

Arabian Intro 0 – before the start of the campaign

Takes place in 2010 in Heike's flat

Dark austere room, possibly in an attic or in a basement. Purely functional furniture, no decoration. Heike busies herself with something that gives an idea of her being a mercenary (cleans a weapon, works out...). Suddenly a computer beeps (it can be built into a wall or hidden somewhere). With few deft movements Heike gets close to it.

Technical details are yet to be worked out according to our possibilities (e.g. if it is to be controlled by mouse, keyboard, touch screen or maybe by voice). In any case, some futuristic looking operating system will open her mailbox and we will see the headers of recent messages that would again point to the fact that Heike is a mercenary (e.g. invoices for weapons, payments from strange people, maybe some interesting newsgroup). This should stay on screen for a short while so that we get a chance to see it clearly. The last mail is highlighted and it is something like Re: Unusual contract. The number of preceding mails with the same subject shows clearly that the negotiations are well underway. Heike opens the message.

The action then takes place on screen. It will be probably a mixture of text, picture and sound messages. Heike would browse them all in the same time – the voice message should be most important, with headers of text messages giving the idea of some larger documentation somewhere.

The shots of the screens should be from time to time be interspersed by shots of Heike sitting by her computer and working on it. From time to time she looks surprised, finally she reclines against her seat and thinks. At last, she writes something quickly... shot of the screen showing something like "I agree with the conditions, will arrive at the given time. You can transfer the down payment. Heike Steiner". Shot of Heike, her finger hesitates over the button Send. Finally, she presses it and tension is relieved. Heike swears under her breath.

Subcampaign 1

1. Something Went Wrong

Briefing

Heike along with other mercenaries is hired by Arabian governments to stop Americans from transporting siberite deposits. They raid the American base in Siberia to gain possession of EON.

Coordinates

Siberia, 12 April 2010

Opening sequence

Arabians crawl silently over the rock above the American base. Suddenly they attack. Sleepy Americans run out of the buildings and they are killed easily. After a short while everything is over. Only one American female scientist escapes into nearby EON. Two sheiks appear on the cliff above the base and mercenaries start entering the EON (Dialogue B).

Map reloads.

Heike appears alone in the past and after a brief monologue (Dialogue 2) the game proper starts.

Dialogues

>Ab Abdul
>Vel Commander
>Hs Hans
>Rb Robert
>Lf Leif
>H Heike
>A American
>R Russians
>O Olaf

Dialogue B – After the capture of American base in present-day Siberia

Abdul: Lose no time. You must complete your mission at all costs.

Commander: I'm going to read names. Go into that machine. Hans Gluckman...

Hans: Let's go. And mind you, don't let me wait there for a million years.

Commander: Robert Farmer...

Robert: Fuck, I'm sweating like a pig.

Commander: Leif Swansson...

Leif: Yes, sir!

Commander: Heike Steiner...

Dialogue 1 – Landing

Heike: Bloody hell, what went wrong? How comes I'm here alone?

Heike: Oh, not all alone after all. But he's not one of us... and his uniform isn't American either... It's gonna be fucking interesting here!

Mission Objectives 1

Primary objective:

Survive. Try to find out what is going on.

Hint (control) Control basics

Left-click the Heike character – thus you will select her. Green line above her shows her physical condition. More information are in the bottom left corner.

Right-clicking somewhere on map would send the selected character there. Right-clicking an enemy will make selected character attack him. Right-clicking a friendly unit will issue order to follow this unit to selected character.

Dialogue 2 – Heike sees the Russian base for the first time

Heike: Damn, let's get back fast... What the hell is going on here? Why should I always end up in such a bloody mess?

Hint (rules) Visibility

The units standing on high ground have longer range of sight. This means that Heike, who is standing higher, can see Russians below her without Russians seeing her at the same time.

Dialogue 3 – Heike meets an American

Heike: Drop your weapon! Move it, hands up and drop your weapon!

American: Hands up! No, wait, don't shoot... You ain't Russian, are you?

Heike: Why should I? What the hell is going on here? Oh, I see, that dead guy over there...

American: Yeah, that was Russian all right. I killed him. But there are more. And who the hell are you?

Query 1 – What shall we do with this American

The objective of this undertaking is to kill the American expedition. But nobody mentioned any Russians. And besides, Heike landed here alone. What now?

- Kill American
- Let him go
- Help him

Dialogue 3a – Kill American

Heike: Me? I am the girl that's gonna kill you...

Russians: Over there, it was here. Let's move fast!

Dialogue 3b – Let him go

Heike: Your know what? It's none of your business.

Russians: He must be somewhere here... And we are going to find him. He killed Mikhailov. You see, there!

