Compass:

\*\* = Side rooms Fritz can enter.

\*\* = Different Options to do.

Second Level Script Start:

Fade In

*Hours has passed since the incident. The Council of Captains had named it an “Accident”, and no word of the Saboteur had been mentioned in the gossip of the citizens. A cold day had fallen on the airships; everyone aboard huddled into groups and movement slowed down to a near halt. Fritz sat in silence in his room, his thoughts still lingering on what happened earlier. The Saboteur’s words reverberated through his mind. He had an odd feeling, like something was going to go wrong soon.*

(Fritz is sitting in his room)

(Niklas, who is sitting down on the floor, speaks)

NIKLAS: You did a good job lad, there’s nothin’ for you to be concerned about. You did the best you could.

FRITZ: I don’t know Niklas, there’s something strange going on here. This hasn’t ever happened before, and I think that guy was up to something.

NIKLAS: Now that’s enough from you about that! You don’t need this, Fritz, nobody does. What he said shouldn’t be followed through. It will only get you into trouble.

FRITZ: **\*sighs\*** Yeah, I guess.

(Someone yelling could be heard in the distance)

(A man knocks on the door.)

OFFICER: Fritz! You’re needed on duty! Some repairs need to be made immediately! Go!

FRITZ: Yes, sir.

(Fritz gets up and starts to walk out of the room)

(Niklas quickly grabs Fritz’s arm.)

NIKLAS: Be careful my boy, you don’t want to go missing too, do you?

(Fritz quickly looks away and exits through the door.)

(Fritz proceeds to the corridor outside his room. Familiar holes in the floor remain, though someone is trying to put wooden planks over them.)

WORKER: Watch your step, this old ship doesn’t seem to have much durability anymore.

\*\* (Fritz enters one of the side rooms that is now been opened slightly.)

*The room looks very worn with small pieces of cloth hanging around the walls, as if to cover up the fading paint and stains that encompasses everything. An assortment of small trinkets litter the room and small picture frames are lined up against a small desk.*

(Fritz investigates the room)

(Fritz reads through a journal)

Journal:

8:00 pm

Kris spent his lunch with me today. It was a nice having someone to talk to. Usually Luzie wouldn’t have allowed it, but she was distracted by something. I think someone has finally caught her eye. Hopefully they will find happiness and she will grow to be less of a pain. Then I could spend more time with Kris. He’s so sweet. Today he rubbed my shoulders as I folded the clothes. We might find happiness too. I hope so.

(Fritz exits room) \*\*

(Fritz continues down the opposite end of the hallway.)

*Several Flags litter around the hallway, all identical. A white flag with a black cross with a Prussian Eagle in the middle, and a light blue square with a symbol of a water droplet is shown on the top left square. Several officers are congregating at the end of the hallway, with stairs towards the middle going both up and down.*

(Fritz walks to the other end of the hallway and greets one of the officers.)

OFFICER: Hey! Aren’t you supposed to be fixing the ship? Get to it mechanic! And get those slackers down in storage to get back to work too!

(Fritz walks the other way and goes up the stairs.)

*A small room up the stairs contains a few people huddled together and talking in hushed voices. When Fritz looks at them, their faces turn away. The set of stairs continues to go up, with small trickles of light peeking through.*

(Fritz continues up the stairs.)

*A large glass filled room reveals itself overhead. Smoke fills the room as a small fire burns at the other end. A tint of dark blue could be seen peeking through the smoke as the sky shoots upwards endlessly. Several wooden chairs lay around, strewn across the room. A lone mechanic is stomping out the fire with his boot, and some machinery can be seen at the end where the fire is.*

MECHANIC: Hey Fritz! Can you give me a hand here?

(Fritz extinguishes the fire)

MECHANIC: Darn machine, not working again. You know if you’re about to fix this?

(Fritz hits the machine a few times, the whirring of the machine comes back to life but only in sputters.)

MECHANIC: Well, I guess it’s good as it can be for now. Thanks for the assist.

(Fritz then descends three flights of stairs, going below the hallway he originally came from.)

*Fritz enters a small hallway that eventually opens into a much larger rectangular room. Wood flooring and walls surround the room, and there are many large boxes are stacked up neatly. Two men are standing on the opposite side of the room, looking down at a table with a map on it. They point where several large red X’s which are scattered across the paper.*

(Both men nod in agreement before putting on some rags to cover their faces.)

