

A KEEPER OF THE PROPHECIES
A Thief 2 campaign by frobber
Final Screenplay 7/17/2005

Overall Premise: Prophecies may be written in stone, but we still have choices to make.

Episode 1: THE ENTERPRISE Released for Thief: The Dark Project 9-1-2000. Released for Thief-2 8-1-2003.
Premise: Choices faced are not often the choices wanted.

Episode 2: HALLUCINATIONS Released 6-4-2002
Premise: Future choices are impossible without first surviving the present.

Episode 3: THE INSURRECTION - Released 8-1-2002
Premise: Once a choice has been made, it is only the beginning of a quest to make it happen.

Episode 4: ORACLE OF THE PROPHETS - Released 12-20-2003
Premise: Sometimes the cure is worse than the disease.

EPISODES 5 THROUGH 9: THE FINALE
Premise: Destiny is a matter of those choices that change the course of events. Released 5-1-2005

CHARACTER PREMISES

Garrett: I am at the center of my own Universe -- trouble is, I am also somehow at the center of everyone else's goddamn Universe! (He's told he has a destiny, but doesn't like the idea).

Alisha: I am a survivor. I do whatever I must to have what I want!

Pinchenden: I'll do everyone else's dirty work so long as it pays!

Franticius: It is my destiny to be supreme. (He wants to own the Enterprise for himself).

Karras: I am besieged, but I will get even and then rule!

Solustice: I destroy what I can not control. (He's an old evil tycoon trying to pass the mantle in his own way, mainly by killing off all rivals and heirs).

The Hammerites: We would rather be right, even if it leads to our own ruin.

A Keeper of the Prophecies takes place in the time period between Thief 1 and Thief 2. Garrett has won a great test of will, and in the process saved the world and lost an eye for his trouble. And now he has that very common letdown after such a great adventure, even though the Hammerites have somehow found or concocted a mechanical eye to replace the one ripped out by Victoria.

Garrett also lost a king's ransom in gold promised for finding a certain object. Yet the payment will never come because of how the promise oozed from the mouth of the Trickster himself. And now the Trickster has been defeated -- taking his promise of gold with him.

Along comes the mysterious Alisha, daughter of a well-known industrialist, and with mixed motivations both Alisha and her father, Solustice, take an interest in Garrett at this dark time in his life. Will Garrett ever rise from his drunken stooper long enough to notice?

Old wine cellars certainly offer temporary comfort, and the gold trinkets of Garrett's wealthy neighbors pays the rent. But at this point he has no mission in life -- nothing worthy of his skills, at least. And until there is a turn of events, nothing much is going to change.

That is, until tonight...

EPISODE 1: THE ENTERPRISE

PART ONE

*The Trickster is dead and you have saved the world
Just as the Keepers had prophesized
But you lost an eye for your trouble
AND that promise of 100,000 GOLD
Such a DREADFUL reward for a KEEPER of the PROPHECIES!
What if you had another chance?
What if great wealth were just around the corner?
Could you say yes?
Could you say no?*

GOALS REVEALED AT MISSION STARTUP:

Goal 0: "Alisha has gone to collect your new eye from the Hammers -- Collect the eye from her when she returns."

Goal 1: (Hidden)

Goal 2: (Hard) "You are not a murderer (at least not most

of the time), so let's not have you killing any unarmed people in the neighborhood."

Goal 3: (Expert) "For bad or for worse, these are still your neighbors -- Don't kill anyone around here who is not already dead."

BEGIN MISSION

Garrett awakens to a note placed upon a table near his humble bed. It is from Alisha, who apparently shares that same bed from time to time...

NOTE ON TABLE

If you are sober enough to read this, I am with Cavador of the Hammerites this evening to retrieve your new eye. This is a truly remarkable device, and for you to despise the Hammers for trying to help you only reveals how extreme your own reclusive and self-destructive tendencies have become. It is a pathetic image to see you clawing around the edges of wealth and rummaging through old wine cellars like this when you could easily have a much better life away from this Old Village.

You are right when you say that you "don't do relationships." Once I return with your new eye, I will depart -- as you have demanded. But not without answering one of your arguments...

WE are the central agents controlling our own destiny. NOT the Keepers. NOT some religion. NOT a father's wealth. Yes, we make mistakes. Troubles come our way. And sometimes we suffer. But if we don't even bother to steer the ship at all, then the winds and eddies of destiny -will- control us and take us where they may. It's your ship to steer, Garrett. Your life to live -- and that's all you have to do.

ALISHA

It is raining hard outside Garrett's humble two-room flat. A fire burns in a brick hearth and its furnishings are as basic as it gets. A cupboard door leads to a stash of useful items, but before Garrett can walk that far a

woman cries out from the street below...

WOMAN OS

AH! Oh! Over HERE! Help! There's been
a MURDER!!

On the floor Near Garrett's burning fireplace lies an unread scroll that may have fallen short of the flames. Or perhaps instead it is being saved for later kindling. Pinchendon, the town private security agent has been in contact again, it seems, hoping for Master Solustice to take temporary possession of Garrett's new eye. Yet Garrett has collected no such thing, and likely would sooner wipe the pavement with Pinchendon's corpse before agreeing to any of his demands.

NOTE FROM PINCHENDEN

MR. GARRETT

Your silent refusal is troubling. Have we not made ourselves clear? Have we not offered enough compensation? We wish only to examine the Hammerite mechanical device. Within one business day it will be returned in perfect condition ready to replace your missing eye. And yet you ignore us. Do not think that your association with the Master's daughter will hinder those within our organization who -- unlike myself-- are not so willing to negotiate. Extremely unpleasant consequences will greet further silence.

*PINCHENDEN, Agent of Solustice
Industries*

And to emphasize the lengths to which this could be true, it will not be long before he finds Alisha lying dead in the street below his window in a pool of blood with a scroll near her hand.

GARRETT

Ooohh... This is not good!

It seems Alisha was indeed acting as self-appointed courier, and now for her trouble has paid with her life.

NOTE FROM CAVADOR
 (found near Alisha's body)
 KEEPER GARRETT

By this document I have transferred possession of thy new eye unto Lady Alisha, and I must say that thou art most fortunate to have such a pleasant subject for thy soon-to-be-improved vision!

Beest thou forewarned that this device doth require re-calibration from time to time, and also knowest thou that a new remote device wilt soon appear for thy further inspection.

CAVADOR
 Assistant to the Chief Alchemist

If there is an "Assistant to the Chief Alchemist" there must likewise be a chief alchemist. But for now his identity is a mystery to Garrett. Where have they taken the eye? The note from Pinchendon certainly should be one clue, and a change on the Goals should be another.

Once Garrett Reads this, Goal 0 is cancelled and Goal 1 revealed...

Goal 1: "If you have been reading your mail, you can already guess that your new eye has been taken to Solustice Industries -- Go there! (mission continues in part two)"

Near Garrett's apartment an eviction notice is posted on a door. Who are these people, and of what meaning is their tribulation?

EVICTIION NOTICE
 (pinned to door)
 ----- FINAL EVICTIION NOTICE -----

Due to thy continuing non-payment of rent, thou shalt depart these premises. If after one hour -- shouldst thou yet again be discovered within this space -- thou and thy children shalt be forcibly removed and bodily cast into the street.

OLD VILLAGE PROPERTIES

Lying on the river dock in the pelting rain is a mother and two and her two children -- all dead. Presumably these were the subjects of the eviction notice. Near the mother's hand lie words of hope in a scroll that has not come to pass soon enough.

SCROLL NEAR DEAD FAMILY

My Dearest JADIFNY

Thankfully the couriers still deliver our mail. I will bring aid such as I have collected. But I must be careful. The usual exits from the Enterprise are now closed to us, and I dare not be caught again trying unapproved methods.

Forgive me for not coming to you sooner. Please hold out a little longer. Give a kiss to the children. I will come.

Your loving husband, SANTISCAULD

Who is this Santiscauld? What is his place in this tale? For now it would be wise to explore the village for hidden items. Items held at this point will be available in the next part of the mission -- which begins once Garrett picks a lock to enter the perimeter of Solustice Industries. There he will find a sleeping guard inside a gate house with a large floor switch. Once this switch is thrown a large metal gate begins to open. All goals are ticked off, and the mission ends before Garrett can find his way under that gate.

EPIISODE 1: THE ENTERPRISE

PART TWO

Goal 0: "Find your new eye somewhere inside Solustice Industries."

Goal 1: (Normal) "It's the end of the month. Time to stop drinking the profits and pay the bills. Pick up at least 1000 in loot."

Goal 2: (Hard) "It's the end of the month. Time to stop

drinking the profits and pay the bills. Pick up at least 1250 in loot. "

Goal 3: (Expert) "It's the end of the month. Time to stop drinking the profits and pay the bills. Pick up at least 1500 in loot. "

Goal 4: (Hard) "You are not a hack, so let's not see you killing anyone tonight who is unarmed. "

Goal 5: (Expert) "You are an artist, not a thug, so don't go killing anyone who is not already dead. "

Goal 6: (Hidden)

Goal 7: "Professionals do not wear out their welcome. When you have your new eye and enough loot, leave the area. "

FADE IN:

TUNNEL INSIDE THE MOUNTAIN OF SOLUSTICE INDUSTRIES

ON SCREEN

8:55pm ... after a walk along the ocean... "

Garrett begins the second part of the mission having found his way into an old unused tunnel that winds its way up the inside of a good-sized hill. This is not a mountain really, but perhaps tall enough for the pompous owners to call it one. A subterranean bridge has given out, but this does not seem to have prevented Garrett from reaching this spot.

Emerging from the tunnel he discovers an entrance gate that cannot be opened. Nearby is a note that sets the theme of this night -- something has happened to generate a security alert. Lot's of guards will be on alert, and the thought of ornery guards dragged out of bed for an unplanned night shift is not good news.

SECURITY ALERT POSTING

The security alert will remain in effect until further notice.

Exploring around the base of the facility a door can be found hidden among the vines. It is locked, but can be picked. Inside seems to be a security outpost.

GARRETT
Anybody home?

A guard lies dead on the floor with an apple beside him.

GARRETT
(omit in final release)
This guy wasn't attacked, so how did
he end up dead?

Eating the apple will kill Garrett -- it is poisoned. So there is answer.

Nearby a parchment sits on a table. Evidently, now, this guard can at least forget these sorts of troubles...

NOTE FROM FAUSTICE
PHLEGMUS

Your sloth and lack of vigilance hath brought me before the wrath of Master Solustice! Should it happen again that you are discovered absent from your post -- from the very pathway of escape for our Master-- I shall instruct the Lictor to exhaust himself applying stripes to your worthless carcass!!

*FAUSTICE
Captain of the Guards*

Well-well. So this guardhouse is part of the Master's secret escape passage. Yet an exploration of the area reveals nothing more than an elevator shaft -- not really very secret. Perhaps there is another way into this area?

Faustice sounds like either a tyrant or loudmouth or both. In reality, this Captain of the Guards is a practicing Hammerite, and has the pompous self-righteousness that goes along with that sort of role. Instead of a hammer, he wields a mace to similar deadly effect, and he is not the sort to be trifled with -- though Garrett has dealt with worse.

The elevator can be brought down to take the player far up into a rather overwrought office with a desk that is so big that it's really too much for even a conference table.

Once the elevator reaches the floor level it vanishes into a perfect blend with the carpeting in that room. Nearby slightly hidden buttons can be found against the side of a couch to operate the lift, but without knowing about the elevator, no one would ever know to look.

Beside the giant desk another guard lies dead with yet another suspicious apple and a note from Faustice.

NOTE FROM FAUSTICE
SERGEANT ZASULAGE

*On pain of death thou shalt protect
this lockbox until the Master's key
hath been found.*

FAUSTICE Captain of the Guards

The "security alert" has to do with the missing "Master's Key" and this lockbox must be the place for this key. Why else guard this lock box on pain of death? Though a poisoned apple seems to have done more to shorten this guy's life than any threats from the Captain.

Just in case the player doesn't pick up the clue...

GARRETT
I wonder what -this- guy was guarding?

And to make doubly sure, I also cram it down the player's throat by adding a new Goal.

Goal 6: "The Master's Key has got to be useful. Find it!"

A number of notes and scrolls can be found on office desks or inside pickable hidden floor vaults.

To the east is the treasurer's office.

NOTE ON THE DESK
TREASURER SQUINTAS

*Perhaps you would not be so lax in
your funding if -you- were required to
work --as I-- in an office located in
the midst of alchemists whose ideas of
high art include impaling poor souls
until they confess what they do not
know!*

Yes, I do hear your position regarding out-of-budget funding, and how this incited the recent gruesome demise of your predecessor. However, I must insist nonetheless that Project Vision have centralized facilities where I may properly fulfill my duties -- lest you too are blamed for our delay!

INTICUS, Chief Alchemist, Project Vision

NOTE IN THE VAULT

TREASURER SQUINTAS -- We are compelled to observe a severe injustice. Our divisions attempt to produce working assemblies while Project Vision drains away the money we need for materials and replacement slaves. We are late because you are withholding these funds. This morning our production supervisors Hastus and Reamus were taken away to floggings and other horrors -- and we will be next if matters do not improve immediately. You MUST restore our funding at once!

YOLANDIS, Chief Alchemist, Iron Maiden Division
CORBALUS, Chief Alchemist, Electrics Division

To the west is the office of what might be considered the corporate attorney, though the role is not quite so limited in this world.

NOTE ON THE DESK

MY DEAR FRANTICIUS

To answer your request, yes, we can most definitely untangle you from the demands of your Master regarding the procurement of a certain optical item of Hammerite design. Given how your Project Vision has thus far failed to invent anything of the sort, perhaps this will accelerate your research efforts --so long as that fool of yours, Inticus, can stop boasting of his previous work long enough to actually study this object!

And yes, I too find it odd how your Master wishes to take possession of the eye himself. But then he is the owner of all things on his mountain -- so you must do what will satisfy him.

If you decide to utilize our services, we can be available at a moments notice.

Respectfully Yours,

*PINCHENDEN
Chief Investigator
Investment Acquisitions*

*NOTE IN THE VAULT
FRANTICIOUS*

Although we risk arousing nothing more than suspicions by leaving this parchment unsigned, nevertheless, we feel compelled to write in the hope that you can be persuaded to act.

Perhaps you have not seen how Master Solustice spends many days within his sub-chambers, and in those rare moments when he does emerge, perhaps also you have not noticed how his mind is increasingly twisted with rage.

But you could not possibly have missed the sound this week of seventeen floggings with the long whip! How much longer will it be before every employee and slave of the Enterprise has been likewise bound to the post at the command of the Master?

May the Builder have mercy on us... You are closest to Solustice and so you are best positioned to remove him by the most direct means possible. For even you, his closest advisor, can no longer expect to escape his reign of terror!

Up a spiralling staircase some rather overwrought living quarters can be found. There two bedrooms and one bath attached to the larger of the two. Apparently the Master lives here, and perhaps his wife did until recently. On a table in the smaller room lies a wedding ring and next to this a note.

WIFE' S NOTE
MY "DEAR" SOLUSTICE

'Tis very likely a wasted effort on my part to write this. I should merely depart without a word. But unlike you, I feel some sense of decency toward other humans -- even toward such a heartless and cruel example as yourself.

Do not have your thugs search for me, for I will have travelled to a place unknown even by you. And there I will make a new life where men do not murder their own children out fear that their heirs might lay claim to an early inheritance.

May you replace me with a woman who knows how to hurt you as much as you have hurt me!

GARRETT
Now that's what I call a stormy
romance!

In the living quarters above the office other information can be found beginning with a to-do list beside the old man's desk.

PARCHMENT NEAR BED
THINGS TO DO

- *Remove Hastus and Reamus for sloth and treachery - DONE*
- *Transfer slackers to test chamber duty*
- *Fill hell holes with malcontents*
- *Hire more Hammer-trained alchemists*
- *Find a first-rate lictor for the night shift*
- *Have guards flogged for pool desecration*
- *Increase funding for Project Vision*
- *Obtain the Hammerite eye by any means*
- *Alisha -- where IS she?*
- *Finish transfer-of-ownership contract*
- *See Dr. Grendius about numbness in legs*

Perhaps the Master does his best reading in the bathroom. Here a note can be found along with a rather lengthy journal. Those wanting to know the story can read the

whole. Those who play this game to hack up the guards can just move on.

Inspector Pinchenden seems to have come through for Solustice Industries, and though Counselor Franticius hardly lifted a finger in this process, it is always for the guy paying the tab to take all of the glory.

NOTE FROM FRANTICIUS
MASTER SOLUSTICE

As you can see for yourself, I have succeeded this very evening in my efforts to procure a working sample of the Hammerite eye. And as instructed, I am hand-delivering this device here to your chambers.

I also leave with you the windfall of a certain hand-written journal that you may find of particular interest. As far as I am concerned, this journal "does not exist."

A. H. FRANTICIUS, ESQUIRE

Here is what Alisha wrote in that 'personal' journal. It should be long before the reader sees how this was never intended for eyes of her father!

ALISHA'S SECRET JOURNAL

Day 1

If there is a Garrett living in our town, he must be a ghost. No one has heard of him! For three days I have investigated the local inns, taverns, and those places of lesser repute. And the name generates little more than a blank stare.

My father remains convinced that this Garrett somehow does exist. But I am starting to harbor my own doubts.

Day 2

As requested, this morning I spoke with my father's closest advisor -- the pompous, blustery, and overly-ambitious Counselor Franticious -- who has offered the full extent of his resources to aid in my search for Garrett.

Although I would prefer to work independently, I can not keep my father waiting! The boundary within my family between those of his children he considers a resource and those he considers a danger is very thin indeed. And if working with Franticious can preserve my interests -- and my life -- then I will work with him.

Later today I have learned that Counselor Franticious has made arrangements with a local private investigator -- a Mr. Pinchenden.

My-oh-my, such a small world!

Pinchenden is an old "associate" of mine -- an employee actually until I caught him spying on ME! To be entirely candid, I always preferred Pinchenden's written reports to his less than enchanting personal company! But his investigations are thorough, and if this Garrett does exist, I will find him sooner this way. I just wish I didn't need any help from Pinchenden -- or from Franticious for that matter.

Day 10

Even the best investigators can have their troubles. Garrett does exist it seems, but his exact whereabouts are still unknown after more than a week of scouring. At least I am not chasing a ghost any longer!

According to Franticious, Pinchenden claims that Garrett lives somewhere in the Old Village section of town.

But Franticious was reluctant to supply this information to me, and I am beginning to suspect that he may have his own reasons for wanting to locate Garrett.

Day 13

Apparently this Garrett has been away from the Old Village for some time. And according to one last scrap of information from Franticious, he has been injured in some unspecified way. So I paid a visit to Dr. Grendius, and his assistant tells me that just yesterday Garrett sought treatment, having lost his right eye in battle.

How disgusting!

Citing client/doctor privilege, the doctor himself refused to supply details. But at least I am making -- my own -- discoveries again. "

Day 15

Progress! A one-eyed man is easier to locate than one with both eyes. With that description in hand, I spoke with the local landlord who owns most of the Old Village -- a particularly imposing character I might add. With some careful persuasion I learned from him that Garrett rents one of his apartments, and it can be found at the end of an alley where the river disappears underground.

This is actually quite close to the South entrance of the Enterprise. So it seems that Garrett has been living nearly under our feet!

Day 21

Now that I know where Garrett lives, I no longer need Pinchenden. Instead, I have set up my own watch, and thus far Garrett has only left his apartment once -- again to visit Dr. Grendius just last evening. Afterwards he vanished for the night, returning home in the early morning hours.

My men attempted to follow him, but that was an impossible task. Perhaps he really is a ghost.

We have watched now for nearly a week, and this cat and mouse approach is becoming dangerously tedious -- my father is an impatient man, and I must have some answers soon!

Day 23

Today my men helped to create a disturbance in the alley below Garrett's windows hoping to draw his attention. Acting as though I were being attacked, we yelled and made all sorts of sword clanging until suddenly the street was awash in unconscious men with only Garrett now standing over me waving his blackjack. As I thanked him for my "rescue" a strange expression began to form on his face.

"What rescue?" he asked. "I was just trying to get some sleep!"

I laughed -- then realized he was being serious!

Pretending to have strained my ankle I managed to gain access to Garrett's apartment. He was wary and uncertain about this at first. But there seems to be a decent part of him that genuinely wants to help, and so he allowed me to sit by his fireplace into the evening.

Later Garrett left -- allowing me to stay here for the night. And now in the morning he has returned with valuables clearly stolen from some nobility. No wonder he wishes to remain anonymous!

Day 25

I am now guessing that Garrett lost his eye in the service of the Hammerites since he continues to receive multiple invitations from them offering a mechanical replacement.

But he rebuffs these offers saying only how he's "had enough" of them -- despite messengers like the one this morning.

Before Garrett rebuffed today's visitor I was able to listen at the open window to a description of how this eye will not just fill the space - - but actually replace Garrett's very own vision. Such a creation! Then the messenger spoke of how the Hammerites may soon withdraw their offer.

Day 26

To understand more about this eye, I met with an old connection I have among the Hammers -- Brother Cavador, who has been the assistant to several of their chief alchemists. From Cavador I learned of his newest master, a bookish counter-phobic who has childishly begun to show his umbrage at Garrett's silence by hurling threats he dare not consummate. How such an unstable character as this could ever ascend to chief alchemist of the Hammerites is a mystery almost as great as why Garrett lives the way he does -- inviting all sorts of trouble and creating unnecessary enemies.

Day 27

I see now that Pinchenden's involvement was a mistake. Evidently he has been hired by others to learn more about the eye itself, and if possible, obtain his own copy. However, there is only one working copy, and this is promised to Garrett - - so Pinchenden has begun delivering a growing mixture of threats and promises to Garrett's doorstep hoping to acquire this eye under the pretense of borrowing it for study. Garrett's opinion of these threatening notes? -- "Fine kindling."

Today I will attempt some answers for my father.

If I can work out a useful analysis in this journal, then perhaps I will send him something.

What does Garrett want most?

He says he wants wealth -- but it appears that he mainly wishes to live without the need to work (if one can call his occupation "work") -- and that sounds more like the desire for a comfortable retirement, not control over the instruments of power. Garrett does not understand how wealth at its core is not freedom from Responsibility, but rather the total domination of others, and in this regard he barely shows the personality of power that must always accompany the genuinely rich. As much as he might claim otherwise -- he would make a -poor- rich man. He wants freedom, not wealth.

How did he really lose his eye?

Garrett is willing to let me believe whatever I want on this topic and he seems more than happy with my theory that it was during his service with the Hammerites -- making fun of the whole situation as though it were a great joke being played on him. But it is fairly obvious that his attempts at humor cover the truth -- and pain -- of it all.

Sometimes Garrett hides his face and cries out in his sleep with the name "Victoria." How could a woman have been so involved in a "battle injury?"

Yet another mystery he will not explain.

Day 29

Now -I- have had -enough- of this eye! Pinchenden's threats grow. The Hammerites are becoming dangerously annoyed, and Garrett wanders half-blind for no good reason at all.

I sent word to Cavador to see if his master will release the eye to me and I have received an invitation to visit them tonight for this purpose.

Once I deliver the eye to Garrett I will end my mission. It has become increasingly taxing to maintain appearances while Garrett strongly suspects my motives at every turn. If only he understood my true motives!"

Now for that final question.

