

Fatal Choice: Narrative Blueprint

FATAL CHOICE						
ACTS	City Bridge – Crossing a huge lake			City Outskirts – The Docks		
MAP_ID + LEVEL TYPE	City Bridge – Crossing a huge lake			City Outskirts – The Docks		
Storyline	Cain's team is sent to save Senator Edwards from committing suicide.			Cain's team is sent to prevent the death of the leader of Moirea Corp.		
Main Goal	Establish the Pre-Death Agency and the missions they take on through an introductory level.			Establish Cain's submission to Fate through Franklin's death.		
Sequence Description	Defeat the wraiths spawned by Edward's attempted suicide and save the victim.		Fight wraiths spawned from a stab wound		Fight wraiths spawned from sniper bullet	
Goal(s) of the Sequence	Introduce the gameplay the player must perform as a Pre-Death agent through an integrated tutorial.		Establish more gameplay for the player to feel comfortable in the world		1. Show that the Pre-Death agency isn't all powerful. 2. Franklin Line sacrifices himself while Cain hesitates	
What do we want the player to feel?	A sense of power and control as a Pre-Death agent.		Understanding of the world of a Pre-Death agent.		Lack of control over a situation, wishing there were a way to save Franklin.	
Actions	Defeat all the wraiths in the zone to save Edwards		Defeat all wraiths in the area.		Fight with more wraiths added, eventually becoming overwhelmed.	
In-Game Main Objectives	Cain's team is briefed as they reach the scene.	Kill all the enemy wraiths	Cain's team is briefed while going to the scene	Defeat wraiths in the area.	Fight wraiths	Fight wraiths till they overwhelm the area.
Description	Cain's team arrives by helicopter. The perimeter is already blocked off on land and boats surround the scene.	Activate 0° Kelvin to fight the wraiths. Enemies will come from all angles, forcing the player to use guns and the grappling hook.	Cain's team runs into the docks, to arrive at the scene at the appointed time.	Wraiths spawn near the victim, forcing the team to act fast.	Wraiths now also spawn from a distant location.	Franklin Line sacrifices himself, destroying all the wraiths from the stab wound.
Specific Situations	<p>1. Dialog – Supervisor Kent informs Cain and his team that Senator Edwards is about to jump off a bridge and commit suicide. To save him, the team will freeze time on location and destroy the wraiths that spawn from this desire.</p> <p>2. Cutscene – The helicopter lands near the bridge, and the team jumps out, approaching Senator Edwards.</p>	<p>1. Dialog – Kent tells Cain to activate 0° Kelvin before approaching Edwards.</p> <p>2. Dialog – After fighting some wraiths, Kent tells Cain to jump on the boats below, using the grappling hook to reach hiding wraiths.</p> <p>3. Cutscene – After defeating the wraiths, 0° Kelvin is removed, and Edwards collapses. Ambulance take him away as the team is congratulated by Kent.</p>	<p>1. Dialog – Supervisor Kent tells Cain and his team that the head of Moirea Corp. is being led into a trap. The team has to activate 0° Kelvin after the businessman has learned of the trap, but before things get fatal.</p>	<p>1. Wraiths spawn and flee, causing the team to use the grappling hook to reach various areas of the docks. Because the danger is from a knife wound, at least one or two team members must remain at the victim to deal with immediate threats.</p> <p>2. Team splits into two groups to deal with fleeing and spawning wraiths</p>	<p>1. Long distance wraiths use the crates to hide and create ambushes, eventually overwhelming Cain's team.</p> <p>2. Dialog – When Cain is close to the victim, Kent comes online, telling the team that someone is going to have to sacrifice himself to take out enough of the wraiths.</p>	<p>1. Cutscene – Cain hesitates, looking for another option to save the victim. A wraith gets by, causing Franklin to jump in, disposing of all the wraiths spawned by the stab wound.</p> <p>2. Team is put back to work, taking out the remaining wraiths.</p>
Additional Storyline	<p>1. Senator Edwards is a high ranking individual with a lot of influence in the politics of the police.</p> <p>2. Leo thinks a suicide assignment might be infringing on the man's rights.</p> <p>3. James and Franklin are eager to fight wraiths.</p>		<p>1. Moirea Corp has funded the Agency and assisted in the development of many of their fate calculation technologies.</p> <p>2. The fate machine has determined blood loss is the cause of death. If the mission does not go well, they can still save the victim through immediate medical attention.</p>			
Focus Gameplay	Interrogate, Cutscene	Combat and Movement tutorials	Interrogate, Cutscene	Face paced combat - constantly moving.	Combat against overwhelming odds	Defend the victim as wraiths pour in.
