

Arc 3 Seq 3 | Epilogue A

Narrative Purpose

No Arc 2 Path: Player returns to Command post-network restore; Cultist waits while Commander reveals reactor crisis escalation. Player choice shapes Technician contact method, but both paths route to rescue—establishing fragile trio amid worsening station collapse.

- Emotional tone: Earned competence → escalating dread.
- Immediate goal: Report reactor status → redirect to Technician rescue.
- Mechanical purpose: Choice-driven contact path (flavor divergence).

Narrative Breakdown

Beat 1 | Crisis Revelation

Player enters Command bridge post-network restore. Cultist waits silently; Commander reveals reactor fire threatens hull breach, demanding every available hand.

- **Camera:** First-person, full control on bridge entry (submarine-cramped, consoles glow alive).
- **Audio:** Steady terminal hum; Cultist foot-tap impatience; Commander's chair creak.
- **Environmental Cues:** Bridge lights steady (network live); reactor alert blinks yellow on main screen.
- **Objective / Task:** Report to Command.
- **Player Feedback:** Interaction prompt appears on approach.

Actions:

- Cultist leans against bulkhead, arms crossed (humbled post-switcheroo).
- Commander at console—looks up on player approach.
- Choice prompt: "Mention Technician" or "Stay Silent."

Dialogue (Triggers on Approach):

Commander (*looks up, brisk*): "Kid. Network's up—things worse than thought. Reactor fire's burning toward hull. Need every hand."
(*Player choice prompt appears*)

Option A – Mention Technician Choice

- **Result:** Commander pings her suite directly via restored network; trio forms post-rescue.
- **Dialogue:**

“**Player** (*suggest*): "Technician from maintenance—she's trapped."
Commander (*nods, keys console*): "TeleTalk implant? Pinging now... Cabin 4B." (*comms crackle*)
Technician (*distorted relief*): "Command? Finally—door's jammed, I-beams everywhere!"
Commander (*to Tech*): "Reactor is priority. Tech, hold tight—reactor's yours again soon. Sending the bodega kid."
Technician (*flat*): "Oh... ok."
Commander (*dry goad*): "You heard her. Cabin 4B. Move."

- **Purpose:** Rewards Arc 1 Step 3 memory; direct agency.
- **Transition:** [Arc 2 Seq 1 Beat 2 | Suite Rescue](#)

Option B – Stay Silent Choice (Revised)

- **Result:** Commander broadcasts station-wide APB; multiple voices respond in confusion, including the Technician.
- **Dialogue:**

“**Commander** (*no pause*) "Network's live—sending APB: all techs report to Command." (*station speakers chime; multiple channels crackle*)
Unknown Voice 1 (*panicked, distant*): "Please—section twelve-A, we're trapped, we need—"
Unknown Voice 2 (*overlapping, corrective*): "No, don't! The fire's—" (*signal distortion, feedback*)
Technician (*cutting through*): "Command, Engineering Tech—Cabin 4B, stuck since the first blast!"
Commander (*to Tech*): "Reactor is priority. Tech, hold tight—reactor's yours again soon. Sending the bodega kid."
Technician (*flat*): "Oh... ok."
Commander (*dry goad*): "You heard her. Cabin 4B. Move."

- **Purpose:** The hail logically surfaces multiple survivors. The Commander's reaction reveals his command logic and sets causal direction toward the reactor mission.
- **Transition:** [Arc 2 Seq 1 Beat 2 | Suite Rescue](#)

Triggers:

- Either choice → UI: "Rescue Technician - Cabin 4B"; Cultist follows.
- SocialCapital+1: Cultist less snide on rescue path.

Notes:

- Cultist silent (awaits cue)—post-minigame humility.
 - Choice = flavor divergence only; both paths succeed.
 - Reactor fire establishes stakes without resolution.
-

Narrative Intent

Arc 2 Exclusion Path: Network competence victory sours into reactor crisis—player's sysadmin glow-up meets station-wide meltdown. Choice reinforces agency (proactive mention vs. procedural APB) while threading Arc 1 TeleTalk memory. Cultist's silence marks character growth arc. Establishes player as Command Deck "useful" asset amid scarcity. Reactor fire escalates isolation theme: technical wins cannot halt systemic collapse.

Revision #11

Created 2026-01-09 03:58:27 UTC by Mike

Updated 2026-01-14 10:08:25 UTC by Mike