Dialogue 3c – Help him

Heike: Shhh, it doesn't matter now. I think we've gotta another problem. I heard something.

Russians: He must be somewhere here... And we are going to find him. He killed Mikhailov. You see, there!

Dialogue 4 – Heike and the American killed Russians

American: Thank you, you are really hot. Ain't you gonna tell me your name?

Query 2 – What shall we do with this American

What now?

- Kill him
- Let him go

Dialogue 4a – Kill American

Heike: I'd rather not. Sorry...

Dialogue 4b – Let him go

Heike: I don't think you'd like to know it... You better go...

American: OK. You saved my bacon, you can keep your secret. Maybe we shall see each other again.

Heike: I am afraid we will.

Dialogue 5 – Heike meets Olaf

Olaf: Ssss, Heike...

Heike: Oh, wait, I know you, you are that charming Norse from the second group! I'm so glad to meet you. Do you know what happened? What went wrong?

Olaf: The name is Olaf. Olaf Larsson. I don't know much myself. We are scattered both in time and in space. I am here for a month already.

Heike: But you went into that machine after me.

Olaf: This doesn't matter, some people are here for at least half a year. Anyway, we are on the Russian territory now. I really don't know how they got here.

Heike: And what are you doing here?

Olaf: I'm waiting here for people like you. I send you through the combat line to our position, but I'd say only few of them really make it there. Look, there are two Russians bases here (fog is revealed, camera pans).

Olaf: The only possibility is to go between them – but it ain't gonna be that easy.

Heike: So the Yankees are in the North. And what about South?

Olaf: The road is patrolled quite well (camera shows the pass). It should be possible to go through forest, but there is river and swamps further south. It would take ages to go this way.

Heike: OK. I'll try to go through combat line. Thanks.

Olaf: Definitely try to stay out of combat. There is just too many of them. I can go with you for a while.

Mission Objectives 2

Primary objective

Get Heike to the eastern edge of map

Secondary objective:

Keep Olaf alive

Hint (control) Controlling more units

Olaf is now at your disposal. You can click him and select him instead of Heike – you will then control him.

If you select one character, you can add other to the selection by Shift-clicking him or her. Another Shift-click will subtract the unit from the selection. You can select more units by dragging a marquee around them as well.

If you have both characters selected, one of them is highlighted – this is the active unit. The information and icons on your user interface pertain to this – active – unit. For example, if Olaf is active, you can see (and click) the "Repair vehicle" icon (because Olaf is a mechanic). If Heike is active, you can see Walk/Crawl icons (because Heike is a soldier). If you Ctrl+click a selected unit, you make it active. If you issue a command with Ctrl button, it will be issued to active character only.

Dialogue 6 – Heike sees tracks

Heike: What? This looks like vehicle tracks. Where does it come from?

Olaf: Hmm. You still don't understand that it's really tough war going on here. American and Russians have their factories and they build heavy combat machines.

Heike: ... and what about capturing one of these? It would make the journey much faster, wouldn't it?

Olaf: You surely have balls, woman. Well, we ain't gonna capture a Russian tank, but from time to time an American reckon vehicle comes here. That might do.

Hint (rules) Alliances

You can set your diplomatic relationships to other sides. This tells your units whether to attack other units, ignore them or even help them.

Your default relationships with Americans were neutral. That's why Heike and the American soldier didn't start shooting at each other in the beginning. But if you want to capture the American vehicle, it's not enough right-click it. It is not an enemy and so the right mouse click does not evaluate to attack. You have to select your units, click the "Attack" icon (or press "A" on your keyboard) and then right-click the American vehicle. This would violate ceasefire diplomatic attitude to Americans and automatically set diplomatic stance to "Enemy".

The other option is to set relationships to Americans to "enemy" in the menu – then Heike and Olaf will start to attack Americans the moment they see them.

Mission Objectives 3

Primary objective:

Get Heike to eastern edge of map
Optional primary objective
Capture vehicle and get Heike in vehicle to southern edge of map.
Secondary objective:
Keep Olaf alive.

Dialogue 7 – damaged the vehicle

Olaf: I think I could repair it a bit...

Hint (control) Vehicles

When the American vehicle started to burn, the driver had to get out of it – and your units were able to kill him easily then. Because Olaf is a mechanic, he can repair an almost destroyed vehicle. Select him and click the "Repair vehicle" icon and then click the vehicle (or you can simply right-click the vehicle). Olaf will repair the vehicle up to a point (depending on his mechanical skill). Once a vehicle is repaired, you can select one of your men and right-click the vehicle – the selected character will get in and thus seize it. N.B. the vehicle will change colour and will appear in the unit list in the bottom part of user interface. You can then select and control the vehicle very much like human units. Besides, you have a command "Get driver out" that will make the driver exit vehicle and make him available to other tasks.

