**StoryOutline**

*Factions:*

Rebels – Alliance against the corporate rulers. One cell of many across the simulation that fight against the suppression of the corporate government.

Corporate Government – A corporation that overthrew the government and has entire control over the simulation and its citizens.

*Main Characters:*

Player Character – Corporate template soldier turned rebel

**I\_EntryPoint**

1.1 – Corporate Headquarters

Initialization messages run across the screen. A few setup options are displayed. Comfort options and voice selection (M/F). Visual receptors activate first in wireframe and then with shading. A female corporate technician welcomes you, gives you a designation number, and states your purpose as a solder. You are to uphold order across the simulation for it is the Corporation that keeps this world from descending into chaos.

You are released from your instantiation pod. Your character looks at their arms and hands before they move to the position of your motion controllers. It is explained to you that you have been instantiated to aid in defending against a “terrorist” attack an important archival storage bank. You go through a brief training exercise in order to become familiar with your weapons, gadgets, and locomotion systems. You are then informed that you are required in the field immediately. More familiarization training will occur when you return.

You are directed to head to the hanger 907 and find Foxtrot group to deploy. A you make your way through the corridors. You notice there are many soldiers that all look the exact same. Same armor, same face, same voices, although there are some officer types that look different. There is chatter about how the rebels have never made an attack this bold before.

When you get to the hanger, you move to a holo-table with a group of template soldiers gathered around it. A briefing begins. They explain that the rebels are attacking the city’s main archive storage bank. They don’t know what they’re after, but this storage bank is home to information that could be dangerous if exposed to the public. If such information was to be spread. More would join these “terrorists” and cause disturbance to the order that is kept by the corporation.

Defence plan is briefed. And you are sent to dropships for deployment.

1.2 – Archival Storage Bank

The drop ship arrives over the storage bank, and you are told to jump out. Your fall dampeners kick in as you’re landing. Currently the rebels are trying to make there way out of the facility and escape back into the city. You’re given the command to attack and keep them from getting away. You begin shooting the rebels. Their faces seem to be shielded by a digital overlay that prevent you from seeing their faces.

You press forward until a rocket explodes near you and knocks you down. Your visual receptors are glitchy and you are informed that your current weapon is jammed.

A “terrorist” runs past you and is shot by a corp. soldier who is then shot by another “terrorist”. This “terrorist” who was shot falls to the ground and is distressed until you walk over. Your display is still glitchy and you hear the voice of the rebel as through its coming through a glitchy filter. As you bring up your weapon, you get a message that your sympathic inhibitor is offline. The voice becomes clear, and the rebel’s face is revealed.

The rebel begs that you spare him and holds out a data drive. He tells you the information he carries is imperative to the freedom of the people. If you try to shoot your weapon, a “Weapon Offline” notification plays. Once you lower your weapon, the rebel thanks you and says that your kindness will not be forgotten.

[There is a story branch. The player isn’t told that they can switch weapons. If they do so they can kill the rebel and an alternate story plays out. In this branch the player character will die on the next mission.]

As the rebel runs off, you get a command telling you to join up with other members of Foxtrot inside the data bank. When you get there. The sergeant exclaims that you look in rough shape and to use a maintenance station to patch yourself up (introduction of healing stations).

You are notified that all systems are restored. You are ordered to join the push to finish off the “terrorists”. You do so and notice the face covers have been reactivated. You finish the objective and make your way back to the dropships.

1.3 – Back at Corp HQ

When your dropship gets back to Corp. HQ you head with the rest of Foxtrot group to the barracks. Everyone is talking about how you stuck it to those “terrorists” and how they didn’t stand a chance. You’re shown to your bunk, but before you can get comfortable, two security officers enter the room. One security officer calls your designation number and asks you to come with them.

You are taken to a private briefing room where a corporate executive is waiting. He talks about the template soldier program and how it’s supposed to be the perfect weapon. Created from ideal properties that create perfect killing machines. He then says not all seems to be perfect as he shoes you a hologram recording of you letting the rebel go free. He talks about how this has never happened before. They’ve never had issues with the sympathic inhibitors before, but of course, there are always bugs to fix when developing a product and this is no different. He tells an officer to send over this holo-recording to the engineering department to start working on a patch. He then raises a gun on you and tells them to dispose of you.

The player’s vision cuts to back. Title fades in with theme music.

II\_RecoveryBoot

Recovery mode messages run across the screen followed by many “null reference exception” errors. Your visual receptors activate and you see the rebel you saved earlier crouching over you calling your designation number.