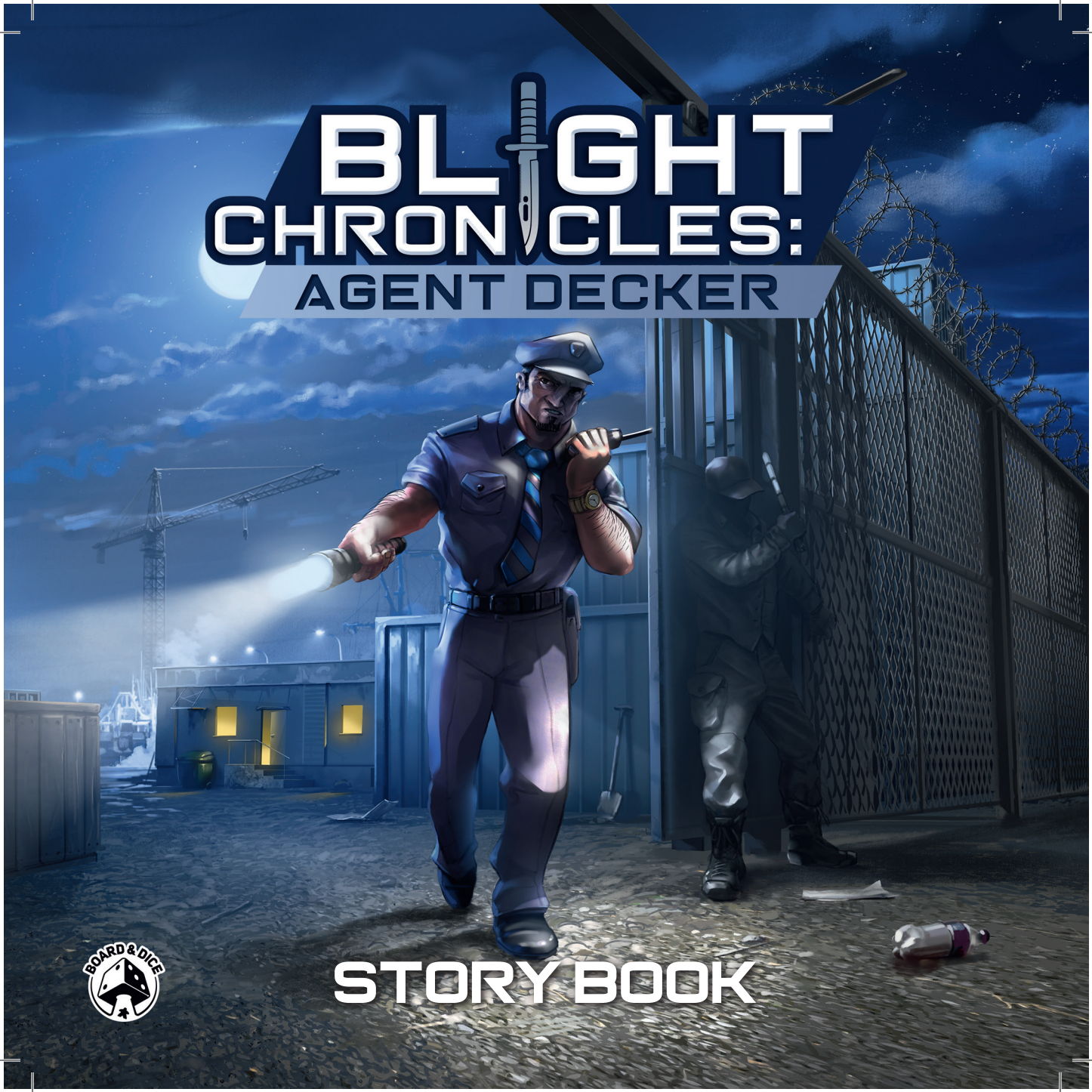


BLIGHT CHRONICLES: AGENT DECKER



STORY BOOK



PROLOGUE

For a couple of weeks now you've been working for the Blight organization, a group for which only a few living souls have knowledge. Fairy tales—that's what you used to think about similar secret agencies. Everything changed when your army supervisors decided that someone with abilities such as yours would go to waste at their base. They sent you to a secret training center in Nevada and then... then you finally understood the true meaning of "confidential".

