

in game Cut-scene

LOCATION: Sidewalk on a minor street in an unidentified urban setting.

Bright light floods the screen. TILT UP Lens flare from the sun as the light unblooms and a blue sky can be seen. Two figures walk past the camera backs visible, one female one male.

REI
(musing) <General American>
It really is a tragedy.

NOAH
(casual curiosity) <Cockney London>
Oh?

CUT TO:

SCENE: The pair walk towards the screen side by side. The female; Rei, mid to early twenties, east Asian, black hair, athletic, holds a cup of ice cream and a plastic spoon. The male; Noah, western European, dirty blonde, athletic, walks beside her hands behind his head. They are on a sidewalk on the side of a street, it's sunny out, and cars pass now and then.

DOLLY BACKWARDS They walk towards the screen hands behind his head Noah watches her with a tilted glance as she scrapes the bottom of the cup and gets the last scoop of ice cream.

NOAH
What is?

Pause as Rei closes her eyes, still walking, and pulls the scoop out of her mouth placing it in the cup.

REI
(mumbling with frozen mouth at first)
That we don't get to spend more time here.

NOAH
'Spose you're right.

STOP They stop as a bus pulls out of a side street in front of them.

CUT, DOLLY RIGHT follows them from the street side now; Rei closest, they

continue walking again.

REI

Come on, doesn't it remind you of home? Blue skies, fresh air.

Noah lowers his arms from his head, looking over at her as they walk. PAN RIGHT, PED UP, TILT DOWN, to a position still over the street, but better showing both of their fronts as they talk.

NOAH

Eh... not really. Days like this are just as infrequent back home.

Rei grins, looking at Noah and taking on a mock pompous facial expression.

REI

Oh of course how could I forget? <Mock Cockney> It's bloody dreadful in London, any bloke'll tell ya that, rains all year. Hell we might as well just sink into the sea.

Noah looks back ahead as they walk.

NOAH

Oi watch it, -

REI

(Grinning)

I've been to London Noah; it's not *that* bad.

NOAH

Far be it from me to question your authority. A four-day trip is ample time to prove that.

REI

Come on, I don't want to be late because you stopped to buy ice cream.

DOLLY TURN RIGHT, PAN LEFT, PAN BACK Rei walks ahead now, as they round a corner that has come into view.

NOAH

(Mostly to himself)

I didn't even get any.

STOP, PED UP, PAN RIGHT The Theatre comes into view around the corner as Rei makes a beeline for a trashcan. CUT view over the trash can as Rei throws away her cup and spoon. Noah approaches from behind.

REI

Finally.

Rei seems satisfied to have finally found a trashcan. DOLLY BACKWARDS, STOP Noah stops just behind her looking up at the clock.

NOAH

See, we're not late. We're early.

DOLLY BACKWARDS, TURN RIGHT, PED UP Rei nods as Noah walks past her to the ticket booth, following him closely, he approaches the ticket booth and the man inside adjusts his seat idly, Noah looks at the board and then speaks into the ticket boot mic.

NOAH

Two for *The Rosebud*.

TICKET MASTER

(Routinely) <Through mic>

That'll be 2200.

Noah produces a phone and waves it over the counter, the ticket master presses something on his side and two tickets print out, he takes them.

TICKET MASTER

The movie will be showing in theatre 3.

Noah hands Rei her ticket and she takes it as they both enter the theatre.

gameplay

LOCATION: A large movie theatre lobby; the far side is made up of a line of counters where attendants sell refreshments. On either far corner are hallways leading off two the two major sections of the theatre. The left side includes theatres 1-15 the right includes theatres 16-30

CUT TO:

Gameplay camera.

REI
(shivering slightly)
It's freezing in here.

NOAH
Well you did just have ice cream.

TRIGGER: You walk up to the receptionist on the right side.

RECEPTIONIST
(casual)
Theatre 3 is on the other side.

NOAH
Oi, right.

REI
(grinning)
Why do I follow you again?

NOAH
Hell if I know.

TRIGGER: You approach the receptionist on the left side.

RECEPTIONIST
(apologetic)
Sorry, theatre's still being cleaned; it'll be ready for the movie in ten.

The receptionist hands Noah his ticket back.

NOAH
(nodding)
Alright, thanks.

REI
So what do you want to do?

Noah shrugs.

TRIGGER: You approach the concessions counter.

NOAH
Want anything?

Rei tugs on Noah's arm.

REI
Nooo come on, let's go get our seats.

TRIGGER: You approach the counter AFTER approaching the left receptionist.

NOAH
Want anything?

REI
(thinking)
Mmm... No, I'm fine.

TRIGGER: You approach the counter AFTER approaching the left receptionist AND approached the counter before approaching the left receptionist.

NOAH
Sure you don't want anything?

REI
(thinking)
Mmmm... Alright, just a drink though.

Noah gets in line and approaches the attendant; Rei follows close behind.

ATTENDANT
(lazily)
What can I get'cha?

NOAH
A medium root beer and a medium iced tea.

ATTENDANT
(As he punches the order in)
Would you like to upgrade to a large sir? Only 100 credits more.

NOAH
No.

ATTENDANT
Alright, your total comes to 600.

Noah waves his phone over a black square on the counter and the attendant presses a key, he goes to fill the drinks and hands them both to Noah.

ATTENDANT
Enjoy your movie.

NOAH & REI
Thanks.

Noah hands Rei her drink as they walk away from the counter. After this Rei and Noah occasionally take sips from their drink as the player continues.

