The Hidden Laboratory

Chris DeChamplain

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Scenario

A friend to the players faction mentions that one of their members is being held by a cult in a hidden lab nearby, where allegedly terrible experiments are carried out. You're tasked with finding the location and rescuing the individual in question. This search leads the player to an abandoned, decrepit mining town that has largely been forgotten by the world.

The mining town is guarded by a crew of cultists, ready to die for their cause. Hidden away somewhere in the vicinity is the elevator to the laboratory (and a secret hatch entrance). The player must pass cultist guards and gain entry to the laboratory, within which they will find horrific experiments and fanatical cultists ready to kill to keep the VIP in their custody.

The player must gain entry, locate the target VIP, rescue them and escape. They can utilize brute force, stealth, or a combination of the two to reach their objective.

Act 1 - The Mining Town

1. Explore Mining Town
2. Locate Lab Entrance
3. (Optional) Unlock the Hatch Entrance

Act 2 - Inside the Hidden Lab

1. Find Keycard
2. Access Basement Lab
3. Unlock Bio Lab
4. (Optional) Disable Security
5. (Optional) Activate Halon System

Act 3 - Escape

1. Rescue VIP
2. Reach Extraction Point
3. (Optional) Find alternate exit to the Lab
4. (Optional) Destroy the Lab

Figure 1 - Mountain path color palette

Objectives

Act 1 - The Mining Town

1. **Exploration** - Exploration of mining town, Door interactions, collectibles
2. **Exploration** - Locate the hidden hatch to the lab, or the sewer exit
3. **Stealth** - Avoid detection and access lab without combat
4. **Combat** - Engage in ranged and melee combat with enemies
5. **Collect** - Storage Shed contains bolt cutters to open hidden hatch.

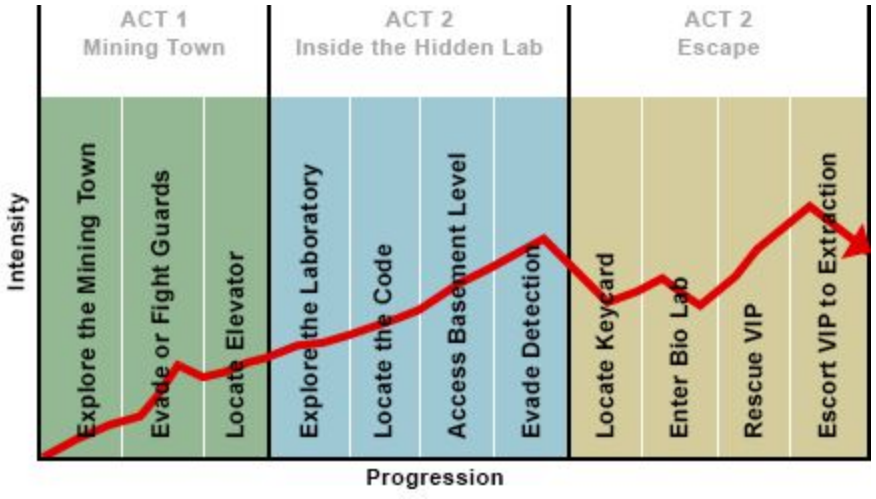
Act 2 - Inside The Hidden Lab

1. **Exploration** - Locate a keycard to open the Basement level of the lab
2. **Exploration** - Find and enter the locked Basement Laboratory
3. **Stealth** - Avoid detection and disable the alarms in the lab
4. **Collect** - Locate Keycard to access basement level
5. **Stealth** - Avoid detection, Vent gas from halon system to evacuate Biolab
6. **Combat** - Engage enemies and eliminate them

Act 3 - Escape

1. **Escort -** Rescue the VIP and get them to Extraction point
2. **Exploration** - Locate an alternate exit to the lab
3. **Collect** - Find explosives and plant them to destroy the lab
4. **Combat** - Fight hostiles via melee and ranged combat
5. **Stealth** - Avoid detection and escape via alternate route