Names	Cain Addams Supervisor Kent Leo Nii James Kerouac Franklin Line		Moirea Corp.			
Type		Wraiths		Wraiths	Wraiths High speed ambush wraiths	High speed ambush wraiths
Name	City Bridge – Stormy clouds and windy, but no rain		City Docks – Bright day outside, but many hidden areas due to low maintenance and many storage crates.			

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		City Outskirts – Alleys	City Center – Streets		
		Cain's team is sent on a mission to save a civilian from Atropos, the Immortal Woman	Cain is suspended after preventing a major event res		
		Pull the last straw on Cain's inability to choose, through introducing Atropos			Allow Cain to gain power though choice by disobeying
Argument with the team.	Cain's team is informed about the mission	Team chases after Atropos.	Atropos attempts to kill the victim while fighting the team.	Fight Wraiths while trying to reach the epicenter of t	
1. Show Cain's distaste for the Oath	Hint at the introduction of a major character.	Feed the player's curiosity as to who they are chasing.	1. Introduce how combat against a single foe works. 2. Leave a mystery and a desire to know more about Atropos.	Build tension for the ensuing battle	
Anger and regret for Franklin's Loss	Build suspense for encountering Atropos	Tension as the player chases after Atropos	The rush of fighting a formidable single opponent	Slowly encountering more and more of a grand battle	
Discover the character's views on Franklin's sacrifice.	Talk with Kent and team about the mission.	Chase agent Atropos.	Defeat Agent Atropos.	Fight your way to the car wreck by way of an Agency	
Question the Oath	Cain walks home from the scene.	Get debriefed on the mission and find Atropos	Encounter Atropos, and chase her.	Prevent Atropos from killing the victim	Take out wraiths using the vehicle's turret.
James calls Cain a coward for not following the Oath.	On the way home, Edwards invites Cain in for a drink.	Supervisor Kent gives a final debriefing on site.	Upon reaching Atropos, The player must chase after her through alleys and rooftops.	Protect the victim while trying to take out Atropos.	Attack wraiths while in 0° Kelvin
1. Dialog – Kent congratulates the team for a job well done. Cain disagrees, and says it could have gone different. 2. Dialog – James calls Cain a coward and tells Cain he should remember the Oath. The Oath states that "Agents must save lives in the most effective way".	1. Voiceovers – As the player walks the streets, various bits of the last conversation are played. 2. Scripted Event – Edwards sees Cain and invites him to a bar for a drink. 3. Dialog – Edwards thanks Cain for saving Edwards's life. Since getting his life in order, he is now riding on his influence to run for President.	1. Dialog/ Scripted Event – As the team is walking to the point of contact, Kent reminds the team that the victim will be killed in a 0° Kelvin zone by an agent. If the team can prevent the zone from ever activating, then the victim will be saved.	1. Using the grappling hook, the player must keep close on Atropos's tail. There are many paths through the alleys, some more advantageous than others.	1. Scripted Event - Atropos reaches the victim before she can be caught, and activates the 0° Kelvin zone. She introduces herself as an immortal woman who gives choice, unlike the agency who takes it away, and then attacks the team. 2. Boss fight with Atropos – The player must defeat Atropos without letting Atropos kill the victim. 3. Cutscene – After fighting Atropos, she deactivates the 0° Kelvin zone, causing the victim to panic and allowing herself time to escape. 4. Dialog – Cain is upset that once again things seemed to be out of his hands. Kent contacts the team and tells them to head to the inner city, as a	1. Dialog - Kent informs the team that a huge car wreck is about to happen in the center of the city. There are two specific victims that need to be saved, who are riding in a black limousine. 2. While James is driving the vehicle, Leo activates 0° Kelvin to avoid traffic. During these sections the player must defeat the wraiths in the area using the vehicle's turret.