TRIGGER: You approach the arcade machines.

REI
Come on, let's go get our seats.

TRIGGER: You approach the arcade machines AFTER approaching the left receptionist.

REI
Oh oh!

Rei runs in front of Noah taking a sip from her drink if she has one and setting it down on the arcade cabinet.

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REI
(grinning)
I'm playing.

Noah walks up beside her, one hand on top of the cabinet.

NOAH
Alright, alright, relax. I wasn't even looking over here.

Rei grins at Noah, an open hand extended, sipping on her drink if she has one. Noah sighs and hands her his phone, she swipes it and hands it back to him. She places her hands onto the controls as she stands in front of the cabinet.

REI

Okay so *how* do I play this again?

NOAH

Oi, vey. Come on Rei, you know this.

He leans over Rei, showing her with his hands as the first level begins. A space ship flies at the center of the screen, moving towards some other ships.

NOAH

Left stick moves the ship. Right stick moves the reticle.

She tests the controls out, the ship moves around the screen and so does the targeting reticule. She pushes a big red button and it fires a weapon at the reticule. She bites her lip as she avoids enemy ships and fires back.

REI

A button is fire...

NOAH

Right, hold B to lock on for missiles... and...

Rei continues to play, using the missiles now too; she stares fixedly as she plays. Noah thinks for a moment.

NOAH

Oh right, L and R barrel role to the sides.

Noah pushes one of them causing her to barrel role out of the way of incoming fire.

REI

Hey! Wait your turn.

Noah laughs.

NOAH

I am, if I hadn't – it'd be my turn now.

Rei continues to play.

{If the player presses anything after this point:}

Noah looks at the clock on his phone.

NOAH

We can probably go in now.

Rei pounds the cabinet lightly in frustration.

REI

Damn it!

NOAH

Perfect timing, come on let's go get our seats.

REI

(elongated pouting)

Fine.

TRIGGER: You approach the left attendant AFTER playing the game with Rei.

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DOLLY TO: Behind Noah and Rei as they approach the theatre attendant.

The attendant takes Noah's tickets and splits them both, handing them back to the two of them.

ATTENDANT

Second theatre on your left.

The attendant looks over her shoulder nodding. DOLLY FORWARD behind Rei's shoulder as she follows Noah into the hall. Noah walks a few paces ahead and places a hand on the handle of Theatre 3 as they reach it.

REI

(concerned)

Noah?

Noah stops, opening the door and looking back at Rei.

REI
(shouting)
Noah!?

Noah looks surprised and confused. DOLLY around to see Rei's face from beside Noah. Rei looks concerned and braces for the next shout.

REI
(extremely concerned shout)
Noah!!!

The door to the theatre that had closed opens hitting Noah in the back of the head hard.

CUT TO BLACK

CUT TO:

LOCATION: Inside the cockpit of a damaged ship floating in space.

SCENE: Noah is out cold inside the cockpit, blood is splattered on the inside of his flight helmet. There's a lot of damage to his ship. CUT IN the camera is in FIRST PERSON, Noah's reflection can be made out vaguely on the inside of the flight helmet, blood is splattered over the bottom left inside of his visor.

Noah inhales hard leaning forward, there's a long pause of silence as he tries to look around disoriented. His cockpit and the rest of his ship is heavily damaged.

REI
(through the radio, extremely concerned)
Noah!? ... Come in. Noah!?

Noah coughs, there's blood in his sputum and a little more gets on the visor.

NOAH
(confused, faint)
...why ...is there blood...

REI
Blood? ...Noah!? Are you okay!?

Noah passes out again.

CUT TO BLACK

CUT TO:

LOCATION: Leo Galaxy, between the local Ring and Colony L-118.

SCENE: Noah is piloting his ship, not yet damaged. There's a battle going on ahead, other ESK; Earth Sphere Kingdom, ships rush towards enemy Syndicate ships en route for the colony and in pursuit of a fleeing ESK capital ship. CUT IN camera is FIRST PERSON, blinks open from black.

UNIDENTIFIED

(through the radio)

All wings form up and move to take out that Flamberge's engine's!
Repeat, all wings form up and move to immobilize the flag!

gameplay

DESCRIPTION: The player takes over Noah as he pilots his fighter in pursuit of the Flamberge, the enemy's capital ship. Smaller Syndicate fighters fly interference. Radio chatter continues throughout the level.

EXAMPLE 1:

UNIDENTIFIED ESK PILOT

More fighters, incoming! 12 o'clock!

UNIDENTIFIED ESK PILOT

Ignores the fighters! Disable the flag at all costs!

UNIDENTIFIED ESK PILOT

Can't if we're dead, take evasive action and take out the fighters as you can, but don't double back! Watch each other's backs people!

The level progresses until the Flamberge is in range of the colony. Noah and company succeed in taking out the flagship's engine if the player is successful.

UNIDENTIFIED ESK PILOT

The Flamberge engine's have been disabled!

UNIDENTIFIED ESK PILOT
Yes! We took out the bastard's drives!

Assorted shouts of joy come through the radio, the Flamberge begins to charge it's main gun as the very damaged ESK flagship attempts to relocate, positioned between the colony and the Flamberge.

NOAH
...They're charging weapons, they're too close!

UNIDENTIFIED ESK PILOT
All units-

UNIDENTIFIED ESK PILOT
Too late.

CUT TO: a pulled back view of the Flamberge as it fires. The beam cuts through the ESK capital ship and right into the colony. After a moment the capital ship explodes, and the colony begins to feel the effect of the beam, explosions rock the surface. CUT TO: Inside Noah's cockpit.