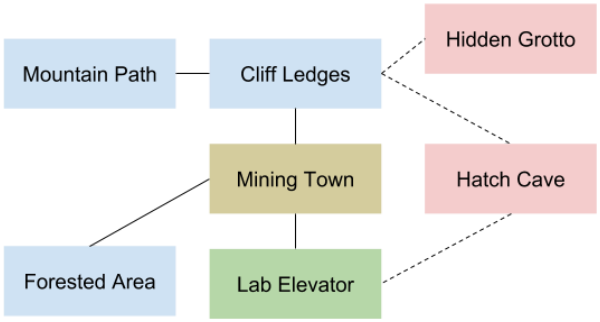
Pacing Diagram



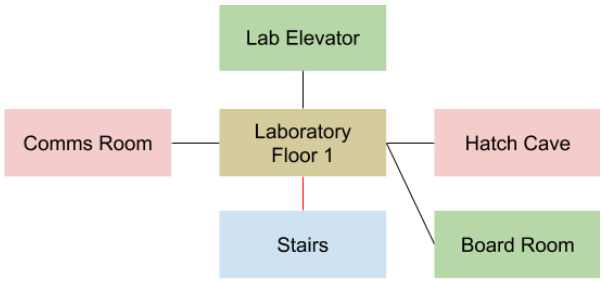
Maps

Room Diagrams

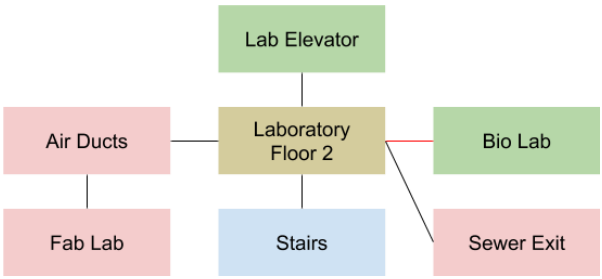
Mining Camp



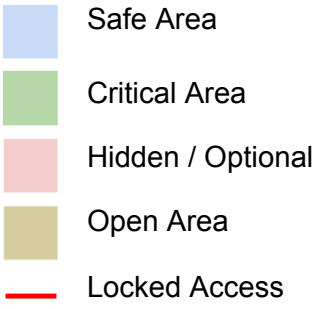
Laboratory - Floor 1



Laboratory - Floor 2

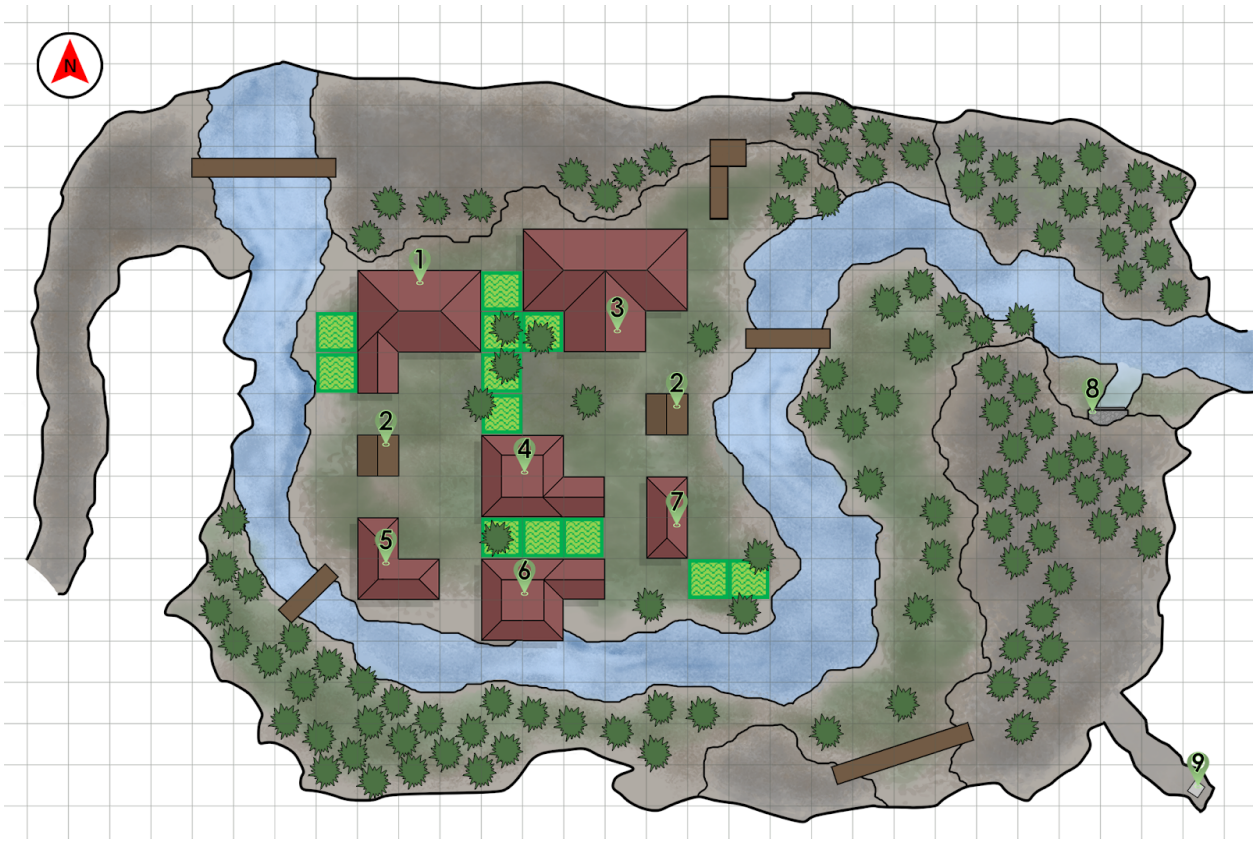


Legend



Mining Town

Site Plan



Tree

Bridge/Ramp

Hatch

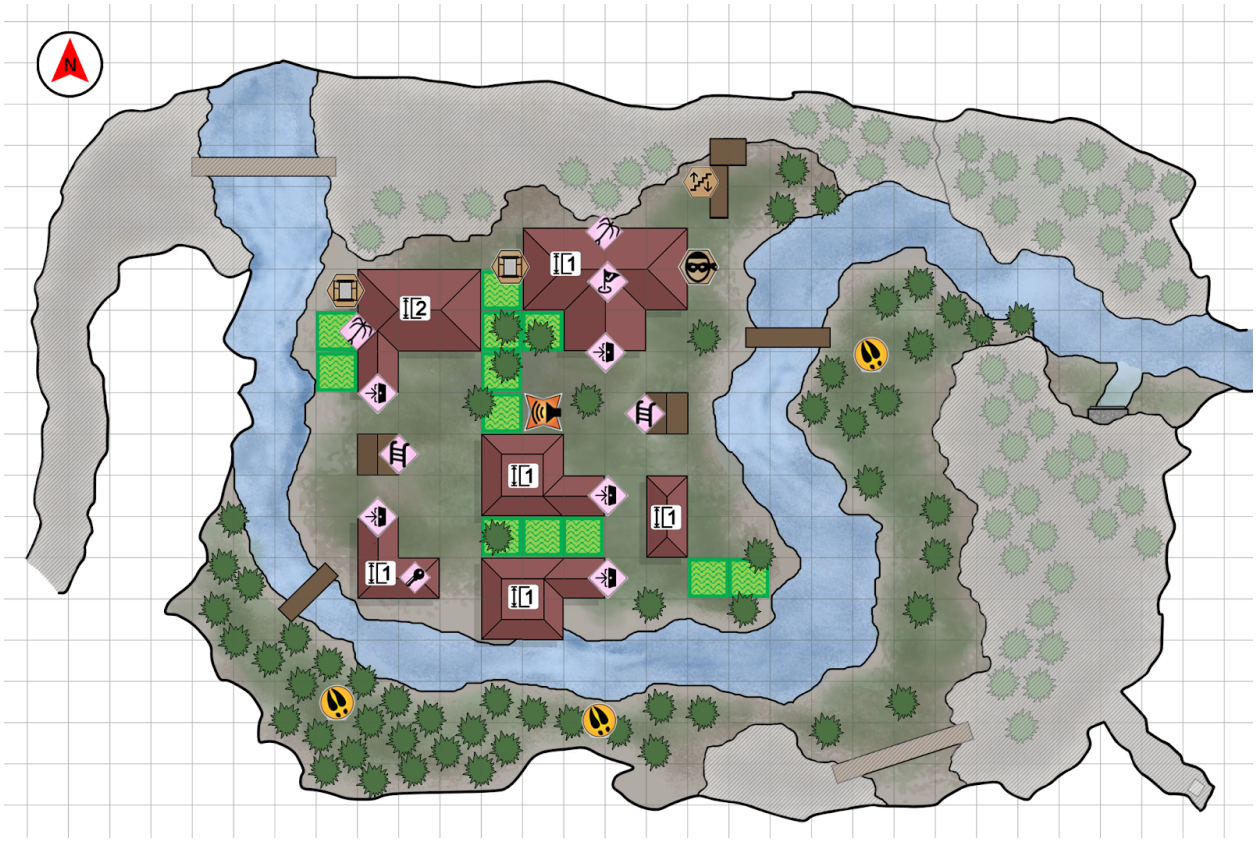
Guard Tower

River Rapids

1. House
2. Guard Towers
3. Lab House
4. Barracks
5. Storage Shed
6. Chapel
7. Ruined House
8. Sewer Exit
9. Hidden Hatch

Mining Town - Ground Level (Exterior)

Site Plan



Tree

Bridge/Ramp

Hatch

Guard Tower

River Rapids

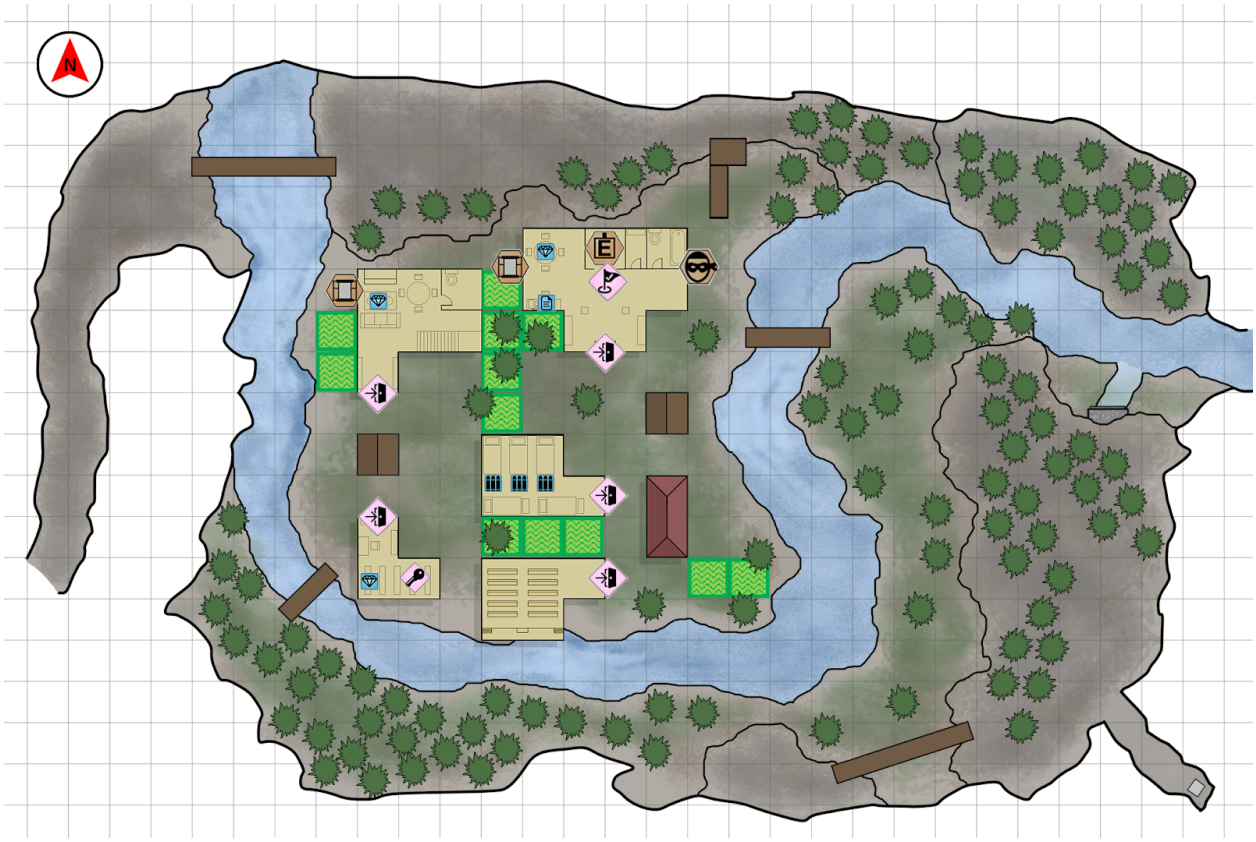
Interior

Figure 2 - Ruined House

Figure 3 - Mining Town

Mining Town - Ground Level (Interior)

