

Fatal Choice

An Electronic Game Narrative Proposal
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WRITER'S STATEMENT

Based off of the original design outline describing a futuristic Pre-Death Agency, my mind first focused on the visual style of what would become the setting for *Fatal Choice*. The world I thought of was sleek, filled with blacks and blues. Everything is clean, but the skies are always dark. As a game player I got excited about scenes of scaling buildings with a grappling hook, battling wraiths of all sizes as the world remained stilled in time. The time freezing gameplay brought me to the thought of literally freezing the area. The frozen landscapes created the blue palette that would set the mysterious and harsh tones of the game. As a writer, thinking about what a Pre-Death agent could be, I become inspired to delve into the concept of fate. What is fate? What is choice? Does it truly matter, or is it all perception? These scenes and thoughts provided the groundwork on which *Fatal Choice* now rests.

The original design targeted the game towards a teenage audience. The intense action and high tech setting seemed appropriate. As I started structuring the story I became influenced by what I experienced as a teenager: Japanese anime. I relied on dramatic angles and intense camera movements to guide my vision of the game while writing it. Thinking back to animes such as *Evangelion* or *Escaflowne*, *Fatal Choice* became focused on intense combat scenes and philosophical questions. In this sense we have characters like James Kerouac representing a free thinking spirit as was Jack Kerouac, and Leo Nii, a living personality of the stoic philosophy. These two images present contrasting views on fate, allowing the player to determine on his or her own what exactly fate is. This focus ultimately reduced the target audience. By targeting mature teenagers with interests in either action, anime, and/or philosophy, I was able to craft a story to cater to this group. Following suit of the philosophy behind *The Witcher*, I didn't aim to please all demographics, but instead to completely satisfy every member of a specific demographic.

Fatal Choice is a 3rd person action game, and because of such, could get lost in a sea of the bloated

genre. As a way to make it stand out, in addition to serving a target audience completely, I made one design choice to enhance the narrative, which would appeal to the established audience. In *Fatal Choice* there are sequences of intense combat where characters reveal key personality traits, as well as key story elements. We see this often in anime, as well as some action movies, where characters are doing battle, but are truly fueled by what is said in the combat. This was particularly effective in the film adaptation of *The Watchmen* when Ozymandias reasons with Dan and Rorschach at the end of the film, all while immersed in an intense combat. *Fatal Choice* takes this established concept (seen in games such as *Metal Gear Solid*) and kicks it up by allowing the player to converse back. While in combat, the player can lock with an opponent, and then make a quick dialog choice, resulting in gaining or losing the upper hand in the battle (as well as an appropriate reaction from the opposing character). The physical integration of gameplay and narrative delivery here will set the game apart from others in the genre. *Fatal Frame* stands out by ignoring the traditional delivery of 'dialog to combat to dialog,' and tightens it to one solid experience.

In the end, *Fatal Choice* is a game that is geared towards my teenage self. I say this with confidence as what I was interested in during high school has only become more popular with teenagers in the past few years. It is filled with action, style, and philosophy. It is by these ingredients that *Fatal Choice* allows players plenty to digest in terms of physical, visual, and mental stimulation.

PLOT SUMMARY

ONE LINER

Cain Addams, a Pre-Death agent with the power to decide everyone's fate but his own, must stop a renegade group sabotaging his agency in the name of choice, where his actions will ultimately decide how he, and the world, perceive fate.

EXECUTIVE SUMMARY

ACT I

Senator Edwards, a respected man at the middle of his life, who has made great progress for many anti-criminal agencies, is going to commit suicide today. This has been determined by the Pre-Death Agency, a government agency using advanced technology to determine the exact moment a person will die. Based on this information, Pre-Death agents are sent to death scenes before the event takes place. Armed with time-freezing technology they create a field in which time in the surrounding area seemingly stops, frozen at a temperature of 0° Kelvin. During this time, wraiths, various incarnations of the grim reaper, spawn from possible causes of death. Wraiths emerge from bullets, cars, lakes, and everything else frozen in time that is destined to kill a person. Pre-Death agents use their weapons to defeat these wraiths, removing the cause of death entirely. In what only seems like a moment for the civilian, that person's life has been extended by the Pre-Death agents. Today, Senator Edwards will be given that moment.

Cain Addams leads an elite group of Pre-Death agents to the scene by helicopter. Cain is a man who respects choice over all options. This desire transferred over into his career as an agent, where his extension of a victims' life allows them to continue making choices. Edwards stands on the side of a large city bridge, contemplating his next move. Cain is followed by his three team members: Leo Nii, a Stoic philosopher in mind and body, James Kerouac, a free minded, but highly skilled, hot head, and Franklin Line, a spirited green recruit who has quickly advanced in the agency. Each one of them has strong opinions about where the Pre-Death agency stands morally, as well as how the Oath of the agency affects them. This Oath states that a Pre-Death agent will follow fate determined by the Agency to save lives in the most effective and ethical way, even if that means sacrificing oneself.

The team moves in with grace and skill, activating the Kelvin zone, disposing of wraiths emerging from dark depths under the bridge, and saving Senator Edwards' life. The team congratulates each other on another job well done. But, their next mission does not go quite as smoothly.

A high profile businessman of Moirea Corp. is being led into a trap on the city docks. The briefing states that the man will receive a deep stab wound, and die from blood loss. Cain and his team arrive on time, but things don't go as planned. In the course of fighting wraiths emerging from the stab wound, another source of the man's death appears; a sniper's bullet fired from outside the 0° Kelvin zone. The unexpected attack has wraiths ambushing the team, quickly overwhelming them. The call is given to the team to sacrifice a member and save the civilian. Cain is in the best position, but he hesitates, trying to find a different solution. Franklin, noticing Cain's hesitation, sacrifices himself, removing the wraiths spawned from the stab wound, and allowing the team to easily finish the job. The resolution is not peaceful, as Cain is upset for his inability to act, and James, knowing that Cain was in position, calls him a coward for not sacrificing himself.

Upset, Cain leaves the agency that night and decides to take a long walk home. On the way back he encounters Senator Edwards, who offers Cain a drink. During the course of the night Edwards thanks Cain for saving him, describing how his life has turned around. Things are really good for Edwards, so much that he's decided to run for President of the United States. Cain is eased by this mans' gratefulness, and returns home that night feeling fulfilled.

The next day, the team is sent on a very serious mission. Debriefing states that a civilian's life will suddenly end without a cause of death. The only reason for such an anomaly is when a person is killed in 0° Kelvin. This means that a Pre-Death agent is going to murder someone. Supervisor Kent, the team's commander, has faith in the team's track record. Kent has been supervising the team for a long time, and with his traditional view and years of honest experience, guides these agents like a father. He's been on the field and

knows how to deal with nearly every situation.

The team is sent off to find this Pre-Death agent and arrest the criminal on site. The victim is said to be a political journalist, and his death could sway many public views. The team does not encounter one of their fellow members on the force, as they had expected, but instead a woman wearing the outfit of the original Pre-Death agents. She has long black hair that falls from her war torn helmet and a voice that pierces with power and determination. Claiming she is an Immortal Woman giving choice, as opposed to the Pre-Death agents who take it away, she activates the 0° Kelvin zone, and goes after the journalist. The team defends the victim and endures a tough battle with the Immortal Woman. She manages to escape, but the team successfully saves the victim. Even so, despite his success, Cain feels as he did when Franklin sacrificed himself: that something is holding him back, or even controlling him.

