

This script comes **immediately** following the Intro Script. This script is also a tutorial for the player, helping the player get used to the basics before jumping into the game. This script also covers the first few missions of the game, to get the player in the right mood for later. This script also introduces Katya Oorumov and X.

Poseidon Script (After Flashback)

(Fade in to the city, tall buildings, lots of traffic, and lots of people walking)

(Camera does a side view, WS of Wes (wearing a leather jacket, green shirt, black pants, dress shoes, or any unlocked skins, (muscular body)), moves while Wes is walking with text saying "four years later".

Text disappears after a few seconds)

(Traffic noise, people walking noise)

Narrator (V.O)

For every 100,000 people, there is always one soul who has been damned from society. Why he was chosen to be damned from society isn't up to the people, himself, or even God. It is time that decides who is the damned soul, and who isn't.

(ECU of Wes's eye)(Wes blinks)(Then the camera zooms out, and spins 360)(Wes sees the whole city deserted)

Wes (quietly)

What the...

(Cell phone rings, ECU of phone)

(Upward WS of Wes looking at phone)

(Cut in of Wes picking up phone, and then upward WS of Wes answering phone)

(MS of Wes)

??????????

Hello, Wes

Wes

Who the hell are you??

??????????

If you want to call me anything, call me X

Wes

Ok, erm.....X. What just happened to the people of Poseidon City?!

X

Wes, do you believe in God?

Wes

What's it to you?

X

Does God play tricks on those who have been ousted by society? Does he favor those who have done good deeds their whole life? Does he punish the bad?

Wes

What are you talking about??!!

X

It's not a matter of what I'm talking about. It's a matter of judgment. It's a matter of justice. It's a matter of survival.

Wes

....

X

If you do exactly as I say, I can help you find the people of Poseidon City.

Wes (reluctantly)

Alright, you've got my attention.

X

Good. Now listen; there is a helicopter on the way to the city. They're doing a sweep for survivors. Right now, it's just a matter of time before they find you. Here's what you need to do. Do you see a gun store?

(Camera cut to OSS of Wes; seeing the gun store)

Wes

Yes. It's just straight ahead.

(Camera cut to MS shot of Wes, aimed slightly upward)

X

Go to the gun store. You'll be safe there for the time being.

Wes

Alright, I'm on my way.

(Screen fades to black, and then fades into player starting to control Wes)(Pop up box with "The cursor on the compass indicates which direction you need to go in to reach the area you want to go to." Ten seconds later, pop box fades away) (Player gets Wes to gun store)

(Screen fades to black)(Screen fades into gun store, MCU of door)(Wes opens door, and closes door)

(CU of Wes's face)

Wes

Whew. I Made it. So now what?

(Same shot with Wes hearing laughter and looking around)(POV of Wes seeing Katya)(WS of Katya, wearing tight leather pants, black boots, and black tank top with belly exposed (or slim red evening dress with slit to one side if unlocked)(reclining on top of shelf)(Slim body, left leg dangling (slit side of dress))(Cue Katya's theme)

Katya (slightly flirtatious)

Hello, Wes.

(MS of Wes)

Wes

Who are you?

(Katya drops to floor, CU of Katya's Upper body, stands up, MS of Katya, Katya has surprised look)

Katya

I know who you are, but you don't know who I am?? (Laughs)

(If the player has any of the camouflage skins, this scene plays, otherwise skip to MS of Wes, confused)

(OSS of Katya looking at Wes in any camouflage uniforms, then CU of Katya)

Katya (flirtatiously)

Mmmmm...I love a man in uniform.

(End alternate scene)

(MS of Wes, confused)

Wes

Why are you here??

(MS of Katya walking back and forth)

Katya

I'm here for your head. It would make my day complete to find the individual who is responsible for the population's disappearance, and collect the bounty that's been placed on your head.

(MS of Wes, trying to break the glass)

Wes

How fucking ironic. I'm in a gun store, and I can't get a gun for myself.

(Same shot of Wes looking at Katya)

(MS of Katya, cracking her knuckles)(End Katya's theme)

Katya (coily smiling)

And now, the fun begins....

(ECU of Wes)

Wes

Shit...