NOAH
(dismayed anger)
NO!

Noah pounds his dashboard. TURN RIGHT the Flamberge explodes just as the colony begins to erupt in massive explosions, an unfamiliar and strangely colored syndicate ship cuts through the explosion, TURN LEFT following the ship as more small Syndicate ships disperse.

UNIDENTIFIED ESK PILOT
The colony!

UNIDENTIFIED ESK PILOT
(quiet shock)
...it's the, Tizona!

Noah seems to pay no mind to the radio as all sorts of chatter erupts he sees the oddly colored Syndicate ship and other Syndicate ships fly by quickly, he pulls hard on the throttle and follows at break neck speed.

gameplay

UNIDENTIFIED ESK PILOT

Take these bastards out, all of them!

Radio chatter continues as pilots erupt in anger and hatred, announcing victories as they destroy enemy ships. Gameplay leads Noah in pursuit of the strangely nimble and incredibly fast Tizona as they weave through the battle. Eventually the ship opens a channel with him.

TIZONA PILOT

Look officer I swear I didn't know I was over the limit.

NOAH

You'll pay for what you did Syndicate bastard!

TIZONA PILOT

I admire your spirit kid, but go pick on someone your own size.

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The Tizona pulls a maneuver, and is out of Noah's sights, before he can react the Tizona is behind him firing.

NOAH

How did you...

TIZONA PILOT

Next time mind your own damn business kid!

The Tizona fires an arcing beam that plows right through the hull of Noah's ship, the Tizona's drives kick in and it takes off out of the battle at speeds far beyond what Noah was pursuing it at.

CUT TO BLACK

CUT TO:

LOCATION: Hospital bed in an infirmary.

SCENE: Rei waits beside herself at Noah's bedside, it seems like it may have been a while as she's calmed down a bit. No windows suggest a ship

somewhere.

CUT IN the camera is in FIRST PERSON as Noah slowly opens his eyes, he notices the room and then Rei, Rei is trying to read. Noah breathes strained as he tries to lean forward. Rei looks up; her face becomes quickly relieved and excited to see him, then concerned. CUT TO just above the bed watching the two of them.

REI

Noah!

She leans forward as Noah tries to lean forward himself, she pushes him back down gently.

REI

Don't try to get up!

Her eyes tear up as she looks at him, can't help herself and lunges at him, trying to be gentle she hugs him. Noah moans at the dull pain but tries to act appreciative at the same time. Rei pulls back.

REI

I'm sorry! ...I'm just so glad you're ok...

NOAH

...It's okay, really. What... what happened?

Noah closes his eyes, shaking his head a little making light sounds that indicate he has a throbbing headache but cant rub his head. Rei holds her hands together concerned.

NOAH

...We were at the movies.

Rei looks up at him, concerned and confused, she pauses.

REI

...The colony, you, you don't remember?

Noah blinks at her.

NOAH

We were going to see *The Rosebud*.

REI

We were supposed to go see that today Noah, it just came out.

Noah looks confused and then bites his lip closing his eyes as another rush of pain hits his head. Rei seems really concerned and takes his hand in hers.

NOAH

So... shore leave, we didn't... Then the colony...

Rei nods very slowly, hesitating. Noah looks at her and then looks away, in shock. Rei just holds his hand. The silence goes on for another minute before the sliding door to the room opens with an automated whir and pilot not much older than the two of them walks in. His brown hair is short and neat, he wears his uniform and looks happy to see Noah awake.

REI

Charlie...

CHARLIE

Noah! I'm glad to see your finally up, I thought you were going to sleep in all week.

Noah tries to grin cheekily but ends up coughing and Rei looks concerned.

CHARLIE

Take it easy pal; Rei hasn't left your side *yet*. You need to get better so I can get you *both* out of here.

Noah looks at Rei and then back to Charlie and nods. Noah starts to speak but Charlie cuts him off.

CHARLIE

You're lucky to be alive Noah, going after the Tizona like that... you're one crazy bastard.

Noah looks confused.

REI

It was brave.

Noah still doesn't seem to follow but tries not to look confused. Charlie grins.

CHARLIE

The line between very brave and very stupid is a thin one. But either way, you're awake again so we're in business. The HMFS Alacrity picked us all up and we're heading for Phoenix Colony 230.

NOAH

230... New Sydney? Why?

CHARLIE

Don't know, but we'll find out soon enough. You, need to rest. Whatever it is, I'm sure it's not a tea party, what with how quickly they put us back to work.

NOAH

I'm fine, I'll just...

Noah tries to get up and cries out. Rei rushes to his side.

REI

Idiot! You have to rest, you can't get up yet, you crushed a lung and broke 4 ribs, you're not ready to get up.

CHARLIE

(grinning)

Always stubborn. Come on Rei, let's let him get some rest.

Rei nods after a moment and looks at Noah, who looks away. She leans down and kisses his forehead, squeezing his hand.

REI

Please, let your body rest Noah. I'll be back soon.

She smiles at him and Charlie walks out of the room, Noah watches her go and she waves as the door closes. Noah lays his head back in the bed and closes his eyes.

CUT TO:

LOCATION: On board the Tizona.

SCENE: Vero sits in the pilot's chair, a hand on his chin. A rough looking man in his late 30s, wild brown hair, a 5 o'clock shadow, possibly eastern European but with some other influence, naturally tan skin.

VERO
(gruff) <unaccented>
Can you believe that cocky little twirp?

