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The following is from the first expansion to F.E.A.R., Extraction Point, which was PC Gamer's Expansion Pack of the Year for 2005.

In addition to the dialogue I created all new characters, plotted the campaign and supervised cinematic and sound production, including voice direction and music supervision.

## **FEAR – EXTRACTION POINT OPENING SEQUENCE**

### **INTERVAL 1 - CHURCH -**

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#### **APARTMENT BUILDING (CHU1)**

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Sounds wash over you as you struggle to consciousness. The crackle of fire obscures everything. Light pours in and you try to stand as the world comes into focus.

The helicopter has crashed into an apartment building. Most of the outer walls of this room are filled with the bulk of the helicopter or have fallen away.

The helicopter has crashed through two floors.

Jin and Holiday are on the floor above.

**Holiday:** *Looks like we're all still alive.*

**JIN:** *Small favors. I can't reach anybody on the radio. Something's blocking the signal.*

**HOLIDAY:** *So, we're on our own.*

**Jin:** *Looks like it.*

A tremor shakes the building.

**JIN:** *That's not good.*

**Holiday:** *We need to get to safer ground.*

They exit.

Smoke and fire fill the 4<sup>th</sup> floor.

You try to open the door to leave the apartment you have crashed into; it won't give.

You kick it in.

### **HALLWAY**

The central portion of the building contains a downward-winding staircase and balconies that run the perimeter of the building, leaving the center of the building open from bottom to top. Each floor has a stairway leading up and leading down.

However, on the 4<sup>th</sup> floor the stairs leading up have been damaged from the crash and have fallen into the lobby below.

Fires and rubble dot the hallway. As you make your way through the rubble, you pass a dead body in a security guard uniform.

#### **Your radio crackles to life:**

**Holiday (O.S.):** *Can somebody please tell me what the fuck just happened.*

**Jin (O.S.):** *I wish I knew. We must have fallen out of*

**Holiday (O.S.):** *No one fell out of nothing. You know what happens when you fall out of a helicopter? You die. You dead? 'Cause I'm not.*

On the way down to the lobby you are able to explore several apartments.

The sounds of furniture moving are clearly audible.

You see Jin and Holiday building.

**Holiday:** *The stair's out. We've gotta find another way out of here.*

The door to a 2<sup>nd</sup> floor apartment is ajar. You can make out a figure walking in the flickering fire-light.

There is no one there when you open it. The apartment is empty showing signs of a panicked evacuation.

A TV is on – the emergency broadcast logo beams. As you walk past it – a faint static silhouette of a girl forms and fades.

You continue down floor by floor to the Lobby.

## **LOBBY – ELECTRICITY PUZZLE**

An arc of electricity blocks the exit, cutting across the hallways between a broken fuse box and a set of mail boxes. You see the door to a nearby maintenance room.

You find the power switch for the fuse box and remove the threat.

## ***CITY STREETS - DUSK***

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You exit the building.

Buildings on all sides wall you in. A cathedral-like church sits at one end of the block. The other direction is blocked. The buildings are no longer destroyed nor are there fallen buildings.

The long shadows of dusk are replaced with the black of night as you make your way to the church.

***JIN (O.S.):*** *We made it to the roof.*

***Holiday:*** *We're going to make our way down the fire escape. It's kinda dark. So, I'll drop a flare.*

AFTER THIS THE DIALOGUE CAN ALL BE RADIO CHATTER OR VIEWED IF THE PLAYER WANTS TO STAND STILL AND WATCH, THEY CAN

J and H climb down a fire escape. They're on the other side of a fence from you. A dormant replica is there.

***Holiday:*** *They're all – what – asleep?*

***Jin:*** *Dormant. They're dormant*

Holiday shoots him.

***Holiday:*** *Yeah, well now, he's dead.*

***Jin:*** *I wanted to examine him.*

***Holiday:*** *Preemptive strike.*

**Holiday:** *I don't see anyway for us to meet. Not here, at least. Keep your radio on and we'll hook up down the road.*

The bodies of ATC personnel and Replicas line the streets. Fires still burn from their battle. Higher up on the buildings - larger fires are reflected.