Yes it does appear that Garrett was once associated with the secret Order of the Keepers and this may explain his education in the affairs of the world. But he never openly admits to having been a member and reviles any mention of them, seeing the Keepers more as prison wardens than friends.

I have asked Garrett if I might ever find these Keepers to see how they live and to learn from them myself. With a laugh he told me "not unless you can float through walls.

How disappointing!

Over the years I have spent many days in libraries and spoken with the old and wise of this town, and I have heard that these Keepers are quite a group. They walk among us seen or unseen as much as they wish, and they possess in their own libraries all that has ever been learned.

How did the Keepers gain so much hidden wisdom? What is the source of their great knowledge and power? -I- certainly want to know this, even if Garrett does not. Some of them are prophets, it is said. And every prophet must have an Oracle!

This is the end of my journal. Alas I will fill no great libraries with my own books.

The effort to record and organize events is of great value -- but I must always burn these books in the end lest my true thoughts and feelings fall into my father's hands.

Perhaps Garrett will not complain if I bring a little extra "kindling" tonight once I have returned from my meeting with Cavador.

If the player leaves the master's bath via the back door, a swimming pool area can be discovered set into the ground of internal courtyard with grass, small trees, and an overhead retractable skylight. Roping up through the open skylight onto the roof a note from Captain Faustice warns the guards about his problem if they start playing around up there -- pissing off the master.

NOTE TO GUARDS

NOTICE

The Master was exceedingly dismayed this morning to discover Blofkin floating dead with a broken neck!

A repeat of this incident -- where any guard is discovered jumping into the Master's swimming pool from the open skylight -- will be met with 25 lashes from the long whip and no food for a week.

FAUSTICE

Captain of the Guards

Along the way the player might find the office of Faustice with two notes, one on his desk and one crumpled on the floor.

On the floor crumpled the cook complains about some mysterious plan.

NOTE FROM FAUSTICE

CAPTAIN FAUSTICE

I am just a man, not a god who decides who lives and who dies. Please reconsider your order if there is any decency left in your soul.

*UNCHCIUS
Chief Cook*

Okay. This is getting weird. Faustice is the source of the poisoned apples it seems. And somehow the cook has himself tangled up in this mess. With two guard already dead from poison fruit, it seems that some plan may have backfired - or been misdirected by some other scheme.

On his desk the key thief taunts the Captain.

NOTE FROM KEY THIEF

*Thou art undone, thou bastard fool,
Faustice! For in mine own possession
have I the Master's very own key -- a
key that thou didst not hide with
great care.*

*Whence it be discovered how this key
is lost, methinks thou shouldst
consider a portion of poisoned fruit
for thine own mouth, lest the Master
find it babbling excuses whilest he
taketh unending pains to have thee
flayed alive for thy latest and
greatest of follies.*

There are several ways out of this area and once the front desk area is found, the player can begin to read additional variations on the missing key. The security alert is more than a search for the key -- the building security is now wide open with that key having gone missing. At least until somebody can change the locks.

SECURITY ALERT POSTING

The Master's key has been stolen!

*All watch staff will remain on-duty
until it is recovered.*

SECURITY ALERT POSTING

*All guards are to report for duty
immediately.*

This is NOT a drill!

SECURITY ALERT POSTING

REWARD:

*To the employee who finds the
Masters' s Key*

5 days furlow and 10 free meals

SECURITY ALERT POSTING

AMNESTY:

*To the Key Thief upon the voluntary
return of the Master's Key*

*A mere 5 days without food -- and only
50 lashes*

SECURITY ALERT POSTING

WANTED: DEAD or ALIVE:

*The wretched soul and thief of the
Master's Key*

The logbook on the front desk gives the player some more reading material.

FRONT DESK LOG

*Solustice Industries Front Desk Log -
Day three under the Owl Moon*

GUESTS MUST WRITE THE FOLLOWING...

*Name, Title (if any)
Organization
Arrival time
Who you plan to visit
Reason for visit
Departure time
(sign out when leaving)*

EMPLOYEES MUST STATE...

*Name and job title
Departure time
Planned whereabouts
Reason for off-campus visit
Expected time of return
(sign again upon returning)*

*Non-exempt employees must seek written
permission properly-signed and sealed
to exit the building.*

Page 1

*I am Pavlevstorm, Viceroy to Fosythius-
The-Just. If I must sign this book,
let it be known that I have arrived
upon this mountain four minutes after
the eighth hour -- if one is to
believe this decrepit old clock.*

And I have come once again to see your master regarding yet more examples of poor workmanship and overdue deliveries.

I now depart (with little satisfaction, I might add) at half past the ninth hour. "

Page 2

Balbowis, construction chief. Departing at the eighth hour plus 44 minutes to obtain promises in town for the delivery of additional framing beams in support of freight lift reconstruction.

I expect to return at or soon after the noon hour. Until then, questions should be directed at Goth in the workshop or Stanis who may be in the auditorium checking on a cold draft.

I have returned 15 minutes past the noon hour. Seems I have a job-seeker waiting for me. Good thing. Been losing too many men over the walls lately.

Page_3

Arlin, wife of the master, departing half past the ninth hour under the protection of Pavlevstorm, Viceroy to Fositythius-The-Just ... for private business in the city lasting a week or perhaps a little more. I have no exact plans, so none should worry if I am delayed by several days.

Page_4

Franticius, Chief Counsel for the Enterprise. It is now the eleventh hour shy six minutes by this clock. I have business in town and shall spend the balance of the day there. Plans are to return briefly tonight, then away again for several days thereafter.

As promised, I have returned this evening and I am now departing again.

For the next three days you may find me during normal business hours at my offices near the town square for matters that can not wait."

Page_5

Smitzen my name. I be a carpenter to see mista Balbowis.

I hear there be jobs fer scaffolin framers up here. The desk lady sez he ain't back yet and I gotta wait til after noon fer him to come back. S'poze I jus gotta wait. Could use steady work. Ain't seen nothin since the cathedral finished up. Jest why them thirty Hammers gotta have a place the size of this here mountain don't make no sense to me. Was good work while it lasted 'cept for all the preachin and mumblin.

Mista Balbowis come back and give me a job. Sez to sign this here log again cuz I ain't gonna leave and I gotta sign here soze nobody thinks I don't belong and go lookin. It be 20 past noon and I be stayin a while.

Page_6

Mortikeal, Apprenticed Lictor, at the 14th hour save 10 minutes. I depart to attend additional training in the perfection of my art, the descriptions of which need not stain these pages. I will return tomorrow.

Page_7

Brinkus here, sales representative for "Old Village Swordsmiths" to see Captain Faustice regarding no-rust daggers -- ours being of a special metal alloy requiring far less oiling and therefore a lower maintenance cost.

Please excuse my appearance. The ill-tempered Wizards solicited last night objected to my visit in a most peculiar way. I do hope this wears off soon.

It is such an embarrassment to bare ones portfolio and prop ones hat while hopping to my customers as an over-grown frog.

Arrived 20 minutes after the 14th hour.

Departing at seven minutes past the 15th hour having shown my wares to unknown effect.

Page_8

Messenger from Pinchenden Security Services. To deliver a small parcel for Captain Faustice and receive a written message in return. Arrived and departed at the 16th hour and one quarter.

Page_10

Squintas, Acting Treasurer. It is the 17th hour and I depart for my residence in the Old Village. I shall return tomorrow at my customary time. "

Page_10

Yolandis, Chief Alchemist, Iron Maiden Division, it is now the 18th hour save 15, leaving unplanned upon news of urgent matters. I shall return tomorrow as soon as the gates are open.

Page_11

Now for MY log entry -- hah -- you can't guard everything, Faustice!

Long ago the elegant woman who occasionally sits behind this desk to polish her lengthening nails has left for the day. A mistress of the master, she never needs to sign this log book herself and may come and go as she pleases. Whereas I am not allowed to depart this mountain at all -- signature or no signature.

*Nevertheless, I am escaping tonight
never to return unless among an army
of those bearing flaming torches to
put an end to this evil nightmare.*

To those who may wish to live...

*Beware of foolish plans, deadly fruit,
and enraged slaves.*

As with all people of importance, Faustice has removed himself from the scene when there is work to do. He will be found gazing into a dungeon chamber, though given the nature of what the enterprise manufactures, it may actually be a test lab.

PARCHMENT ON THE DUNGEON DOOR
*DISTURBEST ME NOT UNTIL OUR MASTER'S
KEY HATH BEEN FOUND*

FAUSTICE

Inside his hangout he ignores a scroll that points out the obvious...

PARCHMENT ON TABLE
*Faustice, thou fool! Haste thou lost
thy mind? Catching a food thief
mattereth not a wit when our valuable
product designs doth walk out the door
and our slaves escape daily over the
walls! How many worthy ideas and
useful hands must we lose to the
competition before thou understandest
thy primary duty? Desist in this
madness regarding poisoned fruit lest
we all die in the clutches of thy
infectious stupidity!*

FRANTICOUS
Chief Counsel to the Master

Inside the main chamber various holding cells are imbedded in the floor with brief descriptions for the entertainment of the curious...

OFFENSE PARCHMENT
*For consorting with the Master's
mistress. Castration and test chamber
duty.*

OFFENSE PARCHMENT
*For failing to please the Master
Now you will please the guards!*

OFFENSE PARCHMENT

*For sleeping while on duty. 30 days
confinement and 6 lashes morn and
night*

OFFENSE PARCHMENT

*For bad taste in story-telling
Confinement and no food for a week*

OFFENSE PARCHMENT

*For contradicting the pronouncements
of the Master thou shalt remain in
this hole tilst thy bones art dust!*

Along the way there are posters attached near both giant freight lifts.

FREIGHT LIFT NOTICE

*Until repairs to this lift have been
completed, the transport of cargo will
be handled on the North freight lift.
Due to the poor condition of that
lift, all cargo weighing less than 25
stone will be roped by hand from the
overlook near the North lift. Food
should be hauled up from the beam
overlooking the cliff-side caves,
since this is nearer to the cafeteria.*

So Ordered:

BALBOWIS

Construction Chief

FREIGHT LIFT NOTICE

*Our freight lift situation is as
follows -- repairs to the South lift
are delayed and this North freight
lift is ready to collapse. Therefore,
until further notice, all dock items
weighing less than 25 stone will be
roped by hand from the overlook before
you or from the beam overlooking the
caves beyond the cafeteria. To prevent
frivolous usage, power to this switch
box will be controlled from the West
guard tower.*

So Ordered:

BALBOWIS

Construction Chief

This North freight lift really does work once the switch on the west guard tower is thrown.

Eventually Garrett can find his way into the north part of the building and from one point of entry he will comment.

GARRETT

Ah... a back door

Not far away a short hallway leads into a large cafeteria. And in the hallway is a door leading into the office of the head cook.

PARCHMENT ON COOK'S DESK

Chief Cook UNCHCIUS

As we discussed, you will provide me with fresh fruit this eve, whereupon I will return them to you, and you will store this fruit among the other food in such a way that only you are aware of what is normal fruit and what has been poisoned.

The morning thereafter you will return to me all poison fruit not yet stolen, and in the same fashion the following eve we will repeat this procedure until the food thievery ends.

So Ordered:

FAUSTICE, Captain of the Guards

Garrett finally reacts to this nonsense.

GARRETT

Faustice... you are one sick bastard... no wonder people are dropping like flies around here.

In the nearby cafeteria Stanis lies dead - yet another victim of an ill-conceived plot to poison food thieves. Nearby are the last words he may have read.

NOTE TO CARPENTER

STANIS -- I am besieged by the upper crust whose habit it is to seat their posteriors in the auditorium for a moment of "quiet contemplation." As you are currently assigned to the urgent repairs of the freight lifts, I would prefer to ignore the frozen buttocks of senior management. Yet, for the sake of appeasement, could you please spare a moment to investigate the space above the seating area? Apparently one of them has detected a vaguely discernible cold draft leaking from the open ceiling.

Your immediate attention will be appreciated.

BALBOWIS, Construction Chief

Announcement boards along the main hallway convey some of the general concerns of the enterprise.

JOB POSTING

WOOD FRAMERS

Must have strong back. Good with ax and sledge. Able to withstand unusual damp and mold. Two meals a day. Free bed (shared with two other men).

13.75/mo

Apply in person to...

BALBOWIS

Construction Chief

JOB POSTING

PRODUCTION OVERSEERS

With the recent voluntary resignations of Hastus and Reamus, we are in need of two energetic production overseers for projects IM3 and Electrics2. Candidates should possess both a mastery of the production arts and the ability to drive slaves to their utmost productive capacity. Semi-private room.

Two-meal daily allotment. One week leave of absence allowance per year. Salary for each position is 26 gold per month. Apply to either...

YOLANDIS

Chief Alchemist, Iron Maiden Division

CORBALUS

Chief Alchemist, Electrics Division

JOB POSTING

COOKS

Needed: Two cooks. Must have one year experience in basic butchery, boiling, roasting, and smoking techniques. Will occasionally peel vegetables, bake bread, and slice fruit when it is available.

One free meal a day (not including fruit).

Dorm bed provided (not shared).

17/mo.

Apply to...

UNCHCIUS

Chief Cook

JOB POSTING

LIFE TESTING ARTISANS

Must have extensive recent experience in the operation of knowledge-extraction devices. Proven skills at lengthening the period when useful information is most available. Good writing and transcription skills are required.

No family men.

67/mo

Apply to...

YOLANDIS

Chief Alchemist, Iron Maiden Division

JOB POSTING

GUARDS

Hammer-trained preferred. Need not be practicing Hammerites. Sword and bow provided. One meal a day, bunk and shared footlocker.

13.5/mo

Apply in person to...

FAUSTICE

Captain of the Guards

JOB POSTING

ASSEMBLY ARTISANS

Must have at least seven fingers, both legs and one working eye.

7.25/mo

GARRETT

Hmmm... Maybe I should apply.

MENU FOR THE DAY

SMOKED MUTTON - 1.66

ROASTED MUTTON - 0.87

BOILED MUTTON - 0.62

CABBAGE - 0.36

BREAD SLICE - 0.42

FRUIT BOWL - 2.72

ALE - 1.48

ALE and WATER - 0.74

WATER - 0.17

Those on the meal plan must present tokens PRIOR to being served.

Besides the cafeteria and the test chamber near Faustice, this north side of the building also harbors offices and production labs for two main product divisions labeled in several places.

IRON MAIDEN DIVISION

ELECTRICS DIVISION

At this point the whole building can be accessed, and

with no way of predicting, here is a semi-random presentation of various books and scrolls available.

In an engineering lab a disaffected worker has made his last comments before voting with his feet, leaving a lab book behind to rile whoever may remain who cares.

LAB BOOK

*Last Notebook of Tinkeris,
Design Artisan, Electrics Division*

Page 1

A new lab book. Oh, how I fill these so quickly! Rubbish though. Technical drivel all of it. I would write poetry, yet --fair master-- if you ever saw these books used for poetry-writing, you would doubtless add this to your ever-growing list of offenses deserving the lash. And what I have just written would cost many more lashes than merely wasting your paper. Is not resistance to your will the highest crime on this hill?"

Page_2

I will not see your whipping post again. For I am leaving. And now I may waste whatever paper I wish. Ten of your empty books I take, and only this book I leave behind -- spoilt by my insolent ink. Fair master, let me set the facts before you... your workers flee and those who remain steal for clear reasons: That whipping post -- and not enough for us to eat. Those spikes and electric prods -- and our dying families in town begging for a crust of bread. We are leaving, my fair master, and we are taking our talent (and whatever else isn't nailed down) with us. "

Page_3

Certainly the desperate and the sick will fill our places for a time.

In a world where the goal of the rich is to pay below a living wage there will always be those starving enough to eat the crumbs from your table. But your time is coming to a close, for there are also many more who would gladly take a torch to this place and reduce your world to cinders without another thought, even if it meant starving for certain.

And now I will leave you one last spoilt page...

Page_4

there once was a master solustice whose goal was unending injustice

he flogged us at will and some did he kill

yet died a poor pauper without us

Deep in the caves below the building.

NOTE IN THE DEEP CAVE

CRASTUS

A thousand apologies, but the Master HIMSELF was a witness to your flogging and there was little I could do to limit the effect. You have been a good friend, and I do hope that you can still find your way to the cave exit, as I am told is possible. Certainly, you will only return into the bowels of the Enterprise should you emerge from the shaft whence we now send you.

MORTIKEAL, Apprenticed Lictor

In the worker living quarters more can be learned about the dead family at the gates of the Enterprise.

NOTE FROM JADIFNY

MY DEAREST SANTISCAULD

I hope and pray constantly that there be a goodly reason for your delay, that no illness or worse has befallen you -- for your sake and ours.

*The children and I eat very little now
and our nights are cold since the
supplies you brought were exhausted.
All is gone. There is no money left.
And again the landlord threatens to
hurl us into the street. Please, if
you read this, come soon, or at least
send word, lest we perish from fear as
much as from cold and starvation.*

JADIFNY AND THE CHILDREN

Santiscauld begins a response, but heaves it into a corner of the room out of futility.

NOTE FROM SANTISCAULD

(unfinished)

My Dearest Jadifny

*I finally have enough money for food,
but I am delayed by events. Until
recently we would make an urgent
excuse to leave the mountain for the
day. But with so few returning, none
among the upper crust will risk the
required written permissions any
longer. And when I attempted a forgery
of the proper papers, I was caught and
flogged severely. So now the only way
of escape is over the cliff sides with
ropes...*

Aargh! #&%&# I could never entrust
THIS to the couriers!*

In a workshop nearby more complaining can be found.

NOTE TO CONSTRUCTION CHIEF

Construction Supervisor Balbowis

*Upon a moment of quiet respite in the
solitude of our auditorium I did
notice a deathly cold draft emanating
from the space overhead. I am aware of
the acoustic science of such ceiling
openings. But I must protest your
sloppy carpentry in allowing this
column of unheated air to reach the
seating area, thus disturbing my most
valuable contemplation. Under other
employers I had my own place for
study, and in those places I did
invent many unique and amazing
devices.*

If I may not have my own buildings for my work, I expect at the very least to operate in this building unimpeded by drafts!

Inticus, Chief Alchemist, Project Vision

More can be discovered by wandering around. In one instance a guy is mesmerized by a stack of money -- his own? Not for long if he fails to heed his master's advice.

NOTE TO MIZAR

Mizarus

It is said that you would count imaginary coins if that were all you had left. So allow -ME- to say that you will find yourself counting in the dungeons of the Master if this waste of time continues!

Inticus

In the hand of Corbalus who seems to be lost among books. Corbalus is a spell caster, so he can be fun to annoy.

NOTE FROM UNDERLING

Mister Corbalus -- Forgive me for writing rather than speaking in person -- I am simply too upset to utter a single word of this aloud. Whilst just now occupied in the west privy, I was alarmed to overhear arguing regarding methods for setting this building alight with torches for the purpose of murder! Upon leaving the privy I was then observed by two poorly dressed workers in the immediate hallway who regarded me with the utmost contempt and malice. So I believe that their threatening speech was genuine and now I fear for my life!

I await your instructions.

Wilten -- Apprenticed Alchemist

A plaque labels a switch in the west guard tower -- giving one more way to find the key.

PLAQUE
*North Freight Lift
 Upper Level Control*

In the assembly labs of the Iron Maiden division...

LAB PROCEDURE
Assembly Instructions - Spikes

1. *Hold spike*
2. *Insert into hole in casing*
3. *Fasten spike with supplied hardware*
4. *Repeat for all spikes*

LAB PROCEDURE
Factory Reconditioning of IM

1. *Remove remnants of previous occupant*
2. *Remove spikes, and sharpen*
3. *Oil hinges*
4. *Adjust latches*
5. *Drill new spike holes as specified*
6. *Assemble spikes into proper holes*
7. *Fill unused holes with black pitch*
8. *Visually inspect*

LAB PROCEDURE
Transcribing Measurements

1. *Strap subject to measurement table*
2. *Measure from the following markers*
A to B
B to C
A to D
C to A

Locate reference point in machine and metal-scribe measurements as recorded

LAB PROCEDURE
IM Testing

1. *Verify subject dimensions*
2. *Restrain subject per procedure 11*
3. *Insert subject per procedure 12*
4. *Close lid per procedure 13*
5. *Record events that follow*

Note: Due the scarcity of "testing volunteers," only high-priority design changes are to be evaluated on living subjects -- Seek out Captain Faustice to determine the availability of test subjects and cadavers.

More can be found in the test chamber area of the Electrics division. I don't expect the player to read all of this -- and the point is really to show how abnormal world of this place really is.

LAB PROCEDURE

TEST PROCEDURE - ELECTRICS 2 - BETA 1

1. *Insert test subject*
2. *Increase voltage until audible response*
3. *Remind subject: information limits discomfort*
4. *Compile and tabulate confessed information*
5. *Repeat test until subject offers nothing new*

Note: Due to the scarcity of test subjects, the final stages of testing will be postponed until production units are fully operational.

CORBALUS

Chief Alchemist, Electrics Division

GARRETT

You've got to be kidding me!

The test chamber area and the clean out tunnels below have other tidbits ranging from the petty to the macabre...

NOTE FROM INTICUS

TO THE TEST CHAMBER STAFF

I had an occasion recently to pass this way, and did note the unpleasant sensation of rotting flesh wafting into mine delicate nostrils. Perhaps I am over-sensitive in this regard, given how I do not oversee such matters ...but for the sake of those like myself who are not accustomed to such experimental results, may I request that you make use of the new disposal tunnels to remove expired test subjects in a more timely manner?

INTICUS

Chief Alchemists, Project Vision

Near where bodies are dumped into the ocean the clean out crew seems to have re-written the standard policy for how to dispose of murder victims (nobody really 'volunteers' for test chamber duty).

REVISED PROCEDURE
HUMAN RESOURCES PROCEDURE 7.1.4
 (revised by the clean-out crew)

Disposalizing of ded Testin
"Volateers"

1. IF KNOWN TO BE A PRACTICIZING HAMMER, observe a moment of silence, then gently release the corpse to its oblivion (methinks they means keep all the pieces together).
2. IF AN APOSTATE HAMMER (didn't go to church no more) or if his status is unknown (don't know how tall he was), says a prayer for the clarity of his soul, then respectfully set the body into eternity (blimy to me -- maybe that be one of them cement-jobs Josi tells about).
3. IF KNOWN TO BE OF THE MECHANIST PERSPERATION, kill 'm for sure, then pitch 'm over the edge!

In a supervisor's office in the Iron Maiden offices more intrigue can be found regarding the removal of at least one of the production supervisors.

First, we might see a warning that seems to have come too late or was left unread.

NOTE TO HASTUS

Hastus

May the Builder save thee!

*This very hour didst I overhear
 Captain Faustice taking great pleasure
 upon hearing his orders to translate
 thy bodily measurements into the
 machine of thine own undoing. Now is
 the time to depart if thou knowest a
 way of escape from this mountain. For
 soon the guards will come with
 instructions to drag thee away into
 horrors unspeakable.*

Then we can find the letter of doom itself, written by the master himself.

NOTE TO HASTUS

Production Overseer Hastus

Thy production efforts remain overdue whilest our customers complain bitterly. Thy previous explanations being false and thy promises for haste proven lies, Captain Faustice will now escort thee unto thy punishments. Perhaps a lingering experience in the days and weeks ahead may better reveal my feelings in this matter, and thy moanings in the night serve as warning to those who would stand against my will.