There is no time to question who the Immortal Woman is, for the team is quickly sent off on another mission in the area. Supervisor Kent sends the team to the center of the city, where on the ramp to a major highway a horrendous car accident is about to happen. The main objective is to save two civilians, bodyguards traveling in a limousine. What Kent doesn't tell the team is that the agency has calculated a team member will have to sacrifice himself for the mission to be a success.

ACT II

Cain's team rushes out, taking a Pre-Death agency van to the scene. They make it there just in time, and activate the Kelvin zone, causing wraiths to emerge from cars, buildings, and debris. The event is so catastrophic that Kent sends in most of his agents to reinforce Cain and his men. Even with all the help, the incident is too large. Seeing the events unfold, just as wraiths are coming down on James protecting the limousine, Kent gives the order for James to sacrifice himself. The team erupts in argument, with James scared, Kent frustrated, Leo uncertain, and Cain trying to figure out another solution. Cain assesses the situation, and tells James to defy Kent's orders. He changes the plan, asking James to deactivate the Kelvin zone. With no other choice, James shuts it off, causing the car wreck to continue. By turning the Kelvin zone on and off through the mission the team manages to deal with the wraiths one at a time, saving not only the two bodyguards, but every civilian involved in the accident. James shows his gratitude, and apologizes for his rash statements the other day. The team returns to the agency, ready to celebrate their miraculous success.

When the team arrives at the agency, deciding how they should party, they don't walk into a room of applause. Quickly, Cain is taken to an agency boardroom and told by the head council that they plan on removing him from the force for 'disrupting fate.' Through debating, Cain convinces the council to merely suspend him from field duty. They require a punishment as the agency will not tolerate rash behaviors that place planned missions in jeopardy.

Cain uses his time on suspension to find out who the Immortal Woman is. Kent instructs Cain to meet with Dr. Lachesis, who manages the agency's records. Dr. Lachesis is a slight and intelligent woman, garbed in a long white lab coat, with thick black rimmed glasses framing her face. She talks using a vast vocabulary, proving her years of study at various Ivy league schools. Dr. Lachesis congratulates Cain on his mission the previous day, and offers to help him find anything he needs. The only thing she can't give him access to is the Human Mind Database, a live network of every citizen's brain data, which is used to calculate when and how people will die. Since this information is so private, it is only legal to access it when a person has been saved by a Pre-Death agent, in which case the survivor's next cause of death is recorded, allowing the agency to prevent future deaths if needed.

With Lachesis's help, Cain discovers that the Immortal Woman is likely to be Vanessa Atropos, the first female Pre-Death agent. She resigned quickly after the agency instituted the Oath, and if alive today, would be 127 years old.

Lachesis helps Cain again, as she has discovered another possible Pre-Death agent murder. With this brought up to the council, they decide to temporarily lift Cain's suspension, since the team has experience dealing with this type of situation.

When Cain's team arrives on scene, the information Cain discovered is revealed to be true. During the fight Agent Atropos reveals that she left the agency because they didn't defy fate or provide choice; the agency crafted a fate that suited their needs. The restrictions the Oath created a loss of control for Atropos, the same feeling that Cain has been receiving while following the agency's orders. The team ignores her rants and fights her mercilessly, this time succeeding in defeating her. In her last moments, Atropos ponders why people fear death. She concludes that they feel a need to finish their tasks, since she no longer fears death herself. Cain asks what her final task was. Before falling unconscious, she tells them that this was a trap, and the Agency is now being ambushed.

Cain and his team instantly contact Supervisor Kent. Kent tells the team he discovered that there was a spy when looking into the agency's records of who is picked to be saved. Cain can't believe that the agency hand picks who lives and dies and erupts into an argument. It is cut short, as Kent tells the team the spy has been found. The team is to come to the agency immediately and arrest Dr. Lachesis.

Cain continues the conversation with his team about the agency's power while traveling back to the agency. This fact doesn't seem to bother Leo, and he's just satisfied that any life is given a second chance. James says that it's ridiculous to pick and choose, as it's unfair. He thinks lives should be saved indiscriminately, first come, first served.

When the team arrives at the agency they find the entire place frozen in 0° Kelvin. The remaining agents are being killed by wraiths. After dealing with many of the wraiths, the team arrives at the Pre-Death agency's fate machine, where Dr. Lachesis has gained access to the Human Mind Database. She has connected the database to Clotho, a far more advanced fate machine than what the agency has. While fighting the team she destroys the Pre-Death agency's fate machine. But, in the end, Cain and his team defeat Dr. Lachesis.

Before collapsing, Lachesis turns on a monitor, displaying the news. Edwards is attending a rally, about to give a speech on his lead in the Presidential Campaign. After arriving on stage, a bloody Atropos jumps in, and shoots Edwards. The bodyguards are too late to save Edwards, but they quickly dispose of Atropos.

Lachesis reveals that she has set this up since the team stopped Edwards from committing suicide. By building up Edwards' popularity through funding by Moirea Corp and front page articles by the journalist they saved, he became the sole man responsible for supporting the Pre-Death agency. With his death, the agency will no longer be reliable in the public eye. Now, with Clotho's more advanced technology, the government will support her project, and let the agency die out. Only with Clotho's power and discretion will true choice be given to the people. Although, Lachesis will never see this day, as she dies from the fight with Cain's team.

Attempting to get answers and possibly save the agency, Cain and his team find Kent, injured, but not dead. In his wounded state Kent rambles to the men, telling them he still believes in the agency. Even if there are a few corrupt individuals, the possibilities they give to people are worth it. More importantly, the agency represents the power to defy death, something that invigorates the entire public. It stifles their fear of death, even if it's just a little bit. In the end, Kent realizes that something must be done about the current situation, and that his mind is too clouded to solve it. He tells Cain's team where Dr. Lachesis was transmitting information. The team then heads out to find Clotho.

ACT III

Upon entering the large facility where Clotho resides, the team enters a large open corridor, monitors hanging from every angle. The screens depict all possible future events. Everything from the facility being

destroyed to Cain and his team explaining the benefits of Clotho to the public are seen. Arriving in a tall cylindrical room, the team stands in front of a massive silicon tower, and at the base is a long haired woman physically attached the machine. On her thigh is imprinted 'Clotho.' The machine activates, and, recognizing the men as intruders, attacks. Screens in the room display the future, including members of the team being killed by Clotho. One screen explains how connecting to the Human Mind Database in real time allows Clotho to compare the possible choices of every human with all the possible choices of every other human, thus being able to display every possible choice, and the outcomes of these choices. Unfortunately for the team, this gives Clotho the power to predict the team's every move, allowing her to block or dodge every attack.

As the fight continues on, Clotho goes in to kill Leo. Before she can make the kill, the team activates O° Kelvin, causing wraiths to erupt from Clotho, and all of the monitors to display nothing but static. In this state, Clotho cannot predict the future, allowing the team to fight back and defeat Clotho.

After the battle, the team is faced with the decision to save Clotho, or to destroy it. Leo thinks that the machine should be saved, for the advancements it can provide go beyond just saving lives, and onto curing diseases and developing possibilities for achieving peace. James thinks that the machine's power would corrupt too easily, just as it had done to the women. In addition, this device will make choices for people, which removes the concept of choice.

If the player decides to save Clotho, Cain argues that with Clotho's power, being presented all possibilities is the best way to choose, for you understand the consequences of your choice. The team removes the girl from Clotho, and calls an ambulance.

If the player decides to destroy Clotho, Cain argues that with a machine to decide one's fate, one can't make choice. The team activates the self destruct, and leaves the facility as it explodes.

If the player destroys Clotho and has consistently made choices in the game that fight the concept of fate, Cain and his team go on one more mission. After destroying the facility, they return to the Pre-Death agency, and finish Dr. Lachesis's job. After removing the remaining agents from the agency, the team proceeds to destroy the entire facility. The team leaves the building as Kent, who has locked himself in a room, activates the self destruct sequence.

