

MISSIONS

With **BEYOND** we aim to keep two stories going; ICOM's fight with Dominion, and Richard Feer's personal quest to find his father and to fill in some of the many gaps in his own history, of which he knows strangely little.

The missions will be structured in such a way as to have maximum opportunity for story development and personal progress for our main character as he discovers some horrid truths about himself and his past.

Feer is plagued with horrific nightmares that seem to make no sense to him. He also suffers from a condition that can leave him momentarily paralysed and helpless. Crisis management is a skill the player will need to develop to steer Feer away from break down and disaster.

We aim to have deviation points at key moments in the story; opportunities for Feer to make personal discoveries at the short-term expense of his ICOM goals. This double priority dilemma will become a fundamental aspect of the game.



MISSION

OPERATION 'RECLAMATION'

Mission goals

- 1) Penetrate the complex
- 2) Obtain map of complex
- 3) Hack in to the Holographic terminal
- 4) Open Main gate in Storage area
- 5) Deactivate Beam
- 6) Defeat the Wraith
- 7) Escape in RAT

Richard Feer and 3 other pilots are embarking on a mission to the most hostile of environment on New Earth. While Feer has had plenty of physical training, he wakes to find himself in the midst of this most critical of missions. Feer's craft is fitted with the newly designed Penetrator Insertion device.

Feer is about to be 'Inserted' into one of Dominion's solar energy gathering and distribution plants. His craft is designed to enter the aftermath of the devastation caused by the explosive power of the Penetrator.

After an unexpectedly harsh landing Feer must find his way through the complex to the main comms room to upload any data collected and most importantly, to deactivate the facility's energy beam.

It is hoped that the data Feer retrieves will also shed some light on the anonymous messages that appear to emanate from within Dominion itself; warning of an imminent attack on Mars.

This is likely to be a tough opening assignment for Feer, but he is determined to succeed for the good of all mankind.



Mission goals

- 1) Fend off all enemy threats
- 2) Use Laser targeting device to lock-on to targets
- 3) After swapping with rescuer, use rocket to destroy threats

Having been captured at the end of the previous act, and held by Dominion guards, Feer has many opportunities to think about what exactly he's doing in this hell hole. Feer's escape to Hell starts with a violent explosion which rips into the structure that he is being held in. With loud silence all that he can hear, Feer is suddenly and forcefully picked up and carried out of the building, through the hole that was torn in the wall by the explosion.

Thrown in to the back of a huge and dusty truck, starts to hear people talking to him and realises, with some relief, that the rough looking people that threw him in the truck are actually attempting to rescue him. While one of his rescuers is up front driving like a madman, Feer shares the back of this shitty old truck with his rescuer, who is now shouting at Feer to pick up the laser targeting device that is lying in the back of the truck. Their daring rescue attempt has attracted a lot of attention and there seems to be threats all around; some are following in vehicles, others are airborne and then there's the permanent ground based defences!

Feer's new partner has control of a Laser-guided rocket, but to be effective, he needs Feer to lock his laser-targeting device on to a target. Feer will get to target and fire the Rocket launcher half-way to the base, when his rescuer swaps the launcher for the laser targeter. Now it's a case of timing the release of the remaining rockets to score as many direct hits as possible.



Mission goals

- 1) Find your way through the maze-like caves
- 2) Infiltrate the pumping station
- 3) Tap in to water supply
- 4) Escape via the RAT

This mission is not on the radar as far as Feer's controllers are concerned, but, having had his life saved by these guys, the least Feer could do would be to repay them by hooking them up to Dominion's water supply. However, after learning the shocking news about the causes of the disasters that struck Earth nearly fifty years ago, Feer must now complete this mission and escape before he will have a chance to transmit this information to his Drop Ship commander.

The intense heat and associated radiation have caused many mutations to occur in many surviving species that scratch out a basic survival in the scorched hemisphere. Feer will encounter some of these mutants in the tunnels under the old sea bed. Winds whistle through the tunnels making it difficult to hear potential threats. Unfortunately, these same winds take the scent of human flesh straight to the nostrils of the hungry mutants. Feer must be mindful that threats will most often come from the downwind direction, and will have to make use of the crude homing beacon that he has been given by his helpers.

Once Feer locates the pumping station, he will need to find a way in, where one of his primary tasks will see him redirect the flow of some of the pumped Dominion water to pipework that leads straight back to the camp of the resistance fighters. They will be far more effective as a resistance force with a good supply of fresh water.



Mission goals

- 1) Hack the RAT system before first junction
- 2) Beat Dominion engineers to gain control of multiple junctions
- 3) Hack your way to a favourable destination in the RAT pod

Feer is facing another journey in the RAT, but this time, he receives contact from his commander in the Drop Ship. The conversation starts with a rebuke for his off-mission exploits and ends more favourably with the upload of the new information gained from the resistance. Feer is also equipped with information on how to hack the RAT system.

Once Feer boards the RAT he is in trouble. Dominion engineers are aware of his presence in the RAT system and are frantically trying to guide Feer's pod to their high security pod termination complex near New Havana in the Emerald Ring. Feer is given a schematic of the relevant sections of the RAT system, which highlights the tube system intersections. Depending on Feer's success or failure to outwit the Dominion engineers, there are four different locations that Feer may end up in at the end of this journey;

- 1) Perfect sequence of hacking leads Feer to the relative calm of a RAT service bay. (See Mission 5a)
- 2) The second-most favourable destination for Feer's RAT pod is a water treatment complex where Feer have to fight his way through Dominion protection forces. (See Act 5b)
- 3) Destination three is a heavily defended Dominion prison. Capture is probably going to be worse than death. (See Act 5c)
- 4) Straight failures at each node results in the Dominion engineer's successfully steering Feer's pod to the RAT ejection tube.