*Ustinsylis Solustice
Second Lord of the Enterprise*

Apparently the iron fist of Solustice is not only feared but reviled. In a conference room near the library it can be learned from a crumpled paper wad how slaves are voting with their feet.

AGENDA

PRIVATE -- DESTROY UPON READING

AGENDA

Production overseers Hastus and Reamus this morning were taken away. And from the howlings heard since then from the dungeon it is clear that they will not be returning. Also, more slaves are reported missing and word of conditions on this mountain has placed a grave limit on our efforts to secure replacements. Production has nearly ground to a halt and the master will not stop with Hastus and Reamus if matters do not improve quickly.

What should be done?

And beyond just fleeing, it seems that the Enterprise itself may soon feel their wrath as written nearby, pinned to the wall with an ominous dagger.

NOTE HELD BY DAGGER

We got fambly to feed and we be human bein's and you treatin us wors'n dogs.

We ain't got no money fer food and we ain't got nothin decent to wear and we ain't got no time to sleep and you people think nothin' a whuppin us bad if'n we doze off fer a second.

From now on if'n jus' one of us is hit or burnt or chopped or starved or locked in one a them hell-holes we be a'blockin up the doors and burnin this place down. People like us don't make no talk. What we sez is what we duz and we got 'nuff torches hid to cook this place nice'n slow soze we can hear you all a'screamin and a'beggin fer a long time.

You tells the Master. You tells him zactly what we sez. Cuz he be a'burnin too.

In the library a rosy book touts the higher points of the company's mission. And perhaps also there is a clue for why Solustice might have taken an interest in Garrett. Many years ago the old man lived a dark existence on the streets and rose by some mysterious step into his current position. Though how this happened is not explained.

**COMPANY MANUAL
SOLUSTICE INDUSTRIES AND YOU**

First of all... Welcome Aboard! As one of the reliable employers of the third kingdom we hope that your employment at Solustice Industries will be enjoyable and long-lasting.

Whether you are a recent arrival to the coastal region or a long-time resident of the Old Village you should find this booklet helpful in your quest to become acquainted with our history, culture, and current operations.

OUR HISTORY IN BRIEF

As you may well know, with the crowning of Fosythius-The-Just and the end of Wars of Peace, our coastal region no longer experiences the raids we once suffered at the hands of the Eastern Barbarians.

Yet the hard-won peace was both an opportunity and a challenge. With our information systems now in lesser demand locally we faced a critical need to expand operations internationally. Fortunately, recent instability in the new Eastern Territories has more than compensated for reductions in local sales.

OUR PRODUCTS

Today we offer Information Extraction Devices (IED) of the highest calibre, yielding an unprecedented 97% Total Information Extraction Ratio (TIER = the measure of information held compared to that which can be extracted under normal circumstances).

As an Employee of Solustice Industries, you can be proud to know that our products serve the entire kingdom by supplying local and national authorities with the means to root out all harm that might otherwise befall us!

FREQUENTLY ASKED QUESTIONS REGARDING OUR MASTER

Who is Master Solustice and when did he arrive?

The Master's full name is 'USTINSYLIS SOLUSTICE, SECOND LORD OF THE ENTERPRISE' and as you might expect, there was a First Lord and founder -- so naturally our current Master is the 'Second' Lord.

The exact date and circumstances of his ascension are known only by the Master himself.

FREQUENTLY ASKED QUESTIONS REGARDING OUR MASTER, Cont.

From which noble lineage does the Master originate?

Contrary to popular myth, Master Solustice is not of the nobility at all, and in fact, is quite proud of his humble roots in the Old Village. Abandoned as a young child and having to make his own way in the world, the Master has since risen to the pinnacle of private power entirely by his own will -- an achievement that no doubt ranks far above those born into automatic privilege.

FREQUENTLY ASKED QUESTIONS REGARDING OUR MASTER, Cont.

It is widely understood that the Master is now quite elderly. Does he plan to step aside any time soon?

As of this moment, the Master has yet to announce anything regarding his future intentions. So unless we are directed otherwise, we would be most obedient servants to avoid this topic in any and all public or private forums. "

In the engineering lab area of the Electrics Division, a basic problem of all electrical devices is being investigated.

NOTE TO ENGINEER

Philliinius

With the recurring failures of the city power grid we are compelled to learn more about estate-sized electrical generating machines in order to recommend reliable versions of these smaller machines to our customers.

Therefore, during the next three weeks I wish for you to research flaws in the design of various power equipment elements starting with components delivered today. Although I would prefer to have you working on the core design, the entirety of our business success does boil down to reliable electricity!

Corbalus

In the engineering offices a design puzzle has the design team in several quandaries. Apparently the master is concerned about how his own products might be competing with each other.

NOTE TO ENGINEERS

Gentlemen

The Master has requested that we provide arguments on the topic of how electrical devices are the better choice over methods currently installed in many customer locations. It is important, however, that these arguments do not undermine sales of our other designs, especially IM

I will hear your ideas in the morning.

Corbalus

NOTE TO ENGINEERS

Yolandi s

I have puzzled for nearly two days in this office, and every argument I can imagine for how IM should be the preferred information extraction method is full of holes.

A process which affects the test subject so immediately and savagely is much better suited for execution than for information extraction. And so I am at a loss here to give you a proper answer.

Perhaps if...

In a general office area a sleeping human resources employee has failed to finish some policy.

HR POLICY

(unfinished)

SLEEPING ON THE JOB

Department Policy 1. 1. 2. 17 Revision C

This policy has been defined in order to establish uniformity in the proper application of staff discipline when a member is discovered asleep at his work station or desk.

In accordance with instructions from the Master, the duration and extent of punishments will be determined by him alone.

Sleep is defined as the inability to function properly

Finally, to take the prize for the most ridiculous drivel ever written. Posters are being drafted to promote the various virtues and pleasant selling points of the torture devices manufactured by the company. But before this, a little employee motivation never hurts...

MOTIVATIONAL POSTER

(on a drafting board)

HAPPY EMPLOYEES

We are happy. Yes that is true. And we are most happy when we obey the will of our Master. Happy employees trust those above and only ask questions to gain a better understanding. Happy employees watch and listen, and report disloyalty whenever observed or overheard.

Obey and be happy, watch and listen, because remember:

Wrong-Thinking will be punished, but Right-Thinking will be just as quickly rewarded!

ADVERTISING POSTER

(on a drafting board)

The Electrics 2

Imagine your loyal household and watch staffs resuming work the very same day!

With our variable-power-technology - information- is extracted -- NOT the life of your harmless servants and body guards. And, of course, when evil-doing is discovered, a simple setting change will end the threat forever.

The Electrics 2

*Protecting the Innocent.
Purging the guilty.*

ADVERTISING POSTER
 (on a drafting board)
The Iron Maiden 3

*Not your ordinary information machine!
 Tested, refined, and built by
 dedicated artisans committed to the
 security of your growing estate.*

*Probe for evil-doers within your
 housing and watch staffs. Discover
 timely information without the delay
 of less direct methods. Sleep safely
 and peacefully knowing that plotters
 are properly contained!*

*The Iron Maiden 3
 It's all about you!*

Eventually both Garrett and the player should have had enough of the security alert.

GARRETT
 Just how many guards do they have in
 this place?

News can be learned within a wall-safe inside the office of Yolandis along with a useful key. The way into the safe requires visiting one of the other design managers' offices. And in those offices Yolandis has left reasons for action.

NOTE FROM YOLANDIS
 INTICUS

*Moments before my departure this eve
 learnt I the gravest news warranting
 our immediate attention. Having left
 the mountain on urgent matters, I
 nonetheless now provide facts of the
 matter in my safe -- a key to which I
 give you here. Please confer with
 Corbalus as soon as you see him, and I
 will meet with you both as soon as I
 arrive in the morn.*

YOLANDIS

NOTE FROM YOLANDIS

CORBALUS

The gravest news warranting our immediate attention hath befallen me. In your hands I place a key to my safe wherein you will learn more of this intrigue. Although the stench of our loathsome Project Vision leader encourages me to ignore him in this matter, I feel that we must bring Inticus aboard, and thusly hath I given him a key also. Plan to confer as soon as I arrive in the morn. Now is no time for our feuds.

YOLANDIS

And inside the safe itself this scroll can be found and a key to the auditorium.

NOTE FROM YOLANDIS

CORBALUS AND INTICUS

In the moment of my urgent departure I was suddenly informed of ominous news from our Chief Counsel, who whispers how the Master hath gone completely mad, having drafted a contract to give over the whole of the Enterprise to a complete idiot! The Master's decrepitude and deterioration is now complete, and although Franticious did not say so directly, it is clear that the old man must be instantly deposed before this insanity is brought to pass. Upon my return tomorrow, we must act quickly!"

Yolandis

That key to the auditorium seems awfully hard to come by -
- perhaps a clue that this is another way to find the Master's key?

In the lobby area of the auditorium is a clue to help players see the need to access the safe of Yolandis.

NOTE IN AUDITORIUM LOBBY

Seekest thou Yolandis to schedule thine use of the auditorium.

Inside the auditorium an open in the ceiling provides a very nice acoustic damper -- and a way out via rope arrow. Beyond, a service tunnel can be found in the general area of the giant freight lifts. Perhaps by now some useful information about those tunnels will have been discovered.

NOTE FROM KEY THIEF

GOTH -- It is time! Faustice must be in trouble by now. But we can not wait for the good news of his destruction. I took a dozen mines from his office and placed some in the upper freight lift service tunnels -- so watch carefully and walk to the opposite side whenever you see one. The mines are jammed and CAN NOT BE DISARMED! These precautions should give us time to descend the cliff sides. DON'T bring any apples -- Faustice had them poisoned! Bring more rope though --S

Though not obvious perhaps, our key thief is hiding out in these tunnels and has posted warnings and left unpickable mines to keep the curious away. The player should take all of this to imply progress, but if he ignores the mines, the warnings could well be highly prophetic!

WARNING FROM KEY THIEF

Come any nearer, and you end up like him!

WARNING FROM KEY THIEF

Still Alive? Not for long!

WARNING FROM KEY THIEF

DANGER! Proceed no farther! Off limits!

You have been warned!

After climbing, swimming, jumping, swimming some more, and a serious rope=climb up wood staging, Garrett is closing in on the masters key and the end to this ordeal. If the player gets the big freight lift going, then nothing of the auditorium route is needed, so there are at least two ways to reach the staging area under the South lift which is being repaired.

After a tough climb Garrett relaxes for moment.

GARRETT

Let's not try that again!

Ahead lies a power control room where the player finds a crumpled note.

NOTE TO THE KEY THIEF
SANTISCAULD

Yet another of our crew was dragged away this morning to the whipping post for sleeping at his workbench. For such a trivial offense, the crying and whimpering and begging of a grown man is an outrage! But your vengeance upon Faustice will not stop the floggings. Faustice takes his orders from the Master and unless you can convince the Master himself, then nothing will change. My advice -- quietly return the Master's key. Go home. Rescue your family from starvation. That will be an adventure far more worthy than making your revenge upon Faustice.

G

So it seems the key thief is none other than Santiscauld. He shouldn't be wasting his time with his family starving. Why would he bother stealing the master's key?

Beneath control room Garrett finds the key thief dead, the Master's Key itself, and some 'reasons' for his folly.

NOTE FROM SANTISCAULD
I am Santiscauld of the Old Village.

As I write this I should have hoped by now that Faustice would be flogged senseless for losing the Master's key - - which I have stolen. And by now I should have also paused for a moment to rejoice, and then left this wretched mountain forever.

But I can not rejoice or depart. For had I not lengthened my stay upon this hill to exact retribution upon Faustice, I would have long ago returned to rescue my family soon enough. But I stayed away far too long.

*Instead of rescue, this very eve I
have learned how my sick and starving
and homeless family did perish at the
feet of the village gates awaiting my
promised return.*

*So I take this fruit myself, not as a
hapless victim in the grasp of a dark
plan to poison men like rats, but as a
fool as deeply foolish as the man I
have hated since the day he had me
flogged.*

*May the Builder construct a proper and
fitting punishment for my soul.*

GARRETT

I've had enough of this!

With the Master's Key, Garrett can return to the executive office suite and find his way into the hidden lair of the master himself. Apparently there is more than one hidden opening in that floor!

GARRETT

Ah... What do have we here?

Upon a humble bed sits a lockbox and when Garrett opens this, he has his eye. Also, a scroll appears which can be read to begin the final step of tonight's adventure.

NOTE FROM SOLUSTICE

*Well done, Mr. Garrett! You have found
your precious Hammerite eye.*

*How unfortunate the events of tonight -
- the act of an overzealous servant, I
might suppose, perhaps having taken my
words too literally. My daughter,
Alisha, has always been a reliable
resource and a useful tool in my
service. Her abilities will be missed.
Nevertheless, you are here. And now I
wish to speak with you. Then
afterwards you may take your leave to
make your decision.*

*Press the button beneath the flaming
torch before you. Come to me. Then
consider my offer.*

The bed is really an elevator lift and Garret can ride this to his destiny. Interestingly, he does not have to do this, but who would choose to walk away now? We do not see the old man himself -- his voice comes through a loud speaker.

SOLUSTICE

(on public address speaker)

Garrett! Tonight You have choice. The same choice I was given many years ago. Take the scroll and read it. And when you have made your decision return here as the Third Lord of the Enterprise -- or otherwise never EVER show your face again!

And this is what the final scroll says.

PROPOSAL FROM SOLUSTICE

On this third day of the Owl Moon, in our fourth year under the reign of Fosythius-The-Just, I, USTINSYLIS SOLUSTICE, Second Lord of the Enterprise, being of sound mind and will, do offer to transfer full ownership of the entity known as Solustice Industries including any and all assets, patents, products, facilities, inventories, and rights unto one Garrett of the Old Village, known to be a Keeper of the Prophecies, Thief, and Heretic, but henceforth to be known only as the THIRD Lord of the Enterprise, upon his agreement given in writing.

Sworn, witnessed, and recorded this day by FRANTICIOUS, Esquire and Chief Counsel of The Enterprise.

END OF THE ENTERPRISE - PART TWO

EPIISODE 2: HALLUCINATIONSPART 1: BRIEFING MISSION**BEGIN GAME MODE**

This is a "briefing mission" in a similar form to those developed by Saturnine for the Seventh Crystal.

No resources. Blank dark screen. Music starts...

FADE IN:

We begin to see movement as the camera viewpoint drifts through a cemetery. At the proper beat in the ambience, a narration starts...

A WOMAN'S VOICE
(very slow, graceful,
thoughtful)

Time...

It is the enemy of the living ...and
the dead.

We live our lives, we tell our
stories, then we die ...and time has
the *audacity* to march on without us.

The camera makes a turn...

Forty-seven years ago the Hammerites
cleared this land and set a corner-
stone within what was then known as
the 'Deep Wood' -and to the great
dismay of the darker forces who once
lived there- the cathedral would rise
up to become the most magnificent
building ever constructed. It was to
stand forever, they said, against
'every form of evil.'

The camera rises high over the cathedral roof, and begins
to drift towards the north tower...

The hands of five thousand masons laid
stone-upon-stone year-upon-year, and
the hands of 75 thousand pious
Hammerites paid their tithes week-by-
week until the great edifice took
shape and became what we now see.

Yet, those who were alive at the beginning ... the workmen, the priests, and the ordinary tithe-payers -- most have since died.

So much for *that* end to 'every-form-of-evil.'

The camera appears within the great north tower drifting down into a cavernous narthex...

Like the Hammerites, my father was a great believer in his *own* destiny. As his life drew to a close he secretly began to eliminate anyone who might stand in the way of his 'Last Will and Testament.'

And as he quietly killed off all other claims to his inheritance, I discovered and told him whatever he needed to know.

It was not an easy way to survive. For my father, you must understand, was *Solustice*, the *Second* Lord and Master of the Enterprise. And I? I was his 'faithful daughter,' *Alisha*.

The camera now drifts through the main sanctuary heading for the altar...

Then there was *Garrett* ... a Keeper of the Prophecies -- they say -- although he would *never* admit to this. Seeking riches from a Lord named Constantine, he'd lost an eye for his trouble, and even though the score had since been settled, Garrett wandered the streets in a darkness of his own making ... until one day my father took an interest in him.

Solustice was now a very old man, and some even whispered that he might wish to make Garrett the *Third* Lord of the Enterprise.

And so it was *entirely natural* for me to observe this Garrett at close hand in order to send my father the most reliable information about him.

And that is what I did.

The camera now drifts through the Old Village...

A WOMAN'S VOICE - ALISHA

One night, after watching Garrett drink himself into a stupor, I decided to act. He was becoming ever more depressed, yet he chose to do *nothing* about his missing eye ...even though the Hammerites had promised him a new 'mechanical eye' which held remarkable --perhaps even *magical*-- powers.

But as I returned to the Old Village with Garrett's new eye, I was chased, then attacked, and the eye was taken from me. Later, Garrett himself found my body lying in a pool of blood.

...and as preposterous as it might seem ...I have been *dead* ever since ...floating through this world as a formless apparition.

We are now floating above a street. Along the way we pass a Garrett walking past the same cemetery as before.

GHOST ALISHA (CONT)

And now we see Garrett ...struggling through his nightly rounds -- a trek made more difficult now that he has been *poisoned* by someone who would rather see him dead than ever take possession of my father's estate.

The camera turns and drifts back into the cemetery.

GHOST ALISHA (cont)

I do what I can to help him along.

(a beat)

But the healing vials he will find tonight are only a temporary measure ...to keep him alive long enough until I can find a more *permanent* solution...

END OF BRIEFING MISSION

EPIISODE 2: HALLUCINATIONS

(Episode 1 is The Enterprise -- but there is no script for that mission)

BRIEFING (AVI)

Eerie ghostly voices rise, as a swirling amorphous glow fades into a coherent background. Images of the town drift into view and fade as the following text appears line-by-line.

*He was corrupted without his knowing
for he failed to perceive his danger.
But his folly was meant to be
and his journey would be no accident.
--From the Last Book of Amahus*

At the end of this, the camera focuses our attention on a coffin lying at the heart of Megatfree's Mortuary.

GOALS AND DIFFICULTY SELECTION

(Note: There is no fixed Goal for loot).

Goal 1: Time is running out on you. Find enough healing vials to stay alive until you can find a real cure.

Goal 2: Mortician Megatfree is known to have a pocket watch that might come in handy on night like this. Steal it.

Goal 3: Discover some solid evidence on who is trying kill you.

Goal 4a (hard, only): There will be enough blood spilled tonight. Don't kill any innocent bystanders.

Goal 4b (expert, only): Professionals never leave a trail of bodies. Don't kill anything not already dead.

This is a timed mission. Garrett must enter the gates of the cathedral area before 10:00pm. The town clock chimes every quarter hour and once the pocket watch is found it serves as both a timepiece and compass.

Normal starts at just before 8:00.

Hard starts at just before 8:30.

Expert starts at just before 9:00.

No equipment store -- straight into game mode.

STARTING RESOURCES...

Several healing vials. Both lockpicks. Blackjack and sword. Inside his flat there are more resources, just as in *The Enterprise*. Garrett also has a scroll in his inventory from Dr. Grendius, the town surgeon:

DR. GRENDIUS

(Scroll)

Garrett

The blood sample you supplied reveals what I feared most -- you have been poisoned. And worse, it is a magical element and I can not cure you by any means. This poison does not always "kill" in the normal sense of the word -- zombism is a distinct possibility in your case.

Healing potions will help you for a time. But beware. When you begin to feel strong pains upon drinking such a potion, then the end is near, and you must remove yourself from others for their safety. If you wish, you may visit my office in the morning, and I will supply some final comforts.

My deepest sympathies.

A. Grendius, Attending Surgeon

GRAVEYARD - NIGHT - AUTUMN

Garrett finds himself standing at the back of the cemetery shown during the briefing mission. Immediately he is hit with a massive toxic stim, and as the game starts we hear about this as his reaction rolls into a V0 of him throwing up.

GARRETT - VO
 (vomit sounds)
 (then splishy splashy on
 ground)
 If I didn't know any better, I'd say I
 felt like dogshit!

Light snow is slowly falling around Garrett. He's low on
 life (down about 50%) and slowly losing more. As he
 finishes these words the ghost of Alisha appears...

This will be a slow, tense conversations, with strained
 pauses. Garrett doesn't want to talk and Alisha doesn't
 want to tip her hand.

GHOST LISHA
 At least ... Garrett ... *you're* still
 alive!

There is no answer from him.

GHOST LISHA (CONT)
 Garrett?
 (a very long beat)

GARRETT
 I didn't come here to visit *you*!

GHOST LISHA
 I know what you think about me...

GARRETT
 Oh really? And how is it that *you* can
 read *my* mind?

GHOST LISHA
 The fact that you avoid my *grave* says
 enough...
 (a long beat)
 Garrett...I did NOT betray you!

GARRETT
 That's *not* what your father said.

GHOST LISHA
 You *must* believe me!

GARRETT
 Well, I don't. And besides, how can it
 matter anymore? -- Even if you weren't
 spying on me, you're still dead,
 Alisha -- even if you won't go away.

GHOST LISHA

It matters more than I can possibly say. And if you no longer have any hope, then you will never act when the time comes to act.

GARRETT

You're beginning to sound like the Keepers.

GHOST LISHA

Being dead adds a certain -- shall we say -- perspective on life? What the Keepers know and what they say is no longer a mystery to me.

GARRETT

How about if you leave the *living* to me, and the *dying* to you?

GHOST LISHA

Because you are dying, too, Garrett -- need I remind you? ... and you have but one chance to live.

(a long beat)

The Keepers are in this place tonight. Listen to their advice, and for your sake -- our sake -- do as they say.

GARRETT

Why do YOU care so much about this? What's in it for YOU, Lisha?

GHOST LISHA

You must believe me. And you must believe the Keepers.

(a beat)

Listen to them now, Garrett, and do exactly as they say.

Her ghost fades, and Garrett is again alone.

Alisha's mausoleum is nearby. On it is a plaque - "Alisha, Daughter to the Second Lord of the Enterprise." Set on a nearby ledge is a healing vial (these contain a small amount of poison as well -- but Garrett is unaware of this until much later).

There is an unavoidable choke point in the area which forces Garrett to find the Keepers eventually. When Garrett gets close to this point, a Keeper speaks from behind a porticus wall. He remains well into the shadows out of reach.

YOUNG KEEPER

Garrett.

(a beat)

With whom do you speak, this night?

GARRETT

(after a long beat)

As a matter of fact, Calif? -- it's the ghost of an old -*associate*- of mine ... You Keepers -*do*- believe in ghosts, don't you?

CALIF (YOUNG KEEPER)

It is merely the effect of the poison. You are ... hallucinating.

GARRETT

This headache of mine is no hallucination!

CALIF

Nevertheless.

We hear footsteps from behind Calif which come closer and then stop just out of view.

CALIF (CONT)

The council has met, and it has been resolved that you must leave our world to find a more pure form of healing. The poison in you is far too powerful for any antidote known in this world.

GARRETT

I always like how you Keepers offer me alternatives...

Deeper in the shadows lurks another Keeper. We can't see him very well at all. His voice is older than the first.

OLD KEEPER

(angry tone)

You can choose to stay and die! Or you can leave!

GARRETT

...and die somewhere else? Some choice!

CALIF

Perhaps you do not understand how far matters have progressed, my friend.

If you die in the coming days, then all that was foretold about you will be lost.

GARRETT

If it was 'foretold' about me, then why doesn't it just *happen*?