MISSION BREAKDOWN

● ACT I

○ Mission I: City Bridge

▪ Story

- Cain's team is sent to save Senator Edwards from Committing suicide.

▪ Main Goal

- Establish the Pre-Death Agency, the main team, and the missions they take on through an introductory level.

▪ Level Events

- Cain's team is briefed as they reach the scene

○ Dialog

- Kent tells Cain, Franklin, Leo, and James (the team) that Edwards is to commit

suicide

- **Gameplay**
 - Use the 0° Kelvin zone to prevent this
- Fight the wraiths in 0° Kelvin
 - Cutscene
 - Ambulance takes Edwards away after he is saved
- **Mission II: City Docks**
 - Story
 - Cain's team is sent to prevent the death of the leader of Moirea Corp.
 - Main Goal
 - Establish Cain's submission to fate through Franklin's Death.
 - Level Events
 - Fight Wraiths spawned from stab wound
 - **Dialog**
 - Kent tells the team that the victim is being led into a trap
 - Fight Wraiths spawned from sniper bullet
 - **Dialog**
 - When wraiths spawn from the bullet, Kent commands Cain to sacrifice himself to stop the wraiths
 - Cutscene
 - Cain hesitates, Franklin sacrifices himself instead
 - Argue with team about Franklin's sacrifice
 - **Dialog**
 - James calls Cain a coward for not following the Oath
 - Cain walks home alone, Edwards offers him a drink
 - **Dialog**
 - Edwards thanks Cain for saving his life, and now wants to run for President
- **Mission III: City Alleys**
 - Story
 - Cain's team is sent on a mission to save a civilian from being murdered by a Pre-Death Agent.
 - Main Goal

- Introduce the Immortal Woman (Atropos) and show Cain's lack of control again.
- Level Events
 - Cain's team goes to the murder scene
 - Dialog
 - Kent debriefs the team, telling them a Pre-Death agent is to murder a civilian
 - Scripted Event
 - Team finds the Pre-Death Agent(Atropos), she runs and the team chases
 - Atropos arrives at the victim
 - Scripted Event
 - Atropos introduces herself as an Immortal Woman, activates 0° Kelvin, and fights the team
 - Cutscene
 - After fighting Atropos, she deactivates the Kelvin zone, escaping in the victim's panic.
 - Dialog
 - Cain expresses his lack of control, but Kent sends the team to their next mission

• ACT II

- **Mission IV: Main City Streets**
 - Story
 - After disobeying orders, which results in the salvation of his team and all possible victims, Cain gets suspended
 - Main Goal
 - Allow Cain to gain power through choice by disobeying the agency's orders.
 - Level Events
 - Fight wraiths on the way to the scene
 - Dialog
 - Kent debriefs the team, the mission is going to be a huge event, but only two bodyguards must be saved
 - Gameplay
 - Using the turret on the van, fight off wraiths when the Kelvin zone is activated to avoid civilian vehicles
 - Activate the Kelvin zone and fight wraiths
 - Scripted Event

- Reinforcements arrive to aid Cain's team
 - Wraiths overpower the agents
 - **Dialog / Scripted Event**
 - Kent orders James to sacrifice himself, but Cain tells him to disobey orders, and deactivate the Kelvin zone
 - Defeat the wraiths by switching between Kelvin on and off
 - **Gameplay**
 - Switch between Kelvin zones, defeating wraiths one group at a time
 - Team defeats the wraiths
 - **Dialog**
 - Kent congratulates team, James apologizes for calling Cain a coward
 - Team returns to the agency to celebrate, but Cain is brought to the agency council
 - **Dialog**
 - Council wants to remove Cain from agency for 'defying fate', but settle on a suspension
- **Mission V: Pre-Death Agency**
 - Story
 - While on suspension, Cain researches the Immortal Woman with Dr. Lachesis, and finds a way to end the suspension.
 - Main Goal
 - Introduce Dr. Lachesis and reveal information on Atropos
 - Level Events
 - Cain goes to find Dr. Lachesis
 - **Dialog**
 - Cain finds Dr. Lachesis who describes the Human Mind Database, which stores live data of all human brains
 - **Scripted Event**
 - Dr. Lachesis helps Cain discover that the Immortal Woman may be Vanessa Atropos, the first female Pre-Death agent, who, if alive, would be 127 years old
 - **Dialog**
 - Dr. Lachesis discovers another case of Pre-Death agent murder, giving reason to temporarily lift Cain's suspension
- **Mission VI: City Ghettos**
 - Story

- After being removed from suspension, Cain and his team go to stop Agent Atropos.
 - Main Goal
 - Defeat Atropos, and fall into Lachesis's trap
 - Level Events
 - Fight Atropos
 - **Dialog / Gameplay**
 - While locking in Melee combat, Atropos confirms that she is Vanessa Atropos, and she left the agency because after the Oath was created, they no longer defied fate, but chose their own fate
 - Atropos reveals the trap
 - **Dialog**
 - While dying, she tells the team she has completed her last task, distracting the team so the agency could be ambushed
 - **Dialog**
 - Kent knows there was a spy when he researched what people are picked to be saved, which causes Cain to start an argument, but it is cut off when Kent tells the team to come and help arrest the spy, Dr. Lachesis
 - **Dialog**
 - Cain asks what the team feels about the agency picking who lives and dies
 - Leo doesn't mind, as long as some lives are saved
 - James disagrees, thinks it should be first come first served
- **Mission VII: Pre-Death Agency (Destroyed)**
 - Story
 - Dr. Lachesis reveals her actions and plot, and connects the Human Mind Database to Clotho
 - Main Goal
 - Reveal the true villains and introduce Clotho
 - Level Events
 - Find Dr. Lachesis
 - **Gameplay**
 - Fight wraiths and save the remaining Pre-Death agents on the way to the agency's fate machine, where Dr. Lachesis is
 - Defeat Dr. Lachesis
 - **Scripted Event**
 - Dr. Lachesis is waiting in prayer, then arises and deactivates 0° Kelvin when the

- team arrives
 - **Dialog / Gameplay**
 - During the fight, Dr. Lachesis reveals that she has connected Clotho to the Human Mind Database, and will shut down the agency, giving power back to choice
- Dr. Lachesis is defeated
 - **Cutscene**
 - Before collapsing, Dr. Lachesis turns on a monitor showing Senator Edwards about to give a speech on his lead in the Presidential elections, but is assassinated by Atropos, who is then killed
 - **Dialog**
 - Dr. Lachesis reveals that she was the one picking who they saved, to bring down the agency's support when the public sees that Senator Edwards couldn't be saved by the Pre-Death agency
- Find Kent
 - **Dialog**
 - Kent, in a wounded state, rambles about his dedication to the agency, but then tells Cain and his team where Clotho is located to make their own choice

● **ACT III**

- **Mission VIII: Clotho Facility**
 - **Story**
 - Cain decides to either save or destroy Clotho.
 - **Main Goal**
 - Play gets to decide whether Clotho gives choice, or takes it away.
 - **Level Events**
 - Cain and his team enter the facility
 - **Scripted Event**
 - Monitors show possible future events, including both the destruction of the facility and Cain's team promoting Clotho
 - Team Fights Clotho
 - **Gameplay**
 - Clotho cannot be harmed, as it is able to predict all of the team's actions
 - **Scripted Event**
 - Leo is singled out to be killed by Clotho, but the team activates the Kelvin zone, spawning wraiths and allowing Leo to escape