**Holiday (O.S.)** *Something's not right.*

**JIN (O.S.)** *Apart from the obvious, what do you mean?*

**Holiday:** *For starters, the city is empty.*

**Jin:** *There must have been a radioactive element to the Origin explosion, and the city was evacuated.*

**Holiday:** *Cities don't empty this quick.*

**Jin:** *It's Alma. It's got to be Alma.*

**Holiday:** *The ghost kid?*

**Jin:** *She's a lot more than that. We're in a lot of trouble.*

**Holiday:** *Looks like our girl's got a new hobby, then. An Easy Bake Oven would've been too much to hope for, I guess.*

A C-130 Transport flies overhead, flames and smoke streaming from the fuselage as it crashes to the ground and explodes unseen in the distance behind the church.

**Holiday (O.S.):** *Oh, I sure as shit hope that wasn't our ride.*

Climbing over the obstacles left by the battle you move ever closer to the church.

A FIGURE appears in the shadows - JANKOWSKI. His eyes are missing, blood smears his face and uniform. He turns disappears into the church, the door closing on its own behind him.

A little girl giggles. There is the sound of a child running, but nothing is there.

## ***CATHEDRAL***

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### **ENTRANCE WAY**

Creepy. Shrouded in shadows. Whispers swirl around you.

The door slams shut.

**Vision**

We see Alma as a child, furiously scribbling on a drawing pad – venting her anger with crayons. Her father stands over her.

**HARLAN WADE** - *Alma - what is it? May I see?*

Alma turns and looks at him blankly.

Alma's drawing is stark - powerful – chilling.

The essence of this childhood drawing will serve as the symbol for the coming apocalypse and will appear throughout the game.

The figures fade and the door to the sanctuary opens.

**MAIN SANCTUARY (CHU2)**

Dark and shrouded in fog.

Replica soldiers stand- dormant - silhouetted in fog.

Fettel's ghost appears in the room and walks among the Replicas. (Fettel's status as ghost or living being will be cloaked until it is revealed at the end of the game that Alma has, in fact, resurrected him. For now, we think of him as a ghost.)

**FETTEL:** *I know. It doesn't make sense. Not much does anymore. (remembering) You killed me. I didn't like that.*

The Replicas begin to move. You are very light weapon-wise and must melee to disarm the soldiers nearest you before they are fully activated.

**SOLDIER:** *It's him!*

The Replicas open fire. The battle rages throughout the Sanctuary.

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Later:

**JIN (O.S.):** *Can anybody hear me?*

**Holiday (O.S.):** *Yeah, I can hear you. It's Holiday.*

**Holiday (O.S.):** *How'd you get away?*

**JIN (O.S.):** *I'm not Alice Wade.*

**Holiday (O.S.):** *Find someplace safe. I'm going to make my way to you.*

**JIN (O.S.):** *The replicas are everywhere. They're using the subway to transport supplies and personnel.*

**Holiday (O.S.):** *Took you on a little ride, did they?*

**JIN (O.S.):** *You could say that.*

Fettel enters the battle area. Holiday can see him.

**HOLIDAY:** *(to you) Weren't you supposed to kill him?*

**FETTEL:** *(to Holiday) I believe so. (to you) This is not what she wants.*

Fettel walks right at Holiday. Holiday fires into him with no effect. Fettel vanishes just before reaching Holiday.

**HOLIDAY (O.S.):** *I'm getting reports from all over the city. There're still pockets of Delta Force out there. Holiday\_22 We're trying to set up an extraction point at a hospital a couple of miles from here – Auburn Memorial. Holiday\_23 These freaks are everywhere, though. Holiday\_24*

**JIN (O.S.):** *I'm not far from there. Jin\_31*

**HOLIDAY (O.S.):** *Good, you head for the hospital. We'll meet you there. Holiday\_115*

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**Vision (To be added in Alpha if time allows)**

You see Jin running.

**JIN:** *He's here! Fettel*

**FETTEL:** *Ah, there you are, Ms. Kwon.*

Gunfire.

**FETTEL**: *Come, now, Ms. Kwon.*

**JIN**: *Stay away from me.*

**FETTEL**: *I'm not going to do anything to you, Ms. Kwon.*

**JIN**: *Oh my God! No. Stay away.*

**FETTEL**: *But, I can't speak for my mother.*

More gunfire.

**JIN**: *Help. Someone please! Holiday!!!! Jankowski?*

Silence

**JIN**: *Spem, your eyes.*

Sound of running.

**FETTEL**: *I tasted the good Lieutenants visions, and they were most revealing.*