**Station**

"You sit at your desk in the 5th precinct of Chicago waiting for the next crime to come over your desk, and by chance it does, in the form of information coming in concerning "Big Bill" the primary distributor for the deadly drug python, he's leaving town tonight and you have to catch him by 2a.m the following morning. It's currently 2 p.m and the pressure is on, you have X turns to catch Big Bill and take down his drug cartel”

"You look around the room and see numerous messy desks and a coffee machine"

**"exits"=Downstairs:Reception**

**“items”=Badge, Gun, Assignment, Wallet**

**>What do you want to do?**

**Reception**

First visit: "You walk past reception on your way out and Officer Jing Wu is on reception and says; "The abandoned warehouse has seen some activity you should probably go check it out in relation to Big Bill", so you grab your fedora and trenchcoat and head on to the mean streets of chicago to catch Big Bill."

Second Visit: “The reception is unchanged, but Jing is no longer there”

**“items”=None**

**"exits"=West:Streets**

**Streets**

"You see 3 people on the main street outside the station, the street looks clean and well kept compared to the dark street you see in the distance. The bright lights and bustle of the city assaults your senses. You decide that this is a good place to start questioning."

**"exits"= North:Dark Alley, South:Drug Den, SouthWest: Abandoned Warehouse, East:Station**

**“items”=None**

**3 People for Questioning**

1. **“Yeah I’ve heard about plenty of criminal activity happening in the dark alley up the street”**
2. **“I dont really know much about the area but the alley over there doesn’t look particularly inviting”**
3. **“I’ve been mugged multiple times in that alley north of here”**

**>What do you do?**

**Dark Alley**

"You walk into a dingy and filthy alley, full with Ladies of the night, you see the large bright neon sign for "Bill's Pimp House" in the distance. There are ne'er do wells in the alley but a couple people catch your eye, a thug, and a prostitute. They may know something about Bill."

**"exits"=South:Streets, West:Bill's Pimp House**

**“items”=None**

**2 People for Questioning**

1. **“No one knows much about Bill but I do know he’s very secretive and very few people have ever met him”**
2. **“Yeah I’ve worked in the pimp house a couple times, they treat us well but Bill has always been mysterious”**

**>What do you do?**

**Bill's Pimp House**

"As you enter the garish royal purple and gold door you see the numerous scandily clad women surrounding you and the vast number of guards protecting each door. In the corner of the room you see a sign that reads "Bill's Office". Upon inspection you notice each guard holds a pistol on their belt. You think that the guards won't give up information easily"

“Through the information you’ve discovered in the drug den basement you know that in Bill’s office there is a secret hatch that leads to the room where Bill stores anything of importance. The guards notice your newfound drive and reach for their guns. You reach in to your jacket and a gunfight breaks out”

**>Fight**

**>Win**

“You finish off the final guard and immediately head for Bill’s office”

**>Lose**

“The guards take you down and you succumb to your wounds, knowing that Bill will escape and ruin more lives”

**>End Game**

**"exits"= East:Dark Alley, West:(SECRET ROOM)**

**“items”=None**

**Bill’s Secret Room**

“You walk through the hatch to find a bright room draped in royal purple and gold. The walls adorned with modern art, and a elaborate chandelier hanging from the ceiling A mahogany desk lies in the center of the room covered in documents.”

Ending 1: “You look to the middle of the room and behind the desk you see a dark figure collecting documents and money from a safe. They turn round and they disrobe to reveal your dearest friend: Jing Wu. “Aha, You didn’t expect this turn of events did you Sidorov, I was under your nose this entire time and you couldn’t see it.” You take out your gun and try to talk Jing down; “Jing, how could you do this to so many people? I can’t believe I’ve been so blind”. She jumps backwards and brings out a gun.

**>Fight**

**>Win**

“You eventually manage to shoot Jing in the shoulder and she collapses to the ground. You handcuff her. “You’ll regret this Kirill, believe me” she shouts. You call in backup to bag all the evidence and to take her back to the station. With the ledger and the evidence contained in the room you know that “Big Bill” is going down for a long time”

**>Game End**

Ending 2:”You see that the safe behind the desk has already been pillaged and you realise that you’ve been too late, Big Bill has moved on to the next city and you’ve failed your assignment. You feel the shame of knowing you could’ve caught him and that you may never hear of him again”

**>Game End**

Ending 3:

“You walk through the hatch to find a bright room draped in royal purple and gold. The walls adorned with modern art, and a elaborate chandelier hanging from the ceiling A mahogany desk lies in the center of the room covered in documents.”

**>Fight**

**>Lose**

“Jing has a well placed shot that manages to find your torso. As you begin to bleed out out she collects the remainder of her documents. “Better luck next time Sidorov” she sneers as she locks the secret hatch and leaves you for dead. You’ve failed and you live with your mistakes before you slowly die”

**>Game End**

**Abandoned Warehouse**

“You walk through the large industrial sized garage door and see a massive empty warehouse. There are no signs of recent activity whatsoever, you wonder why there was a tip off about some possible criminal doings. You see a ladder leading to a second level, however you have a feeling that the warehouse is a red herring”

**"exits"=NorthEast:Streets, Upstairs:Abandoned warehouse level 2**

**“items”=None**

**>What do you do?**

**Abandoned Warehouse level 2**

“You reach the horizon of the ladder and your suspicions are confirmed about the lack of criminal activity due to the second floor being as barren as the first. You remind yourself to inform Jing when you next see her”

**"exits"=Downstairs:Abandoned warehouse**

**“items”=None**

**>What do you do?**

**Drug Den**

1st Visit: “You walk through the broken and burned door to find numerous drug addicts scattered around the room like autumn leaves, with the floor coated in blankets and carpets, Bill clearly uses this place to treat his best customers. There is a hollowed out oil drum in the corner that was used recently for a fire, the embers cover the room. You see a somewhat intact piece of paper on the floor. You feel this room is important in your task to take down Big Bill”

2nd Visit: “Upon second entry you see that all the addicts are gone and all the carpets have moved, as well as the oil drum. You see that the carpet in the corner being moved has revealed a handle of some kind. The embers have moved as if a gust of wind has hit them”

**"exits"=North:Streets, Downstairs:Drug Den basement(2nd inspection)**

**“items”=Piece of burned paper**

**>What do you do?**

**Drug Den Basement**

“You enter a clean and organised room full of filing cabinets that had clearly been emptied recently. The large desk in the center displays a large blueprint, seemingly of Big Bill’s Pimp House”

**“exits”=Upstairs:Drug Den**

**“items”=Big Bill’s pimp house blueprint**

**>What do you do?**