You can see three colour strips above the selected vehicle – the upper two are physical condition of driver and vehicle respectively. The third strip, the magenta one, is the amount of fuel in tank. The American scout had his tank almost full and so you don't have to fear that you will run out of fuel. Still, you should avoid unnecessary journeys, as you have no way of refuelling now.

Hint (rules) Controlling vehicles

The vehicle properties depend on mechanical skills of the driver. Try both your characters as drivers and compare the vehicle statistics (in the bottom left corner). You can see that Olaf is much better driver than Heike. On the other hand, it's Heike's task to get with this vehicle south.

And one more piece of advice – the American scout vehicle is not very stout, but it is rather fast.

Dialogue 8 – if Heike tries a wrong way

Olaf: Oh, woman, where do you think you're going? You wanna get yourself killed?

Dialogue 9 – if Olaf tries a wrong way

Olaf: Look, do you want to kill me? I'm not tired of life, yet...

Dialogue 10 – if Olaf is killed

Heike: Damn. Somebody's gonna pay for this.

Dialogue 11 – when the mission is over

Olaf: Take care, Heike.

Heike: Don't fear about me. You're sitting right in the middle of a hornet nest.

2. First Task

Briefing 1

Heike becomes aware of the spatial and temporal scattering of the expedition. She managed to capture an enemy vehicle and she uses it to circle front lines – she is trying to reach the place where her fellow fighters gather.

Briefing 2

Heike becomes aware of the spatial and temporal scattering of the expedition. She tries to penetrate the front line – she is trying to reach the place where her fellow fighters gather.

Opening sequence

There are two possibilities depending on Heike stealing or not stealing the American vehicle in the previous mission. However, in both cases she gets approximately three soldiers and a medic to start with.

If she goes by car, this group will ambush her and destroy the vehicle and even hurt her (Dialogue 1a). If she goes by foot, she is pursued by two Russians (Dialogue 1b1 and when the fight is over Dialogue 1b2).

Both beginnings will come to the same dialogue about the mission objective (Dialogue 2). Mission Objectives box appears and the game commences.

Mission outline

The player has some ten to fifteen minutes to hunt the American scientists in the open to kill them or to fight the soldiers that are protecting them (Dialogue 3). He has four soldiers and a medic and so this should not be difficult. Americans are somewhat irked by this (Dialogues 4 and 5).

Then (or sooner, if the player kills all the American scientists) the reinforcements appear (Dialogue 6) and Mission Objective changes. Now he gets a few more soldiers, two engineers and maybe a vehicle with multi-missile ballista – his task is to drive away Americans and use engineers to capture their lab. The American scientists try to escape toward the map border but the player should prevent them from this (Dialogues 7 to 9). Mission is over when Aviradze gets to laboratory (Dialogue 10).

Possible endings

Defeat – Heike dies, Aviradze dies, lab is destroyed.

Victory – Aviradze is in lab (required), no scientist escaped (!), minimal losses (!), no losses (!!).

Dialogues

>H Heike
>Os Oswald
>Ra Ralph
>So Sonya
>Ru Russians
>Av Aviradze
>Am1 American
>Am2 FAmerican

Dialogue 1a – Heike comes by vehicle and her allies start to shoot at her

Heike: Damn, you idiots, I'm one of you! I'll rip your balls off, Oswald!

Oswald: Oh hell! Don't shoot, it's Heike!

Heike: It took me as many days to get this fucking piece of junk through the fucking wilderness and you just shoot it pieces!

Oswald: Cool down. How could we know it's you when you come in a fucking American car?

Heike: Hell. Should I paint it pink or what?

Ralph: Hah, hah. Spoke like a true woman

Sonya: Shut up, Ralph. You'd better try to do something about that car and I'll take a look at Heike (she starts healing Heike).

Ralph: Nobody's going to put this together again.

Sonya: Say, I thought you men could do anything?

Ralph: I'm a soldier, no fucking car repairman.

Dialogue 1b1 – Heike comes by foot

Heike: (falls down) Damn, that leg hurts like hell.

Russians: Potyeryala mnogo krvi. Nemozhet uyti. (She lost a lot of blood. She can't get away.)

Oswald: Beats me. That must be Heike over there.

Ralph: Hah, hah. Can you see that pretty butt? Never mind it's little bit cut to—

Heike: Shut up your dirty mouth, Ralph, and take your gun. There are some tough guys going after me.

Ralph: No wonder, I'd say.

Sonya: Can you even think about anything else? Take care of the enemy and I'll take a look at Heike's... leg.

Dialogue 1b2 – after short fight

Oswald: O.K. Everybody's fine?

