Not every fight has to end in blood.

You lock eyes with the guard, bow still drawn. His hands tighten around his gun—but he hesitates.

**QUARD:** "You have no idea what you're messing with."

Joel (calm, steady): "Then tell me."

Silence.

The tension hangs thick. His trigger finger twitches.

Then—his shoulders drop slightly.

GUARD: "...Kain will come for you."

https://december 10.50 https://december 10.50

He slowly lowers his weapon, tossing it aside.

• He's surrendering.

Dante (grinning): "Smart choice."

Mira keeps her gun trained on him, but nods.

Mira: "Tie him up. We don't need another problem."

No bloodshed. Just control.

# **FINAL OBJECTIVE - FREEING VINCENT GRAVES**

- (a) With the scientists neutralized and the guard handled, you turn to Graves.
- Pre's still inside the containment pod.
- ¶ Still hooked up to machines.
- ¶ Still unconscious—but twitching. Dreaming.
- He's alive. But whatever they did to him... it's not natural.

Naomi moves to the console, scanning the systems.

Naomi: "If we wake him up too fast, it could kill him."

Dante crosses his arms.

Dante: "And if we leave him in there?"

Mira steps closer, eyes narrowing at Graves.

Mira: "Then we might never know what Kain did to him."

h This is it. Your final choice.

#### FINAL DECISION - HOW DO YOU FREE GRAVES?

■Slowly Shut Down the Containment Process – Safer, but risks taking too long.

ZManually Force Open the Pod – Immediate release, but unpredictable side effects.

**EWake Him Up Partially & Try to Communicate First** – See if he's aware before fully releasing him.

What's your move, Joel?

You said:

3

ChatGPT said:

### Action Chosen: Wake Him Up Partially & Try to Communicate First

h If Graves is still in there—mentally—you need to know before fully releasing him.

You turn to Naomi.

**Joel:** "Can you wake him up just enough to talk?"

She bites her lip, scanning the system.

Naomi: "Maybe. But if he's unstable, this could go bad fast."

Dante grins.

Dante: "Then let's hope he wakes up on the right side."

• You're about to find out.

# **PINITIATING PARTIAL WAKE-UP**

- Naomi carefully adjusts the neural suppressors, lowering sedation just enough.
- **♦** The pod hums. The dark liquid inside begins to churn.
- 6 Graves twitches—then jerks violently.
- III Vitals spike. Brain activity surges.
- His eyes snap open.

For a moment—he just floats there.

Then—his gaze locks onto you.

Pure, burning intensity.

Vincent Graves (hoarse whisper): "...Who... are you?"

#### **HOW DO YOU RESPOND?**

□Tell Him the Truth – Who you are, why you're here, and what Kain has done.

**Execution 2** Keep It Short & Cautious – He's unstable. Don't overwhelm him.

**Extremely** – See if *he* knows why he's here.

Your call, Joel.

You said:

2

ChatGPT said:

### **Action Chosen: Keep It Short & Cautious**

6 Graves is unstable. Overloading him with information could make things worse.

You hold up a hand—calm, steady.

Joel: "We're here to get you out. That's all you need to know right now."

Graves doesn't move.

His eyes flicker with something—confusion, recognition, maybe even fear.

The containment liquid bubbles around him as his breathing grows heavier.

His voice is hoarse, weak.

Vincent Graves: "... I was dreaming."

Naomi whispers to herself, reading his brain scans.

Naomi: "No, you weren't."

He wasn't dreaming. He was remembering.

### **P** CRITICAL MOMENT - HIS NEXT WORDS

His eyes narrow suddenly.

His hand twitches—just slightly.

Then, in a low, ragged voice—

Vincent Graves: "You need to run."

WARNING: UNKNOWN THREAT DETECTED.

Something is wrong.

#### **NEXT MOVE – WHAT DO YOU DO?!**

**Pull the Plug & Wake Him Up Fully** – If something is coming, you need him conscious *now*.

**ZScan the Room for Immediate Threats** – If he's warning you, something *else* might be wrong.

**EStep Back & Demand More Answers** – You're not moving until he tells you *why* you need to run.

Make the call, Joel! You said: ChatGPT said: Action Chosen: Pull the Plug & Wake Him Up Fully A If Graves says run, that means danger is coming. But if you leave him like this, he won't survive. **!** You need him awake. Now. Joel (to Naomi): "Shut it down. Wake him up—completely." Naomi doesn't hesitate. She bypasses the system's safety locks. **♦** The containment pod sparks. The neural suppressors flicker. Then—everything shuts down. The liquid drains rapidly, steam hissing from the pod's seals. Vincent Graves collapses forward. Prou catch him before he hits the ground. His breathing is ragged. His muscles tremble. But his eyes— They're burning with life.

# **STATUS: VINCENT GRAVES – AWAKE.**

Mira rushes forward, checking his pulse.

Mira: "He's weak, but stable. Whatever they did to him—it nearly broke him."

Naomi glances at the monitors—then freezes.

Naomi: "...Guys?"

**6** She points to the screen.

**III** STATUS UPDATE: SECURITY PROTOCOL ENGAGED.

**EXPERIMENT RECOVERY TEAM – INBOUND.** 

WARNING: HUNTER ASSOCIATION FORCES EN ROUTE.

They know Graves is awake.

Dante grins, twirling a knife.

Dante: "Well, rookie? You wanted action."

#### FINAL DECISION - HOW DO YOU ESCAPE?

□Fight Your Way Out – Hold the lab and take down whoever comes.

**ZEscape Through the Vents Again** – The way you came in is still open.

**ESteal a Transport Vehicle & Disappear** – If the Association sent a team, they brought rides.

What's your move, Joel?!

You said:

3

ChatGPT said:

# Action Chosen: Steal a Transport Vehicle & Disappear

Fighting is risky. Vents are too slow. If the Association sent a team, they brought vehicles. You're taking one.

You hoist Graves up, slinging one of his arms over your shoulder. He's weak, but conscious.

Joel (to Dante & Mira): "We're stealing their ride. Move."

Dante grins.

Dante: "Now that's a plan I like."

### SECAPING THE BLACK SITE - VEHICLE BAY

- You move fast, pushing through the facility's back corridors.
- Pobjective: Get to the surface & hijack a transport.
- ♦ Naomi leads with the map.
- ♦ Mira stabilizes Graves as you move.
- Dante takes point, knife ready.
- Then—you hear them.
- Boots. Radio chatter. Armed Hunters entering the facility.

Naomi (whispering): "They're here."

No time to waste. You push forward.

### YEHICLE BAY - CHOOSING YOUR RIDE

As you burst into the underground garage, you spot three options:

- TArmored Transport Truck Heavy, durable, can take hits, but slow.
- A 2 High-Speed Hunter Bikes Fast and agile, but no cover.
- **TA Small VTOL Dropship** Flight capability, but complex to operate.
- No time to debate. Choose fast, Joel!

You said:

2

ChatGPT said:

# **Action Chosen: High-Speed Hunter Bikes**

6 Speed over durability. If you're fast enough, they won't even catch you.

You scan the garage, spotting three sleek, black Hunter-issue motorcycles.