(They turn to your and are immediately startled.)

MASKED MAN: No one was supposed to be down here right now. Sorry, but we can’t let you inform the Council’s lackeys.

(Both men pick up boards laying on the floor and charge at Fritz.)

(Fritz fights off both masked men.)

FRITZ: I should go and warn the guys upstairs!

(Fritz climbs up the stairs from the storage to the middle hallway. Once he gets up, the officers that were originally there have now gone.)

(Fritz continues through the hallway until he finds the next part of the ship.)

*It was pandemonium. Fritz stood before a mess hall in total chaos. Enforcers and officers alike were combating a group of men, each wearing rags to cover their faces. Many of the tables and chairs were damaged and strewn about. The pale blue wallpaper surrounding the room flipped in contrast to the fire that was roaring near the staircase toward the end of the room. The kitchen in the background shows men fighting each other as well.*

(Fritz helps fight off the masked men with his tools alongside the enforcers.)

ENFORCER: Get those traitors!

MASKED MAN: This regime ends now!

ENFORCER: Kill them all!

OFFICER: For the Council!

MASKED MAN: No Mercy!

OFFICER: Quickly beat them before the fire spreads!

(The Masked Men are defeated and Fritz puts out the fire so that he can proceed up the stairs.)

*The glass room above the mess hall is mostly filled with smoke. Fire and debris litter the left side of the room making it impassable. A few enforcers and masked men still fight here, though the thick black smoke is making it difficult to see one another. An airlock to the next connecting airship remains closed and locked.*

(Fritz helps fight the masked men. Once they are defeated, one of the enforcers speaks.)

ENFORCER: Quickly! We must get out of here! The fire and smoke will kill us! Follow us to the next ship!

(The Enforcer unlocks the airlock which allows Fritz to proceed to the next area.)

(Fritz proceeds to the next area.)

*The airlock seemed to filter out most of the smoke from the fires that roared on in the other room. The Enforcers that came through first seem to be catching their breath and look exhausted. A crowd of people are gathered down the glass hallway and are looking confused and concerned. Several officers and enforcers are trying to block them from moving forward. A staircase is seen going down lays between the crowd and the airlock.*

OFFICER: If you all will please calm down, there is nothing to be concerned about!

OFFICER: There is just a few slight problems going on with the airship!

OFFICER: If you all will please return to your rooms, it would be greatly appreciated.

CITIZEN: Hey! I saw a lot of smoke coming from the airlock! I just want to know what’s going on!

OFFICER: This is Council of Captain business! This is nothing for you to know!

CITIZEN: I wonder what’s going on…

CITIZEN: My family is just past here, I just want to go and see them!

OFFICER: You’re not allowed to go any further! Just please stay back!

(Fritz goes down the stairs.)

*A small room is immediately revealed when descending the stairs, several people are laying down, while a Medic is tending to a few of the wounded. Blood is pooled around several of the bodies.*

(Fritz examines the room looking at several of the bodies.)

MEDIC: Mechanic! Can you please check up on my friend towards the end of the room? I need to tend to a few of these guys for a while.

(Fritz walks over to an injured Enforcer.)

ENFORCER: Please, if you can. I need help.

FRITZ: I don’t know how to help you, I don’t know medical training…

ENFORCER: It’s okay **\*cough** there is a medkit downstairs, could you fetch it for me?

(Fritz follows the staircase down to the next room.)

*The bottom floor looked like it was breakroom as far as Fritz could tell, but it now seemed to turn into a makeshift operations room for the Council of Captain’s men. A Captain was in the middle of the room, barking orders at all the men, who seem to be nodding in agreement to everything to he had said.*

CAPTAIN: I need to know what’s going on right now! I want the situation contained yesterday! The last thing I or the council wants is a riot on our hands, is that clear!

PERSONEL: Yes sir!

CAPTAIN: Make sure that the damages sustained are kept in check, and make sure all remaining traitors are brought to the brig so that they are taken care of soon!

PERSONEL: Yes sir!

(Fritz sees a medkit near the door opposite of him, he slowly walks over toward it.)

CAPTAIN: Hey! Who are you, you’re not allowed to be here! Upper level personnel only!