Site Plan



Tree

Bridge/Ramp

Hatch

Guard Tower

River Rapids

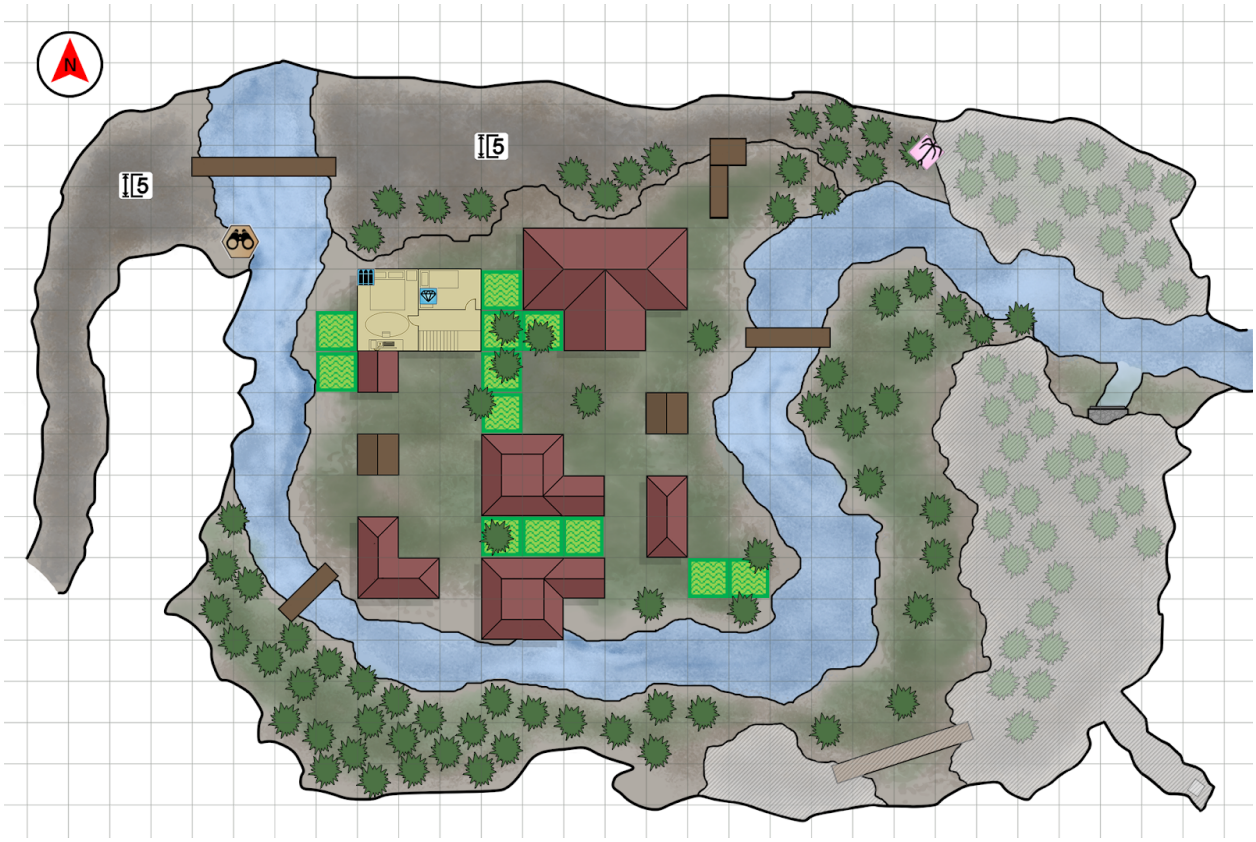
Interior

Figure 4 - Forest

Figure 5 - Guard Tower

Mining Town - Elevation 1 (Interior & Exterior)

