

Superhero Genre MMORPG

1—Welcome to Liberty Point! (Zone Map)

Liberty Point is a historic, albeit neglected district of Paragon City. Located along the northern bay just east of Baumtown, Liberty Point has become a hive of illicit gang-related activity spearheaded by any number of supervillains. The air is thick with smog from the many industrial buildings in the vicinity. Liberty Point's architecture is largely Victorian in style, complete with cobblestone roads and gas street lamps. This zone should have an overall nostalgic, slightly film noir feel to it kicked up a notch with steampunk elements. The player arrives via ferry at the south side of Liberty Point's boardwalk.



Zone Neighborhoods

The Boardwalk

Decades past its prime, Liberty Point's iconic boardwalk is little more than a distant memory. All of the storefronts have long been boarded up, and the rides are out of commission. Diana Nightingale, the zone's primary trainer resides at the end of the pier next to the Ferris wheel.

The Warrens

The neighborhoods to the north of the industrial sector are collectively known as the Warrens. Here the majority of Liberty Point's working class struggles to make ends meet. It is loud, smelly, and bustling with over seventy percent of the zone's citizens.

The Wharf "Liberty Row"

Despite the decaying boardwalk around the bend, the wharf at Liberty Row is in full swing. With so much day-to-day activity it is hard to monitor what is entering or leaving the city. The Wharf ends at a shipyard where a crane is loading cargo tanks into a questionable freighter ship.

Electric Quarter

The Electric Quarter is the wealthier part of town. It consists mainly of restored buildings with shops and restaurants on the street level, and apartments located on the floors above. The local economy of Liberty Point has resulted in the dwindling of the Electric Quarter which now only spans a few blocks at best.

Industrial Sector

Liberty Point began as a booming steel town back in the day. Today, many of its original redbrick buildings remain intact. The industrial sector is sprawling, taking up about sixty percent of the zone's buildings.

Zone Transit System

Happy-Go-Trolley

The original trolley system from Liberty Point's heyday is still in commission, and somehow held onto its original name. Several pay stations can be found along its main route between the Warrens and Liberty Row. Got a day ticket? Hop on at your leisure.

Zone Trainer

Diana Nightingale

The Heidi Fleiss of contract killers, Diana Nightingale is a surprisingly approachable ex-villain. She spends most of her off-time at the end of the boardwalk's pier. When idle, she banters with her fellow gang members (passive) and occasionally does handstands or cartwheels. Personality-wise, Nightingale doesn't concern herself with good and evil. If you need a trainer, she can help. Zone contact Gordon Hill (see below) points any players in need of training in her direction.

Zone Mission 1

Mission 1A

When the player first arrives at the boardwalk he is greeted by detective Gordon Hill. Gordon asks the player if he'd lend a hand in a raid on *The Gaslamp*, a dive bar across the street. The police inside are outnumbered two to one against the thugs. A stairwell at the rear of the bar leads into a sizable cellar lined with crates containing bottles of illicit liquor. Gordon asks that the player spare only one bottle and bring it to him. The player may enter through either the front or back door.

- Thugs subdued (10)
- Crates destroyed (10)
- Bottle confiscated (1)

Mission 1B

Gordon tasks the player with delivering the bottle to *Fingers* (NPC A), a petty thief who frequents the pawn shop on the outskirts of town. Gordon suggests taking a shortcut through the train yard (point of interest A) to get to said pawn shop. A pack of feral dogs roam there and frequently attack the townsfolk, many of whom are children. He asks that the player thin out their numbers while passing through.

- Junkyard Dogs killed (10)
- NPC 1 met
- Bottle delivered (1)

When the player returns to Gordon after delivering the bottle, mission 1 is completed. Gordon gives the player an envelope to be delivered to Miles Donovan, an informant posing as a dockhand at Liberty Row.

Zone Mission 2

Miles Donovan is found on the causeway at the south end of Liberty Row, just before the shipyard. Upon reading the envelope's contents Donovan fills the player(s) in on the mission ahead-

"Well, I hope you're up for this task, 'cuz it's gonna be a doozy. The cargo ship up the way is nothing short of a floating hooch factory. Thanks to your diligent work at the Gaslamp we now have viable proof that that liquor is being turned out there on a mass scale. To say the ship's crew is running a tight operation would be an understatement. They deployed no ramps, and not one man has stepped on or off the ship since being docked. Still interested? ...Good, 'cuz here's where you come in. The shipyard's crane operator (NPC 2) has agreed to let you inside one of the storage tanks prior to loading, so you'd do well to hang on. He might be a little hesitant at first, but just mention my name and he'll come around. Once inside, make your way down to the distillery on the bottom deck. I'm sure you'll find it, just follow your nose."

The shipyard, like the train yard from the previous mission, is a maze of large crates and trailers teeming with baddies. This environment provides stealth players with a good opportunity to strut their stuff. Otherwise players can simply crack some skulls head-on.