Sonya: You got messed up pretty much, Oswald. Come here, I'll do something about it.

Ralph: And what about me? My heart is bleeding, girls...

Dialogue 2 – follows immediately after Dialogue 1a or 1b2

Heike: Enough. Who is in charge here?

Oswald: Well, come to think of it, you have the highest rank here.

Heike: OK. Report somebody.

Oswald: A bit further to the north the Americans are doing some weird experiments with Apemen. Maybe, they're trying to tame them or what. High command wants us to stop them. But they're stronger than we thought – they've got vehicles and the base is fortified. We asked for reinforcements and till then there's little we can do.

Heike: Those experiments, they are doing them in the base?

Sonya: Hardly. As far as I can see, Apemen are afraid of cars and buildings. They've got to go to the forest after them.

Heike: So we could go to forest as well and take and give them a good run for their money, couldn't we?

Mission Objectives 1

Primary Objective

Wait for the arrival of reinforcements

Secondary Objective

Neutralize as many American scientists as possible

Dialogue 3 – if they got too near to base (only one of the following lines is used)

Oswald: Back to the forest, we've got no chance against cars.

Ralph: Let's not get into open; we'll be sitting duck there.

Sonya: Stay in the forest, I have no wish to stitch you up again.

Hint (control) Hold/free mode

Each character tries to behave as they best see fit at the moment. When the medic sees a wounded soldier he or she will try to attend to his wounds, if soldiers see their fellow in combat they will try to help him. Characters always try to stay near to the spot where you left them. But if they spot some task nearby they go there and after they finish it they return to their original position. They behave in this manner when they have no other task – they will always give the highest priority to what you ordered them to do.

Sometimes you might have something else in mind and you don't want your characters to use their own volition. Then you can select a unit or a group of units and put them into Hold mode. The characters will stay on spot – they stop wandering around and they will only fight if it doesn't require them to move.

N.B. These units have the following marker on the unit list panel. <mark>. If you want to return their free will to them, you have to cancel Hold mode by putting them back into Free mode.

Hint (control) Options

(removed)

Dialogue 4 – American soldiers, when combat ensues

American: Who are you, you bastards? Did the Russians hire you?

Dialogue 5 – American soldiers, when the Arabians are in forest, but not far from base

FAmerican: (shouts) Don't hide behind the trees, you dastards, and put up fight. You can do nothing but kill unarmed—

Heike: (quietly, professionally) Don't be set off...

Dialogue 6 – arrival of reinforcements

Aviradze: (into radio) This is doctor Aviradze. I bring reinforcements.

Heike: Heike Steiner. OK. Let's put an end to their foolish experiments.

Aviradze: I'm afraid I have a different set of orders. I specialize into primitive tribes behaviour. We can say that the American results seem... intriguing. Your task is to make them available to me.

Heike: OK. Keep away while we drive the Americans away.

Aviradze: I'd like to stress that the high command considers this to be an especially important matter. It is imperative not only to gain the American results but to slow down their research as well. I mean... all American scientists have to be... eliminated.

Mission Objectives 2

Primary Objective

Capture American lab and send doctor Aviradze there.

Secondary objective:

Do not allow any of the American scientists to escape.

Secondary objective:

Try having as small losses as possible.

Hint (rules) Capturing buildings

Your engineers are able to capture big enemy buildings. If they are empty (building is not lit up) you can simply send engineers there by right-clicking a building or by "Move" command. If there are enemy units in a building, you have to get them out – once the building is on fire, the people will have to get. When you get rid of them, you can repair the building with your engineers and, once it stop burning, you can enter it. The building will change side colour and it will appear in your unit list.

Some smaller buildings (those that cannot be entered) cannot be captured in this manner. You can capture them by capturing the nearest depot.

Dialogue 7 – scientists run away

Heike: Don't allow any egghead to escape!

Dialogue 8 – scientist ran away

Aviradze: Your orders were not allow anybody escape, Steiner. I'm afraid I'll have to inform the high command of your incompetence.

Dialogue 9 – scientists did not manage to run away

Aviradze: Well done, Steiner. I think you have eliminated all their specialists. I am sure this will rather slow down the American research.

Hint (control) Units in building

Your engineer has entered enemy lab and thus he captured it. Now you cannot see him in the main window – he is inside building. But you can still see him on unit list panel. You can see he is still active and at the same time the building he is in is highlighted. If you select somebody else and now you want to select a character in building, click the building. This will select all units inside, as you can see on the unit list panel. Now you can easily select one of them.

You can convert any character to a scientist in a laboratory – just click icon “Change to scientist”. Your character will take coat and he or she will become a scientist (but beware – his science skill will not change so that he may become a very bad scientist). You can change the profession of characters in the same manner in other buildings.