OLD KEEPER

(overlaid)
(grumbles... clears throat)

CALIF

That is not how sacred matters unfold.
(a beat)
You must leave tonight as soon as possible. There is no time for argument. Please Garrett... listen to what Keeper Orlet has to say...

ORLET (OLD KEEPER)

(Trying to suppress his contempt)

We are aware of an ancient Precursor portal. We cannot tell you where it leads. But we can say that you *must* exit our world by this very gateway before the midnight hour. For on the last stroke of midnight, the foolish Hammerites plan to destroy this device!

(a beat)

Gather the armaments from your home, then find your way into the new Hammerite cathedral. There you will find what you seek.

CALIF

Carefully observe the passing of time this night. For until the town clock strikes midnight, the portal will remain open. But if you have not yet crossed into the unknown by the last tolling of the midnight hour, then all will be lost. Now GO! Quickly!

At this, the Keepers make sounds like they are leaving.

In fact, Garrett needs to enter the cathedral area before the gates are closed for good at 10:00.

After a very long beat Garrett mutters to himself...

GARRETT - VO

It would have been nice to warn me
ahead of time! ...but no, it always
has to line up with their damn
'prophecies.'

(a beat)

I wonder what would happen if used
their dusty old books to heat my
apartment... (laughs) Sure might save
on firewood!

NEW GOALS

A new Goal is now added to the list...

Goal 5: The main cathedral gate closes at 10:00 -- get
inside by then.

LEAVING THE GRAVE YARD

NIGHT - THE OLD VILLAGE

Somewhere before reaching the main part of town, Garrett
can overhear the encounter of a Hammerite and several
budding Mechanists (those who are in rebellion against
the Hammerite Order).

MECHANIST GUARD 1

...and so Pontis, what is thy
decision? Art thou with us or dost
thou yet cling to thy Hammerite ways?

PONTIS

What is my decision? I have made my
decision, Cog ... and I will speak it
plainly ... with my HAMMER as I smash
thy wayward skull!

At this, a fight ensues, and Pontis is chased down and
killed. Mechanists then set off on a patrol route which
takes them out of the mission.

GARRETT - VO

The last thing this town needs is some
kind of a holy war.

(a beat)

Better watch my step around here.

Inside Garrett's flat he finds his cupboard full of
useful armaments. The door to the cupboard is locked, but
a scroll on a table tells of a clue...

SCROLL FROM ELECTRICIAN

Mr. Garrett,

As you suggested, I have run the wiring to your new cupboard door through the attic -- taking advantage of how you wish the release to be located on the ceiling.

Cystenus, Old Village Electricians

The entrance to the Enterprise walkway is now fully locked with the following scroll posted there...

SCROLL ON GATE TO THE ENTERPRISE:

Henceforth, all deliveries to the Enterprise must come by way of the Western freight elevators.

*By Order of Faustice
Captain of the Guards*

At this point Garrett will be finding healing vials. These are somewhat poisoned, with a slight benefit to the player. Only as time progresses should the player understand Ghost-Alisha's role and the nature of the vials themselves. The dead people and zombies in back alleys are a clue about this, and I will place healing vials near them (like these are being hoarded).

LEAVING THE NEIGHBORHOOD

There are two connections to the town -- but only one is available to Garrett. First, a tunnel connects the neighborhood with doors which can only be used by AI (a locking technique used often in the mission). The second way in -- the one Garrett gets to use -- is via Kevel's house.

Here's how it works...

A drunk guy, Kevel, is locked out of his house. When Garrett approaches, Kevel asks for help....

DRUNK GUY (KEVEL)

Hey b-buddy. You look like somebody
who c-could -hick- help me... Could'ja
give a go at this door -- ?

He's really drunk.

Upstairs in the house we hear snoring sounds OS.

KEVEL (CONT)

The missies... she's locked me out
again. Says I can't come home dr-
drunk... Good thing ahm-ahm-ahm not
(burp)... jerrrrrunk - hick!

When Garrett starts picking the lock to Kevel's house (he
will have to eventually), Kevel says...

KEVEL (CONT)

Hey buddy, keep it down. Don't want to
wake the missies.

The door opens. Kevel walks in and this triggers some
audio changes...

First, from indoors we hear what sounds like Kevel
tripping over something big, making a huge crashing
sound.

Second, the "missies" stops snoring.

Third, (and just a second or two later) the Missies
starts babbling what sounds like a well-worn tirade
(spoken as fast as possible)...

THE MISSIES

(groggy, then quickly fast
fast faster)

Kevel, is that you? What are you doing
down there? -- wrecking my house again
I suppose? I swear, Kevel, if you've
been drinking... You get up here this
instant and present yourself... If I
so much as smell one drop of liquor on
your breath, you'll be keeping the
gutter warm again tonight! Ohh! I
should have listened to my mother
about you! What's wrong with you,
Kevel? I wash your clothes. I buy your
food. I clean this house. And what do
I get in return? -- a lazy stinking
drunken lecher for a husband! Where
have you been, Kevel?

I can't stay up all night waiting for you to come home, don't you know! I bet you've been seeing that woman again -- that little tart -- Well, you can be sure I'll have your head this time if it's true! You can't keep spending -my- money like this! Now get your ass in here anyway and find a broom and clean up that mess you're making. I don't want to come down in the morning and find so much as a shard of glass on that floor! And how did you get in here anyway? I thought I locked that door! Are you listening to me Kevel?!!

As the "Missies'" tirade gets going, Kevel stumbles into a room inaccessible to the player. Inside the flat is a key to the front door and eventually the player finds the front door and leaves Kevel's house to enter the main part of town. As Garrett walks away from the door...

GARRETT - VO

It's no wonder this guy's got a drinking problem..

ENTERING TOWN

From Kevel's door in town the player can work upstream along the river or head uphill to the town square.

Somewhere in the town square Garrett will trip the following conversation...

CONVERSATION - SOLUSTICE IS DEAD

NOBLEMAN 1

(secretive but loud)

Yes, it really is true ... I heard it directly from Franticius myself. Happened earlier tonight ... some kind of slow acting poison...

NOBLEMAN 2

I don't know, Listus. It's a damn shame as far as I can see...

NOBLEMAN 1 (LISTUS)

Huh? ... since when did you start giving a damn about 'Master' Solustice?

NOBLEMAN 2

No, No ... let the old swindler *rot!*
... It's just that NOW I'll have to
deal with his *estate* for my money!

LISTUS

(laughing)
And I suppose that Solustice died just
to cheat you out of your last invoice!

NOBLEMAN 2

Wouldn't put it past him..

LISTUS

I expect they took the body to
Megatfree's -- perhaps tomorrow
morning you can find some news over
there...?

NOBLEMAN 2

Good idea, Listus...
(a beat)
But first, I've got some *serious*
drinking to do!

Listus walks into the nearby Doctor's office. Nobleman 2
heads for the Pub.

The end of this conversation also triggers a VO comment
from Garrett which rolls into a conversation of sorts.

GARRETT

So... somebody finally poisoned my
'old friend' Master Solustice...
(a beat)
That's one less nutcase I'll have to
deal with...

Then another voice interrupts -- but we can't see the
actor...

CALIF (YOUNG KEEPER) OS

Yes, my friend. It is true...
Solustice is dead...

We can't see Calif -- not at all.

GARRETT

(overlapping)
...speaking of nutcases...

CALIF (YOUNG KEEPER) OS

(overlapping)
...and the one who poisons
him has also poisoned you-

GARRETT
 (cutting him off)
 You DON'T need to shadow me, Calif!

CALIF OS
 You must seek this
 knowledge, Garrett, for it
 will be important to know
 who has poisoned you...

GARRETT
 (overlapping)
 -and I DON'T need any more
 of your instructions! One
 minute you want me at the
 cathedral, and now you want
 me playing detective --
 will you guys make up your
 fucking minds!

CALIF BG
 I would not tell you this,
 Garrett, if it were not
 important! You *must*
 discover who has tried to
 kill you...

GARRETT
 (overlapping)
 Tried? You mean
succeeded...

CALIF BG
 ...for otherwise you will
 not know how to act when
 the time comes.

GARRETT
 (overlapping)
 ...and what about your
 dusty old books, Calif...
 what do *they* say about this
 latest requirement? Was
 this also foretold a
 thousand years ago? ...or
 are you just improvising as
 you go along?
 (a beat)
 ...Calif? Calif!!! DAMN you
 Keepers!

TOWN INFIRMARY AND DOCTOR'S OFFICE

This is the angled bluestone building on the town square,
 and it is likely to be discovered early in the mission.

Inside is a small waiting room. The doctor's office is
 beyond, and farther back, a few small infirmary rooms.

There are several healing vials in this place. A plaque
 by the door to the main office reads "Dr. A. Grendius"
 and a scroll from Solustice is located prominently on the
 floor of the dear doctor's personal office:

SOLUSTICE (SCROLL)

Dr. Grendius... I am not well this night -- the numbness I have noted in my legs grows as does the frequency of my vomiting. I write this note in the hope that you will visit my room promptly upon your return...

Ustinsylis Solustice

On the door to one bedroom is another parchment...

SOLUSTICE (PARCHMENT)

DO NOT DISTURB unless you be the doctor for whom I sent.

Ustinsylis Solustice

Solustice' room is disheveled. A small clock keeps proper time, and there is one bed. When Garrett enters, the ghostly form of Solustice materializes lying on the bed.

SOLUSTICE

I fear, doctor (cough) that I have been poisoned. Could they not have waited? I am old and soon to die! But I suppose that my money could not wait for the vultures (cough... gurgle)...

With this the ghostly image fades.

Also in the bedroom is a desk and journal...

SOLUSTICE (JOURNAL)

I do not know who has done this vile deed, but I strongly suspect Yolandis and Corbalus ... given their evil eyes the last time we spoke.

I had hoped that Garrett would take charge and rid the Enterprise of such insects. But alas the pestilence seems to have rid itself of me!

I suspect not my former wives nor their greedy children... for I have managed to attend to them before they were able to attend to me ... except for Alisha, who managed to find her own grave apart from the plan I had for her!

*At least Franticius can still be
trusted to do what he is told and
nothing more!*

In the BG we begin to hear ghostly sounds.

GHOST LISHA
(unintelligible ghost
sounds.)

GARRETT
Do I hear my friendly hallucination
again?

Ghost-Lisha now appears in the room..

GHOST LISHA
I was hoping you would find this
journal to see how my father was
trying to kill me! How could I have
been 'spying' on you for such a man?

GARRETT
Sorry, Lish, but I don't buy it. Your
old man could have been spying on me
AND had you killed all in the same
breath. Happens all the time.

GHOST LISHA
(becoming annoyed)
Believe what you wish then, Garrett.
But I see that -you- are running out
of time...

GARRETT
...and why are you so worried about
me, Lisha?

GHOST LISHA
(becoming really annoyed)
Always cleaver. Always watching your
back! You don't trust anyone, do you,
Garrett?

GARRETT
Least of all someone -- or should I say
'something' -- with an ulterior motive!

GHOST LISHA
Then die! ... and become what I have
become!
(in utter disgust)
... a formless apparition!

Ghost Alisha is gone again.

She really didn't want to say some of that -- but it must be tough being a ghost!

AI INVASION

Over time various AI will be released into the terrain, starting with ordinary towns people, then a few ornery town guards, then a few Hammers who take up position near the cathedral gate (and inside it), then a roving band of zombies and haunts who have been poisoned like Garrett -- with more complete results.

A POSTING AT WEST GATE

Near the bridge leading to the West city gate is a parchment (this will appear at other gates as well). This posting begins to set up the final scene of the series.

POSTING AT ALL TOWN GATES

To all citizens in good standing...

It is required of thee to deliver unto representatives of the viceroy all feral children discovered roaming the streets.

Any citizen found to harbor such children not of their own making will likewise be delivered unto judgement.

So ordering by Pavlevstorm, Viceroy to Fosythius-The-Just

NEAR WEST GATE

In a prominent and unavoidable location will be the office building of Pinchendon Security Services -- a plaque on the door reads...

PINCHENDON SECURITY SERVICES

*Private Investigation
Contract Guards
Alarm Systems
Background Checks
Special Assignments*

No Job Too Small

Atop this plaque is a parchment tacked to a wall...

SCROLL NEAR PINCHENDEN'S DOOR
CLOSED until further notice.

The door is open (not just unlocked). Inside the building Garrett will trip a boundstrigger starting this VO...

GARRETT - VO
Now this is odd. Mr. Private Security here didn't even bother to close his own front door!

Once Garrett is well inside the building the door will close by itself!

In a mailbox of sorts is a letter from Franticius to Pinchenden.

LETTER TO PINCHENDEN
Pinchenden...

I am exceedingly disturbed to find that you have not yet disposed of my present difficulties. For the money I have already paid, you were to remove those who threaten me with information. And for the money you were promised you were to destroy that vermin of the Old Village, and yet he still lives! Do I find you busily at work scheming a solution to my dilemmas when I come to see you? NO!!! For instead I find you asleep!

I DO NOT PAY YOU TO SLEEP!!

Franticius, High Councilor and Acting Chief Executive, Solustice Industries

The place is a wreck ... abandoned, with junk everywhere. The office area has a safe which is open and empty. Nearby is a sparse residence ... also a wreck. A dead body lies on a bedroom floor. It is labeled 'Pinchenden.'

GARRETT - VO
Well-well... if it isn't my old 'friend,' Pinchenden. I wonder what happened to you...

Near the a log book can be found (I hate diaries, but can't see any way around it this time). As long as the player reads the first 1/3 or so, they'll get the idea...

PINCHENDEN'S LOG BOOK

page_1: "BUSINESS LOG BOOK -- Fiscal Year 23 - DAY 1

The annual meeting went well and the investors have been paid their dividends. Now back to work!

DAY 2 - An assistant to the under-secretary in charge of idiocy at the office of the Viceroy arrived unannounced. Our region has been falling behind in the collecting of \"feral children for proper disposal\" if I heard him correctly. I made pleasantries and vacant promises of support until the fool departed at long last. Just how can a few homeless children matter when murderers and thieves walk these very streets?"

page_2: "DAY 6 - At the noon hour Lady Sheridan arrived in a fluster asking me to investigate her husband. Seems he came home three nights this week wearing only women's undergarments! (Some jobs really ARE too small!)

Now for some important business... I received word this afternoon from my corporate account stating that he wishes me to eliminate a certain vermin of the street ...willing to pay 2000 gold with a 1000 down payment! Must be one hell-raising trouble-maker! (Let me guess) Also, he appears interested in acquiring a certain optical device. He will meet with me tomorrow to discuss details. "

page_3: "DAY 7 - This morning my corporate client brought forth the details of his intrigue. I am to acquire a \"mechanical human eye\" from the Hammerites. An interesting assignment, but one better suited for a thief.

Given my aversion to Cragscleft Prison I declined the job for now. Trespassing within the walls of a Hammerite cathedral is out of the question!

I did attempt to raise the matter of the 'vermin' but was rebuffed. Apparently the deal is all or nothing. "

page_4: "Day 12 - The corporate client returned today, demanding in a fit of his characteristically overwrought bluster that I find a way to acquire that mechanical device for him.

It appears that my \"competitors\" feel likewise about the Hammers. So now he comes crawling back to persuade Pinchenden with even more money. It is a tempting offer. But I have kept the Hammers at bay for 22 years, and I am not about to take any risks with them now. So once again I declined ...whereupon he made his exit muttering veiled threats in my general direction... "

page_5: "DAY 13 - Nothing from the corporation at all today, so I contacted my old friend, Faustice, who runs security up there. Thought he might know something, yet I have just received word this evening and it appears that Faustice knows nothing about any mechanical eyes. But he did request more poisoned apples, which I gladly supplied.

DAY 14 - Lady Sheridan paid another visit to discover what I might have learned regarding her wayward husband and the source of his undergarments. I had to invent awkward fables, since I haven't looked into this matter at all. (Note to self: Even \"small jobs\" require some attention!) "

page_6: "DAY 15 - My corporate client returns this evening and now HE has a plan. He claims that a courier will be transporting the mechanical eye this very night, and if I can muster my men quickly, it should be a simple matter to \"acquire\" the device with a minimum of trouble.

I agreed to his plan provided the courier is a NOT a Hammerite. And this, my client assures me, will be according to my requirements.

It appears, then, that my ordeal with this mechanical eye can finally be resolved!"

page_7: "DAY 16 - DISASTER! The so-called \"courier\" was none other than the very daughter of Master Solustice himself, and somehow Lady Alisha was bludgeoned during the operation!

I have interviewed all of my men, and none admit to the killing, nor do I suspect them greatly, given the look in their eyes. But to be safe I have taken the usual precautions.

(Note to self: replenish my supply of slow-acting poison). "

page_8: "DAY 17 - After careful investigation, I am convinced that all will be well. Strangely, there have been no suspicions regarding the death of Lady Alisha. The corporate client is pleased with events, and the old man himself paid no attention to anyone at her funeral - except his physicians. Now I wish I had not poisoned my men!

DAY 24 - Sleep comes in small doses. Somehow I have finally disturbed the dead after all of these years spent adding to their ranks. For a ghost ... as best I can determine... has decided to haunt me here and even at the brothels where I have sought refuge.

*Tonight I drank myself into a stupor
...but with no relief whatsoever. "*

*page_9: "DAY 25 - Following a long
sleepless night, I was startled this
morning by Megatfree, the Mortician,
who came crying into my office seeking
his missing daughter.*

*After some simple investigation, I had
the unfortunate duty to inform him
that her body had just been found
beneath an opening in the river ice...
witnesses saying that she was being
chased by bounty hunters seeking feral
children when she fell through into
the river. Very sad, even for me, to
deliver the sodden body unto her
father, still clutching her doll. "*

*page_10: "DAY 31 - Today my corporate
client reaffirmed his wish for me to
exterminate that vermin of the Old
Village.*

*And to this requirement he has added a
new request for me relieve him of a
certain personal headache.
Blackmailers, as he calls them, have
apparently unearthed some previous
intrigue, and they demand money for
their silence.*

*This second item may be a difficulty
since I have learned how one man's
blackmailer can be another man's
opportunist... and we opportunists
must stick together!"*

*page_11: "DAY 37 - I am not well... It
has been a fortnight since I have come
to be continually haunted. The
apparition arrives in my sleep and
insists that I do its bidding. Only
after I obey am I relieved ...until I
must again repeat my slated delivery
tasks.*

*Much more of this haunting and I will
most certainly take a double dose of
what I am now spreading about town. "*

page_12: "DAY 42 - Today I received word ... I believe it was today... from somebody complaining about contracts I made with him. But the details of his tirade escape me, as do most other thoughts.

I can no longer sleep at night, and I am driven mad by these continuous ghostly visitations. This afternoon I drove poor Lady Sheridan down the street with the back of my sword thinking her at first to be the apparition of my dreams. I hope she is not too upset, for she has been a valued customer... "

page_13: "DAY 44 - More evil abounds ... or perhaps we are relieved of it! This very evening I have learned that Master Solustice lies at death's door! No one in this town will miss his dark cloud when it finally passes -- cold-fisted soul that he is. In another time I might be glad for the ensuing intrigue and maneuvering that this will certainly create. Such times are always good for my business. But now ... I just need to sleep!

DAY 46 - I am at an end. The apparition gives me no rest at all, and so I have chosen to fight it among the netherworlds. Now I drink this potion ... now I finally sleep ...

End of the journal. Beside the body is an empty vial.

GARRETT

Now that's what I call a *serious* hallucination!

But he doesn't have much time to consider this...

GHOST ALISHA - OS

Yes. Quite.

Lisha materializes. It's risky for her to be here -- given what Garrett has just read, and it shows in the aloof, detached, and fearful distance in her voice.

GHOST LISHA (CONT)

Pinchenden tried to kill me three times. So as far as I'm concerned, he had it coming to him..

GARRETT - VO

...and he finally got to you on his fourth try?

GHOST LISHA

No. His occasional employer, the mysterious 'corporate client' of his journal, became so annoyed by delays that he killed me himself... just as I suspect he is also trying to kill you.

GARRETT

But why?

GHOST LISHA

His name is Franticus, my father's trusted High Councilor. And right now he's the most powerful executive within Solustice Industries.

(a beat)

Franticus wrote the contract that my father gave to you. So he knows exactly how you could one day claim the Enterprise for your own. Yet Franticus wants the Enterprise for himself!

GARRETT

He can have it...

GHOST LISHA

But until you are dead, Garrett, there will always be a question of legitimacy.

(a beat as Garrett chews in this)

GARRETT

So how did he managed to poison me?

GHOST LISHA

I can't tell you everything, Garrett. Besides, you wouldn't believe me even if I did tell you.

I suggest you visit the legal offices owned by Franticius. He spends most of his time there, so I'm sure you will find all the evidence you need.

GARRETT - VO
...and kill this guy for my trouble...?

GHOST LISHA
Your choice - yet it would be a waste of time to kill him now...

Alisha fades ... disappears ... then Garrett speaks...

GARRETT - VO
Strange.
(a beat)
She doesn't seem to want revenge... So what the hell *does* she want?

BACK ALLEY WINDOW

In a hard-to-miss corner of the terrain an older man is arguing with his older wife...

OLDER WOMAN
NO, Harroleous! I will NOT hear of this lunacy any longer! You *must* reconsider! It is not right to leave the Order of the Hammer after a lifetime of dedicated service! Not now! Not in THIS way! To fight your very own brothers is the worst sort of heresy! PLEASE, Harroleous, turn away from this insanity before it is too late!

HARROLEOUS
Medifney, my dear wife, I do not pursue this course out of 'lunacy' ... for it is the very Order of the Hammer which doth betray us by refusing to change with the times....

MEDIFNEY (OLDER WOMAN)
And YOU --an old man-- are ready to change? ...to leave all that you -- THAT WE -- have ever known! And why? To follow some wayward priest and alchemist? You are wrong, Harroleous. So very very WRONG. And I must say

that if you leave me this night to
join the insurrection, I am done with
you!

HARROLEOUS

I will do what I must!

MEDIFNEY

Then you will do it without *me*...
for I can no longer be your wife!
LEAVE NOW AND DO NOT RETURN ...
For I will NEVER again look upon your
face!!

MEGATFREE'S MORTUARY

The mortuary is located along the river near the North
bridge. A plaque at the front door tells us the name of
the place...

PLAQUE

"Megatfree's Mortuary"

By the time Garrett arrives at the mortuary, the
mortician has begun to wander along the upper balcony
oblivious to the world ... just looking out over the
frozen river... then walking to a new spot to survey
again.

In the front lobby is a pedestal with a guest book...

GUESTBOOK

*page_1: "The Honorable Ustinsylis
Solustice, Second Lord and Master of
the Enterprise.*

*Family and friends are herewith
invited to offer condolences in the
space provided in this book..."*

No one has signed the book yet, but somebody has defaced
it...

GUESTBOOK (CONT' D)

page_2: "[blank]"

*page_3: "Nice funeral home y'got here
Megat. Been meaning to have a look see
-- me stepdady dying and all.*

But as far as this "Master Solustice" fellow you has all laid out -- you can let the old basterd rot in yer backyard like them other people they just found down south! He ain't been kind to nobody, and burning up his body is nothin' but a waste of good fire wood. "

page_4: "I knows I can write in this book, 'cause nobody else will -- that prick havin' no "family or friends" that he ain't already killed off his self. "

page_5: "Y' knows somethin' -- if I wunt so drunk I'd swear I heard that corpse of yers weezin. I hope you ain't burying nobody who ain't dead already, or I'll have to write a note to yer mum! "

page_6: "Gotta go for now. Maybe we can meet for a drink sometime?"

page_7: [empty]

page_8: "Oh by the way. Sory about pukin' up on yer lawn last night. It's all soaked in and frozed by now so it shouldn't stink none til springtime!"

