

THE FILTH WORLD

Quest design sample for hypothetical zombie apocalypse Action/RPG game with parkour

By Anton Slashcev

BACKGROUND

▪ Setting

The action takes place in the post-apocalyptic world in the near future - the 2030s, where most of the planet is covered with an alien biological substance with pronounced psychoactive properties which is called Filth. Direct physical contact with this substance causes hallucinations associated with a possible future, and if one stays long next to a large amount of Filth, it drives the person insane and leads to schizophrenia and various mutations. Having gone to the abyss of insanity, they become Lunatics subordinated to the will of Filth, ie aggressive beings whose intelligence decreases as they move away from the key clusters of this strange substance.

After the disaster caused by an unsuccessful scientific experiment aimed at studying the properties of Filth eleven years ago, an extremely small number of people survived - less than 0.5%, a significant part of whom hid in shelters. To avoid the harmful radiation of Filth, which accumulated on the surface of the earth, and also to hide from hostile Lunatics, there are shelters, located both in the upper floors of skyscrapers called "Paradise" and in subway tunnels and catacombs deep underground called "Hell". To maintain their existence, tracers of the shelters are forced to make forays to the surface as well as to exchange necessary supplies with each other. However, as resources are getting scarce, the tension between shelters increases, and Filth gradually spreads farther.

▪ Protagonist

The protagonist called Alex Foster, aka "Vagabond", is one of the devoted tracers of "Paradise", making reckless forays to the surface and descents to "Hell" to obtain necessary supplies. In the past, he was a security specialist in the research center, where scientists, one of whom was his wife Rachel, investigated Filth. During the failure of an experiment, he was exposed to the influence of Filth and made no attempt to stop the disaster, but that helped him to escape.

Since then, from time to time, even on a little contact with Filth, Alex is haunted by the hallucinations of his missing wife, which he hides from others as well as his past. When he makes forays to the surface, he tries to find the head of the group of scientists - Dr. Murphy, who, according to rumors, is not only alive, but still continues his studies somewhere in the city. Alex hopes that the scientist can shed light on the causes of the disaster and help reverse its consequences.

QUEST “A GOOD DEAL”

■ General Information

Pitch: Pass the Lunatics, use the roofs to get to the tracer from "Hell" and pick up the medications, then either save him or leave him to die for your own benefit.

Summary: *(from first person perspective)* Cap'n, as always, gave me a cushy job - to meet up with Ferret and exchange wheels for our accumulators. At first everything went well. I took a ride on zipline to the nearest roof and ran. Smashed a couple of Lunatics' heads, burned down one of their Hubs, walked around the other — more or less, business as usual. Almost got to the right building, when a damn beam cracked under my feet and I collapsed onto the protruding balcony below. I had to climb darn well up the scaffolding to find an unboarded window. I climbed into and found myself in some mucked up office: the fire exit was blocked up, the elevator didn't work, and a dozen Lunatics were wandering around, following a walking Hub. To turn on the electricity, one needs to power the electric panels throughout the office. Awesome. A couple of times I almost got busted. Finally, it crossed my mind to push the walking Hub out of the window which I did, and the others followed it and jumped off! Good riddance to bad rubbish!

After all, I took the lift to the roof, and then it turns out that on the roof of the unfinished high-rise some marauders had attacked the tracer I was to meet. Rushed to him full speed ahead. On the way, a couple of Sniffers got behind me and I hardly shook them off. The last jump didn't come out well, I collapsed right into Filth. And then I saw her again. Rachel. She urged me to wait for the marauders to finish Ferret and begin to search him, and then bring down the suspended beam on them. Then it wouldn't be necessary to bother myself, and I could keep the accumulators. It's tempting, yes... But I know it's not her. It's all Filth. I had to wipe out all the marauders and save Ferret. We exchanged bags with him, and I ran back. He even gave me his stimulant in gratitude. Cool. Finally, a few more jumps and running around from Lunatics - and I'm in Paradise. Gave Cap'n medications, but he wasn't happy. Looks as though they slipped us lousy medicines. Bastards! Apparently, I'll have to go to Hell to sort out the problem with them.