- NPC 2 met
- Ship Infiltrated
- Lackeys killed/subdued (5)
- Bodyguards destroyed (5)
- Botch Job taken out (1)

Zone Enemy Groups

Gangsters (8-10)

Gangsters aren't part of the enemy group lineup, but they do give the zone's back alleys some additional flair. Half of the gangsters are ranged attackers and carry Tommy guns, whereas the other fifty percent wield knives. They can be found along the Industrial Sector and the Warrens.

Thugs (10-12)

Thugs are lowly melee fighters in the service of a given mob boss. They are encountered inside of The Gaslamp bar during the first mission. Their weapons of choice include baseball bats and good old fashioned fists.

Junkyard Dogs (13-15)

Junkyard dogs are emaciated, rabid canines with a taste for anything that moves. They live in the train yard and hunt in small packs three to five.

Lackeys (16-18)

Lackeys are found on the cargo ship where they patrol the corridors with Gatling-style Tommy guns. These guns appear as typical Tommy guns, albeit slightly larger and with three rotating barrels.

Iron Brute (19-20)

Iron Brutes are hulking dim-witted goons clad in pinstripe suits and fitted with grafted metal plates. They are strong melee attackers whose electrically-charged iron fists pack a terrible wallop.

Botch Job (Boss)

Botch Job is a paunchy, hot-tempered dwarf who oversees the manufacturing of his product. Though weak on his own, Botch Job operates and is protected by a large mechanical suit. The suit's major disadvantage is that it moves via treads, and is unable to ascend stairs or ladders, both of which are present in the battle area. The area is littered with crates of liquor, not unlike those found at the Gaslamp. The player can use these crates to gain a bit of distance between him and the relentlessly pursuing Boss. While the crates may buy a bit of time for the player, they shatter with a single blow from Botch Job's mechanized arms. During the battle, lackeys will spawn on the arena's surrounding catwalks

and fire down at the player. They tend to focus their fire on the outer perimeter of the arena in an effort to gather the player, or players together in the center of the field.

2—Villain Monologue

British aristocrat (Mid-afternoon Inside villain's penthouse overlooking a city across the bay)

"...and there we are. I trust you are comfortable, yes? ...No? Doesn't matter, you'll be dead soon enough. Truth of the matter is there's something about you that, well... I just find it fascinating. I mean, there you are a champion of the city, darting slapdash through the air and, like a bird caught in flight... Well, here you are."

"Now, let's not be unreasonable here. You have the luxury of dying in comfort, so don't go ruining it by whining and forcing my manservant to toss you out the window. Anyway I have a going-away present for you. As I'm sure you are well aware I have racked my brain in an effort to deduct your greatest weakness, and yet your powers continue to elude me. So like any rational man of means I located your family, flew them first-class to the city, built a bomb and am now going to level the damned place. So as you can see, I found your weakness after all. And thanks to the marvel of modern technology we can watch together in HD."

(Turns on large monitor, family is wrapped together in an oversized bow)

"Well then... let's get to it, shall we?"

Criminally Insane New Yorker (*Midnight under city overpass*)

"Been a long time. Been a REAL long time comin', pal. We've been through some stuff you and I, but it all ends here tonight. Feel free to scream if you're so inclined. Hell, I may even join you- AAAAHHHHH HAAA HA HA!!"

"How's bout a little story before bed? Once upon a time, in the very same car you're sitting in now my wife witnessed a mob hit. Naturally, she booked it outta there, but the goons took notice. After a short chase they got her cornered in a narrow alley. So... with the car trapped and with her inside they tossed in a Molly. You know what happened next? ...She lit up like the FOURTH OF JULY!"

"Let's face facts, Captain Wonderful or Mister Amazing or WHATEVER the hell your name is. You've had it out for me for a long time. So I guess I shouldn't be surprised when you couldn't break from your busy friggin schedule to save her."

"Got a light?"

Additional Villain

"Ah, Mister X... I've been following you for a long, long while. You are quite the elusive fish. I can see by the look in your eyes that you are surprised."

"I know what you really are. I was there that day you left your trench to search for the Falling Star. I left mine in search of it as well. Ah, now you remember. I got there first, didn't I, Mister X? But before I could pick up the core you shot me down. I then watched as you greedily took it for yourself. I watched as you transformed. I watched as you single-handedly killed my entire unit and left me for dead. And now, after fourteen years of searching, I am here to collect."

3—Amazon-Themed Zone

3A—Enemy Groups (see question #5 "Spawn Encounters")

3B—Locations and Points of Interest

Crown Isle is the southernmost island of the Kiori Archipelago. Its distinctive crescent shape is the result of a now extinct volcano. Most of the island is covered with dense jungle surrounded by steeped crags.

Black sand beaches can be found at either of the island's southern points. Portu, Crown Isle's only town, resides at the southernmost tip of the island. Their ancient ancestors of the indigenous Yugali constructed the many temples and statues found on the island.