(Fade to white and then fade into player resuming control of Wes, with pop up box saying "To beat Katya, you have to counter her melee attacks when the flashing button appears. Do these steps three times to beat her. Keep in mind that this also applies to melee only fights." Ten seconds later, pop up box fades away) (Player is victorious, screen fades to black)

(Screen fades into 45 degree CU of Wes, panting three times)(45 degree CU of Katya, panting three times)

Katya

Goddamn, you're tough. This isn't going to be as easy as I thought.

(MS of Wes standing up)

Wes

Tell me. Who are you??

(MS of Katya, standing up)

Katya

If you really want to know, my name's Katya Oorumov.

(MS of Wes with arms crossed)

Wes

You're in connections to the Oorumov crime family?

(CU of Katya, angry)

Katya

DO NOT REMIND ME!!

(WS of Wes backing up a little, and holds arms out in front of him)

Wes

Sorry.

(MS of Katya smiling with detonator in hand; cut in of Katya's right hand holding a detonator, Katya pushes button)

(CU of Wes's face, in shock)

Wes

What the fuck?!

(MS of Katya, shooting a grapple line upward with left hand)

Katya

If I were you, I'd leave. After all, it'd break my heart to find out you died in a horrible explosion.

(CU of Katya, blowing a kiss to Wes, then is hoisted upward)

Katya

Bye-Bye, handsome.

(Upshot of Katya leaving)

(MCU of Wes looking upward)

Wes

Women...

(Cell phone rings, MS of Wes answering cell phone)

Wes

So, what the hell was that about? Are you trying to save me or kill me?

X

A slight complication, but you managed it. We have more work to do, Wes.

Wes

How the fuck do I get out of here??

X

There should be a back door. Go there.

Wes

Got it.

(Dialogue ends, screen fades to Black, and then fade into Player resumes control with pop up box displaying "Get out!" Pop up box disappears after five seconds) (Player escapes gun store, screen fades to black)

(Screen fades into loud explosion)(WS of Wes jumping to the ground)(CU of Wes on the ground, starting to get up)(MS of Wes getting up and dusting off)

(Cell phone rings, MS of Wes answering)

X

Are you alright?

Wes

I'm fine.

X

Tell me, Wes; what does love feel like?

Wes (annoyed)

Is this really important?

X

Does love come at a price?

Wes

I'm not sure that this is the right time to talk about this...

X

That woman has a thing for you.

Wes (excitedly)

She wanted me fucking dead! How the hell can you say that she has a thing for me??

X

I can tell in her eyes that she can't kill you.

Wes

Well, she couldn't that time at least. She's made it clear she's after my head though.

X

Listen. That explosion got some unwanted attention from the Military.

Wes (pissed off)

Isn't that fucking great??

X

Meet me at the Hotel. I have something for you.

Wes

I'm on my way there right now.

(Screen fades to black)(Screen fades into Player resumes control of Wes with pop up box displaying "Get to the Hotel to meet X". Pop up box disappears after 10 seconds)

Wes (in game)

I wonder what that crazy bastard wants. I better get moving to the Hotel before the Military finds me.

(After a few steps, camera goes to EWS of Helicopter flying into the city, Helicopter flies towards camera, then flies away from camera)(OSS of Pilot)

Pilot

What was that??

(Soldier walks in)

Soldier

Don't know. Fly towards it.

Pilot

Yes, sir.

(CU of Wes looking upward sees helicopter)

Wes (whispering)

Fuck, the Military.

(VWS of soldiers rappelling downwards, three Soldiers land)

(WS of Soldiers preparing themselves)

Soldier 1

The noise came from the gun store. Let's investigate.

Soldiers 2 & 3

Yes, sir.

(MCU of Wes hiding, looking at VWS of Soldiers heading towards gun store)

Wes (in game)

What the fuck are they doing here?!

(Cell phone rings)

Wes

X, there is a MAJOR problem here!

X

Oh?

Wes

The Military has arrived. They're searching for something.

X

Just what are they searching for? Are they looking for survivors or damned souls? Are they searching for allies or adversaries?

Wes (sarcastically)

They're searching for the closest restaurant, WHAT THE HELL DO YOU THINK THEY'RE SEARCHING FOR??

