What I'm Addressing

- Galactic Federation involvement
- One dimensional villain
- Handling of the Chozo
- Dumb plot points & fan-fictiony moments
- Messy continuity
- Narrative pacing/rushed finale

Prologue

This is mostly unchanged from the current setup, with some additional information. Samus is sent on a mission to planet ZDR to recover a deployment of missing E.M.M.I. units that went MIA during an expedition to verify the presence of potential X parasites. The additional caveat though is that this time during the Fusion recap, Samus also mentions the growing presence of a potential coup within the Galactic Federation that nearly jeopardized her last mission. She also mentions that her & Adam's testimonies have already led to numerous actors being sentenced, however investigations are still ongoing to root out the heart of the corruption.

The Main Game

The majority of the game from this point will play out nearly identical, with some slight changes.

- The introductory cutscene plays out pretty much the same, this time with Samus showing some subtle hesitation/surprise as she raises her arm cannon up to Raven Beak, as this is the first Chozo she's seen in decades.
- The gameplay will include optional scan data or some other device to world build & deliver narrative to the player in a way so that it isn't so exposition loaded in the middle & end sections of the game. This will be VERY important soon. I'll refer to these collectively as "logbook entries" moving forward.
- Adam's dialogue in the networking stations is less "sussy". This is no longer just Raven Beak impersonating him, but the real Adam the whole game.
- The Quiet Robe encounter does not involve the purple E.M.M.I, including its deactivation. Quiet Robe is NOT assassinated by a Robot Chozo Soldier. When giving Samus directions to the surface, he also mentions a passage in Elun he thinks is the quickest route.
- After the X parasites are released, there is no cutscene of Quiet Robe's corpse being infected since he's no longer dead.
- By the time Samus reaches Hanubia, Adam is able to communicate through her comlink again, just like the intro.

The Finale

Near the end of the game, Samus takes a transport pod to the floating fortress of Itorash and the game plays out very similarly to how it currently does. Samus confronts Raven Beak, unleashes her full Metroid abilities when she's nearly defeated and escapes the planet. The only changes I'd make here are that I would show specifically what causes the planet to explode since in Dread it kinda just *does* because it's a Metroid game. My version being Raven Beak sacrificing himself somehow to blow up the planet in a last ditch effort to exterminate the X & Samus together. I would also cut the scene of Quiet Robe-X "curing" Samus because the "Thoha genes can control Metroids" plot point is not a part of my new narrative. Where Quiet Robe DOES appear instead however is during the Kraid-X super saiyan moment. Since Raven Beak has instead sacrificed himself to blow up the planet, this role is now filled by Quiet Robe.

The End

Or is it?

You might have noticed that most if not all of the changes made to the narrative didn't have any payoff. It feels incomplete and unfinished. That's because it very much is, and this is where the logbook entries come in. We have either lacked context to, or have been outright lied to throughout this story, and only by collecting the necessary logbook entries will both us the players & Samus uncover the truth, thus changing the outcome and finally giving some much needed context to the overall story. This is inspired by what Metroid Prime: Hunters did with its endings. One non-canon ending that was rushed and one true ending that was complete.

The Truth

Before the events of the first Metroid game, Raven Beak received a distress call from the Chozo on SR-388, and led a team to extract them off the planet. Upon arriving on the planet though, it seemed as if the threat had already been neutralized. That's when it was revealed that the remaining Chozo had been infected with the X parasite & set up Raven Beak's forces in an ambush as an attempt to leave the planet to a Metroid-free zone. Upon leaving, as mentioned in the original narrative, there was an X parasite stowaway that had slipped by & infected one of his soldiers. The X parasite stayed in hiding for years, slowly reproducing asexually & infecting various Chozo one by one, until weeks ago where it had finally built up enough forces to reveal itself & engage a full scale attack. The Chozo were no match, falling by the thousands. Raven Beak & his remaining forces were able to temporarily contain the threat in Elun, and as a last ditch effort contacted the Galactic Federation in hopes of additional reinforcements to help them. When the E.M.M.I.s landed however, they immediately started violently killing & extracting the DNA of any Chozo soldier they came across. Nothing they threw at them could stop them & they ultimately had to retreat. Upon seeing Samus arrive, Raven Beak assumed that she was

there to finish the job. He did not hesitate to engage, but again had to retreat right before finishing her off when she unknowingly started siphoning his energy.

The REAL Finale

In the REAL final act, after having collected all of the logbook entries and discovering this truth, Samus confronts Raven Beak, this time with less aggressive body language as she attempts to de-escalate. Despite Samus trying to lower her perceived hostility, Raven Beak still doesn't trust her & views her as a threat. This starts the final battle which plays out similarly, though this time with an alternate musical theme of sorrow. The tone should be similar to that of the Prime 3 bounty hunters, where Samus is forced to take them out but doesn't want to.

*Sidenote - In the actual Metroid Dread, the fact that Samus has to take out seemingly the last member of the species that raised her whom she previously thought to be extinct is not touched on at all is frankly baffling. With the true ending of this revised narrative, my goal is to hopefully address this as well as make Raven Beak out as a more interesting character than another mustache twirling villain of the week.

From here everything plays out similarly to the fake ending, this time with a bit more time inside the ship's cockpit at the end as both Samus & Adam process everything that just happened before rolling to credits.

The 100% Post-Credit Scene

Gathering all of the logbook entries will unlock the true ending, however the final piece of the puzzle is unlocked by getting 100% of the items on the map. Rather than a typical post-credit cutscene with visuals, this plays out with exclusively voiceover on a blank scene similar to the Metal Gear Solid 2 post-credit scene. We hear an unknown figure in what sounds like an isolated office speaking with someone else who we can't hear. The figure discusses the mission report from everything that transpired in a negative connotation, as if something went wrong. When the figure talks about Samus's Metroid transformation, they pause mid-sentence, as if the person they're speaking to has interrupted them. A few seconds pass & they respond with "I see, so we proceed as planned?". After the person on the other side responds, the figure signs off with "very well, it will be done".

Things Not Explicitly Stated in the Narrative But Are Heavily Implied

- Quiet Robe was the original X parasite stowaway on SR-388 & has been infected the entire game.
- The parallels between Raven Beak & Samus. Raven Beak begins as a normal character who descends into madness after being betrayed continuously with horrifying consequences weighing on his cautiousness. His naivete is ultimately his downfall. Samus is HEADING DOWN A SIMILAR PATH & she will ultimately meet Raven Beak's fate unless she makes a change. This is of course in her unwavering trust of the Galactic Federation despite their ineffectiveness to fully root out a growing tumor among their ranks.

But that will have to wait until Metroid VI :)