

Merovingian Critical Missions

(Greyed out text indicates dialogue that is not part of the mission but appears from NPCs in the chat window)

Mission Critical – Merovingian - 1.1.1

Digital Device

Contact: Flood

Operator

Mission started!

Flood

According to my data a group of Machine operatives descended upon one of our operatives who was assigned to steal a powerful device from a group of Zion operatives. Before we lost contact with Rabbit, he reported that the Zion operatives were still on site with the device.

If this is true, we need you to find Rabbit and finish the job if he is unable. Steal the device we seek and ensure that it doesn't fall back into the hands of Zion.

Operator

The top priority is stealing the device.

Operator

I think you've killed them all.

Operator

As Flood suspected, Rabbit is dead. There's no need to pull him out.

Yessenia Belmont

What's going on here?!

Whale

You're not one of the Agents?!

Operator

I think I know who this is... He's terribly familiar. Do me a favour and check his corpse.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Yessenia Belmont

I locked myself in the office when those FBI guys showed up and then all hell broke loose! You're not here to kill me... are you?

Flood

Interesting... Whale was part of Bohrmann's crew. The document that he was carrying has the coordinates of a base of theirs.

I'm sending you to this base to pay Bohrmann a friendly visit. Bohrmann has the device we seek.

Operator

I doubt they will welcome your intrusion with open arms; unless they're looking forward to a beating the crap out of you.

Bohrmann

Merovingian operatives! Don't let them get the device!

Bohrmann

You've killed my crew! You'll pay for that!

Operator

Try that Key on the wall Safe.

Operator

The Signature Manipulator is inside the safe. Take it!

Operator

That's the device! With this piece of hardware it will allow Exiles to pose as legitimate programs amongst the Machines; even redpills such as yourself. They won't be able to tell the difference because it causes the carrier to give off the same signal as a Machine program!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

Before we can make use of this device, we need to have one of our technicians decompile its code. If this is possible we can replicate the device and produce one for every Exile and redpill that works for the Merovingian.

Meet with Genaro Kiske. He is our expert on high-level data replication.

Operator

Genaro Kiske is waiting.

Genaro Kiske

Flood said I should expect you. Do you have the device? Give it to me!

Genaro Kiske

Well, where is it?!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Genaro Kiske

If you must know what the device does, I can tell you... It's an extension of Disguise Mask that allows a person to carry the signature signal of a Machine program. Basically, all Machine programs would think you are one of them. You could live amongst Agents and they would never question who you are! It's quite amazing.

Flood

Once Genaro Kiske has had a chance to try and replicate the device, we will need your assistance again. We'll be in touch.

Operator

Mission completed!

[information retrieved during mission]

Email from Lock

Mission Critical – Merovingian - 1.1.2

Digital Device

Contact: Flood

Operator

Mission started!

Flood

You're just the person I wanted to speak with, [Player Name]. As you may have heard, those pathetic Zion redpills have been making attempts to get the Signature Manipulator back. Before we can carry on with our assignment and use the device, we must secure its position in our organization.

A group of Zion redpills have been attempting to trace the device's location with a piece of hardware that they've been using. We need the Tracking Device recovered to proceed with our infiltration into both of the high-security Machine bases. After the tracking device is

in our hands, we can safely move the Signal Manipulator to a more secure location.

Operator

Alright [Player Name], this is where you will find the Zion base. I'm not sure where they are keeping the tracking device, but I'm convinced that it's on a computer of some sort. Once you've found it, we can proceed with the rest of Flood's orders.

Operator

Unless I'm mistaken, this laptop must have the tracking device on it. We need to gain access to the laptop's firmware system otherwise we won't be able to extract the tracking device.

Operator

You've found the tracking device! This will now allow you to penetrate the Machine bases without having to worry about Zion interfering.

Flood

I'm sending you the address of Alvin Typpo who is going to be giving the Signature Manipulator to you for transfer.

Flood

Alvin Typpo has the signature manipulation device. Pick it up from him and I will send you the address of its new home.

Alvin Typpo

I'm quite glad that you're here, [Player Name]. I was beginning to worry the Zion redpills would storm the place back the signature manipulator, but... all is well now that you are here. Quickly, take the device!

Operator

Take the signature manipulator from Alvin Typpo now.

Alvin Typpo

Just take it!

Flood

That is the Signature Manipulator, it is vital that the device doesn't fall into Zion's hands, or come to harm.

Alvin Typpo

This thing is better off in the hands of Serpentis as I haven't been able to extract any of the information that the Merovingian wanted. I'm afraid that it's simply impossible to replicate the device! I fear the Merovingian won't be pleased... Wait! Did you hear that? There's someone in the other room!

Operator

That's not all of them. Search the place for the rest of the Zion operatives.

Operator

All Zion operatives are dead. I'm sure that Alvin Typpo is quite grateful for the protection.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

That was some impressive work back there, [Player Name]. I hope you can keep it up because Zion's attacks may persist.

I'm sending you the address of Serpentis. See to it that the device is securely in his hands.

Flood

You've made it. Good. See to it that Serpentis is given the signature manipulator for safe keeping.

Serpentis

The Merovingian thanks you for coming all this way, [Player Name]. I shall take the signature manipulator device from you now.

Operator

The device will be in good hands but you may see it again...

Operator

Goals for this area are complete. Find the nearest exit quickly!

Serpentis

I thank you... Now be off, I have work to do! You shall be summoned again by Flood when you are needed.

Blood Drunk

Maybe we should go check it out...

Flood

Contact me when you are ready for your next assignment.

Operator

Mission Completed!

[information retrieved during mission]

Email from a Disaffected Redpill

BEGIN TRANSCRIPT (female caller's voice): Hello Tyndall. I hope this old dead drop number still works, for both our sakes. This is Danielle. I know you'll recognize my voice. There are new Agents in town, different somehow. Since the Truce I've been seeing them, and they are way too interested in the hardlines. You need to have somebody look into this. That's all I'm giving you, but it should be enough. Goodbye.

Mission Critical – Merovingian - 1.1.3

Signature Manipulation

Contact: Flood

Operator

Mission started!

Flood

The moment has come, [Player Name]. You must use the Signature Manipulator as it was intended. If you are unsure of its use, I shall explain...

The Signature Manipulator has the power to change your RSI signal to that of a Machine program. This means Exiles and redpills can walk among Agents and they would think you are one of them. This won't work in restricted zones of the Matrix. Somehow, they can still detect your presence if you haven't accessed that sector's node.

Pick up the device, as well as a few other tools, from Anza. He will have further instructions for you.

Operator

Anza is expecting you. Speak with him.

Anza

Flood told me to expect you. I just didn't think you'd be here so soon... I will be giving you the device, a bug for recording and a rather large bomb for your mission. I'll send the outline to your operator so they can give you the details.

Anza

Just take them from me.

Operator

Once you're out of the area I'll send you details for the rest of your assignment. It doesn't look like anything too... crazy.

Anza

Be careful with these and be sure that you follow the instructions to the letter. The Merovingian would be most displeased if the mission isn't carried out as ordered.

Flood

Use the Signature Manipulator to sneak into the Machine base and plant the Bug Anza gave you. While you are there, pick up the Access Card to the second Machine facility. Disabling the facility will allow the Merovingian to gain control over select sections of the City. If you succeed, this move will benefit us.

I've already sent you the address to the Machine base. Pick up the Access Card there and plant the Bug.

Operator

This building houses the first Machine base, They think you are a program named Christian Foster. Try not to let the programs intimidate you.

Agent Wong

I can not help you.

Agent North

...

Agent West

I saw one of those foolish humans running from Agent Park in an illegal sector yesterday.

Agent Brown

It's almost...

Agent West

...amusing.

Agent Brown

Do you have clearance?

Agent Long

It's quite alright, Agent Brown. Christian Foster has permission to be here.

Operator

They really think that you're Christian Foster. The Signature Manipulator is working better than I thought it would.

Agent Brown

Move along.

Agent Long

It's quite alright, Agent Brown. Christian Foster has permission to be here.

Operator

Unless my calculations are way off, the computer in this room has the Access Card that we need and the targeted desk is in here as well. Search the computer in this room and place the bug within the desk.

Agent Miller

We have been having trouble... with rogue programs lately.

Agent North

Agent Gray has reason to believe that these rogue programs were never Machines in the first place. These persons, or organization, might have an agenda of their own, outside of just attempting to pose as one of us.

Agent Miller

They should be removed from the system.

Agent North

Agent Gray has reason to believe that these rogue programs were never Machines in the first place. These persons, or organization, might have an agenda of their own, outside of just attempting to pose as one of us.



[when the targeted computer is selected]

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Computer
> Digital Signature verified
> Subject: Christian Foster
> You may take your access card now.
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Operator

That was the card Flood was so anxious about.

Operator

Place the bug here.

Operator

The bug is in place.

Operator

You didn't forget to turn the Bug on, did you? i'm just joking, [Player Name]. The Bug is always on. In fact, I'm picking up a few transmissions as we speak.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I've updated your objectives and directed you to the location that holds the mainframe. When you've made it there, put the access card to use on one of the computers which will allow you to transfer sensitive data to the mainframe.

Before we can plant the bomb on the mainframe, you'll need to transfer some sensitive data to the mainframe. Without the data on the server, destroying the mainframe would be a worthless attempt.

Operator

This is the place. Ready to wreak some havoc?

Operator

What's going on here?!

Operator

That's the mainframe but before you plant the bomb, you need to inset that access card into the computer and transfer the data to the mainframe.

Operator

The data has been transferred.

Operator

The bomb is set!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Operator

The device isn't working on the Agents at all!

Operator

No, no! This is impossible!

Flood

What the hell happened back there? Everything was fine until the bomb was set! I don't understand... Maybe planting the bomb caused an electromagnetic pulse to break the Signature Manipulator... This disturbs me.

Just get the Signature Manipulator to Sisyphus, one of the Merovingian's personal assistants. I'm sending you her address now.

Operator

Sisyphus is your final contact. See to it that the device makes it into her hands.

Sisyphus

Flood informed me of the complications that seem to have destroyed the device. This is quite unfortunate. The Merovingian will be quite displeased to hear of this...

Wait... I hear something in the other room. Find out what that insidious sound is!

Operator

We have a problem, [Player Name]. It appears that a group of programs has located your position, and they want you dead. Put a stop to the programs.