You look out at the brightly lit Santa Monica bay, holding a cold cocktail. You try to relax, spending your evening on the roof of a luxurious hotel. Zero stress. Music, smiling people. A short bliss before your vision turns red. A warning; a message from Blight transmitted from the implant in your eye! You blink twice, confirming that you are ready for action. You see a map of the city, marked with a route from your current location to a port:

OCG 159. The taxi is waiting in front of the hotel.

You smile. You weren't expecting Blight to send you on a mission so soon. You finish your drink and enter the elevator. Finding a secluded area, you change into a dark, tight fitting suit before heading outside. The license plate of your taxi is easy to spot and you slide in the back.

You can't make out your driver's face. He conceals it with the low brim of a baseball cap. The engine roars to life as he gives you the details of the mission.

"Your target is Dr. Andrew Johnson. He went missing two days ago from San Diego laboratory. We think he was kidnapped by the New Dawn terrorist organization. According to our sources, he was seen an hour ago on the "Nightingale" ship in Santa Monica port."

Your Blight Sight pops up a display of Andrew Johnson's file. You see a sad, lonely, forty-year-old man. A man completely devoted to science.

"The doctor had been working on an incredibly strong explosive material called D7. Even a very small amount is enough to destroy a plane. Mixed with other substances, D7 can be as dangerous as a

dirty bomb. If the terrorists get their hands on the chemical formula of the substance, the whole country will be in danger.

Your communicator is in the compartment next to the door. Blight is counting on you agent."

The car stops in front of the entrance to the docks. You take the communicator and fit it in your ear. Darkness engulfs the area as you exit the cab, your heart pounding. You see a vague outline of warehouses in front of you, tall cranes rising behind them. You swallow hard as you touch the communicator.

"I'm here. Awaiting instructions."

STAGE 1: Get In

As you scan the area, your earpiece confirms: “We can see what you see. Guards are roaming around the fence, but they shouldn’t be a problem for you. Unfortunately, there’s no information about the internal layout of the buildings anywhere on the open network.”

“So I need to scout the area before I take action.”

“That might be the best idea. There’s a guardhouse nearby, try to get inside it before you go over the fence. With some luck, you might find plans to scan for us, and maybe some other helpful tools.”

“Fine, I’ll make contact again when I get inside.”

From your vantage point, you notice that someone is approaching the facility, so you start running down the hill towards them. You might be able to pass unnoticed if you had his uniform. He’s quite bulky, but the jacket and the baseball cap should fit you perfectly. You speed up to intercept him before he reaches the guardhouse and the revealing glare of the security lights. You are still in shadow when you get to him—perfect for a silent takedown—and only at the last moment does he notice you. You quickly get an arm around his neck and apply pressure until he loses consciousness. When he stops moving, you drag him off the road and take his jacket and baseball hat. You check his wallet. His name is Mike, and according to the sticker note inside, he has an appointment with Jake Higgins this evening.

Feeling confident with your disguise, you move closer to the facility while memorizing the locations of the guards and the surveillance devices around the fence. Maybe it would be easier to sneak in closer from the parking lot? Although, as you approach, you are spotted by one of the guards, who waves you forward. It’s not like you have any choice but to see what he wants. You decide to make the first move:

“Hey. Nice evening.” You choose to keep it casual.

“Forget that, what are you doing here? This is a restricted area.”

“I have an appointment, but I’m not really sure where I should go.”

“Janitor, or the guard gig?”

“Do I really look like a janitor?”

The guard gives you a cold stare as he crosses his arms.

“Sorry, I’m supposed to meet Jake Higgins, can you just tell me where he is?”

He looks in your eyes for a while without speaking, then he finally responds.

“What was your name again?”

As he finishes the sentence, you dart forward. Three quick and precise strikes make sure he’ll be out for at least two hours. You grab him before he falls, and whisper.

“I never gave you my name.”

You hold him up and carry him out of view of the cameras.

He was suspicious, and he will be able to describe you when he recovers. With a rush of adrenaline, you realize that the clock is ticking. You can’t stay outside much longer, any delay increases the risk that someone will be able to identify you once you’re inside. You have to get into the guardhouse as soon as possible.

STAGE 2A: Blend In

You decide to search the security headquarters in the hope of finding something more suitable to wear while moving around the facility. According to the plans you scanned, the building has several entrances. You pick the one you think should be clear of guards. You approach quickly and open the doors, trying to stay out of sight of the single camera overlooking the entrance. There is a reception desk in front of the doors with a hallway beyond, but there's no one around. You close the doors, and as you start walking down the hall, one of the guards emerges from a bathroom ahead of you. He looks your way, smiles when he sees your jacket, and says:

"There you are, Mike! I was wondering if I was going to see your sorry ass in here after all."