X

What do you think happens when they find what they're searching for? Are they going to help, or are they going to execute?

Wes

Snap out of it!

X

Listen. You don't have any ways of protecting yourself. Get to the hotel ASAP!

Wes

I'm on my way.

(Camera returns to normal and player resume control of Wes with pop up box saying "On top of the cursor is also how far the target area is. In this case, the Hotel is only 111m from your spot." Ten seconds later, pop up box fades away)

(Player reaches Hotel; screen fades to black, and then fades into view of Hotel Door from the inside with Wes walking towards the doors)(Side MS of Wes opening door, and then closing it)

Wes (V.O)

X wasn't at the Hotel. I did a little investigation before I came across a note, and a package.

(MS of Wes walking to Service Desk, OSS of Wes seeing package on desk and picking package up, Cut in on note)

X (V.O)

Wes, I'm sorry I couldn't make it to the Hotel. Looks like things are getting too complicated at the moment, but I got you a little present to make up for it. Your next stop should be the office building 4 blocks down. X

(ECU of package, Cut in on Wes's hands opening package)(ECU of two flash-bang grenades, knife and one Beretta and (depending on difficulty) clips (2 on Easy, 1 on Medium, 0 on Hard (Beretta has a magazine inside on these three difficulties) (or an Empty Beretta on Poseidon difficulty)))

(Cut in of Wes picking up the things)

Wes (On Easy, Medium or Hard, happy)

Perfect!

Wes (On Poseidon difficulty, disappointed)

Great, an empty gun...thank you, X.

(WS of Wes leaving Hotel)

(Screen fades to black, and then fades into Wes outside of Hotel)(Player resumes control of Wes with Pop up box saying "The military is searching for survivors. Keep hidden by taking cover behind objects and staying in the shadows. This is also helpful when you're under attack, but a word of warning: The cover doesn't last forever. Also cover doesn't do you any good when the enemy has found you." Cursor pops up and points to a stone rectangular pot with plants in it and a long shadow being projected. Ten seconds later, pop box fades away) (Player reaches target spot, screen fades to black, and then fades into CU of Wes looking from the top of the pot, wide eyed in surprise)

Wes (whispering)

Shit....

(MS of Wes calling X)

Wes

X, you're not going to believe this.

X

What?

Wes

It looks like more soldiers have landed. Things are getting desperate.

X

That gun you have won't be enough.

(Gunshots heard, people screaming)(WS of Wes hiding behind rectangular stone pot)

Wes

HOLY SHIT!!

X

What is it?

(45 degree CU of Wes)

Wes

They're executing people, but how? The population's gone.

X

Or is it?

Wes

Are you hiding something from me?

X

What's there to hide? Are you insinuating that I have something to do with this? Who's helping who here?

Wes

Sorry...Anyways, I've reached the Office Complex, but it looks like I'm not getting in the front door.

X

There should be a back way, but be careful. You don't know what's on the other side.

Wes

I'll be fine.

(Screen fades to black, and then fades to Parking Lot, player resume control of Wes with pop up box displaying "Find another way in". Pop up box disappears after 10 seconds)

(Player reaches back door, screen fades to black, and then fade into WS of back door)(Cut in of Wes's hands, trying to open the door)

(Side MS of Wes)

Wes (irritated)

Great, the back way's locked. Now what??

(XWS of parking lot, then OSS of Wes seeing connection to Office Complex)

Wes

Well, I'll give it a shot.

(Screen fades to black, and then fades into Back door, player resuming control of Wes with pop up box displaying "Use the parking garage as your entry". Pop up box disappears after 10 seconds)

(Player reaches parking lot, screen fades to black and fades into side MS of Wes opening door to stairwell)

Wes (exhausted)

It's about fucking time. Where to now?

(Screen fades to black, and then fades into player resuming control of Wes with pop up box displaying "Reach the 6th floor". Pop up box disappears after 10 seconds)

(Wes reaches door, screen fades to black)(Screen fades into WS of Wes, ready to kick door)(Cut in to Wes's right leg, kicking door down)(WS of Soldiers hearing noise, and investigate)

(WS of Wes hiding in shadows)

Soldier

Did anybody hear that?