Number of Objectives: Up to 12 out of 14 Objectives

Locations involved: **INT.** PARADISE TOWER: HEADQUARTERS FLOOR - DAY
EXT. SOUTHEAST: ROOFTOPS - DAY
INT. ABANDONED BUILDING: OFFICE FLOOR – DAY
TOTAL LOCATIONS: 3 (see locations description on p. 5)

NPC's involved: “Cap'n” (one of the Paradise shelter leaders)
Rachel Foster's Hallucination (Alex's missing wife)
“Ferret” (Hell shelter tracer)
TOTAL NPC's: 3

Enemies' types involved: Lunatic (regular zombie)
Filth Hub (organic sphere, which increases aggressiveness and smartness of the nearby Lunatics)
Sniffer Lunatic (zombie who is actively looking for a player)
Walking Hub (just like the Filth Hub, but it is mounted on the wandering Lunatic)
Marauder (scum armed with a pistol)
Marauders' Leader (marauder with more health and upgraded weapon)
TOTAL ENEMIES TYPES: 6

Rewards: Psychostimulant “Lunatics' Friend” (x4) **OR** Charged Accumulator (x4)

Map

This map depicts the basic layout of the quest, as well as it shows objectives and obstacles location. It depicts NEITHER the final level-design, NOR the actual scale of the buildings, and serves only as a reference.

Legend:

-  - Sniffer Lunatic
-  - Crowd of Lunatics
-  - Filth Hub
-  - Marauders
-  - Walknig Hub
-  - Parkour Obstacles

№ 1-14 - Objectives



▪ **Locations Description**

Location Name	Description
<p>INT. PARADISE TOWER: HEADQUARTERS FLOOR - DAY</p>	<p>On this floor of the shelter, which used to be a huge business center, there are the headquarters of Paradise. It is a set of rooms, where operators connect with field tracers and coordinate their actions. Most of these premises are closed and inaccessible for search. Cap'n is in the briefing room: a spacious meeting room with a large number of monitors, which display various information. In the center of the entire floor there are several lift shafts. Despite some dilapidation, the premises of the building are still well preserved and do not look destroyed.</p> <p>Extra: Dr. Murphy's audio record №1 can be found in the briefing-room.</p>
<p>EXT. SOUTHEAST: ROOFTOPS - DAY</p>	<p>Extensive location, which includes the roof of the Paradise Skyscraper as well as two dozen roofs of less tall buildings in the district.</p> <p>In the center of the Paradise roof there is a huge greenhouse where plants for food are grown. On the perimeter of the roof there are long plates of solar panels, which, like petals, protrude far beyond the building. Also, on all edges of the roof there are zipline fasteners, which allow you to go down in any direction.</p> <p>The roofs of the buildings below are quite similar. All of them are vertically multi-level: they have multiple technical rooms and bulkheads, which can be climbed upon. Also, the roofs are intersected by numerous obstacles: pipes, exits of ventilation shafts and wire barriers. In some places, scaffolds are adjacent to the roofs. Some sections of the roofs are covered with Filth.</p> <p>The city below is covered with a thick dark fog, and when viewed from a roof it is <u>impossible</u> to see clearly what is below.</p>
<p>INT. ABANDONED BUILDING: OFFICE FLOOR – DAY</p>	<p>Floor of an abandoned building which is a large dilapidated office space divided into several sections. It contains many scattered, broken and rotten furniture and equipment. Throughout the office, there are long hanging lamps which can be used by the player to move around to avoid Lunatics below. In the northern part of the floor there is a lift and, in the south, west and east - electric service panels.</p> <p>Extra: Dr. Murphy's audio record №2 can be found in one of the office sections.</p>

▪ **Objectives Description**

OBJECTIVE №1: <i>Get on the roof and use the zipline</i>	
START CONDITION: <i>Conversation with Cap'n.</i>	FINISH CONDITION: <i>Use of the zipline for the north-east on the roof of Paradise building</i>
After talking with Cap'n, the player needs to use the lift and go to the roof of the Paradise building. There he must use the zipline leading to the north-east.	