Sisyphus

I won't take the device until we are safe.

Operator

The device won't be safe until the attacking programs are dead.

Operator

That's all of them.

Sisyphus

You handled that extremely well, better than anyone would have expected... I'll take the Signature Manipulator now.

Operator

Nice work.

Sisyphus

My suspicions are correct. The device is severely damaged and is beyond repair. This is most unsettling,,, I will have to let Flood tell the Merovingian the dreadful news... Now, be gone!

Flood

The events that took place on your assignment were rather unsettling, [Player Name]. It appears that we will not be able to rely on such fragile technology to hide our existence from the Machines in the Matrix. The attack by the Agents poses questions that require answering.

In the meantime, do not put faith in Zion of the Machines. There is very little those whelps can do to help you anymore.

Operator

Mission Completed!

Mission Critical – Merovingian - 1.2.1

The Search for Morpheus

Contact: Flood

Operator

Mission started!

Flood

The man known as Morpheus is becoming a bigger problem than usual. His actions have made those subjugated programs think that we are actually helping him! The infernal machines take it out on us because of this silly little truce. Because of this, Morpheus' very existence is a personal insult to the Merovingian.

We are aware that there are Zion Operatives who know where Morpheus has been when he is in the Matrix. We want you to check out these leads and start with Captain Siri. Find them and see who can be convinced to share this information with us. I don't care how you convince them, just get the information we need.

Operator

At this address you will find Captain Siri. She might be able to tell us where we can find Morpheus, however...wait a minute... It looks like someone else has hit the area! I'm getting signals all over the place but that doesn't change a thing. We still need to see if Siri has the information we seek.

Siri

Agents! There's nowhere to run!

Operator

Siri should be cooperative now.

Siri

I can't believe you killed him! I'm in your debt. Listen, I had heard from my Operator that you might be coming but I wasn't going to help you... However, now that you've saved my life, I feel that I owe you. Take this file. It was worth my life.

Siri

I think this is what you came for.

[File retrieved from Siri]

Journal Entry from Morpheus

BEGIN TRANSCRIPT (Morpheus' voice, rain and traffic in the background):
Finally a moment of peace. But for how long, I can't be sure. The Frenchman's threats are not empty, it seems. His men are my shadows, trailing me wherever I go, waiting for the time when their Master gives the word to be done with me. They won't find me an easy mark, but I can't be certain of success in a straight fight with them. I will have to make sure the

Operator

You found information on Morpheus. I do believe that this is what we've been looking for.

Flood

Your assistance in recovering this file is quite beneficial to us.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

We will contact you again.

Operator

Mission completed!

Mission Critical – Merovingian - 1.2.2

Propaganda

Contact: Flood

Operator

Mission started!

Flood

Morpheus has been observed putting up propaganda posters in the Matrix. Much to the disdain of the Merovingian these messages are bringing Machine programs to our doorstep. We need you to locate these posters and tear them down. I will send you the address of one of these two locations now, but be on your guard; Zion Operatives could still be there.

Operator

There are at least three posters. Don't leave a single piece of propaganda hanging!

Operator

You've been spotted by the camera! Be on your guard for Zion Operatives!

Operator

I hope removing these posters helps keep the Agents at bay.

Flood

Excellent work. We have one more location for you to hit.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I am sending you the address of final location. You will run into more dreadful Zion Operatives.

Operator

Inside this building you will find five more posters. We need the entire place wiped of Morpheus' propaganda.

Zion Expert Rifleman

We have strict orders to deal with intruders using violence!

Zion Ravager

And now you die!

Zion Kung Fu Grandmaster

And now you die!

Zion Network Attacker

We've got a break in!

[information retrieved during mission]

Captain's Log Entry from Morpheus

CAPTAIN'S LOG. ENTRY #1170: I've just returned from a scouting mission in the Matrix. It's hard to keep going on my own, but I know I'm close to something. Once upon a time I had the support of a good crew – men and women who would do the right thing in spite of Lock's orders – but those days are past. Someone has been taking down the hardlines. They want us to think it's the Machines, but I've been up close with Agents enough times to know the difference. Those are not Agents. The

Operator

All posters have been torn down!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

That is all for now, [Player Name].

Operator

Mission completed!

Mission Critical – Merovingian - 1.2.3

Turf of Vengeance

Contact: Flood

Operator

Mission started!

Flood

We are attempting to track Morpheus within the Matrix and we've isolated his previous location down to a few possible candidates. We want you to make your way to each of these locations and interrogate a target. If the target is not cooperative, find a way to make them talk. We are sending you the first possible location right now. Once you are there you will question a target about Morpheus. If they do not co-operate, feel free to use excessive force; extremely excessive.

Operator

This is the first location. The target's name is Alpha. You have your orders, [Player Name]. Proceed.

Chimay

How dare you show your face around here. I refuse to tell you anything, [Player Name]!

Operator

Don't worry about interviewing Chimay...

Chimay

Spin on it, [Player Name]!

Alpha

I refuse to tell you anything about Morpheus!

Operator

I don't expect you to get any information out of Fortuna, so this is what I suggest: Kill Fortuna! If you do this, I think it will get the fear into Alpha, and make her talk.

Fortuna

Get the hell out of here!

Fortuna

Your presence here makes me want to retch!

Alpha

Nope. I'm not saying anything.

Alpha

Okay, okay! I'll talk! Morpheus came through here about a week ago looking for someone. I don't know who this person was but Morpheus seems to think that they pose a threat to us all... That is all I know, I swear!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Chimay

You killed Fortuna!

Operator

That wasn't required, but it doesn't bother me as long as the main job gets done.

Flood

The second location is the home of a bluepill named Rhett De Bonte. Go there now.

Flood

Rhett De Bonte has been contacted a couple of times by Morpheus in an attempt to recruit him to Zion's cause. Now, I know you once affiliated yourself with them, but it shouldn't dissuade you in completing your task. Just interrogate Rhett De Bonte and recover any information that he might have on Morpheus.

Rhett De Bonte

Um, excuse me? What are you doing here? Can I help you? Oh, you're here about...Morpheus? I...I don't know what to tell you, but he has been telling me some strange things about life. I'm a bit put off by his words and it has gotten me pretty depressed so I may be able to help you out... There is a recording on my computer that this 'Morpheus' gave me. If you want it, it's yours. I couldn't understand it anyway.

Operator

Interesting...Retrieve that recording.

Rhett De Bonte

My computer is in my bedroom. Just take the disk and go.

Operator

I'm going to need you to upload that to me through a hardline.

Rhett De Bonte

Huh?

Flood

The final location is housed by a group of Renegade Exiles who are operating outside the Merovingian's control. These Exiles have been tracking Morpheus' movement as well and we need you to recover any information that they may have obtained. As with the first location, you may resort to violence if you feel it necessary to recover the information we seek.

Operator

Remember, these Exiles aren't working with the Merovingian, and may be irrational in their actions. Try not to get yourself killed.

Elite Guard

It's you!

Elite Guard

What th...!

Elite Guard

It's you!



Operator

I think you're getting warmer... Two guards in the next room standing watch over a locked desk.

Operator

It appears the Exile you just killed was carrying something... search the body!

Operator

As I thought. I think that key unlocks the desk.

[Data retrieved by player]

Overheard Transmission

To: Tyndall, Zion Control

From: Strawberry

Hey, Tyndall. Stealth has advantages and here's one. I overheard this conversation between a couple of Exiles near a hardline junction box. They might be Merovingian flunkies, I'm not sure.

BEGIN TRANSCRIPT

One: It's true, man. I heard the Frenchman talkin' about it on the phone

Two: When's the big hit going down?

One: I dunno. Nobody tells me stuff. But trust me, this is gonna be big

END TRANSCRIPT

Hope that helps.

-Strawberry

Operator

I do believe that this is what we are looking for. I'll scan the dossier and send it off to the proper contact once you get them to me through a hardline.

Operator

Receiving the information... Got it!!

Operator

Goals for this mission phase are complete!

Flood

That is all...for now. Go about your business [Player Name].

Operator

Mission completed!

Mission Critical – Merovingian - 1.2.4

Opportunity Knocks

Contact: Flood

Operator

Mission started!

Flood

It seems Morpheus discovered a way to damage the Matrix – internally. This ability of his is a threat to our very existence... However, if we control that ability we could become quite powerful; perhaps powerful enough to take control of the Matrix from within. Information can be found that will aid us uncover the methods that Morpheus is using.

The Merovingian requires this information, which is why we are sending you in. We want you to visit this location and search the place for documents, files, anything that can help us shed more light on this newfound ability of his. Is this clear? Good. Do it.

Operator

Listen up, [Player Name]. It appears Morpheus has been stashing documents at this location. Keep in mind that this is a Zion operated area so you will run into opposition.

Zion Karate Grandmaster

I know why you're here and you're not going to get it!

Zion Expert Rifleman

I know why you're here and you're not going to get it!

Zion Duelist

Exile scum!

Zion Ballista

Morpheus' files have been stolen!

Operator

I bet that key goes to the filing cabinet...

Operator

Be sure to search your fallen opponents for objects or items that might be of help to us.

Operator

The documents might be inside this filing cabinet.

Operator

That must be what Morpheus was hiding here. Take the document!

Operator

Wait a minute, this isn't what we're looking for... I'm going to look over it.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

It appears you found yet another address to yet another location... I tire of this.

I'm sending you there now to continue your search. Get moving.

Operator

This is a Machine controlled office complex that acts as a front for some of their operations. I can only assume the Machines stole the document from Morpheus. Search the whole place; from corner to corner. Leave no filing cabinet closed and no safe unlocked!

Operator

This key could be what we need to find the stolen data.

Operator

That file you just picked up states that the data stolen from Morpheus is hidden in a safe here.

Operator

You just set off the security alarm! Guards are headed your way right now!

Operator

That's what we were looking for. Take the disk!

Operator

I'll download that from you now...

Operator

Goals for this area are complete. Find the nearest exit quickly!

Darleen Anselm

Uhm, are you new here?

Adrian Quay

I don't know if I'm happy here... The hours are long and the benefits suck

Darleen Anselm

We got a lot of vacation time though. I wouldn't worry about it.

Flood

Another one of our missions draws to an end. The light at the end of this tunnel is quite intriguing.

I shall be in contact with you, [Player Name].

Operator

Mission completed!

