

CAMPAIGN MISSION - ACT 1

GOALS: To introduce the V-2 Ballistic Missile without revealing what it is, to establish that concrete launch pads exist at every location the weapon is used, and for the player to get to know SOLDIER VERA SHEPTUROVA's personality.

NARRATIVE IN: While retreating from a bombing sortie a few nights prior, PILOT ROSANOVA (the player) first encounters the V-2 missile, fired from a nearby Nazi military camp. Now that the USSR army has managed to take back the area and destroy the base, she recruits SHEPTUROVA to take her to the site. Their aim is to investigate and return with proof of what she saw that night...

EXT. DESTROYED NAZI MILITARY BASE - NIGHT

Mission Directive: Investigate the area.

Mission Description: Explore the Nazi military base and find proof of the anomaly.

Transition cutscene shows ROSANOVA and SHEPTUROVA running towards and crouching behind a CHARRED WOODEN STRUCTURE. Camera pans to show the burned MILITARY BASE. It is quiet, with only the sound of the occasional animal in the WOODS nearby. Camera then transitions into 3rd person gameplay.

SHEPTUROVA

(hushed, serious)

The area was surveyed by the higher ups this morning - but that doesn't mean they caught everyone. Whatever you're looking for, it better damn well be here.

ROSANOVA

(softly, wary)

Are we clear?

SHEPTUROVA

(nods with a sigh of relief)

Yes, at least for now. We don't have much time so let's find this weapon.

We explore the camp, finding dead BODIES of Nazi soldiers that we can examine, some crushed under the weight of falling structures or burned alive. The following lines are triggered when entering certain areas:

Partially standing barracks:

SHEPTUROVA

(thinking out loud nonchalantly)

I wonder how many of them died in their sleep? To think this could

happen to us too. [beat] (awkward) Ah-sorry... I don't mean to be morbid.

Within range of a burned corpse:

SHEPTUROVA
(seething)
Burned alive. I hope he suffered. I hope they all did.

Within range of a large CRACKED SQUARE SLAB OF CONCRETE that was clearly poured into the ground and covered in burn marks:

SHEPTUROVA
(confused)
This is a temporary camp... Why would they spend the time and resources to pour this out? It's so burned that I can't tell what it would be used for.

Once the we have triggered at least three interactable areas across the MILITARY BASE, we hears a shuffling noise coming from the other side of CAMP. SHEPTUROVA immediately raises her gun in its direction and gets behind cover. She motions for you to be quiet, and throws a rock in the direction of the sound in hopes of getting a response. Nothing happens.

SHEPTUROVA
(quietly, focused)
There's something over there. We need to approach cautiously.

Mission Description: Investigate what is making the sound.

We walk towards a large pile of rubble.

SHEPTUROVA
(hushed, focused)
There, it's coming from that pile of rubble. I'll cover you while you move the debris away.

ROSANOVA
(hushed, stressed)
So you're making me the bait?

SHEPTUROVA (CONT.)
(hushed, defensive then sincere)
Of course not! You're a pilot after all, I am a better shot than you. I *promise* I'll keep you safe.

When we are near enough to the structure, button prompts will appear to move pieces of the rubble away. Once we have moved three large slabs, a WILD BOAR runs out of the rubble and towards the forest, leaving behind a HALF-EATEN CORPSE.

SHEPTUROVA
(laughing, then disgusted)
Thank God it's just a pig! Ugh- that
smell...I think that pig deserved
better than to eat this *swine*.

The camera forces our camera to follow the WILD BOAR as it runs away, panning upwards to show a line of SMOKE from within the forest.

SHEPTUROVA
(confused)
Smoke? I can't imagine how anyone
could've survived this place - let
alone elude our superiors. We can't
let them get away.

Mission Description: Find the source of the smoke.

We follow SHEPTUROVA into the woods, finding SPLATS OF BLOOD and DRAG MARKS along the ground as they get closer to the source of the SMOKE.

SHEPTUROVA
(whispering, shocked)
I think I see a campsite! Follow me
and don't make any sound.

We move towards the CAMPSITE. There is a flimsy TENT made out of torn burned fabric. There is a small CAMPFIRE with a badly wounded NAZI SOLDIER sitting in front of it. He is surrounded by scattered FOLDERS and PAPERS. One of his arms is clearly broken.

QTE: The player must avoid stepping on a twig by pressing a button or swiping a toggle. **SUCCESS:** They surprise the NAZI SOLDIER, preventing him from burning more papers. **FAILURE:** The NAZI SOLDIER grabs a handful of papers and throws them into the fire.

The gameplay continues (this script would be expanded upon). SHEPTUROVA will ask the player whether they should A) Restrain him OR B) Kill him.

OPTION A RESULTS: A negative friendship score with SHEPTUROVA as saving his life will arouse suspicion and implicate her. A few days later, she and ROSANOVA are brought into a disciplinary meeting after her superiors capture this Nazi.

OPTION B RESULTS: A positive friendship score with SHEPTUROVA as she has a hatred for Nazis, and respects ROSANOVA for making the easier choice.

In the rest of the gameplay ROSANOVA will find a burned scrap of paper that references the "Wunderwaffe" and a half torn diagram of a missile. There are more papers if the QTE was successful.