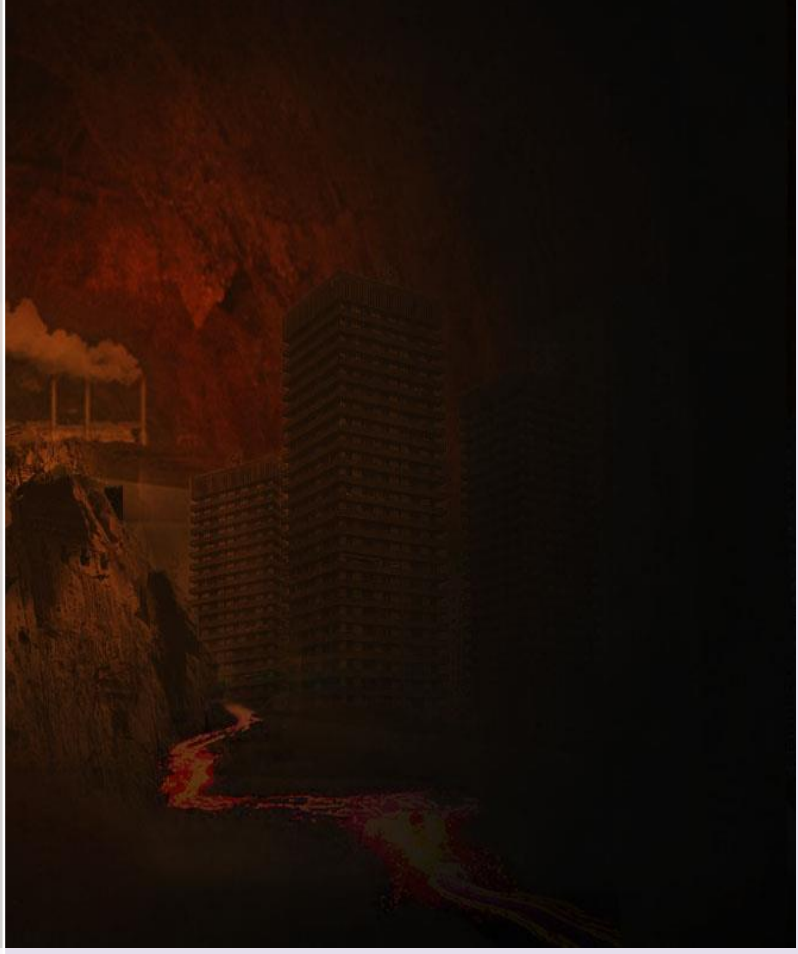
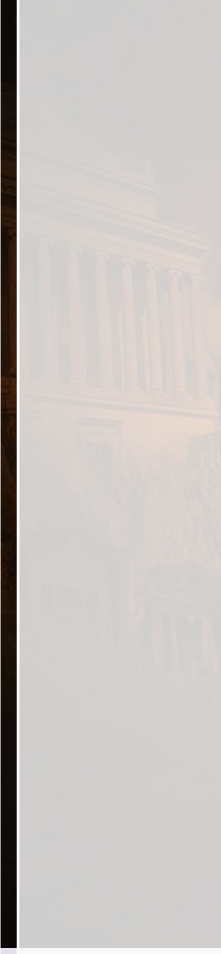


Narrative For Extinguished

Teresa Mardel



This first section covers the back story and would be laid out as a cutscene before the title menu of the game.

The year is 2174 and the earth is in an age of peace. After WW5 which nearly decimated the planet, a new worldwide coalition government is formed known as the AWC (Allied world coalition). Over time this government sees the earth become essentially one big city spanning the whole globe, with all its citizens prospering.

But as we all know, happiness doesn't last.

The scientists of earth discover that the sun is dying and the earth will be plunged into complete darkness and freezing temperatures. No one on earth can survive.

After much deliberation and debate, the people of earth vote on a plan to save themselves.

The plan consists of two parts;

1. A huge spacecraft will be built to ferry the best and brightest of mankind and a host of all animal species into the universe to find us a new planet to call home.
2. The remaining humans on earth will all move into a huge city that will be built near the earth's core where it is still warm. The city will be powered by the natural geothermic energy in the area, harnessed by 4 geothermic power stations housed at the 4 corners of the city. The city will be designed to last at least a hundred years, but the AWC believe that this will be more than long enough.

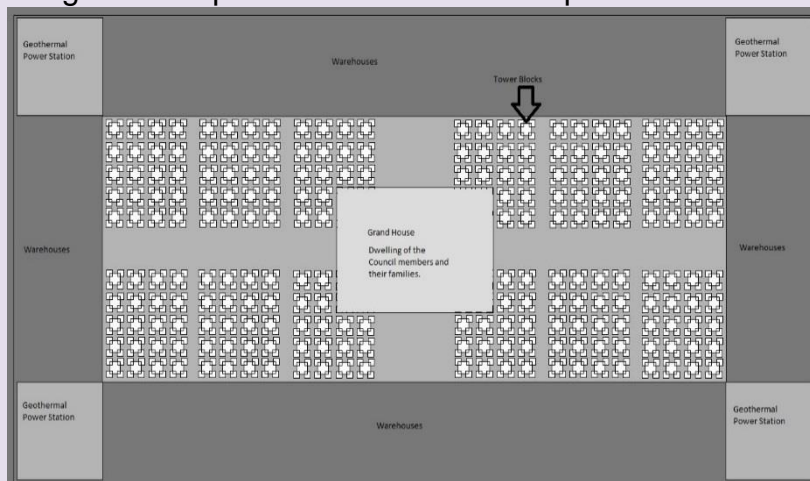
The city will provide shelter for all those left on earth while the ship searches for a new home. Once the ship has found a suitable planet and set up a colony, the ship will return to earth for the rest of humanity.