Then your eyes meet, and he quickly realizes you're not Mike.

"What the hell! Who the hell are you and where did you get that jacket?"

He's going to create a disturbance in a moment; it's too late to try and calm him down. As you move closer to him, he pulls out something from behind his back. He swings a blade that misses you by a few inches. He pulls his arm back to stab, but he's not fast enough. As he lunges, you punch him twice, using his own momentum against him. He drops to his knees, gagging. You hear the scuffle of feet coming from the hallway behind you. You take the combat knife from the guard on the ground and smash his face twice with the handle; he drops unconscious, bleeding.

Another guard arrives and pulls out a gun! No time to think. You throw the knife at him, and it sinks into his chest. He drops to his knees with the gun still in his hand. But, just when you thought it was over, he manages to pull the fire alarm on the wall! The alarm goes off, and you know you need to do something fast. You run towards him, grab his body, and throw it on the desk in front of the doors.

You take a deep breath and smear the unconscious guard's blood over your face. You rip open your jacket to make it seem

like you were in a fight as well. You slump against the wall below the fire alarm and grab the handle just as some guards run inside. They're shocked at first, then after a few seconds one of them moves straight towards you, grabs you by the collar, pulls you up from the floor, and screams:

"Who the hell are you and what the hell happened over here!"

You do your best to sound frightened.

"I'm here for an appointment with Jake over there. When I came in, I saw him fighting someone. I went to help, but I got knocked out. When I came to, the guy was gone. I didn't really know what else to do so I pulled the alarm."

Your interrogator gives you a hard look. He turns and points to two guards close by.

"Mark, John, go outside and let everyone know something is up. As for you ..." He turns back to you and gets real close. *"Stay here. I'll have more questions for you soon."*

Well, this doesn't look too good. You need to find a way to stop the senior guard before he makes too much trouble.

STAGE 2B: Alternatives

Working your way around the buildings, you gain more information about access to the surveillance control room. You turn a corner and stop. In the distance is the main entrance, guarded by two strange looking men. One of them is wearing sunglasses and armed with an Uzi, while the other is playing with some knives. There are a couple of cameras covering the area, and the automatic sliding doors look heavy and may be locked. This obviously isn't the way to get in, but it's clear you need to get inside. Armed people in front of doors are a bad sign, you will have to contact Blight again.

"Something isn't right, there are armed civilians around the surveillance control room entrance."

"By the tattoos on one of them, we can tell that they're probably members of Trackerz, a local gang. Its members are connected with the New Dawn. Stay focused and try to find a quick way in. We need more information."

"The building plans have given me a few ideas, but I think the best way in will be through the maintenance locker room. I understand that they are hiring janitors."

"That might be the best option. Inform us when you find out more."

You end the conversation and turn towards the maintenance locker room entrance. When you get close, you see someone standing outside having a smoke. Perfect timing. He takes a last puff, and you hurry to follow him inside before the door swings shut. Once in, you take a quick look around. The place is huge, it looks like it's a communal facility for all the maintenance workers at the pier. As you step into the room, someone behind you grabs your shoulder.

"Excuse me, but I don't recognize you. What are you looking for in here?"

The speaker is an elderly security guard with a clipboard in his hand.

"Hi, I was sent here. I'm one of the new janitors."

"Weird. I was sure all of you were here already."

He checks his clipboard carefully.

"Well I might have crossed off the wrong box again, sorry for that"

He chuckles.

"Anyway, go change. You can find your locker using the number on your key, then report to me asap. I'll set you to work."

"Thanks, I'll be over in just a second."

Luck is with you, and you head in the general direction of the lockers while looking for a way to the surveillance room. You can see a few cameras, and there are a number of people walking around even at this late hour. You work your way past rows of lockers and spot the same main doors you saw outside. Big and heavy automatic doors with electric locks. To open them manually you will need to cut the power. You activate your Blight Sight and scan the walls for live cables. There's a circuit breaker box in the distance. If you manage to get to it, you could try to open the door.

However, with the number of people in the building, you can't simply wander around. The old man could send someone after you, or come looking for you on his own, so it's essential to stay out of sight. It will be a challenge with all these cameras, but getting a new outfit might help...

STAGE 3A: Security office

You walk along the dark corridor upstairs and sneak into the office of the security manager. You turn on the computer on the desk—password protected. You look around, but nothing in the room gives you any helpful suggestion. Thankfully, you have other ways.