- Phayzon Camp
- Portu "Port Town"
- Ancient Ruins
- Phayzon Facility
- The Colossi
- Yugali Village
- Shrine of Orphir
- The Chasm
- Jungle (low)
- Jungle (High)
- The Basin

Phayzon Camp

Phayzon's base camp consists of several large white tents powered by individual generators. Numerous smaller tents used by Phayzon's scientists are set up around the camp's perimeter. A clearing at the rear of the camp contains a helicopter drop zone (zone entrance), a few off-road jeeps and a single all-terrain tank. One of the main tents has purchasable items and a medical station.

- Store
- Hospital
- Helicopter (to Paragon City)

Portu "Port Town"

Portu is the only town on the island and story-wise has only the bare essentials such as a marina (ferry), hotel, and bar. Players may purchase a limited range of items from the local gas station/general store. The rest of Portu's buildings are run-down tenements and shacks.

- Store
- Ferry

Ancient Ruins

Carved into the steep, narrow walls of a ravine and blanketed by thick jungle canopy is the ancient city of Oro. The city was built by the magic-wielding ancestors of the modern-day Yugali. The city ends at a steeped temple built around a waterfall that feeds into the island's only river.

- Creepers
- Swarms

Phayzon Facility

Constructed within a vast series of interconnected tombs deep below the ruins is a state-of-the-art facility. Here the players will learn the secrets of the island as well as the lengths to which Phayzon will go to manufacture their product.

- Corrupt scientist
- Dustmen
- Sleepwalkers

The Colossi

The passage from the ancient city leads directly to Pale Beach. Despite its name, the sand here is black and peppered with broken shells. Six colossal maiden statues stand watch here.

Yugali Village

The Yugali village can be found at the east end of Pale Beach. Their stilted huts are built along a coastal mangrove forest and connected to one another by floating planks. The Yugali both fear and detest Phayzon's presence on the island. Depending upon the players' choice of dialogue the Yugali may or may not disclose the location of the Orphirian Fang. The Yugali village has a medicine woman whose hut serves as a crude clinic

- Hospital

Shrine of Orphir

This small overgrown mountain shrine houses the Orphirian Fang, the only instrument capable of sending the Gilded Ones back to the Otherworld. It is necessary to complete the event.

- Mountain Apes

The Chasm

The Chasm is the name given to a large, deep hole in the jungle floor. The Yugali cast their dead into the chasm, believing it to be the entrance into the Otherworld. If entered, players will find themselves in a deep pool of black water. The only way out is through a naturally formed, partially submerged tunnel which leads to a backdoor to the Phayzon facility.

- Fledgers

Jungle (low)

The low jungles are fairly dark and recessed. Large, even colossal roots and creepers are commonplace. The earth is damp and the air is thick with humidity.

- Orb-Weavers
- Swarms
- Venus Mantraps

Jungle (high)

The high jungles are relatively sunny and significantly more hospitable than the lowland jungles. The plant life is of normal scale. The shrine of Orphir is located here.

- Apes

Basin

The basin is the central saltwater wetland of the island. Thick mangrove swamps fashion the area's walls

- Saltwater Anacondas

3C—Story So Far

Phayzon, a Paragon City-based pharmaceutical company specializing in the manufacture of supernatural medicine through use of magic, has been developing a revolutionary elixir, one which heals wounds and may even extend life. The elixir is being developed at a satellite facility deep within the jungles of Crown Isle where the resources are plentiful.

Phayzon's senior staff of magic users was able to spellbind six incarnates known as *Gilded Ones* to transfer spiritual energy from the outer realms into the world of the living. The spiritual vortices found onsite at the ruins make this transference possible. Once the energies have crossed over they are stated within the incarnates for a length of time. During this period the energy is distilled into a state of pure ether. Once ether is pure it is drawn out and made into the final product. Phayzon's efforts to harvest as much ether as quickly as possible have however resulted in the byproduct known as *arcane waste*. Simply put, arcane waste is a chaotic, magical energy incomplete unto itself. It easily binds with the world around it resulting in genetically and metaphysically corrupted plants and wildlife.

Two days prior to the in-game events Phayzon had mysteriously lost all communication with their satellite facility. A reconnaissance team headed up by Phayzon's chief science officer, Eugene Talmac was immediately deployed to the jungle. They have since made camp in a clearing just outside of the ravine where the ruins and facility are believed to reside.

4—Zone Event

This event will take players around the entirety of the island. Along the way they will do battle with supernatural beasts, meet indigenous tribesmen, discover ancient ruins, and learn of the real meaning

behind Phayzon's presence on the island. Ultimately the players will have to draw out their moral compass and decide the fate of both sides in a secret war between magic and technology.