Vero speaks over his shoulder as a woman enters the bridge, carrying two cans. She's medium height, with short naturally red hair and green eyes. Her skin is very lightly tanned at odds with her naturally red hair, her features suggest no particular background, her figure is attractive, unkempt and dresses like a mechanic. She tosses him a can, not responding as she opens hers.

VERO
It's been a while since someone came after me like that.

He opens his can and takes a long drink of it. She sits on the console beside him.

LEONA <very light Gaelic>
(matter of fact)
That's why you didn't kill him.

She speaks comfortably and a little amused but also happy. Vero looks irritated and takes another drink.

VERO
He just got lucky.

LEONA
Naturally... Either way he did his job well, thanks to his little comrades, you had to go and blow our supply.

VERO
I didn't *have* to do anything; I just hate dealing with flies.

LEONA
Whatever.

She takes a long drink of her can and then sets it down on the console.

LEONA

The reality is the same. We need to re-supply.

Vero leans back in his chair and takes a drink; she looks out the bridge window as they fly through empty space. There seems to be an incredible level of connection between the two, as if an unseen conversation is taking place. After a moment Leona notices a nebula in the distance.

LEONA
Shouldn't be much longer.

She stands up, crumpling her can.

LEONA
Don't skimp out this time, I don't want to be going back for more any time soon.

She walks out of the room.

VERO
Yeah, yeah. And I don't want to be here all day so get ready.

The door closes behind her. Vero finishes his drink and tosses the can behind him into a makeshift trash.

gameplay

DESCRIPTION: The player takes over the Tizona as Vero piloting it. The Tizona heads for a Local Trade Group Organization; LGTO, mining facility in a large asteroid belt.

LEONA
(over the com link)
T.O. time is 23:17, perfect, let's hit hard, in and out.

VERO
Right now we've got a job to do.

Leona scoffs through the radio as they enter the asteroid belt. After a few moments a blast narrowly misses the Tizona taking out a nearby asteroid, a group of Flyssas, a Syndicate fighter ship hurtle by.

VERO

Flyssa... The hell are they doing here?

LEONA

Picking up multiple contacts, all Syndies... No wait, picking up TO ships, Looks like some kind of occupation.

VERO

Since when?

A battle ensues as Vero makes it deeper into the asteroid belt; wave after wave of Syndicate ship moving to meet them. Leona chimes in occasionally with helpful information, such as an enemy behind the player. She also criticizes Vero when the player messes up, sometimes offering advice in a backhanded way.

EXAMPLE 2:

VERO

This doesn't make any sense, what the hell are they doing here?

LEONA

Less talking, more not getting us killed!

TRIGGER: The player makes it through alive for some time, inside of one of the larger asteroids.

VERO

This is really starting to get on my nerves...

LEONA

Over there, set us down right there, that should be good.

A large mining robot comes to life and swats at the Tizona preventing it from landing.

VERO

I am not in mood!

The player encounters the robot as a boss fight before they are able to land.

in game cut-scene

CUT TO: Tizona Cockpit as Vero lands the ship.

VERO
Come on, let's get the stuff.

Vero announces over the com as he heads out of the cockpit, he meets Leona half way and they walk out of the ship towards the facility after quickly dressing in atmosphere suits.

gameplay

DESCRIPTION: The player takes control of Vero on foot as they approach the mining facility, the player must infiltrate the mining facility and obtain the resources they need and return them to the ship.

TRIGGER: The player continues forward towards the door.

A surviving Syndicate soldier from the defensive platform nearby attempts to ambush Vero and Leona.

TRIGGER: The player is quick and takes him out before he can do anything.

LEONA
Quick as ever I see.

VERO
Naturally.

TRIGGER: The player is slow and the soldier takes a shot missing, Leona takes him out just afterward.

LEONA
Getting rusty I see eh Vero?

Vero grins, raising his gun over his shoulder.

VERO
I was just trying to remind myself why I keep you around, if I don't test you out often enough how will I know you still work?

LEONA
Of course, of course. Prove it to me, come on let's see how quick you are.

VERO
(laughing)
I don't need to prove a thing.

LEONA
No, no I insist. Amaze me...

She looks around for something suitable as they walk towards the door.

LEONA
There, the pommel on that pressure pump.

Nearby a fast moving metal piston pumps up and down amongst other mechanical devices, Vero eyes it, hefting his gun off his shoulder.

VERO
Alright, alright, but only because I know my adoring audience cant live without.

The player has been moving the whole time, and can aim for the pommel on the pressure pump which is indicated, this gives the player a moment to acquaint themselves to the game's third person controls and aiming system.

TRIGGER: The player misses.

LEONA
(laughing)
Y-you really are getting... rusty Vero, come on a pressure pump?

TRIGGER: The player hits.

LEONA
Okay, so you can shoot a mechanical device moving on a set pattern. Let's get going and see if you can manage to hit the bad guys this time.

Vero sighs, shaking his head.

DESCRIPTION: Inside the facility Syndicate occupation forces attempt to halt your advance. LGTO miners escape, as they are able. Leona is a capable assistant when it comes to deactivated doors and watching your back. Most of the dialog is left to teamwork and combat, informing you of an approaching enemy, or telling you to get down. Likewise Vero communicates similar things to

Leona. Leona is very capable of fending for herself and does not become a nuisance, though she can be killed and hurt if the player allows it which will end the level.

TRIGGER: Vero and Leona reach a stockpile room filled with strange crates on illuminated hovering carts.