The 2 massive projects take place side by side and are completed just days after the sun has expired. The temperature on earth has already dropped below freezing. As a result photosynthesis has ceased, with plant life and animals already beginning to die off.

The ship is launched and the city is populated. The entrance to the city is via an elevator which must be activated from the top and the bottom in order to work.

But there is one group of people who refuse to go into the city. They are known as the sons of Marduk. They believe their god Marduk is the god of the sun and that this time of darkness is a punishment for mankind and a test of their faith. They believe it is against their gods will for them to live below the surface and they must show unrelenting faith by enduring the harsh conditions on the surface. They feel that if they can tough it out, they will be rewarded with everlasting life once the sun is reignited by their god Marduk.

The city is to be comprised of 4 power stations, 1 at each corner with a grand house in the centre which will house the council overseers of the city and their families. Around the centre are tower blocks arranged into squares with lobbies that span the first 20 floors. (Map Below)



Within the lobbies is where most of the citizen's daily life will take place as these will house clinics, schools, trading points etc. Between the power stations will be huge warehouses filled with supplies to keep the city going. Food is a synthetically made, fully sustainable protein based mix.

While in the city, the day to day running of things will be controlled by a council of officials elected by the people. Citizens will still have jobs within the city, some doing jobs they did before; such as doctors, nurses, teachers etc. Those with obsolete vocations will be retrained in order to help maintain and up keep the city.

The city exists just as intended for the first hundred years but after this time there is still no word from the ship. Supplies are now almost nil and disease breaks out killing a huge portion of the population. The council shut themselves in to avoid the sickness and the city exists in this way for another hundred years. After this time only the healthiest of the populous survive, along with the council who have become inbred and twisted.

Game story.

The story begins with a cutscene.

On a dusty, poorly lit street, a man and his daughters walk along. The girls sing a tune as they skip merrily down the road. The man stops, he realises he has forgotten something and tells the girls to wait for him as he goes back to retrieve it. He runs in to a nearby tower block as the girls begin to play a clapping game while they wait. Suddenly and without warning, a huge rumble can be heard as the tower the man just walked into collapses to the ground killing everyone inside. The two little girls stand shell shocked knowing their mother and father are gone forever.

Gameplay

Katya awakes in a sweat after reliving this memory as a nightmare. There is someone knocking at the door. Katya opens the door to find a council guard. (The council guards were created when the council began to shut themselves in. They hand pick boys from strong families at an annual line up held within the council chambers. The chosen boys are then taken for training which consists of a combination of brainwashing, steroids and extreme discipline.)

The guard informs Katya that there is a fault in an air duct that she needs to attend to. He says he will escort her to the aforementioned air duct. As she follows him, he talks about how much he enjoys his work and praises the council. They arrive at the air duct and the guard excuses himself.

Katya then begins to climb the vertical shaft to find the faulty fan. Once at the fan in question, she opens up the power box and runs a diagnostic test. After seeing the results, she thinks to herself "That's strange, the fan is fine. It's a heating fan, yet the air temp is reading as high enough that the air need not be heated. How can that be? The air temperature on the surface is below freezing!" She decides she must report her findings to the council.

Katya travels to the grand house and requests an audience with the council. She is brought before them and explains of her findings with the fan. The council members deliberate amongst themselves and then one turns to Katya. "Thank you for bringing this to our

attention; we will investigate this matter further.” He then turns and says something to a guard standing at his shoulder. Katya is dismissed and she turns to leave the council chambers.

As she approaches the outer door, two council guards appear behind her and grab her, dragging her outside to the town square. As they get closer, Katya can hear that a member of the council is addressing the congregation. He is shouting “Katya is a traitor to our fair city! She is found guilty of treason and sentenced to die on the surface!” Katya is completely thrown, she has no idea what is happening. She can see her sister Ciara in the crowd, she is crying and screaming.

Katya is then bound and put into a capsule which is usually used to shoot garbage to the surface. The capsule is then put into the waste system and fired up to the surface. Katya is gripped by a fear she has never known before and passes out.

Again we see a cut scene of Katya and Ciara as children. This time it is set after their parent’s death and the girls have been living on the streets and foraging for themselves. Ciara is approached by a very seedy looking man in a hat who tells her he can give her the life she always dreamed of if she just goes with him. Ciara says no and the man begins to drag her away. Katya hears Ciara’s cries and runs to her aid. She launches herself on to the man’s back and begins clawing and biting him. This clearly distresses him and he lets go of Ciara. As he walks away he warns them that they will see him again. Katya turns and embraces a crying Ciara. “I will always be here to protect you.” She says.

Katya begins to open her eyes and is more than shocked that she is still alive. As she begins to open the door to the capsule she is blinded by the light streaming in. Looking through slanted eyes she begins to climb out of the capsule. “What is going on here!” She screams and drops to her knees sobbing.

To Be Continued.....