OBJECTIVE №2: <i>Get to the meeting point with Ferret</i>	
START CONDITION: <i>Accomplishing objective №1.</i>	FINISH CONDITION: <i>Get to the end of the bark leading to the meeting point roof</i>
Having gone down, the player needs to pass four roofs.	
<p>On the first roof, he needs to overcome a number of physical obstacles and climb onto the scaffolding to jump onto the next roof.</p> <p>The second and third roof are teeming with Lunatics. The roofs are connected in parallel in two places, and at the beginning of the first connection there is a Filth Hub as well as next to the end of the second connection. Thus, whichever way the player chooses, he will either have to walk past the Hub on the way to the passage, or immediately after the passage to the roof. Moreover, the closer the player to the Hub, the more aggressively the Lunatics behave. This will force the player either to spend their resources to destroy one of the Hubs, or to break through and get wounded.</p> <p>The best solution is to figure out to walk along the passage with no Hub at the beginning, then, before reaching the third roof, jump down and hang on the ledge. Then, move aside along the ledge and just there go up to the third roof, being at a distance from the Hub.</p> <p>On the fourth roof, two hubs are located in the center, and it's up to the player how to pass them. At the end of the fourth roof, first, he must climb to the top of the building, and then walk along the beam that connects the fourth roof and the meeting place. When the player almost reaches the very end of it, Cutscene №1 starts: the beam under the player breaks, and he falls on the protruding balcony several stories below.</p>	

OBJECTIVE №3: <i>Find another way into the building</i>	
START CONDITION: <i>Accomplishing objective №2.</i>	FINISH CONDITION: <i>Getting onto the office floor through the window</i>
Having risen, the player needs to find another way into the building. To do this, he will need to climb onto the scaffolding and skirt around the building along the perimeter to get to an unboarded open window, which he can climb through.	

OBJECTIVE №4: <i>Use fire escape staircase</i>	
START CONDITION: <i>Accomplishing objective №3.</i>	FINISH CONDITION: <i>Get to the blocked fire exit.</i>
Once inside, the player is in a large abandoned office. First of all, he needs to try to use the fire escape in the opposite part of the office. Having reached the fire exit, he sees that it is blocked up with wreckage of the ceiling.	
The main obstacles for this, as well as for the three following objectives , are the presence of a large number of Lunatics who follow the Lunatic Hub moving around the perimeter of the office. Passing next to it, the player risks being attacked immediately by all the Lunatic. Therefore, direct confrontation is extremely disadvantageous for the player, and he needs to monitor the movement of the Lunatic Hub closely and build his route accordingly, either hiding his presence, or taking out the Lunatics that straggled behind one by one.	

The best solution can be to wait until the Lunatic Hub gets very close to the open window, and suddenly perform a close combat attack, with the aim of throwing it out of the building. This will force the remaining Lunatics to follow it, after which the player will be free to perform tasks.

OBJECTIVE №5: Use the lift

START CONDITION:
Accomplishing objective №4.

FINISH CONDITION:
Interaction with the lift.

Next, the player needs to try to use the lift. After pressing the call button, the lift first slowly opens the doors, but then stops and gently sparks. The power goes out.

OBJECTIVE №6: Fix three electric service panels

START CONDITION:
Accomplishing objective №5.

FINISH CONDITION:
Fixing the last of the three electric service panels.

Now the player has to power up and turn on the electric panels located around the office. To do this, he uses the accumulators given to him by Cap'n.

OBJECTIVE №7: Use the elevator and go to the roof

START CONDITION:
Accomplishing objective №6.

FINISH CONDITION:
Handling the lift.

As soon as the player has powered up the last electric panel, the power is partly back on in the building and some intact lamps are lit. Now the player must use the lift.

After entering the lift and pressing the button, Cutscene №2 starts, in which the doors begin to close slowly, but at the last moment a remaining Lunatic tries to squeeze through the gap between the doors. After a short struggle, Alex pushes the Lunatic out of the lift with his foot. The doors are closing. Nice jazz music starts playing. The lift starts to rise.