FRITZ: Sorry! I just need a medkit to..

CAPTAIN: And why would you need to use military supplies? Get this civilian out of here!

FRITZ: There’s someone upstairs that ne-

CAPTAIN: I don’t care what you must say! Guards! Get him out of here!

(Fritz is thrown out to the room to the right, the door behind him shuts quickly and makes a click right after.)

*The hallway that Fritz is thrown into has several people huddled together in silence. Many glance at Fritz before quickly turning away. The lighting flickers, making it somewhat difficult to see the whole room, though Fritz can see everyone slightly. Several military personnel are also sitting down in the hallway.*

(Fritz engages some conversation with the people before proceeding to the next area.)

CIVILIAN: Let’s hope that whatever is going on will be fixed soon, I just want things to get back to normal.

CIVILIAN 2: You hear about next month’s production targets? I hope that we can meet the quota or else we’ll have to start working overtime.

ENFORCER: Look kid, I need some rest. Been at duty for too long today, can’t tell you more.

CIVILIAN 3: Have you seen my wife? The area’s been blocked off to the other airship so I can’t get over there to see her. Hopefully I can see her soon.

ENFORCER 2: Don’t you have someone else in this room that you can talk to?

ENFORCER 3: Zzz

CIVILIAN 4: I heard a loud pop in the rooms over toward the right, hopefully it was just my imagination.

(Fritz moves on to the end of the hallway.)

*At the end of the hallway, Fritz climbs up a ladder. Once up, he is in a small room that is mostly drab and rustic, with pipes and tools lined up across the wall. Fritz sees a man in mechanic overalls overlooking a noticeably large sized hole in the middle of the room, he seems to be looking down at something. The door across the room seems to be sealed shut.*

(Fritz walks over to the man)

MECHANIC: You’re going to be okay down there, just don’t move much. Let’s not make the furniture fall over, we got time. Let’s not rush this, I’m going to get some help.

(Fritz talks to the man.)

FRITZ: What’s going on here?

MECHANIC: My friend needs help! There was a rupture in the water pipe in the room below and my friend got stuck down there.

FRITZ: So why doesn’t he just swim out of there?

MECHANIC: Some of the machinery got damaged somehow, and it’s shooting electricity into the water. I broke a hole into this room so that I could reach in and get him out of there, but I still can’t get him... You’re a repairman too, right? Could you try and stop that machine from putting out electricity?

FRITZ: It’s worth a shot I suppose.

MECHANIC: Thank you! The machinery broken also controls the water flow into the room and if the machine is stopped, the pumps can get the water to drain out.

(Fritz peers into the hole below.)

*The metallic room hosts a variety of pipes and machinery below. A makeshift breakroom was made with a few shelving units, some chairs, and a table for the workers. Pieces of machinery are littered across the room, all contained in large metal boxes along with one that looks to be busted and shooting out electricity. One larger pipe with a large hole is hanging across the room, and is spewing out water. The electricity from the machine is connecting to the water, making it extremely hazardous. The water that is filling the room has set several of the furniture afloat and a man is seen squatting on one of that shelving units, huddled in fear. The water level met only to a third of the room, but it outmatched the drain that was at the bottom and was slowly rising.*

MAN: Please! Someone do something!

(Fritz jumps onto the floating furniture, making sure not to touch the water, he jumps on top of the large metal rectangle that hosts the busted machinery and quickly repairs it.)

(The machine immediately stops sparking and the water from the pipe stops flowing. The drain then quickly removes the water from the room and the furniture falls back down to the floor. The man who was squatting quickly jumps off and gives Fritz some quick thanks.)

(The man through the hole above the room gives a quick word.)

MECHANIC: Great job mechanic! The door that leads back to the staircase is sealed shut, but I can try to get it back open soon. It might be a while though, so hang tight!

MAN: Well I’m not going to be in this room any longer, you can find me over by the control room. It might be safer there.

(The man walks over to the room to the right.)

(Fritz then proceeds to the room over to the right.)

*The room over is small, but two large metal cylinders overshadow Fritz to make the room feel even smaller. The large water pipe from the previous room connects to the large cylinders. Some machinery is located at the base of the large cylinders. The man is hovering over some of the dials and components looking quizzical.*

MAN: I wonder what happened to make both the pipe and console broken.

