

3.2 - Script

The following is a script for dialog and for cinematics. There are mission details as well as conversation details within which will be elaborated on in the next section, 3.3.

FADE IN

A montage of images is going by as Jordain narrates the events leading up to him being sent to the Jorg'Han station.

JORDAIN (VO)

The year is 2094 over 60 years after the end of World War III,
the defining event of the 21st Century.

The Socialist Democratic order was established,
a new human community unhindered by the pursuit of power and control
reached out into the stars and began colonization.

Aided in part by the peaceful yet reclusive alien race known as the Lahorans
mankind flourished on the outer rim of the galaxy.

Unwillingly and unknowingly humanity gave itself up unto a new
tyranny. Valuing the ease of their lives so much above all else
the great mass of humanity gave power and control to a beneficent dictatorship,
thus repeating the pattern that had been held throughout centuries.

The people were unaware and in their ignorance they were satisfied,
at least this is what Derek Lin and the Invisible claimed.

The Invisible first made themselves known through a series of disappearances
of colonists in the outer rim territories.

Investigations into this led to a small research station built on an asteroid at the edge of explored space.

The first transmission from Derek Lin claiming to be the leader of the group called
the Invisible arrives soon after the station is found.

Being of free and intelligent will, those of us who constitute the Invisible have founded
the Jorg'Han station where we can follow our own paths to human perfection
free of the intervention of our former governing bodies.”

These were Derek's first words to the people of the Human and Lahoran worlds.

The Lahoran's took no mind of him but the Earth Homeworlds Government felt threatened
and was scared of possible revolution which might be incited against their enigmatic regime.

When the government began to take control over the masses again they created the Agency.

It is our job to be the non-existent enforcers of their rule, silencing those
who become conscious of or indignant against the Homeworlds in any way.

The Invisible posed such a threat and agent Stephen Gallagher was sent with permission from Derek Lin to
Jorg'Han where he would spend 3 months to observe that the Invisible were peaceful
and meant the Homeworlds no harm.

After 3 months Gallagher had not return and nor made contact.

That's when they called for me, Jordain, covert ops specialist and assassin.

I've been doing the Homeworlds dirty work since I was 18.

It doesn't matter much to me, my own origins are a mystery, having lost
most of my memory when crash-landing on a Homeworlds military base in the outer rim.
I am now on my way to my final briefing before I go where I will get my mission objectives,
cover, and any other bones they think to throw me.

I'm usually able to judge when a mission will come out good or bad but now I just can't tell.

Maybe I'm just trying to quell the fear that this time I might not be coming back.

INT. DARK AGENCY OFFICE

Jordain is sitting on one side of a desk. He is relaxed and attentive but obviously eager to get out of there and on to action. The COLONEL sits at the other side of the desk, the picture of fascist military posturing. He is wearing a black uniform and small glasses. His face is sharp and extreme and his hair is black and combed back giving him a sleek and dynamic look. Jordain looks like a rebellious teenager next to him. 28 years old, Jordain is well built, dressed in dark colors with a long black coat made of a leather-like substance. He is largely expressionless, a tool for his superiors of the agency too concerned with keeping a good presence to get their hands dirty.

COLONEL

I'd like to go over the background briefing on the situation one more time Jordain.

//player has 2 choices

1. hear the background

2. skip it

//begin 'hear the background' dialog

JORDAIN

Alright, give it to me again.

COLONEL

We don't know much about Lin but we do know that he was a member of the pirate clans of the outer rim territories in his earlier years.

For all intents and purposes we should have no reason to fear the Invisible. Even the mysterious disappearances can be accounted for as the scans of the station indicate that most of those colonists are now among the Invisible whether they went willingly or not.

What concerns us is something that Lin would only speak of as the Engalus. In our final transmission, before agent Gallagher was sent out, Lin mentioned the Engalus as being integral to what the Invisible hoped to achieve and that Gallagher would get a full account of their plans with it. Our scans indicate a high concentration of unknown energy in a specific point at the center of the station and we believe it is this 'Engalus' that Lin speaks of. Whether it is a weapon of war or a device of peace, the amount of energy being read is phenomenal to say the least and I'm sure you would agree that it is in the best interests of the entire galaxy that the Earth Homeworlds be in charge of such a discovery and not merely some outer rim pirate and his rebellious cult.

//end 'hear the background' dialog

//begin 'skip it' dialog

JORDAIN

I know the background Colonel and I'm anxious to get out of here. If you don't mind, I'd like to skip it.

COLONEL

Very well, its this next part that matters most anyway.

//end 'skip it' dialog

COLONEL

I wish I could give you a better briefing but the fact is that we don't know what you're going to find when you get to this 'Jorg'han' station. I know your past training has usually dealt with straightforward assault scenarios and assassinations but this time we need you to proceed with caution at first.

You're going in undercover as a merchant passing through the area.

Our surveillance shows that there are routine drop offs of supplies from craft not affiliated with the station. We've made a deal with one of these ships so they'll be expecting you and have some sort of accommodation ready when you get on station.

The station inhabitants are not to be treated as hostiles unless they present a hostile situation. We assume the station has some sort of security force, which will deal with any advances you make in the open.

Your first goal is to find out what happened to agent Gallagher and if you can find him, get as much information as possible. Your second goal is to find out what this 'Engalus' is and what they plan to do with it.

Once this is settled you must endeavor to contact us or get off station.

If you cannot do either of these things you have the permission and responsibility to deal with the station as you see fit.

I don't need to tell you that we're counting on you for this mission Jordain. your one of the best, but this time its win or lose and losing may mean the end of everything we've worked so hard for.

There is a training facility down the hall to get you acquainted with some of the equipment and procedures you'll need, I know you're a pro but it is always good to keep on top of these things.

Once your done with that proceed to the docks, the transport vessel will take
you to the merchant ship in orbit.
Good luck agent, don't let us down.

MISSION 0 : GET TO TRANSPORT

The player can both go to the training area and learn about the game interface and play systems, or he can proceed to the docking area. Both routes are relatively short and offer only one direction in which to go. Though we will not allow the player to go to any other sections there should be doors and windows showing other areas of the agency as the player travels along its halls.

Upon reaching the training area the training mission begins, this is described in the mission details in the next section.

Upon reaching the Docks, the player loses control of the action and we see Jordain walk up a platform onto a small runabout vessel. The platform sucks itself into the ship and the hatch closes. Slowly it rises from the docking bay as the bay doors open overhead. Once the doors are completely open the ship gains speed and flies out of the bay quickly and into the atmosphere.

The title sequence begins as we watch the small vessel dock with the larger merchant craft in orbit. Jordain walks off into the new ship and through several dark industrial hallways, sparsely decorated but full of heavy looking supports and other devices. As the credits begin to finish we see the merchant ship slowly move out of orbit leaving the blue planet behind in the darkness of space.

FADE OUT

FADE IN

EXT. BARREN PLANETOID

Jordain is running along the hard and dusty rock of some barren planet, he looks much younger, 18 years old. We only see close ups of his face, his body, and his feet, never seeing what he is running from. The camera begins to pull back and we hear a low humming noise getting louder and more distorted the farther out we go. Suddenly a large craft springs up over the horizon behind Jordain. It begins firing at him and missing. Large Ion cannon beams crash into the dust sending the debris in to the air around Jordain as he runs. Another volley of fire, still missing but serving to distract Jordain. He glances back at the craft and then trips on a stone. In slow motion we see him fall as the ship lets loose another volley headed straight for him. Jordain lands on his back and we can see in the close up of his face the horror as the blue-white beams come nearer. All goes black and we hear the explosion and a scream, too powerful to a dying breath.

CUT TO:

INT. - MERCHANT SPACECRAFT

Jordain is sitting up in bed, his skin beaded with sweat, his hair a short tangled mess. He is breathing heavy.

JORDAIN (VO)

The nightmare is the same every time but it doesn't make it any easier to deal with.

It feels like something out of the past, something from my own memory.

For all I know it could be, or maybe it was the reality and I'm just living some torturous
afterlife forcing myself to repeat my final moment over and over again in nightmares,
while I live the existence of a killer fighting for a cause he never believed in.

I almost wish that were the truth. Waking up everyday must be a lot easier
if you're convinced your life ended a long time ago.

FEMALE VOICE (OS)

3 Minutes till estimated dock at the station.

Jordain looks up at the PA speaker on the front wall of the small room by the door. He gets up and goes in the next room, closing the door on us as we follow.

CUT TO :

EXT. SPACE, MERCHANT VESSEL

The merchant vessel pulls into the docking bay and drifts past various automated machines going about their tasks of completing the station and so on. The ship grinds to a halt in the antigravity well of the docking bay and extends its umbilical. We see a door connected to the umbilical. The metal slides open with a hiss pouring light into the darkness of the docking bay. Jordain is silhouetted and steps forward. A crewmember behind him steps out as well and squeezes by Jordain.

ROBOT VOICE

Welcome to Jorg'Han station, what is the purpose of
your stay?

Jordain looks around then focuses mid-level and to his right. A Greet-Bot hovers off to the right looking up at

Jordain.
GREET-BOT

Welcome to Jorg'Han station, what is the purpose of
your stay?

Jordain puts a hand into his pocket and produces a laminated plastic card that he gives to the robot. Red laser beams from the Robot's eye scan the card quickly then are gone.

GREET-BOT

You are authorized for security level 1 **visitor** access.
Your assigned quarters are in Sector H24, room 12b.
Please consult the nearest Imager for directions.

Thank you and have a nice day.

Jordain puts away his card and steps out into the huge docking/cargo bay. He stops a moment and looks around at the huge expanse. From behind we can hear the robot bark its familiar slogan once again, this time to the merchant vessel crewmember.

GREET-BOT

Welcome to Jorg'Han station, what is the purpose of
your stay?

CREW MEMBER

Were just in for restock and repair...and to drop him off.

GREET-BOT

Merchant Vessel 99230b is scheduled for repair and restock
from 0600 to 0800 hours. Feel free to use our available
facilities during your stay.

Thank you and have a nice day.

MISSION 1 : GET TO JORDAIN'S QUARTERS

At this point the player assumes control of Jordain in the Docking area. The Docking area is large. Directly ahead of Jordain is the "Imager" that the Greet-Bot spoke of. An Imager is an all-purpose piece of hardware developed by both the Humans and Lahorans. The Imager is all at once a computer, replicator, television, stereo, and several other useful gadgets. This Imager is clearly marked and the player should be able to see the sign proclaiming its identity in front of them. Upon reaching the Imager it asks for an interface card. Jordain will automatically insert it since the player does not yet have the Inventory Device from which to select it from.

The Imager tells Jordain the areas he currently has access to and shows him the quickest route to his quarters. The player is basically free to roam several areas of the station at this point, but not fully. It is 0600 hours on the station at which time many level one security areas are bumped up to level 2 or 3 for protection. The player basically has free roam over the following areas :

-Cargo/Docking Bay

-Central Promenade and halls

-Human Area Living Quarters, sectors H20-H30

The Docking bay has already been mentioned. The Promenade at this hour is the most quiet and serene place on the station and branches off to the rest of the station, which is primarily closed off at this time. Still, the player can get a good sense of the basic layout of the place by wandering the Central Promenade and those surrounding areas that are within access. Security bots and the occasional member of the JSI, the station's security force, randomly patrol hallways and junction points. Sector's H20-H30 a basically 10 floors in the Human are of the station, specifically the living quarter's complex. Each floor has **20** rooms, all of which are locked to Jordain except for his which will open using his interface card. The various common and recreational areas of this section are locked at this hour. Once again, the player can get familiar with the basic structure of the station but the only place to really go is Jordain's quarters. Jordain's quarter's are small like Bruce Willis' apartment in 5th Element. There is a bed set into the wall on one side that could double as a couch if necessary , a small window at the back, a desk and chair, overhead light, Imager set into the back wall alongside the window, and a doorway leading to the bathroom. It is a typical level 1 apartment. "Economy class" as the locals call it. There is something on the desk, glaringly obvious as the only object that seems out of place. The player should pick it up at which point it is interfaced with. It is the Inventory Device or InDev which the player will use the rest of the game. The

initial screen displays a message left by Stephen Gallagher :

Welcome to Jorg'Han. This is your InDev or Inventory Device. It works like a portable imager. You can store information in here, receive emails, vo-coms, digitize and materialize items and equipment you get, the works. It's one of the latest developments at the agency so don't go losing it. I've started a section in the Scheduler named "missions" you can store your current duties there. I've also put instructions in that section about meeting me later today, be sure to check it.

-Executive Field Op, Spy-Tech Division

-Stephen Gallagher

The InDev automatically opens to the mission section and shows the first mission set by Gallagher. The mission says that Jordain is to meet Gallagher at the Chon'La canteen in 30 minutes. Once the player closes the InDev a counter appears on the screen.