- Team defeats Clotho
 - **Gameplay**
 - With 0° Kelvin on, Clotho cannot predict actions, allowing her to be hurt, and causing the screens to only display static
 - **Scripted Event**
 - Clotho machine opens, allowing entry into the self destruct mechanism
- Player decides whether to save or destroy Clotho
 - **Dialog**
 - Leo and James give their opinions
 - Leo thinks it should be saved, for its benefits to society
 - James thinks it should be destroyed, because people don't need something to make choices for them
 - **Scripted Event**
 - Clotho is destroyed, Cain argues that with a machine that calculates fate, no one can truly make a choice
 - **Scripted Event**
 - Clotho is saved, Cain argues that having all the possibilities and consequences presented is the best way to make a choice, so the team takes Clotho out and calls an ambulance
- **Mission IX: Pre-Death Agency (Destroyed)**
 - Story
 - After destroying Clotho, the team returns to destroy the agency, thus removing all fate.
 - Main Goal
 - Allow a special scene for players who fought fate through the whole game
 - Level Events
 - **Gameplay**
 - Cain and his team remove the remaining Pre-Death agents and destroy the facility
 - Cutscene
 - Kent has locked himself in the agency, and activates the self destruct sequence

CHARACTER BIOGRAPHIES

CAIN ADDAMS

Cain Addams is a man who desires personal choice. As respectful and mindful of others as he is, he

does not like anyone making choices for him. His conflict is in the irony of the Pre-Death Agency. Despite the fact that they 'fight fate' by saving people's lives when they are supposed to die, they do so only by having a machine calculate events. The Agency doesn't fight fate so much as it simply bends it, creating a new determined path. On top of this, the Oath allows the Agency to shape fate into their own will. The calculations that the agency does in order to avert fate and save someone from death is really simply another form of fate. In the end, the agency doesn't escape fate, because they need certainty (in this case, certainty that the victim will live). Cain cannot submit to the Oath, for to do so would be to submit to the choices of others. He needs to be in control of his life, even if it results in a mistake. He broods over problems, and regretting a decision that he couldn't even make is the worst torture for him. Cain is introverted and deals with problems or mistakes by learning through his actions, thinking them over on his own. When a problem arises from a decision that someone made for him, the blame is not entirely on him. Instead of easing his conscience, it makes him confused and lost. All he is able to think about is 'what if' during these situations. Thus, he must make his own decisions, and own mistakes, to understand the world and himself. He resembles a scientist who performs experiments to see the results. Reading or hypothesizing is not enough for Cain, he must experience.

Cain is a respectful man. He doesn't blindly jump into situations, not without thinking them over heavily. Even in situations where time is constrained, he will still think decisions over, with as much time as he can get. Cain enjoys the fact that he can make choices in his life, and doesn't squander any choice, or close any possibilities with his choices. In interacting with the world, this trait makes him very observant. He notices details that many take for granted. He will often take time when entering new places, fully immersing himself in the environment. In interacting with other people, he takes caution in what he says. He will notice little details about people, such as scuffs on their shoes, or the calluses on someone's hand. He will use these details to judge people, but won't use it against them. Most of his thoughts, positive or negative, are kept to himself. Thus, when people interact with him, they see a very respectful character. He is the sort of man that takes in a lot, but lets out very little.

Standing at 5' 8", Cain is a bit short, but not so much that he worries about it. He keeps his hair short and clean, and never has stubble on his smooth face. His skin is dark, showing some possible Portuguese or South American descent, but nothing that could be easily fitted into a stereotype. He is well built, but not so much to show through his clothes. Much like how he thinks, he presents himself well without being intimidating. His physical form doesn't limit him in any way, allowing him to follow through with the choices he so desires. Most significant are his stoic expressions. They don't allow people to paint on their own opinions about what Cain is thinking or feeling. He remains in this composure so that others will not be able to judge, or make choices for him. He keeps people at a distance so they don't interfere with his choices. In maintaining this clean image, it supports his respectful attitude, and others quickly return that given respect, for it is obvious at first glance that Cain is a man who demands it.

- Critical
 - Will notice, when at a party, whether people are drinking their alcohol because they like it, or sipping it so they fit in.
 - Calls his bank when a statement, even by a small amount, doesn't match up with his records.
 - Reads food labels at the grocery store, checking the ingredients and chemicals.
 - Can sum up a person's personality simply by looking at his or her room.
 - One of the first to say 'nice haircut' when someone gets one.
 - Notices quickly when someone goes on a diet, or has been working out.

- Punctual
 - Never arrives too early or late, always on time when going to a party (even if it's boring until the fun people are arriving 'fashionably late').
 - Never went to class missing anything (homework, book, pencil, etc.).
 - When writing a paper, he won't multi task. This allows him to better predict the time it will take.
 - When going on a long drive, includes time taken for gas, food, or any other stops when figuring out when he will arrive.
 - Won't take a shortcut unless he can plan out the course with a map.
 - If he is to arrive late at work, he will call as soon as he discovers this fact.
- Obsessive
 - If he cooks a meal and it tastes bad, he won't stop thinking about it until he figures out what he messed up.
 - When building scale models, he finishes every last one, including the paint job.
 - If he starts a sudoku or crossword puzzle, he can't leave it very long until it is finished.
 - When his children bring him a math problem, despite forgetting the formula (since he hasn't done math for years), he will relearn what is needed to be able to solve what he used to be able to do.
 - When playing a video game, if he makes a mistake, he would rather restart the game as opposed to trying to make up for it.
 - If turned down for a date, he won't rest well until he figures out why he was denied.
- Tactful
 - Always well dressed (but not overly dressed).
 - Rarely verbally lashes out at people, even in an argument. Prefers to say the right words instead of yelling until they come out.
 - If he finds someone being annoying (like telling lots of bad jokes) he won't insult them, but will quietly be attentive.
 - Won't spoil the myths of Santa Claus or the Tooth Fairy to his children until they have figured it out on their own.
 - Won't order dessert at a restaurant if anyone he is with is on a diet.
 - If his wife asks, "Does this dress make me look fat?" He will tell her that it doesn't, but if it does, he will tell her that the dress itself 'looks bad'.

VANESSA ATROPOS

Vanessa Atropos is a woman who always fought to get what she wanted. She had dreams of joining the crime force, even if it was a male-dominated profession. She wanted to get very high up the corporate ladder, managing detectives and discussing the needs of lawyers. She wanted to change people's lives and offer criminals less unsatisfactory alternatives, or at least a second chance. She couldn't get into college on bank loans, so she worked three jobs at one point to pay her bills. Struggling, she got her bachelor's in criminal justice and her masters in law at a young age. She joined the force through lots of discrimination and quickly

proved through her work that she was very talented. This is when life was greatest for her. She was single, living in a very nice house purchased on her own, and worked a job that she earned. When the Pre-Death agents were created, this offered her the perfect opportunity. The ability to defy fate itself was exactly the position she wanted. Being someone who didn't believe in fate, taking this job allowed her to prove it didn't exist.

Unfortunately for Vanessa, the agency changed. Many agents were trying to go to far. Agents would go into hospitals and try to save patients with powerful afflictions such as cancer, frequently getting killed by the power of the wraiths that emerged. In order to maintain the dignity (and continue government funding) of the agency, the Oath was established. This Oath stated that a Pre-Death agent will follow fate determined by the Agency to save lives in the most effective and ethical way, even if that means sacrificing oneself. This turned the bad publicity of agents dying into agents giving their life valiantly for others. The agency then stopped giving missions which dealt with such powerful wraiths. In this way, fewer agents died on the field. It also allowed supervisors to make calls on how to perform a mission on the field. If things were going bad and the victim seemed like he or she may die, the superior could call for the sacrifice of an agent, under current ethical laws (saving two lives at the cost of one is preferred). Vanessa hated this Oath, saying that it no longer allowed agents to defy fate, but simply allowed computers to calculate 'the best' fate. She believed it was the agent's choice to sacrifice him or herself, and not something that should be calculated by a computer. This ended up in Vanessa leaving the agency, and disappearing from the public.