The player is on the roof of the venue. He is contacted by Ferret who reports that he was attacked by marauders in an unfinished building nearby.

After that, the player also communicates with Cap'n who says that the player must get the medications at all costs, and he does not care whether Ferret will survive or not.

OBJECTIVE №8: Manage to get to Ferret in time

START CONDITION:
End of the conversation with Ferret on the radio.

FINISH CONDITION:
Jump to the roof of the unfinished high-rise.

Now the player needs to get to Ferret by roofs within a limited period of time. He will have to run across five roofs to the west, which are intersected by a large number of obstacles, pipes, ventilation shafts and so on. Also, on these roofs there are a lot of Lunatics and several Sniffer Lunatics, who are actively looking for the player and who will begin to pursue him along with the rest of the Lunatics as soon as they disclose him. This forces the player either to slow down and bypass them or to break through and get injured, or to spend a significant part of the ammunition to destroy them.

Also, while the player is running, Ferret occasionally contacts him and asks him to hurry.

OBJECTIVE №9: Rescue Ferret OR Wait until he is killed

START CONDITION:

FINISH CONDITION:

<i>Accomplishing objective №8 within the allotted time.</i>	<i>Elimination of all marauders OR Ferret's death.</i>
<p>The player gets to the roof of the unfinished skyscraper, where on one side of the roof there is wounded firing Ferret in the shelter and on the other side there are marauders approaching him.</p> <p>Cutscene №3 starts, in which, after a long unsuccessful jump, the character gets into Filth and has the hallucination, a vision of his wife Rachel. She suggests waiting until the marauders finish Ferret and come up to him, and then shoot at the cable holding the beam over them. By doing this, the player will easily deal away with the adversaries and get the opportunity not to give Ferret accumulators, but to keep them for himself.</p> <p>Thus, the player needs to either start a shootout with the marauders, or stay under cover and wait until the shootout ends.</p> <p>Also, next to the player's hiding place there is a corpse of one of the marauders and his pistol, so that even if the player has previously spent all of his ammunition, he has at least one stripper clip.</p> <p>If the player waits under cover, then, throughout the shootout, Ferret screams desperately, calling for help.</p>	

OBJECTIVE №10: <i>Talk with Ferret OR Get rid of Ferret</i>	
START CONDITION: <i>All the marauders eliminated, Ferret survived.</i>	FINISH CONDITION: <i>Start dialogue with Ferret OR attack Ferret.</i>
<p>While the player walks to Ferret's shelter, he is followed by a hallucination of Rachel, which again reminds him that it makes no sense to leave Ferret alive and give him accumulators - if you kill him, no one will know who did it.</p> <p>The player has to either talk to Ferret or finish him off with player's weapon.</p>	

OBJECTIVE №11: <i>Pick up the stimulant</i>	
START CONDITION: <i>Talk with Ferret.</i>	FINISH CONDITION: <i>Collect the psychostimulant.</i>
<p>Short Dialogue No. 2 takes place: Ferret passes the bag with the medications and takes the accumulators. He says that he dropped a special psychostimulant at the other end of the roof when the marauders shot him, and, in gratitude for saving, he offers the player to pick it up. After that he says he'll be fine, he just needs to rest a little. Then, the player must go to the other end of the roof and pick up the stimulant.</p>	

OBJECTIVE №12: <i>Eliminate all marauders on the roof</i>	
START CONDITION: <i>Accomplishing objective №8, exceeding the allotted limit of time.</i>	FINISH CONDITION: <i>Clear the area and kill all the marauders.</i>
<p>Cutscene №4 starts: After a long jump to the building, Alex lands unsuccessfully and falls in Filth. On the other side of the roof, a group of marauders finishes Ferret with a shot in the head. They notice fallen Alex.</p> <p>The player needs to secure the area and kill all the marauders.</p>	