In order to get a character out of building just click the icon Exit building or simply right-click somewhere. If you have selected building you can order all characters out in the same way.

Dialogue 10 – conclusion

Aviradze: Oh, yeah, this is exciting. Complete analysis of their language and customs, sociological and psychological analysis...

Heike: Satisfied? Is it going to be worthwhile?

Aviradze: I wouldn't like to jump to conclusion, but I think there are great possibilities before us. (dreamily) If we can make contact... their agility and modern technology... an army of Apemen with machine guns jumps from tree tops... (matter-of-factly) Well, this is far away but we have made the first step.

3. The Right of the Strongest

Briefing 1

Mercenaries under Heike's command managed to steal information about the human ancestors from Americans. Now there comes the time to use them.

Briefing 2

Mercenaries under Heike's command managed to steal information about the human ancestors from Americans. However, not all American scientists were hunted down and so we can expect a fight for the control of Apemen.

Opening sequence

Heike, Aviradze and those who remained from the original team of previous mission (if there is no such character, two from the reinforcements or completely new) stand at the end of forest. Aviradze tries to tame an Apeman. His attempt is broken by arrival of messenger in vehicle – the Apeman runs away. Aviradze is angry, messenger passes his message (Dialogue 1). Everybody exit after messenger.

Map reloads.

Heike's unit joins another detachment and learns the mission objective (Dialogue 2). After the attack on the American base (Dialogue 3) and capture of depot (Dialogue 4) she learns new Mission Objectives. Dialogue 4 has two variants depending on whether somebody escaped or not.

One wave of enemies after another keeps coming (they start coming later if nobody escaped from the base). They keep getting stronger (dialogues 5 to 8) and they arrive from different directions. In the end it is impossible to survive. From time to time some material appears; first shipment should arrive somewhere where nobody can see it (Dialogue 9), the other directly before Heike (Dialogue 10).

The total amount of material in base, the amount of incoming material and values of X and Y in Mission Objectives must be set up carefully. The problem should not be the scarcity of material but rather time and workforce – the pressing Americans.

Possible endings

Defeat – Heike dies

Victory – X material gained (required), Y material gained (!), tamed Apemen (!), Aviradze survived (!)

Dialogues

>Av Aviradze

>Os Oswald

>H Heike

Dialogue 1 – Aviradze goes Apeman hunting

Aviradze: (softly) Shh, stay here... if there are too many of us, they'll be afraid. (he goes into forest)

Oswald: That Aviradze, he's so cold... I don't believe they'll let him come near.

Heike: Don't judge him if you don't know him well... Maybe, he's so aloof only when dealing with people. Did you see how he glowed when we got him those American results?

Oswald: I simply don't like him... And I bet you he is going to fail.

Heike: Shh... look... (an Apeman goes near to Aviradze... suddenly a vehicle comes and Apeman runs away)

Aviradze: Damn!

Messenger: (gets off the car) Who is Steiner?

Aviradze: (with great self-restraint) I don't know who you are, mister, but you should be aware of the fact that you have just spoiled an epochal achievement. You couldn't choose more inappropriate moment for your appearance here... I think that male will never come back.

Heike: I am Heike Steiner. What goes on?

Messenger: Sheiks send me. They found some poorly protected American base... they say it's finally a chance to get a stockpile of metal and plastic.

Aviradze: Metal and plastic? There is an opportunity to make contact with primitive human ancestors here!

Messenger: But those primitives aren't going to stop a Russian tank, are they?

Aviradze: (thoughtfully) You might be surprised...

Heike: So what do you want from us?

Messenger: Go with me, you will join another detachment (everybody exit)

Dialogue 2 – arrival at the theatre of operation

Heike: I am Heike Steiner. What is the problem?

Kowalski: Kowalski. You are in command of the operation.

Heike: Situation?

Kowalski: The base is westward. Almost unprotected – the Americans have some problems of their own, so they've withdrawn everything they could to the front line.

Heike: Objective?

Kowalski: Capture their warehouse. It is said to be full of shipments from future – ready-made stuff, spare parts...

Heike: Capture and hold?

Kowalski: Rather not... we should take everything we can and get away before the Americans come back

Aviradze: I have an idea... I'll tell you later; I have to think it out in detail.

Mission Objectives 1

Primary objective

Capture the American warehouse.

Secondary objective

Try not to lose Aviradze so that he can tell his more about his idea later

Dialogue 3 – during attack

American: Damn, who are you? What do you want?

Heike: We take over your base... by the right of the strongest!

American: There are too many of them. Retreat!

Dialogue 4 – after capture of warehouse

Engineer: Warehouse is ours, my lady. There is stupendous amount of material here.

Kowalski: Excellent! Change your dress and let's carry it over.