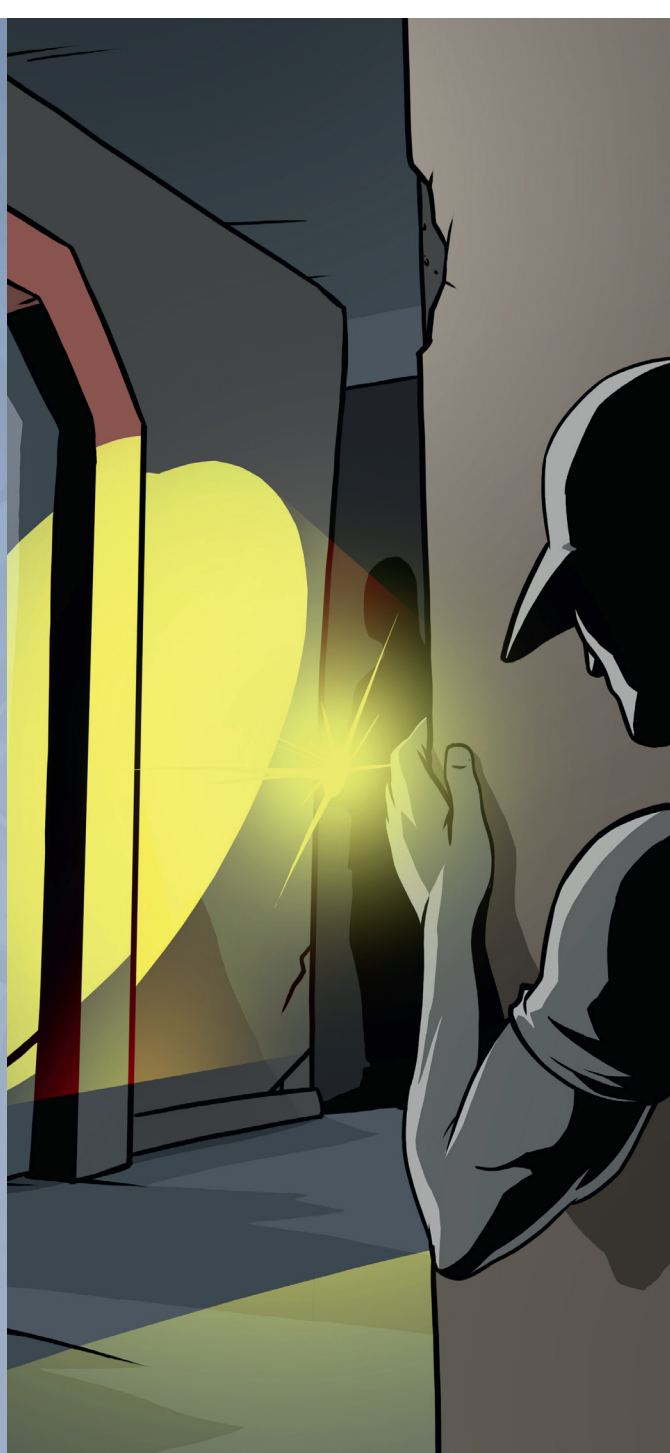
You plug in a small external drive with a program written by hackers working for Blight. After a moment, you crack the code. You check a few of the folders, most simply contain old bills of lading. However, your attention goes to a well encrypted file with a familiar ship name: Nightingale. You connect with Blight and send them the data.

"I'm sending you some math... I was never good at it".

"Got it. Cracking this might take a while".

"Hopefully not too long... I think I have company".

Two large security guards are walking towards the office, checking each room on their way. You take the drive, turn off the computer, and leave the office. You notice a glass door on the other end of the corridor. Armory. You'll find something useful there for sure. In order to enter the room, you'll have to avoid the guards patrolling the floor without arousing their suspicions. If they expose you, you will not be able to escape.



STAGE 3B: Getting directions

You're finally outside. You take a deep breath and feel the adrenaline pumping through your veins, but you must keep pushing forward. You wander between containers in search of more information about the facility, but the answers find you. You round a corner and see a large gathering a short distance away. You take a quick step back behind the container and try your best to listen:

"ARE YOU KIDDING ME! All you had to do is stay on !#@# guard!"*

"I'm so sorry, we're not even sure what exactly happened there..."

