INTRO

**Start**

Protagonist wakes up from sleep in the main base of the Densen Boys. They had just been through a long journey to arrive at the city with Eleanor.

**End(s)**

Protagonist is shot from the sky by Andrew Mercer. Protagonist passes out from a mixture of pain and fatigue.

**Story Summary**

Start

🡺talk to Eleanor

-intro concept of Agent

-intro Densen family and Father’s murder (Edward Densen)

🡺explosion, Andrew’s warband attacks, equip self (jetpack, hand rifle, ...)

🡺head to armory to get equipment?

🡺1A - fight scene with Mercerite soldier (corridor)

🡺find armory has been sabotaged

-🡺 straight to the fray to help out?

🡺1B - fight scene with Mercerite soldier (warehouse)

🡺kids tell you armory has been sabotaged

🡺talk to Eleanor

-realize that attack is too well coordinated

-need more information about attackers, look at recently defeated Mercerite soldier

🡺interrogate defeated Mercerite soldier

-he talks about Andrew Mercer

-he talks about the warband

-he talks about the Vinnas Front

🡺Eleanor calls for evacuation, you proceed to flee the area to a safehouse

🡺2 - Chase scene with Mercerite captain (outdoors, dark, foggy, etc)

🡺Continue fleeing via jetpack, Eleanor notices Warband’s leader (Andrew Mercer) on roof of Densen Boy’s base

🡺Leader is handed a sniper rifle from another soldier nearby and takes on shoot at you

🡺shot hits its target but the wound is non-fatal despite its severity

🡺You fall from the sky as you black out

End

**Story**

Bright dots twinkling all around. A bitter taste in the air. A communal heart that is shared by all. The city is a creature that does not hunger, that does not sleep, that does not think and yet it devours, it tires, and it is full of ideas. To you the city is a foreign concept. To you others are as alien as they are familiar. You fear and love the people you see with equal intensity.

As you slumber you dream of the city. You dream of its towers and its walls and its people. You dreams pivot between beauty and boredom and

**Waking up and the Mission**

Your slumber breaks as you hear her voice. “Wake up.”

**1. Get out of bed (morning person).**

**2. Get out of bed (night owl).**

**3. Get out of bed (neutral).**

1🡺 You’re alone in a dim room. You quickly get out of your bed and do a few stretches. There is a sense of relief with each movement. After you feel fully awake, you move towards the sole window in the room. You open the blinds.

2🡺 You’re alone in a pitch black room. You groan and roll out of your bed, crashing to the hard ground. You groan again, though it’s hard to tell if it’s out of pain or fatigue. You slowly crawl towards the only window in the room. You open the blinds.

3🡺 You’re alone in a dark room. Your feet touch a cold floor and you grimace. After a yawn or two you stand up and slowly approach the one window in the room. Another yawn as you stand by the window. You open the blinds.

“Beautiful, isn’t it?” She says softly from behind you. You look outside and see that a city still so vibrant despite the late hour. Lights twinkle from faraway buildings just like the stars above in the sky. You can hear the faint symphony of mechanical beasts playing harmony to the human melody. For a moment you are captured, but just as quickly the fascination fades away.

You sigh and lean against the window, still looking out.

1. “What are we doing here, Eleanor?” (T)

2. “How do you feel about being so far from home?” (F)

3. “So you wanted a taste of city life, and that’s why we’re here?” (N,J)

4. “Can we go out? This is a new place, we should explore!” (E)