VERO

Jackpot.

LEONA

Oi, I don't think I've ever seen so much in one place.

VERO

Too bad we can't take all of it.

Leona looks around the room over in amazement.

TRIGGER: The player pulls one of the carts out.

VERO

Come on, help me link them.

They start to link the carts together, as many as they can that the ship would hold.

LEONA

No more, unfortunately. That's as many as she'll take.

VERO

Now let's get the hell out of here before more of those idiots realize where we are.

Leona nods looking around as she moves to the head of the carts, she grabs the handle and follows Vero out of the room.

DESCRIPTION: Some reinforcements have arrived, this time they have to move slowly back through the facility, but can take a more direct route, as they don't have to search or go out of their way. Leona continues to be of assistance, they are not concerned with the resources being damaged, and she often uses them as cover.

TRIGGER: They make it outside.

DESCRIPTION: The player must reclaim the Tizona, undamaged by the hapless soldiers unable to get in. Then more soldiers rush out of the facility after them.

VERO
Start her up!

Leona fires a few shots before running up into the ship; the player must push the carts up while avoiding fire. Once the player is inside the access ramp is pulled up and the player can head up to the cockpit as the ship starts to take off.

TRIGGER: The player waits more than a few moments.

LEONA
(com link)
Vero, get up here!

TRIGGER: The player makes it to the cockpit and takes the pilot's seat as Leona gets up.

DESCRIPTION: The player takes control over the Tizona as it takes off, and speeds out of the facility and asteroid belt avoiding the remaining enemy ships. When they get out of range they jump, hitting their maximum speed and leave their pursuers and the camera behind.

FADE TO BLACK:

in game cut-scene

CUT TO:

LOCATION: HMFS Alacrity, crew quarters.

SCENE: Noah stands in front of a mirror getting dressed.

Noah adjusts his collar as he finishes putting on his uniform, he stares at himself in the mirror and turns around. Charlie is sitting on the bed staring out the window, they Alacrity is in hyperspace.

CHARLIE
Feeling better?

NOAH

Yeah... A little sore, but I'll get over it.

Noah walks over to the window. Charlie stands up wearing his usual grin he walks over to the door, it whirs open. Some people pass by outside.

CHARLIE

I'm going to go grab a bite to eat before we get there.

NOAH

I'm not hungry.

CHARLIE

Suit yourself, don't get lost, it's a big ship.

Charlie walks out of the room, the automatic door whirs shut.

gameplay

DESCRIPTION: The player is able to wander freely around the ship for some time, the Alacrity is a newer ship; Vrtra Class. The ship is large and packed with people. Little tidbits of information can be gained as you talk to NPCs, Charlie can be found in the mess hall and if the player wishes to progress they can find Rei on the observation deck.

TRIGGER: You approach Rei on the observation deck.

in game cut-scene

She watches the streams of light pass by as the ship hurtles through hyperspace. Noah approaches from behind setting his hands on the railing beside her as he speaks.

NOAH

Always a nice view isn't it?

Rei looks a bit startled then laughs; she's holding a PDA in her hand.

REI

Don't sneak up on me like that.

Rei nudges him and then closes something on the PDA.

REI
I was just writing home.

She puts the device away and smiles.

REI
So how are you feeling?

Noah grins and watches the lights for a moment before looking at her to be more convincing.

NOAH
Never better.

She pokes him lightly in the ribs and he cringes.

REI
Liar.

NOAH
I'm fine, as long as people don't prod at me woman.

She grins and then hugs him.

REI
I'm glad you're alright.

NOAH
Me too.

She continues to hold him for a second, and though it probably hurts he manages a smile. She lets go and returns to the railing by leaning back.

REI
So have you heard?

Noah raises a brow, making it clear he has not.

NOAH

I haven't heard anything, I'm still not sure why were going to New Sydney.

REI

Well I'm not really sure either yet, but from what I've heard the Queen is going to be there!

Noah looks surprised and curious.

NOAH

Why New Sydney?

REI

I'm not sure; I imagine it's just a goodwill trip.

Noah nods.

NOAH

Why not just go straight to Gaea then? New Sydney's in the same system as Fraelissa.

REI

I imagine that might be the reason why we're heading there as well.

Noah thinks for a moment then nods, the ship jumps out of hyperspace as they come out of the gate into the Pheonix Galaxy.

REI

Come on let's go grab a bite before we dock.

Noah begins to speak but Rei cuts him off.

REI

Aa, I don't want to hear it, you're eating.

She takes his hand and Noah rolls his eyes.

REI

Come on.

CUT TO:

Outside the ship, DOLLY alongside the HMFS Alacrity as it approaches a colony in the distance.

FADE TO BLACK:

LOCATION: Phoenix Galaxy, GCO Control, Colony 230 "New Sydney"

SCENE: Queen Madeline is on stage in front of a large crowd at the center square in downtown New Sydney. Her image is projected on a screen above. Recently coroneted she is 21 years old, thin, fair skinned with platinum blonde hair, Caucasian with brown eyes.

She bows to the announcer, New Sydney's governor who presumably has just welcomed her onto the stage.

MADELINE <British Royal>

Thank you Governor.

She takes the podium and the mic.

MADELINE

It is with great pleasure that I address you all once again. After my Coronation I was worried my travels abroad would be severely diminished.

She smiles, her teeth are pearly white and she exudes an aura, she is an extremely charismatic figure.

CUT TO:

The camera follows Noah and Rei as they make their way into the crowd from the ESK transport they just arrived in. They search for a spot as Madeline speaks.

