

## 02. DESERT\_WATCHTOWER\_MISSION\_GAMEPLAY\_SCRIPT

**NARRATIVE IN:** *The Player is given a mission to investigate a Watchtower located out in the desert that hasn't checked in.*

### EXT. NEW TOMBSTONE, DESERT BORDER - DAY

The Player leaves New Tombstone via the main gate, heading out into the Desert in their Peacemaker mechs.

CALAMITY

(Radio)

One of our Watchtowers hasn't checked in on time. Not unusual, the signal can get pretty spotty out here... but you can never be too careful.

The Player follows Calamity through the Desert, traversing obstacles like rocks and small cliffs using the controls they learned in the Peacemaker Tutorial.

Calamity draws The Player's attention to moving sand-piles. They can focus on them with X, where creatures leap around in the sand like ugly alien dolphins.

CALAMITY (CONT'D)

Dune-Crawlers. Nasty bastards, but they don't like the taste of our Peacemakers. Give 'em a little scare!

Objective Title: **Scare off the Wildlife**

Objective Description: **Fire at the leaping Dune-Crawlers**

The Player can fire at the Dune-Crawlers (*hits make them flinch*), which shriek in anger and then tunnel away as they proceed onward, the Watchtower coming into view.

### EXT. DESERT WATCHTOWER - DAY

As they approach the Watchtower, The Player can see Dune-Crawler corpses littered around the area, the door into the building cracked off its hinges.

CALAMITY

(Radio)

Careful rookie, this doesn't look like a case of spotty transmission... let's get in there!

They exit their Peacemakers, drawing their weapons and proceeding the short walk to the open door.

CALAMITY (CONT'D)  
I'll check the Radio Room, you  
check the perimeter!

Objective Title: **Check the Perimeter**

Objective Description: **Investigate the Watchtower Perimeter**

Calamity enters the Watchtower and The Player follows their navigational compass around the side of the building, coming to a Garage area. The rolling-shutter door open a small way with a pool of blood leaking down the ramp.

As The Player gets closer the door bursts open in a shower of metal; Dune-Crawlers come diving out towards them, which they fight using their on-foot weaponry.

Objective Description Update: **Fend off the Dune-Crawler Ambush**

They then hear gunfire coming from the top of the Watchtower, and Calamity radios for help.

CALAMITY (CONT'D)  
(Radio, sound of gunfire)  
Shit, you found 'em too? Get up  
here, fast!

Objective Title: **Secure the Watchtower**

Objective Description: **Enter the Watchtower and Locate Calamity**

**INT. Desert Watchtower - Day**

The Player runs into the building, where they see the carnage; the bodies of multiple colonists ripped apart on the floor in a trail towards the stairs.

Multiple Dune-Crawlers ambush them on the way up the stairs, reaching the Radio Room to assist Calamity with the cleanup.

Objective Description Update: **Survive the Dune-Crawler Ambush**

The Player and Calamity defeat a new wave of Dune-Crawlers that enter the door behind them and through the windows.

Calamity lowers her gun, out of breath from the surprise ambush, looking around at the Dune-Crawler corpses.

CALAMITY (CONT'D)  
Damn it! How did they let this  
happen?

Calamity uses the radio as it has not been smashed by the Dune-Crawlers, which were only interested in a meal.

CALAMITY (CONT'D)

Watchtower C to New Tombstone, this is Calamity. Dune-Crawler attack... we're going to need a clean up crew out here... <beat> Come on, rookie. Let's get out of here.

**FADE TO BLACK**

***NARRATIVE OUT:*** *The Player exits the Watchtower with Calamity for their return to New Tombstone.*