Merovingian Critical Missions

Mission Critical – Merovingian - 4.1.1

Cover All Your Bases

Contact: Flood

Operator

Mission started!

Flood

Well, [Player Name], it would appear your services are needed. Time to get off your lazy…

Good. Now proceed to the location I've pointed out. Some of the Merovingian's loyal programs are under attack.

Operator

I'm reading plenty of activity in here.

Operator

The attackers are taken care of; you can get out of there now.

Flood

Well, it would have been nicer if you had save those other programs. No matter.

It seems our assets are coming under rather extensive attack. Go to the next location, and destroy the foolish Zion invaders.

Operator

This is the spot, and plenty of bad guys. Have at it!

Rabbit

You have to help me… I must get to the… the computer… this disk…

Operator

Sounds like Rabbit could use some help!

Rabbit

There… that will do… now take this! The Merovingian must get this data…

Operator

Get that disk to a hardline and I'll take a look at it.

Rabbit

Go!

Tactical Security

Your presence here is unaithorized.

Operator

Goals for this mission phase are complete!

Flood

Well, that data is quite interesting. It would seem that… *What!?*

It never rains, but it pours, [PlayerName]… apparently the otasters felt left out. Now they're assaulting one of our bases. Get over there and get things under control!

Operator

From the signals, it looks like the fighting here has almost died down. Keep your eyes open…

Operator

That's it… looks like this place is pretty cleaned out.

Operator

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

Flood

Next time, see if you can get there a little quicker, okay? Would that be too hard for you?

Bah… I'll contact you when I see fit.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.1.2

String Pulling

Contact: Flood

Operator

Mission started!

Flood

Time to put those unruly Zion pests in their place, [Player Name]. I think it's time to call in the Cypherites.

Go meet with Wallaby. She and her people are disguised as Zion operatives… I never do get tired of these charades, you know.

Operator

Okay, Wallaby and Finsen are in here. Gathet them up and get out of there.

Finsen

Uh… I fight for… uh… Niobe!

Wallaby

Let's get out of here, [Player Name].

Operator

Goals for this mission phase are complete.

Flood

Wallaby and Finsen will assist you in an attack on the Cypherites. This really is too pleasant, crushing them and then watching them go after those cave monkeys.

Operator

I'm reading a lot of enemies in here. Keep an eye on Finsen -- he's not exactly, uh… confidence-inspiring…

Operator

That's the last of them! Now get Finsen and Wallaby out of there.

Operator

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

Flood

Time to drop off your merry band of followers. Swing by our local base and drop them off with Akiyama. They certainly served their purpose, eh?

Operator

Akiyama is on site here.

Akiyama

There you are, [Player Name]… so where's this crack team of Zion commandos the boss was talkin' about?

Francis

Exiles can smell fear, human.

Operator

These guys still give me the creeps. You can get out of there now.

Operator

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

Flood

According to our monitoring, it looks like we've started a little brawl between Zion and the Cypherites! Oh, [Player Name], I do so love a fight… watching it, I mean.

Get over to that location, and see if you can lend a hand to those poor, downtrodden masked freaks.

Operator

I think you might be too late; looks like the fighting has died down. Better have a look around.

Operator

Hmm… looks like the Cypherites didn't do so well. Be sure and check all of these bodies for anything useful.

Operator

A disk, huh? Better get that to a hardline.

Flood

Very disappointing. You just can't count on good help from misled fools these days…

I'll have my people take a look at that disk. We'll be in touch, [Player Name]. It's one of the sacrifices my job requires.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.1.3

Nothing Ever Goes As Planned

Contact: Flood

Operator

Mission started!

Flood

I have some troubling news for you, [Player Name]. We've decoded that data you found earlier and… let's just say that those masked fools can figure a thing out if you give them enough time. They ran further traces on the Union Hill box job. They may be onto our trail.

You need to patch things up with them. Tell them whatever they need to hear! Just make sure the deal we have isn't broken.

Operator

This is one of the Cypherite bases. That's funny… it seems pretty quiet in there.

Operator

Empty! I wonder why no one is here… you can leave now.

Operator

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

Flood

Quite frankly, it wasn't very polite of them to move without sending us a forwarding address! No matter, we have other contact locations.

Move along. We need to talk to them.

Operator

It's looking pretty quiet in here, too… don't get your hopes up.

Operator

Is it just me, or is this turning into a wild goose chase? I think you can leave this building.

Operator

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

Flood

Bah, I'm sure this is all a misunderstanding. Keep looking for them, [Player Name], and use the skills you possess… you have skills, right? Well, ah… just ask yourself, what would Flood do?

Operator

Flood is such an ass… Okay, looks like the same drill. I don't know why they're keeping up this charade.

Operator

What the-- I'm reading signals all over the place, and I don't think they're in the mood for chatting! Time to knock some heads, [Player Name].

Cypherite Hacker

Time for payback.

Cypherite Aikido Master

How about a taste of your own medicine?

Operator

Nice body count, [Player Name]! You can get out of there now.

Operator

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

Flood

We received a message from Veil while you were fighting, [Player Name]. Some unflattering comparisons were made. I… ah…

Well, above all, one thing is clear: Our little deal has been cancelled. The Merovingian will not be pleased.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.1.4

The Gathering Storm

Contact: Flood

Operator

Mission started!

Flood

Remember when I mentioned raining and pouring? Well, it's turned into a regular deluge now. Time for some damage control!

We've got an attack in progress on some of our Exiles. Go bail them out.

Operator

There are some Dire Lupines under attack by the General's men in here. Don't let any of those commandos make it out!