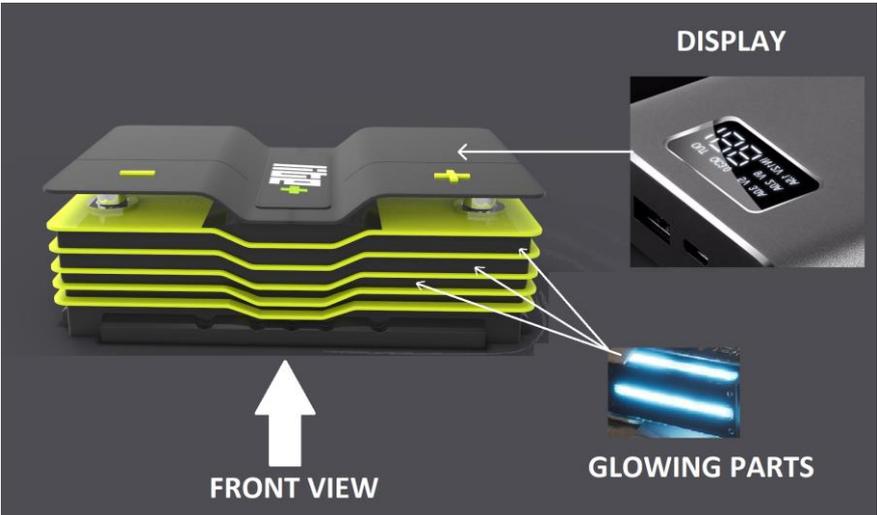
OBJECTIVE №13: <i>Search Ferret and collect the medications</i>	
START CONDITION: <i>Ferret is dead and all the marauders are killed.</i>	FINISH CONDITION: <i>Collect the medications.</i>
<p>The player has to come up to Ferret's dead body, search him and collect the medications.</p>	

OBJECTIVE №14: <i>Return to Paradise shelter and talk to Cap'n</i>

START CONDITION: <i>Accomplishing objective №11 OR №13.</i>	FINISH CONDITION: Start talking to Cap'n.
<p>Cap'n contacts the player on the radio and says that he is waiting for medications.</p> <p>The player needs to return to the Paradise shelter, moving to the south-east. To do this, he has to pass four more roofs, where several more Filth Hubs and a couple dozens of Lunatics are located. The player is free to decide how to overcome these obstacles.</p> <p>Eventually, he gets to a special cable that takes him to the roof of Paradise. When the player comes to Cap'n, Dialogue No. 3 takes place: Cap'n takes the medicines and checks them. It turns out that this is again a batch of outmoded, ineffective drugs, they clearly will not be enough for people of Paradise. Alex has to go to the Hell shelter himself and get the right medications at any cost.</p>	

▪ **Items Description**

DR MURPHY'S RECORDS	
<p><i>Dr Murphy's audio records about Filth research that was conducted more than eleven years ago.</i> <i>(Note: possibly, add accompanying live-action cutscenes, demonstrating the recorded video of the experiments on rats).</i></p>	
<p>№1</p>	<p><i>"We started with rats. Every day these rats had to find their way through a complex labyrinth, in the center of which there was sweetened food. They had to do it as soon as possible because the rats that came last did not get anything. And for several hours daily we moved one of them into the department with Filth and then returned to the rest. For the first few days nothing much had changed. You can even say that its performance deteriorated slightly. It became neurotic, constantly itched and it was hard for it to refocus, so it regularly lagged behind the others. But on the fifth day this rat demonstrated a 120% increase in its cognitive abilities! On the sixth - 200% increase! It went through the whole tangled labyrinth much faster than the others, as if she knew in advance where to go and what to press! We jokingly even gave her a name, Algernon. It was a real breakthrough. And on the seventh day ... On the seventh day, this Algernon killed all the other rats in the cage. It ripped their throats while they were sleeping. Apparently, it decided that the most effective way to get through the maze faster than others is to simply destroy the rest. The fucking genius..."</i></p> <p>Can be found at: PARADISE TOWER: HEADQUARTERS FLOOR, in the briefing room.</p>
<p>№2</p>	<p><i>"But that all changed when we decided to add a few more rats exposed to Filth to Algernon. They all became ... I don't know, more passive? They didn't attack each other, they didn't compete for food, and in general they hardly did anything. Each rat's speed of getting through the labyrinth decreased. At the same time, they came to the center almost simultaneously, and then each ate exactly as much as it was supposed to, without depriving the others! For a long time we could not understand what was happening. Only a month later we guessed they were no longer rats. They were connected with each other, connected by Filth! And, apparently, the impact of Filth was evenly distributed among them. Roughly said, like processor power is distributed among running tasks. And Filth... During this time, Filth in its compartment formed into something .. into something like an organic hub. Uniform mucus turned into a more complex structure, although it was definitely not a nervous system, but perhaps it was its analogue. And the further we removed the cage with the rats from this hub, the stupider and slower they became. So much for the alien wi-fi, huh."</i></p> <p>Can be found at: ABANDONED BUILDING: OFFICE FLOOR, in one of the office sections.</p>
REWARDS	