During this absence Vanessa looked for ways to save lives and defy fate as the agency originally had, when it started. She discovered that since a Pre-Death agent could sacrifice him or herself to extend the life of a victim, it could work the other way around. Using this to extend her life, she embarked on missions to save lives in extreme circumstances. She ended up curing entire colonies of AIDS patients, removing it from certain small parts of the world. But, when the situation became rough, she would save her own life over someone else's. She justifies it in that if her life continues, many more will be saved. Despite leaving the agency for their ethical choices, she slowly fell into this practice herself, as she gained power and the ability to warp fate. This is how she continues her days, making her own choices and defying fate to the point of essentially making herself immortal.

Vanessa is a woman who takes life by the reigns, making her own choices and working hard for them. She is a proud capitalist and thinks people deserve to take and splurge if they have earned it. In interacting with the world, she sees every place as an opportunity for her if she desires. If she wants to travel somewhere, she won't stop till she works hard enough to get there (or takes a vacation instantly if she has already worked hard). People see her as a bit of a cutthroat, for she isn't afraid to drop a friendship if it gets in the way of her desires. She isn't cold, but she won't let anyone or anything hold her back.

Vanessa stands at 6' 8", proudly displaying her height as any of her other achievements. She has long black hair, and a firm build. She works out and maintains a healthy diet, for she doesn't want to be perceived as a weak girl. She wears makeup to enhance her beauty, using it as an asset to achieve her goals. Her presence is something that others can look up to. She never slouches, and always seems ready for another task.

- Defiant
 - When told she couldn't sing by a friend, she joined choir and worked until she was the best singer in the group.
 - Never lost truth or dare.
 - Plays video games on hard mode, even if it's her first time playing.
 - Will complain for a friend if the order is wrong in a restaurant.

- Always drives at least a little over the speed limit.
- Carefree
 - Doesn't get upset if she fails a test. (Instead just works harder to make up for it)
 - Never has buyer's regret.
 - Doesn't complain about doctor's physicals.
 - If she forgets something on a trip, she'll get by without it.
 - If she gets pulled over for speeding, she speeds again as soon as the cop is out of sight..
 - Doesn't cry over spilled milk. She calls the cat over instead.
- Lavish
 - Tends to order the more expensive items at a restaurant, and leaves a big tip (if it was earned).
 - When buying a car, she gets many of the additional options.
 - Tends to over dress at occasions.
 - Doesn't buy store brand items.
 - Keeps her room or office well decorated.
 - Has many collections (rare books, art, movies).
- Responsive
 - Will always take a call into work.
 - Worked as a life guard while in college.
 - Doesn't let e-mails sit in her inbox unread.
 - Doesn't ditch on plans without a good reason.
 - While talking with someone, she will end the conversation or leave before starting another task so she doesn't respond mindlessly (uh huh...yeah...etc)
 - If in a relationship that isn't working, she will quickly break it off instead of letting it linger.

LEO NII

Leo holds closely to the stoic philosophy. Thus, he remains calm and removed from emotions. He stands by ethical ideals, and doesn't get caught up in the rashness of martyr like morals. He closely follows the Oath, knowing that if he has to give his life, so be it. This view gives him a detached perspective on the world. His comments, although infrequent, can quickly cool a heated argument.

Leo's heritage is that of Native American and Asian descent. He has a short stature and dark rough skin, making even his physical appearance stoic. At the age of 37, he has few wrinkles on his face, but the ones there are deep and profound. His movements are slow yet determined, not being easily swayed by the environment around him, or any alerting sounds.

Leo provides support for the Pro-fate side of Cain. Leo will support Cain in staying true to the agency, following orders, and avoiding foolish arguments. Through Leo we can see what Cain may be like if he accepts what fate is, changing in his perspectives of choice from ambitious to passive.

JAMES KEROUAC

James Kerouac slipped into the agency through his artistic skills. He was originally tasked with drawing and modeling likenesses of criminals for investigation. Bored with staying at a desk all the time, he was able to move to the Pre-Death agency through a close friend. Although his actions are rash and he has been known to come in to work with a hangover, his skills are top notch. He comes off as a bit arrogant, but few bring it up, because he's flat out better than they are.

James' Irish heritage shows through his fiery red hair and blotched freckled face. He doesn't help fight Irish stereotypes through his drinking habits, but retains respect through his artistic flair. He's a slender guy, but the bit of body mass he does have is tough muscle. His signature, as he calls it, is his charming face, with a smile so wide it nearly splits his head into two.

James provides support for the Anti-fate side of Cain. When Cain is launching attacks, driving fast, or telling people 'what's what', James is supportive with a tactless high five. Through James we can see what Cain may be like if he ignores fate completely, fighting for choice till the bitter end.

FRANKLIN LINE

Even in elite organizations, some green talent prove their capabilities to rise to the top at an age where other members were too young to be in the force. At 21 years old, Franklin Line is the youngest member on the Pre-Death agency. He made it there by doing 'nothing special.' He simply aced every written test and set half of the records for physical training. Being so young, he often looks uncertain around his team. He is commonly nervous, trying not to do something wrong in front of the vets. None the less, when the mission starts, he gets the job done, and without mistakes.

Despite his physical capabilities, Franklin is a heavy kid. He has no hair on his face, making him seem even younger. His height is average, but compared to many of the perfectly built members of the agency, he stands short. On first glance, he looks like a nervous kid waiting to get his lunch money stolen, but the few bullies who tried it ended up crying for their mothers.

SUPERVISOR KENT

At the age of 55, Adrian Kent comes from a generation dedicated to the books. As he was raised, people with experience wrote the rules. Since the elders have already been through the learning process and made mistakes, going against the rules is simply foolish. This line of thought brings Kent his unwavering dedication to the Pre-Death agency. He has done his years on the field, and now expects his agents to give the same respect that he gave to his superiors. When they follow in line, he is proud of his men. But, he gets close to his team, and when they disobey him, it hurts him personally.

Kent stands at an even 6' tall, never slouching in his posture. On his uniform he proudly displays the medals he has been awarded throughout his career. The shining medals and whitening hair contrast with his dark complexion, a combination of his work under the sun and his Latino heritage. A particular trait is his large hands, worn with callouses of his work.

DR. LACHESIS

Dr. Genevieve (pronounced as the English gen-eh-veev) Lachesis was raised a devout Calvinist Christian her whole life. She went through college receiving degrees in theology and Artificial Interpretation (the idea of

using computers to calculate actions before a person does the action). Despite her undying faith to her religion, she despises it, and has spent her life fighting it. Because of her Calvinist beliefs, she doesn't know if she is predestined to be saved or damned. She feels that God has created humanity as a large experiment, placing people into control groups of saved, damned, and free. Her studies into Artificial Interpretation are her attempts at escaping 'God's experiment.' With the possibility of using Clotho to determine the consequences of every choice, a person could determine what control group they were in, and thus act accordingly, as opposed to attempting to stay pure for a whole life and be damned either way.