MISSION 5A

VANISHING POINT

Mission goals

- 1) Find way from Service Bay to Ice Processing plant.

Having left his RAT pod, Feer must find his way through the Service bay across the border In to the Frozen hemisphere, to one of Dominion's Ice Processing plants where he is due to meet up with an unknown accomplice.

Feer realises that the nearby magneto-train line goes straight to the processing plant; once he finds the train line he will be able to follow it to his destination. The Frozen wastelands are home to some ugly sightless monsters that have grown accustomed to the darkness of their abandoned world.

However, it is rare for these creatures from the dark to venture this close to the Emerald Ring, so it is expected that Feer will only face the constant threat of patrolling Dominion guards.



H₂O**Mission goals**

- 1) Find exit from Water Treatment complex.
- 2) Find way to the nearby Ice Processing plant.

Having left his RAT pod, Feer must find his way out of the heavily guarded Water Treatment complex, and on to the neighbouring Ice Processing plant.

There is a strip of noman's land between the two plants that has been mined with heat-sensitive mines. Feer will need to find a way across or around this obstacle to get to the Ice Processing plant where he is due to meet up with an unknown accomplice.



MISSION 5C

INMATE CENTRAL

Mission goals

- 1) Escape from the Prison
- 2) Find your way to the nearby Ice Processing plant

Having been rescued once, there is no chance of a repeat this time round. Feer is very much on his own and has to use his own ingenuity to fashion an escape from his daily routine of torture and questioning.

If Feer defies the odds against him and escapes from the clutches of his Dominion tormentors, his connection to his Drop Ship Commander will be reinstated. He will shortly receive further instruction to find his way to the Ice Processing plant where it has been arranged that he will rendezvous with an unknown accomplice from the resistance. The trouble is, he will need to call on his skills of avoidance and stealth if he is to succeed; he has no weapons to call on as they have all been confiscated by Dominion guards.



MISSION 6

MELTING POINT

Mission goals

- 1) Find a way in to the Ice Processing plant
- 2) Rendezvous with unknown accomplice
- 3) Destroy the plant
- 4) Find extraction point

Once inside the processing plant Feer must locate and rendezvous with the unknown accomplice. All Feer has to go by is occasional reports from the Commander informing Feer of the accomplice's approximate whereabouts, relative to him.

Once the rendezvous has taken place, Feer is handed a sealed envelope and instructions to open it only when the mission is accomplished; opening it before will compromise his mission.

Updated mission now requires Feer to destroy the Ice Processing plant before finding his way to a pre-arranged extraction point. The shadowy character also handed Feer a new 'recipe' for his Protean weapon so at least he can tackle any threats from Dominion guards...

After finding the extraction point - finally, Feer know that he will be returning to ICOM's Mars base for some welcome rest.

Unfortunately, when Feer reaches the extraction point there is nobody there to meet him... shortly after arriving at the rendezvous point, Feer receives contact from the Commander informing him that the extraction has been compromised, and to expect new instructions imminently...



MISSION 7A

ROUTE 666

Mission goals

- 1) Gain access to a Magneto Train heading south
- 2) Nulify all onbaord threats
- 3) Gain access to control car
- 4) Stop train before next stop

This mission occurs at the first decision point for Feer. Having taken this mission the player has chosen to go off mission and risk the wrath of Commander Beck. This is the only way Feer is going to get closer to the secrets about his father, so Beck will just have to wait.

South takes you deeper into the Frozen Hemisphere. And the stories you've heard about disgusting creatures of the dark, this is definitely not the place you want to be heading towards. But, that's what the secret letter told you to do, so I guess you'll have to grin and bear it...

Feer cannot afford to let the train get to its destination however or he faces certain death. In addition to nulfying any threats on board, Fear has to find a way to stop the train before it reaches the next stop.



MISSION

VIRAL UPLOAD

Mission goals

- 1) Infiltrate the protected zone of the Emerald Ring
- 2) Find the local Comms Centre and gain entry
- 3) Plant anti-Dominion propoganda

If Feer took the personal off-record mission he will arrive here much later than if he had rejected the opportunity to find out more info about his father. Arriving late means that the mission is now done against the clock, whereas, under planned conditions, time would not be an issue.

This mission is seen as a crucial step in the fight against the evil that is Dominion. Feer must upload anti-Dominion propoganda and distribute it via their internal comms system. The hope is to sow seeds of doubt in the minds of the converted ones - those ordinary people on the fringe of Dominion's empire, both here and in the lunar mining colonies.

At the outset of this mission, Feer finds himself in the border territories on the Frozen side of the Emerald Ring. He will need to infiltrate the protected zone near the city of New Havana. Dominion troops guard the protected zone with a vengeance - anyone without the necessary in-body tag will be killed without warning or opportunity for trial or council. As a secondary objective, Feer is tasked with gaining access to data regarding Dominion's operation on the Moon.

Noisy weapons are useless on this mission, so Feer is instructed not to use his Protean Weapon in any form other than with the newly equipped stun-gun functionality.



MISSION ?

MANY MORE TO COME

Just a taster

There are plenty more level designs coming, involving many decision points for Feer. In addition, each mission is followed by a nightmare sequence; with the actual sequence being determined by the player's actions in game.

There will also be key plot-reveals scattered throughout the experience. The player and the main character they are controlling will be exposed to these reveals and twists gradually throughout the game. Influenced by the player's actions, they may be presented mid-mission or post-mission.

With such a dramatic mix of environments on New Earth, we have little need to go elsewhere. We will though have the occasional mission on the lunar surface and back on Mars and its moons.

There's a great mission near one of Dominion's Footspark mining colonies, that involves Feer driving a crazy Moon buggy, which will be awesome fun in the low-gravity environment.