Site Plan



Tree

Bridge/Ramp

Hatch

Guard Tower

River Rapids

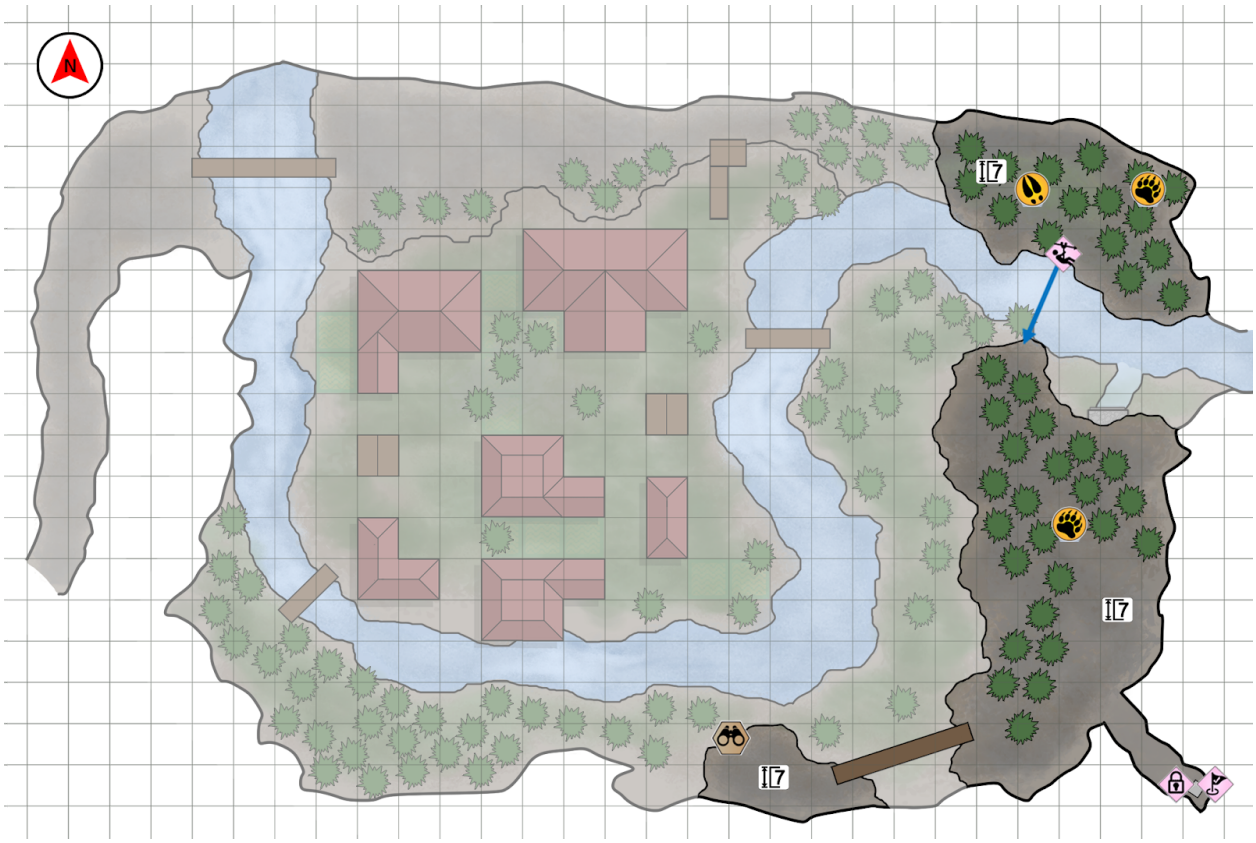
Interior

Figure 6 - House Interior

Figure 7 - House Exterior

Mining Town - Elevation 2

Site Plan



Tree

Bridge/Ramp

Hatch

Guard Tower

River Rapids

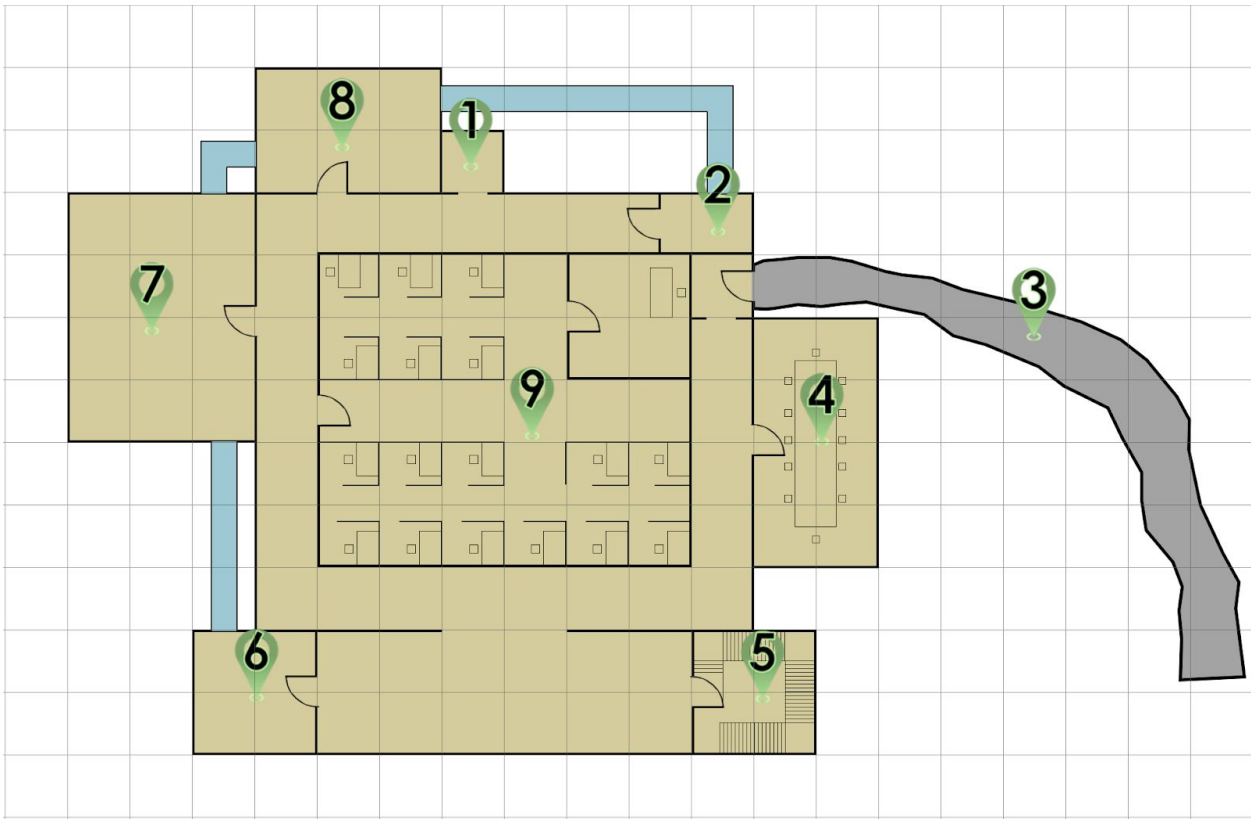
Interior

Figure 8 - Metal Hatch

Figure 9 - Wooden Bridge

Laboratory - Floor 1

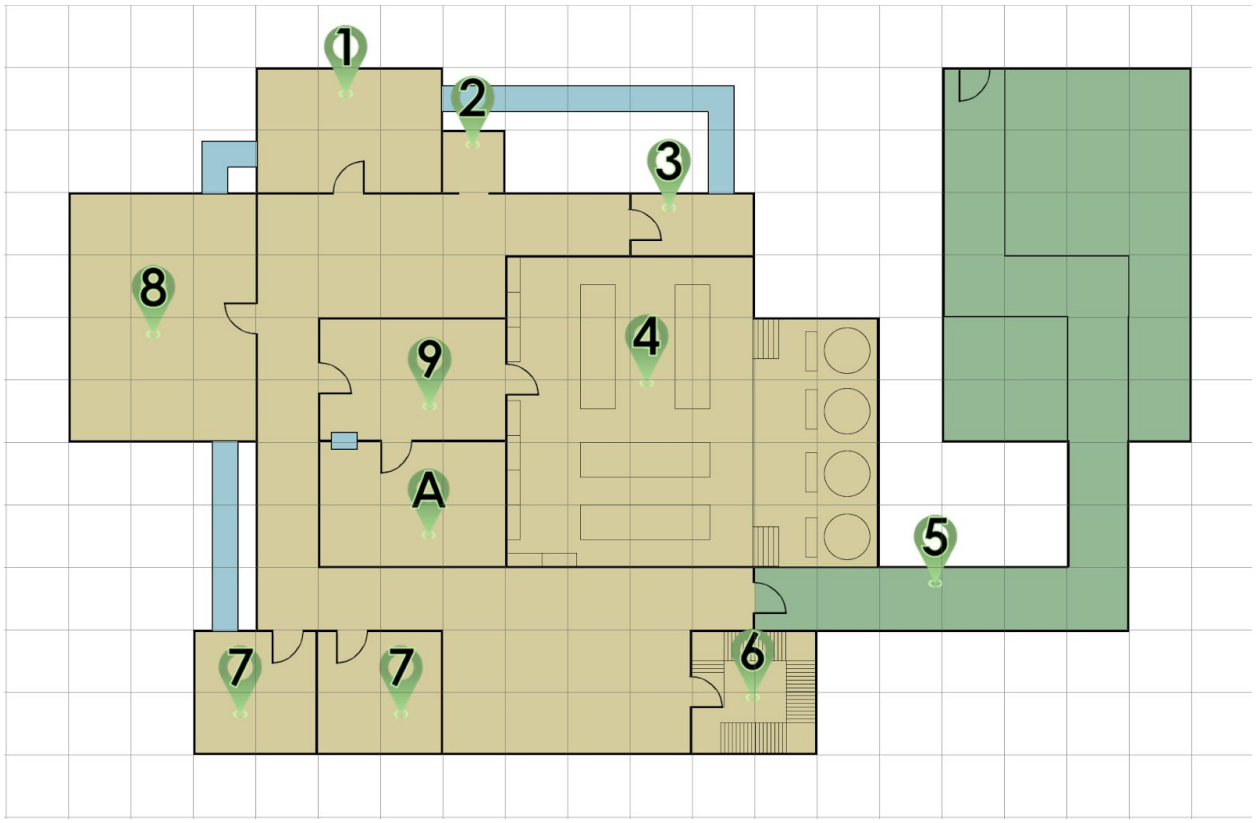
Site Plan



Cavern	1. Elevator	4. Board Room	7. Comms Room
Sewer	2. Storage Room	5. Stairs	8. Staff Room
Air Duct	3. Hatch Cave	6. Bathroom	9. Office
Interior Space			