Level Guide

1. Enter the Players (event start)
2. Put the Dustmen to Sleep
3. Clear Serpent's Gorge
4. Clear the Ancient City
5. Meet the Yugali Tribe
 - a. Find the Orphiric Fang
6. Discover the Chasm
 - a. Enter ruin through backdoor (shortcut)
7. Return to camp
 - a. Report to Talmac with dagger

- b. Report to Wright with dagger
8. Back through the Ancient City
9. Discover the Ancient Temple
10. Enter Phayzon facility
11. Event Finale

1-Enter the Players

The players arrive at the Phayzon base camp by helicopter. There they meet up with chief science officer Eugene Talmac. Talmac explains that they had lost all communication with their satellite facility on the island several days ago. Phayzon's immediate goal is to gain entry into the facility which is located somewhere beneath the ruins. They believe they have the coordinates to the facility, but are in desperate need for the group to scout ahead and make sure the path is safe before they can move in.

2-Put the Dustmen to Sleep

At the behest of Susan Wright, Talmac's second in command the group will have the option to take up a side-mission. According to Wright, this is a humanitarian effort and unrelated to the objective outlined by Talmac. If accepted, the group will head south to Portu to rid the town of the dustmen. This is a good opportunity for a group to get some leveling time before embarking on the event proper.

During this mission Portu is nothing short of a ghost town. All doors are locked and the streets become empty save for the dustmen and their sleepwalkers. In this mission players must only attack the dustmen while keeping sleepwalker casualties to a minimum. Once a dustman is destroyed its sleepwalkers will awaken and immediately flee into the nearest building. The dustmen here are each accompanied by five sleepwalkers.

- Dustmen vanquished (5)
- ___ Sleepwalkers saved (25)

Once the mission requirements have been met the group will return to Wright for a reward. She expresses her undying gratitude and offers the players an important piece of advice regarding a legendary dagger called the Orphiric Fang.

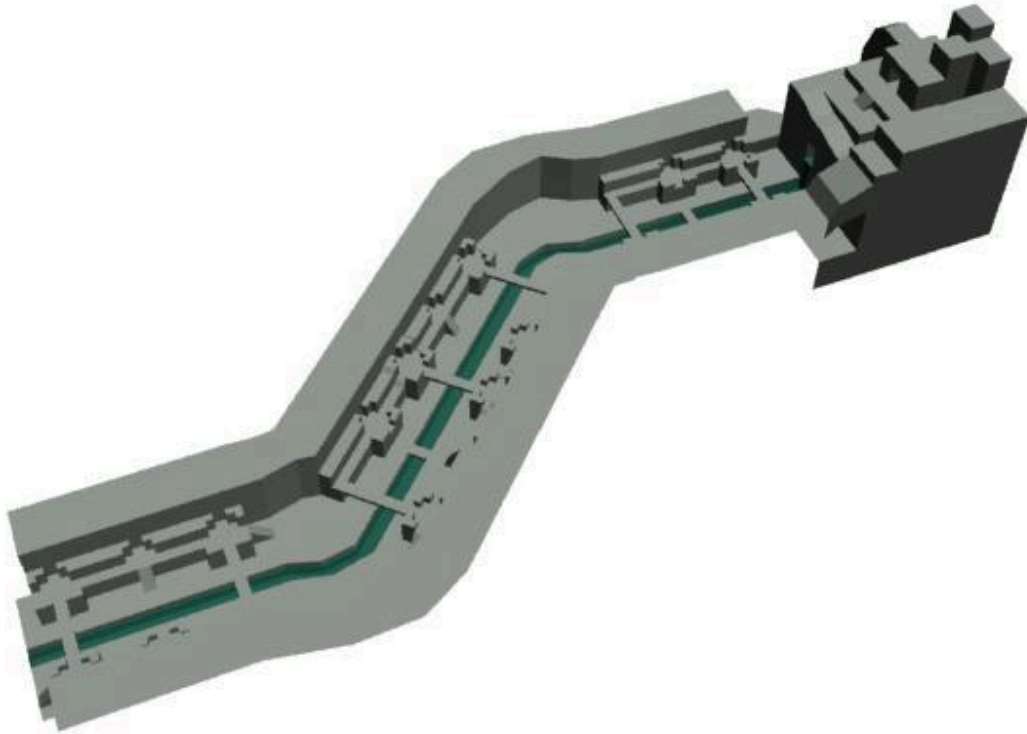
**Note that Portu during non-event scenarios is in the aforementioned state of normalcy as described in the previous section.*

3-Clear Serpent's Gorge

The only way to the ruins is through a steep, narrow ravine that lies just north of the camp. A thin river leading into the ruins snakes along the ravine floor, making it easy for groups to stay on course. As the group makes its way deeper into the ravine the overhead foliage becomes denser, ultimately blocking out the sunlight.

4-Clear the Ancient City

Eventually a city carved out of the ravine's limestone walls is reached. This is the remains of Oro, the City of Gold. Rays of sunlight pierce through the canopy above, causing the river to sparkle and giving the city an eerily serene glow. From here the players may continue up the obvious path leading into the temple, or explore the rocky passage to the right. The passage leads to Pale Beach where the Colossi and Yugali villages reside.