To the dismay of many men with looser morals, Dr. Lachesis is a very attractive woman. She is 5' 8", but stands a bit over that, always wearing high heels. She keeps her pure black hair in a tight bun, where from the sides emerge the frames of her thick black rimmed glasses. Her complexion is pale, and nearly perfect except for calloused feet and knees. Before every mission she at least gives a small prayer, if not kneeling down entirely, to wish the best for the brave soldiers risking their lives.

CLOTHO

Kate Dexter was a girl who's only experience dating was through sim video games. She was very awkward dealing with people, unless she could talk to them through an Internet forum, or online chatting program. It then felt to her like she was simply interacting with a computer, since the computer was sending the message. Her fascination with computers led her to become valedictorian at a leading engineering college, an award she never physically received for she was too shy to attend the reception.

She was hired straight out of college into the Pre-Death agency to work on development for the fate machine. After making many advancements on the current model, she soon realized that the architecture would ultimately limit the capabilities of the machine. She then created a draft of a new machine, one that could connect to the Human Mind Database, and using the live information, would be able to not only determine people's actions, but compare those to the possible actions of other people in the database. This would allow the machine to calculate all possible events based on all possible interactions between people.

There were two problems with the project. Not only did it require access to the Human Mind Database, which would be a direct violation of civilian privacy, but it needed a power source equivalent to that of a human body to run. After development of the project was turned down by the Pre-Death agency, she quit her job and began building it on her own. She had support from Dr. Lachesis, who stayed in contact with Kate after she quit. It was during this time that she met Vanessa Atropos, who had approached Kate after hearing about the new machine. Kate simply wanted to complete the machine for the purpose of interacting with people through technology, the only way she seemed to be able to. As the project progressed, Kate realized she would have to attach herself to the machine to make it run. On that night, she decided to tattoo the name Clotho on herself, which was what she had decided to name the machine. This signified her becoming the machine, as she would soon physically unite with it.

Kate is a small girl with lanky limbs and long unkempt hair. She never pays much attention to her physical appearance, since she doesn't like physical contact. She never wears makeup and has a bumpy complexion from unattended skin. After becoming Clotho, she now has many cords and cables connecting into her skin, and each of her limbs is inserted into a large hole in the machine. Her long hair covers her face and most of her torso. She resembles a victim of crucifixion.

GAME SCRIPT

Intro cutscene. Play at the start of a new game.

EXT. CITY BRIDGE - DAY

FADE IN WHITE. Rain is pouring down with thick clouds making it dark. We move closer and closer to a large bridge traversing a lake in between a massive city. Cars rush past on the bridge, ignorant of SENATOR EDWARDS standing in a full suit on the side of the bridge. EDWARDS looks down at the long fall to the water. In the distance a helicopter flies towards the scene.

INT. HELICOPTER - DAY

We see the cockpit of the helicopter, being piloted by one Pre-Death Agent. The pilot receives confirmation to move in.

PILOT

We have visual. Commence?

RADIO

Roger, take her in.

PILOT

(to team)

You ready boys?

We now see four Pre-Death agents completely loaded up in full gear, waiting in the back of the helicopter. JAMES and FRANKLIN are checking their weapons, making sure they have plenty of ammunition. This is in contrast to the stoic stance of LEO. CAIN looks at each team member and confirms to the pilot.

CAIN

(to pilot)

We're all set here.

CAIN looks back towards his team. He then turns to the window, but isn't staring at anything in particular.

JAMES

Who is the victim anyway?

KENT'S voice, slightly obstructed by static comes in via communications devices in the agent's helmets. JAMES holds a hand up to his ear to listen in.

KENT

A 39 year old male by the name of Harrison

Edwards. He's a political bigwig. The fate machine dictates that he will die in approximately 16 minutes due to drowning. It seems that he's going for a swim.

LEO

A suicide?

CAIN becomes attentive at this point and is now listening in.

KENT

That's correct. You'll be dropped off 200 meters from Edwards. When you get within sight, activate the 0° Kelvin zone, and dispose of any wraiths that emerge.

JAMES

We have to walk there? Why so far away?

CAIN gives an incredulous look towards JAMES.

KENT

We don't want to startle Mr. Edwards into falling off the bridge, or making any other unpredictable actions. Stick to the mission and don't make him jump. Any questions?

The player can now pick a series of dialog choices.

A. Supervisor, who is Edwards? The name sounds familiar.

B. Isn't suicide out of our jurisdiction sir?

C. No sir.

IF A.

CAIN

Supervisor, who is Edwards? The name sounds familiar.

KENT

It should. He's one of the most popular senators this state has seen in a long time. He also has done a lot of business with us, passing laws to make sure the Pre-Death agency can operate smoothly. Many on the police force see him as our political hero.

FRANKLIN

Popular, rich, and respected. What reason would a man have for suicide then?

CAIN

Maybe it's a mid life crisis. Most people settle on buying a corvette.

KENT

That's not for us to worry about. You are simply here to do the job and save this man's life.

JAMES

And kill some wraiths! We want some action. Right Franklin?

JAMES starts looking down the sights of his GUN.

FRANKLIN

Oh...uh...yeah!

CAIN pushes JAMES' GUN to the ground and gives him a commanding look.

IF B.

CAIN

Isn't suicide out of our jurisdiction, sir?

KENT

Not anymore. A recent law was passed saying that suicide is considered a state of mental instability. It can be dangerous to others, and therefore, must be prevented by us.

CAIN

That seems like an invasion of the person's rights.

KENT

Well Cain, Edwards is a senator. After you save his life talk about rights all night with him. Just make sure you keep him alive.

CAIN

Yes sir.

IF C, or if A and B have been chosen.

CAIN

We're ready sir.

KENT

Good. You'll be arriving on scene in a few moments.

CAIN looks out of a window with a look of both being prepared, but concerned. Our view stays in place as the helicopter closes in on the bridge.

CUT to

EXT. CITY BRIDGE - DAY

From the bridge we see the helicopter getting closer. Ropes drop from the vehicle, and the four agents slide down, two at a time. The team walks forward, spreading into a diamond formation. CAIN is front and center. The team pulls out their weapons, and then each close their helmet shields. When CAIN closes his helmet the INTERFACE fades in. The camera then moves to behind CAIN.

BEGIN GAMEPLAY

...

After defeating Atropos in the city Alleys

EXT. ALLEYS, VICTIM SITE - DAY

ATROPOS lands on the ground, catching herself, and skidding a bit, kicking up dust. She is panting heavily. CAIN aims his GUN steadily. His eyes watching ATROPOS closely. ATROPOS stays still for a moment, looks at the victim, and looks back at CAIN. She slowly stands up and throws in her GUN. Noticing a slight release from CAIN and his TEAM, she deactivates the Kelvin zone. The JOURNALIST looks around and screams, still afraid from when the Kelvin zone was activated. The JOURNALIST then runs away from ATROPOS into the TEAM.

JOURNALIST

Help! She's going to kill me!

ATROPOS takes this opportunity to dart down an alley, dropping a bomb as she goes in. JAMES and CAIN chase after her, but stop as the bomb explodes, closing off the alley from debris of the surrounding houses.

JAMES

Dammit! Come on, lets go!

CAIN looks towards LEO. The JOURNALIST is huddled on the ground.

LEO

(using a communicator)

We have an explosion at 334 Iliad drive...

CAIN

We're not finding her now. Let's clear this up first.

JAMES is upset and is about to say something, but then notices CAIN'S face, who seems even more frustrated than he is. JAMES goes over to the JOURNALIST and tries to help him. CAIN walks over to ATROPOS' GUN and picks it up. It is covered in scratches and bullet dents. Barely visible through the damage is an old Pre-Death agent logo. CAIN looks as if he's about to throw the GUN in frustration, but manages to control himself. He starts walking back to the TEAM. His helmet beeps, indicating a call from the agency, putting a hand up to his ear to listen in.

