. A player can clear a room, but upon re-entering, enemies will respawn.*
* *No NPCs are spawned.*

**Research Search**

*Requires:*

* *Three Points of Refuge*
* *Research Lab*
* *Hospital*
* *Office Building*
* *High School*

Details:

Important research was being done in this zone before it was overrun. The player character must evacuate all scientists and whatever research materials they deem necessary.

* Dr. Calhoun can be found alive in one of the refuge buildings. He joins the player and directs him to an office building, where a document compiling some of the scientists’ most critical findings has been left.
* Dr. Gavaskar can be found alive in another of the refuge buildings. She joins the player and directs him to the hospital, where she had been collecting blood samples from the infected mutations.
* Dr. Richard can be found alive in yet another refuge building. He joins the player and directs him to the police station, where a person he witnessed get infected but never turn, insisted on locking himself away in one of the holding cells. After some persuasion, Dr. Richard convinces the immune subject to join the player and leave the city with them.
* Now deceased, Dr. Ulrich’s body can be found in the Research Lab. She has left a note explaining that when the outbreak started, she was unable to reach the lab, and was instead stranded in a high school. With the school’s basic lab equipment, Dr. Ulrich was able to conduct some surprisingly enlightening notes about the mutagen. Find her research notes at the high school.

Once all objectives are met, the player must escort the scientists to the evacuation point.

Objectives:

* Locate Dr. Calhoun
  + Find Research Documentation
* Locate Dr. Gavaskar
  + Find Blood Samples
* Locate Dr. Richard
  + Find Mutation-Immune Subject
* Locate Dr. Ulrich
  + Find Research Notes

**Civilian Life**

*Requires:*

* *Multiple Points of Refuge*
* *Helicopter Landing*

Details:

The city has been overrun, yet reports indicate that several civilians are still alive. The player must escort all survivors to the extraction point, but can only take four or fewer civilians at a time.

Objectives:

* Rescue Civilians [(# of civilians rescued / # of total survivors)]
  + Get to Extraction Point

**Radio Silence**

*Requires:*

* *Radio Station*

All means of contacting Command were lost in the crash. The player character must find an alternate way to contact HQ. The player must enter and clear the radio station, start the generator in its basement, and use the radio tower (via computer) to relay a signal to command. From here, command may assign another objective, or the player may be ordered to go to an extraction point.

Objectives:

* Find a Way to Contact Command

*Note: This objective is purposefully unclear to force the player to explore and discover the solution.*

**Genocide**

In any scenario with finitely spawning enemies, the player can win by clearing all enemies from all rooms. If no other scenario is available, enemies will spawn finitely.

Notes:

\*Escorting: Since no one enjoys escort missions and it could be a hassle to program, escort segments will instead consist of the NPC to be escorted by “joining the party” as in classic RPG games, where the character is with the player, but is not visible. The player will not have to look after them and need only worry about getting them to their destination.