You peer around the corner just in time to see a large brute in a tight blue shirt land a punch on a familiar looking guard—the man who tried to interrogate you a few minutes ago. When he tries to get up, a skinny guy with a weird hat kicks him in the stomach.

"Go tell your lazy friends that we don't want any trespassers here. So make sure you do the job you're paid to do and keep this zone clear!"

His victim coughs and spits blood.

"Yes, sir!"

"Fool, I ain't no sir! Now move!"

As the guard runs away limping, the two men in charge turn around and address the rest of the group. They look like a street gang.

"The security in this place is total garbage. Keep your eyes open, and make sure no one disturbs our business over here! Now spread out and keep everyone clear of this area."

While the gang members move off between the containers, Tight Shirt stays with Weird Hat. They lower their voices, and you can't hear them anymore. Approaching them is a bad idea, one of the gang members is standing nearby. However, the distance isn't that great, so you activate Blight Sight to read their lips. Mind you, it would be better if they didn't move around so much, or if Weird Hat didn't talk like a wannabe gangsta. After a while,

Weird Hat walks away. You whisper into your earpiece:

"It's me again. I witnessed an interesting conversation a second ago - I'm sending you the recording now."

"We've got the video, and right away I can tell you that the big one in the blue shirt is the Trackerz' trustee. They're a street gang connected to New Dawn terrorists."

"Andrews?"

"We're analyzing the lip movements... It seems that the doctor is in some kind of warehouse."

That doesn't really narrow things down. You'll need more information to locate the target.

"I think I'll need to have a little chat..."

"Be advised that the gang is known for its loyalty. You will need to employ extreme measures to get them started. It might be good to hide and listen to other people talking as well."

Before you can finish the conversation, you notice that one of the security guards has moved closer to you. You lower your head and walk away silently. That was close. When you look up, however, you see that you have attracted the attention of one of the gang's spotters. You have to be more careful.

When you're out of the spotter's sight, you move towards the trustee. Wow, the closer you are to him, the bigger he gets! It might be smarter to catch him off guard, rather than approach him directly ...

STAGE 3C: Visitors

Although the alarm is loud, and can probably be heard throughout the entire building, people inside don't seem to worry about it at all. Either they think this is just a fire drill, and they take their time, or they were told to stay at their posts until directed otherwise. Whatever the reason, you can't stay here. You have to get to Andrews as soon as possible. Just as you are about to step out of the cubicle and move on, a large number of people come in through the different entrances. The pair that you saw in front of the entrance is also here, and the one with the Uzi and sunglasses speaks up, directing the group that came in through the far door.

"Alright, I want all the doors covered in this room. We have to secure the live feed and find out who was stupid enough to invade our night party."

They start to spread out and cover all the entrances. The one with the weapon continues:

"Great! Since we've got that covered, I will need a little favor from one of you..."

He points his gun at the various screens and then on someone in the cubicle next to yours.

"You look smart. I believe you know what I want... No? Okay, if you insist..."

The gang member casually shoots the man. You suppress the urge to run over and help. As you calm down, you look closely at the wounded man and see that the bullet went through his shoulder—he'll live. You can't afford to jeopardize the mission. If you can't get to Dr. Andrews more lives may be at risk.

"Any other smartass have a problem with those screens?"

He points to someone else across the room. A terrified man gets up immediately.

"See? Was that SO difficult?"

He turns and smiles at the man he shot, now being helped by

another office worker.

"I want this place cleared! Everyone except my new friend over there, get out. NOW!"

The gang member puts a few rounds into the ceiling, and everyone gets up and runs for the nearest exit. Then he turns towards the screens, speaking louder to make sure the operator can hear him.

"Alright now. Bring up the locker room cameras on these two screens in the middle. These four, all the entrances to the building. On these three over here I want the cameras from the cafeteria and its entrance, and on all the others give me everything from the upper floor. Now, I want to see the recordings from an hour ago."

The operator sits down at the console and starts typing. The views on the screens change. While this is happening, you realize you can't just leave, you have to stop them. If they can check the recordings, they will be able to recognize your face and the mission will be endangered.

You can't take out the guy with the Uzi as this would attract the attention of everyone around the entrances, and you can't stop all of them. You need to bring down the surveillance system. You activate Blight Sight and track the wiring from the console to the system's mainframe computer.

Having found it, now you will have to destroy it. The best way would be to burn it down. You remember seeing a stock room near the entrance you came in. There might be some flammable chemicals in there that you could use. You can be careful and take your time, they are looking at footage from an hour ago, so that gives you around 30 minutes before you appear on those screens. That's plenty of time.