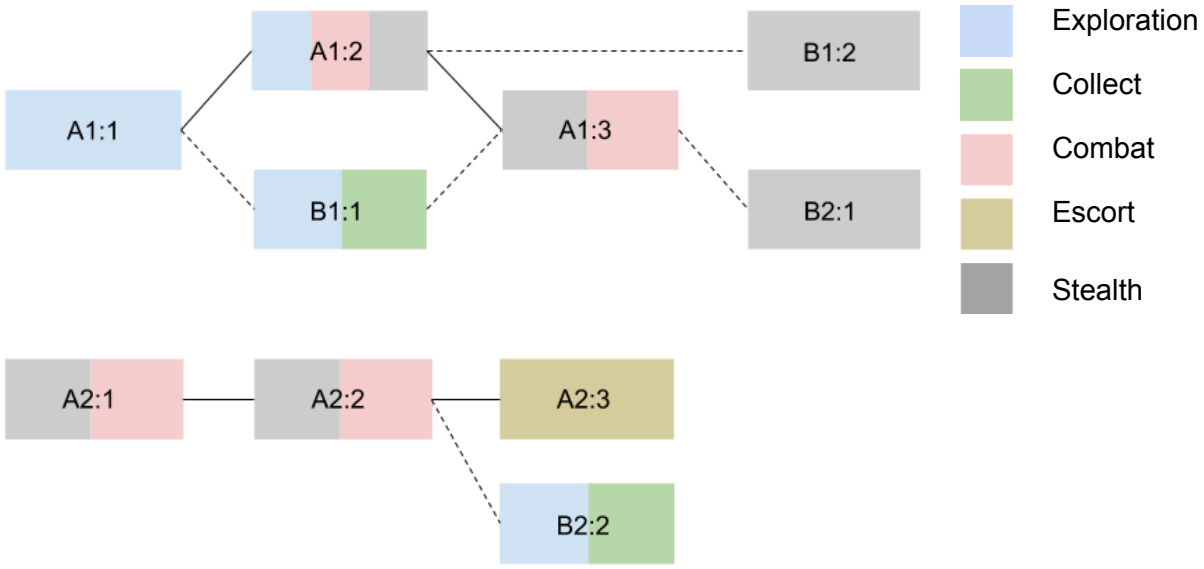
Laboratory - Floor 2

Site Plan



Cavern	1. Chem Lab	5. Sewer	9. Prep Room
Sewer	2. Elevator	6. Stairs	A. Fab Lab
Air Duct	3. Storage Room	7. Bathrooms	
Interior Space	4. Bio Lab	8. Chem Storage	

Mission Diagrams



Story Missions

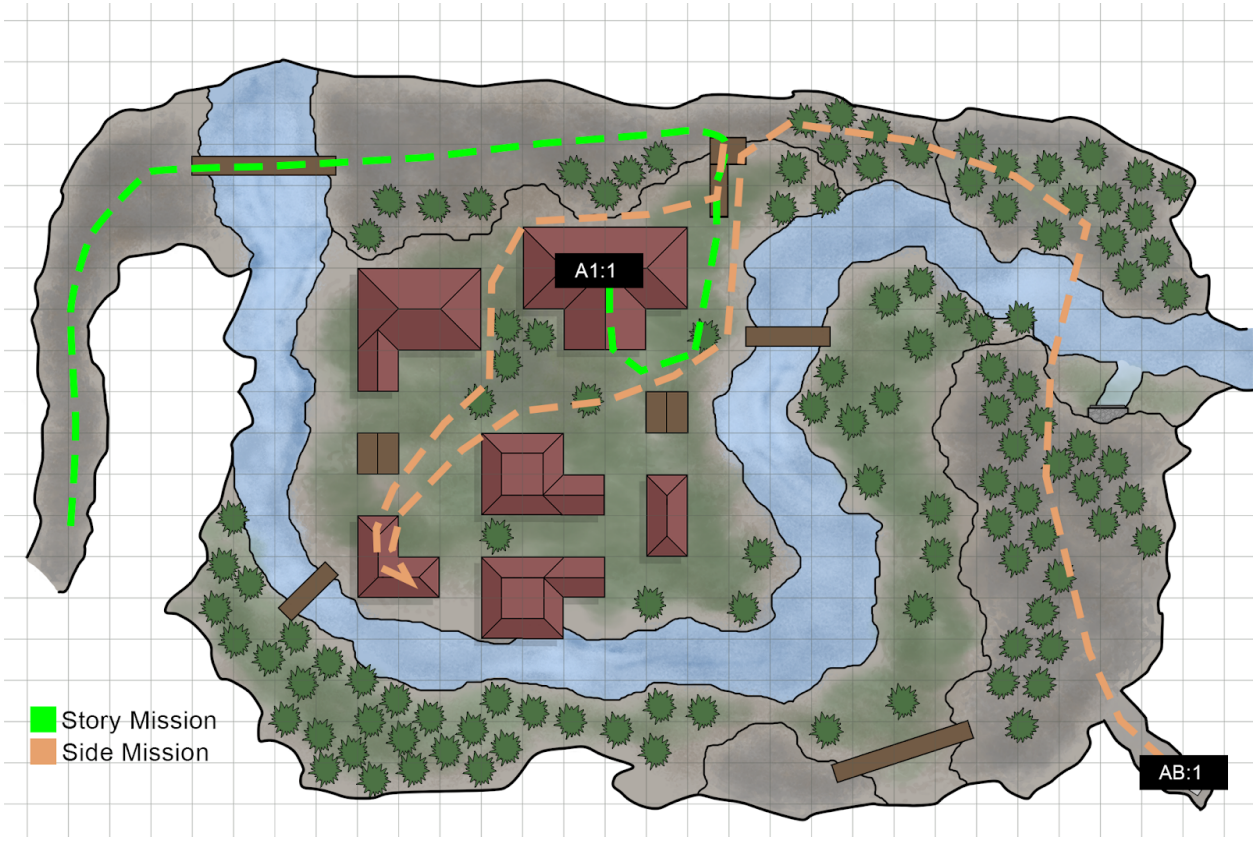
A1:1	Locate the Lab Entrance
A1:2	Access Basement Lab
A1:3	Locate Keycard
A2:1	Access Biolab
A2:2	Rescue VIP
A2:3	Reach Extraction Point

Side Missions

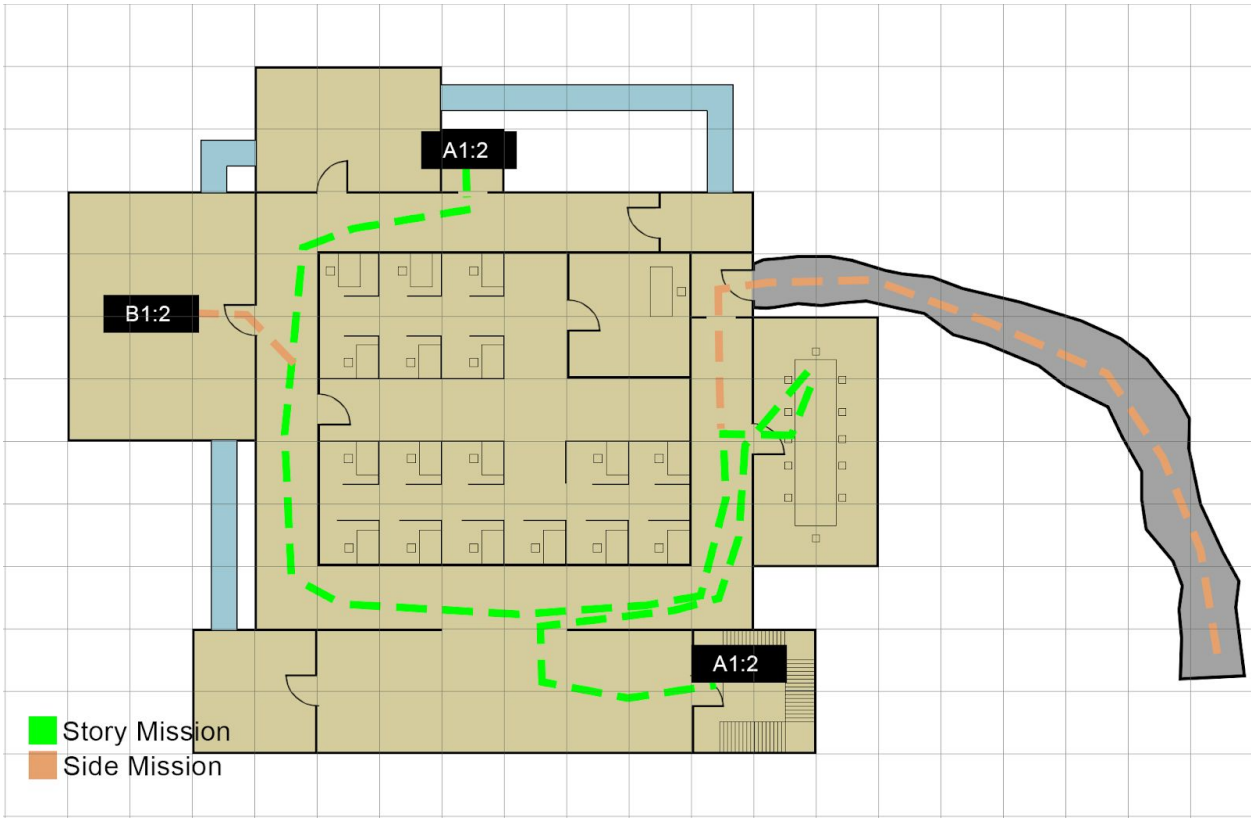
B1:1	Locate Secret Hatch
B1:2	Disable Security System
B2:1	Activate Halon System
B2:2	Plant Explosive Charges