MISSION 2 : MEET WITH AGENT GALLAGHER

Using the InDev to interface with an Imager will give the player a map route as it previously did and this information will stay in the InDev as long as this mission is active.

The player has free roam over the following areas at this time with some restrictions :

-Dock/Cargo Bays

-Central Promenade and surrounding areas

-Human Area Living Quarters, sectors H20-H30

-Lahoran Area Living Quarters, sectors L20-L30

-Trade Outpost

The Chon'La Canteen is in Lahoran area L20 in a common area with other establishments. The player has 30 minutes to get there which is more than enough time. If he gets there early Gallagher will buy him something to eat which will boost the player's health above 100. If he gets there late he will not get this.

The player once again has free roam during this time to explore the various areas though there really isn't much to do at this point since Jordain only has a general security rating. While walking through the areas on the way to the Canteen, the player should notice the basic occupants of the station, scientists, maintenance, traders, crew, and security. There will be a lot of security around in the form of both JSI and each race's personal militia.

When Jordain arrives at the Canteen Gallagher will call his name and the next story-scene begins.

INT. - CHON'LA CANTEEN

Gallagher calls Jordain over to his table. The place is darkly lit like most other Lahoran areas and only a few scattered patron's, Lahoran and Human, are around. Jordain sits down at the table across from Gallagher in the furthest corner of the room. If Jordain is early or on time Gallagher orders some food for him, if not then Gallagher mentions his lateness and they go on talking.

//begin lateness dialog

GALLAGHER

You're late

JORDAIN

Sorry...couldn't find the place.

GALLAGHER

Whatever

//end lateness dialog

//begin normal dialog

GALLAGHER

Not a bad place eh?

JORDAIN

I suppose...

JORDAIN

I assume you know who I am?

GALLAGHER

You can't fool a spy tech, question is, why did they send you?

JORDAIN

It's been 3 months agent Gallagher,
the agency was expecting to hear from you by now, that was the deal.

GALLAGHER

There's more going on here than meets the eye, they monitor

all transmissions. I couldn't risk a it, not before I have all the info

JORDAIN

So you are performing an investigation, I thought you
were here as an observer only.

GALLAGHER

There's something they won't even tell other agency members I guess.

I was sent to observe with a secondary protocol to investigate any
strange happenings.

JORDAIN

And you have found such happenings

GALLAGHER

Yes, but I'm too visible around here, they all know my face and my business.

That's why I'm glad your here and why we're meeting in this small canteen.

I need someone to go undercover to the places I can't and get the remaining information.

JORDAIN

Alright, what's the mission

GALLAGHER

There is a trade outpost attached to the station, they aren't technically part of
the Invisible but they aren't Homeworlds loyalists either.

Rumors out of there say that there have been some weapons dealing going on.
Now, usually that wouldn't be a problem, everyone wants to be protected in the
outer rim, but these weapons were heavy.

Couple of launchers, telefrags, maybe even a QSG.

Bartender by the name of Lorne runs the outpost, he's a good guy.

He should be able to lead you in the right direction.

Don't let on that your anything more than interested in weapons
otherwise your cover could get blown.

JORDAIN

This is kids stuff, you don't have to tell me how to act.

Just tell me how I get there.

GALLAGHER

I'll mark it on your InDev map.

I'll also give you an upgrade pass.

Its still level 1 but its a "general" pass and will give you more access than
the visitor pass you currently have.

JORDAIN

Alright I'm on my way.

How will I contact you when I'm ready?

GALLAGHER

I'll mark my quarters on your map as well, you can meet me there or leave a message.

Remember, as far as the people of the station are concerned you are one of them.

Use that to your advantage, there may be services or information that they
can provide which will help you on your way.

Good luck.

JORDAIN

Luck is not a factor, only skill and I got plenty of that.

MISSION 3 : INVESTIGATE WEAPONS SMUGGLING

The player regains control in the canteen. With the Crew Pass the Player has complete reign over the
following areas :

- Dock/Cargo Bays
- Central Promenade and surrounding areas
- Human Area Living Quarters, sectors H20-H30
- Lahoran Area Living Quarters, sectors L20-L30
- Trade Outpost

Areas that were locked here before are now open. Once again the player is free to go where he wants in

these areas. Talking to people will yield varying results with many of the inhabitants just shrugging it all off. Some people however will once again point the player toward the aforementioned trade outpost, saying that the scum who frequent that area are the only people who would deal in any illegal activities aboard the station.

The Trade Outpost is situated just beyond the cargo area and attached by a long pressurized glass hallway reinforced with titanium ribs, it is obviously a new addition since the research station was added. The types of people who frequent the outpost are mostly deep space traders, pirates, and other less than civil spacefarers. The place looks and feels like a large bar and has an attached hotel for brief accommodations. There is a small port attached to the outpost able to hold 2 medium sized and several small sized ships. Upon entering the outpost one is presented with the “lobby” which is basically a bar. Most of the people here will ignore the player telling him to get lost and so on. The proprietor Lorne Seril runs the bar, and he’ll answer Jordain’s questions.

The player can roam around the area here looking for answers but most of the people he talks to will refer him to Lorne at the bar. As the Player talks to Lorne a conversation sequence begins.

JORDAIN

Give me a Scotch on the rocks

(Lorne gets the drink while Jordain looks around)

JORDAIN

Tough joint, bet this whole research station’s been killing your business.

LORNE

How so?

JORDAIN

Well with all the security running around.

LORNE

They know better than to bother us. Besides this place may look tough but what makes you think we’ve got anything they’d be interested in around here?

JORDAIN

I get around...hear things.

LORNE

What things?

JORDAIN

Oh, nothing much, smuggling, drugs, (pause) weapons...

(Jordain looks at Lorne to lead him in the right direction)

LORNE

Yeah, I heard those same rumors nothing to them though.

JORDAIN

That’s too bad.

LORNE

Why? You looking for that kind of stuff, cause I don’t deal.

JORDAIN

I wouldn’t think that you would, you’re a businessman, same as me.

However, if one were interested I bet you’d know who to look for. In a strictly hypothetical sense of course.

LORNE

Guy they call “captain” was asking the same questions you were a while back. Don’t where he is now, but you might want to ask that guy over there... (points to a small man at a table in the corner, three bigger men walk up to him)

LORNE

...though it looks like someone else has beat you to it.

The 3 men crowd around the table, 3 large space pirates, they look like they mean business.

LEAD PIRATE

You can tell the “captain” we’re taking our business elsewhere!

I hope you don’t mind if we use you as an example of what’s in store for anyone who doesn’t agree with that!

(breaks the table in half)

//player gets the option to get involved or not

//begin get involved dialog

JORDAIN

And I hope you don't mind if I ask him a few questions before you do that.

LEAD BRUTE

Oy, who are you?

JORDAIN

A businessman.

The player resumes control, Jordain's gun is pulled and the 3 pirates pull theirs as well. The object is to shoot and kill them...the player will get the idea (if he hasn't already) as soon as the brutes shoot him at.

When the player has successfully dispatched the men the next part of the scene begins

//end get involved dialog

//begin don't get involved dialog

The player sits at the bar while the man gets pummeled. Lorne steps in and tell the brutes to stop it before the JSI come around; they leave.

//end don't get involved dialog

//next scene happens after either choice...status of man is obviously different

Jordain walks over to where the man is cowering in the corner.

JORDAIN

I can tell you're a popular guy so I won't waste much more of your time.

What was all that about?

SMALL MAN

Weapons...the captain was buying weapons from them

JORDAIN

To use on the station?

SMALL MAN

No, the captain never comes around here he sends me to trade.

JORDAIN

And you were trading with those guys.

(pause)

Why'd they get so mad?

SMALL MAN

The captain didn't hire me for my muscle obviously but I've got a knack for making deals. Those brutes were about to unload their stuff to me for a fraction of its worth and they'd never know the better.

Somebody must have tipped them off, another buyer, I don't know.

JORDAIN

What were they selling?

SMALL MAN

Medium grade arms and explosives. Nothing too devastating, but very state of the art, hard to find.

JORDAIN

If I were to want to make my own deal with these guys who would I talk to and where?

SMALL MAN

Leonard Kain, His ship is in dock 18, but if you value your life you'd stay away, they don't like visitors.

Control returns to the player at this time

The player can backtrack if he wishes back into the rest of the station but nothing will have changed. The desired course of action is to get to dock 18 where a medium sized vessel sits, Leonard Kain's personal transport. Dock 18 isn't hard to find and any imager will show the player how to get to the area. Kain's ship is the spaceship equivalent of a beat up old Dodge. Patched metal hull, broken lights, the works. Kain's thugs on the other hand are a bit more of a force to be reckoned with, but only a bit. The player can either shoot first and ask questions later in which case an alarm will be sounded aboard the vessel notifying everyone of your presence. Or the player can try to walk in normally in which case the goons at the door

will disagree and attack you then the alarm will be sounded, etc.

//begin normal walk in scenario

When the player walks up to the door he will stop and lose control of the action.

PIRATE1

What's your business?

JORDAIN

I have come to talk to Kain

PIRATE2

Kain ain't seein' no one

JORDAIN

It's a matter of business

PIRATE1

'e said Kain ain't talkin' to no one
now get lost

JORDAIN

Gentlemen, it is imperative that I talk to Kain

PIRATE2

seems this bugger don't know when ta stop.

PIRATE1

Oy, we'll show 'im

The player regains control and an alarm is sounded on the ship as the 2 pirate's attack. If the player kills the pirates he may proceed to the rest of the ship.

//end normal walk in scenario

Kain's ship should be 1 large or 2 medium-sized maps of the usual spacecraft fare. This is basically a shooter sequence but it is also the first one of the game so it has to be cool but not too hard. After getting past Kain's pirate goons and security systems you'll eventually get to the chamber of the man himself at which point you are hit on the back of the head by a brute you didn't see when walking in. This throws the player's gun across the room but in your way to getting it back is another big brute. Using hand to hand combat is the only way through. Once the guy is knocked out you can get to your gun and blast both of them. All of a sudden a wall opens up revealing a man sitting in a chair behind a desk.

KAIN

Bravo, good job captain, its been a long time.

(Kain turns in his chair to see Jordain just before he shoots him in the shoulder. Kain falls out of the chair and onto the floor)

KAIN

Your not the captain...where's the captain?

JORDAIN

Don't know, don't care. All I want to know is who you sold those weapons to.

KAIN

I don't know what you're talking about

(Jordain shoots the other shoulder)

JORDAIN

Knees are next, I suggest you tell me now.

(Jordain aims at his legs)

KAIN

Last night some Lahoran guy came around said he was with "The Blade"

He had a lot of money so I sold him the lot, well most of it.

JORDAIN

Where's the rest?

KAIN

In the back room over to the right.

JORDAIN

Anything else you want to tell me?

KAIN

that's all I know, I swear. I just sell them I don't ask questions.

JORDAIN

(pause)

Okay you got 2 choices. #1. I shoot you and get on with my business, #2. You take your ship and get the hell out of here as soon as I step off it and I never hear the name Leonard Kain again.

KAIN

(pause)

I'll take #2

Player regains control. Kain sits cowering on the floor. The player can go in back to get some more weapons and ammo or leave the ship. As the player steps off the ship the door closes and the ship moves out of port.

There is no definitive mission at this time and for good reason. The player can wander around the dock and the bar only so long before leaving and when he does leave he will run into Derek Lin seemingly on his way to the trade outpost for some reason.

DEREK

Hello, newcomer

JORDAIN

What?

DEREK

Your new to the station, I don't recognize you.

I make it a point to know who inhabits the station at all times.

I'm sorry, let me introduce myself.

I am Derek Lin, founder of the Invisible, leader of this station.

JORDAIN

Pleased to meet you, but I'm only passing through.

I came in on a Merchant ship last night.

I'm waiting for a transport to Kirin 5 coming by in a few days.

DEREK

Ah yes, the drop off...Jordain right?

See, I do try to keep on top of things.

I trust our accommodations are satisfactory.

JORDAIN

Yes, everything is fine.

Uh, if you'll excuse me I really need to be on my way.

DEREK

Of course, perhaps we will meet again sometime.

JORDAIN

Yeah...maybe.