Megatfree's Mortuary is very well appointed and quite large. Solustice's body lies in a display crypt in the center of a large chapel type room.

When Garrett approaches the casket, he speaks...

GARRETT - VO

Well, old man ... I really wish I could say how sorry I am to see you go... but then I'd be joining all the other liars in this town.

Elsewhere in the building, there is an office and work room. Upstairs are more private areas. Garrett can wander around freely, picking up healing vials and loot. Occasionally the town guards will wander through the downstairs area, but they can be avoided.

A book can be found in the mortician's prep room...

BURIAL OF THE UNDEAD
 (a book)
BURIAL OF THE UNDEAD

*A Reference Manual for the
 Practicing Mortician.*

*Published by the King's
 Association
 of Morticians and
 Undertakers.*

*"Woe unto to thee who
 refuseth knowledge of the
 undead!"
 -- Amahus, First High Priest
 of the Hammerite Order"*

page_2: "INTRODUCTION

*In the present day many of
 the King's practicing
 morticians no longer accept
 the existence of the
 "undead" or as they are more
 commonly called --
 "zombies". But zombism
 remains a treacherous
 reality made all the more
 dangerous by our very own
 disbelief.*

*During the nine years prior
 to this publication
 seventeen morticians have
 been discovered gored and
 dismembered by these
 "mythical" entities. And of
 those seventeen unfortunate
 souls, two later became
 zombized themselves!"*

page_3: "WHAT ARE THE UNDEAD?"

*According to the Hammerites
 who have bravely studied a
 number of the deceased with
 this condition -- it appears
 that the undead are actually
 quite dead in earnest.*

Yet it also appears that a magical force is at play which causes the observed ambulatory motions. In some cases these \"zombies\" are enraged without reason, whereas at other times they appear to be under the direct control of a darker power.

Whatever the source of their evil, these are extremely dangerous beings, and must be handled with excessive caution. "

page_4: "HANDLING OF THE UNDEAD

Our association has concluded that preservation of the undead is needlessly dangerous and whenever possible we strongly recommend that the zombized corpse be completely and immediately destroyed by way of a thorough dousing of holy water followed by the complete burning of all dispersed remnants.

However, it is also understood that some members of the rich and powerful may insist on a "normal" funeral. In such unpleasant circumstances, we recommend the following: "

page_5: "FUNERAL PROCEDURE FOR THE UNDEAD

- 1. While on display, the corpse must be sandwiched between two solid masonry slabs, the top cover weighing at least 50 stone.*

Such will trap an enraged zombie, and provide an opportunity for mourners to escape an untimely "awakening."

- 2. The corpse must be doused four times daily with a 1/4 concentration of holy water mixed with ordinary water. This will greatly subdue symptoms without causing dismemberment.*
- 3. Several vials of fully-concentrated holy water must be kept on-hand at all times in case of emergencies."*

page_6: "

- 4. Upon the conclusion of ceremonies, the corpse must be immediately and thoroughly dismembered by way of a liberal applications of holy water.*
- 5. All body parts must be collected and burned, and the ashes stored inside a sturdy metal casket which is then heat-welded shut.*
- 6. The casket must be buried six cubits deep in an unmarked grave far away from human habitation. If possible this grave should be located near the base of an active volcano with substantial lava flows."*

page_7: "FINAL WARNINGS

In all situations involving the undead, never touch the body. Use wooden instruments and thick leather gloves -- all of which must be burned along with the corpse.

Never bury a zombized corpse whole! Some have been known to scratch and claw their way through several feet of solid stone leaving the cemetery after 50 or 100 years of burial.

IN ALL CASES, THE ZOMBIZED CORPSE MUST BE DESTROYED. "

LETTER DR. GRENDIUS TO MEGATFREE

Mortician Megatfree -- Why this onslaught of zombism in recent days? Yet again I witness a zombized corpse in the making. He is Master Solustice, the owner of the very enterprise by the same name. This moment he lies gasping for breath at my infirmary, and by the symptoms and chemical tests, there is no doubt of his condition. Given his place in our society it will be required that his situation remain untold, and that his funeral be conducted under the customary pretenses for the undead of high estate.

The body will be prepared with the usual safeguards at my office then brought forthwith to you.

A. Grendius, Attending Surgeon

The upstairs residence has a private area with a suite of sorts. Beside the mortician's bed is a small picture of a girl -- about age 8 or so. On a table in the room, he has begun a letter...

MEGATFREE (LETTER)

page_1: "My dearest Cavador -- I have begun this letter many times, only to realize how I am asking the impossible. But even if there is some chance, then I must ask.

In my positions of Hammerite deacon and city mortician, I often learn of unusual theories and superstitions regarding the resurrection of the dead. Most often it is nothing more than the hysterical rantings of the bereaved in the throws of their grief. But one man, quite composed in fact, made a strange claim recently. He says that your master may be the guardian of a strange machine that can somehow undo the past!"

page_2: "And so I must ask you -- even BEG YOU -- as one who has recently lost my own daughter.... Is there a way for this? Would it be possible to undo a night nearly three weeks ago -- on that third day of the Raven Moon -- when bounty hunters chased her into the river thinking her to be a feral child?

*I would not even ask ... but ... how can ... ahh ... it is but MADNESS!!
... "*

MEGATFREE' S POCKET WATCH

The pocket can be found nearby, and it actually keeps time and acts as a compass, so Garrett can now easily check the time anytime he wants.

Taking the watch *satisfies* Goal 2.

LITTLE GIRL' S ROOM

The master bedroom contains just one small bed, and in this room is evidence that a little girl once lived there. On the girl's bed is a doll. When Garrett approaches the bed, the ghost of the girl appears in the room..

LITTLE GIRL - GHOST

Please take Judy. She always likes an adventure! When you bring her home from the other side of time, she'll be so happy again!

Once picked up, the doll cannot be dropped and will be carried in Garrett's inventory from now until the end of the story.

KITCHEN ON SECOND FLOOR OF THE MORTUARY

Through a door, which is open just a crack, we can see the second-floor kitchen area of the Mortuary. And from this vantage point Garrett can overhear two old kitchen workers speaking -- a man and woman... (the door cannot be opened farther, though -- so the player can't enter), and the actors are deaf and blind so it should be hard to interrupt their conversation.

We can hear the noises of dishes clinking, as though they are being washed as an overlaid and continuing ambient (not embedded into the conversation audio).

SERVANT WOMAN

It is a very bad choice for us to leave, my husband. For if we depart tonight, those who accuse our son of joining the insurrection are sure to accuse us as well.

SERVANT - MAN

No, Aida. I do not agree...

AIDA (SERVANT WOMAN)

But Timitus, could we not just stay and merely tell them what they wish to know? Only our son has gone over to the other side. Surely our confessions of loyalty will be enough to satisfy the Hammers?

TIMITUS (SERVANT MAN)

No Aida, the Hammers will not be satisfied with us until our entrails are spread across their dungeon floor. Tonight we must leave!

POISONED PEOPLE

Several towns people will be found dead, dying or already turned into zombies. Here are a couple of crumple notes that can be found near the bodies.

ZOMBIE NOTE CLUE 1

(near body)

Me dokter sez that I be poisin'd. That ain't good 'cause he also sez that I'll probly turn into a zomby when I die! So I'm writin' this note in case you find me dead body. If I be a zomby now, you haz to use this holy water here to finish me off.

I don't fancy the thought of walkin' around like a zomby. And like my dokter sez, it ain't safe for nobody anyhow.

ZOMBIE NOTE CLUE 2

(near body)

[top part torn off]

When you feel that the end is near, please, for your family's sake, remove yourself from town so that your loved ones are not exposed to the danger of what you might become.

If you wish, you may visit my office in the morning, and I will supply whatever final comforts I can.

My deepest sympathies.

A. Grendius, Attending Surgeon

FRANTICIUS' LAW OFFICE

This is located outside the wall of the town square near the Hammer cathedral gate and not far from the North bridge.

Inside is a well-appointed law office. Some passive guards hang around a reception area and they remain calm as long as Garrett keeps his weapons hidden and stays away from the main office doorway.

LAW OFFICE GUARD SAYINGS

Hey buddy, keep away from that door if you know what's good for you.

Hey, pal, The boss is busy ...I think you'd better come back tomorrow.

You don't look like the 'paying-sort' of customer ...I think you should just move along.

Inside the main office two people start a conversation once Garrett gets close enough to hear...

BLACK MAILER

Ah yes. Pinchenden. He was stiff competition for us.

A shame how he terminated his own life
...such a dissatisfying end to our
mutual rivalry.

FRANTICIUS

Pinchenden is of no concern to me any
longer. I have need of someone like
you, Crastus ... someone who does not
sleep ...and *especially* someone who
knows better than to investigate *my*
private affairs!

CRASTUS (BLACK MAILER)

Councilor Franticius, I can assure you
that I do not sleep when there is
valuable information to be learned.

(a beat)

Yet as to these 'private affairs' of
which you speak ...it is far too late
for me to make such a unlikely
promise. For it is impossible to
ignore the truth of your involvement
in the death of Lady Alisha ...and
even the Master himself!

FRANTICIUS

(having a nutty)

What!!!??? How can this be? Again
someone dares ...dares... to threaten
me with information! *Twice* in as many
weeks I am investigated behind my very
own back by *scum* such as *you!* What *is*
it about *your kind* that must tread
upon the intimate details of their
employers? Am I not the Master of
Solustice Industries? Am I not now to
be *obeyed?* You are to learn what I
tell you to learn, and *you* are to do
what I pay you to do, and *nothing*
more! Is that understood? Or must I be
forced to find yet another
investigator who understands the
proper bounds of his responsibilities?

CRASTUS

But my dear Franticius... you cannot
escape 'our kind' so easily with your
bluster. Was it not your very own hand
which did slay Lady Alisha *and* poison
the Master himself? The information of
such treachery *must* come with a price.

FRANTICIUS

Get out! ...before I have my guards
throw you out!

CRASTUS

As you wish, Councilor... but we *will*
have a payment from you tomorrow. And
only then will we continue the task of
destroying that vermin as you have
instructed.

(a beat)

We do not wish to receive a payment
from you under false pretenses!

At once the two men leave the office through separate
"AI" doors thereby exiting the mission. The guards follow
Franticius by the same door and head for the pub. Inside
Franticius' desk is an incriminating scroll...

SCROLL INSIDE FRANTICIUS' DESK

*Councilor Franticius: I would be
honored to rid you of the vermin
...the one named 'Garrett'... for your
offer of 5000 gold.*

*I will meet with you tonight to
receive a down payment of 3000 gold
along with any useful materials which
might aid in this request.*

Crastus, Senior Security Officer

GARRETT - VO

So ... looks like I'm worth 5000 gold
to this Franticius.

(a beat)

And now that he's calling himself
"Master of the Enterprise" I suppose
it really doesn't hurt his cause to
kill off everyone with a legitimate
claim... like ME!

Garrett's realization completes Goal 3.

Ghost Alisha shows up again...

GHOST LISHA

Yes... and it does not hurt his cause
to eliminate my father's daughter as
well -- since I was the last rightful
heir to my father's estate.

GARRETT

... and so this whole charade tonight
is to get me to kill Franticus ...
because you can't?

GHOST LISHA

Kill Franticus now? You do not
understand anything!

(a beat)

If you had killed him a few months ago
it would have been worth the trouble.
But *now*? ... it is too late!

She's becoming nervous -- like this is all too close to
the truth -- which it is.

GHOST LISHA (CONT'D)

(nervous)

Tonight you must save yourself! *That*
is all that matters.

(a beat)

Once you are finally cured ... after
this terrible poison has been
neutralized ... *then* will I finally
rest in peace knowing that you have
been saved.

GARRETT

Is that all you want? To help me so
that YOU can finally rest in peace?

GHOST LISHA

I failed to warn you because I could
not reach you in time on the night I
was killed. But now I give you this
one last chance.

(a beat)

Do what the Keepers say, Garrett, and
all will be well.

Lisha disappears, and her voice echoes and fades like she
might really be gone for good.

GARRETT

Why do ghosts always worry so much
about unfinished business?

(a beat)

Hmmff... C'mon Garrett -- pull
yourself together! This is just
another hallucination!

(a beat)

...which means that *I'M* running out of
time!

The only way into the cathedral area is through the main gate. The key to the gate can be found next to the scroll from Crastus -- or if Garrett has not yet been to the Mortuary, then it can be found there.

Finding the key and leaving through the cathedral gate brings the player to the end of Hallucinations.

Part way through the gate area, we hear one last VO from Garrett...

GARRETT - VO

Awah ...not now... got to stay awake...

Whereupon the screen fades to black, we hear crumpling sounds and "To Be Continued" on-screen.

END OF HALLUCINATIONS

EPISODE 3: THE INSURRECTION

Goal 1: "According to the Keepers, the antidote to the poison now killing you can be found by accessing a Precursor time portal hidden at the new Hammerite cathedral -- Locate the time portal!"

Goal 2: "The time portal looks pretty quiet -- Get the thing powered-up!" -- REVEALED WHEN THE TIME PORTAL IS DISCOVERED - if not already powered-up.

Goal 3a: "The Hammerites plan to destroy the time portal at midnight. That leaves you two hours -- Access the portal while you still have time!" *NORMAL*

Goal 3b: "The Hammerites plan to destroy the time portal at midnight. That leaves you 80 minutes -- Access the portal while you still have time!" *HARD*

Goal 3c: "The Hammerites plan to destroy the time portal at midnight. That leaves you 65 minutes -- Access the portal while you still have time!" *EXPERT*

The mission has three starting times depending on difficulty...

NORMAL: 10:01

HARD: 10:40

EXPERT: 10:55

START GAME

The FM begins with the 'Frobber' Logo, then the mission starts with a CamVator. This CamVator is built into the main mission - not a separate 'briefing' mission file.

The screen starts blank, then...

STARTUP SCREEN
(text displayed)

T H E I N S U R R E C T I O N

You have fallen unconscious near the cathedral ...

... because the poison in your blood is killing you

To make matters worse -- it will be midnight soon ...

... so if you want to survive this mess -- you had better hurry!

KEEPER ORLET

Garrett!
On your feet!
You must continue!
GET UP!!

FADE IN:

HAMMERITE CATHEDRAL AREA BENEATH THE WEST BRIDGE - NIGHT

We first see the fume of a gas crystal, then other armaments. Foots steps fade away, and if Garrett looks quickly he can see Orlet making his exit beyond a locked gate. Other armaments are available as well -- perhaps the Keepers are helping him?

RIVER ICE NEAR WEST BRIDGE

Here lies a dead mechanist spy in the guise of a Hammerite novice. He has an arrow in his back, and has dropped a scroll -- he has failed to deliver important information, which now becomes important clues for how to penetrate the cathedral...

SPY NOTE

page_1: "As I write this, the Hammerites appear to grow suspicious of my activities. I must be brief.

Appearing as a novice, I was not able to penetrate all levels, but it is known that the Hammers will destroy the object of our interest tonight at the midnight hour. I didst hear of a special ritual to be performed. These backward Hammerites can do nothing without a ritual -- even their dead refuse to die without one!

Outside doors into the main level are heavily guarded, so thy approach may be of greater ease shouldst thou enter along the river through pre-made breaks in the security wall. "

page_2: "It is a certainty that the device still throbs with a regular beat -- even now while it lies inactive. Thou shouldst follow this sound once thy tasks within laboratory areas are complete.

The ways to the laboratories have been blocked from below, but there are useful elevators in the rear of the building. The only remaining access to these elevators is by entrance though the East attic from whence ramps lead down to the elevators in question. Proximity mines are placed within these laboratories, so I am certain that even the most foolish of the Hammerites will not ... oh I must go now. . . "

GENERAL ANNOUNCEMENT - TO BATTLE

Through the loudspeaker placed on the wall over the cathedral gate we hear from Feluxis, vicar of the cathedral and assistant to the high priest of the Hammerites...

FELUXIS

(over loudspeakers)

My brothers of the Hammerite Order!

Be thou alert! For it hath been discovered that wayward elements do attempt to infiltrate our humble establishment at this very hour!

To thy defensive positions at once!

To to bow and hammer in readiness, one and all!

RIVER ICE

There is open water between the cathedral area and the old observation gates from Hallucinations. If Garrett walks up to this open water, he says...

GARRETT - VO

Yeah. You won't catch *me* swimming across there!

FROM TOP OF WEST PORTAL

Nice view from up there so...

GARRETT - VO

Hm. Nice view! No wonder the Hammerites think so *highly* of themselves!

THE CATHEDRAL

The time portal is located on the roof above the Northeast corner of the North transept. There will be plenty of ways to get there, but once discovered, Goal 2 will be revealed stating that it needs to be switched on which is done by visiting the laboratories of both Karras and Cavador. Goal 2 is left unrevealed if the player manages to turn on the machine without first seeing it.

The labs are located part way down ramps leading from the attic area above the Choir/Altar section of the cathedral -- just inside the building from the time portal area. At the bottom of the ramps are gates at the balcony level that can only be opened from above.

PARCHMENTS ON THE WALLS NEAR LOCKED RAMP GATES

PARCHMENT 1

Access to the laboratory of Brother Karras is strictly disallowed until further notice.

If thou doth possess knowledge of the wayward Cavador's whereabouts, such information shalt be given immediately to unto Vicar Feluxis.

Shouldst thou encounter the heretic, thou shalt not correspondence whatsoever with him -- unless thou be authorized by the Vicar himself.

PARCHMENT 2

Access to the laboratory of Brother Cavador is strictly disallowed until further notice.

If thou doth possess knowledge of the wayward Cavador's whereabouts, such information shalt be given immediately to unto Vicar Feluxis.

Shouldst thou encounter the heretic, thou shalt not correspondence whatsoever with him -- unless thou be authorized by the Vicar himself.

The link between the labs is through the lower-level attic area behind the altar. These also have gates that can only be opened from the attic side.

Opening any attic gate merely lets the player get around more easily.

The best way to access the machine will be up an elevator shaft leading from Karras' lab to inside the transept mini-tower right next to the time portal. (Each mini-tower has an elevator, so the trick should be obvious.)

UP HIGH ON SOME ROOF LEDGE

Garrett comments when in some precarious high-up place...

GARRETT - VO

Hm. A fall from up *here* would end it really quick. Good thing I'm not in any *hurry* tonight!

CATACOMBS

It will be possible to enter the cathedral through one of two breaches in the security wall at river level (in back inside the big cave and elsewhere in the wall somewhere) - thus allowing direct outside entrance to the catacombs.

The catacombs are mainly a Mechanist AI release area, but it does harbor one conversation... No physical AI are visible -- just sound from around a blocked corner...

MECHANIST WARRIOR

(big-brotherish)

Thou art a brave little fool...young Slator.

(a beat)

...a pious first-year acolyte of the Hammerites, art thou not?

(a beat)

...and the Vicar's very own son? Is that not also true?

(a beat)

My own order might have accepted one such as thee, had thou not persisted in *defying* us!

(a beat)

Such *great loyalty* thou did display these past days, little one! Thy father wouldst be most proud of thee. For not many hath lived through what thou hast endured.

(a beat)

But now thy time is at an end -- and I shalt ask of thee only once more...

(darker)

Where is the Precursor portal?

(a beat)

Where hath the Hammerites taken it?

(a long beat)

SPEAK!!!

(a very long echoing beat)

As you wish.

(a beat)

The time now arrives for you to *pay*
for your silence -- *away with him!*

There is the sound of feet on stone and dragging chains.
A brief silence, then the dying sounds of someone
departing by some unpleasant means (already have this
audio - *Sound Effect - Male Scream 1. mp3*).

At this, Garrett makes a remark which breaks the tension.

GARRETT - V0
Nice. Real classy.

OBSERVATION DECK

At the crux of the roof peaks there is an observation
tower. As Garrett climbs up ladders to it, he says...

GARRETT - V0
Any more of these ladders and I'll be
running out of cathedral!

When Garrett reaches the window with a vantage point
overlooking the time machine, he says (here and anywhere
when he first sees the machine)...

GARRETT - V0 (cont'd)
Well, well...I don't suppose those
Hammerites are standing around waiting
for [something silly here]!
(a beat)
If that isn't a *time machine* -- then
nothing is!

If Garrett has not already powered-up the time machine,
he'll then say the following and Goal 2 will be
revealed...

GARRETT - V0 (cont'd)
Looks a little quiet to me...

HIGH PRIEST CHAMBERS

Inside the room of the high priest is a small altar and
office area. On his desk is a parchment...

PARCHMENT
page_1: "Father Encellon

*It is my reluctant duty to confirm all
suspicions regarding Brother Karras
and his assistant Cavador.*

As we feared, they did continue to conspire against thy expressly given commandments by again seeking transportation through the forbidden Precursor device.

As thou didst instruct, I appeared before Karras and Cavador, and forthwith did relieve them both of their duties ... demoting them to acolyte rank as thou didst instruct. And in the exact terms as thou hast expressed, I further threatened them shouldst they persist in their waywardness. "

page_2: "However I must report that these actions were received with much severe and vehement protestations from the mouth of Brother Karras ... the very air itself putrefied by an incessant stream of vile and blasphemous howlings that went on for nearly longer than I could endure!

And what was this? ... through the Builder's mercy, I did discover not more than one hour later how both he and Brother Cavador did return to their prohibited tasks in direct defiance of thy grace!

Wherefore did I gather proper forces which sought out the heretics to apply their well-deserved stripes. "

page_3: "Yet upon our return to their abodes they appear to have gone missing and vacated our humble establishment! Thusly no longer impeded, I did set the demolition of the Precursor transport device for the midnight hour tonight high upon the North transept tower, from which its crushed remains can be safely dashed to the ground far below.

Thy continuing guidance, direction, and prayers are a great comfort to me.

Thy most obedient servant,

Vicar Feluxis"

Garrett Comments on this...

GARRETT - VO

These guys take this *religion* of their's way too seriously!

Also on the desk is a letter from the Vicar's son...

LETTER FROM SLATOR

page_1: "Father

I have decided upon my sacred task for this year -- to survey and cleanse the contents of the catacombs beneath our very own cathedral. For such a place shouldst not be neglected and forgotten.

I shan't stay very long each day considering my other studies, and I shall attempt never to enter very often alone -- although thus far I find no volunteer willing to join me!"

Page_2: "Upon my first investigations, I did find it odd how one of our rear security gates has broken free due to creeping ice or moving water, and a wall seems to have recently collapsed under its own weight -- though to me such theories appear implausible in view of the well-known sturdiness of Hammerite construction methods. I did bring these defects to the attention of my mentor, Brother Cavador, who has assured me that proper steps were being taken. Yet it has been a fortnight since my discoveries, and no repairs are underway. Such a curiosity!"

Your obedient son, Slator"

KARRAS' LAB

Karras' lab is located inside the Northeast transept tower above the office/chapel of the high priest and directly below the time portal which is located on the roof. Inside this place are mostly empty benches and bookshelves. There is a protective security area similar to SoulForge where Karras could be safe -- but he is not here, and the door to it is broken open.