5-Meet the Yugali Tribe

Unbeknownst to the group, (unless they proceeded from the city into the temple) The Orphiric Fang is needed to send the incarnates back to whence they came. And before that they must first learn of its hidden location. The only ones who know this are the Yugali. When the group asks about the dagger, the village elder simply laughs claiming that even if they knew where it was, they would never survive the resident mountain apes. After a length of dialogue (see below) the elder discloses the location of the Shrine of Orphir, wherein the dagger is housed.

5a-Locate the Orphiric Fang

The Shrine of Orphir can be found in the mountains to the east. Once the dagger has been taken a storm rolls in, bringing with it light rain and heavy thunder. Hopefully this will convey a sense of urgency in the players.

6-Return to the Yugali Elder (optional)

By returning to the Yugali village with Orphiric Fang in hand the elder will disclose to the group yet another sacred location- the Chasm. He details that the chasm is the entrance into the otherworld, where the dead go to sleep. In addition to this, the elder makes available the services of the medicine woman (see *Yugali Village* from previous section).

6a-Enter Chasm (optional)

The players have the option of diving into the chasm where they can gain backdoor access into the Phayzon facility. The tunnel between the chasm and the backdoor has a hidden path leading back out to the jungle.

7-Return to camp

Once the dagger is obtained the group may head back to Phayzon's base camp. There they can present it to either Talmac or Wright. Each yields different results.

7a-Report to Talmac

Reporting to Talmac with the dagger results in him calling upon his guards, Phayzon pistoleers to apprehend the players on grounds that they are attempting to disrupt Phayzon's operation.

While the players battle the pistoleers Talmac takes on in the helicopter.

7b-Report to Wright

Reporting to Wright with dagger results in her disclosing that she is secretly part of a movement against the Phayzon corporation and that the dagger must be used to send the incarnates back to the Otherworld.

8-Back through the Ancient City

If the group reports to Talmac with the dagger an event within an event will be triggered. As the players make their way back toward the temple via the ancient city, they will find it swarming with Phayzon soldiers. The soldiers are either stationed on the walls or patrolling the streets. There are two pistoleers for every rifleman.

9-Discover the Temple of Quichati

Just beyond the ancient city the canopy of vines finally clears and the city's crown temple appears. A waterfall flows from the temple's façade feeding into the river.

10-Enter the Phayzon Facility

The phayzon facility is a blend of ancient, intricately carved cyclopean construction fitted with ultra modern machinery.

11-Event Finale

Players must send the Gilded Ones back to the Otherworld. They are however protected by a powerful security grid armed with lasers. Large luminescent crystals power the security grid. Once the grid is taken out the incarnates are vulnerable, but only against the Orphiric Fang. Suddenly the chamber's entrance is flooded with Phayzon's private army, who finally arrived on the scene

With the rest of the players busy dealing with the onslaught of soldiers the group leader can take out the Gilded Ones. Gilded Ones have a diamond-shaped cavity on each of their foreheads which perfectly fits the Orphirian Fang. Once each incarnate is put to rest the soldiers' spawners cease.

5—Spawn Encounters

1. Saltwater Anaconda
2. Mountain Ape
3. Fledder
4. Orb-Weaver
5. Swarm
6. Venus mantrap
7. Creeper
8. Dustman
9. Sleepwalkers
10. Corrupted Custodian
11. Corrupted scientist
12. Phayzon Private Soldier - Pistoleer
13. Phayzon Private Soldier - Rifleman

1-Saltwater Anaconda

The anacondas of the basin are a larger, more aggressive variant growing to about 30 feet in length. They are not venomous, but more than make up for it with their method of attack. Anacondas prefer lunging out from shallow pools and riverbanks to surprise attack players. Once they have wrapped themselves around a player, that player is slowed. In addition the anaconda deals increased damage each round until either shaken off (jump) or player death.

- Idle: The anaconda slithers along the water's surface.
- Alerted: The anaconda disappears below the murky water, and then surprise attacks the closest player.
- Killed: The anaconda falls limp and floats belly-up in the water.

2-Mountain Ape

The apes are perhaps the most adversely affected by the arcane waste. They are solitary encounters whose difficulty is adjusted accordingly. At around nine feet tall, they have outgrown their treetop homes and now stalk the floor of the high jungle. Apes are wild ravagers that hunt for sport as well as for food, and have developed a taste for human flesh.

- Idle: The ape stands still for a bit scratching and sniffing its hand. This cycles into the next animation in which the ape suddenly charges in a random direction before again standing still. Ideally, this animation should reflect the creature's erratic behavior.
- Alerted: The ape will puff up and crouch into a charging position. It will then pound on the ground once before charging the players with a primal scream. I am going for an "oh, shit!" response from the players on this one.
- Killed: the ape stands upright, wobbles a bit and topples over onto its back.