1. Because the death was from blood loss, the computer and scientists didn't realize that a second wound was from a gunshot (but thought it was head trauma after the stabbing), thus being unprepared for the sniper shot. 2. Leo thinks that Franklin had a right to choose how he went, just as Cain did too, since the mission went well in the end. 3. James says he wouldn't have hesitated if he were close enough to the event. 4. The player can argue that Cain's duty as an agent overall, or his obligation to his family outweigh the	1. Edwards passed a lot of legislation to help out the Pre-Death agency against vicious rights lawsuits (facing suicide, premeditated murder, and euthanasia).	1. When the Agency's fate machine determines a death without a cause, it means that a person was killed by an agent in 0° Kelvin 2. Cain's team was sent because Kent trusts them the most. 3. James is a bit worried, because since the murder can't be identified, it could be one of them. 4. Leo seems more determined about this mission, for the murderer is an agent, which is disgraceful. 5. The victim is a writer for politicians, known for his ability to make any party seem like the obvious		1. Leo notices that the uniform Atropos was wearing was an old Agent uniform. 2. Leo is content with the mission, since a murder was prevented, but James is upset because they weren't able to catch Atropos.	1. The victims are two government bodyguards.
Interrogate the other's perspectives	Cheer Cain up	Building suspense to the chase scene	Constant movement	A mysterious but intense boss fight	Turret scene!
			The Immortal Woman (Atropos)		
James Kerouac Leo Nii Supervisor Kent	Senator Edwards		The Immortal Woman (Atropos)	The Immortal Woman (Atropos)	Glider Wraiths Titan Wraiths
	City streets and local bar – Lots of unnatural light of contrasting colors outside, but warm, inviting, and vibrant inside the bar.	City Alleyways – Hodge podge of old buildings and metal panels. Lots of small alleys connecting to twisting streets. Many areas to jump from rooftop to rooftop.			City Streets – Large open multi-lane streets in betwe

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<p>ulting in the salvation of his team and all possible victims.</p>					
<p>g orders of the agency.</p>					
<p>ne car wreck.</p>	<p>Battle Hordes of Wraiths</p>		<p>Disobey the agency's orders and save James' Life</p>		
	<p>Players fight hordes of wraiths in an epic (but overwhelming battle)</p>		<p>1. Show that the player doesn't have to follow orders. 2. Use the time freeze to create new situations.</p>		
	<p>In the middle of a war zone</p>		<p>A new control for the situation</p>		
<p>combat vehicle.</p>	<p>Fight wraiths one after another in a massive battle.</p>		<p>Change the way wraiths fight by deactivating and reactivating 0° Kelvin.</p>		
<p>Drive the vehicle and safely reach the destination.</p>	<p>Hold off the wraiths till reinforcements arrive.</p>	<p>Fight the wraiths with the aid of reinforcements.</p>	<p>Disobey Kent's orders.</p>	<p>Fight wraiths by changing their patterns</p>	<p>Talk with team and Kent about the mission's success.</p>
<p>Avoid wraiths and cars to get to the scene.</p>	<p>Defeat wraiths, with a focus on protecting the limousine.</p>	<p>Reinforcements arrive and the battle ensues.</p>	<p>Kent orders the sacrifice of the agent who is closest to the limousine: James.</p>	<p>Defeat the wraiths saving as many lives as possible.</p>	<p>Teams gather up after the mission and congratulate each other.</p>