MADELINE

Thankfully I was able to make my wishes clear to continue travel both near and far, to see and be amongst the people. And what better place to begin my travels than here in the fantastic city of New Sydney?

There's a lot of cheering as Noah and Rei have already found a spot and watch. They both smile with enthusiasm to see their Queen speaking.

MADELINE

Whether you are a citizen of the Earth Sphere or a citizen of the Gaea Colonies, you possess one fundamental trait; humanity. No matter which sun we watch rise in the morning, no matter which government we file our taxes to, we are all human, brothers and sisters living amongst one another.

Rei whispers to Noah as Madeline continues her speech.

REI

(admiringly)

She's very pretty in person; I thought for sure that they touched up the photographs.

Noah continues to listen but nods.

NOAH

Aye, I'm not used to going to one of these things and having the Queen be cute.

Rei elbows him in the rib. Noah bites his lip.

NOAH

Oww.

Someone shushes them and they go back to watching the speech Noah rubs his side.

MADELINE

So it is with great solemnity that I ask humbly for the support of our friends in this time of great tragedy. The destruction of New Dubai has been one of the greatest losses of human life in history. Millions of lives were cut short in an instant... The echoes of this horrible event have been felt throughout, as friends and families of those living, working and traveling in New Dubai have cried out in sadness and anger.

Madeline pauses; she is a very animated speaker, almost theatrical. She pauses; taking a moment to contemplate the enormous loss of life. The audience is silent. She speaks passionately.

MADELINE

As princess I acted as an ambassador of peace in my travels. And

though I wish the times would allow it still, I come requesting the aid of our allies in ensuring that such a tragedy is never again allowed to befall either of our great nations. That the criminals and terrorists responsible for such an act of indiscriminate violence be held responsible for their actions.

The crowd cheers again, Rei and Noah both listen, obviously strongly moved by the mention of their colony, and the support of those around them.

MADELINE

Though I may try to ensure a peaceful future for all peoples, it is the fine young men and women of the Royal and Colonial armed forces that lay their lives on the line without hesitation, without question to make our lives safer.

Noah looks around, he seems to have figured something out, Rei looks at him.

REI

You don't suppose?

MADELINE

So it is with great honor and pride that I can announce to all of you today, that the surviving men and women of the 151st Colony Guard, the men and women who fought valiantly until the last moment to defend New Dubai; are here with us today, at this very moment.

Some cheering begins but Madeline continues to speak, Noah and Rei look around surprised.

MADELINE

If the 151st would please step onto the stage.

Noah, Rei and the others make their way forward through the crowd and the stage, Noah and Rei both look at each other in disbelief. There is a great cheering as the crowd parts for them. After everyone is on the stage the cheering eventually settles down, Madeline smiles at all of them.

MADELINE

Though they were unable to avert disaster in its entirety, this small defensive unit fought bravely against overwhelming odds. They were able to buy crucial time that allowed some of the citizens of New Dubai to evacuate, and they successfully eradicated an enemy force three times their size.

The cheering continues, none of the pilots seem all too excited though, because in the end they failed, but the crowd continues to cheer until Madeline begins to speak again.

MADELINE

For their outstanding bravery in the face of danger, I welcome all those present from the 151st into the most honorable Order of Valor.

All present pilots look on in disbelief at the Order of Chivalry given, Rei and Noah both stare almost blankly, the crowd cheers with approval only dulling but not stopping as Madeline continues to speak.

MADELINE

And for their bravery of the utmost consequence, and for putting their lives on the line in order to protect those who could not protect themselves, I ask that the following pilots step forward.

Rei squeezes Noah's hand as Madeline reads the list, Rei looks at the oblivious Noah wondering.

MADELINE

Leonard Whiting.

The pilot makes his way forward on the stage, beginning a line parallel to the queen.

MADELINE

Razfahd Amir.

Another pilot walks to the front.

MADELINE

Jennifer Nara... Noah Lansing.

Noah doesn't react at first, Rei kisses his cheek excitedly and shoves him forward, he catches himself shaking his head and walking forward behind the woman pilot who just walked out. The four pilots line up parallel to the Queen.

MADELINE

The four surviving pilots of the twelve that in the face of grave danger kept their heads about them and followed in pursuit of the enemy at all costs. To you I present the greatest of all honors.

Madeline takes a long wooden box from an attendant and approaches the first pilot, opening the box.

MADELINE
The Victoria Cross!

The crowd roars up after the long silence, the first pilot bows his head as the Queen presents the medal over his neck, smiling. She works her way down the line, the crowd still cheering. She pauses for a moment looking each over and she finally makes her way to Noah, who can not help but slightly blush, she smiles as she removes the last cross hanging it over his neck as he bows his head slowly. After a moment Madeline returns to center stage, Rei watches Noah ecstatic as they return to the crowd of pilots.

MADELINE
Let us all remember the sacrifices that were made, the brothers and sisters that we lost in this tragedy. Let us all unite under the banner of humanity, and bring justice to those that would seek to harm others, to those that would seek a universe without peace. Let us come together as one nation, one people!

The crowd cheers again loudly as the Queen makes her way to the side of the stage the Governor returning to the podium. Rei looks excitedly at Noah, speaking quietly as the Governor talks.

REI
I can't believe it Noah! A Victoria Cross? I can't believe it!

Noah nods still in a bit of disbelief.

NOAH
I didn't...

There's cheering again and Noah is drowned out as the Governor finishes speaking, people start to file away. Noah watches the Governor move off stage with the Queen and then stares down at the medal as he holds it in his hand.