Mission Maps

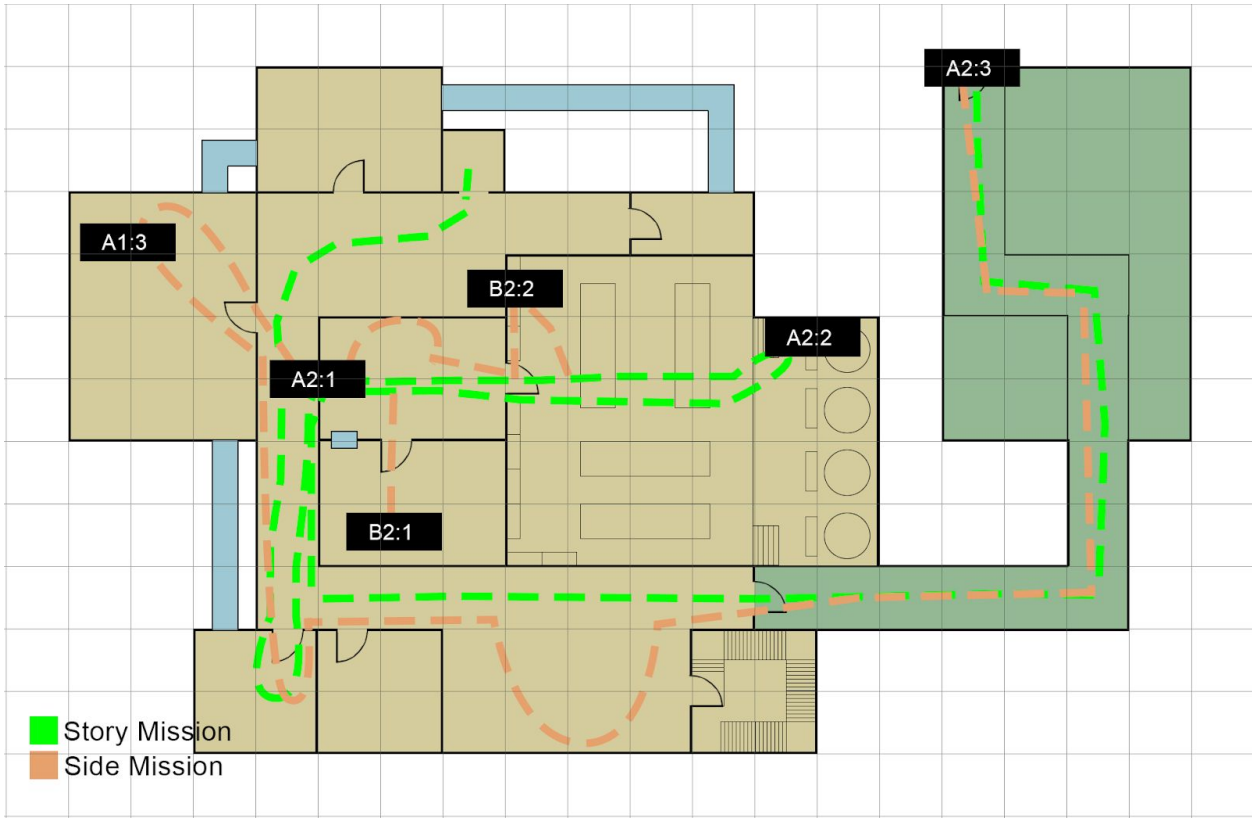
Mining Town



Laboratory - Floor 1



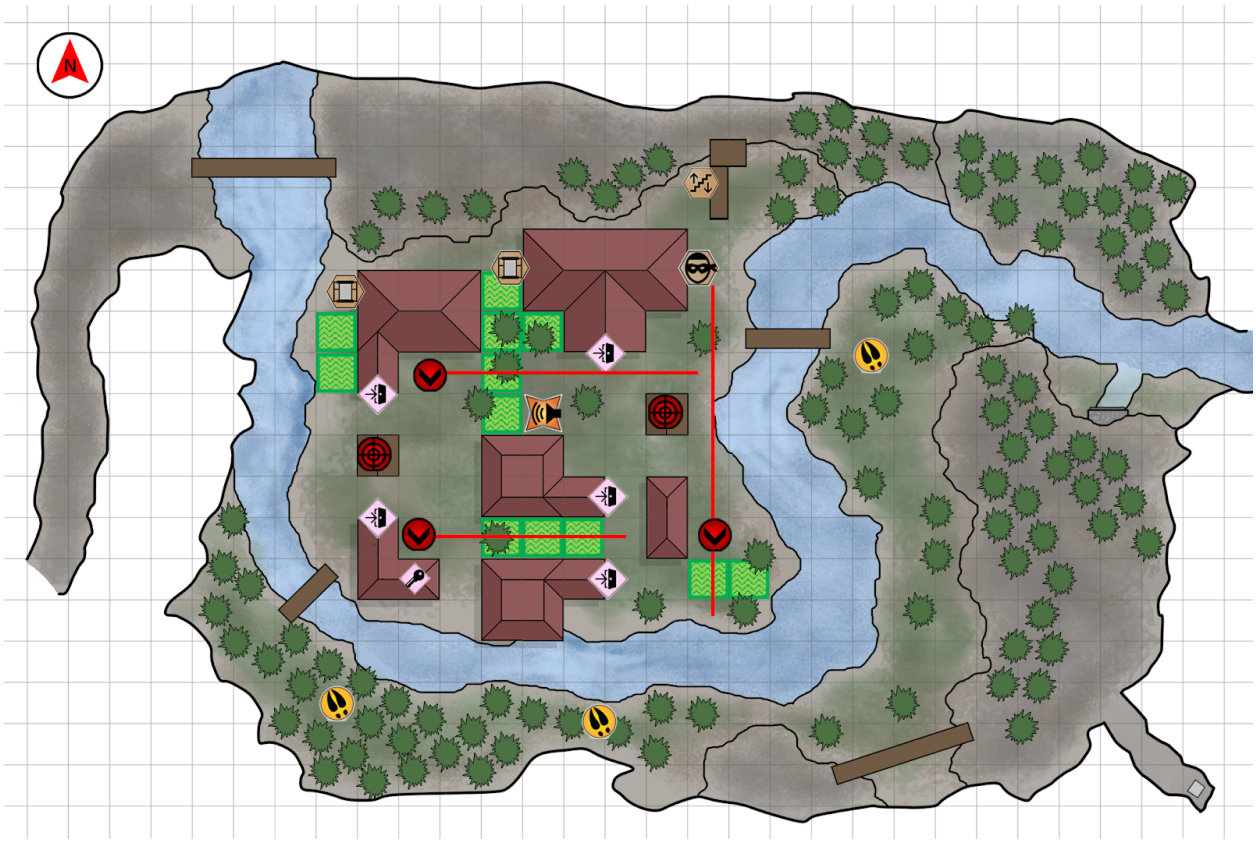
Laboratory - Floor 2



Combat Maps

