Main Quests

Tutorial.

Investigate the broken water pipe in the Mountain Valley creak.

Side quest defend the injured tech’s assistant.

Clear the mountain pass of debris caused by the rock slide.

Find the townsfolk that were trapped in the mountain caves.

Eliminate the robobear.

Climb to the top of the mountain to find out was the cause of the rock slide.

Tutorial

**Tutorial Level Dialogue– Mine**

**Quest Text –** Soldier (Players Name) the General has tasked you to find the disturbance which is causing all of the animals to be driven out of the mine. Once your tasked is completed you will become an official member of the army and be issued a Steam pack. You have your orders now move out and good luck solider.

**Movement Text –** W- forward, A-left, S-backward, D-right for movement, Esc game menu, Lfor quest log, **C** character menu.

Before meeting the first wolf.

**Combat Text -**  Mouse left click melee/interact, mouse right click ranged attack. The position of your mouse cursor will determine the direction of the attack.

After fighting the wolf.

**Armor gauge -** The bar that goes across the top of the screen is for Armor. Once it’s empty you have one hit before death. To repair you must have at least one repair kit in your inventory. Press **R** to repair. Remember soldier, as long as you have armor you will not die.

Once player levels up.

**Leveling Up –** To gain experience you must defeat enemies and complete quests. You receive 1 skill point each time you gain a level to be used in one of the 3 skill trees: Melee, Ranged, and Survival. Each tree has an equipment ability at its midpoint. Once gained you must buy the unlocked item at the mechanist's shop to use it.

**Skill trees -** Melee - Increases your close range abilities, unlocks the Steam Cloud equipment and a fourth attack in the combo chain. Ranged – Increases your proficiency using a gun, unlocks the Compression Shot equipment and the ability to throw a powerful grenade. Survival - Increases your ability to survive combat, unlocks the Iron Curtain equipment and Juggernaut ability.

After defeating the zombie, the mine elevator is activated so the player can return to town quickly to speak with the General.

**When talking to The General – “**Good work soldier that must have been difficult to defeat that sort of enemy. What was it again a Steam powered zombie. Anyway you have completed the mission; here is your backpack and the manual that goes with it. Now you should head to town purchase some coal for it. ”

After talking to the General.

**Advance Combat -** The two bars on the left hand side of the screen indicate your current coal and steam levels. Over time your steam gauge depletes also using certain abilities deplete the steam faster. As the steam goes down your coal depletes as well to replenish your steam. Press **F** to add to more coal to your backpack. Also note that your coal supply will decrease even if your steam is full.

Mountain Valley

After speaking to the General after exploring the town.

**The General-** “After seeing how well you handle yourself in the mine, I am giving you an important task. A couple of hours ago I sent a technician to inspect the water line in the valley. Unfortunately the technician has not reported in and the water has not started to flow again, your assignment is to find him and to fix the pipe. Good luck solider. ”

Once the player reaches the creak were the pipe goes into he discovers there is a large hole in the pipe and that the tech is dead. The player now must find the tech’s tools which are guard by a robotic boar. Once the boar is defeated, the player retrieves the tools and returns to the pipe and fixes the hole.

**Side quest -** On the way back you find the tech's assistant injured. **Assistant** “Can you please stop the wolves from attacking me while I bandage my wounds?” The player must defend the Assistant against 3 waves of attacking wolves. Player receives reward when finished.

Once back in town the player speaks with the General to complete the quest.

**The General -** “That’s an unfortunate turn of events, so the boar killed the tech and caused the hole in the pipe. ”

“So you’re telling me that the pipe was sabotage, very strange indeed.”

Mountain Pass

**The General** - “While you were gone there was a rock slide that has blocked the mountain pass, I have sent some people to clear the rocks but they require some explosives to remove the large rocks that fell. Your task is to deliver this package of explosives to the foreman at the mountain pass, also be careful the slide has spooked some of the animals they may attack you on sight. ”

Player makes it up the mountain pass, finds the foreman. Gives him the explosive, the path is cleared with a large explosion. Some people come down.

**Rescued Person –** “Thank you for saving us. I believe that the rock slide was intentional caused. Also I noticed a large figure above the place where the rock slide happen.”

**Foreman –** “Well anyways you people are safe and that’s all that matters right now. You should get back down to the city to inform the General that the pass is cleared. ”

Back in town.

**The General –** “Good work their solider. So one of the recused people say a person may have caused the rock slide. Well anyways I’ll have people look in to it. You have been busy these past few days you should take a break and I’ll inform you if anything comes up.”

Mountain Caves

**The General –** “After reading the reports given by the people trapped on the mountain it seems like there is someone or something here in the valley with us, presumable hiding in the cave system. Your job solider is to locate the person or creature and to find our missing people. Good luck solider.”

On the way to elevator or somewhere in the city the player finds this NPC.

**Old Man** – “Listen here boy there is an evil thing living in those caves something different from what the General sent you to look for. I have seen this evil thing its part bear, part machine. If you can kill it I will give you a reward.”

Once the player goes through the mountain pass they reach the caves. The player must navigate throughout the cave system to look for exit and the evidence of the thing. The robobear will be hidden in the cave system and the player must find it.

**Old Man –** “Thank you boy, you have done something I could have not done. At least there is only one more dangerous thing here in the valley with us. ”

**The General** - “Good work soldier. At least with this we can be certain we are not alone here. So it makes its home on the mountain peak. Well at any rate I’ll send out some scouts to gather more information. You can go now soldier.”

Mountain Peak

**The General –** “Soldier my scouts have informed me of some troubling news. That the creature is planning to destroy the city by bringing down the mountain. I have gotten reports of small rock slides happening near the top of the mountain. Your job is to travel to the top and destroy that creature before it brings down the whole mountain on us. Good luck.”

Once the player reaches the top of the mountain you well face the RoboReaper.

After defeating the RoboReaper the player is instantly brought to the General.

**The General - “**Good work in dealing with that abomination. As the leader of this city it is my job to protect its people and therefore I have decided that we are going to leave this mountain valley in search of somewhere safer. Soldier, ready the people for departure.”

End of chapter/game, roll credits.