FADE TO BLACK:

CUT TO:

LOCATION: Beautiful hotel sky rise over the city early afternoon.

SCENE: Noah sits on the bed, staring at the medal now resting in his hand, no longer around his neck; Rei buttons up her jacket, facing the mirror, her back to Noah.

REI

You're going to burn a hole through that thing if you keep looking at it with such intensity.

Noah takes a moment and then looks up; he sets it down on the bed.

NOAH

Sorry, I just don't get it.

He gets up and walks over to the window, Rei walks over to the bed, not yet finished with her jacket, she runs a hand through her hair to get it right and then picks up the medal, she looks up after a moment watching Noah at the window. After a moment Noah's phone rings, he pulls out his phone and opens it to his ear. The noise of someone talking comes through the phone, Noah nods.

NOAH

Understood.

Noah closes the phone and replaces it in his pocket.

NOAH

We're to return to the Alacrity for assignment.

REI

Are we leaving already?

NOAH

Seems that way.

Noah makes his way towards the door, Rei intercepts him a hand on his shoulder gently, she tries to replace the medal but before she can Noah places a hand over hers, closing it over the medal. Noah smiles.

NOAH

Keep it, stars are good luck right?

She stares at him, half a smile, half a frown on dresses her face. He smiles at her and walks past. He opens the door and walks out, she lingers for a moment and then slides it into her pocket, buttoning the top of her jacket up she follows him out of the room.

CUT TO:

LOCATION: Docking Bay aboard the Alacrity.

SCENE: Noah along with assorted other pilots including Rei and Charlie stand in a cluster awaiting orders from the officer, their ships are in the bay beside them.

OFFICER

Listen up. We're going to be running this assignment right out of New Sydney. We're working with in tandem with the local GCO forces on this one, so stay your sharpest.

The officer steps in front of a simple board, as he moves it the projection of the local system appears. He motions to it and the projection zooms in on the local planet and New Sydney.

OFFICER

Fraelissa as you are all aware has been a safe harbor to a lot of seedy types over the past years. Of import, GCO intelligence indicates that there may in fact be a large concentration of anti-ESK terrorist forces hiding out in some of the more remote regions.

UNNAMED PILOT

Tch, it's all remote.

OFFICER

We don't believe there are any connections with the recent Syndicate attack, but we're going to be making absolutely sure. You'll be escorting four ground strike transports.

He indicates a specific route of attack as the map zooms in on the planet's surface.

OFFICER

Fraelissa is a heavily forested planet, visibility on ground to air targets will be very low, please be aware of this. Stay high unless absolutely necessary. You're to escort the transport, here, neutralize any resistance you

encounter en route and ensure the safety of the ground unit once they're inside the facility. Any questions?

No one has any questions, but a few people shake their heads to indicate they're ready. All pilots are already in their flight uniforms.

OFFICER

Alright. Begin operations. Good luck.

The pilots disperse to their ships, Noah smiles at Rei a hand on her shoulder as they separate, Charlie and Noah walk to their ships side by side.

CHARLIE

(grinning)

Don't embarrass us out there, the Gaeans're watching.

NOAH

Likewise.

Charlie grins as he hops up into his cockpit, Noah passes and gets in his, putting his helmet on he closes the cockpit as they start to take off.

gameplay

LOCATION: Space just outside New Sydney.

SCENE: The ships take off, heading for the planet.

DESCRIPTION: The player takes control of Noah piloting his ship as they enter the atmosphere. The first minute or so of the level comprises entering the atmosphere at tremendous heat before meeting up with the GCO forces.

TRIGGER: The wing approaches the atmosphere.

CHARLIE

All units; engage entry, let's dive.

TRIGGER: They enter the atmosphere and the ocean and landmass comes into view, they start to lower.

CHARLIE

All units; check in.

UNNAMED PILOT
Phi 3 standing by.

UNNAMED PILOT
Phi 4 standing by.

REI
Phi 5 standing by.

NOAH
Phi 6 standing by.

UNNAMED PILOT
Phi 7 standing by.

CHARLIE
Let's meet up with those Gaeans.

DESCRIPTION: The ships speed up lowering towards the ocean as they fly in through a bay, some ships come up alongside them.

UNNAMED GCO PILOT
This is Blue Leader, come in ESK squadron.

CHARLIE
Phi Leader reporting in, are preparations complete?

The four transport ships pull up from the forest below.

BLUE LEADER
All lights are green Phi Leader, glad to have you on board.

CHARLIE
Copy. All units maintain speed with the transports.

The ESK ships cut to half engines and maintain speed with the transports.

BLUE LEADER
Picking up enemy contacts, they're expecting us!

CHARLIE

All units; take countermeasures, prioritize the transports!

DESCRIPTION: The level progresses as they escort the transports forward, enemies from the air as well as the ground attack. Enemies must be taken out quickly to prevent damage to the transports. The planet is heavily forested, during certain sections the player is forced to fly down below the tree line at break neck speeds, and must maneuver quickly to prevent crashing.

TRIGGER: Noah leaves the tree line after a dive.

UNNAMED GCO PILOT

You're a crazy bastard!

BLUE LEADER

More contacts, cut the chatter.

TRIGGER: They clear out the targets near the facility and the transports make it there intact.

BLUE LEADER

Contacts neutralized, landing site is go.

The transports start to land.

GROUND LEADER

Making touch down, keep the skies clean and we'll handle the rest.