(Cut in to Soldiers' assault rifles being pointed as they approach the door)

(45 degree CU of Soldier)

Soldier

Whoever made that noise, you have 10 seconds to surrender, or we'll open fire.

(ECU of opened door, down shot, a flash bang rolls in)(Upward WS of soldiers, looking down)

(Flash bang goes off, Upward WS of soldiers being blinded)(Wes rushes in, and grabs one soldier, pulls out gun, and shoots the other two, and shoots his captor in the head, blood splatters on screen)

(Screen fades to black, and then fades into player resumes control of Wes with pop up box displaying "Find clues". Pop up box disappears after 10 seconds)

(Player reaches 10th floor; screen fades to black)(Screen fades into WS of Wes investigating 10th floor)(Katya's theme plays)

(CU of Wes turning around)(OSS of Wes seeing Katya)

Wes

What are you doing here?

(MS of Katya)

Katya

Well, surprised to see you're still alive.

(CU of Wes)

Wes

Oh, Really?

(WS of Katya)(End Katya's theme)

Katya (arming herself with her MP5)

Yeah. After all, I have some unfinished business with you. And I'm going to settle it.

(Cut in on Katya's hands, shaking slightly)(ECU of Wes)

Wes

Here we go again.

(Screen fades into white, and then fades into player resuming control of Wes with pop up box displaying "Defeat Katya". Pop up box disappears after 10 seconds) (Player is victorious)

(Screen fades to black, then fades into ECU of Wes, exhausted)(ECU of Katya, also exhausted)

Katya

Goddamn, didn't expect you to be THIS tough!

Wes

Yeah, you said that already.

Katya (irritated, throws MP5 down)

You know, forget the bounty on your head. It isn't worth the trouble. I could care less if I get fired.

(ECU of Wes, confused)(Side MS of Wes as Katya walks on by)

Wes *turns head to Katya*

Perhaps we can work together?

(MS of Katya's backside and turns head)

Katya

With you?! If I can't kill you, how the hell can I trust you?

(MS of Wes thinking)

Wes

Well...

(Back MS of Katya)

Katya

I'll tell you what. If you can earn my trust, maybe I'll reconsider. Till then, take care.

(Katya winks, then leaves)

(WS of Wes standing up)(Cell phone rings)(Camera zooms in and shifts up slightly)

X

Did you find anything of use?

Wes

No. I didn't think an office complex would be a good place to start.

X

Then again, what is a good start?

Wes

....

X

Is it a plan to get ahead, or is it an ego boost, void of meaning?

Wes

Hey, where should I go next?

X

You can make that decision for yourself. Let me know when you've found something interesting.

Wes

Will do.

(Cell phone dialogue ends, screen fades to black, and then fade into player resuming control of Wes outside the Office Complex main entrance, with pop up box displaying “There are two areas now open for you to explore. You can choose where to go next. As you complete missions, more areas will open up. There will always be at least two areas open. To see the map, press the Personal Tracker button, and then select Map. To select a mission, place cursor over open area and press A (Xbox 360), X (PS3), or LMB (PC)”. Pop up box disappears after 10 seconds)

(Player can go to either the Grocery Store or the Sewer)

(If player chooses Grocery Store first)

(Back MS of Wes going inside Grocery Store, and then down WS of Wes scoping the area)

(Cut in of Wes’s stomach; stomach grumbles)

(CU of Wes looking hungry)

Wes

Ugh...hungry....

(Camera moves up, stopping at Wes rearing head up slightly, begins to hear odd noises)

Wes

What’s that strange sound?

(Screen fades to black)(Screen fades to Downward WS of Katya walking into someone’s yard)

(Mysterious laughter with MS of Katya looking around)

(CU of ?????)

?????

Hi

(CU of Katya frozen in terror)(Camera then zooms into Katya’s face)(Screen fades to black)

(Screen fades into player resuming control of Wes with pop up box displaying “Investigate odd noises”. Pop up box disappears after 10 seconds)

(Player reaches freezer)(WS of shadowy figure, Ed’s theme plays)

??????

Well well well, look what we have here, another victim.

(CU of Wes peeking behind stacked boxes on a wooden pallet)

Wes

Who are you? Identify yourself.