[information retrieved during mission]

Threat analysis of "Kingmaker"

BEGIN TRANSMISSION: Observation continuing on subject "Kingmaker" at this time. Preliminary analysis had indicated that the subject was a MODERATE to HIGH risk, but that assessment has been revised. Subject's recent investigations into hardline sabotage and purposeful disruptions of normal Matrix activity have elevated the risk to SEVERE. Recommend that this target be eliminated at earliest opportunity, with due force allocated to ensure success

END.

Mission Critical – Merovingian - 1.2.5

Renegade Roundup

Contact: Flood

Operator

Mission started!

Flood

In the Merovingian's search for Morpheus, Renegade Exiles have become a roadblock in our path. To continue our search for Morpheus we need some of these renegades decimated. Since no one else will take this task, it has fallen on you to carry the torch, as it were. I'm giving you the address of one of these renegade Exiles. Destroy him, then search his corpse for anything of value. Do we understand? We do.

Operator

I have a lock on our Venaticorum's position. He doesn't like unwanted visitors, so don't be surprised if he has guards stalking the place.

The target isn't behind any security system other than the guards, so you might avoid a few encounters if you are cautious.

Venaticorum

Come to my aid, my bretheren!

Venaticorum

I shall have to destroy you myself, human!

Operator

Venaticorum is confirmed as dead.

Flood

This appears to be a document outlining the location of another renegade Exile. Let's use this to our advantage and make a second hit.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

The other Renegade Exile leader is named Calypso. Head to this address now.

Flood

Remember, we're on the look-out for someone named Calypso. Since they were mentioned in the document we found, we can only assume that this is either the superior or subordinate for Venaticorum. Taking out the second target will hopefully drive the stake further into the heart of the renegades. While you are there, I want you to do a search of Calypso's office for any documents or data that might lead us further up or down this...ladder.

Anneliese Isenhour

Calypso, we have a break in! I'm calling security!

Anneliese Isenhour

I think I'm going to have to ask you to leave...

Calypso

Guards! Get in here now!

Operator

Calypso is a confirmed kill.

Operator

Very interesting...

Operator

This document outlines a man named Dobra. He's been causing trouble for the Merovingian for sometime now and it's high time you bring him down. Exit this place and Flood will send you the coordinates for Dobra.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I'm updating you with the location of Dobra's location now. Be on your way [Player Name]. Do not delay.

Operator

Don't forget, the target's name is Dobra. This could be the big one we've been looking for.

Jason Pamintuan

What are you doing! Security, get in here!

Operator

Search the room. There must be a key that will let you into Dobra's office. If the receptionist isn't holding it, we can only assume that he has it in this room.

Dobra

I had a feeling that you were coming...[Player Name]! That's right, I know who you are. After I was unable to contact Venaticorum, Calypso or anyone at their base of operations, I prepared for your futile hit. With that, I would like to say...Welcome to your death, human...Security!

Jason Pamintuan

What are you doing! Security, get in here!

Elite Guard

Got 'em in my sights

Blood Drunk

They killed Dobra!

Operator

Dobra is dead!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I'm surprised at how well you completed this contract kill, [Player Name]. I'd congratulate you, but that would be a compliment, wouldn't it?

Operator

Mission completed!

Mission Critical – Merovingian - 1.2.6

Electromagnetic

Contact: Flood

Operator

Mission started!

Flood

The Merovingian needs you to deliver a delicate piece of equipment to another team who is currently on site at a Zion base. They were in the middle of a hit and are in need of an EMP Explosive to prevent more Zion Operatives from entering at this location. The device is being downloaded to you right now. Make sure that it gets in the hands of our Merovingian Operative, Churyumov.

Once you find him and have delivered the bomb to Churyumov he will still be in need of assistance from you. See to it that you aid him. I hope everything is clear because I'm not going to repeat myself.

Operator

Churyumov and his crew are in the middle of hitting this location and they've quickly realized that the waves of ceaseless Zion Operatives won't end until we can get that EMP explosive device on the network mainframe. Make sure that Churyumov gets the bomb and then assist him in planting the device.

Churyumov

You made it. Do you have the explosive device? I'll take it from you.

Churyumov

Quickly, give me the EMP Bomb.

Churyumov

Excellent. Now I need you to help me get into the heart of the base. Show me to the mainframe and I'm going to place the bomb in that room to disable the entrance of additional Zion operatives at this location.

Operator

The EMP Bomb has been set! Now get out of there!

Operator

All clear, [Player Name]

Operator

Goals for this area are complete. Find the nearest exit quickly!

Churyumov

I've placed the EMP Bomb. We should be good to go now. Thanks for the help. I'll team up with my crew, just get out of here.

Zion Aikido Grandmaster

Morpheus doesn't fear you!

Zion Duelist

You will never find Morpheus!

Flood

Contact me when you are ready for your next assignment.

Operator

Mission completed!

Mission Critical – Merovingian - 1.2.7

A Special Case

Contact: Flood

Operator

Mission started!

Flood

There is a Bluepill names Sharmaine Tarn who has been in contact with Morpheus on several occasions. In exchange for information on Morpheus, we have agreed to protect her from other operatives who want her silenced. It would seem that she needs protection from us right now. See to it that she makes it home from work safely. If you botch this job I don't foresee an enjoyable employment for you.

Flood

This is where Sharmaine Tarn works. Locate her and then escort her back to her apartment. I'll send you the address once you have her out of the area.

Al Lange

Did you see that new reality television show last night?

Al Lange

Excuse me. I have to get back to work...

Nicholas Ackerman

I'm sorry. I'm rather busy now.

Sharmaine Tarn

Are you here for the Merovingian? Good. I'm ready to go home but I need someone to watch my back. Some strange folks have been causing me trouble and I'm worried about going home all by my lonesome... This is where you come in.

Operator

Goals for this mission phase are complete!

Flood

I'm giving you the location of Sharmaine Tarn's apartment.

Operator

This is where Sharmaine lives. Once she is safely inside her apartment, recover the information on Morpheus from her.

Alysha Irmen

Sharmaine is supposed to be home. Is she with you?

Alysha Irmen

Sharmaine! It's good to see that you made it home safely.

Sena

Did you come here with Sharmaine? Well, since you're just a friend of hers, she won't mind if you sit down on the bed with me... Come on over here cutie!

Sena

I've locked the door! You can't leave until I've had some fun with you!

Operator

What the hell was *her* problem?!

Operator

I can't believe she actually locked the door and tried to get it on with you... This is insane.

Sharmaine Tarn

Now that I'm safe, I'll give you the information we agreed upon... You may take it from me.

Operator

Excellent! Let's get this uploaded through a hardline so I can send it to Flood.

Alysha Irmen

Sharmaine! It's good to see that you made it home safely!

Operator

Receiving data now.

Operator

Goals for this mission phase are complete!

Flood

Things are going well enough for you, aren't they?

Operator

Mission Completed!

[information retrieved during mission]

911 Transcript

BEGIN TRANSCRIPT

911 OPERATOR: Nine-one-one. Please state the nature of your emergency.

UNIDENTIFIED MALE: Help me!

911: What's the problem sir?

MALE: The Boogey Man! I saw him! He's not like us! He's made of things!
Little things!

911: Are you in danger, sir?

MALE: If he doesn't get me THEY will! Those fascists! They think they're so tough in those black suits but they're just toy soldiers. Marching to the damn General's drum!

911: Sir, if you don't have an emer--

MALE: Does the Boogey Man work for the General! are they the same?! Do they all work for you on the telephone?!

911: I'm hanging up now.

MALE: Wait! What about the Merovin—

CALL TERMINATED

Necessary Action

Contact: Flood

Operator

Mission started!

Flood

Our search for Morpheus must continue, however we have managed to capture a Zion operative by the name of Dora who has worked closely with Morpheus on a number of occasions. We need you to extract information from Dora and get her to give up Morpheus' current location

Dora is being held at this address. Go there now.

Operator

Turso will be on site to assist you. Talk to her.

Dora

No! I'll never talk!

Turso

Greetings [Player Name]. I see that you've made it on time. We have Dora held in place thanks to a program running on the white computer. On the black computer we have a program running that will inflict pain to Dora. I also have a vial of truth serum for you to use. The drugs are designed to get the victim to talk. Use the combination of the two to extract the information that the Merovingian requires.

Operator

It would seem that you'll have to try a few things before we can get Dora to talk.

Dora

You won't get anything out of me, [Player Name]!

Turso

One more thing, whatever you do, don't touch the white computer as it will release Dora from the electro-magnetic bonds that hold her in place. If you release her, she will escape.

Operator

Use the drugs on Dora and then use the black computer to get her to talk.

Turso

The truth serum will only work on Dora while she is in this room.

Dora

You won't get anything out of me, [Player Name]!

Operator

That's disgusting!

Dora

Ugh! My stomach! Oooh...

Dora

Ugh! My stomach! Oooh...

Dora

I've had enough! I'll tell you where Morpheus is... He's been in the city hanging around waste disposal sites. If you look in places where garbage is collected, you might find him. That's all I know...

Flood

Now that we have the information we seek, you must bring Dora to Alphonse at another location.

Turso

You've done well [Player Name], however we have only one more favour to ask of you. With the inhibitor program still in place, take Dora to Alphonse, who is waiting for you at a location nearby. Alphonse wants to see you exact punishment on Dora for making us work so hard to extract this information from her. Once you're out of here, you will be updated with the address.

Operator

You've got company!

Operator

Goals for this mission phase are complete!

Operator

I think I speak for us all when I say that I am getting rather tired of these new Agents that are causing problems for us and our redpill operatives, such as yourself. When you are ready for your next assignment Flood is going to have you do some research into these new Agents. Until then, be cautious [Player Name].

Flood

I've updated you with the location of Alphonse. If Dora dies on the way there...I'll try not to worry about it.

Operator

That's where Alphonse is waiting.

Alphonse

Ah, [Player Name]. Do you have Dora with you? I would very much like to watch her die.

Alphonse

Finish her! Now!

Dora

No...Please...Don't kill me.

Alphonse

Mwahaha! Excellent! I love to see the Neo-worshipping cry babies bleed!

You have pleased me. Flood will hear of your dedication. Now...be gone!

Operator

You're all done there. Exit the area and Flood will debrief you.

Flood

You've done well [Player Name]. We have new information on Morpheus and Dora is dead. You prove your worth with every assignment.