GO TO DIALOG GAMEPLAY

...

After dialog scene at the end of Mission IV

INT. AGENCY, FRONT ENTRANCE - EVENING

CAIN and his team waltz into the entrance of the agency still excited from the successful mission. They are laughing together as they walk in. They all slow down and become quiet, realizing the lack of excitement in the room. There is silence. KENT approaches CAIN.

KENT

Follow me Cain.

CAIN

What's wrong sir?

KENT

The council wants to speak with you.

CAIN

This doesn't sound like a promotion.

KENT abruptly turns and walks down a nearby hallway. CAIN follows suit. JAMES and LEO look at each other concerned.

GO TO DIALOG GAMEPLAY

...

When the player defeats Dr. Lachesis, play cutscene

INT. AGENCY, FATE MACHINE ROOM - DAY

Among the wreckage in the room the FATE MACHINE still stands. LACHESIS stumbles backwards, and turns to face the FATE MACHINE. She manages to turn a monitor on, and after looking up at it, collapses to the floor. CAIN and his TEAM move in closer. But, LACHESIS stops them.

LACHESIS

Watch...

CAIN and his TEAM pause for a moment, and then look up at the monitor. The screen shows a political event in the city, where a portion of the crowd is being moved aside for some figure. EDWARDS walks up the steps to the stage, followed by two bodyguards. We see CAIN'S face in question.

CAIN

Edwards...?

CUT to

EXT. CITY STREETS, POLITICAL EVENT - DAY

A large crowd cheers as EDWARDS steps on stage. A band is playing a patriotic song as EDWARDS smiles and waves to the people. He steps up to the podium and the crowd gets a bit louder. The BODYGUARDS look around rather distracted, moving into position behind EDWARDS. We see the crowd cheering, and a barely noticeable section of the crowd is being pushed through. Smiling, EDWARDS attempts to quiet his fans. Before EDWARDS calms down the crowd to start his speech, ATROPOS drags herself on stage, blood dripping from her wounds of the previous battle. She points her GUN at EDWARDS, and fires.

The BODYGUARDS rush to protect EDWARDS, but run into each other, missing their critical timing. EDWARDS dives down into the podium, but the bullet pierces through, sending splinters and blood to spray across the stage. Before EDWARDS can collapse on the ground the two

BODYGUARDS have pulled out their guns and unloaded nearly an entire clip each into ATROPOS, who quickly falls to the ground.

As the BODYGUARDS are firing into ATROPOS, the crowd finally reacts in a cackle of screams as the band disperses. Everyone scatters, attempting to find safety. We ZOOM OUT away from the crowd, through the glass T.V. Screen, and the image on the monitor turns to static.

GO TO DIALOG GAMEPLAY

...

INT. PRE-DEATH AGENCY, OUTSIDE FATE MACHINE ROOM - NIGHT

As JAMES and LEO are destroying the agency rooms, CAIN walks up to the FATE MACHINE ROOM DOOR. He tries to open it, but it's locked. A key card slot next to the door is shot and sparking. CAIN finds a nearby broken PIPE, and tries to pry open the door with it. Kent's voice comes in on CAIN'S communicator.

KENT

Stay out. I'm not letting anyone in here.

CAIN

We have to destroy this whole place. People can't make choices if we allow fate to exist. Everything here has to be destroyed and forgotten.

KENT

I know Cain. -You're right.

An alarm goes off and the room starts flashing red.

ALARM

All personnel evacuate immediately. The self destruct sequence has been activated. Repeat...

CAIN smiles. He steps back, and looks at the door for a moment. JAMES and LEO walk up next to him. The three of them give a salute towards the door. The TEAM then lift up their guns, turn around, and walk out of the agency.

Cut to

INT. PRE-DEATH AGENCY, FATE MACHINE ROOM - NIGHT

KENT is saluting towards the door to the room. He then relaxes, and turns towards LACHESIS' CORPSE. He pulls out a pack of cigarettes, and looks at his last one.

KENT

Maybe now people will make up their own minds, and face the consequences of their actions. Maybe now people will choose to go to heaven or hell.

KENT drops the box of cigarettes, and stomps down on it.

ROLL CREDITS

SAMPLE DIALOGS

CHARACTER	DIALOG	TRIGGER	INFLECTION	LOCATION	MISSION	EFFECT	
KENT	Come on men! Stop slacking and take out those wraiths!	The wraiths are overpowering the team. Cain is closest to the victim.		Pre-Death Agency (off camera)	2_2	Radio	
CAIN	With all due respect sir, we're doing the best we can. This was unexpected.			City Docks – Victim Site	2_2		
KENT	You've been in worse situations. Pick up the pace!			Pre-Death Agency (off camera)	2_2	Radio	
CAIN	The second attack was too short a notice. Our tactics aren't holding up.			City Docks – Victim Site	2_2		
KENT	...Then there's no other solution. -Cain, you'll have to take the place of the target.			Pre-Death Agency (off camera)	2_2	Radio	
CAIN	Sir?			City Docks – Victim Site	2_2		
KENT	You're closest to the victim. This is the only chance to save him..			Pre-Death Agency (off camera)	2_2	Radio	
CAIN	You can't be asking me to-			City Docks – Victim Site	2_2		
KENT	You heard me soldier. If you don't get in there your whole team could die!			Conflicted	Pre-Death Agency (off camera)	2_2	Radio
CAIN	We only need a few moments. Sir, if we just change our tactics-				City Docks – Victim Site	2_2	
KENT	Wraiths are breathing down the victim's neck and their getting closer! We don't have a few moments. Get in there. Now!				Pre-Death Agency (off camera)	2_2	Radio

LEO	Victim sighted.	Regaining sight of Atropos after chasing her.		City Alleys – Roofs	3_3	Radio
JAMES	We're too late, she's already activated the Kelvin zone.			City Alleys – Roofs	3_3	Whispering
CAIN	There's still a chance, move in!			City Alleys – Roofs	3_3	Whispering
	<i>The team moves in and holds their guns up to Atropos.</i>					
CAIN	Freeze! Pre-Death Agency. You're under arrest.	Approach Atropos at the alley victim scene.		City Alleys – Victim Site	3_3	
ATROPOS	What are the charges?			City Alleys – Victim Site	3_3	
CAIN	Murder.			City Alleys – Victim Site	3_3	
ATROPOS	I haven't killed anyone yet.			City Alleys – Victim Site	3_3	
CAIN	Fine, premeditated murder.			City Alleys – Victim Site	3_3	
ATROPOS	That requires some proof.			City Alleys – Victim Site	3_3	
JAMES	You chased after a civilian with a gun. Even took a few pot shots at him.			City Alleys – Victim Site	3_3	
ATROPOS	Isn't that what you just did.			City Alleys – Victim Site	3_3	
CAIN	You're wearing a uniform.			City Alleys – Victim Site	3_3	
ATROPOS	It's a costume.			City Alleys – Victim Site	3_3	
JAMES	This is ridiculous. Don't we have enough proof to arrest her.			City Alleys – Victim Site	3_3	
LEO	We'll have more than enough proof if she makes the wrong choice.			City Alleys – Victim Site	3_3	
ATROPOS	Choice? What would you know about choice?			Angry City Alleys – Victim Site	3_3	

