**Overview**: Player is a cop who is investigating a condemned building, looking for clues to help build a case against the notoriously evil businessman Dr. Freder Engel (name very much subject to change! Haha). Missing persons and this building are a match made in heaven. People go in, and they don’t come out. The player’s original objective is to find evidence, but quickly changes to just staying alive. Who knows what would happen if you actually found the man himself while you are investigating…

**Level 1 – Let’s All Go to the Lobby**

The player steps out of his squad car, ready to investigate the looming building in front of him. The player walks up the front entrance of the building, and sees his only way in is to break through the window. The player gets inside, and sees that the place is an absolute wreck. After looking around a bit, the players’ dispatch moves the player back outside through an emergency exit door, since the stairwells are completely blocked. Once outside, the only way forward is up a fire escape, which takes the player up a few floors into an open window. Once inside here, some scripted even causes the player to fall into a hole through a few floors into the basement, where they land in water/something softer than concrete.

**Level 2 – Things That Go Bump in the Night**

Level starts right after the player has gotten out of the water and finds themselves in the basement. Spooky shit going on, and you find yourself needing to start a backup generator, but it needs a battery. During the players quest for the battery, you happen upon some kind of chemical lab, which likes to blow up. This pushes the player into a sewer maze like area, where they eventually come upon the battery, leaving the sewers, and starting the generator, which lets the player into the stairwell, letting them go up. That lab that likes to blow up? It has now started a raging inferno which is forcing the player up the stairwell. Once you’re in the stairwell, level 3 loads.

**Level 3 – Up, Up, Up!**

Tons of smoke and flames follow the player up the levels of the building, forcing them to think smart and think quick. After fighting zombies (headcrabs?) for a few levels, when in a hallway, the ceiling starts to collapse, and the player narrowly escapes. Dispatch informs the player that they’ve found Engel, who is in the fancy looking business building next door. Somehow, the player blows over scaffolding, creating an artificial bridge, letting them across. Level 4 loads once the player gets across.

**Level 4 – Elevator Goes Down**

The player finds themselves in this fancy business building, trying to find Engel. Dispatch informs you that he’s making his way to the roof to escape in his helicopter. Not this time! As you race your way up a floor or two, you make it to an elevator. The player gets inside, and everything seems fine, but it lurches downward, seemingly about to collapse to the bottom of the shaft. Sabotage! Just in time though, the emergency exit hatch in the roof of the elevator opens, revealing a ladder/way up. The player clambers up the elevator shaft, and eventually makes their way into another floor of the building. From here, it’s just a short distance until they make it to the rooftop. Level 5 begins once they get to the roof/ door before roof access.

**Level 5 – End with a Bang!**

The finale is basically sectioned off arenas, where Engel taunts the player, enticing them to attack. If Engel makes it to the helicopter in time, he’ll escape. Tons of enemies (combine) pour into each arena area, prompting deadly firefights. The player is a good cop though, and he’s warned if he kills Engel, he’ll fail his mission and be kicked off the force! After a few combat arenas, the player finally catches up to Engel, and now it’s time to decide what to do with him. Be a good cop and don’t kill him, leave him to Judge and Jury, where he’ll spend millions on a lawyer to let him walk free. Or maybe, just end it now. This choice affects the ending, so choose wisely!