The player regains control as Derek passes through the long glass hallway towards the Trade Outpost. The player now needs to return to Gallagher with the info he has received about the blade. He can take any route he wishes to and has free reign over the same areas of the station as before. The NPC's will talk about different things now, being more conversive about Derek and even mentioning the experiments and the Engalus a bit. There will be a few small side quests the player can take at this time if he meets certain NPC's and wishes to help them out. Upon reaching Gallagher's quarters the door will automatically open but Gallagher does not appear to be around. The player can look around in the main room of the apartment as long as they like. An electronic notepad should be placed in clear view somewhere in the room and be calling attention to it. The player should pick this up and upon doing so the text of the notepad will appear on the screen :

I talked to Derek today about his plans. It seems that things are going faster than he expected and that the new sections of the station won't be needed for the final experiment to take place. Needless to say this is very exciting news. The agent from the Homeworlds is on his way and should arrive tomorrow, at least this is the information I have been given. I have made sure that he will get in touch with me and then send him on his way. After that Derek has instructed me to...

The last line is cut off and when the player presses a button to get the text off the screen Gallagher will come through one of the other doors in the room. The player does not lose control during this short conversation but they will not be able to leave the main room they are currently in.

GALLAGHER

I didn't know you were here.

JORDAIN

The door was open.

GALLAGHER

...so, have you got any new information.

JORDAIN

2 things really, I found out that medium grade weapons have been sold to a Lahoran claiming to be part of an organization called the Blade.

Also, I ran into Derek Lin.

I don't think he caught on to my true identity though, seems a bit flaky if you ask me.

GALLAGHER

Derek is harmless, though he can get quite a temper.

The Blade interests me though.

I heard rumors about such an organization wishing to take the treasure of the Invisible for themselves but

I had no idea it was true.

//player gets 2 choices

1. ask about the 'treasure of the invisible'

2. ask about the blade

//begin 'ask about treasure' dialog

JORDAIN

What do you mean by "treasure of the Invisible"?

GALLAGHER

Surely you've heard of the Engalus?

It's the reason why the Invisible exists.

JORDAIN

What is it?

GALLAGHER

Some kind of powerful bio-artifact.

The experiments they run on it are leading them to understand so much about life in the universe and could eventually aid all sentient creatures.

JORDAIN

Couldn't it also be used as a weapon?

GALLAGHER

Until this moment I was convinced that was part of their plan but now that I am sure of the existence of the Blade I think they are ones we should be worried about.

//end 'ask about treasure' dialog

//begin 'ask about blade' dialog

JORDAIN

So what exactly do you know about the Blade.

GALLAGHER

Only rumors and not very reliable at that.

From what I've been able to confirm however they are a Lahoran group of scientists opposed to the Invisible's plans. Your information about the weapons confirms that they are up to no good.

//end 'ask about blade' dialog

JORDAIN

Do you know where I can track down the blade, the more we find out, the sooner we can act.

GALLAGHER

No, I don't.

I know a way we can get more info though.

JORDAIN

Whatever it takes, I'm game.

GALLAGHER

Good. We'll wait until after hour's hits again.

You're going to need to get into the security substation
on the Lahoran science level.

Once there you should find a map of the cable conduits in that area.

This should be able to lead you to the science area main lab.

There you can rig the security cameras to send a feed to my Imager.

We should be able to find out soon enough what's going on by watching the
feeds from the main lab, then we'll know how to strike.

It should be a while before after hours still.

You should go get some rest, I'll contact you when its time.

FADE OUT

FADE IN

EXT. BARREN PLANETOID

Jordain is lying on his back on the barren planet of his nightmares. The dark ship comes up over the horizon and fires. The ion blasts hit a few feet away from Jordain's legs. When the smoke clears Jordain sees a man standing there. He comes into the light holding a gun. It is Derek Lin. He smiles and points at Jordain with the gun. Another figure steps up behind Lin, arms folded, watching the event, it is Agent Gallagher.

GALLAGHER

Its time.

Derek pulls the trigger and there is a flash of bright light and a high pitched repeating beep.

CUT TO:

INT. JORDAIN'S QUARTERS

Jordain sits up in the bed. He is still wearing his clothes having only lay down for a quick nap. His InDev is on the table next to him beeping. He groggily picks it up and opens it. On the COM panel Gallagher's face appears.

GALLAGHER

Its time.

Jordain blinks and shakes his head trying to get out the remnants of sleep.

JORDAIN

Say again?

GALLAGHER

Its time Jordain, for the mission.

JORDAIN

(relaxing a bit)

Right, the mission

GALLAGHER

You okay?

You look like shit, we can't have any problems on this op Jordain.

JORDAIN

No, I'm solid.

Just give me a few minutes, where are we meeting.

GALLAGHER

The walkway at the center of the Promenade.

Make it quick, we've only got so long.

Gallagher's image fades from the InDev screen, Jordain stands up and puts it in his pocket. We see him go into the bathroom and hear the sound of a water faucet. When he comes out he looks more like himself and has donned his coat.

The player regains control of the action at this point.

MISSION 4 : RIG THE SURVEILLANCE SYSTEM

The conditions right now are like when the player first arrived on the station. He has only basic access and many areas are closed. The first objective is to get to the Central Promenade, which shouldn't be much of a problem.

As the player enters the Central Promenade the action stops for a moment as we focus on Gallagher in the center of the walkway overlooking the water below. He is not alone, a dark figure stands next to him. They appear to be

finishing a conversation. After a few seconds and a couple in audible words the dark figure leaves Gallagher moving the the direction away from the player to the other side of the Promenade and out of sight. The player regains control. Gallagher will turn and notice the player and call for Jordain. If the player does not get within a certain radius within a set amount of time he will begin to ask what the player thinks he is doing. When the player finally reaches Gallagher the conversation sequence begins.

GALLAGHER

Good, you made it, you look better.

JORDAIN

Who was that you were talking to just now.

GALLAGHER

I...oh, that.

It was just a security officer.

I told you before, they know my face around here,
they can be quite suspicious.

No need to worry though, no one suspects a thing.

JORDAIN

Alright then, how am I pulling this off?

GALLAGHER

You'll be able to get through the L20-L30 sections fine but you need to get into the L10-L19 area.

The access to that area will be locked but you can get to it from level L25.

I'll be monitoring your progress once you get there I will override the lock.

JORDAIN

How are you going to do that?

GALLAGHER

The AI that runs the station is broken into 5 distinct personalities.

They each check up on each other constantly to make sure none of them begin to
take control of the system.

By writing some temporary flaws into one of the high level AI systems I should be able to create
enough of a conflict between all 5 that the security protocols will go down for a few seconds.

I'm giving you a hack tool, when I signal you use it on the door.

If all goes well you'll be able to get into the science area undetected.

JORDAIN

Sounds risky but it seems like our only shot.

How do I get out though?

GALLAGHER

Same trick, different door.

No guarantees but it should work.

If not...well, that's what you're trained for.

No more time for briefing though, after hours doesn't last forever.

Lets get going.

The player sees Gallagher walk down the same path that the dark man did and out of sight before he regains control. The objective is to get to the door to the science area in sector L25. The L20-30 areas are open to the player at this time and pose no immediate threat unless the player chooses to act hastily or try out his hack tool on some other doors. Upon reaching the appointed door, the InDev will beep and Gallagher will appear on the screen.

GALLAGHER

Once you get through to the other side I won't risk contacting you until you get
to the other door out of the science area in sector L10.

Get ready to use the hack tool on the door, you should have approximately ten seconds
to perform a successful hack.

The player will need to use the tool on the door within the next 10 seconds and use it successfully. If they should fail, the door will still open but the alarm will immediately sound calling attention to the break in. Should the alarm not be sounded, the player will have some time to think before getting into real trouble. The area is patrolled by security forces both human and bot so the player must watch out for that. The substation is not far of, a couple of levels down from where the player is when he arrives in the science area. The map and the entrance to the conduits are here. The conduits are maze like and have a few Lahoran rats and cleaning bugs to deal with. Once the player navigates to the security control computer in the conduit near the main lab he will interface with it and send

the signal from the cameras to Gallagher's imager. Now the player must get to the door on level 10 that leads back to the Promenade. As he leaves the conduit and gets back into the substation an alarm will begin to sound.

ALARM

Intruder in Lahoran sector L12, all personnel in the area report at once.

The player's InDev will beep and Gallagher's face will appear.

GALLAGHER

Looks like our little trick with the door didn't go unnoticed after all,
damn AI's!

Change of plans. There should be an entrance to the maintenance shafts somewhere on that level.

You need to find that and get in there, it should take you back into a safe area then make it back
here as soon as you can.

Sorry I can't give you anymore information, good luck.

The maintenance shaft entrance is further down a few hallways on this level at a dead end. It is marked with a warning sign on the wall above it and is covered over by a thick steel hatch. When the player tries to use the hatch he will be informed that he would need to weld the lock to release it. Now the search for a welding device begins. There are several small storerooms on the next level up that the player should have encountered. If he hasn't already gotten the welder he can go back and get it now and release the hatch.

The maintenance area is relatively safe with only a few environmental hazards as well as Lahoran rats and bugs. The hatch opens up in the human quarters H22 sector leaving the player close to Gallagher's quarter's. When he arrives inside Gallagher's quarter's the next cut begins.

GALLAGHER

That was close, but it doesn't seem like they found our sabotage.

JORDAIN

What I don't understand is how they computers found the glitch that you created
so long after it had been done, shouldn't it have been erased?

GALLAGHER

...these new AIs have a lot more tricks up their sleeves than I am used to...
the important thing is that we got the job done.

Take it easy until I get a read on who is in charge of the Blade, don't get into any trouble though.

All we can do now is wait...

FADE OUT

FADE IN

INT. CHON'LA CANTEEN

A title appears on the screen indicating that 2 days have passed since that night. Jordain is sitting at a small table in a dark corner of the establishment with a half-finished drink in front of him. It is midday on the station. A few individuals can be seen passing by outside the door of the canteen while even fewer sit inside, sipping from dark syrupy Lahoran drinks or smoking alien tobaccos. Jordain scans the area as Gallagher enters and walks toward him. He pulls up a chair from a nearby table and sits down across from Jordain.

JORDAIN

We got anything yet?

GALLAGHER

Tol Risar, a respected Lahoran biologist seems to be the key.

I wasn't sure until last night when I noticed him and a few others staying late in the
lab but they weren't doing research.

They retreated to a nearby storage room and that when I saw the weapons they bought.

It seems like they are planning something soon.

JORDAIN

What's our next move?

GALLAGHER

Tonight you're going back into the science area to dig up dirt on the Blade.

Once we have them nailed we can bring them down and go home.

JORDAIN

It seems too easy, remember what happened last time.

GALLAGHER

It only seems easy because we're too good.

This time there won't be any mistakes, your escape last time showed me a better way inside.

Jordain looks at Gallagher inquisitively.

DISSOLVE TO :

INT. HUMAN QUARTERS LEVEL H22

Jordain is standing in front of the maintenance hatch he escaped from. As Gallagher speaks Jordain opens the hatch and jumps down into the maintenance tunnel.

GALLAGHER

You'll go back through the maintenance tunnel below security.

Once you get back inside the science area make your way to L15 that's where Risar has his office, in one of the "A" rooms.

Find any information you can and bring it back to me.

I know we're going to get what we're looking for, then we shut them down.

MISSION 5 : FIND TOL RISAR

The tunnel is tightly spaced and dark but not patrolled by bots. There are however some broken steam vents that will cause some pain as well as Lahoran Rats that infest parts of the tunnel and work in groups.

The tunnel isn't a large area but the exit into the science area previously used it not reachable at this time, the player will have to find another way that exits beneath an unfinished transit tunnel and platform for the station. The player will now be in the same building as his goal, Tol Risar. The room he is seeking is a few floors up. The player should have no trouble getting through the main areas of this building to the room. Most of this section is closed for the night but several labs are still open and thus the security isn't as tight. Dodging cameras and the occasional bot will be the main action. Any actively hostile confrontations will be put down quickly by the player without the fear of overwhelming reinforcements as in the locked down areas. The room marked on the map appears to be an office when entered, it also appears to be rather hastily left. Papers are strewn about and an imager is left on to a computer file. It should be made very obvious to the player that they need to interface with the imager otherwise they won't trigger the next event and are going to get lost. Interfacing with the imager will provide some basic information, that Risar is involved with a group called The Blade and that they have beliefs against using the Engalus in the manner the researchers are. There are mentions in notes of meeting with an unspecified "third party" but not much else. After interfacing with the computer voices are heard outside the room:

LAHORAN VOICE

...no its too late, we have to go

One would assume that the player would investigate this at which point he loses control and the cut-scene begins.

INT. HALLWAY

Jordain is in the hall, looks around and sees nothing on either side. A silent hum can be heard. He looks up, nothing. He looks down, nothing. He stops and looks down again, one of the floor tiles is loose. He removes it uncovering a device with what appears to be Lahoran numbers counting down. Jordain stands up and runs in the direction that he originally came down the hall, back towards the hyper-lifts. The bomb goes off and everything goes black.