3-Fledder

Fledders are large, man-sized jungle bats who live inside of the Chasm. They feed on the deceased Yugali that are cast into the pit. Fledders are moderately difficult.

- Idle: No idle, spawn from chasm
- Alerted: Fledders fly up out of the chasm before dive-bombing onto the players.
- Killed: Fledders will fall lifelessly to the ground, perhaps in a spinning motion.

4-Orb-Weaver

Orb-weavers are large venomous spiders that reside in the jungle canopy. They spin near-invisible webs along the jungle floor and roadways. If a creature stumbles upon its web that creature becomes ensnared. The spider then drops down and attacks. Orb Weavers are moderately difficult.

- Idle: Weavers are hidden until their web is either touched or attacked

- Alerted: The spider drops down onto the center of its web and begins attacking with its forelegs and fangs
- Killed: The spider curls up and rolls over on its back

5-Swarm

Swarm is the name given to a mass of stinging, biting insects that have banded together under the influence of the dark energies radiating from the ruins. They attack by engulfing the group and dealing damage each round. Swarms are relatively weak.

- Idle: Swarms (seemingly) randomly dart around a given area until a player is spotted.
- Alerted: The swarm will make a beeline toward the group.
- Killed: The swarm cloud dissipates.

6-Venus mantrap

When a Venus flytrap outgrows its primary food source it turns to bigger meals. Such is the case with the Venus mantrap. Unlike its former self however, this new and improved plant actively seeks out its prey by casually laying its creepers across trails. Then, whenever passersby stumble upon the outstretched vine the mantrap grabs a hold and reels them in.

- Idle: Mantraps sit motionless until attacking or attacked.
- Alerted: The mantrap will writhe and snap its gaping maw.
- Killed: The mantrap wilts (turns brown and curls up)

7-Creeper

The negative energies tainting the soil have birthed shambling, plantlike undead known as creepers. Creepers are seven foot tall corpses held together and animated by writhing vines. They attack by lashing out with their arm tendrils dealing poison damage. Creepers are difficult enemies and can attack two players at once. Creepers are often accompanied by two to three swarms

- Idle: The creature shuffles about, looking somewhat lost.
- Alerted: It quickly turns toward the player(s) and deploys its tendrils
- Killed: The creature's plant-like body wilts and disappears and the skeleton falls into a pile of bones.

8-Dustman

Dustmen appear as floating withered torsos clad in smoldering funerary robes. Their low hanging hoods hide whatever faces they may have. Ashen clouds trail behind them as they move about. They clawed their way into the world of the living during the transference of spiritual energy. They are immortal, but forsaken from attacking any living creature. However, they are accompanied by a collective of spectral flies, which they use to send their victims to a deathlike sleep. These are what are known as *sleepwalkers*. The flies do not turn the players into such creatures obviously, but they do have the ability to charm (immobilize) them. Apart from this, they have no attacks.

- Idle: The dustmen circle around their sleepwalkers.
- Alerted: The dustman will stop circling and float to the back of the battle area while deploying its sleepwalkers.
- Killed: The dustman will fade into nothingness, leaving behind a cloud of dust.

9-Sleepwalkers

Sleepwalkers are the zombified servants of the dustmen. Loyal to the death to their masters, they will obey any command blindly and without fear. They are fast and strong melee attackers. Despite their behavior, however sleepwalkers are simply spellcaught townspeople.

- Idle: Sleepwalkers stand motionless
- Alerted: They will charge the group and attack
- Killed: They will simply fall backwards and let out a long raspy sigh.

10-Corrupted Custodian (melee)

Custodians were former jacks-of-all-trades regarding the smooth operation of the Phayzon facility. After being exposed to such high levels of arcane waste they have become twisted and hate-filled. In addition

to standard melee attacks, custodians can also deploy a burst of chaotic energy from within themselves. The burst has a radius of twenty feet (give or take).

- Idle: They will stand idle, at moments twitching violently until a player is spotted
- Alerted: Custodians will then make a beeline for the group, lashing with their claws.
- Killed: They will curl up into a fetal position on the ground, glow bright purple and explode with one last energy burst.

11-Corrupted Scientist (ranged)

Like the custodians, scientists have been warped by arcane waste. Their hair is fried and they have fixed expressions of anxiety. Corrupted scientists have the ability to fly and, coupled with laser beam eyes makes them a powerful adversary. These encounters act as leaders to the custodians.

- Idle: Scientists continue their work, even in their sorry shape. They hover about their immediate area checking instruments, monitors, etc.
- Alerted: They fly up toward the ceiling and begin to attack.
- Killed: They will appear as though they are being violently electrocuted with crackling purple energy before exploding.

12-Phayzon Private Soldier-Pistoleer

Phayzon soldiers are the company's personal army. They are imbued with a magical defense aura that gives them an armor buff. They wear tight-fitted mesh uniforms of black and yellow with armored masks. Pistoleers are spawned twice for every rifleman. They fire ruby laser pistols for weak damage.