Operator

Mission Completed!

[information retrieved during mission]

Forum Post from: The_Kids

The_Kid

Posts: 2973

From: Parts Unknown

Registered: 2/21

Re: Focus on Neo?

Posted Oct 14, 03:30 AM!!!!!!

>that hes some kind of superman or god or some

>thing and that's just crap. He was not that cool I know

>coz i met him a bunch of times

You're a liar or blind or both. Anyone who ever met Neo knows what kind of man he was, and what kind of people he wanted us all to be. He gave us the opportunity to go on and to try to achieve that potential. He gave us a second chance. I don't understand why everyone can't see that. He told us what we need to know to get there, if we would only listen.

The Kid

Mission Critical – Merovingian - 1.2.9

New Concerns

Contact: Flood

Operator

Mission started!

Flood

The attacks from Agents are becoming a great concern to the Merovingian and we need you, among others, to track down Agents and question them about these attacks. We're sending you the address of an office complex where Agent Lee is currently wrapping up some business involving an incident that happened just an hour ago. Since Agent Lee is among bluepills it's our hope that we'll be able to speak with him and learn something about these new Agents.

Operator

This is the office complex where Agent Lee can be found. Seek him out and speak with him.

Christian Rugsted

PC Load Letter? What the hell does that mean?!

Christian Rugsted

Peter didn't come to work today. If he's not careful he's going to get fired.

Jack Hendricks

I'm getting worried, Jani Detriech... First Danial Marin is dead and then Alvaro Seminatore in the same hour! I'm worried that we're going to be next...

Jani Detriech

You may be right. I haven't seen Peter come into work for a week! I think he has the right idea...

Jack Henricks

I'm getting out of here!

Daryl Hendrickson

You want to know what happened here? Well, I have my theories but I don't think anyone would believe me...

Daryl Hendrickson

Let me get back to my work.

Agent Lee

You seem to claim that we have been meddling in your affairs, [Player Bluepill Name]. That shows just how little you are aware of.

Pay careful attention to these individuals and their actions...you may be able to uncover what we have not...

Operator

Agent Lee may be right about their involvement but why would we want to believe them? They are all Machines!

Enough of that for now, we have something urgent that has come up. We've located an attack in progress and need you to get there quickly. Flood will update you as you make your way there.

Agent Lee

It is time that you left. I have matters to attend to.

Flood

The address is being sent to you now. The location is a meeting of some sort involving another organization and these Agents are descending upon the place as we speak.

Operator

I think the best approach would be to try and speak with all of the Agents before breaking into combat and getting yourself killed. We can't have you taking a fall now.

Operator

New objective: Kill all of the programs!

Agent

Your pathetic attempt at salvation will fall short

Agent

Enough of this...this ends now.

Agent

Enough.

Operator

Think about this for a minute... If the Agents attacked the Zion Operatives for no plausible reason, wouldn't they be breaking the Truce between them? This is a cause for concern, even for the Merovingian and the allied Exiles. I'll report this to Flood immediately.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I saw the report, [Player Name]... You did well. Contact me when you are ready for your next assignment.

Operator

Mission Completed!

[Data retrieved during mission]

Military Report to the General

To: The General

From: PsyOps, Section Beta-One

In response to your request for a summary of results so far, here are my condensed recommendations. First, humans are inherently suspicious and mistrustful of others, even each other. In spite of the fact that this attitude is exactly what brought calamity upon the entire planet, they continue to exhibit it. Secondly, they have a wonderfully useful ability to twist any information they find in order to make it serve the above purpose. Providing encouragement for this paranoia is the most effective way to initiate new hostilities.

Mission Critical – Merovingian - 1.2.10

Into the Hive

Contact: Flood

Operator

Mission started!

Flood

It seems we can rule out any efforts to be civil with the Agents. Since you and others like you have defeated them in combat, we ask you to strike against a group of them in this sector.

Our attack is an attempt to recover anything useful they may be carrying. If we can find out what their agenda is, it will give us the edge in what appears to be a slowly shattering truce.

Operator

Hit this place hard! Clear out anyone you run into and search all of your enemies for clues.

Agent Park

Not this time.

Operator

I think Agent Park is the leader of this group. Take him out!

Operator

Search his body!

Operator

A hit list, hmm... It's a series of names; Dalasi, Bohrmann, and Amita Barrows.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I'm going to send you to the address where Annita Barrows lives and I want you to see what relation they might have had with these Agents. If they are alive, talk to them. If they have already been hit, search the place and see if you can find any clues that might help us understand why these Agents would want to harm them.

Operator

This is where Annita Barrows lives. We need to know what the Agents wanted from her.

Annita Barrows

Did that Agent send you here? I don't know what he wanted with me, but they were quite interested in the fact that I work for the phone company.

Operator

Interesting... Annita Barrows works for the phone company so we may be heading in the right direction. Search her apartment for an access card, a key or something that will let you into the phone company's office complex.

Annita Barrows

They insisted that I give them my access card or my key, but I refused.

Operator

Hey, good idea! You can take Annita Barrows' access card. This will allow you to get past the security.

Operator

Take that key! This should allow us access to her office.

Operator

This will allow you to access Annita Barrows' office. I'll send you the address as soon as you are out of her apartment.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

Head to this building, and find Annita Barrows's office.

Operator

This is where Annita Barrows works. Her office must be around here somewhere.

Operator

This is Annita Barrows's office and it looks like she has a hardline junction box here... What would the Agents want with it? This is just like the one we saw at the first location except this junction box has been tampered with. This is all the information we need for the time being. You may leave now.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Operator

They have security cameras in place! They are going to confirm your presence!

Machine Captain

You're not supposed to be in here!

Machine Captain

You there! Freeze!

Taylor Zato

I thought we mostly dealt in cell phones. What is this concern over old telephone booths?

Sharmaine Boon

I have no idea, but the strange men who came by were interested in our junction box.

Taylor Zato

Are you new here?

Flood

It's my guess that the Agents have been damaging the hardline junction boxes to prevent redpills from coming in and out of the Matrix, but I'm not certain of this yet. It could be that they're just as interested in the damaged hardlines as anyone else is.

We need to look into this... Contact me when you are ready for your next assignment, [Player Name].

Operator

Mission Completed!

Mission Critical – Merovingian - 1.2.11

The Black Box

Contact: Flood

Operator

Mission started!

Flood

The pieces to the puzzle of the Agents are starting to fall into place and right now there is one piece that we desire. The Agents are carrying around strange Black Boxes and we need to uncover their purpose. We have theories on what they might be used for but we cannot be certain. All previous efforts in recovering one of these devices has resulted in the object being broken or damaged to the point where research was futile. We have just received word that the Agents are on site at this address. Go there now, eliminate all opposition and recover one of the Black Boxes.

Operator

This is where we've traced the Agents. I don't know what business they are conducting here but it's my hope that you can find one of the Black Boxes on site or on one of the Agents. Good luck, [Player Name]!

Jaymie Satnik

Good day. Is there anything I can help you with?

Jaymie Satnik

What are you doing in my desk?!

Operator

Something is very wrong here!

Jaymie Satnik

Security!

Operator

These Agents are behind the sabotaged hardlines! It's all starting to make sense now.

Agent Johns

Kill [Player Name]!

Agent

Our pleasure!

Agent Johns

I'm afraid that I cannot let you leave, [Player Name].

Operator

All the programs are dead. You can ignore the bluepills.

Operator

That's one of the Black Boxes we were looking for.

Operator

Excellent work, [Player Name]. Flood will be pleased.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

Contact me when you are ready for you next assignment, [Player Name].

Operator

Mission Completed!

[information retrieved during mission]

Machine Communiqué re: Morpheus

FM: Hovercraft Odyssey /// To: Zion Command

We've intercepted this and translated it. Looks like Morpheus has been up to his usual tricks. I know you won't be any more surprised that I was. – Capt. Tyrell

Mission Critical – Merovingian - 1.2.12

Researching the Black Arts

Contact: Flood

Operator

Mission started!

Flood

The purpose behind the mysterious Black Box has eluded us thus far, however, steps are in place to remedy that as we have a tech at our disposal who has agreed to do some research on the Black Box that you located. The tech's name is Alvaro Maloney and he is waiting for you at a Hotel where he will give you an Access Card that will let you into a Machine Storehouse.

Operator

Alvaro Maloney is staying at this hotel. I've sent you his room number. Go there now.

Alvaro Maloney

[Player Name], it's you! I was worried that those masked men might show up... but never mind that now. I have the Access Card that you will need to get into the Machine Storehouse. Once you have the computer parts we need, meet me back at my lab.

Operator

Conversation logged. Now take the Access Card from Alvaro Maloney

Goals

Alvaro Maloney

You'll need this Access Card.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Alvaro Maloney

I'll meet you back at my lab once you have the computer parts.

Flood

Now wake your way to the Machine storehouse and steal the Computer Parts.

Operator

Inside this Machine Storehouse they have a storage of the Computer Parts that Alvaro Maloney needs to continue his research on the Black Box. Find one!

Operator

What's in the box?! Nothing! Stupid!

Operator

Hacking that computer disabled the locks on the case. You should be able to strip the computer parts right out of the computer itself.

Operator

You've found the computer parts that we need. Perfect!

Flood

I'm sending you the address of Alvaro Maloney's lab. Deliver the computer parts to him.

Operator

Alvaro Maloney is waiting for you in his lab.

Alvaro Maloney

You've made it back. Do you have the computer parts that I need?

Operator

Computer parts successfully delivered to Alvaro Maloney.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Alvaro Maloney

Thank you. I'm going to need some time to research the Black Box. Flood will contact you when I've made progress.

Flood

Contact me when you are ready for your next assignment.

Operator

Mission Completed!

Mission Critical – Merovingian - 1.2.14

Mod Box

Contact: Flood

Operator

Mission started!

Flood

Thanks to your efforts, we were able to uncover the purpose behind the Black Boxes. The Agents have been using these Black Boxes to damage hardline junction boxes and preventing redpills, such as yourself, from jacking in and out of the Matrix. We need you to pick up the modified version of one of the Black Boxes that Clarissa Babcock is holding onto for you. Pick up the Black Box and additional instructions will follow.

Operator

This is Clarissa Babcock's lab. Pick up the Black Box from her.

Operator

The Agents must have listened in on our transmission. I'll wager he has the Black Box on him.