FADE IN

The player again has control as Jordain gets up from the rubble. The hallway behind him has been completely sealed. The blast has obviously shaken the entire area and the hyper lifts are offline. This area is familiar to Jordain and the player should be thinking about trying to get back to the maintenance tunnel. Through various actions the player can get back to the lobby and then to the transport platform where a group of wounded Lahoran's is startled by his presence.

INT. TRANSPORT PLATFORM

A group of Lahorans, some wounded, are standing around near the edge of the platform. An old Lahoran stands tallest of them all and looks important, he is Tol Risar. The group turns to see Jordain approach, an impulsive young Lahoran named Teh'Lon Points a weapon at Jordain as Jordain points his. Tol Risar turns to face Jordain.

TOL RISAR

Gentlemen please lower your weapons.

Although Mr. Jordain was surely here to defeat us I do not doubt that he will realize we are all in the same predicament.

You are a reasonable man and thus you will hear me out.

As you can see, the exit you seek has been blocked.

We know a way to unblock it but unfortunately the path is harsh and my people are wounded.

You don't know this area well, to get lost would be very bad indeed.

We know exactly where to go. Killing us would not be the wisest choice for you.

So, I suggest you put down your gun and allow us to help you help us.
Jordain pauses, contemplating the situation, Teh'Lon's gun is still pointed at him. Jordain drops his aim and Tol Risar motions for Teh'Lon to drop his as well which he does reluctantly.

TOL RISAR

I knew you were a reasonable man.

JORDAIN

Alright then, what do I have to do?

TOL RISAR

Listen carefully. In the event of an emergency all the reactors except the emergency reserves are shut down in the sector. You've already reactivated one of them, there are 3 more. 1 is in the zoological containment area, 1 is in the biology labs, and the other is at the far end of the sector where you will find the maintenance substation.

There appears to be significant damage to the zoological and biology sections so beware of obvious environmental hazards as well as escaped...specimens.

When you reach the maintenance substation there should be some excavation charges. They use them for opening new sections of tunnel and should be able to unblock the passage here. Make you way through the tunnels to the blockage, blow it and then we will all be free.

JORDAIN

How do you know I won't just blow it then kill you.

TOL RISAR

I don't but like I said, you are a reasonable man and most reasonable men are also men of honor. We are helping you so I expect you would also help us.

I also know of your suspicions...you've read our documents, observed us here, and no doubt you have questions about your agent Gallagher.

I know many things Jordain, but time is of the essence.

Free us and I shall enlighten you as to the real goings on in the station.

JORDAIN

(pause)

I'll be back as soon as possible

TOL RISAR

Your map will be offline until you get 2 of the power stations back on... it has something to do with the imager network. Keep track of the signs and landmarks along the way to help you out.

Good Luck, Mr. Jordain.

MISSION 6 : GET OUT OF BOMBED AREA

The player gains control once again and by going through the lobby can get access to other areas. The mission details are outline in the InDev the way that Risar mentioned them. Overall this area plays like Half-Life. You're basically going through the scene of a big accident in a really bad place for an accident. Mutated scientists and weird zoological specimens are the major enemies as well as environmental hazards and debris. The security systems in these areas will pose a threat as well. Since they are cut off from the main computer the threat of reinforcements is not high, but they are dangerous and out of control. After getting the generators online and getting to the maintenance area Jordain will pick up the explosives, conveniently located in plain view in the maintenance substation. The maintenance tunnels has sustained little damage although some of the zoological subjects are found down here. The tunnels are maze like, but by this time the InDev map will be working again to help the player get through it and to the blockage. Once the blockage is blown Risar and his people clamor down into the tunnel and follow you back to safety. A large group has gathered at the maintenance tunnel exit readying to look for survivors when you emerge.

The player will lose control as they exit. Security personnel will seize Risar and the rest. Jordain tries to stop them but fails. As Jordain walks through the crowd he notices Gallagher with a rather annoyed look on his face.

FADE OUT

FADE IN

INT. JORDAIN'S QUARTERS

Jordain is dreaming again. This dream is very surreal. It is a montage of different scenes involving Jordain and the blade, Gallagher's speech to Jordain after the bombing, and Jordain's recurring nightmare.

GALLAGHER (VO)

...and what was that all about?

You are seriously jeopardizing our position here.
Your opinions don't matter on this subject Jordain, all that matters are the facts.

TOL RISAR(VO)

...questions about agent Gallagher...

GALLAGHER(VO)

...the agency would want us to stop the blade at all costs and that means taking out Risar.

If you don't do it then I have to and that will not go over well with the agency.

That's not a risk you want to take.

TOL RISAR(VO)

...I shall enlighten you as to the real goings on of the station...

GALLAGHER(VO)

Do what you will but consider the consequences

...the fate of the universe may be in our hands.

In what still seems like a dream we see Jordain walking through the hallways of the station and into the Lahoran sector. He is holding an assault rifle. He reaches a door that opens in slow motion revealing Tol Risar standing with his back to us. He turns to see Jordain, camera now first person as his eyes. We see the rifle point at Risar fire. Risar's bloodied body falls to the floor in slow motion. We see Risar's body on the floor still clinging to life. A sudden flash from the previous dream of Jordain's disfigured face in the dust. Risar speaks.

TOL RISAR

...a reasonable man...

A blinding flash. Jordain stands in front of Risar's door holding a rifle. He opens the door and Risar is standing there.

TOL RISAR

I suppose your here to finish me off.

As I've said before, you're a reasonable man and...

(Jordain interrupts)

JORDAIN

Stop saying that. All this "reasonable man" bullshit.

I'm a killer, its all I've every been good at, its all I've ever done
and I'm not about to stop.

TOL RISAR

Then why am I still alive?

There is an awkward pause and Jordain replaces the rifle in the InDev.

TOL RISAR

Come in, have a seat. There are many things I must tell you and time is short.

Jordain enters the room. Risar sits down while Jordain remains standing.

TOL RISAR

The JSI let me and most of my people go, there was no evidence against us
and no matter how much the powers that be would wish to silence me they must
keep up their charade.

Tell me, how much do you know about the Engalus?

JORDAIN

Very little, only that it has immense power.

TOL RISAR

That may very well be an understatement.

There are many types of energy in the universe taking different forms,
the Engalus is a most unusual type of energy one might even say it is the energy of creation itself.

The experiments conducted aboard this station are all related in some way.

All of them speak of one common idea, perfecting life.

While it may seem noble, the outcome can be hideous as you saw in the bio labs.

Perhaps it can be forgiven as trial and error, but that is not the entire story.

It was only recently that we discovered...or rather became aware of Derek Lin's
plans for the Engalus and of our own subjection to it.

I cannot say how, but Lin has used the Engalus on all that inhabit this station.

He controls all aspects and has molded this place in his own image.

He wishes to mold everything in his own image and left unchecked he will succeed.

That is why I formed the Blade, in order to combat Derek Lin.
It was not easy but I think we slowed him down that is when I first communicated with the Engalus.

JORDAIN

I thought it was an artifact, an energy source, how could you communicate with it?

TOL RISAR

It is not sentient but it is made of the very fabric of the universe and can reflect many things
to the willing viewer.

I saw the coming of a man who could be swayed to our cause or who could aid in our destruction.

JORDAIN

Which explains how you knew who I was when we first met.

Still, I find all this very confusing.

Why hasn't agent Gallagher done anything to stop this?

TOL RISAR

Gallagher has already been changed, there is no hope in him.

Time is wearing thin.

Being an outsider to the station I believe you are the only one who can help us.

We cannot forcefully act against Derek's plans, we have tried but the power he wields prevents us.

I know you are confused but as I have said before you are a reasonable man.

Say you will help us and I will show you all the secrets.

Say otherwise and you might as well kill me now.

JORDAIN

(pause)

I will trust you Tol Risar, show me the way.

TOL RISAR

Come with me.

Risar begins to get up when suddenly from a vent leading into the room a shot rings out striking him in the chest and sending him to the floor. A second shot quickly follows just missing Jordain.

VENT VOICE

Damn!

Jordain moves into action, grabbing the rifle and firing blindly toward the vent but with no success, the sniper has escaped. Risar begins to speak as he dies and Jordain turns to him.

TOL RISAR

...Jordain, you must help us...others

have gone into hiding...find Teh'Lon...will help....

only one who can save us...

Risar dies and the player is given control again.

MISSION 7 - FOLLOW THE SNIPER

There is a table in Risar's room and the player can push it to get access to the vent. Going through the vent leads out to another hallway. There is a security door at one end of the hall and at the other end is a small pressure room. The pressure room is the only choice at this point so the player should go in there. Once inside the door closes. There is another door that leads to an depressurized area of the station that is still being built. The door won't open for the player unless he has a pressure suit. There is one located in this room in rather plain view. A large glass cabinet is open in the room containing a pressure suit, a second suit which should reside in the cabinet is missing. After donning the suit the player can go through the door.

This area has low gravity and is still in the process of being built. It is full of mostly girders, building materials, crates and so on. Aubrey's directional gravity stuff will come into play here as the player is being shot at by the sniper. When the sniper shoots it will make a rather obvious flash of light in the area where the sniper is, it is the goal of the player to find this flash and pursue the sniper. After about 3 stops of shooting and pursuing the player will have the sniper cornered and with the necessary skill, takes him down. Once this is accomplished the player loses control as Jordain walks over to the body and pulls off its mask to find that the sniper is none other than Agent Stephen Gallagher.

END ACT 1

FADE OUT

BEGIN ACT 2

FADE IN

INT. CHON'LA CANTEEN

Jordain sits at his usual table in the back. A drink is set before him on the table, it hasn't been hardly touched. Jordain sits far back in the chair with his hands folded across his stomach and looking down at the table in deep thought.

JORDAIN(VO)

The JSI arrived soon after I discovered that Risar's killer was Gallagher.
I hid myself and decide the best thing to do was lay low until things blew over.
I'm stuck now.

Risar was my only lead into what was really going on and now that Gallagher seems to have been in on it I have nothing to go on.

Risar's associate Teh'Lon could help me, but the Blade has gone into hiding probably somewhere in the Lahoran sector and there is no way I can find them without getting caught.

There might be more answers if I could get to Gallagher's files but that whole floor is locked up tight.

There must be some other way in but it is beyond my knowledge of the station.

The JSI is getting suspicious about me.

I've been able to avoid them this long but it looks like time is running out.

As Jordain finishes this sentence we see 3 JSI officers in medium armor walk through the canteen door. They approach the Lahoran bartender and speak a few inaudible words to him. The bartender turns his head toward the camera and points in the direction of Jordain's table. A look of surprise takes him and we cut to a view of the table. The drink still sits there, but the seat is empty. The JSI officers begin to walk in the direction of the table.

CUT TO :

INT. BATHROOM AT CHON'LA CANTEEN

Jordain enters the bathroom hastily and locks the door.

JORDAIN

Dead end...there's got to be some other way out of here.

MISSION 8 : FIND HELP

The player regains control in the bathroom of the Chon'La Canteen. Their mini-map will automatically be enabled on the HUD if it isn't already. Red dots on the mini-map indicate the JSI officers. If they get to the door of the bathroom they will break it down and kill the player. Depending on the difficulty setting it will take anywhere from 30 seconds to a minute for the JSI to reach the door. The bathroom is very small which should make the details pop out to the player. The only means of escape will be through a small vent above one of the counters. Using the weld tool quickly the player can open the hatch, enter, and shut it behind them thus evading the JSI for now.

JORDAIN

Close call, I better stay out of their sights for a while.

I need to find someone to help me get into Gallagher's office, but who?

The ventilation shaft is not very long and will let the player out on the same level of the Lahoran sector but further away from the Canteen. The goal of this section of the mission is to get to the Trade Outpost and talk to Lorne. Up until the player gets there he will be pursued by the JSI. The JSI appear as red dots on the map, alerting the player to their proximity. If the JSI get within a certain range of the player they will begin to attack. The player can either run or fight. Running entails getting far enough away and staying hidden from them until they call off the current attack.

Fighting the JSI will pose a problem depending on the area where they are fought. Fighting in an area with other NPC's will cause those people to call for more JSI and thus create a nearly constant stream of reinforcements. Fighting in areas with no NPC's will be a better option and the player should have no trouble if he can finish off the JSI in pursuit.

The player can explore the usual areas of the station with the general pass but the floor where Gallagher's quarters are will be off limits. There will be a few NPC's who claim they can help the player out if he talks to them but these missions usually lead to a JSI ambush or some other form of trickery. If the player doesn't know where to go right from the start, by the process of elimination he will end up at the Trade Out post and talking to Lorne. Upon talking to Lorne a conversation sequence begins.

JORDAIN

Damn, looks like the JSI have us boxed in here, can't get out the normal way.

LORNE

I suppose they'll let you through after a few questions are answered.