<p>1. Drive the vehicle avoiding other cars on the road. At any point the player can activate 0° Kelvin to stop the cars, but it will create wraiths which Leo and James will attempt to hold off.</p> <p>2. Take the vehicle on the highway. Upon reaching the bridge (just above the wreck) drive the car off the highway and activate 0° Kelvin before the wreck starts.</p>	<p>1. Wraiths come from all angles. Players can use the grappling hook to reach spawning areas (jumping from car to car, or on the sides of buildings) of the wraiths, or get prime shooting locations.</p> <p>2. Dialog – Kent informs the team that reinforcements will be arriving by helicopter.</p>	<p>1. More combat. Despite the reinforcements, the wraiths keep coming and getting closer and closer.</p>	<p>1. Scripted Event/Dialog – As the wraiths move closer and closer, Kent orders the sacrifice of James, who is closest to the limousine. James is frightened, and Cain asks for more time. Kent says there is no time and to follow his duty. Player uses dialog to argue, eventually saying no, and tells James to deactivate 0° Kelvin.</p>	<p>1. After James deactivates 0° Kelvin, the cars continue moving into the wreck. The rest of the fight progresses through turning on and off 0° Kelvin, to save as many civilians as possible.</p> <p>While off, cars will move and crash into each other.</p> <p>While on, wraiths spawn from possible points at which civilians can die.</p> <p>If all the wraiths of a specific spawn point are defeated, it will prevent the destruction of a car when 0° Kelvin is deactivated.</p>	<p>1. Dialog – Kent is surprised, but impressed with how Cain solved the situation. He finds it risky that Cain went against the fate machine, but the mission turned out better than planned.</p> <p>2. Dialog – James thanks Cain for saving his life and apologizes for calling him a coward.</p>
				<p>The player can save all the civilians if the mission is pulled off just right.</p>	<p>1. The other agents want to have a celebration at the office tonight.</p> <p>2. After being in such a situation, James wonders if Franklin was heroic, or rash.</p> <p>3. Leo is impressed with Cain's actions, and honestly thought they would all die when they started deactivating 0° Kelvin. But, it didn't bother him.</p>
<p>Driving scene!</p>	<p>Constantly shooting</p>	<p>Working in small teams fight</p>	<p>Making a pivotal choice</p>	<p>Changing how the wraiths spawn and fight.</p>	<p>Discussing about the success.</p>
<p>Glider Wraiths Titan Wraiths Civilian Vehicles</p>	<p>Wraiths Glider Wraiths Civilian Wraiths</p>	<p>Wraiths (3 types) Pre-Death Agents</p>		<p>Wraiths (3 types) Pre-Death Agents Civilian Vehicles</p>	
<p>in large skyscrapers.</p>	<p>City Streets Center – Multi-lane four way intersection, with on ramps to a highway bridge directly above one of the intersections.</p>				

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	The Agency		The City – Ghettos		
	While on suspension, Cain researches the Immortal Woman as Kent finds a way to end the suspension.		After being removed from suspension, Cain and his team go to stop Agent Atropos.		
	Reveal information on Agent Atropos		Fight Atropos and fall into Lachesis's Trap		
Team returns to the agency where Cain is suspended for his actions. Cain is suspended for his 'rash' actions.	Cain uses his suspension time to research the Immortal Woman. Reveal information on who the Immortal Woman may be.		Find Atropos in the Ghettos and stop her. Defeat Atropos.	Atropos reveals the distraction trap. Reveal that the agency hand picks survivors.	
Betrayal	Curiosity and a possible connection with Atropos		A sense of progression in power since last Atropos was encountered.	Betrayal by Kent.	
Argue with the Agency's decision	Use the Agency's resources to gather information.		Learn about Atropos and stop her	Find information about the trap and the agency.	
Try to convince the Agency that what you did was right.	Find Dr. Lachesis	Research Atropos	Question Atropos	Hear Atropos's last words.	Question Kent
After arriving at the agency, Cain is immediately called into the Agency's Council office.	Kent tries to help Cain out.	Look through the records to find information on Atropos.	During the battle, gain the upper hand in battle and question Atropos.	After Atropos is defeated, she reveals that she was just a distraction.	Team calls Kent to inform him of the ambush.