Operator

That's the box we we're looking for. Get outside and we'll contact Flood with the good news.

Flood

Head to this address and look for a Merovingian operative by the name of Bohrmann. He will take the Black Box from you. You will be working with him to locate a hardline junction box and repair it.

Operator

Bohrmann should be waiting for you inside.

Operator

Bohrmann is dead! The Agents must have known you were coming... You're going to have to finish this job on your own, [Player Name]. Get out of there and head to the hardline junction box.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I am sending you the address of where you can find the hardline junction box.

There are some Agents on site, so be careful. These Agents do not want you repairing the hardline junction boxes. They will attempt to stop you – no matter the cost. Be prepared to defend yourself.

Operator

The hardline junction box should be on a wall.

Genaro Whitfield

Hey! Have you seen my new computer? It's bad ass! I've been playing Shogo 2 all day long!

Operator

Who's *this* guy...?

[if player selects computer]

Computer

System Browser 2.4

=====

DVD: Shogo 2 is inside the DVD tray.

Genaro Whitfield

You stole my copy of Shogo 2! You jerk! I'm going to kill you!

Operator

You've repaired the hardline junction box!

Operator

Genaro Whitfield must have really enjoyed that game to try and kill you for stealing it.

Flood

You've done very well, [Player Name]. You should be proud of your efforts to support the Merovingian.

Operator

Mission Completed!

[information retrieved during mission]

Order for Pamphlet Printing

KWICKER PRINTING

'Order #:3262827-2187

Order Description: 30 cases, tri-fold glossy full-color pamphlets (see attached document for specifications and content)

Payment: Pre-paid

Delivery Instruction for Driver: Customer has left an address for the finished pamphlets to be delivered to. It's actually kind of a pain to get to, as it's at the airport. Follow the instructions on the attached document to the right hangar – the fellow said there would be a bunch of helicopters there so you should be able to pick it out. Just drop off the order and get back here – those guys gave me the creeps. I think they might be government agents or something.

Mission Critical – Merovingian - 1.2.15

Unbearable Burden

Contact: Flood

Operator

Mission started!

Flood

I have an interesting job for you, [Player Name]. A Zion Operative known as Captain Rat of the Bacchus has taken it upon himself to become... an unbearable burden in the search for Morpheus. We require that his life, and those aboard his crew, are put to an indefinite end.

Rat and his crew were last seen at this location. Go there, locate Rat and his crew and present them the gift of... death. You will succeed, won't you? Yes, of course you will.

Operator

Search the place for Rat and the crew of the Bacchus. When you find the, kill every last one.

Operator

Rat isn't even here! This is going to make the assignment much more difficult... Hmm, wait... Gnu was one of Rat's men aboard the Bacchus... We may be able to salvage something out of this, search Gnu's corpse!

Operator

I think you just pissed off the security crew. Take them out!

Operator

Interesting. Coppertop here was one of the new Zion recruit candidates. You don't really need that blue pill.

Operator

Maybe that'll teach them that anger never solves anything.

Operator

The document you found is a plan written out by none other than the Zion Operative that we need to assassinate, Captain Rat. Let me do a scan of the file, and by the time you are out of the building, Flood should have an update for you.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

Okay, here's the score [Player Name]. Rat and Gnu were in the middle of a job to recruit a large number of redpill candidates from the Matrix and the document that you found lists the address of three bluepills. I can only assume that Denis Journey was the second as the first name on the list has been crossed off. The last bluepill on the list is Salid Helmet, who lives very close to your current location. I've

already sent you the address of Salid Helmet's apartment, head there now.

Flood

This is Salid Helmet's apartment complex. Search his apartment and search for Captain Rat and the rest of the crew of the Bacchus. If you find them, put an end to their miserable lives.

Sunshine Marin

Are you looking for Salid Helmet? He just left with some of his strange friends. I can tell you where he went if you still want to talk to him. He left a note in his room with all of the details.

Sunshine Marin

The letter is in his bedroom. You may take it.

Operator

We're getting somewhere now. The letter has the address of one of the many Zion Redpill Extraction Points. Leave and Flood will update you with the address.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Sunshine Marin

Uh, I don't feel good at all... Oh, gaah!

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I'm sending you the address of Rat's current location. Go there quickly, before they move again!

Operator

You know what to do...

Salid Helmet

The flies... flies everywhere! Flies in his eyes... flies in his brain... flies everywhere!

Operator

They're all dead! Someone killed the entire crew of the Bacchus! Well, except for Salid Helmet here...

Salid Helmet

I – I can't stay here... must... leave.

Flood

This is quite odd. Each and every one of the bodies has a single, solitary bullet right in the middle of their head. Whoever murdered these Zion Operatives had precision aim. I've never heard of anyone

who could shoot like that. I'm going to put in a few more leads. We may have a use for someone with such skills.

Operator

Mission Completed!

Mission Critical – Merovingian - 1.2.16

Bombs and Betrayal

Contact: Flood

Operator

Mission started!

Flood

We've uncovered an important piece of information from the PDA devices that you've been recovering from Agents. The data that we've decoded informs us that an attack has been planned by Agents to make a strike against an entire section of the city. Under normal circumstances the Merovingian would pay little mind to the Machines and their petty war, and especially the truce, with Zion. In this case, we must make an exception. According to reliable sources, the scale of this attack is sizable enough to have an effect on a large number of Exiles and Operatives working in the area, including yourself. And well... we just can't have that, can we?

The decoded data leads us to this address. We believe it to be some sort of base of operations for the Agents. Go there and seek out any additional leads that will prevent us from having to go through the chore of re-staffing.

Do we understand? Good.

Operator

The Agents are inside. Search the place and try to find any information that will give us further leads into the suspected attack on the city.

Operator

That unlocked the door to Agent Miller's office. We may find out lead in here, but be careful!

Operator

Now we're getting somewhere. Find out what that key goes to.

Agent Miller

Get in here, men.

Agent

Stop!

Operator

With Agent Miller dead, you can search his office for any information on the suspected attack.

Operator

Those are the access codes to Agent Miller's computer. You should have access to his personal files now.

[player targets computer]

```
*****
To: Robert-Coleman@msn.com
*****
From: Sirius
Subject: Sirius
*****

The Board has been compromised
despite the fact that the code
book was expected. My price
will be 100,000. I have taken
the code.

I want the code to be
used to gain access to
"Agent" code.

-- Sirius
```

Operator

This is very interesting... Sirius is one of the Merovingian's men and we haven't heard from him in quite some time. It is disturbing that we find an email from him here. You must pay Sirius a visit. I will send you the address of his residence once you are out of this location.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

I'm sending you the address of Sirius' last known location. He's not answering his cell phone, so you're just going to have to pay him a visit.

Operator

This is where Sirius has been staying Search the place and see if he's still here.

Operator

You found Sirius, but... he's dead! Why am I not surprised... Search his body.

Operator

His cell phone! Let me check the last few numbers dialled on his phone...

Operator

Give me a minute and I'll go over these numbers. I should have some data for you by the time you step outside.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Operator

Agents! Don't let them take Sirius' cell phone!

Operator

Keep moving, [Player Name]!

Flood

One of the numbers has pulled up something interesting... Sirius received a call from a group of Zion Operatives that are stationed not far from your current location. I don't know what the intent of the Zion Operatives are, but we need to find out what connection they have with Sirius.

Flood

This is where the Zion Operatives have been traced. Their connection between Sirius and the Machines hasn't been placed yet, but it's my hope that you will uncover the next piece in this puzzle.

Operator

It's Cocodrillo! He's the one that placed the call to Sirius. Kill them!

Cocodrillo

They've found us! Merovingian operatives and... Agents! Stop them!

Operator

That's the phone that led us here. It even has Sirius's number as the last call placed.

Operator

A tracking device! The device itself appears to be configured to...the bomb! We can use the tracking device to trace the location of the bomb! This is good news, [Player Name]!

Operator

The Zion Operatives are dead! Search their bodies now. We need to recover whatever it is they received from Sirius.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Agent Wong

You are not...

Agent Wilson

...going anywhere, human. We have heard about the situation with the explosive device and have taken it upon ourselves to see to it that the bomb is found. Do not meddle in this affair, [Player Bluepill Name].

Operator

I don't think we have much of a choice in the matter, [Player Name]. As much as it pains me to tell you this, we have to abide by their request.

Agent Wong

You have no choice in the matter.

Flood

The tracking device is pointing us to this address. Go quickly, before the bomb is detonated!

Operator

This is it, [Player Name]. Recover the bomb!

Operator

I do believe that one of the imposter Agents has the bomb on him. Check their bodies!

Operator

That's the bomb! Luckily the bomb hasn't been armed yet, however we still have one problem: disposal. With Sirius dead it will be very difficult for us to be rid of the explosives... Wait... I'm getting a transmission from a Redpill Operative... Give me a minute, [Player Name]. Flood will contact you again once you've made it out alive.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

The Operative wouldn't give me his name, but he did tell me that he can dispose of the bomb for us. I want you to look into this. If the Redpill Operative checks out to be legit, we will present the explosive device to him. You've already been updated with the address, so get moving. Delay too much and it could result in your death.

Operator

Whoever's inside is using a powerful program preventing me from pin-pointing their location with my scanners. I'm sorry, but I can't give you any information other than what we already have. Be prepared for anything, [Player Name]!

Operator

Those redpills look like they are from Zion. I can only assume that the individual who contacted Flood is from Zion as well.

Operator

The redpill operative is...Morpheus!

Morpheus

I hoped we would not meet under such circumstances...

It is I who contacted Flood when I heard that you managed to obtain the explosive device. If you wish the lives of your fellow operatives not to be lost, it would serve us all if we take the bomb off your hands. You must give it to me.

Morpheus

Did you bring the imposters' bomb? I promise you, I will not use it as a weapon. I have other uses for its component code.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Morpheus

You have my thanks.

I didn't doubt you would make the correct choice in this matter, as it was clear that you've become quite skilled with the way you handled the imposters. Very impressive... This is why it pains me to see you work for the Frenchman. This is a decision that you've made on your own and I cannot change that... Your actions are your own and so is your pursuit for power. Do not forget the freedom that others bought for you which let you obtain strength in the Matrix. Until our paths cross again... May Neo watch over you.

Zion Ravager

This won't take long!