JORDAIN

I can't afford to answer any questions right now.
Truth is, I need to get onto that floor they blocked off in the human sector.

LORNE

You like looking for trouble don't you?

JORDAIN

Looks like this time trouble's been looking for me.
There's something fishy going on here and its starting to affect me,
If I'm in the middle of something I need to find out what I'm in the middle of.
So, Lorne...

LORNE

You want to know how to get back over there right?

JORDAIN

You read my mind
(grins)

LORNE

Go asking around the docks for a guy named Korbin.
When you find him tell him I sent you...he should be able to help.

JORDAIN

You're a good man Lorne.

LORNE

Some people would say differently.
Now get going, those JSI goons will be here soon,
I'll stall them for you.

The player regains control of Jordain with the mission to find Korbin. The docks are nearby, the same area where Leonard Kain was before. There will be several people there around the area that the player can interact with. Until he finds Korbin he will be given 2 conversation options:

1. Ask about Korbin
2. Make small talk

The area of play is currently restricted to the trade outpost. Eventually the player will get a tip about Korbin, whether he'll have to pay for it or not depends on whom he talks to. Korbin is a former maintenance worker for the Jorg'Han station who was fired after his addiction to VR Stimulants was found out. Korbin can be found in an area below the docks where he has made a makeshift hovel for himself. He seems very withdrawn and shaky. He doesn't give much information but says he needs VR's but he can't get them because he left them deeper in the tunnel and if he goes back the dragon will get him. The player gets a new mission

The area that Korbin speaks of should be obvious to the player since the tunnel where Korbin is found goes down much further. The area seems to be some sort of old sewer and also part hideout for the various thugs and pirates that would frequent the outpost. Some dead bodies and remnants of temporary living or hiding places can be seen, but mostly this area is just a runoff for waste from the upper area and seems to be infested with several types of vermin most likely left behind by unsuspecting pirates. It is a maze like area, but not that difficult to navigate. Eventually in one of the side rooms the player will find the VR Stims that Korbin seeks. Once the item is picked up the room begins to shake and a loud hissing sound can be heard behind. Blocking the exit of the room is some odd lizard mutant, the dragon. The player will need to kill it to get back to Korbin. Upon returning with the VR's Korbin grabs a pair of goggles and plugs one of the VR packs into it and instantly his appearance changes, no longer shaky he is in a kind of Virtual Reality haze. Jordain will automatically begin questioning Korbin at this time.

JORDAIN

Lorne sent me, I need to get back to the main station.
Specifically to room 9a sector H28.

KORBIN

Lockdown in effect eh?

JORDAIN

Yes and I need to get there fast before...
I just need to get there fast alright.

KORBIN

That's pretty high up the structure...no maintenance shafts.
Unless...

JORDAIN

I'm listening...

KORBIN

You could go outside the structure and then back in through the emergency
pressure hatch in that area.

JORDAIN

How the hell do I do that?

KORBIN

I used to work in the hull structure of the station. Crazy place, low gravity, but it will let you get through
most of the station beyond security.

JORDAIN

Sounds like my only choice, what do I have to do?

KORBIN

In these tunnels, don't know if you noticed, there was
a big pressure door with a key-code lock. The code is 042578
That door leads to the hull structure area. Gravity is low and spacing is tight,
but it should get you far enough, at least to beginning of the H20's.
Once you get there a pressure door will lead outside the structure where you can walk

along. The next door should be in the vicinity of where you want to go.

JORDAIN

Sounds risky but its my only choice.

Thanks.

KORBIN

No problem.

Hey, I scrounge around these areas all the time looking for stuff to sell.

If you find anymore VR's and get a chance to bring them to me I think

I can make it worth your while.

MISSION 9 : GET TO GALLAGHER'S QUARTERS

The player regains control and can go to the pressure door that Korbin mentioned. This area is rather narrow and full of jumps and ladders, platforms and support beams. After getting a little bit of the way through this area the camera will flash back to the entrance where several JSI officers have come through.

HEAD OFFICER

That VR junkie said someone came this way and I'm willing to bet it's our man. Spread out and find him. He doesn't have to be alive but I need to ID the body. Go!

Jordain will now have company and need to battle JSI officers on his way to the other side of this area. Once he gets to the other pressure door the JSI will be behind him. He cannot open the pressure door unless he has his pressure suit equipped. Once outside it is only a short walk on the outer structure of the station to another pressure door that will lead into Section H25, close enough to where the player needs to go.

Dodging the security in this area is the best bet as reinforcements will be a dangerous force if called. Room 9a is not guarded and apparently has been virtually untouched in the investigation, though some tags are left about marking evidence. This is Gallagher's Suite and various items and important documents are strewn about the area. This is where Jordain will begin to find out the real plot going on in the station and how he is involved.

3 specific items are of great importance. One is Gallagher's InDev that contains some ammo a new gun, and the electronic note from before. The player can now read the whole note :

I talked to Derek today about his plans. It seems that things are going faster than he expected and that the new sections of the station won't be needed for the final experiment to take place. Needless to say this is very exciting news. The agent from the Homeworlds is on his way and should arrive tomorrow, at least this is the information I have been given. I have made sure that he will get in touch with me and then send him on his way. After that Derek has instructed me to keep tabs on his progress. If he is good enough than we should be able to kill 2 birds with one stone, getting rid of him and the Blade at the same time. Derek's people have rigged the bio labs in the Lahoran section with explosives. All that needs to be done is convince this Jordain that we're fighting the good fight then drop the hammer on him.

The next document is on Gallagher's Imager and is a page from his personal log. Any attempt to view other pages will result in an error message from the Imager. The log reads as follows :

-BEGIN MOST RECENT LOG ENTRY-

Truly Derek is a genius but even this last move confuses me. After the bombing incident I thought for sure that he would want me to finish off both Jordain and Risar, but he wants Jordain alive for some reason. It is not my position to question master Lin but letting Jordain live threatens the entire Engalus experiment and indeed Derek's new reality. I will follow orders and kill Risar if Jordain does not. If Jordain should become a threat however I shall have no choice but to kill him as well...the master will understand.

-END MOST RECENT LOG ENTRY-

JORDAIN

(to self)

Well, that explains some of it, but it would appear there is more going on still.
What happened that made Gallagher switch sides, and what does Derek Lin want with me?

Jordain walks over to the Imager and interfaces it.

JORDAIN

Computer, please locate Derek Lin

COMPUTER

Please enter authorization code, level 2 or above.
Jordain looks around and then pulls out Gallagher's InDev

JORDAIN

authorization code 110578

COMPUTER

Derek Lin is not currently on the station.

JORDAIN

hmm...Last known position?

COMPUTER

Outside docking bay 1

JORDAIN

is there still a ship in bay 1?

COMPUTER

The Indignation is currently in bay 1 and has been for 2 weeks.

JORDAIN

thank you computer, shut down.

MISSION 10 : GET TO DOCKING BAY 1

The most direct route to the docks is through the promenade. While getting out of the current area will involve dodging security, the player will meet no resistance once he has gotten to the promenade. The player will have free roam with general access restrictions to the following areas:

- Promenade
- Human Areas H20-H30
- Lahoran Areas L20-L30

When the player gets to the entrance to the dock from the promenade he will be stopped by a group of guards saying the docks are currently off-limits.

HEAD GUARD

Sorry sir this area is off limits for the moment

//player gets 2 choices

//1. force him to see things your way

//2. try and find another way inside.

//begin 'force him to see things your way' action

The player regains control and his weapons are pulled. The JSI begin to fire at the player. It will be a tough fight and a lot of lost ammo, but the player can blow them all away. Once through the door the player will be in the cargo area of the dock, but movement forward is blocked by a large bunch of crates that has been lowered from the ceiling and there are JSI reinforcements waiting for him. There are stairs and an elevator which will lead to the walkways and rooms above the cargo area where the player can fight their way through to the controls to lift the crates up once again and get through the doors to the dock area. Once in the dock area the player loses control as he sees Derek and some men. Jordain hides behind a damaged spacecraft and listens to them talk. [this choice is quicker than the second but will cost more health and ammo]

//end 'force him to see things your way' action

//begin 'try and find another way inside' action

The player cannot draw his guns on the guards and is left to wander the area. One of the maintenance substations nearby is open and the player can go in there and call up a structural diagram on the Imager. This will give the player a location on his map where he can access the main sewer and waster processing area that connects to the docks. In order to reach the area, the player will have to get into the Promenade control room by causing a disturbance or using some tranquilizers. The controls will drain the water from the central promenade so the player can get to the hatch leading to the sewers. Unfortunately an act like this does not go unnoticed and some JSI will be after the player as he tries to make the sewer. Once inside the sewer these isn't much more to worry about except for environmental hazards and some creatures. The main action will consist of jumping and opening the way forward.

At the end of this area the reach the huge circulation vents that will get him to the docks. The player will end up stopping a giant fan from rotating, the fan being a blower out into the docks. Going up to the stopped fan leads out to the docks and just before going off the fan, a cut-sequence begins. [this choice takes longer than the first but it leaves the player stronger and with more ammo]

//end 'try and find another way inside' action

INT. DOCKS

We are inside the docks, the sleek black cruiser is still parked where it was when the game began, but Jordain's merchant vessel has long since left. There are several small ships around in various states of disrepair but one of them might make an adequate escape ship if fixed. Jordain hides as a group of people walk by below. There are 6 men, 5 of them are wearing some kind of black uniform, and they each have the same tattoo around their right eye. The sixth man is Derek Lin. He stops abruptly and stares harshly at one of the five men who are standing right behind him.

DEREK LIN

I don't care how you get it done, just get it done.

20 more men in the station, the rest prep for the experiment.

Whatever's left of Risar's group is not going to be happy. It has to be tonight.

FIRST MAN

But sir, there is no way we can get it all done.

That is what I am trying to tell you. Your demands are too much, we can't possibly...perhaps if you only took 10 men.

DEREK LIN

20.

FIRST MAN

You don't seem to be grasping the situation...

The man stops short seeing Derek's paralyzing stare. Derek seems calm, his body is in a stable position however his stare seems to look directly into the man's soul.

DEREK LIN

I don't seem to be grasping the situation.

FIRST MAN

I...I didn't mean...

Derek swipes at the man with a powerful blow that knocks him back and sends him to the floor.

DEREK LIN

You don't seem to grasp the situation that
(voice begins to rise)

you are

(screams)

NOTHING!

You sir have no comprehension of what is going on,
and if it weren't that I needed your worthless body to buy me some time
in order to get things going back on track, I'd have you killed where you stand.
(takes a moment to recompose himself)

What we're doing here, what the Engalus and I are doing is for the
benefit of all.

(he goes over to help the man up who accepts cautiously)

Now, bearing that in mind can you get me these things I ask for?

FIRST MAN

(hesitates)

Yes Mr. Lin sir.

DEREK LIN

(smiles, pats the man on the shoulder)

Good. You better get to it, time is of the essence.

If you need anything at all, I'll be in my office.

Oh, one more thing. Jordain is presumably still alive.

Be warned when dealing with him, but if you should see him,

send him my way. We have so much to discuss.

(he says as if knowing Jordain is listening)

Derek walks out of Jordain's view. The 5 men are still standing there.

SECOND MAN

He's getting worse...I don't know about this.

THIRD MAN

I say we take the ship and leave him on his own.

FIRST MAN

Even if you could get control of this or any other ship you wouldn't be able to leave.

Derek controls everything here, even us.

We cannot disobey him and we will not.

The master is correct in all things, let us begin the preparations as he asked.

The men walk off to the right.

We see Jordain hiding and then cut to Derek walking down a hallway

JORDAIN

(to self)

This place just keeps throwing more questions at me.

Time to start finding some answers though and I think that ship is as good a place as any to start.

Need to find a way in though.

The player now regains control. There is nobody left in the dock area. The overhead lights dim and the soft bluish tones of the after-hours lights come up. A woman's recorded voice comes over the station PA system.

WOMAN'S VOICE

After hours has begun, please report to your designated sectors immediately.

MISSION 11 : INVESTIGATE THE INDIGNATION

All areas are locked off and the player can only explore the docks at this time. There is seemingly no way into the ship, but some clues can be found around the area. There is an airlock leading outside for maintenance purposes and a propulsion system there as well. The player can go through the airlock if he is wearing his pressure suit and has obtained the propulsion system.

Using the propulsion system will allow the player to fly around the underside of the ship and into a maintenance access hatch at the rear. The docking bay is closed off by a force field so the player can only fly around in a confined area.