1. Dialog – The Council tells Cain that they should remove him from the force. Through the player's arguing they agree that his action did result in a great success, but he will still be suspended from field duty to show that these rash actions are unacceptable	1. Dialog – Kent tells Cain he's looking for a way to end the suspension. Until then, Cain should try to find out who that Immortal Woman is. Dr. Lachesis manages the records of the Agency, and should be able to help. 2. Dialog – After finding Dr. Lachesis in the records room, she congratulates Cain for his mission the other day. For that, she gives him access to the records to find whatever he needs. She tells Cain that the only thing he can't access is the Human Mind Database, since no one can get into that. Upon questioning, Dr. Lachesis says that the Human Mind Database is a network of all humans' brain data, updated constantly. The Agency can only access it to update a person's profile when they are	1. The player discovers that the uniform is of the original Pre-Death Agents. Information is then found about the first female death agent, Agent Vanessa Atropos. She resigned shortly after the institution of the Agency's Oath. If she were alive today, she would be 127 years old. 2. Dialog – Dr. Lachesis finds Cain and tells him that she has discovered another possible Pre-Death Agent murder. The two find Kent and bring this information to the Council. Since Cain and his team have experience in this situation, the suspension is temporarily lifted. Cain and his team are sent out. 3. During the council discussion, a T.V. Displays Senator Edward's entry into the Presidential	1. Fight Atropos in congested alleys, using the grappling hook to chase and fight. 2. Dialog – During combat, after dealing enough damage, Atropos and Cain will lock in melee combat. During these scenes the player uses dialog to question the Immortal Woman and find out that she is Agent Vanessa Atropos. a. Atropos says she left the agency because they didn't defy fate, but created a fate that suited them. 3. Cutscene – The final blow to Atropos hits her helmet, which allows her to control the 0° Kelvin zone. She then collapses to the floor.	1. Dialog – Atropos ponders why people fear death. She thinks it's because they feel they still have things to do. But, she doesn't fear death anymore because she completed her task. When Cain asks what that was, she pauses, and then tells them that the Agency is being ambushed. She falls unconscious (thought to be dead).	1. Dialog – Kent tells the team that he found out there was a spy when he looked into the information of who the agency decides to save. When told the agency picks who it saves, Cain argues with Kent. He quickly ends the conversation and tells the team to come to the agency immediately. 2. Dialog – While going back to the Agency, Cain questions his team about the agency picking lives. James thinks the agency shouldn't hand pick who lives and dies, and is now weary of Kent, since he didn't tell them this. This information doesn't bother Leo, since he's happy that any life can be saved.
1. Kent is upset with the Council's decision, but can't change them. 2. James thinks the suspension is ridiculous and threatens going on strike. 3. Leo understands the views of the agency, in that if things didn't go perfect, they could all have died, which would be a very bad thing for the agency.	1. The uniform of the Immortal Woman was wearing was before Kent's time. 2. Dr. Lachesis is a highly religious woman. 3. Dr. Lachesis is very involved with the agency. She manages records and works directly with the Agency's Fate Machine.	1. Through newspaper articles, the player can learn that the Oath was instituted after many agents started trying to save too many lives. Death rates of agents were high, and the Oath prevented the chaos, allowing the agency to continue operations. 2. The fate machine copies an image of a human mind at birth and calculates all the decisions it will make at a rapid pace. This will eventually end, caused by what the brain data will perceive as death. Based on the state of how the brain data perceives the body, the death of the person can be hypothesized.	1. Atropos is able to live longer by sacrificing civilians for her death. It works the same as an agent sacrificing his or her life for a civilian. 2. When Atropos says them and the player presses her on it, she reveals that she is working with two others. One of them is closer to Cain then he could ever know.		
Argue	Exploration of the Agency	Research	Intense boss fight with narrative pacing	Discovery	Argue
	Dr. Lachesis		Atropos		
The Council			Atropos	Atropos	Kent
The Agency – High tech facility with primarily blue and black colors. The council's room has a air of <i>purple lighting and dark dominance.</i>	The Agency – Very high tech and very clean. Dark blues and blacks with small points of contrasting white light. Very angular architecture.		City Ghettos – Lots of concrete buildings, colored through graffiti Very dirty, and representative of a more real and gritty side of the city.		

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The Agency					
Dr. Lachesis reveals her actions and plot, revealing that Clotho now has control of fate.					
Reveal the true villains and set up the final encounter.					