Heike: Somebody has to guard it here. Those who ran away are going to come back soon and they won't be alone. Maybe we should build at least an armoury...

Heike: Somebody has to guard it here. The Americans are going to notice they lost a base. Maybe we should build at least an armoury...

Aviradze: Ahem, if we have a laboratory, I think we could employ local workforce... at least to carry the stuff...

Engineer: And if we build a workshop, maybe we could put together some simple vehicle from what we've got here.

Heike: Sure... and if we have a palace we could teach you ballroom dancing. Enough talking, let's get to work.

Mission Objectives 2a

Primary objective:

Transport X material to southwest corner. At the end get there with Heike and other

Secondary objective:

Transport Y material to southwest corner.

Secondary objective:

Build a simple base, let scientist tame Apemen and switch them to Apeman-Engineers in depot.

Secondary objective:

Try to keep Aviradze alive a little bit longer.

Mission Objectives 2b

Primary objective:

Transport X material to southwest corner. At the end get there with Heike and other.

Secondary objective:

Transport Y material to southwest corner.

Secondary objective:

Build a simple base, let scientist tame Apemen and switch them to Apeman-Engineers in depot.

Dialogue 5 – during the first American attack

Heike: Bloody hell, here they come.

Dialogue 6 – during the second American attack

Heike: There are more of them.

Dialogue 7 – after the second American attack

Heike: I'm afraid we might not be able to beat off the next attack.

Dialogue 8 – after the third American attack

Heike: That was a narrow escape. We must not wait for the next attack.

Dialogue 9 – after first materialization boom

Heike: Bloody hell, what was that bang?

Kowalski: Materialization boom, you didn't hear it yet?

Heike: Yeah, I did, but I didn't feel like asking those Russians that were all around.

Kowalski: Shipments from the future do this.

Heike: So somebody new came here?

Kowalski: Maybe. But it's more likely these were boxes with material that the Russians and mostly Americans send here. From time to time you can see those boxes lying in grass.

Dialogue 10 – after materialization boom close to Heike

Heike: Bloody hell, it makes me jumpy. So finally I've seen it with my own eyes.

Query 1 – Heike in corner (not enough material)

You have not brought enough material. If Heike leaves now, it would mean a mission failure.

- There is no alternative. We have to withdraw.
- OK. Let's stay.

Query 2 – Heike in corner (enough material)

Should Heike leave the map and thus end the mission? Her men will go with her.

- Leave
- Stay for the time being

4. Balance of Power

Briefing

Americans realized that the Arabians are a force to reckon with and Russians are going to realize this soon. It is therefore necessary to start building new outworks. Luckily, Heike and her team managed to seize enough material to start construction of a small base.

Opening sequence

Depot, 1 or 2 breastworks, some ten men, possibly some Apemen. Three sheiks are coming (Abdul, Hassan a Omar) with their entourage and state the mission objective (Dialogue 1). When Abdul leaves, Omar takes Heike aside and specifies her objective in more detail (Dialogue 2). Mission commences.

Situation

There are two big fortified bases on the map, the Russian one and the American one. Both are very strong. After some time, Omar will supply information that Russians are stronger (Dialogue 3).

Dialogues

>Ab Abdul
>Ne Somebody
>H Heike
>Om Omar

Dialogue 1

Abdul: Who is Heike Steiner?

Somebody: Over there, sir.

Abdul: I am Abdul Sharrif, commander-in-chief of our expedition.

Heike: Heike Steiner, nice to meet you.

Abdul: Those are Omar a Hassan, my adjuncts. I've heard about your achievements and I'm pleased to meet you.

Heike: I do what I'm paid for, sir. Besides, the Russians are helping us in a way.

Abdul: This is just what I wanted to speak about. It's time to stop beating around the bush. Southwest from us is a Russian base. North of them are Americans. Both are fortified but exhausted by the mutual attacks.

Heike: And whom should we join?

Abdul: Nobody. I want you to destroy them all, both Russians and Americans. This is a strategic area with oil wells and a good starting point for the attack on siberite deposits. And furthermore it is a good demonstration of our power.

Heike: Are you so sure of our power? We are fewer, our technology is not on par with theirs... diplomacy is your business, but to attack everybody around us. If we could ally with one of them....

Abdul: You are the best soldiers money could buy. They are tired and exhausted. You are a professional, Steiner. You have to find a way to crush them.

Heike: Yes, sir.

Mission objectives 1

Primary objective:

Construct a base, defeat both Russians and Americans in the area.

Dialogue 2

Omar: Heike!

Heike: Yes?

Omar: You look less than thrilled.

Heike: I'm not used to discuss the orders. I think we can win, but I'm afraid it will cost us dearly.

