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Feb 12 2014

The player has been trying to escape the building for a day and has recently escaped into the next one over.  He has encountered a form of armed hazard suppression squad that is hostile. He has to get past them and across a rooftop and then both secure an evac helicopter and the prime suspect for his case. Given that the protagonist is a cop. The enemies are likely all private sector and work for the suspect. In the end the player will have to choose what to do with the perpetrator.