Defeat the wraiths and find the spy (Dr. Lachesis)		Defeat Dr. Lachesis		Find Kent	
Provide small challenges leading up to the inevitable encounter.		Reveal Lachesis's Plot		Discover where Clotho is being held.	
Suspicion of who the spy is.					
Suspicion of who the spy is.		Revelation of the actions the player has made.		Looking for a solution to the hectic situation.	
Find the spy					
Find the spy		Defeat Dr. Lachesis and discover her motives.		Find Kent to see what information he has.	
Head to the Fate Machine and find the spy.	Find a way into the Fate Machine Room	Fight Dr. Lachesis	Discover Dr. Lachesis's plot	Locate Kent	Talk with Kent
Fight wraiths en route to the Fate Machine.	The team must find another way to the Fate Machine as the doors are locked.	Dr. Lachesis attacks Cain's team, destroying the Agency in the process.	Dr. Lachesis dies, and reveals what she did to Cain's team.	Remaining wraiths attack the team as the facility goes in and out of 0° Kelvin.	Talk with Kent to find out where Clotho is.
<p>1. Scripted Event – Upon entering the facility one of the agents informs the team that the spy is at the Fate Machine.</p> <p>2. The team fights wraiths on the way to the Fate Machine, saving the remaining Pre-Death agents.</p>	<p>1. Using the grappling hook the team can travel through the ducts and reach a back entrance.</p>	<p>1. Scripted Event – Until the player attacks Dr. Lachesis, she is sitting in prayer, surrounded by various cables, wrapped in her hands like a rosary.</p> <p>2. Dr. Lachesis fights Cain's team by deactivating 0° Kelvin, causing causing explosions through destroying the Fate Machine, and then activating 0° Kelvin again to spawn wraiths.</p> <p>2. Dialog/Scripted Event – At points in the combat Dr. Lachesis reveals that she has gained access to the Human Mind Database. This allows her to use her machine, Clotho, to determine all fates. The only thing she has left to do is to bring down the Pre-Death Agency, and fill their place with her and Clotho's power.</p>	<p>1. Cutscene – Dr. Lachesis turns on a monitor before collapsing to the ground. She tells them to watch. Senator Edwards is about to give a speech on his lead in the Presidential Campaign. After arriving on stage, Atropos jumps in, and shoots Edwards. The bodyguards fail to protect him, but quickly disposes of Atropos.</p> <p>2. Dialog – Dr. Lachesis reveals that she has set this up all along. She choose every victim they have saved recently. In doing this Edwards was taken out, who was the main political supporter of the Pre-Death agency. Now with the facility gone, the government will look for another option, because they fear the unknown. Clotho is this option, and will create an even greater future with it's power.</p>	<p>1. Environmental hazards will erupt (explosions, crumbling walls, burst pipes), and then freeze as 0° Kelvin is activated. Wraiths then spawn to fight the player.</p>	<p>1. Dialog – Kent is wounded, but not dead. He starts by rambling about how he will always be dedicated to the agency. It's the people like Dr. Lachesis that twist wonderful things into vices. But after gaining his attention he tells the team that Clotho is hiding in a base outside of the city. Kent tells the team to go there and decide for themselves what should happen. No more Oath, just choice.</p>
			<p>1. Dr. Lachesis reveals that why she wanted Clotho to succeed is to prove God's Experiment to be false. Now that Clotho can see all fates, people aren't damned at birth. She hopes her good deed will bring her salvation.</p>		<p>1. Kent discovered the location of the Clotho facility by looking at the missions where Atropos was to attack a civilian. There was a long distance transmission of the data.</p> <p>2. Kent joined the agency because they could determine fate. With that security, no one should have to worry. But, since the Agency can't be everywhere at once, he has to follow regulations and save the people he can.</p>
Combat and Exploration	Combat and Exploration	Combat and Investigation	Investigation	Exploration and Combat	Investigation
Wraiths	Wraiths	Dr. Lachesis Wraiths	Dr. Lachesis	Wraiths	Kent
The Agency (Attacked) – The agency is very foggy, with burst pipes that had emitted water, now froze in 0° Kelvin. The place has a lot of wreckage, and frozen bodies litter the floors.					