Psychostimulant "Lunatics' Friend" (received in case of rescuing Ferret)	
Appearance:	<p>A huge syringe in a metal case with a long needle and a massive piston. Filled with a murky dark green liquid. On the flask there is a paper sticker with a huge handwritten inscription: "You'll be fine!". Just below there is another inscription of a smaller size, crossed: "Not for sure"</p> 
In-game description:	<p><i>A mixture of Filth and methamphetamine. For a short period of time, Lunatics do not pay any attention to you at all (you are now their bro!). Unfortunately, like any brainless Lunatic, you cannot use weapons at this time either. Hopefully, you are not afraid of really BIG needles.</i></p>
Charged Accumulator (received in case of Ferret's death)	
Appearance:	<p>Resembling a brick, the accumulator looks like several metal plates rounded at edges and pressed into one ingot, between which there are luminous blue layers of the electric capacitor. At the top of the accumulator there are several connectors for wires, and on the facepiece there is a small display that shows information about the state of the accumulator and the amount of stored energy. It is remotely similar to a multi-layer power-bank for the phone.</p> 
In-game description:	<p><i>Such accumulator can get you a pile of dough in Hell shelter. Though, you probably need it yourself: upgrade your favorite weapon, and it will struck with lightnings, like Thor's hammer. And yes, you guessed right, the explosives from this accumulator will also be freaking awesome, you can arrange an epic KA-BOOM!</i></p>

- **Special Content**

This quest involves a choice which the player has to make, as a result of which the Hell tracer Ferret can either die or survive. In the future, the **player's reputation** in the catacombs of Hell may depend on this choice. Also, if Ferret survives, he can give the player additional side quest.

▪ Misc

Since Alex had previously been exposed to a strong influence of Filth, and his mind is already unstable, every time when after hand-to-hand fighting he falls on the floor covered with Filth, under the weight of a zombie, the protagonist begins to hear the voice of his wife. She insistently advises him to kill his allies, as they are going to betray him.

NPC DESCRIPTION

Cap'n, who is one of the respected leaders of the shelter Paradise now, in the past used to be an unwanted retired naval sergeant. He is an elderly, flabby, but very tall and broad-shouldered cripple, whose right arm and leg are replaced with bulky metal implants, in shape only remotely resembling human limbs. It is because of this resemblance to the crippled pirate captain and also his naval past that he received his nickname. He wears a long tattered cloak over a light, dingy turtleneck and shapeless camouflage pants tucked into high army boots. Under his right armpit he has a holster with a huge Desert Eagle gun. Over his greasy gray hair he wears an army cap, shifted to one side, which gives him a particularly dashing look. He has an unhealthy addiction to cigars, which he invariably keeps in his metal "claw", so he is always enveloped in small puffs of smoke.

Cap'n speaks in a low husky but loud voice with a command tone, not tolerating objections. His speech is rather slow, he makes long pauses and regularly draws vowel sounds, sometimes interrupting to take a pull at a cigar. Often communicates with others sarcastically, mockingly or condescendingly.