DESCRIPTION: The player patrols the area surrounding the facility with others as waves of reinforcements become increasingly frantic to stop them.

TRIGGER: After one of the enemy ships is shot down.

ENEMY PILOT

(frantic anger)

Bastards!!! You're making a huge mistake!

Charlie takes him out in a fly by.

CHARLIE

You too, talking.

GROUND LEADER

Alright, we've got the intel. Charges are set we're pulling out.

BLUE LEADER

Copy that, all units prepare to move out, we're going straight up.

in game cut-scene

All ESK and GCO ships take off exiting the atmosphere.

BLUE LEADER

Well done Phi Squadron, glad you could join us.

CHARLIE

Glad to be here Blue Leader, let's get back.

They leave the atmosphere and head back towards the colony.

FADE TO BLACK:

CUT TO:

LOCATION: HMFS Alacrity, outside the Briefing room.

SCENE: NOAH, REI and CHARLIE along with the other ESK pilots exit the debriefing room.

CHARLIE

That went better than expected.

Noah folds his arms as the three of them stand outside the door in the hallway, the others disperse leaving them behind.

CHARLIE

(calling after them at first)

Good work people. Those GCO guys weren't too shabby after all.

Noah nods.

REI

Yeah... I have to admit; they saved my ass a few times. It's so different flying in atmosphere, I mean you do it all the time in basic, but you

forget what it's like.

They start to walk, Noah in the back, hands behind his head.

CHARLIE

Well there's not much reason to lately, I'm happy though, no one made us look like a fool... Right Noah?

Noah's only response is a cheeky grin; Rei fiddles with something in her pocket.

REI

Well the important thing is we're all still standing here; we've got shore leave so let's enjoy it.

Charlie nods but then stops mid stride; Noah and Rei walk past and turn to watch him.

CHARLIE

Hey, you guys go enjoy yourselves; I'll catch up later alright?

NOAH

What's up Charlie?

CHARLIE

Don't worry, just have to go take care of something real quick.

He heads back down the hall into the Alacrity, Noah shrugs and walks out of the ship with Rei.

REI

I'm freaking starving Noah, what do you say?

NOAH

(too himself quietly)

That ice cream was just a dream right?

REI

Huh?

NOAH

Let's go grab something.

gameplay

DESCRIPTION: The player can walk around the city with Rei, there's a lot to see and do, it's early evening and the city is very much alive.

TRIGGER: The player approaches an ice cream shop.

in game cut-scene

Noah walks ahead and stands at the door, turning and grinning back at her. Rei stops and looks up at the sign.

REI

...Ice cream?

She walks up to him grinning and taking his hand.

REI

Perfect.

Noah laughs and they walk inside. They wait in line behind a small family of four, the kids eagerly awaiting their cones. Rei looks over their shoulders at the counter, Noah stands casually.

REI

Hmmm... The Mint Chocolate Chip looks good... oh-oh, double chocolate dream with cookie dough?

NOAH

I think I gained weight listening to you say its name.

REI

(laughing)

That's the fun part... Hmm... I can't decide! Pick for me.

Noah raises a brow, folding his arms as he looks over the family as they receive their cones. They approach the counter as the family walks away.

ATTENDANT

How can I help you two?

NOAH

(thinking)

...I'll have the... cookie dough... and she'll have the... Rocky Swirl.

REI

Oooo.

DESCRIPTION: The player can choose both their own ice cream and Rei's ice cream when prompted, Cookie Dough and Rocky Swirl are placeholders.

ATTENDANT

Cone or cup?

Noah grins at Rei.

NOAH

Cone please.

The attendant scoops out three scoops of each ice cream and puts them on the cone, Noah produces his card and the attendant swipes it as he hands them both the cones. Rei is quick at getting to work on hers. The attendant hands him the card back after running it.

ATTENDANT

You're all set, enjoy.

NOAH

Thanks.

REI

Thank you!

gameplay

The two of them walk into the street again, Noah is typing something on his phone and ignoring the ice cream for a moment, Rei licks hers ravenously.

REI

Hey! Put that thing away and enjoy your cone.

She grins, taking a bite off of hers.

REI

Cold stone is *so* good; I haven't had ice cream made like this in forever.

Noah grins, placing the phone back in his pocket.

NOAH

Sorry.

He takes a few licks off of his ice cream as they walk.

NOAH

Wow you're right.

He takes a bite of some of the cookie dough and they continue to walk enjoying their cones. The player is routed in a specific direction as they walk, they can explore a bit as they walk though, eating their ice creams in the meantime.

TRIGGER: The player approaches a nearby movie theatre a few blocks down. A large poster for *The Rosebud* is up outside on the display board.

Rei stops in front of the theatre, looking up at the board.

REI

Look Noah, oh damn it starts in ten minutes it's probably full.

Lots of people pass by into the theatre. Noah walks up to the board and finishes the last bite of his cone, then turns to her and grins.

NOAH

That's not a problem.

Rei still has some work to do on her cone as she nibbles it down.

REI

And how is that?

Noah grins again and walks up to the automatic ticket machine in front of the theatre, he waves his phone and two tickets print.

NOAH

Abracadabra.

He raises the two tickets; Rei manages to finish the remaining bits of her cone and then tackles him, giving him a hug.

REI

This is why I follow you.

He reddens a bit but grins, she backs up and they both enter the theatre together.

PAN UP DOLLY BACKWARDS as the entire theatre comes into view.

CUT TO BLACK:

CUT TO:

End credits. This is the end of Sanctum Episode 1.