Once inside the player can remove his suit. He will be in the engineering section of the ship. The major hazards for the moment are security turrets and the occasional bot. As the player progresses through this area he will eventually get to the main halls of the ship and have to watch out for Soldiers of the Invisible, bots, and other security. He can find a map in one of the Imagers of the ship that should help a little. The progression will be toward the front of the ship eventually ending up in Derek's quarters. Along the way in some of the rooms the player can find some logs from the ships crew regarding Derek and the situation in the past 2 weeks they have been docked there :

These can be done at a later time but the main idea is that they explain how Derek has been getting more and more demented the closer he gets to the final experiment.

Derek's quarters are distinctive. It is large and well kept. The first room of his quarters is merely an entryway. 2 more room jut off to the left and right, one a rather simple bedroom and the other a large circular room reminiscent of Lahoran designs which looks to serve as a laboratory. The lab seems to have been left in a hurry and the remnants of a failed experiment are left about. There is book left on one of the lab table. As the player approaches they lose control of the action and Jordain walks over to pick up the book. It would appear to have been red recently. The 2 pages to which it is opened now appear on screen and the player can read them :

THE REBIRTH PROCESS

a scientific journal by Derek Lin

Perhaps many years from now this journal will go down in history, perhaps it will be seen as the writings of a madman. Maybe the universe will have changed so much as to make this tome obsolete. Regardless of the eventual outcome I shall endeavor to explain what I have discovered.

It was when I was much younger that I first stumbled upon it. I referred to it as the specimen since at the time I had no idea of its power. It was the energy that first attracted me and my first experiments were in trying to extract and harness it somehow. It was in these experiments that I began to unlock the power in myself. I had gathered some companions from my days as a pirate and they aided in the experiments. One night on the edge of sleep I had a vision, an epiphany about the specimen. I set about to work the next day but nothing seemed to bring me closer to my goal. If it truly was the power of creation itself that I felt within the thing then I had no idea how to use or extract it. The others had grown restless, months of experimentation without results were getting to them and I feared a rebellion of sorts. I took to sleeping at the excavation site of the specimen and one night while I dreamt the first rebirth occurred. I remember dreaming that I found the secret of the thing and that the others began to obey my commands in research. The next morning I found that they were more than willing to help me where before they would have surely killed me given the chance.

Over time I realized that the specimen (which I named Engalus after a Lahoran folk tale) responded only to very primal stimulus such as the low-level brainwaves of sleep or dream. I devised ways to control such a state and began to alter my companions to my will, making them into the first loyal soldier of the Invisible. Soon more would follow as we reached out to other pirates and eventually to the nearby colonies. Jorg 'han station was built in order to facilitate our studies and in preparation of the final experiment, to focus the power of creation on the whole universe and remake that which is so flawed.

Just then there is a noise that comes from the lab room. Jordain runs in to see the lab area sinking blow the floor and being replace with only bare floor. The door behind him closes shut and a figure steps out of the darkness. It is a Lahoran warrior by the name of Krihn Dahl, Derek's 1st mate on the Indignation. He is tall and powerful and holds 2 long metal rods in either fist.

KRIHN DAHL

The master doesn't like visitors especially so close to completing a project.

JORDAIN

And I take it you do the housekeeping while
he master is away?

KRIHN DAHL

He trusts me more than any other person.

I see you discovered his journal.

JORDAIN

Yes, I couldn't finish it though, someone interrupted.

KRIHN DAHL

After the first few pages it only goes into technical details.

Feel lucky that you were able to read what you did, it will be the last thing you ever do.

Suddenly several small laser turrets are activated around the ceiling of the room as Krihn pulls out 2 long laser swords. The turrets fire as Krihn lunges at the player. The turrets are able to be destroyed, but only after a few shots. As Jordain's energy reaches zero the fight is interrupted by a cut-scene. A turret on the ceiling turns toward Jordain and fires, knocking him down. A holographic image of Derek appears which we see through Jordain's fading vision.

DEREK LIN

You nearly killed him Krihn

KRIHN DAHL

I was only making sure he would not give us any trouble.

DEREK LIN

He won't be any trouble to us, take him to the lab immediately,
he won't be unconscious forever.

Finally Jordain loses conscious totally and the screen goes black.

INT. SUBTERRANEAN LAB

Our view is through the eyes of Jordain. He cannot move, strapped to some kind of bed or table. The room appears to be some kind of laboratory, the walls are carved from rock and the place feels very far underground. He goes in and out of consciousness while we hear and see Derek seemingly performing some kind of operation.

DEREK LIN

You've awakened again, time to up your dosage of sedative.
We can't have you waking up in the middle of the procedure can we.
Don't worry Jordain we'll fix you good.
It would be a shame to lose you to the other side or to have you spoil our plans when we are so close.
It will all be fine soon, rest.

Jordain fades out and then back in again

KRIHN DAHL

Was the procedure successful?

DEREK LIN

It is still early but it would appear that everything is holding.

It is rather unusual doing a partial like this.

It will work in the end.

How go the other preparations?

KRIHN DAHL

They will be ready in 2 more days.

DEREK LIN

Excellent, destiny is upon us!

Jordain goes out again when he regains consciousness he is standing and unrestrained in the lab. Derek stands at one end with his back to Jordain. His head perks up and he turns to see Jordain standing.

DEREK LIN

So you're finally awake.

You'll find your things on the table next to you, you may take them back.

Jordain notices his blaster among the items on the table, he grabs it and points it at Derek.

JORDAIN

Alright, tell me what you did to me Lin!

DEREK LIN

There's no need for violence I will be happy to tell you in due time.

You'll find however that you cannot harm me, if you don't believe me try and pull the trigger.

Jordain is struggling to pull the trigger of the blaster, his hands are shaking finally he shoots while pulling the gun off to the right of Derek hitting the stone wall. He looks down at his hands, utterly confused.

DEREK LIN

Your one of us Jordain, you cannot actively try to kill me.

JORDAIN

One of you.

I don't care what you did to me, I follow my own lead.

DEREK LIN

Believe what you want Jordain what is important is that you are going to help me now.

JORDAIN

What makes you think that?

DEREK LIN

Because I have made sure you cannot resist.

You are going to find the remaining members of the Blade for me.

They have found a way to break free from the Engalus' influence, and mine

I fear they may try to stop me tonight when I perform the experiment.

JORDAIN

I'll never do what you say, I may not have all the cards but I know whatever your trying to do is insane.

DEREK LIN

Insane...insane...?

(growing more serious and a bit angry)

Is it insane to want to perfect oneself?

Is it insane to research ways to help sentient beings become better?

Is it also insane, having found that which you seek to use it for the benefit of all?

If anything I am a humanitarian Jordain, giving the universe the ultimate gift.

You won't understand until you see it though...that comes later though.

First, the Blade, find them.

CUT TO :

INT. JORDAIN'S QUARTERS

Jordain sits up in bed in his own quarters. He is wearing his clothes and coat and has all his items with him.

JORDAIN

(to self)

A dream?

No, can't be.

I need to find the blade, they need to be warned about Derek...maybe even about me.

I must find them before tonight.

MISSION 12 : FIND THE BLADE

This is the free-form mission of the game. The player will find that they now have a security level 2 access card and can therefore get into all areas except the control sections of the station. The goal of this section is to find clues leading to the whereabouts of the Blade. The player can use all of their skills learned so far to track them down in a variety of ways from simple sleuth work, to a more hardcore approach involving harassing the NPC's for info. This mission will be broken up into 3 parts : 1. Finding Info, 2. Getting to the Hideout, 3. At the Hideout. The last 2 will be straightforward. The first will have several solutions. It isn't necessarily that there are separate paths the player can choose, but there are many different ways to get information from different sources and depending on how the player chooses to get info he will progress faster or slower. As usual there will be a guns first kind of progress and a more thought based progress. The gun way will be quicker but costlier in precious ammo while the thought way will take longer but leave more firepower for later battles. Overall, this section will need the most testing, but by creating a sort of hierarchy of progress it should be simple enough to execute. Put in a simple way, the progress toward more information could be devised in different levels, the final level leading to the location of the Blade. Depending on how the player gains information which will lead to the next level, certain options for gaining info on that next level will be unavailable until finally on the last level of info there is only one way the player can get the info. This can all be best worked out once we have a working model of the gameplay and NPC interaction to work with so we can guess player decision making better.

The hideout will be in an Environmental Research dome in the Lahoran sector of the station. This is basically a sort of biosphere where the scientists of the station can run experiments in a working ecology. In order to gain entrance the player needs a special access card, which they will get from whoever, gives them the location of the hideout. This area is large and full of nasty critters and bio experiments. The Blade's hideout is in a cave at the far end of the dome. The cave is used as a field station for research in this area. The player should have no trouble getting in. Once he is in the main room he will get a transmission from Derek.

DEREK LIN

You've found them, now dispose of them.

JORDAIN

You're a fool Derek, your plans end here.

DEREK LIN

I knew you would be disagreeable, that's why I led you on this chase.

I hoped it could be different but unfortunately I can't let you live you see the glory of my new universe.

Protocol 148, activate.

Suddenly all the Blade members appear to turn into Invisible soldiers and begin shooting at Jordain. The Player must fire back and kill them in order to survive. Once all of them have been killed a cut scene begins.

INT. BLADE HIDEOUT

Jordain stands over the slain bodies of the Invisible soldiers. As long as we are in his view they appear as such. Once we go out of his view we see that they are the bodies of the Lahoran Blade member themselves.

TEH'LON

It's a trick Jordain, see the truth.

Jordain turns to see Teh'Lon who appears to him as Derek Lin.

TEH'LON

Don't trust your eyes, trust your instincts, it is Teh'Lon, you must trust me.

See the truth.

In front of Jordain's eyes the images flash between Teh'Lon and Derek over and over finally settling on Teh'Lon.

Jordain grabs his head in pain and doubles over on the floor.

TEH'LON

He's rejecting the process we need to help him right away.

K'Lial, bring the medkit, hurry I don't know how much more he can stand.

From Jordain's point of view we see Teh'Lon leaning over him.

TEH'LON

Hold on just a bit longer...hold on.

Jordain Blacks out.

FADE IN

EXT. BARREN PLANETOID

Jordain lays on his back on the dusty surface of the planet. The craft fires the familiar ion cannons which once again burst just in front of his feet. Out of the dust and smoke a figure can be seen pointing a gun. It is an invisible soldier whose face is obscured. He fires at Jordain in slow motion and we see a close up of his face revealing him to be Jordain himself. The body of Tol Risar lays dead at his feet where he himself once appeared to be. Derek Lin walks up behind Jordain putting his hand on his shoulder.

DEREK LIN

Welcome back.

CUT TO :

INT. BLADE HIDEOUT

Jordain sits up slowly from his sleep encircled by Teh'Lon and several remaining Blade members.

TEH'LON

Welcome back.

you almost didn't make it.

JORDAIN

What happened?

TEH'LON

You were reborn.

JORDAIN

...the rebirth processes with the Engalus...right?

TEH'LON

Yes, in a manner of speaking.

Derek must have used the power of the Engalus in order to alter you slightly but not fully...

I wonder why?

Anyway, ever since he did that to you your actions have not totally been your own.

You see the rebirth process gives Derek some measure of control over you and all other exposed to it. You can go about your business as usual but when Derek needs you and you won't listen he can make you.

It was lucky that he didn't go through the whole process.

I could see in your eyes that you were trying to work through it so I helped you to see things

the way they were again.

Its a bit harsh to actually do, Risar is the only person I have seen survive it...we call it the enlightening.

We stabilized you and you passed out, been gone a while now.

Jordain looks scared and stands up.

JORDAIN

How long have I been out?

TEH'LON

I don't understand it...

JORDAIN

How long...I need to know.

TEH'LON

Quite a while, it is almost after hours.

What's the hurry?

JORDAIN

Its Derek, he said he is going through with the experiment tonight!

TEH'LON

That's impossible, they haven't finished the station yet.

JORDAIN

He doesn't need it finished.

I read a report...its in my InDev you can see for yourself.

Teh'Lon grabs the InDev and reads the note made by Gallagher. His face falls and he grows very silent.

JORDAIN

We need to act fast.

TEH'LON

With what, the Blade is destroyed.

JORDAIN

We can get to this Engalus and destroy it right then he can't use it.

TEH'LON

Not that easy.

The Engalus holds the power of creation itself,
if it were destroyed we believe it could unleash a force rivaled only by the Big Bang.

That's why Derek needs it so much.

The rebirth process gives him some control over people but the more people the less control.
He wants to make all the universe bow down to him and use the power of the Engalus to
remake the universe in his own image.

JORDAIN

So the station acts as some kind of antenna then?

TEH'LON

Yes, first it focuses the energy on him and then he redirects it outward through the station
in order to affect the rest of the universe.

JORDAIN

That's mad...what could justify such a thing.

TEH'LON

Derek has his reasons.

He believes he is doing what is best for the universe.
Because of that it makes him stronger, more indignant.