(WS of Ed)

Ed

My name is Ed Carringway, heavy weapons specialist. *Ed hoists up M61 Vulcan* And the last mother fucker you want to run into! *CU of M61 Vulcan revving up, and then WS of Ed* My Vulcan gun is itching for a new body to shoot up!

(ECU of Wes, surprised, end Ed's theme)

Shit....

(Screen fades to White, and then fades into player resumes control of Wes with pop up box displaying "Defeat Ed". Pop up box disappears after 10 seconds) (Player victorious after fight) (Screen fades into black, and then fades into 45 degree MCU of Ed on all fours)

Ed (dripping blood, panting)

Fuck...didn't want it to end this way...

(CU of Ed collapsing, blood is spreading)

(MS of Wes resting against a stack of boxes)

Wes (exhausted)

That was too close....

(Cell phone rings)

X

Any luck?

Wes

Not really. I nearly got killed by some maniac with a Vulcan.

X

Well, keep searching. I'm certain you'll find something of use.

Wes

I'm on it.

(Dialogue ends; screen fades to black, and then fades into player resuming control of Wes outside the Grocery store with pop up box displaying "Now the Mall is open. You can go there, or the Sewers. It's up to you." Pop up box disappears after 10 seconds)

(Player heads to Sewer)(Screen fades to black, and then fades into MS of Wes looking at the sky turning gray, starts raining heavily)(Thunderstorm sound effects playing throughout)(Upshot from inside the Storm drain, Wes looks into drain, and then starts to leave)

?????

Hello, Wessie

(OSS of Wes looking at storm drain, confused) (CU of ??????'s clown head)

?????

Aren't you going to say hello?

(POV of ?????? looking at Wes, and Wes shakes his head no)

(CU of ?????? holding a yellow balloon)

?????

Don't you want a balloon?

(POV of ?????? looking at Wes)

Wes

Um, no thank you. I got my fill at the fair last month.

(CU Down shot of Nickel-Brain)

?????

That's very smart of you, Wes. That's very smart of you indeed.

Nickel-Brain

I, Wes am Nickel-Brain the Clown. And you are Weston Carver. And now we know each other. Am I Right?

(Upshot of storm drain)

Wes

I guess, but I'm out of here.

(CU Down shot of Nickel-Brain)

Nickel-Brain

Not without (Nickel-Brain shows Wes an unconscious Katya hoisted on his shoulder) her?

(Upshot of storm drain)

Wes (in surprise)

KATYA!!!

(CU Down shot of Nickel-Brain)

Nickel-Brain

Exactly! Come on, Wes. You know you want to save her.

(Upshot of storm drain)

Wes (embarrassed)

....

(CU Down shot of Nickel-Brain)

Nickel-Brain

'Course you do. And there's more. There are all sorts of goodies down here. Like candy, rides, and fun.

And balloons too!

(Upshot of storm drain)

Wes (puzzled)

Do they float?

(CU Down shot of Nickel-Brain)

Nickel-Brain

Oh yes. They float, Weston. *Cut in on Wes's right arm going for Katya* And when you're down here,
YOU FLOAT TOO!!!

(Cue button action)(If successful, player either shoots Nickel-Brain's arm or slices his arm with the
Katana))

Nickel-Brain

(Screams in pain) YOU FUCKING SON OF A... (Screams some more) MY FUCKING ARM! (Gives VERY evil glare) YOU'RE GONNA PAY FOR THIS!!

(Nickel-Brain leaves)(Cell phone rings)(OSS of Wes looking at Sewer grate and answers cell phone)

X

Don't tell me you're going to save the girl.

Wes

If I don't, God knows what he'll do to her.

X

Do the weak instinctively freeze when facing the unknown? Do they wait for a knight in shining armor to save them? Or do they run from the problem?

Wes

Katya can handle herself. She's not exactly weak...

X

If that's the case, why go rescue her?

Wes

It's just a natural thing.

X

Well, if you end up dead, don't come crying to me.

Wes (annoyed)

I'm going to go save her, whether you like it or not.

(Dialogue ends, Wes enters storm drain, and screen fades to black, and then fades into player resuming control of Wes with pop up box displaying "Rescue Katya". Pop up box disappears after 10 seconds)

(Sewer sound effects playing throughout)

Wes (in game)

Place looks like shit, and smells like it too.