Omar: (softly) Could we go for a walk?

Heike: (surprised) Sure...

Omar: This is an unofficial friendly small talk. You've just spoken with your commander-in-chief, what do you think about him?

Heike: (short pause) I'm not sure his assessment of situation— (she falls silent)

Omar: I know him for a very long time, and believe me, Heike, he is a good man. He comes from a very old and noble family and he has a heart of warrior. He will never choose sophisticated diplomatic negotiations over the direct attack on the enemy.

Heike: As we seem to have a free conversation, can I ask you if you think this make him a good commander?

Omar: The nature of our mission changed a little Heike. You have to realize that originally there was no scope for diplomacy. Our objective was simply crushing a poorly prepared enemy. And yes, Abdul would be a best commander for such mission.

Heike: But now I have to send my men against barbed wire and machine guns because of it, sir.

Omar: I think, Heike – I hope I can call you Heike – I realize that men and women are our most precious resource. We return north and you are free to do as you choose. Your objective is to win this area. I think nobody will hold it against you how you go about it as long as you are successful.

Heike: Do you mean to say that I can negotiate with them?

Omar: I don't mean anything, Heike. This is only unofficial small talk, don't you remember?

Heike: Thank you, Omar.

Omar: As I said, there is nothing to thank for.

Mission objectives 2

Primary objective:

Construct a base, defeat both Russians and Americans in the area.

Secondary objective:

Try to us diplomacy and minimize your losses

Dialogue 3

Omar: This is Omar Ali. I have some new information, I think you'll find them interesting.

Heike: Well...

Omar: My scouts had a look around the area of combat. Besides we managed to capture a Russian officer. It looks as if the Russians are stronger than the Americans and moreover they expect reinforcements. These would definitely change the balance of power.

Heike: ... so that they would crush Americans and then they would do away with us. I understand. Do you think we should attack Russians?

Omar: It's hard to say... We are not the enemy number one foe any of them and I think we should stay this way. The time plays in our hands, both of them are getting weaker.

Heike: Thank you, I'll try to figure out what can I do about it.

This mission is not finished

Arabian Intro 1 – Small talk with Omar

Takes place two millions years ago in Arabian military camp

Arabian camp by night. Heike sits by the fire lost in thoughts, fingering a big knife. Omar comes her and silently sits beside her.

"I found it today, after fight," says Heike without looking up. "What do you think, whom it belonged to?"

Omar is silent. He throws some wood into fire.

"I wonder what was he thinking about when he was dying. Did he think he does it for his country? For his relatives?"

She looks at Omar and looks him into eye.

"And what am I going to think about when I have my intestines in my hands?"

Omar remains silent.

"I always knew that it's not right what I'm doing. But it never bothered me. So what the hell is going on with me?" She looks intensely at Omar. He replies slowly:

"When you are one of the billions, it's easier to deceive yourself it doesn't matter what you're doing. But these few dozens of men here are the whole mankind now."

Moment of silence. Then Heike tears her eyes away.

"Everything, all my world, is so far now. Millions of years. In face of this abyss I have a feeling that nothing is really worth of anything. And I fear it won't go away when I get back. I shouldn't have taken this job."

She is silent for a while. She raises her eyes and asks: "Why are you here, Omar?"

"I'm not sure myself. Part obligation, part curiosity... and maybe a little bit of hope."

"Hope?"

"Hope that I'll find my fate here." Omar smiles. "It's difficult to mean something among billions of people."

"And when you get back, Omar?"

Omar lowers his eyes. The atmosphere suddenly grows cold. Omar gets up (contrary to Heike he knows very well there is no way back).

"I came here to tell you Abdul Sharif wants to speak with you. He's chosen you to report directly to him."

"Tell him I'll be there in a minute. I have to think about something..."

"About you dying?"

Heike smiles and shakes her head. "No, I'm thinking how to fortify access to our southern base."

Subcampaign 2

Missions 5 to 8. Heike is promoted and serves directly under Abdul. The player researches more advanced Arabian technologies and fights both Russians and Americans.

In the eighth mission Heike defends an Arabian base from Russian attack. She is promised reinforcements, but these never arrive and she is finally ordered to surrender. She falls into Russian captivity.

Arabian Intro 2 – Escape from Russian base

Takes place in past in Russian camp. Heike is captured there.

Russian camp in darkness. A couple of buildings, fires and figures are little more than a shadow in distance. Suddenly a light from open doors appears and we can hear shouts. Heike falls on ground; we can see she was tortured. Two figures come to her and drag her away into the night.

Look through noctovisor -- computer enhanced picture with greenish tint with TV-lines and corresponding animation.

Camera follows the figures of two Russians dragging Heike to the prison (looks like bunker). Russians put Heike into prison. One remains on guard, the other goes away. Noctovisor is switched off.