MAN: It might take a while before the sealed door is finally opened I know of a shortcut though, if you don’t mind confined spaces that is. You can take the air vent to a hallway below, but it only really leads to where the soldiers hang out.

(Fritz opens the air vent cover, crawls into the vent and then navigates his way through to the hallway below.)

*The hallway is strangely quiet, and strangely empty too. Much of the wallpaper is very dull, with a slight shade of grey mixed with green stripe in between.*

(Fritz proceeds through the hallway onto the next area.)

*The wallpaper repeats from the hallway before. A single light source shines from the ceiling, and steel cages line up against the walls. A man in regular clothes is inside one of these cages, while a guard is sitting in a chair outside of the cages.*

PRISONER: Hey, I haven’t done nothin’ wrong, but of course I get thrown behind bars.

ENFORCER: Pipe down you! I don’t want to hear another word.

(The Enforcer glances towards Fritz.)

ENFORCER: I don’t know why you’re down here. You shouldn’t be, so I would suggest that you should get out of here quickly.

(If Fritz waits too long in the Jail, the Enforcer engages the player.)

ENFORCER: That does it! You’re trying to break people out, aren’t you? You’re in for a beating!

(If Fritz loses to Enforcer, restart from last point.)

(Fritz beats up the Enforcer.)

(Fritz climbs up the ladder to the next room.)

*The room above was very dull at first appearance, a few tables and chairs dotted around. With a familiar white flag with a black cross can be seen adoring the center of the room. What looked to be a board game was sitting on one of those tables, though it looked like it was stopped halfway in play. A commotion could be heard over in the next room.*

(Fritz moved on to the next room.)

*It was large and rectangular in nature, with many cots lined up in rows throughout the room. Small personal footlockers met every the foot of every bed, and a few personal keepsakes could be found on top of neatly folded cots. The room had a very faded blue wallpaper, which more flags and pictures of people lined up against the wall to give it more decoration. Several people toward the end of the room look like they are in a struggle. Several masked men are engaging an enforcer and another man that looked very familiar. Several men are already on the floor, their faces covered in rags.*

MASKED MAN: Come on! We can take them We’re not beat yet!

(Fritz helps and defeats the masked men.)

(The familiar man approaches you.)

JÄGER: Ah! Fritz! It’s a pleasant surprise to see you! I don’t think you should be in this part of the ship, but it is good to see you nonetheless.

FRITZ: Yeah, I’ve just been helping around the ship. You know, stuff to repair.

JÄGER: Well, you’re certainly a busy guy, aren’t you?

JÄGER: Well since you’re already here, could you fix the pipes downstairs? We had to break it when the terrorists came through to try and stop them. Careful though, there could be some of the terrorists waiting on the other side of the steam.

FRITZ: Uh, sure.

(Fritz goes downstairs to the next area.)

*The room downstairs was very warm, and one very long pipe runs through the length of the room. A broken hole could be seen spewing out very hot steam, though a console with a wheel was stationed right next to the stairs. It most likely operated the pipe.*

FRITZ: Simple enough it seems.

(Fritz operates the wheel, and the steam starts to slowly fade away.)

(Once the steam fades away, three masked men rush Fritz.)

(A few seconds of combat go by, Jäger and the other enforcer come down to help.)

(The masked men are defeated.)

JÄGER: Well come on Smith, we need to start securing the perimeter. Good job Fritz, you have really outdone yourself today. I’ll leave you to your work.

(Both men go back upstairs.)

*Fritz walks through the hallway. Wooden carvings of swirls and lines come into focus. Gold etchings slowly permeate into the designs until every look has a hint of gold in focus. Flags line up across the wall with a faded painting of an old general adoring the middle, Fritz couldn’t make out who it was.*

*Towards the end of the hall was two doors, plaques are hung up on both. One named “Officer Oritz” and the other named “Janitor” can be seen. A staircase leads up to the next floor.*

(The janitorial room was very small, it contained many varying different jars filled with liquids of multiple colors. For the most part it looked fairy uninteresting except for a mop placed inside.)

(The door to “Officer Oritz” remains locked unless Fritz could unlock it somehow.)

(Fritz walks up the stairs to the next area.)