Zion Kung Fu Grandmaster

He may be a patient man, but someone like yourself shouldn't keep him waiting.

Flood

I'm still not sure how Morpheus plays a part in this, but one thing is clear; the Agents sabotaging the hardlines are imposters and they don't work for the Machines. I know that holding onto the bomb would have been too much for you, however the Merovingian will be upset that we had to turn to Morpheus for disposal.

You've impressed me, [Player Name]...

Just this once.

Operator

Mission Completed!

Mission Critical – Merovingian - 1.3.1

The Murder of Morpheus

Contact: Flood

Operator

Mission started!

Flood

There is a lot of controversy surrounding the death of Morpheus. The Merovingian would like you to collect information on this matter. Our only lead is that Morpheus' killer had visited this rundown building a few times.

Search the entire area. I will notify you when I feel you've located a shred of evidence. I truly hope you've understand your orders because I don't feel very much like repeating myself.

Operator

It may not look like much but this building could be a plentiful source of information.

Flood

Corpses? How lovely. Perhaps it would be wise to interrogate some of the hapless vagrants in the area. One of them might have some information rattling around inside their cavernous head.

Tanner Branson

Hey, uh... You haven't seen Stanley around have you? You should talk to him. He's seen some crazy stuff go down in these parts of town...

Flood

Find this homeless wretch that they call Stanley Watson. When you do, could you trouble yourself to drill him with a few questions? That's not too much to ask of you, is it?

Tanner Branson

The stories he tells terrify me.

Moises Craven

Ronnie doesn't remember anything, but I knew who he was. Ronnie used to be a famous stock broker. He had everything; money, power, women, you name it! Some people think he had the uncanny power to predict the stock market! He was never wrong... Hmm, maybe things went too well for him...

Moises Craven

The only reason I know this is because I used to sleep on newspapers all the time and I kept seeing articles about him. Ronnie doesn't remember a thing though... It's like he was lobotomized!

Ronnie Trowe

Where—where has my money gone? Who took my money? Did YOU take my money?! It was with me, but now it's gone... Money, where are you?!

Ronnie Trowe

Sweet money... How could you leave me?

Stanley Watson

You want to know about the big guy who was killed, eh? You have to do something for me first, see... Find me something good to drink! Other...otherwise...I ain't telling you a damn thing!

Operator

Why am I not surprised?

Flood

I know exactly where we can get something to quench Stanley Watson's thirst... I shall update you when you've stepped out of this festering pit.

Operator

Goals for this area re complete. Find the nearest exit quickly!

Stanley Watson

Give me a good drink and then I'll tell you everything.

Flood

One of the Merovingian's Exiles, Amun, is holding a quaint little party nearby. You're going to crash the celebration and tell Amun that you need to pick up something "special" for our dear friend Stanley Watson

Operator

Amun's party is being held here.

Scheat

So...uh, tell me, Sheba... What, uh... *hic* ...are you doing after the party? *hic*

Scheat

Hey, back off! I'ma...here ta talk to...the lady!

Amun

Flood tells me that you need some liquor for some crazy old bum. Well, I can help you out but I want to make sure that what I give you will ensure that Stanley Watson tells you everything you need to know. Go talk to Sheba. She has something that I will need.

Operator

Sheba is in the other bedroom. Speak with her.

Amun

Go speak with Sheba.

Sheba

So you want some to put Stanley in a talkative mood? If you do me a favour, then maybe, just maybe... I'll share goodies with you.

Scheat has been hitting on me ALL night, and I just wish he would drop dead! If you can get him to leave me alone, I'll give you what you need.

Flood

Sometimes I think other Exiles can be so petty...

Operator

Maybe you could give that to Scheat...

[Player targets computer]

Computer
Target ship "Epotus"
Targeted Scheat crew member
Internal disconnection: Awaiting command.
Computer
Target ship "Epotus"
Targeted Scheat crew member
Internal disconnection executed.
>_

Operator

I don't think Scheat will be bothering Sheba anymore.

Sheba

That'll take care of it! Thanks for getting him off my back! I have some poison for you that Amun will want for the "special" drink you requested.

Operator

Give the Virus to Amun and he will prepare you a drink mixed especially for Stanley Watson.

Sheba

Be careful with that, hun.

Amun

If you give me the Virus, I can mix it with the Liquor for Stanley.

Amun

Give me a second. I just need to mix this... Okay, done!

Operator

Deliver the Liquor to Stanley Watson.

Operator

Goals for this area re complete. Find the nearest exit quickly!

Amun

I've mixed the special Virus with the Liquor. Once you give this to Mr. Watson he will be more than willing to share any information on Morpheus' murder with you.

Flood

He can't escape the Merovingian. Don't mess this up.

Operator

Once the Liquor has worked its way into Stanley's system, he'll tell us everything we need.

Zita Oyler

I need to find one of those burning barrels and warm up.

Ronnie Trowe

Sweet money... How could you leave me?

Moises Craven

The only reason I know this is because I used to sleep on newspapers all the time and I kept seeing articles about him. Ronnie doesn't remember a thing though... It's like he was lobotomized!

Stanley Watson

I ain't telling these leather bound freaks a damn thing until you give me some booze.

Operator

The only way that we can get what we need is if you force the Zion operatives out, but I don't think they are willing to go.

Stanley Watson

You didn't have ta beat the crap outta 'em but I guess that does the trick, eh. So did you bring the stuff?

Stanley Watson

Ooh! A bottle of port '45! You did good, real good. This hits the spot. Okay, I'll tell you what I know.

Not long ago, this strange old guy was slumming it around here... One day he up and lost it! He started going on and on about bugs, insects, and flies, I think – all sorts of stuff! Shortly after that started, he made this ugly white mask out of a toilet seat and killed Seymour

Bomers! It's possible someone hired him to do killing; just not sure why. I'd give you a name, but I don't know who it would be.

Flood

It would seem Morpheus' killer was a newspaper wetter in a white porcelain mask... Funny that.

Sometimes information is found in the most curious places, and this case was no exception.

Operator

Mission Completed!

Mission Critical – Merovingian - 1.3.2

Network Connections

Contact: Flood

Operator

Mission started!

Flood

The wretch you spoke to in your previous assignment had some useful information, believe it or not. We've decided to follow up on the lead and liberate some information from Zion. Break into the Zion base, search their network for recent information on Morpheus, and then... *steal* it.

Operator

The place is wall to wall with Zion operatives; I don't think they'll be happy to see you here.

Binary

You're as good as dead!

Operator

That Card should give you access to the Zion network on site.

Operator

The computer on the Zion network is in this room. We'll need access to the network before we can search their system files.

Operator

I think you just pissed them off.

Operator

You've got company!

Zion Network Attacker

Not cool.

Zion Ravager

You're not going anywhere!

Operator

Search the computer!

[Player selects computer]

Computer

>Access Codes accepted!

>Permission Granted.

>Data file "Morpheus_045.recording"

has been downloaded to the disk in

Drive A.

Operator

Take a hardcopy of that.

Operator

That recording must be what the Merovingian is looking for.

Flood

A colleague of mine needs to run a few scans on that recording you recovered. I'm sending you the address of Anhui now.

Let him take the Recording so he can do his job and then get it back from him. After you are done, I will have one final part to your assignment.

Operator

Anhui is holed up in this Exile hideout. I'm seeing a few other signals in the area, so it's safe to sthat he isn't alone.

Leon

Oh, man... The blood won't stop!

Anhui

Flood told me to expect you. He said that you have a recording for me to analyse. Well, do you have it...?

Anhui

Come one, come on! I haven't got all day.

Anhui

I'll need to run some scans on this recording but I need some computer parts before I can run the scan. Go speak with Daren Swager and see if he has those computer parts for me. Once you get the parts, just stick 'em inside my computer.

Daren Swager

So Anhui wants computer parts eh? Well, before that bastard can have his precious computer parts, I need a little favor taken care of myself. If you can get my package from Ampell, consider those computer parts yours.

Daren Swager

Are you going to stand around all day or go pick up my package? I'm a busy man! Go!

Bluepill

Have you seen Daren's Package? It's supposed to be enormous and takes two people to carry it.

[If player selects computer in Daren's room]

Computer

Access Denied!

You do not have the proper GhattOS

login and/or password!

>_

Ampell

Leon got cut up during our last run. If we had some Medical Supplies or Medicine, I could help him... You know, I bet Homer has some. If you can get some Medicine for my friend here, I'll give you that Package that Daren asked for. Deal?

Ampell

Hurry! Please!

Leon

Please, help me...

Homer

I can give you some medicine... as long as it isn't for Leon.

Homer

Do you want the medicine?

Homer

Just don't give this to Leon. That jerk still hasn't coughed up the information he owes me.

Ampell

Quickly! Administer the medicine! He's bleeding to death!

Leon

Ah! That helped a lot. Thanks for the hand, [Player Name].

Ampell

Thanks, [Player Name]. Daren's package is all yours.

Daren Swager

Do you have my package?

Daren Swager

Haha, excellent! Yes, yes... This will do nicely. Now about those computer parts... You can have them now.

Anhui

You're back! Just stuff those computer parts into my computer and I'll take a look at 'em later.

Anhui

Just in time too. I've finished my work on the recording. You can have it back now.

Anhui

There's some wicked stuff on that recording. I'm not sure what the Merovingian wants with it, but it's not my place to ask questions.

Operator

I wonder what Anhui means by that...

Operator

Flood has a final request of you which involves returning a recording to the Machine Network. I'm not sure why, but he has his reasons.

Flood

With Zion upset about that heist you pulled, it may be in your best interest to leave the recording with the Machines and let the systematic programs sort it out.

Insert the recording into the local Machine network that has been pointed out to you. Your operator will have additional details when you reach the site.

Operator

This should be a quick in and out job, get to it!

Tactical Security

Freeze!

Tactical Security

Stop right there!

Operator

This laptop isn't even connected to the network. We need to find something much larger.

Operator

A mainframe! Run a search on it and see if we can get into the Machine network from here.

Operator

This mainframe has access to the Machine network. Insert the Recording into the Mainframe!

Operator

You pulled it off! Good work, [Player Name]!

Flood

Anhui tells me that the recording you stole has details on Morpheus and a member of Zion that Morpheus knew personally. This information leads us to believe that someone at Zion is responsible for Morpheus' death. It would behoove us to extort this person and exploit them for their actions.