Basically, the player interacts with Cap'n only in the Paradise's tower, while receiving new tasks, and also Cap'n regularly contacts the player on the radio during the game. Nevertheless, closer to the end, when the shelter comes under assault, Cap'n will take an active part in shootouts and combat operations.

SAMPLE DIALOGUE

(Dialogue №1; with Cap'n)

INT. PARADISE TOWER: HEADQUARTERS FLOOR – DAY

CAP'N

Ah, Vagabond, you're just in time. There's an urgent job for you.

CAP'N

(pointing to a glowing dot on the map behind)

You'll meet Ferret there and exchange our accumulators for a supply of medicines.

The Choice Dialog appears. All questions may be exhausted.

№	<u>Player's Response</u>	<u>Cap'n's Response</u>
1.0	Why doesn't he come to the shelter himself?	Do you want me to let the armed Hell tracer come to our Paradise? Ha! I'd sooner chew my second hand off.
1.1	What medicines?	As usual. Stimulants for resistance to Filth emittance, mostly. Already a quarter of the shelter is imagining things, so now we need this load desperately.
1.2	What's in it for me?	Say what?! Vagabond, are you not right in the head? For you in it is that you are part of our fucking Paradise. If you do not like something – shove off.
1.3	How do I get there?	Go down on the north-eastern zipline to the roofs, then walk on them. It's not far, no need to go to the Lower City, you can forget it!

[The following dialogues serve to answer the questions potentially asked by the player if the player continues to pursue the dialogue.]

If the player DID ask question № 1.0:

The Choice Dialog appears. All responses may be exhausted.

№	<u>Player's Response</u>	<u>Cap'n's Response</u>
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1.0.1	I don't think they can take anything against us.	I didn't ask you to think about it. I said that you need to fetch the drugs, that's all.
1.0.2	It seems as if you don't trust them.	You know, in their opinion, while they are hard at work getting guns and collecting medicines, we're just relaxing in Paradise and waiting for the accumulators to charge themselves from the sun! So, it is THEY who don't trust us, and I just don't want to check how much.

[All versions pick up here:]

CAP'N
Tell me, how about your... fits?

The Choice Dialog appears. Only one choice may be selected.

№	<u>Player's Response</u>	<u>CAP'N's Response</u>
2.0	I have no fits.	Sure, and my arm and leg are intact.
2.1	It's over, I'm fine.	Well, well, that explains why yesterday you gazed fixed at some point and whispered with an imaginary mate.
2.2	And how's your arm?	Don't you talk to me like that, kid, don't you get smart with me!

[All versions pick up here:]

CAP'N
(sighs)

Look, Alex, I'm not your daddy and honestly I don't care shit if somewhere on the streets of the city you go off the rails and fall into the ranks of Lunatics.

CAP'N
But I like you, and, dammit, you're a great tracer. So, here's your free advice: whatever you're looking for in the Lower City, stay away from this place. There's so

much Filth in there that you'll completely lose your marbles.

CAP'N

Well, enough talk, let's get back to business.

CAP'N

We've got a problem: Filth Hubs have started to form on roofs. Which means Lunatics will be there too.

The Choice Dialog appears. All questions may be exhausted.

№	<u>Player's Response</u>	<u>Cap'n's Response</u>
3.0	Why did they appear there?	I wish I knew. I guess Filth worked it out that we get around on the roofs and is trying to nail us to the wall.
3.1	How bad is everything?	So far so good. Still passable, you'll definitely pass. But I'm scared of what will happen next.
3.2	Is there anything else I need to know?	Nothing more. Except perhaps that marauders have become regular visitors in our district, must be listening to our frequencies. Try not to run into them.

[All versions pick up here:]

CAP'N

(start a cigar)

Yeah, Vagabond, tell Ferret that if they slip in placebo instead of medications again, I swear next time they'll get accumulators with a detonator.

CAP'N

Got it?

The Choice Dialog appears. Only one choice may be selected.

№	<u>Player's Response</u>	<u>Cap'n's Response</u>
4.0	Yes, everything's clear.	Fine, you can go now.
4.1	Aye, aye, Cap'n!	Freaking funny. Off you go!