

Arc 3 Seq 3 | Epilogue B

Narrative Purpose

Arc 2 Complete Path: Player returns to fully-operational Command bridge post-network restore. Commander validates sysadmin competence; Cultist delivers bemused "little hero" acknowledgment. Technician summoned from stabilized reactor room—trio assembles efficiently at Command Deck.

- Emotional tone: Earned victory → team synergy.
- Immediate goal: Report success → rendezvous with mobile Technician.
- Mechanical purpose: Arc 2 reactor outcome divergence via environmental branches.

Narrative Breakdown

Beat 1 | Team Validation

Player enters Command bridge; Cultist smirks with backhanded praise while Commander confirms network restoration. Environmental state reflects Arc 2 reactor success/failure.

- **Camera:** First-person, full control on bridge entry (submarine-cramped).
- **Audio:** Terminal hum; Cultist smirk-chuckle; comms crackle.
- **Environmental Cues:** Bridge lighting varies by Arc 2 reactor outcome.
- **Objective / Task:** Report to Command.
- **Player Feedback:** UI updates: "Meet Technician at Command Deck."

Actions:

- Cultist leans against bulkhead, smirking expectantly.
- Commander at console—looks up on player approach.

Dialogue (Triggers on Approach):

|

Commander (*nods approval*) "Kid—trunks live, voltage steady. Good sysadmin work."

Cultist (*smirking, bemused*) "'Kid' ran those lines like a pro. Little hero."

Commander (*keys comms*) "Engineering—reactor's yours. Report to Command Deck."

Technician (*crackling*) "Cores stable—on my way." (*comms cut*)

Branch A – Arc 2 Reactor Success Path

- **Environmental Cues:** Full power—bright consoles, steady white lighting.
- **Audio:** Clean terminal hum, no generator whine.
- **Dialogue Addition:**

“ **Commander** (*added*) "Power's green across board now."

- **Purpose:** Rewards Arc 2 competence with visual victory.
- **Transition:** Wait for Technician arrival.

Branch B – Arc 2 Reactor Failure Path

- **Environmental Cues:** Emergency power—red strips flicker, dim consoles.
- **Audio:** Generator whine under hum.
- **Dialogue Addition:**

“ **Commander** (*added*) "Emergency power only—still holding."

- **Purpose:** Acknowledges Arc 2 struggle while maintaining forward momentum.
- **Transition:** Wait for Technician arrival.

Triggers:

- Comms end → new objective "Meet Technician at Command Deck."
- Technician arrival → [Arc 4 Seq 1 Beat 1 | Aftermath Assembly](#)

Narrative Intent

Arc 2 Integration Path: Rewards dual competence (network + reactor) with team assembly at Command Deck—player's sysadmin glow-up meets established trio dynamic. Cultist's bemused acknowledgment completes his character arc (cocky hauler → reluctant respect). Environmental divergence sells Arc 2 reactor outcomes without dialogue branching. Technician's mobility reinforces her reactor domain mastery. Establishes Command Deck as operational hub; gate undervolt tension lingers unresolved.

Revision #8

Created 2026-01-09 04:00:30 UTC by Mike

Updated 2026-01-15 09:35:45 UTC by Mike