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FEAR: Perseus Mandate

The action of this expansion runs parallel to the events of the original FEAR. New characters and enemies were introduced, including the Nightcrawlers a new combat enemy.

The following highlights some of the better character dialogue from the script. The dialogue is presented within the context of the game script. All production annotations have been removed.

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

BLACK SCREEN

A phone rings and is answered.

Senator *Yes?*

Aristide *Sorry to wake you, Senator. It's about Origin.*

Senator *What happened?*

Aristide *There was an uprising. Fettel has taken command of the prototypes.*

Senator *My God.*

Aristide *We can still resolve this discretely, but we have to move fast.*

Senator *All right. Let me make a few calls.*

The line goes dead.

The Senator dials another number.

Senator *I assume you heard that. I'm not going to let that moron, Genevieve, take down my company. Send them in. Yes, I'm aware of the risks. That's why you're going too.*

FEAR COMMAND PLANE

The Player sits on a bench against the fuselage of a C-130. It is night, and the plane is rocked by turbulence. This is a kind of flying command post – part AWAC, part C-130

Rowdy Betteres – FEAR Command – comes into the cabin. He’s talking to someone over the radio.

Betteres (into radio): *Fire and rescue is giving up on Jankowski. I'm hoping he just banged his head really hard and he's wandering around the harbor with amnesia.*

Two Fear Operatives stand to one side, speaking quietly to each other – Captain Raynes and Lieutenant Kaplan.

Kaplan: *Why are we here? Isn't there already a team on this one?*

Raynes: *I know as much as you do. (to the Player) Sgt., you have any info about this?*

Betteres turns to the Player and his squad mates.

Betteres: *Helluva night. (exhaling) OK, At 2200 hours this evening, Delta Force entered the Armacham Global Data and Security. They were tasked with securing the building and all data within. We haven't heard from them since.*

Raynes: *Is there a tie-in to Fettel and the Replica uprising?*

Betteres: *Unknown – if any. We're hoping your team will answer that question.*

Kaplan: *Rescue and Recon, then.*

Betteres: *If they're still alive. Either way, get out with as much info as you can pull together.*

CREDITS

The rear hatch of the C-130 opens.

Raynes stands at the entrance.

Raynes: *Time to fly.*

A flash of Jankowski’s dead face fills the screen.

BOILER ROOM

The lights are still out. Civilian corpses of some kind lie everywhere. Their skin is shriveled, features, distorted, eyes have retreated into their sockets. They are barely recognizable as human.

Raynes: *Replica's?*

Kaplan: *Not their MO.*

Kaplan examines a body.

Kaplan: *Let's see what we've got here. Lacerations. Evidence of blunt trauma. And, hold on, multiple gunshot wounds. Whoever did this – they're human.*

Raynes: *And those lesions?*

Kaplan: *Must be some kind of toxin.*

Raynes: *Or venom.*

Bettors: *So, they're human. Why here? Why now?*

Kaplan: *Guess we'll just have to find out.*

Bettors: *If you've nothing better to do.*

Raynes (into radio) *Are any of the other teams reporting anything at all like this?*

Bettors: *Negative. Looks like we've got a unique situation on our hands.*

Kaplan: *Yeah, "we."*

Raynes (Sternly to Kaplan) *Can it. (beat) What do you make of it?*

Kaplan: *I don't know. Not yet, at least.*

Building Proper - 1st Floor

The Data Center is a futuristic multi-story facility housing a sophisticated computer laboratory. It has seen a lot of action.

Raynes: *Stay sharp. We're dealing with a lot of unknowns, here.*

Kaplan: *Great - they tripped the gates.*

Raynes: *The building's in lock down.*

Raynes: *Let's see if we can find some way to get these doors open and the lights back on.*

Player splits from squad.

Pacing-wise, the first part of this area is exploratory. The Player wanders through the first floor of the building. It is very atmospheric and eerie as the Player come across dead ATC and Replicas. Nightcrawlers scurry just out of sight. The tension should be building towards the first fight with the Nightcrawlers.

Bettors: *Listen up! We've got live Delta Force in the building. They've holed up on the second floor in a security office. I want your team up there now!*

Kaplan (via radio): *Yeah, well, people in hell want ice water. We're not going anywhere until we get these gates up.*

Raynes (via radio): *Kaplan!*

Kaplan (via radio): *I'm just sayin'.*

Bettors: *Then get the gates open. We don't know how much time they have left.*

The Player finds the Control Room and restores emergency lighting – dark red lights – and opens the security gates.

Raynes: *The 2nd floor's open. Let the D-boys know we're heading up.*

Then –

Raynes (via radio over gunfire): *We have made contact. Repeat, we have made contact with the enemy.*

Something attacks the Player.

This battle will be analogous to the battles with the Assassin, as he is fighting a dumbed down Nightcrawler Elite – a false boss battle ala God of War.

From the 2nd Half of the Game

NIGHTCRAWLER TEMPORARY HQ

The NIGHTCRAWLERS have set up a temporary headquarters in a large facility that lies in the heart of this abandoned train yard.

RAYNES: *(via radio) Remember—destroy everything.*

High-tech equipment is wired together in a makeshift command post. Sentry lights illuminate the building. GUARDS patrol the perimeter. The PLAYERS SEES MORRISON in his improvised cell. The PLAYER fights and kills ELITE and other soldiers guarding him.

After the PLAYER has destroyed all of the GUARDS, MORRISON calls out:

MORRISON: *Hey, hey! You've got to get me out of here.*

RAYNES *(via radio): Is that Morrison? Give him a radio.*

The PLAYER hands the radio to MORISSON.

RAYNES *(via radio): Can you hear me, you sack of shit?*

MORRISON: *Yes.*

RAYNES: *(via radio) Give me one good reason why I shouldn't tell the Sergeant there to put a bullet through your worthless head.*

MORRISON: *(narrowing his eyes) You need me; that's why.*

RAYNES: *(via radio) I doubt it. We know about you, and the Senator and Synchronicity. You're going to have to give us something we don't have.*

MORRISON: *Fair enough. Right now on that island the Nightcrawlers are digging her up or, at least, her DNA. What do you think they'll do with it?*

MORRISON: *I can get you to that island. There's a supply tunnel. I know where it is. I have the access codes for the blast door.*

RAYNES: *(via radio) Sgt., get him out of that cage.*

PLAYER frees MORRISON by firing at the lock.

MORRISON: *We have to hurry if we're going to stop them.*

RAYNES: *(via radio) Mr. Morrison, do you understand that you are in this man's custody.*

MORRISON: *Fine, let's just get going.*

RAYNES: *(via radio) Do you also understand that if you attempt to escape he is under orders to kill you?*

This stuns him.

MORRISON: *Understood. The tunnel's this way.*

He walks away.

LATER

MORRISON: *It's just through, here.*

He puts in the access codes. Tunnel opens revealing PAXTON FETTEL.

FETTEL: *Ah, you found it. I was beginning to wonder.*