JAMES	Our job is to make sure people still have a choice. Something a murderer wouldn't take the time to think about.	Atropos questions what the team would understand of choice.		City Alleys – Victim Site	3_3
ATROPOS	Your job is to make choices for people.	James ridicules her saying a murderer wouldn't know about choice.		City Alleys – Victim Site	3_3
CAIN	We give second chances.			City Alleys – Victim Site	3_3
ATROPOS	What if they didn't want a second chance? It seems you won't even let someone end their own life. The agency has turned into fate itself.			City Alleys – Victim Site	3_3
CAIN	What are you talking about? Fighting death <i>is</i> fighting fate.	Atropos claims the Pre-Death agency is a force of fate.		City Alleys – Victim Site	3_3
JAMES	Yeah, we control destiny.			City Alleys – Victim Site	3_3
ATROPOS	Exactly. You control destiny to how you see fit. Fate.			City Alleys – Victim Site	3_3
LEO	The world chooses when someone is to die. We help people defy fate.			City Alleys – Victim Site	3_3
ATROPOS	You want to know about defying fate? I'm immortal. A woman who cannot die. I slip through death's grasp every day by my very existence	Cain claims the Pre-Death agency defies fate.		City Alleys – Victim Site	3_3
LEO	An immortal woman?	Atropos claims she is immortal.		City Alleys – Victim Site	3_3
JAMES	She's crazy too!			City Alleys – Victim Site	3_3
ATROPOS	I've been around long enough to see how the agency works. It finds people that are convenient to keep around. People like this reporter here.			City Alleys – Victim Site	3_3
CAIN	What makes him so important.			City Alleys – Victim Site	3_3
ATROPOS	You should read the news. This guy loves to tell the public how well you 'save lives.'			City Alleys – Victim Site	3_3
JAMES	You're right. We do save lives. I don't care how long you've lived. Everyone falls when they get shot. After I throw ya' in jail you can rot an eternity for all I care.	Atropos is insulting the team for their duties.		City Alleys – Victim Site	3_3
ATROPOS	Is that so, little puppet? Well come get me!	James says she can rot in jail.		City Alleys – Victim Site	3_3
	<i>Various dialog barks during the battle</i>				
ATROPOS	Why do you think you got sent out here today? My victim is needed by your agency.	Fighting Atropos.		City Alleys	3_3
ATROPOS	You even prevent suicides. How can anyone make their own choices with the Agency breathing down their neck?			City Alleys	3_3
ATROPOS	Do you feel free when the agency sacrifices an agent to save someone's life?			City Alleys	3_3
ATROPOS	You are all much to young to understand what choice is.			City Alleys	3_3
ATROPOS	You people don't deserve choice.			City Alleys	3_3

CAIN	Sir, We need more backup. We're completely outnumbered!	Cain and his team are being overrun by wraiths.		City Streets – Intersection	4_3	
KENT	Cain, we have damn near the whole agency down there. We can't get any more on site.			Pre-Death Agency (off camera)	4_3	Radio
JAMES	They're getting closer Cain! We need to do something!			City Streets – Intersection	4_3	
KENT	James, we only need the bodyguards in the limousine. You can save them right now.			Pre-Death Agency (off camera)	4_3	Radio
JAMES	You mean kill myself?			City Streets – Intersection	4_3	
KENT	It'll be an honorable sacrifice.			Pre-Death Agency (off camera)	4_3	Radio
<i>If player chooses A</i>						
CAIN	Sir, I'm not losing another member of my team.	Player chooses dialog A: "I'm not losing another member of my team."		City Streets – Intersection	4_3	
KENT	You think I like sending men to die? We've given you the whole damn Agency to save these men. Think about your duties. Think about the Oath.			Pre-Death Agency (off camera)	4_3	Radio
<i>If player chooses B</i>						
CAIN	Sir, there has to be another way. Is there anything you haven't told us yet?	Player chooses dialog B: "There has to be another way."		City Streets – Intersection	4_3	
KENT	Yeah-the agency calculated that I'd lose one of you today. But, we only need the two men in the limousine to live. If you focus your efforts, you can save only them and the mission will still be a success.			Pre-Death Agency (off camera)	4_3	Radio
CAIN	There must be forty civilians here! We can't let them all die.			City Streets – Intersection	4_3	
KENT	You're right-there's no use fighting fate. Someone's going to become a hero today. One life for forty is enough to go down in history.			Pre-Death Agency (off camera)	4_3	Radio
<i>If player chooses B1</i>						
CAIN	Sir, we are not martyrs. We're officers with an obligation. If we die, that's one less agent for the future.	Player chooses dialog B1: "We are not martyrs."		City Streets – Intersection	4_3	
KENT	You damn kids don't have any honor!			Pre-Death Agency (off camera)	4_3	Radio
<i>If player chooses B2</i>						
CAIN	One or forty, that's still a death. But, there has to be a better solution.	Player chooses dialog B2: "One or forty, that's still a death."		City Streets – Intersection	4_3	
KENT	Do you have time for a better solution soldier? We need a decision, not a debate!			Pre-Death Agency (off camera)	4_3	Radio

	<i>If player chooses C</i>				
CAIN	I may be the leader of this team, but I'm not going to make that choice for James.	Player chooses dialog C: "I'm not going to make that choice for James."		City Streets – 4_3 Intersection	
KENT	Then I will. James, take care of those wraiths. We won't forget your service.			Pre-Death Agency (off camera)	Radio
JAMES	Service? I can't handle this!			City Streets – 4_3 Intersection	
KENT	James, remember the Oath. Every agent has sworn to uphold it!			Pre-Death Agency (off camera)	Radio
JAMES	No one reads the fine print! Right Cain?			City Streets – 4_3 Intersection	
	<i>If player chooses C1</i>				
CAIN	Saying and doing are different things. Giving your life in the heat of battle is rash.	Player chooses dialog C1: "Saying and doing are different things."		City Streets – 4_3 Intersection	
KENT	I've been on the field longer than you've been alive. If you can't handle what the job requires then you should have left long ago.			Pre-Death Agency (off camera)	Radio
CAIN	No duty requires a loss. We're here to save lives, not throw them away.			City Streets – 4_3 Intersection	
	<i>If player chooses C2</i>				
CAIN	With all due respect sir, if every agent followed the Oath, there wouldn't be any agents alive today.	Player chooses dialog C2: "If every agent followed the Oath, there wouldn't be any agents alive today."		City Streets – 4_3 Intersection	
KENT	We don't just throw away lives! But if you keep bickering then there <i>aren't</i> going to be any agents alive today.			Pre-Death Agency (off camera)	Radio
	<i>After choosing any two of A, B, or C</i>				
CAIN	Screw the Oath and screw honor. I'm getting us all out of here alive!	After choosing any two of A, B, or C.		City Streets – 4_3 Intersection	
KENT	Don't be rash Cain! If you make a mistake it could get you all killed.			Pre-Death Agency (off camera)	Radio
LEO	He's right Cain. I don't like it, but it may be the safest way.			City Streets – 4_3 Intersection	
CAIN	The safest way is getting all of us out of here alive. James, thanks for buying me some time to think. Now, deactivate the Kelvin zone.			City Streets – 4_3 Intersection	
JAMES	What?!			City Streets – 4_3 Intersection	
KENT	Cain, you're crazy! Drop this now before you all die!			Pre-Death Agency (off camera)	Radio
CAIN	James, trust me. Keep a level head and you'll be fine.			City Streets – 4_3 Intersection	
JAMES	Easy for you to say, I'm at the center of all of this!			City Streets – 4_3 Intersection	
LEO	You never get cold feet James. This isn't like you.			City Streets – 4_3 Intersection	
CAIN	I'm not letting anyone here die. Trust me James.			City Streets – 4_3 Intersection	
JAMES	...I guess I'll die if I don't. Might as well give it a shot.			City Streets – 4_3 Intersection	