"Alright, now could you PLEASE play it at double speed, we don't have the whole day here."

Of course...

STAGE 4A: Special delivery

You can't risk it. You might handle the hard landing, but it's more likely to have people. You decide to go for the window leading to the ocean. You know that you only have one chance to make it in one piece, so you'll have to make a long dive forward. While running at full speed, you cross your arms in front and jump, head first, out the window. The moment you do, a machine gun blares from behind you and a few bullets fly past. Lucky for you, in their rush, their aim is all over the place. It's a clean dive, you're falling straight at the water and should hit it without incident. As you take a deep breath in preparation for the impact, the last thing you hear is *"Who the !*#@# was that?!"*.

While you're underwater, they continue to shoot and miss. You swim forward and turn on the Blight Sight, waterproof, just to make sure that you're swimming in the right direction. Once you get a distance away, holding your breath until it burns, you finally break the surface. In that very second, the spotlight from a nearby tower runs over your location. In a panic, you take another deep dive to let it pass. You hadn't realized how far you actually managed to get. Then again, it was a long jump, so it isn't that much of a surprise. You get close to the nearby pier and hide under it, making sure—this time—there's no one around that could see you.

Once you've made sure it's safe, you climb up, soaking wet, and hide behind a large crate nearby. The Blight Sight is slowly processing all the information you've received from the surveillance room, along with your current position. Once the coordinates load up, you realize that the only thing between you and the Doctor's location is this big secured gate in front of you, some barbed wire fence, and a few patrolling guards.

Two guards grab the box and pull it up. As you get ready to strike, you hold yourself back. They didn't notice you as they carry it away towards a nearby truck.

"Be careful with this or you'll blow up half the port!"

"It would be faster if you helped more instead of talking all the time".

"Ok, go grab the driver, let him know everything is ready."

The one guard nods silently and runs down to the pier, while the other talks with guards near the gate. It's a large, guarded entrance from the water side. But luckily, you won't have to jump fences anymore; just get on that truck and make sure you have a way to hide inside. There are plenty of cardboard boxes that you might be able to use. All you have to do is make sure that the driver won't notice you.

STAGE 4C: Laboratory

You throw yourself at the nearest window. Pieces of glass fly everywhere. You hear machine gun rounds behind you. The bullets whiz past your ears. You cover your head to avoid the shock of the upcoming fall. The tough landing on the concrete surface takes your breath away. You try to get up. If it wasn't for the enforced Blight suit underneath your clothes, you'd definitely have broken both of your legs... If you'd survive the fall at all.

"He's there, I can see him!"

You hear the screams and you immediately start to run. Ducking between the containers, you manage to lose the pursuers. You update your location – you're in the old part of the port now. You notice tattooed thugs next to one of the barracks. They are moving boxes full of laboratory equipment and loading them into a black van.

You inform Blight and send the real time stream through your eyes.

"The gang is moving their toys. They could have been working on D7. Here are their recordings."

"We'll take care of it. Go check the surroundings. And Agent... try to do it quietly".

"As quietly as possible." you reply.

You circle the building. You notice more boxes with equipment next to the doors. Burners, vials, technical equipment that you cannot even name. You ignore them and go inside. The corridor, covered with vulgar inscriptions, leads you to a darkened hall. To your surprise, the barracks is more than just a den. You see a state-of-the-art laboratory, one that would even impress Blight.

You want to go to the main hall, but the sensor next to the floor makes you reconsider your next step. You take out a special spray from your suit and use it. You notice the first red laser light... then a lot more. They cross under weird angles, creating a type of spider net pattern. In order to enter the laboratory, you'll have to avoid them so as to not activate the alarm.



STAGE 4B: Warehouse 211

Doctor Andrews is sitting, leaning towards a computer in a large empty hall. Right behind him you notice a bald man dressed in camo, with a machine gun on his shoulder. He gives a knowing glance to a thug with a goatee passing at the back of the warehouse. You send their images to Blight. You receive their reply almost immediately:

"The one with the goatee is a Russian boxer. Nikolaj Abramowicz. Strong left hook. Be careful, his one punch can knock you out. The other one is general William Shawn. Vet from Afghanistan, currently a mercenary. He took part in a few terrorist attacks."

Suddenly, the doctor's hands begin to tremble. He reaches into his pocket for a bottle of pills. He takes one with a silent approval of the watchful boxer.

"What are they stuffing him with?"