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Clotho Facility			The Agency	
Cain decided to either save or destroy Clotho.			After destroying Clotho, the team returns to destroy the rest of the Agency.	
Player decides whether Clotho gives choice, or takes it away.			Allow the player a special scene for players that fought fate the whole game.	
Arrival at the facility	Battle with Clotho		The choice: To save Clotho or to Destroy it.	If the player chose dialog throughout the game that disagreed with the concept of fate, Cain and his team destroy the Pre-Death Agency during the credits.
Set up the scene for fighting Clotho	Cain and his team overcome the power of Clotho and Fate		The player decides to destroy Clotho, or leave it to the Pre-Death Agency.	Provide a completion for the Clotho destroyed ending.
Intimidated by possibilities	A shift from intimidation to control		The power to decide fate.	Power over fate.
Go into the Clotho Facility	Defeat Clotho.		Destroy Clotho, or leave.	Destroy the Agency while saving Agents.
Get to Clotho	Fight Clotho in real time	Fight Clotho in 0° Kelvin	Make a choice.	Destroy the facility.
Cain and his team walk through a long corridor to arrive at Clotho.	Clotho attacks the team, activating it's self defense systems.	Wraiths spawn from the room, fighting the team along with Clotho	The team asks Cain what he wants to do with Clotho.	As the credits role the team destroys the agency.
1. Scripted Event – While walking down the corridor, monitors hang from all angle showing possible futures on the screens. Everything from the facility being destroyed, to Cain and his team explaining how Clotho works to the public.	1. Clotho cannot be defeated by the team at this point. Every action they make to harm the machine is instantly countered. 2. Scripted Event – After fighting for awhile, Leo is grabbed by one of Clotho's limbs, and is raised up, about to be killed. James starts talking with Cain about what they should do. At the last moment, it is realized that they must activate 0° Kelvin.	1. Clotho can no longer predict the team's attacks, and can thus be harmed more easily. But, as long as 0° Kelvin is activated, wraiths will spawn from hazardous objects and attacks in the room. 2. Scripted Event – After Clotho is defeated, a door opens up at the base of the machine, bringing Cain and his team to the self destruct mechanism.	1. Dialog – The player can talk to Leo and James about what they think should happen, but the leave the choice up to him. 2. Scripted Event – Clotho is destroyed. Cain argues that with a machine to decide one's fate, one can't make a choice. The team leaves the building as it explodes. 3. Scripted Event – Clotho is saved. Cain argues that with Clotho's power, being presented all possibilities is the best way to choose, for you understand the consequences. The team removes the girl from Clotho and calls in an ambulance.	1. The environment collapses as Cain and his team destroys it. Agents who are still alive are brought out by Cain and his team.
1. Clips from every possible event in the game past this point are shown on the screens. 2. Atropos and Edwards being carried away by the ambulance 3. Kent sitting at the Agency's Fate Machine, next to a self destruct button. 4. Dr. Lachesis's funeral, in a Calvinist Church.	All the monitors in the room display the same videos as the last Sequence.	1. All the monitors in the room display the same videos as the last Sequence. 2. If 0° Kelvin is activated, all the monitors display static. 2. Leo mentions during the fight that Dr. Lachesis seemed to be a Calvinist, who would believe in predestination. But, like what happened to Clotho, when they activate 0° Kelvin, it's like 0° Calvin: where predestination doesn't exist.	1. Leo and James justify that since Cain has saved both of their lives, he should be able to pick what happens. 2. Leo thinks Clotho should stay, for it has many benefits beyond the Pre-Death Agency. 3. James thinks it should be destroy, because people don't need something to make up their minds for them.	1. Kent is behind a locked door, and activates the self destruct sequence himself.
Visual exploration and investigation	Battling Fate	Defeating Fate	Choice	Destroy fate and save Agents
	Clotho			
	Clotho	Clotho Wraiths		Pre-Death Agents
Clotho Facility – It is a large open space composing of open grate catwalks. Monitors are connected by mechanical arms and pulleys, all dissipating into the distance. The place is very dark except the illumination it receives from the monitors that display the possible futures.				The Agency – As it was in the previous Agency mission.