# Player Character Narrative

## Prison

The prisoner the player controls is only addressed by his criminal number (# as substitute). The player wakes up in #’s shared cell, along with #’s prison buddy. #’s prison buddy says he had a dream about the theft that caused him to get locked up, he says his actions weigh on him, and then asks how # can sleep, with the blood on his hands? # doesn’t respond, and his prison buddy shrugs it off, personal matters are personal after all. Alarms then start going off, guards running past barking orders, before the prison buddy can ask what is going on, an explosion rocks the ground, and then another. Rubble falls onto the cell and everything goes black, with # coming around outside the cell, which has been busted open.

After making his way through a few levels, # eventually comes across a dead guard, with a gun and a riot shield. # picks up the gun, but the words “How can you sleep with the blood on your hands?” echo, and he drops the gun, takes the shield, and continues on.

Over time the player comes across notes, computer logs, and bosses that all hint to what happened. Eventually the player finds out through these logs that the player character, #, killed a pregnant woman. This is to make the player character feel irredeemable, until you find out that the pregnant woman was his wife, who was pregnant with another man’s child, and was killed when he pushed her out the front door of his flat, making her accidentally fell over the guardrail. This is to try and push the player into thinking the act, while not redeemable, is in a morally grey area. It is also clear that # regrets it, as he turned himself over to the police, and was going to be released soon due to good behaviour.

The prison escape itself was a rebellion by a street gang known as the Avenue Lowriders, whose boss had been locked up a couple of months back. They managed to smuggle in large quantities of c4, weapons, and body armour, and caused a riot. In the chaos, they’re attempting to get their boss free, while all the futuristic defences; Turrets, drones, and more, all try and stop them, and #.

At the end, # has to choose whether to escape, becoming a free man, and earning favour with the Avenue Low-riders, or try and stop them from getting their boss out, but risking getting re-arrested by taking so long.

## Roman Crypt

The player’s character is an unnamed recruit of the Roman army. He is sitting in the barracks, away from the main group of soldiers. The soldiers are visually broader, bigger and stronger than the player’s character. After a bit, loud bangs can be heard from outside, followed by muffled shouting. Everyone looks at the door as a guard bursts in, all the soldiers grabbing their helmets and spears, and rushing out the door. The player character follows quickly.

It cuts to the player character in battle, in formation. He is visually scared, shaking and snapping to any loud sounds. The squad starts to get bombarded by arrows, the squad dying around him. As he gets on his knees, ready for death, and an arrow flies towards him, a soldier runs in front of him with a shield, blocking the arrow fire. The player character looks up confused, reaching out towards the shielded soldier, before the ground below the player collapses and they fall.

They wake up in the crypt, picking up their helmet that’s fallen off, and starts to work his way through the crypt. With each boss-fight, he becomes less and less scared, shown through the animation that plays before a boss fight.

Purchasable items from the vendors are cosmetic outfits to match that of the soldier who saved him at the start of the game. Getting all of these gives the player the “true ending” where they become the brave shielded soldier, who saved them at the start.