















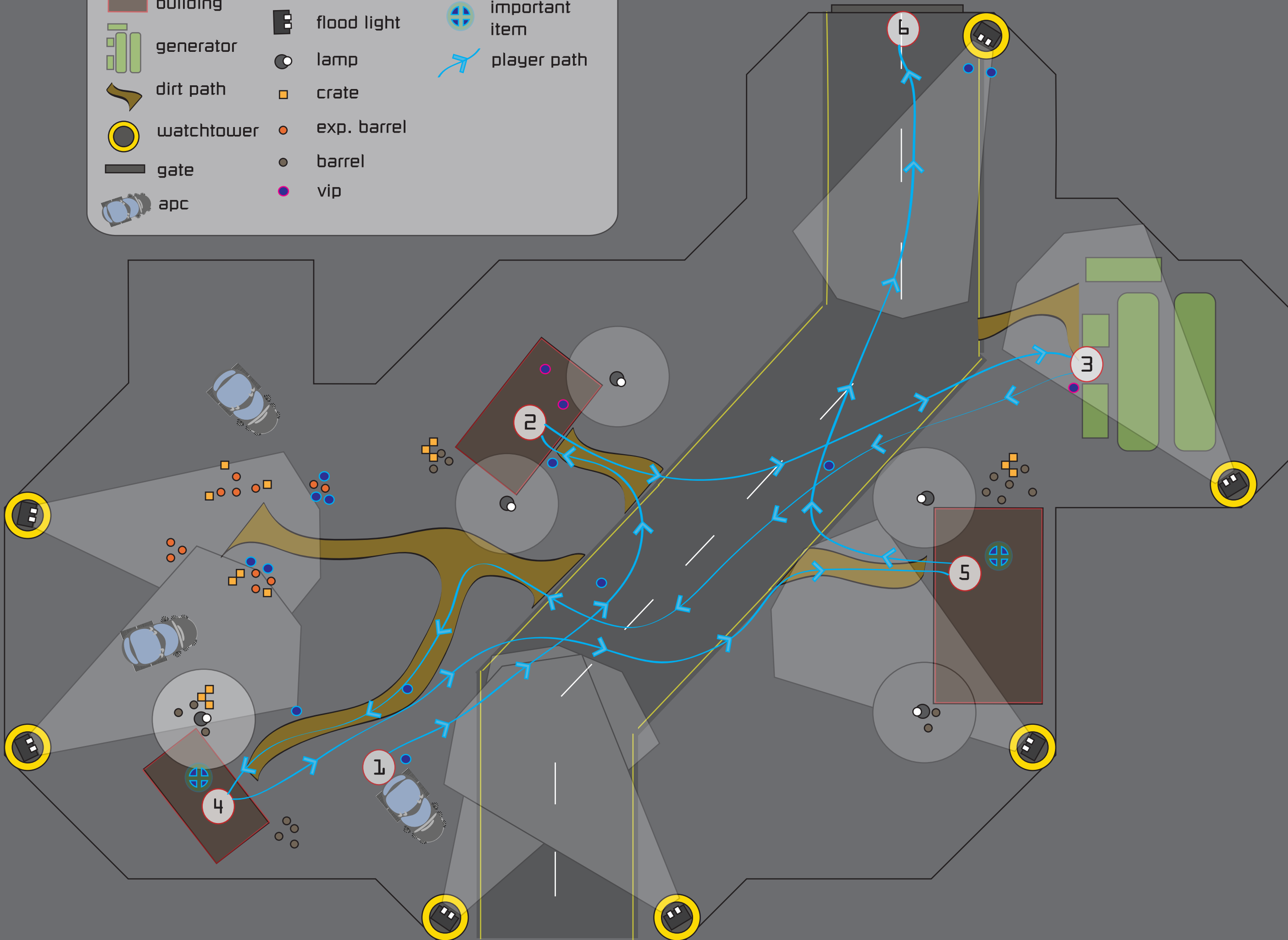


Rebel Outpost

location >> one

Key

	building		light beam		npc
	generator		flood light		important item
	dirt path		lamp		player path
	watchtower		crate		
	gate		exp. barrel		
	apc		barrel		
			vip		



Rebel Outpost

location >> one

CONCEPT

Tyde starts his journey inside an abandoned prison, now used as a forward staging point for the Rebel forces. He is here to see a man named Micheal Jenkins, a former close friend of his late father in order to acquire more information about the whereabouts of his younger sister, Yuki.

OBJECTIVES

- 1 Begin the mission at the rear of an APC
- 2 Head to the base headquarters to meet Jenkins, by entering a security code, given to you by the guard.
-- NPC s will give you information to see Jenkins
- 3 Meet with the base mechanic Jiro Garushi, as advised by Jenkins.
- 4 Acquire the capacitor control circuit board as instructed by Jiro from the base Armoury.
- 5 Return the capacitor control circuit board to Jiro and collect the goggles he has in the machine shop.
- 6 Escape the base via the rear entrance.

With every action, there is always an equal and opposite reaction
Newton s Third Law


The truck had come to a halt inside the old prison. He had only been sat inside for a few hours, but his body felt as if it had been dead for days. Muscles groaned and bones cracked as he rose, wincing slightly as he fumbled in his pockets for some cigarettes.


Michael Jenkins...


The name was the only thought that had been ploughing through his mind since he had left the suburbs. Find Jenkins, Find Yuki.


Tyde climbed out of the vehicle first, the rest of the rebels falling out soon after, almost ignoring the fact that he even existed. He didn t really give a shit, as he stuffed a cigarette between his dried lips, heading over towards the heat of a barrel fire close-by.