- Idle: The soldier is stationary, occasionally turning his head from side to side.
- Alerted: The soldier will draw, aim and fire while keeping a set distance between him and the group. He will strafe and walk backwards while firing and only breaks aim to reload.
- Killed: The soldier falls dead

13-Phayzon Private Soldier-Rifleman

Phayzon soldiers are the company's personal army. They are imbued with a magical defense aura that gives them an armor buff. They wear tight-fitted mesh uniforms of black and yellow with armored masks. Private soldiers' spawners are designed so they spawn in endless waves. Riflemen are spawned once for every two riflemen. They fire ruby laser rifles for moderate damage.

- Idle: The soldier will either be stationary or patrolling.
- Alerted: The soldier will draw, aim and fire while keeping a set distance between him and the group. At times he will crouch while firing.
- Killed: The soldier falls dead

6—Dialogue Versions (Phayzon Private Pistoleers/Riflemen)

With the dialogue between the soldiers I wanted to illustrate how they are everyday people who are just doing their job. They are not necessarily mindless dogs at the behest of Phayzon simply because they are the group's enemies.

Inactive Dialogue 1

Soldier 1: Goddamn mosquitoes
Soldier 2: No kidding. I squashed on earlier as big as a cat.

Inactive Dialogue 2

Soldier 1: Lord, it's hot as balls down here.
Soldier 2: I was supposed to be on vacation this week.
Soldier 1: When do you think we get a break?
Soldier 2: Never if they don't find these people.

Inactive Dialogue 3

Soldier 1: Got any ammo? I'm running low.
Soldier 2: Fine, just don't go wasting it on bats again.
Soldier 1: Those were mosquitoes.

Inactive Dialogue 4

Soldier 1: Heard about Chuck? He was attacked by a giant spider.
Soldier 2: Quit screwing around.
Soldier 1: No joke. He went to take a leak and the damn thing dropped right on his head.
Soldier 2: God, I hate this place.

Inactive Dialogue 5

Soldier 1: Keep your eyes peeled, ladies. Once these guys are gone we get to go home.

Inactive Dialogue 6

Soldier 1: Alright, men, Stay sharp. The group has been spotted in the area.

Active Dialogue 1

Soldier 1: We have company men, move in! Leave none alive!

Active Dialogue 2

Soldier 1: You're gonna pay for dragging me down to this hole!

Active Dialogue 3

Soldier 1: That all you got?

Active Dialogue 4

Soldier 1: Dammit, I'm hit!

Active Dialogue 5

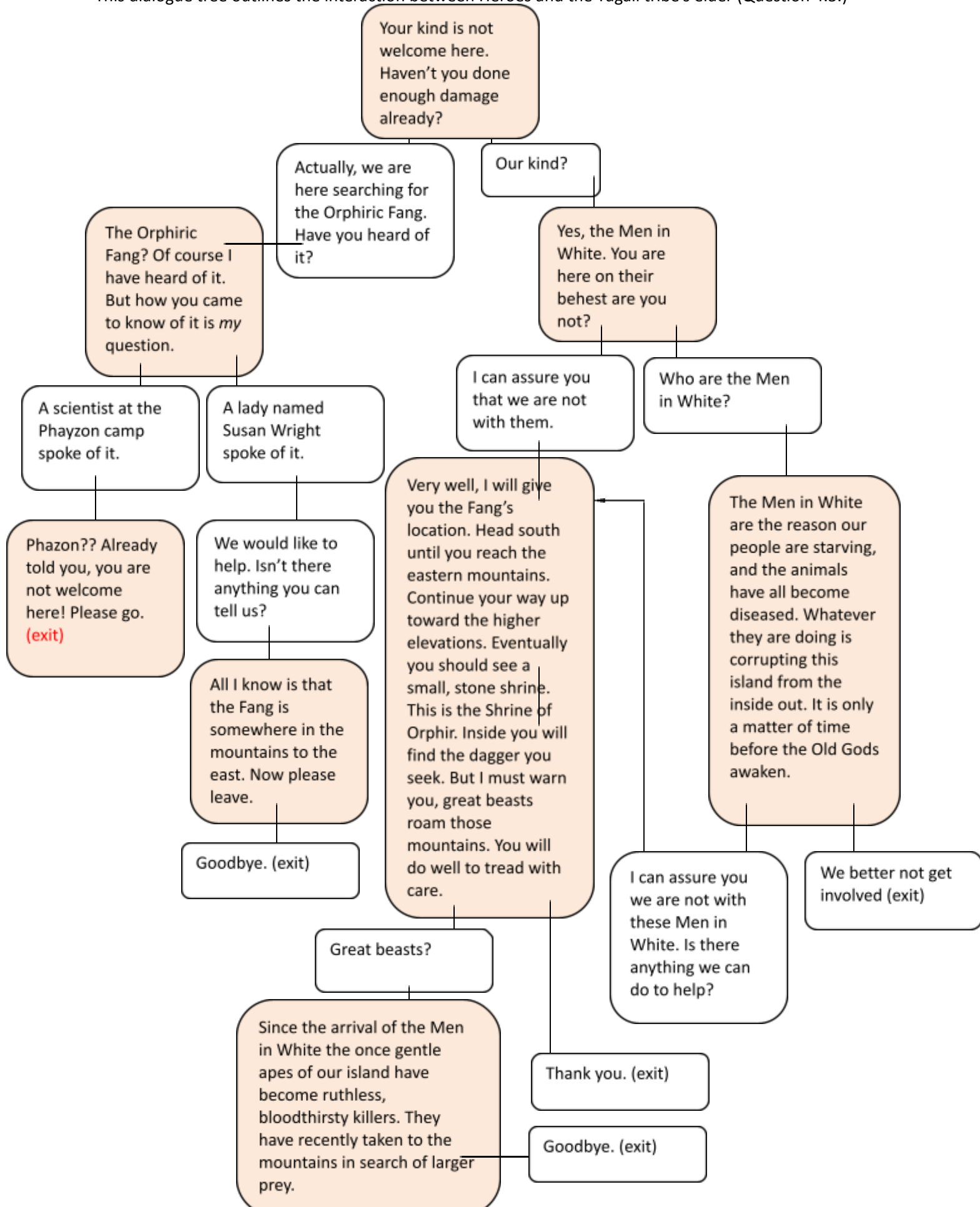
Soldier 1: A little help over here!