We will find out which member of Zion is responsible for his death and make use of this information for our benefit. Trust in that.

Operator

Mission Completed!

[Information retrieved during mission]

Partial Recording of Niobe talking to a friend

"I was young – very young. So was he, but he was already gathering people around him. Having a mission in life gives you charisma. I liked that, his confidence, his dream – at least at first.

I don't even know how he found the Oracle. Maybe she found him, but he seemed to have some direct line to some ultimate Truth, and boy, that was welcome. Life was desperate back then.

I had a knack for piloting. Something to do with sensing where you are in space, among objects. My brain works that way, so I was valued. I was useful. A source of pride."

Mission Critical – Merovingian - 1.3.3

Data Decryption

Contact: Flood

Operator

Mission started!

Flood

I have worked out a deal with a small group of humanitarians who are willing to trade confidential information from Zion for capital that only we can provide. It's my belief that this information will lead us close to unravelling the murder of Morpheus.

Our contact is known as Abnoba. He will present their end of the bargain to you. Don't worry about our end of the transaction. I will handle that.

Operator

I've been searching the old Zion database archive for information on Abnoba. I'm not getting any results. I don't know who he's with so just be careful in there, okay?

Abnoba

Flood told me we could work out an agreement if I provided you with a bit of information on Zion. I have a disk that I swiped from one of their captains. He seemed to think it was really important so I'm sure it will be of use to you.

I will let you have the disk, but Flood had better live up to his end of the bargain!

Operator

Get that disk from Abnoba.

Abnoba

Do you want the disk, or not? I'm not a patient man, [Player Name].

Operator

We'll need to get that disk decrypted if it's going to be of any use to us. Flood will send you the coordinates of a contact who can help us once you are outside.

Operator

Goals for this mission phase are complete. Find the nearest exit quickly!

Abnoba

You're done here. Be on your way and remind Flood about the deal I made with him. I expect to be compensated for this little exchange.

Flood

It doesn't surprise me that Abnoba and his cohorts were unable to decrypt this information. We shall uncover what they could not.

Go to this address and speak with Zverev. She will be able to decrypt the data on that disk for us.

Operator

Zverev is another redpill who is working for the Merovingian. You can find her inside.

Zverev

You must be [Player Name]. You got the disk from Abnoba, right?

Zverev

Before I can decrypt the disk, there is something I must share with you. Prior to your arrival, a group of Zion operatives broke into the place looking for you. We took care of all the attackers, but I fear that more of them may show up.

I need you to escort me to my laptop that's in the other room and keep the Zion operatives off me, if they should return.

Zion Howitzer

This will be the end of you!

Zverev

That was quick! I've already decrypted the files and copied them onto a disk for you. It looks like this is a map! You want it, right?

Operator

Go ahead and grab the map from Zverev.

[Player targets computer]

Computer

LOGIN

=====

User: Zverev

Password: *****

Operator

If you upload that Map to me through a hardline, I can read the data and forward it along to Flood.

Zverev

Just be careful with the map, okay?

Operator

Very interesting... This map has specific details on a couple of Zion's many bases located in the Matrix. I'll forward the information along to Flood for you.

Operator

Goals for this mission phase are complete!

Flood

I was correct about the disk that Abnoba has presented to us. Infiltrate the first Zion base mentioned in the file and tear the place apart. Check all the computers and search all bodies for any information that you can find that might lead us to Morpheus' killer. We'll be taking over operations here.

Operator

This place may look unsuspecting, but it's a Zion base according to the Map you procured.

Operator

I wasn't expecting those guys. I bet the map we recovered is fairly dated.

Zion Upgrade Master

You're going down!

Zion Network attacker

You're going down!

Zion Destroyer

I'm going to enjoy this.

Zion Physician

You just breathed your last breath!

Zion SMG Specialist

You just breathed your last breath!

Operator

According to the map, that should account for all the Zion operatives on site.

Flood

There's a laptop in this room, [Player Name]. Run a search on it. It could lead us to who is responsible for the death of Morpheus.

[Player targets laptop]

Computer

Zion Medical Files

CONFIDENTIAL

=====

Subject: Morpheus

File: PTSD002-4.document

While the patient has not responded well to my initial approaches in the delicate treatment process, recent attempts with the “vacation” construct

that I requested have improved the patients’ condition by only the narrowest of margins.

I feel we would be more successful if we bring a female companion into the equation as it may help the disorder to subside and increase the patient’s positive endorphin count through simulated physical stimulation. I might provide the patient with the company of “The Lady in Red” or possibly something on a personal level would bring about

Operator

I didn't think that is what Flood was looking for, but it's interesting nonetheless. I'll send a copy to Flood ASAP.

Operator

Goals for this mission phase are complete. Find the nearest exit quickly!

Flood

There's one more hidden Zion base to strike. The final location is a research center, so I don't expect much in the way of Zion opposition. If you *do* run into Zion forces, give them a most violent message from the Merovingian.

Extract any information you can from the Zion operative, Ada Hendrickson. I really don't care how you do it, just get the job done.

Operator

The only Zion operative on site is Ada Hendrickson. She probably won't like being roughed up for the goods on Morpheus' passing, so try the friendly approach.

Ada Hendrickson

What are you doing here?! Are you from Zion? Wait...no. You're with the Frenchman, aren't you? I don't think it's wise that you're here, [Player Name]. Yeah... I know who you are! Your departure from Zion is widely known, traitor!

Operator

[Player Name], I have some bad news. It looks like we have some hostiles on site, but they aren't Zion operatives. It's those damn masked men again! Take 'em out!

Ada Hendrickson

I really think you should leave...

Cypherite Kung Fu Master

You're not going anywhere but dead!

Cypherite Hacker

You're not going anywhere but dead!

Operator

That isn't the last of 'em. There's more back with Ada Hendrickson. Get moving!

Operator

The masked men weren't here looking for you. Maybe they were looking for the same thing we are... Check Ada Hendrickson's body.

Operator

I bet you a bowl of Tastee Wheat that this is what the masked men were after and what Flood was hoping wed' get at the last site. Can you upload that to me through a hardline?

Operator

I'm receiving the dossier. I'll send a softcopy to Flood. I'm sure he'll have a comment or two on this...

Flood

None of us thought we'd stumble across documentation on the great Morpheus needing treatment. At first I didn't think the information on Morpheus' condition would be of any use, but it seems that one thing has led to another...

Operator

Goals for this mission phase are complete!

Flood

The dossier that you recovered at the second site speaks of an unnamed individual at Zion who knew Niobe and had great disdain for Morpheus. Perhaps this person is the one who killed Morpheus or maybe they put the hit out on Morpheus' head...

The plot thickens, doesn't it, [Player Name]?

Operator

Mission Completed!

Mission Critical – Merovingian - 1.3.4

Medical Records

Contact: Flood

Operator

Mission started!

Flood

In your last mission, we discovered the name of the redpill doctor who treated Morpheus after his encounter with Agent Smith. This man is known as Crucic.

At this moment, Crucic is expecting a Zion redpill to help him with a group of “masked men” that have been plaguing him. We’ve put an indefinite hold on Crucic’s help from Zion to give you a chance to search all the computers on-site. With luck, we won’t need to extract any information from the good Doctor himself.

Operator

Doctor Crucic was pulled from the pods a few years before the truce. He's been helping redpills inside and outside the Matrix since then.

Crucic has a few bases of operations in the Matrix. This is one of them.

[Player targets computer in mission area]

Computer

Case File 348.2 (Morpheus)

Diagnosis: PTSD

=====

A previous incident appears to have aggravated the subject's symptoms. In today's session, the subject mentioned a certain operation, involving a narrow escape from Agent Smith.

In light of this new information, I recommend pulling Morpheus from duty for the duration of his treatment.

Operator

Morpheus was released from duty? I had no idea.

Flood

Well, then... The computers gave us nothing useful.

This is your next step: Speak with Crucic. Tell him that you are the help from Zion and act as his aid.

[Player targets a computer in the mission area]

Computer

Case File 348.2 (Morpheus)

Diagnosis: Incomplete

=====

The subject suffers from depression that prevents him from participation in assigned duties and daily functions. Subject reports nightmares, flashback and a difficulty focusing on simple tasks.

Treatment will be administered through a vacation construct custom-designed to the subject's needs, as determined by my evaluation.

Operator

A vacation construct? I hear that they're amazing. You can do anything in the, anything at all. You can be a medieval king, a cloud of air. Anything!

Crucic

You must be the help from Zion. It is good to see you here in one piece. My friend was not so lucky. Do you still have time to do me a personal favor?

Cheeta has been hampering my work inside the Matrix for quite some time now – far too long for any respected practitioner of medicine. If you can find Cheeta and put a stop to the attacks, I'll return the favour in any way I can.

Flood

I suppose you will just have to kill these masked men for the dear Doctor, since he can't handle his own problems. Once you're done, we'll get the information from him that you couldn't get from the computers.

Operator

Make your exit and Flood will follow up with the details. In the meantime, I'll see what intel I can get on these "masked men."

Crucic

I'll meet you when Cheeta is out of the way.

Flood

As much as I don't like helping Crucic, this will give us the inside track we need. Kill Cheeta for Crucic.

You can find Cheeta...here. Head to the new waypoint and carry out your task, [Player Name]. I won't tolerate failure. I hope you understand that.

Operator

I'm reading several signals here. No IDs, but they're redpills from the look of their carriers.

Cheeta

Just close your eyes and think of Zion.

Operator

Check Cheeta's body for something of value. If he has a weapon on him, you can bring it back to Crucic as proof of his death.

Operator

This pistol should be good enough to convince Crucic that Cheeta is dead.

Cypherite Gunslinger

You took the wrong pill, friend.

Cypherite Hacker

You took the wrong pill, friend.

Operator

That's the last of them.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

Crucic has moved to a new location. Tracking him was not easy but I've managed it – just for you. Don't you feel special?

Give Crucic the weapon as proof of Cheeta's death, and ask him about Morpheus.

Operator

Bring Cruci Cheeta's pistol, then ask him about Morpheus.

Zion Karate Grandmaster

You'll find Dr. Crucic in the other room

Crucic

You made it. Is Cheeta dead? Do you have proof? Cheeta's weapon perhaps?

Operator

Maybe we can get the information Flood needs without violence. There are two computers here that were in a reboot process. Find them and search them. At least one of them must have something useful.