Key


 dirt path


 shack


 barrel fire


 crate


 truck


 car


 lantern


 light beam


 lamp


 traffic light


 road


 railway


 train

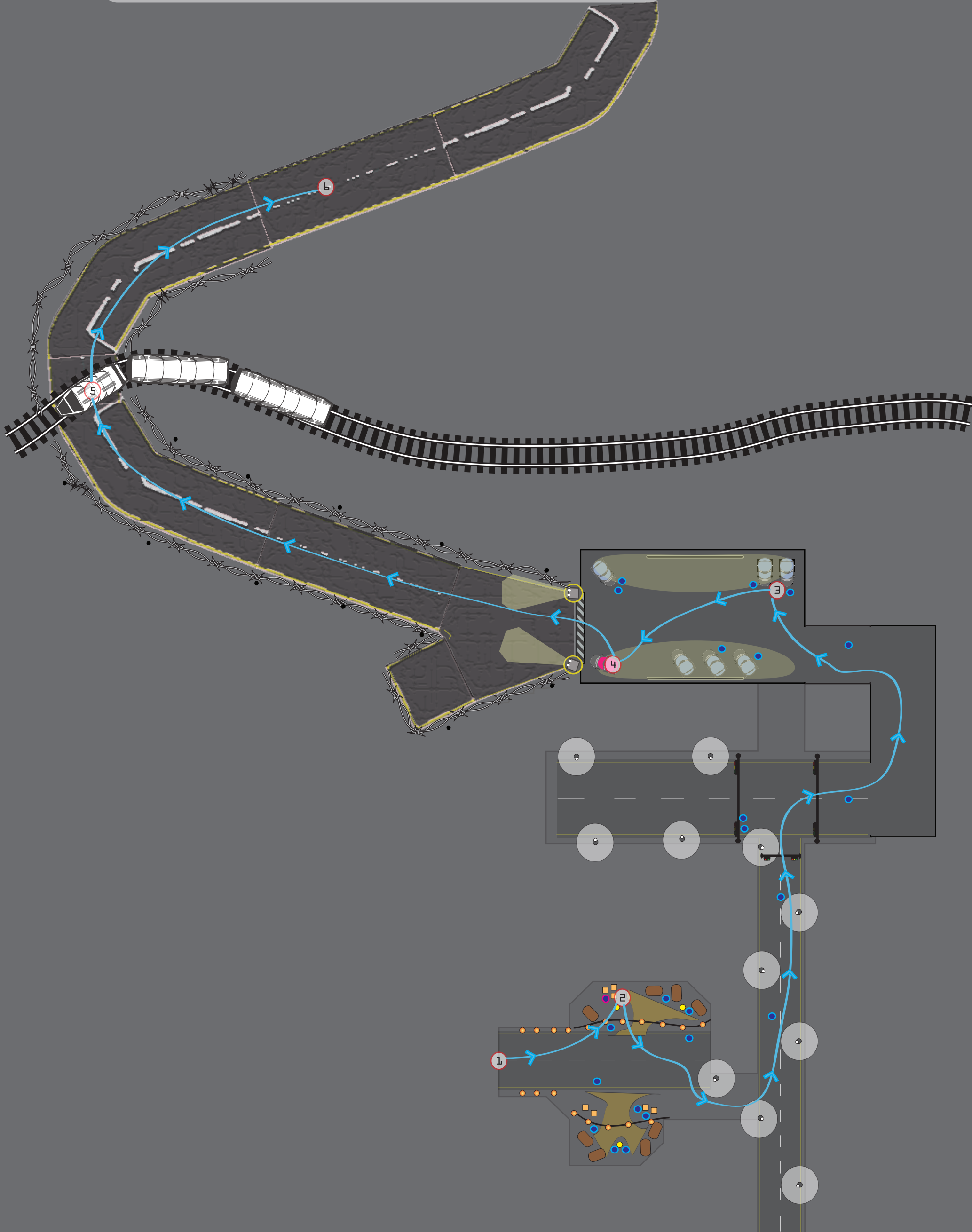
 barbed wire

 1 player objective

 player path

 npc

 vip



Slum Village

location >> two

CONCEPT

Tyde enters the Slum Village after escaping the Outpost during the attack. His only concern at this point is to find a vehicle and make his way towards the docks, via the City sectors.

→ OBJECTIVES

- 1 Begin the mission at the entrance to the Slum Village.
- 2 Talk to the old man and learn of the current situation. Acquire the Boxes mission and help the old man carry his possessions over to the warehouse North of the Slum Village.
- 3 Finish helping the old man and collect the Charger item from him, which will allow the operation of his car, parked in the warehouse.
- 4 Use the car to escape the warehouse at it comes under attack by the Gene-Soldiers.
- 5 Avoid death by crossing the lines before the train arrives.
- 6 Escape the Slum Village and make way towards the City.

We barely remember what came before this precious moment, Choosing to be here...
Tool Parabol

Tyde continued to run until his veins filled with acid and the sound of gunfire trailed in the wind. The calming glow of Chinese lanterns hovered above him, wavering in the wind like Hotaru s of the night. Shacks made of metal grids, wood and cardboard had been built in old car parks. He had found himself in a small slum village just a little way passed the Outpost. Once the Outpost fell, he knew it was inevitabe now, this place would get filled in.

There was nothing he could do here though, Tyde needed to get to the City faster than the Genes could.

He needed a car.

Neotokyo Grid

location >> three

Key

grass

fountain

colloseum

car

statue

buildings

flood light

light beam

lamp

bus

traffic light

street light

fallen building

fallen building (dyn.)

player path

important item

river

track

train

broken train

car

player objective

boss

hostile npc

npc

vip