JORDAIN

There may not be much time left and we have to do something.

TEH'LON

We have no hope, the place will be crawling with Invisible.
The Blade and the universe it tried to protect ends here.

Teh'Lon walks over into a darkened area of the room, the other Blade members hang their heads as if in
remembrance of the universe before it goes. Jordain stands in the middle of the room downtrodden as well, then he
looks up.

JORDAIN

You know, I never believed in much in my life.

I followed orders, did my job and that was it.

Something is different now.

Maybe I was sent here on a mission to stop Derek, but the reasons for carrying on against
all odds are now my own.

With or without your help I'm going after Derek.

I don't know about you but if these are my last hours in the universe as a free being

I can't think of any better way to go out than fighting for that freedom.

Teh'Lon turns from the dark corner and looks at Jordain, the others soon do the same. Jordain smiles.

JORDAIN

How many are we?

TEH'LON

15, there are about 15 of us in good enough condition

JORDAIN

Have we got a map of the area around the Engalus?

BLADE MEMBER 1

Yes, I can call one up on the Imager.

JORDAIN

Weapons?

TEH'LON

Just what you see on us and whatever ammo is left of our fallen comrades.

JORDAIN

It will do.

Gentlemen, we have an assault to plan.

CUT TO :

SAME SCENE, LATER

MISSION 13, 14, and 15 : ASSAULT THE STATION

These mission all have the same ultimate goal but are 3 separate paths ending up in the attack on the Engalus Excavation site when all 3 are completed.

The player is going to get a view of a map of the station. There are several areas grayed out and 3 areas left open.

TEH'LON

Okay, we've got teams ready to assault these areas here.

You get the rest, take them in any order you see fit.

Consult the Imager here for more information.

If this works we will weaken their defenses and confuse them enough to attack the

Engalus excavation site and maybe even stop Derek.

The 3 open areas are the **main reactor** which is in an unexplored area near the giant fan section from before, the **JSI main office** on the Promenade, and the **processing plant** which is an area hidden beneath the maintenance tunnels and is where the bots and other machines are created. The teams will leave the Blade hideout and attack their areas.

The player only has access to the areas he is supposed to attack at this time. He will fight soldiers and bots of all kinds and have to use his cunning and brute force to get through alive. The objective in the Main Reactor is to shutdown main power. Auxiliary power will come on but the station will be seriously crippled. The object at the JSI

main office is to open the cells and free the remaining Blade members for the final fight. The object at the

processing plant is to defeat the main computer brain and stop production.

When all three objectives are complete The player will get a communication from Teh'Lon

TEH'LON

There's only a few of us left, but the assault seems to have worked.

The defenses around the excavation area have weakened, get here quick so we can smash through.

When the player arrives at the excavation area hallway Teh'Lon is there with a few Blade members fighting. The blade members are killed quickly and Teh'Lon finishes the enemy off.

TEH'LON

Looks like it's just you and me against the rest of the station human.

JORDAIN

I like those odds.

Let's finish this!

Teh'Lon is a tag along in this section and he walks beside you helping to take out the soldiers and security

Daikatanna style.

Once Jordain and Teh'Lon get to the door at the end of the hall a cut begins.

INT. STATION HALLWAY

Jordain and Teh'Lon stand just before the door as a huge legion of troops bear down on them from down where they came from. There is no way they can hold them off and still hope to stop Derek.

TEH'LON

Go Jordain, I will hold them off here.

JORDAIN

I'm not leaving you, we fight together!

TEH'LON

If you don't go through that door and stop Derek there won't be anything left for anyone to fight for ever again.

Go in there and finish this, for me, for Risar, for the entire universe.

Jordain jumps through the door as the first lasers from the encroaching troops come whizzing by. The door closes behind Jordain and Teh'Lon is left to fight.

TEH'LON

Good luck human.

Teh'Lon begins unloading all his weapons as we cut away

CUT TO :

INT. ENGALUS EXCAVATION SITE

Jordain enters and blasts the door controls so as not to be disturbed. The catwalk extends out above the Engalus excavation area below. There is a large platform in the middle where a large device has been erected, Derek stands next to it making adjustments.

DEREK LIN

As much as I've tried to stop you Jordain, I did hope you would survive to see the defining moment in human history.

When the Engalus and I merge I will have all the power of creation at my fingertips to mold the universe as I see fit, to create a perfect world.

JORDAIN

And for what purpose this perfect world Derek, for you to be a god?

DEREK LIN

You are so naive.

I do not seek power and control, but rather a world without them.

There have been thousands before me who have sought power and control in the name of what they thought to be a better world.

They have been studied and loved and hated and all but forgotten, for the madness they possess must never be unleashed again.

Yet still we create these monsters and let them rule us and forge our thoughts like so much iron given to flame.

Every generation has its own Napoleons and Hitler's, Wertham's and Grossman's.

Now after a war that nearly destroyed us and after an enlightenment that seemed too good to be true the human race has raised a new demon, the Homeworld's Government.

You know all about it though don't you, you do their dirty work, keep people in line, get rid of those who are unsatisfactory.

How I pity you and your kind.

Mindless killers fighting for nothing worth fighting for.

Now you believe your fighting the good fight don't you.

And where will you bring the Engalus, back to the Homeworlds?

I happen to know right this minute they are amassing a force to come and invade this place so that they may take the Engalus and my research away from me.

Did you really think you were sent here with good intentions?

You've done exactly what they knew you would do, cause a disturbance and if you defeat me they will still come and you cannot stand against their combined might.

They will defeat you and all against them and use the Engalus as I shall and as others would had I not discovered it first.

They will use it and create their universe of power and control and become the immortal gods forcing all to do their bidding.

I only want what is best for the universe and if taking away free will...if...

if making sure that no one can ever choose to resurrect the demons of power and control is the only way perfection can be achieved then it must be.

The time is almost come, what world will you choose?

JORDAIN

Neither.

DEREK LIN

So be it!

Derek flips the switch, which begins the process to merge with the Engalus. Jordain runs full speed toward Derek who pulls a gun. Derek fires, and misses as Jordain rams into him pushing him further down the catwalk just as the energy is released from the Engalus and to the device in where Derek was standing.

The player regains control and is in hand to hand combat with Derek. They fight on the catwalk near the machine. Derek is impossible to beat, and eventually the player's energy gets low. When it is within 10 points of bottom the next cut begins. The player loses control.

Derek punches Jordain and sends him to the ground. He walks up to him.

DEREK LIN

If you'll pardon me, I have a universe to recreate.

Derek turns his back to Jordain and walks toward the device that holds now the power of the Engalus. We see from Jordain's view on the ground silent and in slow motion as Derek walks. The view flickers as Jordain's eyes open and close. He is going to fall unconscious when he hears the voice of memory in his head.

TEH'LON(VO)

...finish this, for me, for Risar, for the whole universe.

Jordain slowly rises to his feet, unsteady but able to stand he runs forward at Derek and pushes him straight into the machine. The thing begins to explode with its own and the Engalus' energy pushing Jordain backwards and to the floor. Derek however is caught in the explosion as the catwalk is ripped apart and the energy of the Engalus goes spewing forth into the walls and back into the Engalus itself. When the smoke has cleared neither the device nor Derek can be seen anywhere, a large hole having been torn where they once were. Another explosion sound as the door at the far end blows open letting the JSI officers into the area. Jordain is flattened on the catwalk, not going anywhere. JSI crowd the walkway and the JSI head officer walks up with gun pointed at Jordain.

JSI HEAD OFFICER

You're under arrest.

FADE OUT

END ACT 2

ACT 3

FADE IN

INT. JSI PRISON CELL

Jordain awakes in a bare cell. It is fairly clean having been rarely used during the life of the station. The lights flicker a few times and the sound of an explosive rumble can be heard in the distance. Jordain is without his coat or any other items. 2 JSI officers stand guards outside.

FIRST JSI

I don't understand why we just can't kill him?

SECOND JSI

No time for a proper execution right now, anyway, Krihn wants him alive.

FIRST JSI

Don't know if I trust Krihn.

SECOND JSI

Derek trusted him, so should we.

Jordain looks around slowly. His head hurts and he has no idea how long he has been unconscious. He begins to stand up when the lights flicker again and the floor shakes.

JORDAIN

What the hell is going on?

The first guard turns to look through the door at Jordain.

FIRST JSI

Shut up in there!

JORDAIN

You could at least let me know why the place is shaking...we might be in trouble.

SECOND JSI

If you must know, the Homeworlds have arrived.

JORDAIN

What...how long ago?

SECOND JSI

Yesterday...few hours after we got you.

Suddenly a third JSI officer busts into the room holding his side.

THIRD JSI

Their just around the next corner, we need help.

FIRST JSI

We can't leave our post.

SECOND JSI

He isn't going anywhere as long as this door is locked.

C'mon, lets fix those Homeworlders good.

The 3 JSI officers leave the room and the sounds of fighting can be heard not far away.

The player regains control inside the cell. There really isn't anything for them to do but there are a few things they can examine. By the time they have checked the entire room the fighting will be almost at the room, another cut will begin.

INT. JSI PRISON CELL

Outside in the hall there is a large explosion and the sounds of men dying.

CORPORAL

Secure the area.

The Corporal from earlier in the game enters the jail room and opens the cell doors. 2 large soldiers are with him.

JORDAIN

Am I glad to see you...

CORPORAL

You shouldn't be.

Take him back to the ship and schedule an interrogation.

This is quite a mess you've made here Jordain but you've led us to the Engalus.

Soon it will be ours.

Alright, get going.

The 2 soldiers grab Jordain by the arms and pull him out of the cell and down the bombed out hallway past dead JSI officers and Invisible soldiers. The hallway leads out into the Central Promenade where some other Homeworld's

Soldier are running by. To one side of the Promenade's dome there is a large elevator and umbilical reaching through the ceiling to a large ship hovering above. The Homeworld's have taken this area of the station as their own and are fighting to keep it.

MISSION 16 : GET TO TRADE OUTPOST

The player regains control while still in the clutches of the 2 soldiers. On screen text will tell the player to move left and right rapidly in order to break free. Once the Player has broken free is in melee mode and must fight the soldiers hand to hand. Once he has defeated them the way forward towards the cargo area, docks, and trade outpost is clear and he will gain a weapon from the soldiers.

The player must use the weapon they have and whatever ammo they can find in order to get through the next few areas. Throughout this section the player will be faced with groups of Invisible and Homeworlds soldiers fighting each other. They are mostly concerned with each other but they will attack Jordain if they are alone or he poses a threat they will attack him.

The Invisible has set up a huge Tank Bot to protect the dock area from incoming troops. The player will have to destroy this in order to proceed to the Trade Outpost.

Once the player reaches the trade out post he will find it deserted, as he walks along Jordain will call for Lorne

JORDAIN

Lorne?

JORDAIN

Lorne its Jordain.

The trade outpost docks are empty except for one small ship at the far end. Having not found anything or anyone around the rest of the area the player should proceed here.

EXT. TRADE OUTPOST DOCK

Jordain looks around the opening to the small ship. A few boxes have been hastily placed nearby. There doesn't seem to be anyone around. He is about to go into the ship to investigate when a gun is pressed to the back of his head.

INVISIBLE SOLDIER

Don't move.

Is this your ship?

JORDAIN

No.

INVISIBLE SOLDIER

Liar!

The Invisible requests the use of your ship in the fight against the Homeworlds.

Surrender it or pay the consequences.

JORDAIN

Its not my ship, now let me go before I teach you about consequences.

INVISIBLE SOLDIER

You just bought yourself a ticket to hell boy!

Suddenly a shot is heard, Jordain tenses up but nothing has hit him. The gun falls away from his head and the body of the Invisible soldier collapses on the ground, dead before it lands. Jordain turns his head back slowly to see what new terror he has to deal with when he notices Lorne standing with a gun pointed, hand slightly trembling.

JORDAIN

Lorne!

LORNE

Never actually used one of these before...packs quite a punch doesn't it?

JORDAIN

You alright Lorne?

LORNE

I'm fine...fine as can be expected considering my bar is about to be blown to bits in this little war.

Everyone high tailed it out of here when that explosion hit yesterday.

All the light flickering, the place shaking, I should have gone with them but I decided to stay.

Soon as the Homeworlders were in range they locked the docks in all areas.

Nobody can get in or out the regular ways.

Here I am just packing what's left of my stuff hoping I can get out before it all goes down.

What about you.

Look like you've been through a lot.

JORDAIN

You could say that.

Looks like you've got the last ship available, even Derek's flagship is gone.

LORNE

Yeah, now at least I got a dead body to throw out front to scare them from coming back.

So, what is it your looking for this time Jordain?

If its trouble there plenty of it.