Inside the security area are a few pieces of lab equipment on the floor along with other disheveled remains. The secure area also contains a safe which is open, and nearby is a Victrola which plays when it is frobbed ... Karras speaking by pre-recorded message...

KARRAS (ON VICTROLA)

Hast thou found me gone missing? Yay,
it is so ... for I have vanished ...
but *not* to be forgotten!

Those who tried to 'nurture' me and
'educate' me and 'bring me into thy
fold' ... the same now scheme to toss
me aside like chaff into the wind,
having gained all that thou couldst
from me ... which is not very much due
to thy ignorance of loftier matters.

I knewest thou wouldst do this to me.
Did thou not know that I have the gift
of foreknowledge? ... and what thou
hast done is no surprise to me at all.
This 'gift' is an art I acquired from
the hand of the Builder himself ...
through the wise and ancient
Precursors ... my near-equals ... and
my truest inspiration!

And now I must leave thee ... But be
thou forewarned that I WILL return ...
-- For I have already seen this for
myself -- Yey, I will RETURN ... but
this time not to again seek entrance
into that other world -- for I have no
more need to learn of their ancient
ways. I return this time merely to
destroy all of you ... and take for
myself everything that thou owest me!

There is also a logbook somewhere in the lab...

KARRAS LOGBOOK

*page_1: "\"Karras, do this...Karras,
do that\" Am I a servant? Nay, I am
NOT -- nor will it be very long before
I am free of this place! The rich...
The powerful... Those are the ones who
betray me -- the fat-cats who support
these backward Hammerites ... instead
of ME... those are the ones who will
PAY for my present afflictions... Oh
how I hate to dirty my hands!*

But I have no other choice. For the thief to whom I give my very best Precursor eye continues to spurn me. And now I must act with far less information than I would have wanted. "

Also in the room is a scroll from Vicar Feluxis. The same message is also addressed to Cavador and located in his work area...

SCROLL FROM FELUXIS

Brother Karras [also to Cavador]--

Thou hast transgressed our agreements regarding the acquisition of certain items of Precursor origin, and in particular, the use of the portal gateway which hast been an abomination since the day it was unearthed. Do not our writings specifically prohibit contact with this ancient time?

This wilt be thy final warning! Shouldst thou commit any further transgressions thou wilt be defrocked forthwith, and upon four dozen lashes, discharged bodily into the street.

Vicar Feluxis

Also, there is an important scroll from Cavador...

CAVADOR (SCROLL)

Master Karras - Given our circumstances I have taken the initiative to remove the weights from the floor switch in mine own laboratory.

At the risk of discovery, I feel compelled to remind thee of how thine own portal switch shouldst be unweighted to better prevent activation of the portal device. I hath likewise done so in mine own laboratory lest the Hammerites discover how both of our floor switches art required to awaken the device.

*Now I make my leave this night
whereupon we shall meet again in the
Lost City!*

By the Builder, Cavador

Cavador's lab is similar the Karras' and somewhere obvious inside is a written message from Karras to Cavador...

NOTE FROM KARRAS

page_1: "Cavador

Tonight we must leave our Hammerite overseers to their barbaric ways. Well I had anticipated their treachery. If these barbarians wish cast me aside and seize the portal gateway, then they shouldst endeavor to waste their pitiful efforts. For I have learnt by now all that can be known of the Precursors.

It wouldst be a fitting triumph of my superior intellect, however, to save this device from these lowly Hammerites, considering their willingness to destroy all that they plainly fail to comprehend. And therefore I didst order that such a rescue shalt be attempted."

page_2: "Other matters remain which require thy attention:

*First, I must remind thee to remove the weights from thy floor switch, as I have done so in mine own laboratory -
- The portal must not remain active, lest the Hammerites embarrass me before my near-equals by accidentally transporting themselves.*

Lastly, destroyest thou this very parchment upon reading, lest even the weakest minds among these feeble Hammerites discover my intentions.

Karras"

In both Karras' lab and in Cavador's are floor pressure plates hidden behind secret doors which are opened with a secret torch -- or some such contrivance.

Heavy rubble can be found to trigger the pressure plate -- which BTW, is not very well disguised.

When accessing the first of the pressure plate rooms, Garrett says (fires only once)...

GARRETT - VO

You'd think they'd come up with something more *original* than this!

Both pressure plates need to be switched for the portal to work. And once this happens, Goal 2 is satisfied and the portal begins to glow brighter and make more active sounds.

Each switch also makes a peculiar sound when triggered, and a second "power-up" sound is overlaid when the second one is triggered (whichever one is 'second'). Also at this second-trigger we hear Garrett remark...

GARRETT - VO

Time to get the *hell* out of here! I've seen *enough* nutcases for one night!

VICAR'S CHAMBERS

Feluxis also has an office chamber -- this is located under Cavador's lab. In this chamber is a letter from the high priest...

LETTER FROM HIGH PRIEST

page_1: "Vicar Feluxis

It is with a grave and heavy heart that I must instruct thee in the matter of the wayward Karras and his assistant, Brother Cavador. As I hath witnessed with mine very own eyes, both continue to spurn the letter as well as the spirit of our laws to the utmost limits of my grace.

And so thou art instructed as follows. "

page_2: "Shouldst either Brother Karras or Brother Cavador once again ignore my commandments and continue in the use of the Precursor transport device, thou shalt relieve them of all duties forthwith -- demoting each immediately to acolyte status for one month of fasting and loud prayers of repentance, and thereafter one year of absolute silence. "

page_3: "Henceforth and thereafter, if thou dost yet again find either one in malfeasance, thou art empowered straightaway to deliver punishments unto both with all due force, altering their deserving backs with no less than four dozen lashes a piece, every stripe fully applied, duly measured, and counted.

Whereupon, the heretics shall each of them receive a garment of sackcloth, a loaf of fine bread, a bottle of blessed wine, and a holy book of their own choosing. And in such a condition shalt thou bodily discharge them into the street!"

page_4: "Now to the matter of the Precursor transport device. Thou art to compel our strongest men to pull it to the nearest transept tower rooftop. And together at midnight, my brother ... at an hour sufficiently safe to ensure a dearth of pedestrians lingering upon the abbey lawn below... we shall recite proper words of exhortation for all to hear. And thereafter shalt we set our most sacred hammers to the holy task of destroying this abomination with liberal force, hurling such remnants which remain into the space beyond the railings and thereby delivering these parts hard to the ground for their final undoing.

*So spoken, written, and sealed,
Encellon, High Priest of the Order"*

Another scroll is to be found in the vicar's chambers...

VICAR' S SON

Father, I have decided upon my sacred task for this year -- to survey and cleanse the contents of the catacombs beneath our very own cathedral! For such places shouldst not be neglected and forgotten.

I shan't stay down there very long each day considering my other studies, and I shall attempt never to enter very often alone -- although thus far I find no volunteer willing to join me!

Upon my first investigations, I did find a peculiarity in how one of our rear security gates has broken free due to creeping ice or moving water, and a river-side wall seems to have recently collapsed under its own weight -- although to me such theories appear implausible in view of the well-known sturdiness of Hammerite construction methods.

On several occasions I did bring these defects to the attention of my mentor, Brother Cavador, who has assured me more than once that proper steps were being taken. Yet it has been a fortnight since my discoveries, and no repairs are underway.

Such a curiosity!

Your obedient son,

Slator

DESTRUCTION OF THE PORTAL

The time machine is a custom object or set of objects. Surrounding it are a fair number of Hammerites -- but not enough to prevent an early quick dash into the time machine from the correct angle of attack.

As midnight approaches, the master event clock will trigger the following events...

11:50 -- A general announcement will be broadcast through speakers on the walls of the cathedral from Feluxis, who is second in command of the Hammers.

FELUXIS (OVER LOUD SPEAKERS)
 Brothers... thou valiant fighters for
 the truth... be thou informed that in
 a matter of moments the evil which
 once defiled this very cathedral will
 be destroyed at last!

11:55 Hammer Warriors are sent to the roof area -- as many as six, ten or even 20 -- enough so Garrett can't possibly distract or suppress all of these. Basically, except for a mad dash from the only remaining useful angle of approach, Garrett is out of time.

11:57 -- The assistant high priest will begin speaking...

FELUXIS
 (through the cathedral
 speaker system)
 My brothers ... It has been but 50
 years since the Order of the Hammer
 did suffer the loss of our ancient
 cathedral -- still to this day
 desecrated and haunted within the Old
 Quarter by the remaining elements of
 the Trickster!

And now, having raised a *new* cathedral
 to honor the Builder of all things, we
 are yet again afflicted with a scourge
 upon our humble establishment -- a
 forbidden device which stands as a
 blight upon our holy abode --
 discovered by the wayward Karras in
 the ancient Lost City of the
 Precursors ... a city itself destroyed
 for their evil ways many eons ago.
 (murmurs from the crowd)
 Upon consultation with our ancient
 scriptures, we declare this device to
 be a '*darkness-of-the-past*' which must
 be destroyed!
 (Now there is a rumble of
 approval)
 The high priest will now speak...

11:59 - The high priest begins to speak as we start to hear the tolling of the midnight hour...

HIGH PRIEST ENCELLON
 (through the cathedral
 speakers)
 As it is written...

“The light of the Builder shines less brightly upon those who creep in shadows...” and again... “An abomination lying at the heart of thy sanctuary brings to ruin the very foundations upon which it rests.” ...and again... “That which the Builder consecrates unto his own use, the same must his servants also protect and cleanse from evil!”

(a beat)

And so my brothers ... Shalt we ignore that which lurks in shadows?

(BG murmurs “NO-NO”)

Shouldst we entertain the ruinous hand of evil?

(BG murmurs “NO-NO”)

Shalt we leave unprotected the very works of the Builder himself!?

(More BG murmurs “NO NO”)

And so I say unto thee -- we shalt destroy this abomination and rid ourselves of the darkness in our midst!!

(roars of approval)

Now to arms, my brothers, and steady thyselfes!

At this, the following will happen...

1. The clock tower will complete the ringing of the midnight hour.
2. On the 12th bell, an invisible battlebot will be teleported into spots within the time machine -- set to a team other than the Hammers. This will excite the Hammers to attack the time machine.
3. After about 30 seconds of this, a starburst device and lots of fire and smoke will be teleported into the same area and this explosive device will be triggered by several active landmines which are also teleported into place.
4. Just after the explosion -- which can be heard everywhere in the cathedral area, the master event clock will dump a killing dose of “GarrettSick” ToxicStim into the terrain -- killing Garrett nearly instantly.

'LOSE MISSION' CAMVATOR

If the player wishes to see the destruction of the time machine, this can be done, but Garrett dies because there is no way to get into the machine once a half dozen or more Hammerites move in to pound on it.

It might make sense to switch to CamVator mode, once the destruction of the portal becomes irreversible -- so the player will see the final destruction no matter where Garrett is at the end.

'WIN MISSION' EVENTS

Jumping into the portal before midnight with all other requirements met will drop Garrett into the top of a very tall shaft. All triggers and traps that could have failed the mission are now also destroyed at this point -- so the mission can't fail as Garrett is falling.

As Garrett triggers the machine and begins the teleport, he says...

GARRETT - VO
So long Hammers!

END OF THE INSURRECTION

EPISODE 4: ORACLE OF THE PROPHETS

Goal 1: Find an antidote somewhere in this place. (The answer to this is to meet the Oracle and do what it says).

Difficulties have to do with whether or not doors are present and perhaps the number of AI in opposition.

GAME MODE

Starting resources: Sword, Blackjack, 20 broadheads, lots of water arrows, several rope arrows, and a smattering of potions.

No briefing.

This is a daylight mission -- at least the above-ground part. Garrett is not dying anymore.

Megatfree's pocket watch will start at 12:00, and once again act as the compass for the mission -- as though THAT will help! (The watch was not implemented as a compass in version v1a -- but it will be in the final campaign version.)

Garrett drifts through space beside an astroid type of place -- a big round stone orb about 400 feet (125 meters) in diameter -- the visual theme is orbs or all sorts, and this rock is just the beginning. While he drifts the following words are projects on-screen with lots of time between for the message to soak in...

O R A C L E O F T H E P R O P H E T S

...you are traveling to an -unknown- place and time...

...to find an -antidote- for the poison in your blood...

...that is what the Keepers -say- is here...

...but they did -not- say what else you would find...

...or how you might -never- have come here at all...

...had you -known- what lay across your path...

While still attach to the Camvator, Garrett has the following conversation once a crazy mechanist-to-be explorer comes running. His name is Arcelious.

MECHANIST EXPLORER - ARCELIOUS

Brothers! Hast thou *finally* returned
to save me! Oh please PLEASE say it is
SO!

When he sees that Garrett is not who he expects...

GARRETT - VO

I don't like the looks of this

ARCELIOUS (CONT)

Thou art NOT a member of the Order!
Who be-est thou? If thou art yet
another apparition then be gone with
thee! ... Be gone lest I smite thee!
AWAY AWAY!!! In the name of ... of ...
of ... [sob] please ... PLEASE don't
hurt MEEEEEE!!!

GARRETT - VO

Hey hey pal -- as far as I know, you are some nutcase in MY dream -- so maybe you should calm down for a minute and tell me what the hell is going on around here?

But this just pushes the guy over the edge. He runs away screaming.

GARRETT - VO

Oohwee- This hallucination of mine is getting more annoying by the minute.

(a beat)

Better find that antidote the Keepers think is down here ...then find some way out ...if there is one...

A number of notes, journals, scraps of paper with clues, and one Victrola recording will exist for discovery. The entire collection of paper scraps will only appear on Normal difficulty -- with fewer to be found as difficulty increases. Once the terrain is built the exact locations will be chosen.

NOTE FROM CAVADOR

Arcelious

I applaud your discoveries. The intact working machines you have brought back open great insights into the amazing arts of the ancient Precursors.

Every day we learn even more by studying these mysterious devices, particularly the mechanical eyes you found this very last time. They are most remarkable and valuable items.

I had hoped to give you far more time to study your new research site. But I can no longer promise that our side of the portal will remain functional beyond a few more days, and it is nearly certain that your expedition will be our only hope for discovery.

*I await your return with
considerable anxiety.*

*Cavador,
Assistant to the Chief
Alchemist"*

NOTE TO CAVADOR

Cavador

*If you do not arrive soon, my brother,
I desire that you may one day discover
this journal. For we did penetrate
this forsaken place and within we
discovered the elements of a strange
power.*

*Hope did rise up momentarily while we
hid ourselves deep within the caverns
below, believing this to be far safer
than anywhere upon this surface. And
there, by the light of the glowing
magma, Kelvin would study a stone
tablet he had found which describes a
central gateway at the very heart of
this place -- the \"Heart of Fire\" --
so named in the glyphs. "*

*page_1: "Kelvin was always a gifted
interpreter of Precursor symbols and
we were certain he would easily
provide us clear descriptions for our
escape. But we were attacked and
Kelvin was separated from us along
with the tablet, and now we have
only his incomplete whispers about
rooms and crystals and actuators -- a
useless muddle in my mind. Perhaps
this Heart of Fire is the central
gateway itself. Many indications say
it is so. Yet we are driven away by
the Protectors after only hasty
inspections ... damnable things these
monsters! ... apparitions or beings --
I can not say which ... fearless and
possessed ... scampering about like a
pack of wolves when disturbed. And the
evil which lies in the caverns below
is even more unspeakable. "*

*page_2: "By my feeble reckoning of
these accursed suns, it has been seven
weeks since the loss of our own portal
at the hands of the Protectors.*

Where it was taken, I do not know. And now I fear that I am forever trapped with the hope of this Heart of Fire far beyond my grasp.

As of last week, Hastings and I were the only members of the party still hiding on the surface of this world, and now he too has gone, having run off to the orbs entirely mad.

And now I am alone... As alone as anyone can be. "

page_3: "Soon after our arrival upon this rock, the upper cavern entrances filled with lava. And now the only access is through the transport orbs. I dread that method of travel more than even the climbing itself. It is unnatural to traverse thusly through solid stone, yet the orbs may be my only hope.

The other explorers were convinced of this. But I have no reason to believe it for myself. Had any one of us escaped this world through the Heart of Fire, then surely such a person would also have sent back a rescue party. "

page_4: "Upon the rising each morning of the far-brighter red giant, I have crept from the shadows seeking your return in the faltering hope that you may come to my aid. Yet no one appears. With my food gone, and thirst now deepening in my throat, I will soon have no choice but to seek out the orbs for my own final trek into the heart of this place.

At this moment I am doubtful of my own sanity and I am losing hope as rapidly as the will to act. May the Builder grant me a peaceful end.

*Your most obedient servant,
Arcelious*

Karras, the ever-spineless person that he is, has sent a message by way of Victrolla as greeting...

PUMP HOUSE VICTROLLA.

(Karras' voice)

In the unlikely event that my servants discover sentient beings among the ruins of this place ...I wish to speak with thee.

I, of course, am not here -- it is merely my voice ... recorded and made alive again by an invention of my own brilliance.

The items my servants have ... borrowed ... will be returned to thee.....soon. In the meantime, however, accept this very machine with my valuable voice imprinted upon it as a gift to thee that thou wilt always know of me, and that our two great civilizations may remain bonded across the vastness of space and time -- for I am quite certain that the Builder himself would not have sent me to thee unless it were in accordance with his own plans.

KELVIN' S JOURNAL (THREE VERSIONS)

Normal*To My Brothers*

Within this book I record my final words hoping that you have outlived the consequences of my own clumsiness and stupidity. Fumbled into the glowing magma was the precious glyph tablet which explained the master portal gateway. Here I write its meaning as I remember it... The tablet described four lava pits within the cavern system, each containing a floating globe. When one of these globes has been touched, its corresponding crystal star can be accessed in the main magma chamber. Once all four crystal stars are touched, then the way of escape opens.

page_1: "Although the caverns are somewhat interconnected the lost tablet said that an explorer may return to the planet surface to access additional globes. There are many entrance points from the outer surface, and the colors of each correspond with its matching globe color.

As we suspected, a green marker indicates the cavern where the green globe exists, red for where the red one may be found, blue for blue, and white for white. If you are reading this, then you have already found one way in, and the other entrances operate the same way.

page_2: "While running from the Protectors I was able to observe the inner workings of only one lava pit area with its floating globe.

As you know, within the cavern system are actuators to remove various particle fields blocking our way. Although we were not able to reach the globe itself, I did see what may have been an access actuator on the opposite wall. This actuator appeared to be the same as those operating the particle doors and somehow this allows access to the globe.

According to the glyph tablet, the globes must be touched from the INSIDE.

page_3: "Before giving details, let me note that various sounds will indicate success once accessing the last of the globes and magma chamber crystal stars. Now details...

At the lowest level is the main magma chamber with its four glowing crystal stars, each covered in a particle field. According to the tablet, once its corresponding lava pit globe has been accessed and engaged (green

for green, red for red, etc.) an actuator will become functional which can remove the particle field protecting each crystal star of the same color -- EXCEPT for the white crystal which requires an added step beyond accessing its own globe in the caverns above.

page_4: "The tablet describes how the actuator near the white star becomes functional after the white globe has been engaged, just as the others, but that actuator will not remove the particle field until the other three crystal stars in the main magma chamber are first accessed.

A grouping of actuators surrounds the white star, and as the green, red, and blue crystal stars are engaged, these actuators become functional as well. Once all four functional actuators are engaged, they will open the white crystal star particle field. "

page_5: "The white star is the master crystal. Once this last crystal has been accessed, a bridge of some sort will form leading to the way of scape. Symbols on the tablet describe what must take place, but I did not believe this as I tried other interpretations for many hours.

But the meaning is clear and can not be read any other way ... \"The traveler must then cast himself into the Heart of Fire.\" Is such a leap of faith a test of will? Or only perhaps a way to end the lives of witless intruders?

This I will never know for myself.

page_6: "As far as I could learn, there is only one way up to the surface world -- colored transport devices may be found inside a protected room near the blue star, and these will send any creature to some corresponding place on the outer surface.

It would be a simple matter for me to reach this room if not for my broken leg injured in the same fall which dislodged the tablet. Now I can not climb anywhere. And so I am trapped here to await my doom from thirst, starvation, or brutal attack at the hands of the flying overlords.

If at all possible, please send word to my family.

Your obedient servant, Kelvin"

Hard

To My Brothers

Within this book I record my final words hoping that you have outlived the consequences of my own clumsiness and stupidity. Fumbled into the glowing magma was the precious glyph tablet which explained the master portal gateway.

Here I write its meaning as best I can recall.

page_1: "There are four lava pits within the caverns, each containing a floating globe. When a globe has been touched, its own crystal star can be accessed in the main magma chamber. Once all four crystal stars are touched, then the way of escape opens.

An explorer may return to the planet surface to access additional globes. There are many entrance points from the outer surface. If you are reading this, then you have found at least one way in, and the other entrances operate the same way.

page_2: "I was able to observe the inner workings of only one globe lava pit. Although I was not able to reach the inside of the globe itself, I did see what may have been an access actuator.

Within the main magma chamber far below are four glowing crystal stars, each covered in a particle field. Once its own lava pit globe has been touched on the inside (green for green, red for red, etc.) an actuator will become functional which can remove the particle field protecting each crystal star of the same color."

page_3: "Once the last crystal has been accessed, a path of some sort will form leading to the way of escape. Symbols on the tablet describe what must take place..."

"The traveler will then cast himself into the Heart of Fire." Is such a leap of faith a test of courage? ... or is it only perhaps a way to end the lives of witless intruders?

I will never know."

page_4: "As far as I could learn, there is only one way up to the surface world -- colored transport devices may be found, and these will send any creature to some corresponding place on the surface.

It would be a simple matter for me to reach this room if not for my broken leg injured in the same fall which dislodged the tablet. Now I can not climb anywhere. And so I am trapped here to await my doom from thirst, starvation, or brutal attack at the hands of the flying overlords.

If at all possible, please send word to my family.

Your obedient servant, Kelvin

Expert

To My Brothers

Within this book I record my final words hoping that you have outlived the consequences of my own clumsiness and stupidity. Fumbled into the glowing magma was the precious glyph tablet which explained the master portal gateway.

Here I write its meaning as I remember it... "

page_1: "The tablet described four lava pits within the cavern system, each with a floating globe. When a globe is touched from the inside a corresponding crystal star can be accessed in the lower magma chamber. Once all 4 stars are accessed, then the way of escape opens.

*Symbols on the tablet describe what must then take place... *"The traveler will cast himself into the Heart of Fire. \" *Is such a leap of faith a test of courage? ...or is it only perhaps a way to end the lives of witless intruders?*

This I will never know. "

page_2: "Although the caverns are somewhat interconnected the lost tablet said that an explorer must return to the outer world to find the other globes.

It would be a simple matter for me to attempt if not for my broken leg injured in the same fall which dislodged the tablet. Now, however, I can not climb anywhere. And so I am trapped here to await my doom from thirst, starvation, or brutal attack at the hands of the flying overlords.

If at all possible, please send word to my family.

Your obedient servant, Kelvin

RANDOM CLUES FROM KELVIN

page_0: "My Dear Brothers and Sisters...

I leave yet one more scrap of parchment to show that I have traveled this path.

Instead of the exit cave, which is now flooded with lava, I have found a new way back to the surface world, and I hope that you may find it. Seek out the strange transport room nearby the blue star on the lowest level of the main lava chamber.

Kelvin"

page_0: " Brothers and Sisters... I have traveled this way. It is perilous now. Many evil beings lurk here.