Active Dialogue 6

Soldier 1: Need some backup!

7—Dialogue Tree

This dialogue tree outlines the interaction between Heroes and the Yugali tribe's elder (Question 4.5.)



8—Mission Summary (high level)

A private sector company called the Bionetics Corporation located in the business district of Paragon City has been busy researching a plant growth hormone. The hormone in theory will have the ability to grow crops without the use of irrigation, and put an end to world hunger. Lewis Hinesburg, the Lab's obsessive curator has developed a method which would in theory activate the plants dormant hormones. Months of testing followed suit but progress was slow. With his funding growing thin and investors breathing down his neck Hinesburg bit the bullet and cut the preliminary tests short. One night after his assistants had all left, Hinesburg powered up the lab's emission beam and without a second thought hit the Petri dish with a concentrated blast of radiation.

Like a time-lapse video the plant began to flourish before the scientist's eyes. The next day when Hinesburg awoke at his desk he discovered that the plant had grown exponentially. Its massive roots had entombed him inside of the lab. He managed to contact his fellow lab mates and assistants for help in containing the plant before it got even further out of control. By the end of the day it had grown too large to be contained by the building and broken through its walls. The scientists who Hinesburg had phoned earlier set up a makeshift lab in the building's foyer. Meanwhile Hinesburg is still trapped by the overgrown plant on the fourteenth floor.

The Bionetics Corporation deployed their own private mutant military to secure the premises and guard against anyone who might try to damage or lift samples off of the plant. By the third day the plant had grown colossal in size. Its massive vines wrapped around every building for several blocks. The mayor asked all citizens of supernatural ability to help contain the plant before it takes over the entire city. However, the plant regenerated just as quickly as it was burned, frozen or cut away. By the end of the day the United States military arrived on the scene.

Cut scene

The cut scene can convey the chain of events described above by way of news broadcasts covering everything from Hinesburg's initial distress call, to eyewitness reports and live video footage.

Player arrives on the scene

When the player arrives the military is minutes away from destroying the building entirely. They have been calling up to Hinesburg for hours but have heard nothing back apart from "NO!! ALMOST THERE!" The player is asked by the army sergeant to try to talk him out or otherwise they will have no choice but to level the building.

Decision time

With the United States military knocking on Bionetics Corporation's front door, and that same corporation's mutant military holding down the fort from inside, the player must choose which side to aid.

1. Aid the United States military and destroy the plant.
2. Aid the Bionetics Corporation and fend off the army.

Ramifications

1. **by aiding the US army** the player storms the building via the foyer and attacks the mutant army, drawing them out. Once outside the US army opens fire. Once the mutants have all been killed the building is hit with an impact bomb. The bomb carries a special payload designed to kill the plant at its source. Afterward, with the building leveled and the plant destroyed, the player is

hailed as a hero by the tabloids. Eventually things go back to normal. The building is reconstructed, streets open back up to the public, and the third world remains hungry.

2. **By aiding the Bionetics Corporation** the player, with the help of the mutant army, rushes out into the street to confront the US military. If successful, the US largely pulls out for the time being. The player must remain on the premises and continue to defend the building from incoming attacks. After a reasonable length of time Hinesburg calls the front desk. He claims that he found a way to reverse the hormone while preserving their sample. Shortly thereafter the plants disappear and the player is thanked by Hinesburg, the mutant army, as well as the Bionetics Corporation. The US army withdrew completely.

9—Retired Yakuza Boss