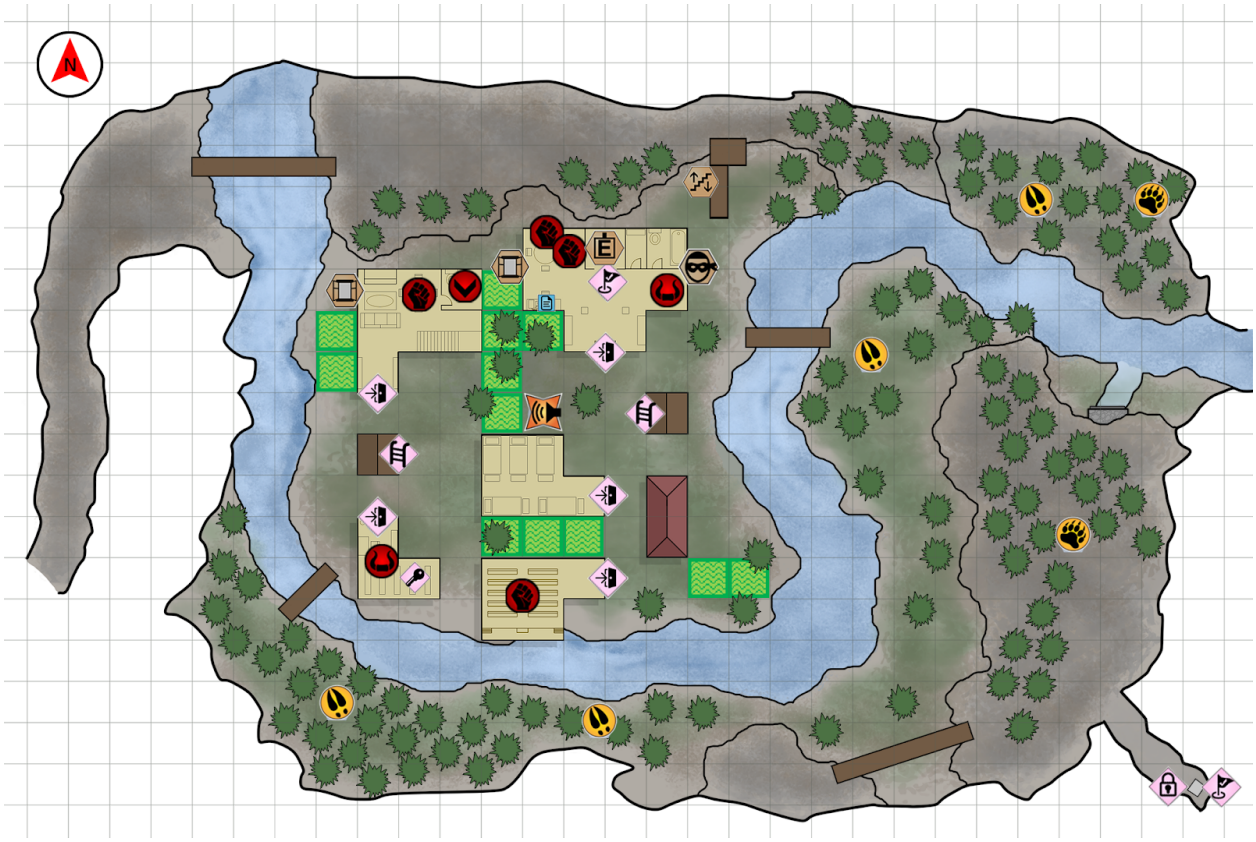
Mining Town - Ground Level (Exterior)

Combat Map



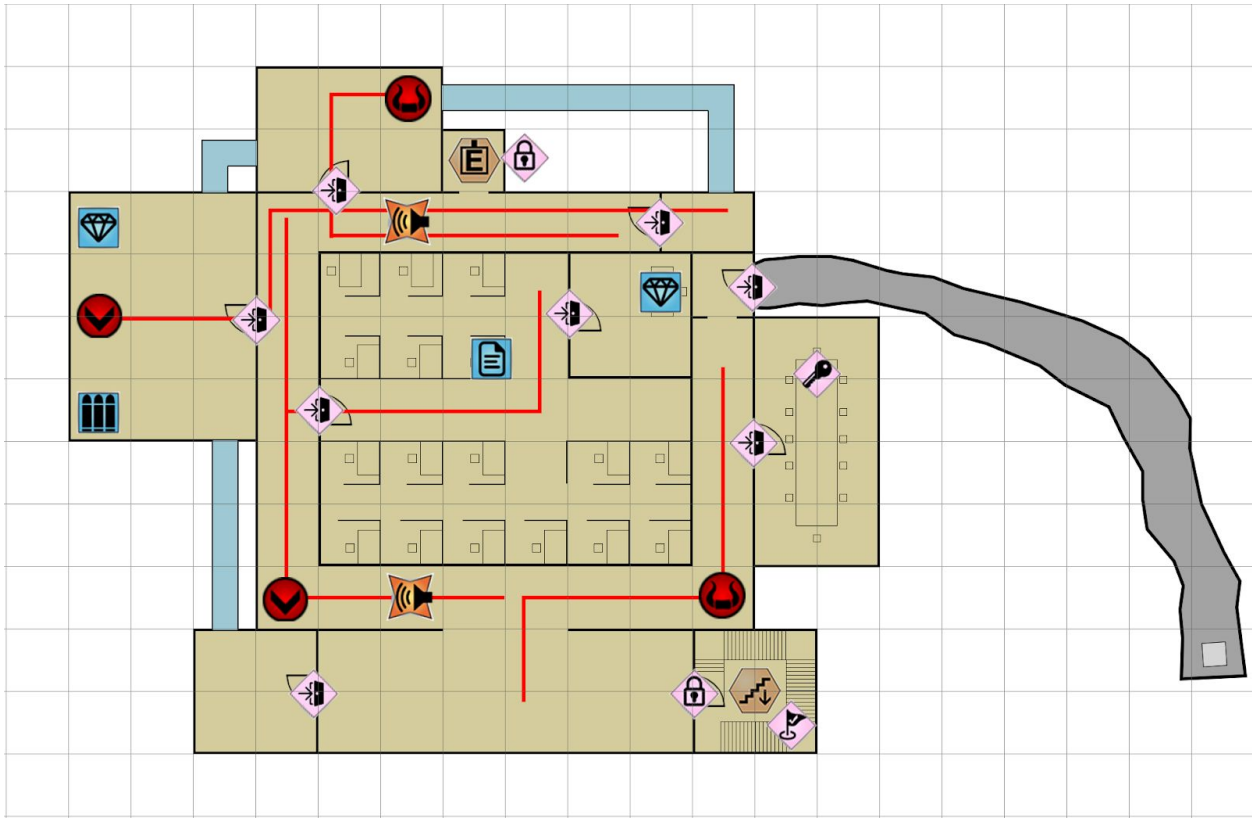
Mining Town - Ground Level (Interior)