Let me impart one crumb of wisdom.. I have observed how the evil ones often linger in distant chambers and only appear after a time. It is wise then to advance quickly when reaching an empty room, since when they do appear, it becomes exceeding difficult to advance any farther.

Kelvin"

page_0: " Brothers and Sisters... I do hope these messages are a help to you. I may be doomed, but helping you this way eases my fears.

Within the transport room at the lowest level, there are rotating orbs - the same sort as those which may have brought you to these caves. These are the devices that will send you back to the surface world.

Kelvin"

page_0: " Brothers and Sisters... Take care with the hot lava vents. Some will spew fire if too much time is spent viewing at a close distance. Many of these vents grow fire crystals. And even though there is a danger -- I have found that there is ample time delay to snatch a fire crystal before the vent spews forth.

You must not approach any vent - without- a fire crystal in view.

Kelvin"

page_0: "My Brothers and Sisters... The lava vents in the shape of eyes can be toxic if no fire crystals are present. If you see no crystal within, then do not closely approach such a vent.

I hope that you may find your way. I run almost constantly, and I desire that these torn pages may help you survive this place.

Kelvin"

page_0: " Brothers and Sisters... I have broken my leg and so this will be my last parchment scrap. I will try to drag myself to safety in the red globe area, and at all costs preserve my journal with instructions for your escape. Find me. Or find my body and you may discover what you will need. I will write these instructions as clearly as possible as soon as I find another shadow in which to hide.

Kelvin"

page_0: "My Dear Brothers and Sisters... These monsters should be fought with great care -- and I plead with thee to avoid them. In the caverns they are more ghosts than physical beings, and many of my attacks have passed right through them.

They may be injured by aiming at their feet and a direct hit at belt level will inflict great damage. But do not attempt this apart from dire circumstances.

Kelvin"

page_0: "Another page I leave thee.

Before I ventured forth this last time, I had gathered many useful items into the transport room at the lowest level near the blue star. I wish I would have found many more items, but these should be enough to aid in your quest. Even if you wish to avoid the lowest level until the very end of your quest, I would advise at least one early trek to the transport room to find these items.

Kelvin"

page_0: "My Brothers and Sisters... The glyphs speak of star shapes at the lower chamber level. These are protected by magic fields and may only be removed by touching the insides of the large floating globes of the same color in the caverns -- those which float above deep lava pits. Find me in the red globe area, and I will tell you what more I have learned.

Kelvin"

page_0: " Brothers and Sisters... The lava pits prevent me from gaining access to the floating globes, but I did discover an actuator on the opposite wall from one entry point, and this switch should sent a temporary magic floor over the lava pit. The evil entities were so thick that I could not test my feet upon this magic surface. But it appears to be the only hope to reach the center of each globe -- as this is where one must touch it.

Kelvin"

page_0: "My Brothers and Sisters... I have no more paper to spare, and now that my leg is broken I have not far to crawl. My doom awaits.

You may understand already, but there is a pattern to the transport room orbs, and once this is clearly seen, it should be possible to travel back to the surface exactly at the side of that rock which is closest to thy desired return point. Think in opposites -- that is all I know.

Kelvin"

page_0: "Brothers and Sisters... Of the four evil entities we found at this highest cavern level, I have managed to kill two -- if that is the right word for this. Death has little meaning in this place.

Two others I have found trapped behind magic walls, these having fallen into a harmless trance. Take a moment to closely study this enemy. The evil is clear, and it should be a warning to avoid these entities to the greatest extent.

Kelvin"

page_0: "My Brothers and Sisters... In addition to instructions regarding the Heart of Fire, there is a brief history included in the glyphs. It seems that this place is not a last place of torment, but only where a final judgment is made. If one is found worthy then one may leave. And if one is found unworthy then eternal damnation awaits.

I can hardly believe that the Builder would allow such a scheme. So perhaps it is only a myth invented to explain the great evil which confronts us.

Kelvin"

page_0: "This is a place most damned!

Not one inhabitant sleeps except for the two I found trapped behind magic walls. Yet I must sleep.

Upon awakening I have just noted poor Hastings urgently passing my way. But I could not call to him for fear of alerting the evil ones. Moments later I heard hideous screams filling the caverns ahead. And so, by my accounting, our entire party is now lost, save for myself and our beloved Master Arcelious. And his fate remains unknown to me."

page_0: "What evil have I done to deserve such damnation? I am racked with great fear, and thirst, and hunger ...lost here with no hope. Should a rescue party even consider this world by happenstance, will they discover my cowering body in these shadows? And then what?"

I will now crawl behind a particle wall of the red globe chamber. If I am later found --whether dead or alive-- then I plead with thee, my Brothers -- Show me a final mercy and cast my broken body, living or dead, into the glowing abyss of this place!"

page_0: "My wife and I were to have a son or daughter soon, and she begged me not to leave her. But I owed a duty to our supreme Master. Did he not say that the New Order was a higher calling than any other?"

Now, if our Master were here, perhaps then I could put a sword into his hand, and command him to stand upon his own feet and straighten his own spine against this enemy. And by such an act, know for himself the hardships of his higher calling!"

page_0: "I must run again soon. The evil grows close. It is an eternity since I entered these caverns and I am no closer to my escape."

How may anyone traverse this place to do the things written in the glyphs? I know how to escape. It is plainly written -- but I am too weak to act. And now I nearly wish I had never known these secrets. It would then not be such a great frustration, and I could soon surrender instead to this utter hopelessness."

THE ASTEROID

The land, such as it is, is patrolled by ghouls of some sort -- some kind of combo re-skinned AI with custom babblings. They are also slightly transparent -- like zombies, apparitions, and hybrids all rolled into one. They are the "Protectors," and their job is to scare off anyone who might snoop around. What they say has more to do with disturbing their own rest than guarding anything in particular. But at close range they are deadly.

A trail of explorer bodies gives a clue as to where to go -- given how these guys were returning to the inner machine of the island. But it is not a Trail of Blood mission *per se*. It will take a little bit of exploring to find where to go.

I don't know what the inner areas look like yet, but it should get rather grubby, then gradually super high-tech looking. It should also be heavily patrolled with lots of traps -- but not excessively Tomb-Raiderish. Special pumped-up battle-type protectors could form the last line of defense -- probably based on treebeasts or haunts, but with all new schemas and skins.

The inner sanctum is dark, but when Garrett steps into the central area lights will come on -- brightening slowly, almost imperceptibly. When he reaches the innermost area, bright lights will snap on, and doors of some sort will lock him into this area so he can't escape.

Eventually as he wanders around, he will encounter a bounds-trig and this will begin a V0 'conversation'...

GARRETT

What *is* ... this .. place?

There is an odd mechanical waking-up sound similar to the sound of the time machine coming on-line in the cathedral ... then a voice... the voice of *the Oracle* ... both animal and machine ... many voices in one. The conversation is slow-paced with lots of beats and gaps letting the growing ambient sounds sink in...

THE ORACLE

A question!

(a very long beat)

Since before your sun first rose to
burn away the mists of eternal night,
I have awaited a question!

GARRETT

(after a very long beat)

And...

THE ORACLE

(a beat)

I am both machine and living soul. If
it will help you to understand, then
let it be known that I am the *Guardian*
of the Ages... and I have been waiting
for you.

GARRETT

For me?

You know about *me*?

THE ORACLE

I know all.

You are Garrett, a Keeper of the
Prophecies.

GARRETT

NO! NO! I am Garrett, a dying THIEF!

THE ORACLE

(tinge of disappointment)

That, too... But you have a purpose
which goes beyond this.

GARRETT

The Keepers always say that...

THE ORACLE

(like it's a whole sentence)

YES!!!

The Keepers know about you because
they know about me.

(a beat)

One may not prophesy without also
knowing the future...

GARRETT

...and what is *my* future?

THE ORACLE

There is no past or future here.

(a beat)

There is only a past and a future on
the other side of time -- where you
make your choices.

GARRETT

So if I stay here I won't die? Is that
the solution?

THE ORACLE

(matter-of-fact)

That is not allowed.

(a beat)

You must leave to seek your destiny...
to fulfill what must be. You may not
remain in this place.

GARRETT

My destiny lately is to *die*... and I
came here looking for an antidote-

THE ORACLE

(interrupting, fast)

Your destiny is to *live*!

You are a Keeper!

(a beat)

(more kindly now)

All will be made plain to you...

(a beat)

The antidote lies in reversing the
order. And when you are successful,
then all will be as it should have
been.

At this a time portal is revealed.

THE ORACLE (CONT)

Once the destroyer has been destroyed
...the one who poisons you... and once
you have acted in accordance with your
own knowledge of the future, then all
will be restored.

(a beat)

Now Go!

END OF ORACLE OF THE PROPHETS

EPISODE 5: THE OTHER SIDE OF TIME

FADE IN:

INTERSTELLAR SPACE - WARP SPEED

A light-speed space pod moves through a drifting cloud of stars as the following text appears.

T H E O T H E R S I D E O F T I M E

... 'Tis now the -end- of the beginning...

...and -perhaps- the beginning of the end...

...For the Guardian of the Ages has -commanded- you...

...to seek your destiny on -this- side of time...

...Yet -first- you must see -WHERE- he is sending you...

...and -WHY- he is sending you -here-...

Goal_0: "The Guardian must have known why it sent you here. Discover why this night is special!"

Goal 1: HIDDEN -- Find someone who will be leaving the cathedral area tonight! Revealed when Garrett reads the gatekeeper's wall-posting, triggered 'complete' when he finds Alisha. This goal is destroyed instead if he finds Alisha first.

Revealed Text: (Goal 1) "Looks like no more keys will be made until tomorrow. Find someone who will be leaving the cathedral area tonight!"

Goal_2: HIDDEN -- Do not let Alisha see you! Revealed when Garrett first finds Alisha.

Revealed Text: (Goal 2) "Blimey!! The Oracle sent you back into the past! This means there's -another- Garrett wandering around this world. Let's not screw up history any worse by letting Alisha see YOU tonight!"

Goal_3: HIDDEN -- Do not harm Alisha in any way! Revealed when Garrett first finds Alisha.

Revealed Text: (Goal 3) "This is already a dicey time-travel situation. Alisha must not be harmed in any way!"

Goal_4: "HIDDEN -- Revealed right after Alisha and Cavador talk. Follow Alisha out of the cathedral!"

Revealed Text: (Goal 4) "Before you traveled back in time, Counselor Franticius tried to kill you. And since you might remember that Franticius killed Alisha -tonight- it might also come in handy to see where they meet - tonight- ...Follow Alisha out of the cathedral area! (continues in the next mission)"

Goal_5: "Once you know what to do, leave the area! (continues in the next mission)"

Goal_6: "You need all the friends you can get -- Do not kill anyone in the area!"

Alternate Text: (Goal 6) "The occupants of this place are mostly friendly unless threatened. Do not kill anyone!"

Goal_7: "HIDDEN -- Revealed soon after Alisha passes beyond the outer cathedral gate."

Revealed Text: (Goal 7) "Alisha has left the cathedral area. Get out NOW before you lose contact with her completely!"

The inner cathedral gate is closed and locked and only Alisha has a key. So Garrett can not leave the area per Goal 5 until Alisha has passed through to unlock the gate. Her key is destroyed when the gate opens, so it can't be relocked -- which is convenient, but this also starts a timer that gives the player just a few minutes to follow her per Goal 7.

BEGIN GAME MODE

This Act begins in hours before the events of *The Enterprise* where Lisha visits Cavador to pick up Garrett's new mechanical eye -- the night she was killed.

The game starts at 8:00pm for all difficulties. There is a master clock to run the chimes and other events, but no deadline like in *Hallucinations* or *The Insurrection*.

At first we see nothing but a blank screen with a light gem which brightens as the "action" begins -- a camvator at first which merely locks the player in-place to see introductory events.

As the narration comes to a close we hear a portal powering up.

FADE IN:

PORTAL AREA IN KARRAS' LAB

As the screen slowly fades up from black the portal top rises and an eerie light glows to match the pulsating sound.

Within the portal, a figure of Garrett materializes (a real ghost AI "phantoming in"), then is replaced by a non-transparent model. He steps off the portal and walks a bit, stops, looks around a confused, then heads for the camera and when he overlaps the camera (with no-collide) he disappears and the camera is detached from the camvator allowing the player to move about.

GARRETT - VO

Looks like the Guardian sent me back
to the cathedral -- now what?

After a short delay, then...

GARRETT - VO

Phhew ...it's actually hot in here...
(exhales like it's hot)
Since when did these Hammerites bother
to heat this place?

The player has the basic resources -- blackjack, sword and lockpicks. Garrett carries Megatfree's watch and the cabbage patch doll named Judy. Perhaps he will be allowed a couple of invisibility, slow-fall, and/or speed potions depending on difficulty settings.

The whole mission is one huge noisy rainstorm with lightning and thunder striking at various times -- subsiding with playing time, then again growing in intensity after a while (controllable via the master clock).

Garrett will not understand that he is back in time right away, so several VO comment traps will be scattered around with a time-out to get rid of the most obvious after a few minutes.

Triggered if he looks out through the ledge access openings nearby...

GARRETT - VO

Hmmm... the last time I was here,
there was ice on that river... it
takes a *lot* of rain to melt that much
ice...

This last comment is cancelled after about five minutes of game time (if not already said) since after not too long it will be obvious how it's not the same time as when he left at the the end of Episode 21.

Karras is in his lab. The lab is inaccessible, and Karras is deaf and blind to any actions like in Soul Forge. He paces back and forth, and when Garrett is close enough, we hear him babbling his motivations in life.

KARRAS

Karras, do this...Karras, do that. Am I a servant of these backward Hammerites? NAY I am NOT -- nor will it be very long before I am free of this wretched place!

The rich... The powerful... These are the ones who betrayed me -- those fat-cats who support these backward Hammerites instead of ME... those are the ones who will PAY for my present afflictions.

Oh how I so very much hate to disturb my own precious hands! But I have no other choice now. For the thief to whom I offer my very best Precursor eye continues to spurn me. And now I must act with far less information than I would like.

Ohh... Ohh

Part way into Karras' tirade...

GARRETT - VO

I thought they got rid of that lunatic.

If Garrett meets any Hammerites, they won't attack unless he pulls out a weapon. There will be a fair number of Hammerites just wandering around or hanging out in the chapels. Nothing seems amiss.

If possible I'll try to once again figure out how to have the Hammers say friendly greetings when meeting Garrett at level zero alert.

The chapel below Kassas' lab contains a traoining session. A teacher lecture various Hammeriter drivell captured from Thief 1 -- none of worth transcribing or listening to. A sign on the door reads

SIGN ON CHAPEL DOOR
IN PROGRESS

Novice Orientation Meeting

Do not disturb!

After a long beat...

GARRETT - VO

Yeah... but wait a minute... wasn't there supposed to be a *holy war* going on around here?

(laughs)

Oh well, pretty soon I'll wake up from this crazy hallucination ...and it won't matter anymore.

This comment is also on the five minute timer, so only players coming more or less straight here will hear a still-confused Garrett.

Clues will be left around to reinforce the impression of late summertime in the form of scrolls and postings.

SCROLL 1

(somewhere public)

Brothers

The late summer is upon us, and as humble servants of the Builder it is required again that we offer moral guidance to those who might otherwise engage in pagan harvest rituals.

Remember to bind flagrant sinners until they are sober, so when they are punished, they will remember the reasons for their corrective stripes.

As our sacred writings make plain, 'Flog a sober man and he will repent of his sins, but flog a drunkard and he will return to his bottle not knowing the reason for his stripes.'

Vicar Feluxis

SCROLL 2

(somewhere public)

Brothers

Now that summertime draws to a close, our new acolytes will soon arrive. Many will have already chosen their sacred first-year project. Some, however, will require guidance to arrive at this decision.

Many unfinished details remain in the construction and record-keeping of our great cathedral, and a list of these may be reviewed in my office by those still in need of a project.

*Encellon
High Priest of the Order*

SCROLL 3

(in the high priest's office)

Available projects for new acolytes:

Polish the ancient statues.

Count the shards of colored glass required to form each stain glass window and make a record of this in the sacred annals.

Remove rust from the ancient altars and apply oil to prevent further rotting due to summertime moisture.

Record an oral history as remembered by the high priest.

Catalog the contents of the catacombs.

Determine the number of steps needed to transform balcony access ramps into proper stairways.

SCROLL 4

(in Cavador's work area)

Today's tasks...

The 5th hour -- rise, wash, and break fast.

The 6th hour -- prayer, and writing of sacred poems.

The 8th hour -- tend garden.

The 11th hour -- meet a messenger from Lady Alisha.

New entries for this day...

Brother Karras agrees to the plan of Lady Alisha, except that only the Lady -herself- will be allowed to transport the eye. Why he wishes to lend this most precious artifact to a common thief is far beyond my reckoning!

Inform the messenger that if Lady Alisha plans to arrive after hours, she must bring her own inner gate key, since the town forges will be cold in advance of that abominable harvest festival, and even the Builder himself will not be making keys today!

Reading this will trigger the follow V0...

GARRETT - V0

Hmmm... Looks like 'Lady Alisha' is still alive.

(a beat)

I wonder if that has anything to do with finding an antidote!

This will also make a switch to what Garrett will say later once he sees her in-person - no longer likely to be as surprised.

SCROLL 5

(in the vicar's office)

Vicar Feluxis

It is the opinion of this legal office that you have a reasonable claim against those who performed shoddy workmanship on your inner gate timing mechanism.

Therefore I agree to meet with you in person to prepare papers for legal representations before the court of our most honorable Viceroy.

We will seek compensation from those who have injured your reputation for fine craftsmanship, and seek a sum of gold for the young widows created as a consequence of the mechanism failure.

Since I may need to make periodic visits to your facility, I request a reliable contact in town of someone able escort me into the cathedral when required.

*Regards
A. H. Franticius, Esquire*

SCROLL 6
(near the inner gate)
To all visitors

Whilst repairs are being made to the automatic timing systems of this inner gate, all visitors and Hammerites must manually unlock this mechanism using a key provided in advance.

To obtain a key, present proper credentials to Brother Cavador, and he will arrange to have a key made for thee during normal work hours.

Once the town forges have been shut down for the night, NO NEW KEYS will be made and issued until the next day.

*By order of Brother Denton
Captain of the Gatekeepers*

GARRETT - V0
(a bit annoyed)
Well...no key for me ...looks like I'd better find some 'visitor' who's still planning to leave tonight!

This V0 is destroyed (if not already played) when Garrett sees Alisha with Cavador

SCROLL 7
(somewhere impossible to miss)

Page 1

What follows is the courageous sermon of Feluxis, Vicar of the Cathedral, written herein as he spake these words on the 13th day under the Owl Moon, in the 4th year under our great King, Fosythius-the-Just.

To be distributed in this printed form to all practicing Hammerites and other followers of the Builder. By blessing and commandment of Encellon, High Priest of the Order of the Hammer.

The sermon of Feluxis...

*My Brothers and Sisters, Mothers and Daughters,
Fathers and Sons.*

In recent days we have been instructed by representatives of Sir Pavlevstorm - Viceroy of the king- to rid our streets of all abandoned and lost children.

In appearance our town is needful of "cleansing" -we are told- and this cleansing will soon begin through the disappearance"

Page 2

and slaughter of those who now cower upon unclean knees to beg with trembling small hands for unclean food at our polished feet.

In this quest for cleanliness, the term "feral child" has been raised to describe such unwanted orphans.

But it is the opinion of this Order that only roaming cats and stray dogs may be considered truly "feral" and that -children- are always -children- whether orphaned in ill- conceived wars, or simply abandoned by those parents no longer able to provide the most basic necessities of life.

As followers of the Builder we can not -and we will not- stand aside as children are hauled away like mere refuse by those most rich in gold but most poor in common decency.

And so I say unto thee, it is the admonition of this humble priest that we will seek out -any and all- lost children of the streets to reunite each with parents such as they may have, and see to it

Page_3

that shelter is found and that food is provided daily and that clothing better than mere rags lies upon their backs.

And of those bounty hunters found to be seeking such children for the pittance of a quick reward? These -we- will drag away forthwith to proper correction and the straightening of their souls.

But that is not all.

For there are children who are truly orphaned with no parents whatsoever.

What of them? To what parent shall they return when none exists?

There is only one just and proper answer and I do not offer this lightly or without careful thought, for in the name of the Builder Himself, this is what we must do..."

page_4

We will welcome these children into our -own- homes.

And to these we will provide a warm bed and a seat at our table. And these we will raise as our -own- daughters and sons with full rights and titles such as we can provide.

This will not be a painless task. There will be burdens to bear, and we will make enemies of those willing to support the evil which stands against us. But it is a price worthy of our own gold and sweat and even blood.

Although this cathedral will one day fall into ruins and its memory lie buried unseen for eons, the righteous actions of those who stood in protection of those weakest among us will never be forgotten.

As it is written... "To those who seek out the lost and comfort the terrified and protect the innocent -- such are to be most rewarded in the forever-land of the Builder on the other side of time.

GARRETT - VO

Yeah, well ... nice sermon ... except that I'm carrying a certain doll named Judy for one of those 'feral' kids that you Hammerites missed!

Eventually Garrett will wander over to Cavador's chapel area.

On the door is a clue to the player to finish looting the building before proceeding further - though I can only bve just so obvious.

CHAPEL DOOR NOTE

Novices and Visitors

I am in conference with a person of high estate this evening. If you wish to stay within these walls do not enter to trespass upon our private conversation.

When we are done, the lady will depart these grounds immediately and I will meet with you thereafter if you wish.

Brother Cavador

CAVADOR AND ALISHA TALK

This conversation takes place in the middle of the Vicar's chapel, triggered from a distance as Garrett approaches from any direction. Goal are triggered and other revealed, followed immediately by a V0 or two from Garrett. (The sequence here is a bit odd, but the Player can not be allowed to rush into the chapel without failing the mission -- and triggering this new Goal is the good way to sensibly prevent this)

COMPLETED GOALS

Goal_0: "The Guardian must have known why it sent you here. Discover why this night is special!"

Goal 1: (if revealed) "Looks like no more keys will be made until tomorrow. Find someone who will be leaving the cathedral area tonight!"

NEW GOALS

Goal 2: "Blimey!! The Oracle sent you back into the past! This means there's -another- Garrett wandering around this world. Let's not screw up history any worse by letting Alisha see YOU tonight!"

Goal_3: "This is already a dicey time-travel situation. Alisha must not be harmed in any way!"

Goal_4: "Before you traveled back in time, Counselor Franticius tried to kill you. And since you might remember that Franticius killed Alisha -tonight- it might also come in handy to see where they meet -tonight- ...Follow Alisha out of the cathedral area! (continues in the next mission)"

GARRETT - V0

Ah... Looks like Alisha really is alive.

(laughs)

Better not let her see me now, or I'll have a *lot* of explaining to do!

Once Garrett gets close enough to the chapel door we hear a conversation between Cavador and Alisha Delayed long enough for Garrett's previous V0 to play and the new object to be revealed...

CAVADOR

(kindly and a bit political)
 Although we agree to send this marvelous device with you, Lady Alisha, you must understand that my master is quite displeased... for he wishes very much to discuss a proposal with your Mr. Garrett -- yet Garrett continues to refuse our invitations.

LISHA

Yes. I do understand your master's anxieties, Brother Cavador. But you must consider how Garrett has become quite depressed in recent days. So it is my hope that this new eye will improve his mood every bit as much as it improves his vision.