"Dr. Andrews has heart problems".

This explains why the doctor doesn't have expected torture marks. If they tried to get the information by force, his heart could give out.

"Check where Andrews family is now. I have a feeling that New Dawn has them at gunpoint... I'm going to get the doctor".

"Be careful. Make sure to take care of the guards separately".

You enter the hall through the open window. Nikolaj is replacing William on his watch, he sits on the chair next to the doctor. The general is doing his inspection while the boxer is looking at the screen of his phone, visibly bored. You'll have a unique chance to entertain him...



STAGE 5A: Trap

Not waiting, you immediately head to the warehouse exit with the doctor. You connect with Blight to let them know the situation. This time they have some news for you:

"We checked the license plates of the van from the laboratory. We caught the driver and interrogated him. You need to eliminate Andrew. The doctor is working with the terro..."

A sudden shot drowns out the rest. You feel a hit on your chest and fall to the ground. You're able to make out the remaining words of Blight's commander:

"... New Dawn wants to destroy the city center of Santa Monica".

The doctor is aiming a gun at you. Thankfully, your suit absorbed the initial bullet's impact, doing little damage. You're afraid he'll shoot again, someplace less protected. You close your eyes, pretending to lose consciousness.

You hear the doctor calling his people through a radio.

"Change of plans. Blight knows what we're up to. Activate the bomb's countdown. We're starting phase two."

Andrews is walking towards you, aiming straight at your heart. He won't be happy with just the hope you're dead. You open your eyes and kick the gun out of his hand. You get up and try to ram him with your shoulder, but the doctor dodges. You sweep his legs; he falls to the floor. As he falls, a group of armed thugs enters the warehouse. You hide behind a pillar, sheltering yourself from a storm of bullets protecting Andrews. In order to get to him, you have to take care of his people.



STAGE 6A: The Last mile

You run outside. With one precise shot you eliminate the thug that's trying to get into the truck's passenger side. Blood spurts from the back of his head. His body is hanging limp at the door, giving you a few precious seconds to reach the driver. You shoot at him through the side window. The man dies with his hands on the steering wheel. You go towards the back of the truck. You localize the bomb by the sound of the countdown. The electronic clock is showing seven minutes. 6:59, 6:58...

Your eyes immediately go towards the vial with golden liquid attached to the panel. You send the image to Blight. The agency doesn't have good news for you:

"The bomb has a built-in fingerprint reader. Only one person can deactivate it".

You turn around. Nightingale is leaving the dock with the doctor on board. You look towards the hull of the ship and the long pier, which the ship will have pass.

You move the dead man off the seat. You turn the keys and look at the speedometer. The truck is no Aston Martin, but if you get fast enough you should be able to reach the pier before the bomb explodes.

"I'll try to detonate the bomb as far from people as possible", you inform Blight, then immediately turn off the channel.

You suspect that the command would not like your idea at all. You slam the pedal to the floor. Ahead of you is a shore full of containers. You have to pass them and not lose speed!



STAGE 5B: Crossfire

You try to leave the warehouse with the doctor when you hear gunshots coming from both sides of the building. Automatic guns vs. pistols. You contact Blight.

"I got the doctor, but there is a shoot-out outside".

You refrain from mentioning that you accidentally managed to set both groups on each other. You remember the beaten-up thug who regained his consciousness a bit too early. When you beat him up, you were wearing a security uniform...

You carefully look outside the warehouse. The situation looks hopeless. There is an exposed area in front of you that you would have to pass through in order to get to the Nightingale. Even if you managed to avoid getting shot, you have no idea how you'd force open the steel hatch of the ship.

You display the map of the port—you know you'll have to find another way. You notice the old halls in Sector 8, behind Warehouse 211. It's the only place where you don't hear any shots. Interesting...

"Can you check what's in Sector 8?"

"They used to keep explosives there."

That explains a lot. The thugs—short-tempered as they may be—are not suicidal. You don't think you will encounter much resistance from them in Sector 8. If you managed to get the explosives, you would be able to sneak on the ship from behind. That way, you'll avoid the cross-fire, and you'll be able to blast the hatch.

There's no time to make the plan perfect. A group of security guards in bulletproof vests is entering through the side doors of the warehouse. You have to take the doctor out of here and get to the warehouse with the explosives. It's your only chance to get on board the Nightingale.