(Camera zooms in on a floating corpse, and then camera returns to normal)

Wes (in game)

Looks like Nickel-Brain wasn't kidding about the floaters.

(Player gets halfway through sewers)(Rumble sound effect)

Wes

What was that...?

(If player gets to dead end with drain)(Sludge drops on Wes)(Sewage splash sound effect)

Wes (1 of 6 sayings at random)

AWWW....FUCK!

GODDMAN SON OF A BITCH!

SHIIIIIT!

GOD FUCKING DAMNIT!

This'll take weeks to clean off!

Great, these WERE MY BEST PANTS!!

(Player reaches Nickel-Brain's lair, clean, screen fades to black)

(Screen fades into OSS of Nickel-Brain sniffing up and down Katya's neck)

Nickel-Brain

Ahh...so pure. So innocent. So beautiful. It's like heaven gave me my own angel.

(VWS of Wes, sneaking around)(Nickel-Brain hears Wes)(MS of Nickel-Brain)

Nickel-Brain

Well, it looks like the hero has come to save the princess. How brave!

(MS of Wes)

Wes

Just let Katya go, and we're out of here.

(WS of Nickel-Brain)

Nickel-Brain

I'm afraid I can't let you do that. You see, if I just let you have her, I wouldn't be very happy. Besides, I'm hungry, and she is a perfect meal.

(MS of Wes pulling out his Beretta)

Wes (disgusted)

You sick bastard!

(Upward WS of Katya being hoisted up)(WS of Nickel-Brain)

Nickel-Brain

Shall we fight for her?

(Nickel-Brain transforms into giant Spider-Like being)

(EWS of Nickel-Brain)

Nickel-Brain (voice distorted)

Ready for not, here I come.

Wes

Shit...

(Screen fades to white, and then fades into player resuming control of Wes with pop up box displaying "Defeat Nickel-Brain". Pop up box disappears after 10 seconds) (Player is victorious) (Screen fades into black)

(Screen fades into WS of Nickel-Brain dropping dead)(WS of Katya being lowered)(Wes cuts rope, and sets Katya down)(OSS of Wes cutting rope and tapping Katya's shoulders)

Wes (whispering)

Hey...wake up.

(Katya wakes up)

Katya (slightly dazed)

What happened....?

(Katya sees Wes, and embraces him)

Katya (teary eyed)

Thank you. I was so scared.

(CU of Wes's face)

Wes

Did he hurt you?

(OSS of Wes embraced by Katya)

Katya

No...I'm alright.

Wes

Come on, let's get out of here.

(Wes and Katya walk towards a VWS of Nickel Brain's lair, screen fades to black)

(Screen fades into DecisionScript)

(Player reaches Nickel-Brain's lair, dirty, screen fades to black)

(Screen fades into OSS of Nickel-Brain sniffing up and down Katya's neck)

Nickel-Brain

Ahh...so pure. So innocent. So beautiful. So... (Sniffs) WHAT IS THAT STENCH?!

(VWS of Wes, sneaking around)(Nickel-Brain hears Wes)(CU of Nickel-Brain's face)

Nickel-Brain

So, the brave knight has come to... (Sniffs again)

Nickel-Brain (agape)

JESUS CHRIST!! It's YOU who stinks!! You know what, take the girl and leave!! Next time we meet, you won't be so fortunate!

(WS of Nickel-Brain leaving)(WS of Katya being lowered)(Wes cuts rope, and sets Katya down)(OSS of Wes cutting rope and tapping Katya's shoulders)

Wes

Hey...

(CU of Katya sniffing, and is woken up)

Katya (disgusted, covering her nose)

AUGH! YOU smell like shit!!

(CU of Wes's face)

Wes (unphased)

Well, we are in a sewer...

(CU of Katya moving away from Wes, still holding her nose)

Katya (gets up)

You need more than a shower...

(WS of Wes getting up)

Wes (annoyed)

Is this how you say thanks to someone who saved your life?

(MS of Katya)

Katya

Well, you did save me...so thanks.

(Katya leaves, turns head, and winks)

(Wes and Katya leave sewers, screen fades to black)

(Fade into DecisionScript)