Crucic

Tell Zion that I appreciate the help. It's good to be a part of Zion isn't it?

[Player targets computer]

Computer

OUTBOX – Sent messages

To: docSN@Zion

From: Crucic

Subject: RE: Medical Journal

=====

Thank you for holding onto my journal for me. I'm just glad that it didn't end up in the hands of the Machines, or worse, the Merovingian. I'll come by as soon as I'm able.

No need to worry about your supplies. I'll have them for you as promised.

-- Crucic

>Crucic, I have your medical journal. I've made copies of the notes I needed.

> Feel free to pick it up as soon as you can. I hope we get a chance to meet soon!

>

>BTW: Don't forget my medical

Flood

This is exactly the kind of information we need. Crucic has set up a meeting with another redpill... Kill Crucic and take his business card. Do not ask questions. Do it.

Zion Karate Grandmaster

Traitor!

Operator

Upload the business card to me through a hardline and I'll get a copy to Flood.

Operator

Transfer complete! I'm sending the business card to Flood.

Operator

Goals for this mission phase are complete!

Flood

I have already planned out your next assignment. We'll be in touch, [Player Name].

Operator

Mission Completed!

Mission Critical – Merovingian - 1.3.5

Love and Loathing

Contact: Flood

Operator

Mission started!

Flood

Crucic was planning a meeting with a redpill named Chimay before we brought about the good doctor's demise. With him out of the way, you will run this little errand in his stead. The end result will provide you with Crucic's medical journal.

The first part of your assignment is to go to this doctor's office and steal some medical supplies. I don't care how you do it, just *get them*. Crucic was borrowing supplies from Chimay so we need to make this transaction go smooth.

Operator

This office has a security staff, so don't expect a silent run. They have medical supplies in several locations. Evaluate your options before you start killing doctors okay?

Tran Vandervoort

If you need Medical Supplies, I must see a letter from the hospital Manager first.

Tran Vandervoort

That'll do. The medical supplies are yours.

Operator

Goals for this mission phase are no longer complete!

Operator

Those medical supplies look a little rusty. I hope Chimay bites the bait.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Tran Vandervoort

That should cover it. If you see the hospital manager again, tell him to get an email account. I don't like relying on his letters for communication.

Operator

These doctors may have Medical Supplies on them. This *is* the supply room after all. See if they are willing to give you some.

Operator

You might want to try another option...

Operator

This poor doctor has Medical Supplies on their body... No sense in leaving them behind now – take the Medical Supplies!

Flood

The medical supplies only cover the first half of your needs. You still need Crucic's business card from your last assignment. Pick up the business card from Cheeta at this address.

Operator

Find Cheeta and get that card back. Keep an eye out for hostiles while you're at it.

Cheeta

It's about freaking time you showed up. Take the damn card.

Flood

That's Cheeta. Get the Business Card from him. We need the Card Key to convince a redpill from Zion that you're Crucic.

Operator

This is Crucic's business card. It's good to know that we'll put it to use this time. Crucic dies for a reason, I suppose.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Cheetah

These pathetic fools thought they could kill me! *Me* of all people! Morons – all of them! Now look at them now, they're all dead!

Flood

The medical supplies and business card will help you pose as Crucic. You must convince Chimay that you're the real deal so he'll give you Crucic's medical journal.

Find Chimay at this address and speak with him.

Operator

Part with the business card if they need proof that you're Crucic. Once Chimay has the medical supplies, he should tell you a little more about Morpheus' vacation construct and give you Crucic's dossier on Morpheus.

Thusnelda

Excuse me... Can I help you? Are you here to see Chimay? If you are, I'll need some sort of identification.

Operator

Hmm... Give Thusnelda the business card. That will get you through.

Operator

Meet with Chimay now. He should be in the next room.

Thusnelda

Ah, you must be the doctor that Chimay has been waiting for. Chimay is very anxious to speak with you. I'll let you through.

The door is open now.

Chimay

You must be Doctor Crucic. It's good to finally meet you – even if it's inside the Matrix. Things have been a little different with Niobe stepping up at Zion.

So... can I get my medical supplies from you? You can have your Medical Journal back. What do you say?

Chimay

Give me the supplies and the journal is back in your hands.

Flood

So it seems Chimay is willing to part with Crucic's medical journal without violence. I'm almost... disappointed. Get Crucic's dossier from Chimay now.

Chimay

Thanks for my medical supplies, Crucic. You can have your medical journal back and the dossier as well.

Flood

It appears that Crucic's dossier is included as well. You may keep the medical journal. It's the dossier I want.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Chimay

I hope it's okay that I read some pages in your medical journal.
Research, you know?

I heard about the simulacra of Niobe for Morpheus' sex surrogate,
but I didn't know she entered the construct herself and had physical
– well, digital – contact with Morpheus. Very interesting...

Flood

You're free to keep Crucic's medical journal. I've already pulled all the
information I need from it.

We need Crucic's dossier secured. Meet up with Cheeta once more
and give the dossier to him.

Operator

Cheeta is waiting.

Cheeta

You're back? Slaughtered some Zion reddie I take it?

I need the Dossier. The Merovingian doesn't want us losing valuable
intel.

Operator

That's a wrap.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Cheeta

Many thanks.

Flood

According to Crucic's medical journal, Morpheus almost "lost it" at one point. It's humorous – Morpheus losing his mind... It got so bad he had to live in some farcical fantasy construct re-living his love affair with Lock's girlfriend, Niobe. Hmm, it makes sense now, doesn't it? Mopheus' on-going *love* for Niobe brought on Lock's jealousy. It festered and grew into pure *loathing* for Morpheus. Couple this with the fact that Morpheus was meddling with the Truce and it all becomes obvious.

Don't you see it? Lock hired someone to kill Morpheus... No wonder the Zion redpills are ambushing you in the streets: they are trying to cover up the truth about Lock and Morpheus.

Operator

Mission Completed!

[playable audio file gained during mission]

Crucic's Medical Journal

Morpheus approached me complaining of headaches, nightmare, anxiety, depression – classic signs of Post Traumatic Stress Disorder.

No mystery to it. Agent Smith tortured him for hours. Virtual torture with real traumatic effects.

We have no psychopharmaceuticals in Zion, so we jack the patient into a construct. For Morpheus it was a seaside, subtropical setting. When it came to a sexual surrogate, I had to exercise care. For ethical reasons we can't base it on anyone, but it was obvious to me who would model the surrogate; his old lover Niobe. Without his knowledge, I asked her if she would allow this. She assented, with my assurance that it would remain confidential.

Niobe came to me during Morpheus' treatment. She asked to replace the surrogate. The benefits of someone with love for the patient made my decision simple.

I have no idea if Niobe ever told him, she was more than an artificial surrogate. He never mentioned it, but it was the best medicine he could have had.

Mission Critical – Merovingian - 1.3.6

Deadbolt

Contact: Flood

Operator

Mission Started!

Flood

It seems that Lock's people are trying to keep a lid on the truth. They don't want their little secret getting out.

Some operatives are making a move against the Merovingian's assets. We need you to get in there and eliminate them. Here's the location.

Operator

I don't think any of the Merovingian's forces are left. You'll have to take out the Zion operatives on your own.

Aksnes

I know, friend. I know. But you've got to pull yourself together. We've got a job to do.

Aksnes

Hey!

Operator

That's the last of them. Time to get out of there.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

This kind of outright attack will not be tolerated! I am sending you to the nearest Zion base.

You must eliminate them before they can mount another attack on our associates.

Operator

All right, this is the spot. Take them all out, [Player Name].

Elpis

What the hell are you doing here?!

Operator

That's it. Better get out before any reinforcements show up.

Operator

Goals for this area are complete. Find the nearest exit quickly!

Flood

While you were off playing around with your former friends from Zion, I've been busy searching for the man who was hired by Lock to kill Morpheus. And now, thanks to my hard work, he is found.

The Merovingian needs evidence of this homeless assassin's crime to bring Lock out of the shadows. I've tracked the killer to a hovel some distance from here. It is imperative that you travel to his location and talk to him.

Operator

Okay, you're finally here. The bum's somewhere in this building. I don't know how they got in here, but they've managed it.

Earle Escarin

All ya see here is all I own in this world. You ain't ever gonna take it from me without a fight!

Earle Escarin

Buzz off, square.

Troy Moore

N-no one s'posed to be in here. This is our place!

Troy Moore

Let us have just this one thing! Leave us alone!

Britney Harvey

You... I think I saw... oh...

Britney Harvey

Whatd'ya want?

Colin Runnels

I, uh... you... you got somethin' about you, like... like...

Like the one wit' the FLIES! Ain't no way yer takin' me!

Operator

That's the one! See if you can get any information out of him...

Colin Runnel

Flies...

Flood

Well, that was unfortunate. Before you leave, you must search his corpse. Maybe he's carrying something incriminating.

Flood

Magnificent. I am sure we can use that item. Now, your presence is desired elsewhere.

Britney Harvey

No!

Flood

The Merovingian has been informed of our progress and has come to this area to receive the evidence from you, personally. I do hope you understand the importance of this moment.

Operator

The Merovingian doesn't venture out of his home very often. He must be excited about this evidence.

Persephone

About time you got here.

The Merovingian

Truly passionate love is not so far from hate. I know *that* much.

Persephone

My husband is a pompous ass.

The Merovingian

Come, come. Give me the package.

Operator

Goals for this area are complete. Find the nearest exit quickly!

The Merovingian

I have been waiting for this. Do you know what this package contains?

It is the porcelain mask which that... that the homeless wretch worse as he *killed* Morpheus. Unbelievable. I am surprised that their Commander Lock would stoop to such measures.

Flood

You know, you probably wouldn't be getting such attention from the Merovingian if not for my mentoring of you. For that: you're welcome.

Operator

Mission Completed!

[playable audio file gained during mission]

Partial recording of Niobe talking to a friend

"He just got more obsessed. There were failures. This one guy, really seemed to be the One. Extreme athlete. Risk taker. Learned things fast, had slight precognition. And an ego the size of, oh, the hovercraft dock. He liked the idea of being a savior – bad sign right there.

He was killed by Agents almost immediately. Morpheus was shattered, but was careful not to show it. A lot of people started to think he was just a fanatic, a fool.

I stood by him. You stand by the man you love. But I admit I lost faith, inside. I think he sensed that. We stopped getting along."