Heike sits on the floor of her prison. She looks resigned.

Suddenly a noise comes from outside. Heike raises her head and grows alert.

Explosion. The doors are blown open. A silhouette of a soldier appears in the doorway: "Here we are, sergeant. Waiting for your orders."

Heike's startled face turns into smile. "Captain, Hans, 'captain' for two days already." She gets up and takes proffered weapon.

Subcampaign 3

Missions 9 to 11. Heike is promoted and serves directly under Abdul. The player researches more advanced Arabian technologies and fights both Russians and Americans.

In the eleventh mission the mercenaries finally learn that there is no way back – they are stranded here and now, two millions years in the past.

Arabian Intro 3 – The Decision

Takes place in the Arabian base when Heike and other mercenaries find out, that they were framed.

Omar sits in a tent. He is writing something. Heike bursts in and clutches "lapels" of his burnus.

"You bastard. You knew it, you knew it and you lied to me all the time."

Omar is silent and looks at her.

"Say something. Why don't you say something?!"

"There's nothing to say, Heike. I'm sorry."

Heike lets him go and wheels away.

"You knew it all the time. You let me think about what I'll do when I get back and you know there is no way back."

She turns back to Omar.

"Fuck it, Omar! I thought... I thought you're the only person here I can trust."

"I'm sorry. You'd better go, they're waiting for you."

"How... wait... do you know about it?"

"About Farmer and his Legion? I'm neither deaf nor blind, Heike. It was always clear that once you'll learn truth and most of you would go away."

"They... think they managed to keep it secret."

"Only I know about it, Heike. And I have no right to try to stay you."

"Right? Bloody hell, Omar, you've wasted the lives of so many people."

"Can you hear yourself, Heike? You're speaking about wasted lives of people will to kill other people for money! Yes, my conscience troubles me. It's wrong I had to lie to so many people. But I'm even more sorry for all the Americans and Russians you killed for us."

"What... what do you mean? You've hired us... I... bloody hell... Omar, explain yourself."

Omar puts his hands on her shoulders.

"Listen, Heike. What's going on here isn't right." He takes a piece of siberite somewhere. "This stuff doesn't come from this Earth and mankind cannot handle it. We know nothing about the laws of time and we don't know what can happen. But one thing is certain. If siberite makes time travel possible, it must be destroyed. It doesn't matter who will do it and when, but it's the only way how to end the war. Otherwise there will always be somebody who tries to get even further back and tries to change the past."

Heike pulls away and smirks. "And that's why you gave up everything and went here? I thought it was because of oil!"

"I didn't go here because of oil, Heike. I thought you know me well enough now. But yes, I hadn't any noble motives. Only here I realized what is my true task."

"Ah, you found your fate here. I've already heard it."

"I'll do everything in my power, Heike. I'd be glad to have you on my side. "

"Omar, those people whose willingness to kill other people you derided are just about to stop doing so. "

"I know. If you leave with Farmer, I will not hold it against you."

A dialogue appears

Now you have to make a decision. Heike can stay with Omar and other Arabians and help them to destroy siberite, regardless of their motivation. Or she can join Legion, a group of mercenaries led by Robert Farmer, who refuse to fight for people who deceived them and who start to work for themselves.

This is a very important decision, both possibilities mean completely different continuation of the campaign.

Subcampaign 4 (Arabian)

Missions 12 to 15

In the last mission, Heike helps Omar to destroy the siberite motherlode.

Outro (Arabian)

Takes place when Omar destroys all deposits of siberite.

A too bright landscape, maybe a strange sound. Something like breastwork. Omar is exhausted and slowly lies down against its wall. Heike kneels down beside him.

"Tell me truth, Omar. We were too close, weren't we?"

Omar turns his face covered by sweat to her.

"Nobody was far enough."

A moment of silence. Everybody looks in a different direction.

Finally Heike meets his eyes. "What do you think, how much time we've got? "

"Two days. Maybe three."

"You can fit a whole life into two days, Omar," silently replies Heike.

Subcampaign 4 (Legion)

Missions 12 to 15

In the last mission, Heike destroys all opposition and wins the control of the siberite motherlode.

Outro (Legion)

Takes place when Heike becomes a high commander of Legion and war ends. A canvas tent guarded by two soldiers.

We look inside. Heike and some mercenary discuss some transport of material from here to there. Heike has slightly different dress, probably some sort of cloak, with remnants of uniform underneath. She is very authoritative. Finally she makes the decision, man thanks and she sends him away.

When she is alone, she becomes tired. She goes out by the back door, looks around her, over the base, mines, etc. Finally she says silently: "I think this is my fate, Omar."