JORDAIN

You're a good man Lorne so I'm going to level with you.

I'm a covert operative from the Homeworlds, at least I was.

They sent me here to stop Derek Lin and the Invisible from whatever they were doing.

In the process I nearly destroyed the only rebels against him but those who remained

rallied with me and we put a stop to Lin and his plans for...well for universal domination I guess.

Turns out this thing called the Engalus can make alter the fabric of reality and Derek planned to use it.

Now the Homeworlds come along, I figure to help me clean up the mess but they want the damn thing just as bad as Derek.

LORNE

If it were any other person I wouldn't believe them but that look in your eyes is dead serious.

JORDAIN

More serious than you think.

Now, I've just escaped from the Homeworlds soldiers and I need to find a way to steal the Engalus before they capture it and then get it as far away from here as possible.

I don't have any supplies or even a ship to do it with though.

LORNE

And you were hoping I could help...

(pause)

We'll the ship is a good one with plenty of juice left in here imager batteries.

It could hold us both and sustain us the rest of our lives if need be but there's no getting her off station.

Supplies on the other hand are something I have plenty of...

CUT TO :

INT. TRADE OUTPOST BAR

A large and heavy metal door opens revealing a cache of weapons, ammo, and items before Jordain's eyes.

LORNE

I said I didn't do any dealing, but to tell the truth there really isn't much money in owning a bar at the ass end of space unless your also a black marketer.

JORDAIN

That's some stash.

LORNE

Take whatever you want, I won't be needing it.

JORDAIN

With this I could take on the whole station...maybe even get to the control section and override the docking protection so we can leave.

(pause)

You can hold out here on your own?

LORNE

They won't come in here, nothing of value.
Besides if they do I'll just take them out like that last one.

JORDAIN

(pause)

Looks like I'm going to have to change my job description from secret agent to hero.

LORNE

You really think you can do it?

JORDAIN

Don't know, but as I told some friends earlier,
I'd rather die than live in a whatever universe is going to result from all this.

LORNE

Amen to that.

I'll finish prepping the ship when you get back we're out of here.

You better get going, this station is getting rockier by the minute.

MISSION 17 : SHUT DOWN STATION CONTROL

Jordain receives a new InDev from Lorne's stash and has access to all the other weapons and items in the game. He can take whatever he can hold.

This mission will take Jordain to new territory in the Control sector of the station. The player will need to navigate back through the docks and cargo areas and into the Promenade to get access to the Control area. The area entrance is locked but nearby the player can will hear a couple of Homeworld's soldiers talking in a cut sequence.

SOLDIER 1

Has the colonel gotten the pass for the Control area yet, once we take them the station is ours!

SOLDIER 2

Haven't heard anything about cracking the code but I think they've got some weapons grade Yerlium rigged to explosives, that should blow it wide open.

SOLDIER 1

Why don't they just blow it now?

SOLDIER 2

You need to be careful with that stuff, one wrong move and the whole place'll collapse.

They're still running tests on it in the field command bunker.

The player regains control and now needs to find the field command bunker. the Homeworlds army has set up shop in the public communications section of the Promenade area. This area was previously closed but now there are small robotic equipment transports going to and from the doorway. The player can hop on the back of one of these to get inside.

There are only a few rooms to this area and in the farthest room the player will meet up with the Colonel again.

INT. FIELD COMMAND BUNKER

Jordain shoots the 2 soldiers in the room and holds his gun on the unsuspecting Colonel who is standing over the Yerlium bomb device.

JORDAIN

Authorize the door to lock

(Colonel hesitates)

DO IT!

COLONEL

Door lock, code 032900

The sound of the hydraulic door locking mechanism can be heard behind Jordain.

JORDAIN

Is that the bomb?

COLONEL

Jordain, I know we can work through this, you're on the wrong side.

JORDAIN

I don't have a side anymore Colonel, I am my own side, the right side.

COLONEL

With the Engalus we can make the perfect universe Jordain, think about it.

JORDAIN

I already have, you not the first person to say that to me it seems, but the other person is dead now.
I don't give a damn about your plots Colonel, I need that bomb now because I need to get into the control sector

now.

COLONEL

Why do you need to get in there?

JORDAIN

I have my own agenda

The fact is that we both need to get in there only you can't risk blowing us all sky high. That's a risk I am willing to take, so either you give me the bomb and hope that it works out, giving us both access to the control area, or I kill you and take it anyway.

It's your choice.

The Colonel stares at Jordain's unwavering hand. He knows how good he is and knows he wouldn't stand a chance against him in a fair fight.

COLONEL

Take it, but next time we meet you won't be so lucky.

Jordain receives the bomb and turns toward the exit.

JORDAIN

Door...?

COLONEL

Door unlock, code 032900

JORDAIN

See you on the other side Colonel.

The player regains control as the door closes behind him, he cannot reenter the room. He must now go back to the door and plant the bomb which when set gives all the indications that it will destroy the entire station but stabilizes and blows open the doorway.

The player is now in the Control area and will be fighting primarily Invisible soldiers and high-level security bots. The goal is to get to the docking controls in one of the areas. The rooms are labeled so the player will eventually get to it. Once he finds the room and the controls he will get 2 options

1. smash it

2. try and hack it

If the player opts to smash it he will succeed in opening the docks to ships, but he will alert all the personnel in the area to his whereabouts. If he chooses to hack it and fails the same will happen, but if he hacks it and succeeds then he will not draw attention to himself and can move on unhindered for the moment.

While leaving the area Jordain hears a communication broadcast on the secure Invisible channels.

COMMUNICATION

All Invisible personnel, the Homeworlds soldiers have broken off their attack on the control area.

All support is required immediately to defend the Engalus.

MISSION 18 : RETRIEVE THE ENGALUS

The player must get out of the control area which is easier than getting in and then he must get to the nearby Engalus excavation area. This area is crawling with all manner of Homeworld and Invisible soldiers trying to stop each other. The player will have to fight through them and into the main excavation area onto the metal walkways above it. Upon entering the excavation area there will be a big explosion and the entire station will shake.

ANNOUNCEMENT

Central area main gravity stabilizers offline, gravity at 50% in central areas.

This includes the current area, Control area, and Central Promenade but not the docks, cargo, and trade outpost areas. The player will have to fight off fierce Invisible troops in low gravity and in order to retrieve the Engalus he will need to destroy 3 large turrets surrounding it.

Once the Engalus is retrieved word spreads fast and pretty soon every soldier on both sides stop fighting each other (at least primarily) and goes after Jordain.

MISSION 19 : ESCAPE THE STATION

Jordain has just retrieved the Engalus and everyone wants it. Suddenly the lights blink again and the Announcer speaks.

ANNOUNCER

Station protocol 43112 activated.

Confirmation Lin 25112.

Self-destruct sequence active.

30 minutes until core overload.

JORDAIN

Lin?

That's impossible, it must be a final failsafe if the Engalus is ever stolen.

Either way its time to go.

Half of the soldiers are still fighting each other while the other half is after Jordain. The Promenade is full of the remaining crew and scientists trying to flee the station. The place is slowly falling apart. The player will have to use all his skill in order to get by the deteriorating station and the hoards of enemies.

Eventually the player will get back to the trade outpost and reach Lorne's ship only Lorne is once again nowhere to be found. Suddenly the whole area goes dark, and then a few seconds later in front of the player a light is turned on above showing the dead body of Lorne hung in the air from the mangled arm of Derek Lin. Derek appears now as an 8 foot tall bio-mechanical monster mutated by the explosion and the energy of the Engalus in a last effort to save himself. The player loses control for the next scene.

INT. TRADE OUTPOST DOCKS

The menacing figure of Derek Lin throws Lorne's body across the room and stairs at Jordain below him.

JORDAIN

Derek...!

DEREK LIN

I yet live.

JORDAIN

You live but what do you live as?

DEREK LIN

I saved myself at the last moment using the power of the Engalus to shift between dimensions and turn myself into this.

I was here all along during the fighting, waiting to see who the victor would be then seizing the day for my own.

Imagine my surprise when you show up, having blasted through several regimen of troops to steal the Engalus. a very impressive move, you had me in check but I know my way around this game.

JORDAIN

The self-destruct sequence...

A bit cliché don't you think?

DEREK LIN

I couldn't let you escape with it and I surely cannot use it for my plans anymore not with the station in such a state.

No, the only choice is to destroy it and by that creating a big bang to remake the universe.

I'm only here now to make sure you don't get off the station before it happens.

JORDAIN

I beat you before, what makes you think you can face me now.

Derek's fist glows with an otherworldly energy and he swipes at Jordain sending him across the floor. Derek fires off a bolt of energy but Jordain dodges it and it hits a pressure door, which leads out into the void of space making a noticeable dent.

DEREK LIN

Foolish human, I am much more than I was before.

Your soft flesh cannot compare to the power I have been given.

I will give you the chance still to join me.

Come with me and we will take the Engalus far away from here to start anew.

You have already been reborn into the Invisible it is only fitting that you stand by me.

JORDAIN

I beat your rebirth Derek just like Risar and just like the Invisible.

You say you want a universe where people can be free yet you choose to impose it upon them.

You could have created a legion of mindless warriors or even a colony of living people and lord over them as you saw fit but you gave them free will.

It wasn't enough to have followers you wanted them to choose you just like you want me to choose to be your sidekick in another mad experiment.

DEREK LIN

There is no choice needed, In my universe I would be accepted for the gift of freedom that

I gave to them people.

JORDAIN

In your universe or this one there would still be people opposed to you Derek because your way is wrong.

Maybe you're right about people resurrecting demons from the past constantly but people also destroy those demons and someday they will learn and understand and free themselves from
They're own self-imposed oppression.

They don't need a would-be god to save them Derek, especially not the kind you would be.

The Engalus and I are leaving this station whether you like it or not.

So you can either stand aside and accept your destruction along with this station or we can fight it out
once last time.

DEREK LIN

You are a small man Jordain.

The Engalus will never accept you, I must liberate from your hands.

Prepare to die!

The Player will need to fight Derek. No matter how much he hits him Derek will continue to regain his energy. The only way to defeat him is to blast open the Pressure door. A few small explosions near the beginning of the battle plus the cut-scene should alert the player to this. However perhaps on the easy skill level the door is set to explode if the battle lasts longer than a certain time limit. Once the door explodes the final cut begins.

INT. TRADE OUTPOST DOCKS

The pressure door explodes and gets sucked out into space. All manner of debris begins to fly into the hole as well as Derek and Jordain. Jordain grabs a hold of some riveted cargo boxes while Derek slides towards the opening grasping at the floor. He finds a hold and fires an energy bolt at Jordain who dodges it and turns with his own gun, blasting Derek and sending him hurtling through the doorway and out into space.

Jordain walks along the riveted boxes and gets within range of Lorne's ship. The auto-destruct begins counting down 2 minutes. Jordain makes a dash for the ramp to the ship and barely makes it. He steps inside and closes the hatch. The station counts down 1 minute as Jordain straps himself into the cockpit. He finishes securing himself and blasts off. 30 seconds left. 2 large Homeworlds ships are pulling out at the same time, the station below is falling apart. The large ships ignore Jordain as he blasts off in the opposite direction deep into uncharted space. We see the station disappearing into the distance as the countdown goes down from 10 and when it hits 0 the screen goes white and the small spaceship shakes. The brightness fades to reveal a fantastic explosion where the Jorg'Han station once was. The tiny ship continues its course through the empty reaches of space.

FADE OUT

END ACT 3

BEGIN EPILOGUE

FADE IN

INT. LORNE'S SHIP

Jordain is laying down on a small bed in the ship his arms are behind his head, he is thinking.

JORDAIN (VO)

It has been almost a week since I left Jorg'Han station.

The ship has enough power to carry me for a long time and the imagers can sustain me for life if necessary.

I still have the dream but now it has changed.

Where before I was always chased by the large space craft I now turn and fire on it as
the ion blasts explode around me.

I don't know how far I will have to go to find a habitable world where I can land and hide the Engalus.

It glows constantly, more than I can remember it glowing in the short time I had it on the station.

'The Engalus will not accept you' That is what Derek said.

I wonder what he meant.

No use deciphering the thoughts of a madman.

Once I have found a place to stay I will guard the Engalus, maybe even study it myself.

For now I just drift in endless space billions of miles from a place I called home
but never really cared about.

There are new worlds out there waiting for me...for me and the Engalus...our worlds.

Jordain removes his arms from in back of his head and turns on his side away from us to sleep. We pull back and across a table in the small room where the Engalus sits motionless. We cut to a close up of the Engalus as it glows mysteriously in the dark ship. The sounds of the ship melt away as the humming of the Engalus grows louder as it
glows.

FADE OUT

FADE IN

END CREDITS