

## **Level 1: Factory**

### **Loading Mural**

[Narrative block explaining backstory of world and conflict]

### **Level open:**

**Grace:**

[upon level loading in, looking at industrial area. VO over radio]  
Okay, Alex. Just like we practiced. Keep moving, don't let them pin you down..

**Alex:**

I *know*, Grace. We've been over this. Bob and weave, cast and move on.

**Grace:**

[VO radio]

There's *knowing* and there's *doing*, Alex. You've practiced against dummies, not people.

**Alex:**

I have to do this sometime, Grace. We can't afford to wait any longer.

### **Arena 1 Cleared:**

**Grace:**

[VO radio]

The next area should connect to the streets, but there are probably more of them up there.

**Alex:**

Understood.

**Grace:**

[VO radio]

Are you alright? Were you injured?

**Alex:**

I'm fine.

### **Arena 2 Cleared:**

**Grace:**

[VO radio]

The area seems clear. This should be enough damage to make them act.

**Alex:**

Will they? Act, I mean?

**Grace:**

[VO radio]

If we do enough damage, they will. They'll have to.

## **Level 2: City**

### **Loading Mural:**

[Narrative Block setting up mission in city streets]

**Level Open:**

**Grace:**

[VO radio]

Alright, Alex: the city is on lockdown, so civilians should be indoors.

**Alex:**

Should be? What if they aren't?

**Grace:**

[VO radio]

You know what the soldiers will do if they aren't. Most people aren't foolish enough to risk it.

**Alex:**

What does that say about me?

**Grace:**

[VO radio]

You have something they don't.

**Arena 1 Cleared:**

**Grace:**

[VO radio]

Were there any civilians?

**Alex:**

No. They're all taking cover inside.

**Grace:**

[VO radio]

[sighs] Good. It's never good when innocent people get caught in the crossfire. Get to the docks.

**Monorail Ride:**

**Grace:**

[VO radio]

How're you doin', kiddo?

**Alex:**

It's different than I thought it would be.

**Grace:**

[VO radio]

How so?

**Alex:**

I thought it would feel better.

**Grace:**

[VO radio]

What? Killing them?

**Alex:**  
Yeah.

**Grace:**  
[VO radio]  
So did I, at first. Then I learned better. You okay?

**Alex:**  
I'll get back to you on that.

**Arena 3 Cleared:**

**Grace:**  
[VO radio]  
That should be it. You should be clear to get to the ship now.

**Alex:**  
What then?

**Grace:**  
[VO radio]  
Next is the hard part.

**Level 3: Airships**

**Loading Mural:**  
[Narrative Block setting up final mission]

**Arena 1 Cleared:**

**Grace:**  
[VO radio]  
Get to the next ship! Don't give them time to react!

**Alex:**  
On it!

**Arena 2 Cleared:**

**Grace:**  
[VO radio]  
You're doing great, kid! One more flotilla!

**Alex:**  
Wish me luck!

**Arena 3 Cleared:**

**Grace:**  
[VO radio]  
You did it, Alex. I'm proud of you, kiddo.

**Alex:**  
Thanks, Grace. I couldn't have done it without you.

**Grace:**  
[VO radio]  
You could have. Maybe not as soon, but you'd have managed it. Wish I could be out there with you, kiddo.

**Alex:**

You still need to heal. I've got this. What's next?

**Grace:**

[VO radio]

Next? We've shown the Regime is not invincible. Next, we show they can actually be beaten.  
Are you ready, Alex?

**Alex:**

Definitely. Let's get started.

**End Credits:**