Combat Map



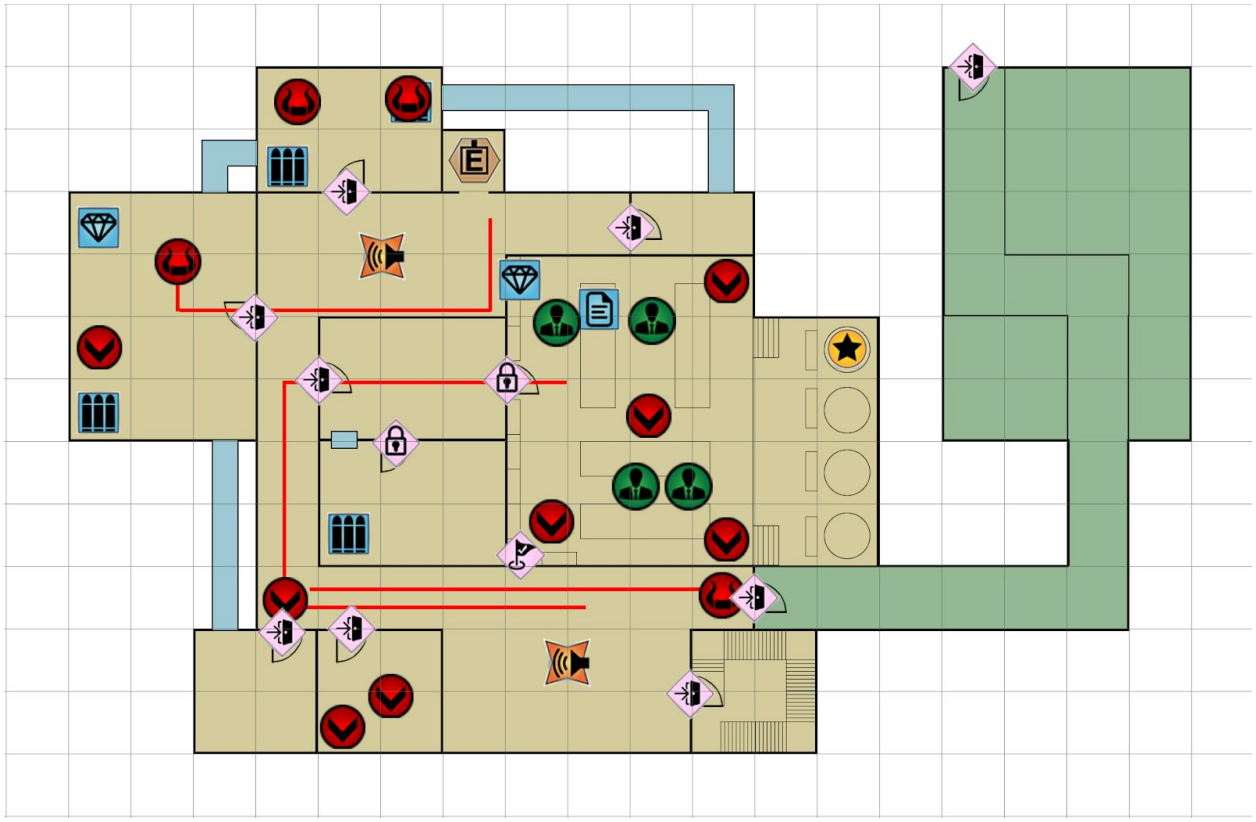
Laboratory - Floor 1

Combat Map



Laboratory - Floor 2

Combat Map



Mission Walkthrough

Story Missions

A1:1	Locate the Lab Entrance	**PreReq:** None
The player explores the mining camp and discovers they can traverse the high ledges, or approach the mining camp more directly via stairs or parachute. Four guard towers and several patrolling guards will require planning to get around unless combat is desired. Through an open window, poker playing guards can be heard discussing the hidden hatch entrance.		
Objectives: Combat/Stealth. Exploration will reveal a Sewer Exit(locked) and a Secret Hatch(requires bolt cutters). The various houses contain loot. The main Lab access point has 4 guards playing poker at a table.		**Requirements:** Sniper x2, Brawler x4, Shotgunner x2, Assaulter x 4 Bolt Cutters (Key) (in Storage Shed)
Rewards: Money, Crafting Resources x5, Ammo, Note x1		**Progression:** [A1:2] [B1:1]

A1:2	Access Basement Lab	**PreReq:** [A1:1]
A locked stairwell and Elevator both bar access to the next floor without an access code. The Board Room contains a laptop with an access code for the lower laboratory area. Guards patrol the floor in regular cycles. Security Cameras also watch the floor.		
Objectives: Stealth / Exploration. Player must find Laptop to gain access code. Player can also disable security system.		**Requirements:** Shotgunner x3, Assaulter x3, Keycard, Laptop, Air Ducts
Rewards: $450, Crafting Resources(x3), Perk Magazine		**Progression:** [A1:3] [B1:1]

A1:3	Locate Keycard	**PreReq:** [A1:2]
The basement level has more security than the main floor. Several ducts can be found that can help the player get around quietly. Patrolling guards will raise the alarm if the player is seen. One door cannot be unlocked, and is accessed *only* via air ducts until [A2:3].They must locate a Key Card to access the BIOLAB. One of the Assaulters carries it.		
Objectives: Combat / Stealth. Player can use ducts for stealth. Optional goals [B2:1] and [B2:2] provide alternative approaches. Keycard is required for Biolab access.		**Requirements:** Shotgunner x4, Assaulter x4 Key (Assaulter #2)
Rewards: $250, Crafting Resources x 4		**Progression:** [A2:1] [B2:1]

A2:1	Access Bio Lab	**PreReq:** [A1:3]
The BioLab contains the VIP. To gain access to BioLab, the player must find a security card (or can traverse through the air ducts and maintain stealth).		
Objectives: Combat / Stealth. The player can don a Biohazard suit in Prep Room. Biolab storage lockers holds Explosive Charges.		**Requirements:** VIP, Assaulter x 4,Civilian x 4 Cryo Vats x 4
Rewards: Explosive Charges [B2:3]		**Progression:** [A2:2] [B2:2]

A2:2	Rescue VIP	**PreReq:** [A2:1]
The player must open the Cryovat via the computer terminal in order to release the VIP. Deactivating the CryoVat will sound an alarm unless the Security System was disabled in [B2:1].		
Objectives: Combat / Stealth. Upon rescuing the VIP, guards will be spawned at various points in the area (see [A2:3])		**Requirements:** (Alarm Spawned) Assaulter x4, Shotgunner x2
Rewards: -		**Progression:** [A2:3][B2:3]

A2:3	Reach Extraction Point	**PreReq:** [A2:2]
With the VIP in tow, the player must find a route out of the lab. They have two options: The elevator or the sewer. The sewer is far more safe, but the VIP will move much slower within. This increases the risk of enemy attack from behind.		
Objectives: Stealth / Combat. The player must get the VIP out unscathed. Elevator route has additional spawned guards.		**Requirements:** Assaulter x 3, Sniper x1, Shotgunner x2, Heavy x2
Rewards: -		**Progression:** [B2:3]

Side / Optional Missions

Mining Town

B1:1	Locate Secret Hatch	**PreReq:** None
Via the upper ledges of the cliffs, the characters can dare rickety bridges and unstable platforms to reach a hidden cave with secret access to the lab. Player will be required to Grapple to reach it.		
Objectives: Exploration / Stealth. Using Bolt Cutters on hatch allows the player access to the lab through secret entrance.		**Requirements:** Bolt Cutters [A1:1]
Rewards: Grenades x4, Ammo x4		**Progression:** [A1:2]

Laboratory

B1:2	Disable Security System	**PreReq:** [A1:2]
The player can enter the Comms Room and use the main computer to disable lab security features.		
Objectives: Stealth. Player can use password to access and disable all alarms.		**Requirements:** Mainframe Computer, Password(key) (Staff Room notebook)
Rewards: All alarms disabled		**Progression:** None

B2:1	Activate Halon System	**PreReq:** [A1:3]
If the player opts to enter the Fab Lab (Air Ducts only) they will be able to activate a broken machine that sets off the labs halon system and release gas into the Bio Lab.This will make the guards and scientists flee the Biolab in the ensuing chaos and make rescuing the VIP easier.		
Objectives: Stealth		**Requirements:** Broken Machine
Rewards: Lab is cleared of Enemies.		**Progression:** None

B2:2	Plant Explosive Charges	**PreReq:** [A2:2]
If the player locates the explosive charges hidden in the Bio Lab storage locker they will have the option to place them. Doing so will result in a cutscene of it all exploding upon mission completion.		
Objectives: Exploration/Collect. Cutscene of Mining Town exploding if completed.		**Requirements:** Storage Locker
Rewards: $1000		**Progression:** None

Reference

Forested mountain

Mountain mists

Forested mountain

Sunset in forested mountain

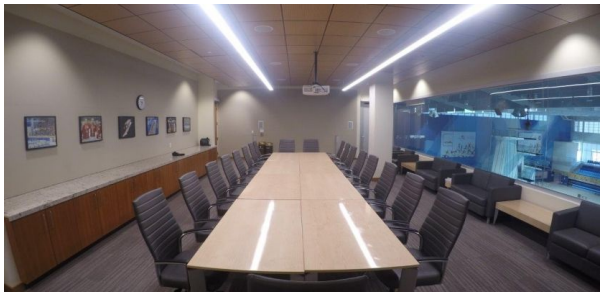
Moss covered mining tracks

Sewer interior

Underground lab hallways

Fabrication lab

Comms room



Board room

Cryogenic pod

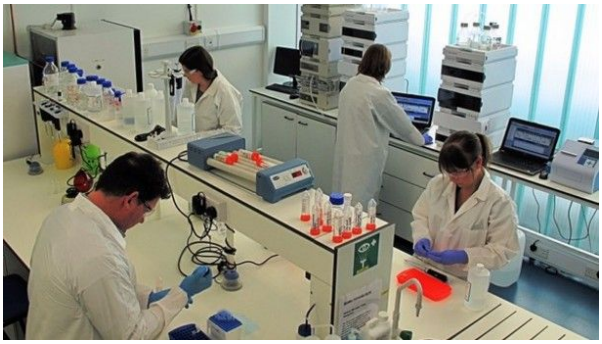
Sewer Exit

Scientists

Bolt Cutters

House Bedroom

Bio Lab



Bio Lab

Supply Closet