*The hallway above was even nicer, more gold lined the walls and even some potted plants and a bench was lined up against the wall. Two more doors were here, one double door with two guards in place and another that was bare. The double doors had the sign “Office of Captain Curschmann.”*

(Fritz approaches the guards.)

OFFICER: Halt! No civilian personnel are allowed into Council of Captain’s section! Why are you here!

FRITZ: I’m just a mechanic! I need to do some repairs for the ship.

OFFICER: No one is scheduled to be here right now, but I guess there could have been a change with everything going on. You’re not allowed into the Captain’s office, but you can see if anything in the Secretary’s office needs fixing over at the other door.

(Fritz walks into the Secretary’s office.)

*A boring room, with only a couch, a desk, and a potted plant to stand out. Though upon closer inspection, an air duct is located toward the back of the room but has a lock on it.*

(Fritz searches around the room.)

(When looking at the desk, Fritz finds a key.)

(Obtains Curschmann’s sector key.)

\*\* Three Options

\*\*Option 1:

(Fritz walks back out of the room and goes back downstairs to Officer Oritz’s Office.)

(Fritz tries the key on the door, it clicks and the door is unlocked.)

(Fritz walks into Officer Oritz’s Office.)

*Looking very similar to the Secretary’s office, Officer Oritz’s office only has a few personal effects scattered around the room. Lots of papers are littered around and a giant flag is hanged right behind the desk. Much of the papers look dated, but an old worn key is on top of the desk.*

(Fritz picks up the key, he obtains the air duct lock key.)

(Back upstairs Fritz could use the key on the lock to crawl from the Secretary’s office to the Council of Captain room.)

\*\* Option 2:

(Fritz knocks down many of the chemicals in the Janitor’s room, one of the chemicals ignites and starts a fire.)

(Fritz hides in Captain Oritz’s Office until he hears several footsteps run past to check on the commotion.)

(Fritz goes upstairs and uses the sector key on the Captain’s door.)

\*\* Option 3:

(Fritz engages the two guards at the Captain’s door, one of them blows a whistle and several other guards rush in.)

ENFORCER: He’s trying to break into the Captain’s office! Get him!

ENFORCER 2: Beat up the traitor!

(Fritz beats up the guards and uses the sector key on the office door.)

(Fritz enters the Council of Captain’s office)

*A moderate sized room comes into view once Fritz enters. A large flag, same as the ones that Fritz has seen before is hanged up behind a small but neat wooden desk. Bookshelves are lined up on both sides and are filled with books that Fritz doesn’t recognize. Two blinds are on opposite sides of the flag, and soon opens while Fritz is in the room. Several documents are placed scattered across the desk, drawing the attention of Fritz.*

(Fritz explores the office)

(Fritz finds Englebert Curschmann’s journal.)

(Fritz finds out about the Council of Captain’s plans for the Saboteur and other people that are deemed “Traitors”)

(Fritz looks mortified as he reads through the papers)

FRITZ: What the…

(Jäger steps into office)

JÄGER: I really do hate to do this to you, but you really are forcing my hand by doing this. You’ve been an exceptional worker today by helping out, but the law is the law. I will have to have to take you in. No exceptions, just do it the easy way.

\*\*- Two options.

\*\* First Option:

FRITZ: Fine, I accept.

(Fritz is taken into custody by Jäger to the Council of Captains)

\*\* Second Option:

FRITZ: No! I refuse.

(Fritz engages player controlled combat with Jäger but ends up getting beat)

(Fritz blacks out)

CUTSCENE:

(Fritz is brought to another Council of Captain’s Office)

*The room looks very similar to the office that Fritz was in before, though the Flag’s water droplet was now replaced by a lightbulb. A middle-aged man in a highly-decorated Officer’s uniform sits behind his desk. The room is silent, the Captain speaks.*

CAPTAINBARUMSTEIN: As unfortunate as it is, while you have helped us greatly against this insurrection. You have also committed a great crime by breaking into a Council of Captain office. Your allegiance to us is in question, and you are deemed a traitor as well as all the other terrorists today. Jäger, this him away, at least he will continue to serve us well in the mines.

JÄGER: Yes sir!

FRITZ: No!

(Fritz is frisked away by jäger and several men. He is put in a transport plane along with several other terrorists.)

(The plane hooks off from the airship and is sent down to Earth.)