STAGE 6B: Domino

Before you even hear the bang, you impulsively jump to the side. Glass shatters behind you. You immediately get up, fearing another shot that doesn't come. The doctor is not in the cockpit anymore, but he left you a surprise: a video on the screens shows the moment the bomb was activated—by you. He set you up!

You can faintly hear Andrew's voice from the other side of the window, "Change of plans. Get the car ready..." He's running down the stairs to the lower deck. You run out of the cabin and immediately regain connection with Blight:

"The doctor is working with the terrorists. He set me up to activate the bomb and was recording everything..."

You hear the cursing of thugs from the lower deck. In the distance, you see a truck's headlights flashing. The doctor is running towards it, and you think you know what he's planning.

"He's trying to take the bomb out of the port and detonate it in the city."

"You have to stop him at all costs."

For the first time, you hear nervousness in command's voice. You can't go to the lower deck; the fight would slow you down too much—you wouldn't have a chance to reach the truck. You look up, trying to find another way. A crane arm, stretched out and close to the ship, carrying a large load. It might work.

You look at the possible route out of the port. The terrorists will have to pass stacks of containers at the shore. Good, this gives you a sliver of a chance...

You go on the roof of the cabin and jump for the crane's load. You balance your body not to fall. The last time you were doing acrobatics like this was during your training, but in real life... in real life it's a much different experience.

The truck leaves just as you reach the controls of the crane. The containers, from afar, look like children's blocks. You grab the controls and start the machine. If you use the attached load as a battering ram, you might be able to throw the containers on the road and stop the truck before it leaves the port.



STAGE 5C: Suppressing Fire

You leave the warehouse with the doctor. You sneak near the moored ship and connect with Blight.

"I got the doctor, but his D7 sample has been used to make a bomb. I'm going to deactivate it using the controls on board the Nightingale."

"Be careful. The ship probably has tight security."

Blight's warning turns out to be useless. You're surprised by the small amount of guards that you easily pass. You run on the gangplank, the doctor tells you "The bomb is on-board. They brought it here."

The doctor sounds convinced. You look at him surprised. Did the terrorists have two bombs?

"I saw the bomb on the truck in front of the wareh..."

You stop. The doctor's facial expression changes dramatically. The doctor was lying to distract you from the location of the actual bomb! You try to pin him to the hatch, but he slips away, hitting you on the back of your head. Your vision blurs and darkens. Andrew has a lot of strength for someone with heart problems.

The doctor barks an order into his radio.

"Change of plans. The Blight agent knows about the bomb. Activate the countdown."

He gets a reply almost immediately.

"We have a problem. Someone slashed the truck's tires. If we activate the bomb now..."

"Do it!"

He rushes you, trying to push you into the water. Instead, you fall on the gangplank. You notice a few long shadows coming towards the ship. The red spot of a laser pointer stops on your face. You roll to the side, trying to get cover behind the crates. Meanwhile, the doctor is running towards Warehouse 211. You know you won't be able to reach him. You hear heavy footsteps coming from all directions. The thugs and the security guards are trying to surround you and lock you in the crossfire. Your only hope is to sneak over to the other cover and try to get out of their sight.



STAGE 6C: Hard hit

The force of the explosion throws you up like a rag doll. You feel the deadly heat on your skin before you hit floor with a heavy thud. Your ears are ringing as you try to get up. Pieces of steel fall right next to your legs. The flames are licking the tanker with escaping gas. You cover your eyes. It feels as if everything around you is being consumed by the fire.

You try to go beyond the range of the flames. You notice a group of gangsters in the smoke, and red lights in the air. Drone! So, this is their backup plan. You wonder where they want to fly it.

You display the map of the city on your retina. Your attention is drawn to some abnormal movement on one of the streets near the port. It looks like they closed it for some festivities...

"I think I know the new target..."

Blight Sight informs you of the potential casualties. A D7 bomb would do more damage than just the vial with the substance, but the situation still doesn't look good. Blight answers back with some bad news.

"We're trying to hack it, but it's not working... We can't shoot it either. The risk is too high. You have to try and get it yourself".

Weakened, you know you won't be able to win in a direct battle. The doctor has too much security. You're sure you're alive only because he assumed you died in the fire... and this is going to be a costly mistake for him!

In the light of the fire, you notice a bulldozer parked between containers.

"Can you give me the location of the drone's pilot?"

"More or less... it seems that Andrews is flying it. He's in the truck, next to the warehouse".

You enter the bulldozer's cabin. Your only option is to get there by force. You can only rely on the vehicle's durability and the element of surprise.