CAVADOR

(resigned)
 Then the scroll I have given you must serve as my personal message.

LISHA

You are most kind, dear Cavador...

Alisha leaves carrying Cavador's scroll, and from here she begins a one-way patrol route which takes her eventually to the cathedral gate. Cavador immediately walks into his office where he is locked safely inside.

GARRETT - VO

Ah-hah... so *this* is the night when Alisha picked up my new eye!

After a delay...

GARRETT - VO

(growing awareness)
 (a beat, then menacing)
 So I wonder if Counselor *Franticus* is working late tonight... because if he's no longer alive to poison me...
 (interrupting himself)
 Yesss. *That* should do the trick!

Alisha will be heading for the gate -- and pass through after a brief walk through the cathedral. Only after Alisha leaves the cathedral area can the mission end. The gate will be open for a few minutes after she leaves, and a trig-room will exist on the other side of the gate to trigger the win-mission questvar.

If Garrett fails the quickly pass through the gate after Alisha, Goal 7 is revealed.

Goal_7: "Alisha has left the cathedral area. Get out NOW before you lose contact with her completely!"

If the player waits too long the gate will close and the mission fail.

END - The Other Side of Time

EPISODE 6: REVERSING THE ORDER

BRIEFING (AVI)

The briefing is filled with thunder and lightning...

*Tho' the darkness tried to seduce him
and destroy him if he resisted,
His skill was now unmatched
and his power exceeded even our own.
--From the Last Utterance of Keeper
Sornek*

GOAL 1: MAKE SURE COUNCILOR FRANTICIUS NEVER HAS A CHANCE TO POISON YOU - TONIGHT HE MUST DIE.

GOAL 2: YOU' LL HAVE A LOT OF EXPLAINING TO DO IF ALISHA SEES YOU. MAKE SURE SHE DOESN' T.

GOAL 3: MAKE SURE LISHA FINDS HER WAY SAFELY INTO GARRETT' S APARTMENT.

Garrett is now outside the office windows of Franticus hiding inside a storage room that provides a good view -- the same side room where he once overheard Crastus and Franticus talking during *Hallucinations*.

Since Garrett can't be seen by Alisha, he can't barge in - - and all is set up so he can't get a clean shot at Franticus -- even if he did have any ranged weapons. But the player CAN clearly overhear their conversation...

FRANTICIUS

Ah... Lady Alisha! What sends you into such a cruel and lonesome night?

LISHA

Let us just say, Councilor Franticius, that I am aware of my father's plans ...and as I was passing this way I thought it worthy to discuss the matter with you before he grows any older and weaker.

FRANTICIUS

What is there to discuss? Your father has made his wishes plain as day -- *you* are his rightful heir, and upon his death *you* will become the new Master of the Enterprise.

LISHA

Dear '*Councilor*' Franticius, you are a most gifted liar. We both know about my father's plans. He merely speaks his intentions, but *you* are the one who must always make his dastardly arrangements. If you wish to be truly informative, then you can simply tell me when I am scheduled to die--

FRANTICIUS

(interrupting)

--you dare to accuse *me* of complicity in such sordid affairs?

LISHA

Of course I do! And as a matter of fact I would not be surprised if my father's '*trusted high councilor*' is planning to steal the Enterprise for himself! A snake such as you should never be allowed near that facility!

FRANTICIUS

Such a stream of accusations is not easily tolerated!

LISHA

I have a simple proposal, Councilor. You allow my father to appoint the successor of his choice ...and I will see to it that you are spared the unnecessary embarrassment of losing your livelihood!

FRANTICIUS

'Dear Lady' Alisha -- Are you not the same woman-of-the-street who sleeps with that vermin known as Garrett? Just how far do *your* plans extend?

LISHA

So you know about Garrett? ... then presumably you also know about my father's wishes regarding him!

FRANTICIUS

I know nothing about this. I am your father's obedient servant. I do only as I am told. Now go home. Rest. This is a matter which can be discussed at a more convenient time.

LISHA

As you wish, Councilor. But remember this... I have no personal desire to own the Enterprise for myself, and if my father wishes to convey it to Garrett, then you will act to keep my father's promise! Is that understood?

FRANTICIUS

I will do my duty as commanded.

With this Alisha leaves by way of the back alley door.

FRANTICIUS

(to his men)
Follow me.

Franticius and several *very tough* guards also leave by way of the same door.

GARRETT - VO

I don't like the looks of this.
(a beat)
Better keep close.

Leaving the storage room, Garrett will see a curious stack of silver coins and a rolled up parchment on the desk office of Franny's reception area. It seems to be a note to Franny from Investigator Pinchendon. But the courier has added a footnote as well.

SCROLL IN RECEPTION AREA

Counselor

We are ready to capture the target.

At the local pub each night she is known to arrive just before the 10th hour for her nightly visit with the barkeep.

I have instructed my men to chase her from that place towards the West Bridge. Men posted in the village beyond will intercept her before reaching Garrett's door where we will quietly take the Precursor Eye from her.

As promised we will not harm the lady in any way and leave without further trouble.

Should the dear lady escape this first attempt, I will have other men scattered along her only other way of escape via the North Bridge past the mortuary and through the industrial section of town.

Should she manage to find her way to safety, we will not assault the apartment itself fearing a rain of broadheads from Garrett's window once he is alerted by the lady's return or by some attack on the building before then.

I will be contacting you with our results!

P

Mister Franticus

I be carryin this scroll from the Pinch and hears you talkin with somebody so I don't wants to be intrudin. Sorry to be drippin on yer nice floor to write in this here scroll -- but I gots me a good reason.

Mister Pinchenden still don't know how you promise gold to any of the men who kills Lady Alisha tonight by 'accident' -- if you knows what I mean. But I didn't get into this investigatin business to go killing no ladies. So here be my part of the up-front money you gives us for her life.

Go buy yerself a drink!

Garrett must leave by way of the front door, or else he will soon lose contact with Alisha. Once outside we can see her walking away under street lights with Franticus and his men trailing behind.

Not far down the street we see Alisha stop, turn, then begin to run... at this Franticus and his men begin to chase her...

For the next ten minutes or so Alisha will be impossible to find. At just before 10:00pm she will walk from a back room in the tavern, and soon after two of Franny's men will hear their instructions from that back room as well...

**FRANTICIUS
AFTER HER!**

With this two guards will give chase, yet Alisha will make a crafty turn to avoid them, then begin a new way home to Garrett's apartment through anew section of town built for ths mission. If Alisha is killed at any point, the mission fails.

The game now is mostly a matter of trying to protect Alisha without being seen by her, thereby ensuring that she makes it back to Garrett's flat.

Once Alisha starts moving Garrett simply won't be able to stray far or for too long before Alisha is killed. So the smart players may learn to take these guys out before she begins her patrol - starting with those positioned outside his own apartment windows.

At some point Garrett may say some of the following...

GARRETT - VO
Looks like good ol' Pinchenden has his boys out in force tonight.

GARRETT - VO

Better watch my back... these guys are everywhere.

GARRETT - VO

I think I liked it better when I was having Hallucinations!

GARRETT - VO

Okay Garrett, calm down. Let's take this one step at a time.

GARRETT - VO

Damn! This is nuts! How many guys did Pinchenden hire anyhow?

On expert the game takes an unusual turn where the player is not allowed to kill Franny directly. There are several traps to handle an indirect kill - an elevator, a small drawbridge, fireworks, drowning (during a chase), and of course Alisha herself is a tough ninja fighter and one-on-one stands a good chance against Franny who is a mere flaming gear spell-caster.

The following are scattered scrolls posted to walls throughout town...

SCROLL 1

To all citizens in good standing...

It is required of thee to deliver unto representatives of the King all feral children discovered roaming the streets.

Any citizen found to harbor such children not of their own making will likewise be delivered up to judgement.

So Ordering by Pavlevstorm, Viceroy to Fosythius-The-Just

SCROLL 2

By order of Pavlevstorm, Viceroy to Fosythius-The-Just, all children found to be wandering the streets without the company of an adult blood relative will be removed. If not claimed within one day, such will be put up for auction, and if unsold put down along with all the other feral animals of the street.

SCROLL 3

To encourage a swift return to proper civil cleanliness, a bounty of five silver pieces will be paid for the delivery of any feral child found to be wandering the streets without the company of an adult blood relative. Deliver unto any representative of the King for immediate payment.

Those presenting more than one specimen per day will be paid an extra silver piece over and above the stated five pieces for each added vermin delivered.

SCROLL 4

To those gathering feral street children for disposal -- it is required that each vermin be properly bound and muzzled to prevent the unpleasant wailing and thrashing which has lead to injury among our representatives.

So Ordered by Pavlevstorm, Viceroy to Fosythius-The-Just.

SCROLL 5

By order of Pavlevstorm, Viceroy to Fosythius-The-Just -- all children belonging to a citizen in good standing must be accompanied by an adult blood relative when walking about the streets of our town. Those found otherwise will be kept for one day at the nearest representative of the Viceroy, and a sum of 10 gold coins will be required to return such a child to its rightful owner.

If after one day the child has not been claimed it will be put up for auction at the King's market, and if unsold, it will be put down with all others feral animals found wandering the streets.

SCROLL 6

Upon this 10th day of the Owl in the fourth year under Fosythius-The-Just a period of street cleansing will begin.

Many sickly and unsightly children of the street litter our town and the risk of disease and petty thievery is an insult to our high society.

Rewards will soon be posted which describe compensation to those willing to risk their health in the task of removing this menace from the eyes of those who would rather walk these streets without a pestilent beggar at every turn.

SCROLL 7

It is the decree of Pavlevstorm, Viceroy to the King, that all feral children will be removed to proper slavery or disposal as the situation may warrant.

A bounty of five silver pieces will be paid for the delivery of any feral street urchin found to be wandering the streets without the company of an adult blood relative.

Deliver properly bound and muzzled unto any representative of the King for immediate payment.

At some point Garrett will approach Kevel's front door area (from Hallucinations)... From here he can see guards running down into the old Village, but he won't be able to access those gates.

Then we'll hear a shorten version version of the now-famous "Missies" Tirade ... "Kevel is that you...?"

GARRETT - VO (CONT)

Ahhh KEVEL's House! I don't suppose the Missies will mind if I take a little short cut through her living room!

When Garrett arrives on the scene behind Kevel's back door we hear another VO from him as he approaches his own apartment...

GARRETT - VO

This is where Franticus killed her the last time...

(a beat)

But not this time!

If Alisha is in the area of Garrett's apartment she will make a final dash into the flat. If Garrett does nothing, then Franticus or some other assassin will definitely catch her. If Garrett interferes in some way, then she may make it home.

Alisha will have a key which lets her through the locked door to Garrett's apartment house -- and this should keep the player out -- along with any AI except perhaps someone in hot pursuit (who will be attacked once inside).

Once Lisha enters the door to Garrett's flat she will be teleported away to some safe location, and following Goals will tick off...

GOAL 2 COMPLETED: MAKE SURE ALISHA DOESN'T SEE YOU.

GOAL 3 COMPLETED: MAKE SURE LISHA FINDS HER WAY SAFELY INTO GARRETT'S APARTMENT.

Now the player only has to see to that Franticus is killed.

After about 30 seconds since Alisha is safely home, some arrows will begin to be emitted from the upper windows of Garrett's flat (The windows will break when hit by the first arrows.)

GARRETT

What the hell? Who's taking those shots?

(a beat)

...ah yes, a little help from my previous existence.

(laughs)

I just hope that my alter-ego wasn't so drunk that I get hit with one of those arrows!

A real archer will be placed in the window (one that can't be harmed) and any AI - or even the player - can be attacked now when entering the area under Garrett's apartment windows. This, or course, is yet one more way to have Franny be killed indirectly.

Once Alisha is safely home and Franny is dead...

GOAL 1 COMPLETE: COUNCILOR FRANTICIUS MUST DIE TONIGHT.

The mission will be won once Garrett kills Franticius and Alisha makes it alive into the front door of the apartment. But there is one last note to be found if not found already concerning the motivations of the Keepers in this mess. A meeting room can be found with a slight secret entrance where an agenda of sorts awaits.

KEEPER MEETING NOTES

Keeper Orlet

These are ominous times, my brother. Despite our careful warnings, the wayward Chief Alchemist acts without regard to the health of our city where his followers continue his alarming rust substance experiments to a purpose not yet revealed.

Considering the rise of these Mechanists let us hope that we will not again require young Garrett to save our city. The necessary deceptions are so very difficult, and each time we deal with him, the chances grow that he may discover what he should not see.

Just now I receive a new report - a power surge consistent with yet another teleportation event in breach of our agreement with the Chief Alchemist. So I must straightaway investigate even if it delays my arrival tonight.

Until then instruct the brethren to watch most carefully those wayward Hammerites who pledge loyalty to this Karras. Perhaps we will soon discover his plans and learn how to limit him without undoing those benefits we have from his service.

On another point, we have a new threat which reveals itself in a most unlikely form - Lady Alisha, daughter to Master Solustice. She has again pried about old libraries seeking what she can learn of us.

And judging from her newest reading list, the dear lady has become too interested in our existence and practices.

Many curious fools have sought the same knowledge without concern to us, but this situation is alarming in how Lady Alisha might use such knowledge. For soon she will inherit the vast wealth and power of the only institution in this city where we have no proper influence - her father's estate. So therefore we must undermine Alisha before she can become a greater danger.

The high counsel suggests that we further incite the rising hatred of those slaves and servants toiling upon the mountain of Solustice Industries. If all works as planned a rebellion from within should destroy the enterprise - and moreover - remove the dynasty of Solustice it represents.

Lastly, we are certain the bastard of the king wanders the streets, and so Keeper Fosythius continues to press our campaign against all feral children. Once the king dies with no heirs it should be a simple matter to insert whomever we desire upon the throne. A pity that so many wayward children must perish, but such is a price we must be willing to pay for our own freedom in the face of tyrants and evil-doers.

END REVERSING THE ORDER

EPIISODE 7: MOVING DAY

SCENE 1 -- GARRETT'S APARTMENT

This is just the first part of The Enterprise mission, now daytime with early morning tweeting birds, blue sky with thin drifting clouds, and light mist in the air.

GOAL 1: FIND YOUR WAY TO SOLUSTICE INDUSTRIES.

FADE IN:

Garrett begins in a dark room which slowly brightens. It's his apartment. A few crates are scattered around the floor. A baby is cries in the BG (sound from *The Enterprise*).

GARRETT - VO

Well, I'm not dying anymore -- so I suppose the Guardian knew what it was talking about.

(a beat)

I really am going to miss this old apartment... crying babies and all.

(a beat)

But before I move to my new neighborhood, I've decided to pay a little visit to an old 'associate' of mine up on a certain nearby mountain...

(a beat)

From what I've seen around town lately, the timing couldn't be any better...

Some scrolls lying around along the way...

SCROLL 1

Comrades. Today is the day. As planned we will climb to the appointed place and destroy that place of evil.

SCROLL 2

Fellow slaves and workers of the Enterprise known as Solustice Industries -- we assemble in the morning. Then we will rain fire down upon the evil of that mountain.

SCROLL 3

On the first day of the harvest moon festival the guards will be thinly spaced -- so that day we attack.

*Bring what fire weapons you have
collected. The building will burn.*

SCROLL 4

*In honor of Santiscauld of the Old
Village -- one who dared to challenge
the master -- let us rise up and
prevent yet another generation of
slavery to take root in that place.
Tomorrow we act.*

SCROLL 5

*The whips and chains will fall beneath
the rubble of that building. Tomorrow
as free men we will rise up to free
our enslaved brothers and fathers and
sons from that place. Upon first light
when all is most quiet, then we will
climb to victory!*

SCROLL 6

*Men of the old village. We have
suffered enough. With the harvest
festival beginning tonight, the guards
of the morning will be sleeping upon
that hill. And so tomorrow we will
attack and burn that building so that
no more men will suffer under to lash
creating devices even more terrible
than the longest whips. Today we will
end this evil once and for all.*

SCROLL 7

*To arms. Now is the time. The ropes
are set in place. At first light when
all is most asleep -- then we will
climb. Remember to bring every fire
weapon collected. For this day is the
day that building will burn!*

Once Garrett opens the gate to the main Enterprise area,
the mission ends -- just like in the original Enterprise
mission.

END MOVING DAY

*EPIISODE 8: THE INHERITANCE***MOUNTAIN SIDE EARLY MORNING**

Garrett starts at the main lower gate to the Enterprise. The secret escape door is frob-inert -- but the main gate can be picked open. Wonder of wonders there is a long stairway up to the main upper gate with enough shadows that Garrett can sneak past the guards up there.

GOAL 1: FIND ALISHA -- YOU HAVE SOME PARTING ADVICE FOR HER, AND THIS MAY BE YOUR ONLY CHANCE TO SEE HER.

GOAL 2: ALISHA WON'T HEAR YOUR ADVICE UNLESS SHE IS AWAKE -- DON'T HARM HER IN ANY WAY.

GOAL 3: [HIDDEN QUESTVAR GOAL HERE TO TRIGGER MISSION COMPLETE ONCE THE CAMVATOR ENDS]

FADE IN:

We see Lisha flanked by guards, strolling to meet Garrett in a long hallway inside the Enterprise building.

LISHA

(disingenuous)

Hello, Garrett. I am SO happy to see you! How are you feeling? You looked so sick the last time I saw you...

GARRETT

I think I liked you better as a ghost.

LISHA

(laughing)

Ah, so you DO remember our little adventure together?

GARRETT

There's just one small detail that still bothers me, Alisha.

LISHA

Your curiosity always was your greatest weakness, Garrett. But ask what you must...

GARRETT

Let's just say that everything I read in Pinchenden's old logbook was real.

Did your little missions for him also include poisoning the healing vials I kept finding?

LISHA

Are you saying that *-I-* was trying to kill you?

GARRETT

No -- not *kill* me -- just encourage me to jump through that portal ... hoping I would come back to kill Franticius before he had a chance to kill you...

LISHA - VO

I'm not sure how much of this silliness I can endure.

GARRETT

Silliness? Was it *silly* to spy on the Keepers like you once spied on me? Was it silly to learn what the Keepers knew about the Portal or even how to how to imitate their voices?

(a beat)

I never really was talking to the Keepers ...was I, Alisha? ...I was just talking to a ghost trying to scheme its way back to life...

LISHA

You are SO suspicious, Garrett ...and how do you conclude all of this?

GARRETT

Your voices were perfect... and what you found out about the Guardian was right on target -- but you know something, Lish? ...the Keepers never worry that much about *anything*.

LISHA

My my! It *will* be such a shame to sacrifice that mind of yours to the higher needs of our science.

GARRETT

I didn't come up here to become another one of your test subjects, Alisha!

LISHA

Then why, Garrett? Why do you risk visiting my mountain ... knowing what you already knew about me...?

GARRETT

To give you a piece of advice...

LISHA

(laughing)

You have such a wonderful sense of humor. I AM going to miss you, Garrett.

(suddenly colder)

But as long as you live, my father's wishes for you remain a distinct possibility ... yet there can only be *one* Master of this mountain. And as the daughter of Solustice and rightful heir to his estate, the Enterprise belongs to ME -- not to you!

In the BG we begin to hear guards yelling out alarms and starting to fight with intruders.

GARRETT

For a few more minutes...

LISHA

What - ever- are you talking about?

GARRETT

Didn't the Keepers ever say that if something is *supposed* to happen it will *always happen* no matter how we try to change the course of events? Destiny, Alisha, is the most powerful force in the Universe. And even you can't fight *destiny*.

The OS fighting noise is close. Lisha's guards run out the door and we hear OS immediate fighting.

LISHA

I CAME BACK!! I CHANGED THE COURSE OF EVENTS!... and now there's NOTHING you can do about it!

GARRETT

Fine ... But y' know something Lish ... I've been doing a little of my own spying this morning.

And the way I see it, you have about
30 seconds before this place is
overrun by the fanatics I've been
watching climb the sides of YOUR
mountain all morning.

LISHA

What?

GARRETT

So here's my advice, Alisha...
(a beat)

Unless you want to find yourself
swimming in a whole bunch of holy
water -- I suggest, this time, that
you *stay* dead!

Lights in the room begin to fade... the sound of fighting
is all around them now.

LISHA

Garrett!

GARRETT

I can find my own way home...

LIGHTS FADE TO BLACK

LISHA

GARRETT!!

In a series of flying camvators we see battle between the
guards of the enterprise and the uprising of the
worker/slaves who are compelled to work there -- ending
it what is clearly the burning destruction of the whole
place.

END THE INHERITANCE

EPIISODE 9: UNDER THE RAVEN MOON

This a camvator-only mission.

GOAL 1: THE GUARDIAN OF THE AGES ONCE TOLD YOU THAT YOU MUST ACT IN ACCORDANCE WITH YOUR OWN KNOWLEDGE OF THE FUTURE. YET HE DID NOT SEND YOU ON SOME VAST MISSION TO SAVE THE WORLD AND IN THE END YOU HAVE COME TO UNDERSTAND THIS.

AND YOU HAVE ALSO COME TO UNDERSTAND SOMETHING ELSE... THAT SAVING -YOURSELF- WAS NOT ENTIRELY THE POINT EITHER, NOR WAS IT YOUR MISSION TO RETURN ALISHA TO HER GRAVE, OR WATCH AS THE ENTERPRISE BURNED ITSELF INTO RUINS. THOSE WERE MERELY SIDE BENEFITS TO THE JOURNEY ITSELF, AND NONE OF THIS WAS -EXACTLY- WHAT THAT ORACLE OF THE PROPHETS HAD IN MIND.

(THIS IS A CAMVATOR MISSION - WATCH AND LISTEN)

FADE IN:

Now for the point of the whole series...

The camera winds through the streets of the town for a very long time, eventually finding Megatfree's Mortuary while Garrett speaks in voice-over...

GARRETT - VO

I made that little speech to Alisha about destiny and how we can't change the course of events just to piss her off.

But I'm beginning to see that *ideas* are even more powerful than destiny, because over here on this side of time, ideas can lead to decisions which really do change the course of events.

If I have a destiny... then so be it!
But it will have to get used to who I am and how I live my life...

FADE OUT/IN:

The camera now enters Megatfree's office and we see Garrett standing at Magafree's desk with his back to us.

On the desk in plain view is the doll named Judy and beside Judy is Megatfree's pocket watch.

Garrett makes small motions as though he's replaying the text in his mind as we hear the words for ourselves.

GARRETT - VO

Mr. Megatfree

It is not my custom to foretell the future, but I have decided to make an exception in your case.

Six weeks from now, during the upcoming month of the Raven, on the third day of the month, your daughter will be chased by those believing her to be a feral child. This will cause her to fall through the river ice where she will drown.

I do not know anything of her ultimate destiny should her life be spared. But if you wish to prevent at least this one painful event ... whatever the consequences may be... then I would recommend that you carefully observe your daughter in every moment of that day.

As evidence of my foreknowledge, I leave you this very unique pocket watch ... and also a river-soaked version of Judy... both of which I recovered from a future that I hope will never come.

Faithfully Yours,

Garrett

A Keeper of the Prophecies

ROLL CREDITS

As we watch the on-screen credits the camera is trailing behind Garrett who is slowly making his way through the town square where he passes the mortician and his daughter out for a morning stroll. As the girl carries her present-day version of Judy, Garrett continues on without pausing, the down the hill towards the river ... a slightly ghostly figure now, and once the credits are done we clearly see him fade away.

THE END