Operator

Looks like those commandos made short work of the wolves… I didn't realize they were so powerful!

Anyhow, you can get out of there now.

Operator

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

Flood

That certainly is unfortunate that you didn't save them, [Player Name]. We have another location under attack, by those insipid toasters this time. Perhaps you'll show a little more, ah, initiative this time?

Operator

Machine signals all over the place in there! You've got your work cut out for you!

Operator

Dire Lupines again… aren't they the Effectuator's bodyguards?

Operator

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

Flood

You are beginning to displease me, [Player Name]. I expect more… how should I say… hustle?

Bah! I have no time to reprimand you properly. The Effectuator is being moved on as we speak. A team of Machine operatives is at his location.

Of course there really isn't much to fear, as the Effectuator has his own methods of escape. But we cannot stand for this kind of affront to our people! Go there and destroy the toasters!

Operator

It's always hard to read signals when the Effectuator is involved, you know… you're going to have to look around and find out what's up in there.

Operator

Getting warmer… I'm reading his signal just a bit further on.

Operator

Almost there. I think he's through the far door.

Operator

Okay, the Effectuator should be right--

What?!? Gone? I don't think he teleported out… this is not good.

Machine Upgrade Master

You picked the wrong place, friend.

Machine Duelist

You picked the wrong place, friend.

Machine Physician

Your days are numbered.

Machine Ballista

Your days are numbered.

Flood

He's gone.

This is it. I'm finished.

I'm *finished*, do you hear me?!? And all because of your incompetence! I'm taking you down with me, if it's the last thing I do!

Operator

Mission Completed!

Mission Critical – Merovingian - 4.1.5

Chance for Redemption

Contact: Flood

Operator

Mission started!

Flood

Perhaps I was, ah… over-hasty with you earlier, [Player Name]. Even if you did deserve it.

The Merovingian has seen fit to give us both a second chance, if you will.

There is a research laboratory under attack by the General's soldiers. You must go protect it. There are many secrets that we must keep to ourselves.

Operator

There are plenty of commandos in there, and the scientists have barricaded themselves in a room inside. Get in there and bash some heads!

Commando

Stop yer grinnin' and drop yer' linen!

Operator

Nice work! I'm getting an urgent message from Flood… you'd better get out of there.

Operator

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

[Player Targets Computer]

```
Computer


System locked down by Woolery

> _
```


[Player Targets Computer]

```
Computer


System locked down by Raybourn

> _
```

[Player Targets Computer]

```
Computer


Computer



System locked down by Ferrol

> _
```

[Player Targets Computer]

```
Computer


System locked down by Maloney

> _
```

Anamaria Maloney

Thank you. I can return to my mathematics now.

Anamaria Maloney

If you could show me to my workstation, I would be ever so grateful.

Leland Imray

Those fiends said the most horrible things. One of them said he had a present, but he forgot to wrap it, or something like that…
Fortunately, we were able to get the door locked.

Leland Imray

I can't talk about it any more right now.

Guillermo Ferrol

You have saved us, and for that I am thankful.

Guillermo Ferrol

Forgive me, but do you not have urgent business elsewhere?

Flood

You actually managed to save them, eh? I hope you can repeat the process.

Another one of our labs is under attack.

Operator

What could the General want so badly? Whatever it is, this'll be the same dril… take out those commandos.

Operator

What the-- I could've sworn I just saw a signal like an EMP going off. But those are in the real! And why did all those soldiers just die… You'd better have a chat with these scientists and find out what's up!

Marshall Ninemire

Well… that was rather drastic, wasn't it? In order to lock down the systems here, I had to discharge the EMCP machine… what? EMCP? Well, that's just our pet term until we have something better. Electro-Magnetic Code Pulse. Really, it isn't the same thing, since technically, within the Matrix we… oh, what am I doing, trying to explain this to you. Humans always interpret things so literally.

Operator

EMCP? I wonder what they're onto here… sounds like we might've stumbled onto gold!

Marshall Ninemire

Oh and, ah… thanks for saving me, and all that.

[Player Targets Computer]

```
Computer


EMCP activated

Test run successful!

>_
```

Flood

Well, well, well. A device that could disable or destroy all of the pesky General's commandos within an area… I do believe that could be quite useful, [Player Name].

The Merovingian will certainly be very intrigued by this development… intrigued enough to let us both off the hook, yes? I'll be in touch.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.2.1

Relocation Program

Contact: Flood

Operator

Mission started!

Flood

I can assure you, [Player Name], that the Merovingian is very interested in those electromagnetic doodads I invented. Our scientists are working out the details as we speak.

In the meantime, I have a task for you. There are a few items of interest that the Merovingian has spread throughout the Matrix, in various hiding places. He now seeks to consolidate them.

Go to the location I've indicated, and talk with Prudentia. She holds one of the items.

Operator

Prudentia should be in here with whatever this item is.

Prudentia

So, you're [Player Name]? My, my… so much more, ah… energetic than I expected. I don't suppose you're willing to help me with a little something?

You see, I'm so curious. I have this… burning desire to know more about humans, and… oh, blast you. You're here on work, aren't you?

Fine. Take this damn thing then.

Prudentia

Well, take it already, if you're not going to help me out!

Operator

Okay, you can get out of there now, [Player Name].

Ahem, [Player Name]? Come on, get moving.

Operator

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

Prudentia

Well, now that you have it… can you stay a while?

Bo? Fine. I'm sure I can find *someone* with some time to spare.

Flood

Well, I must confess I wasn't sure that I'd see you after that address. Prudentia is known for her, ah… appetites.

This next task may prove a little trickier. Boury has a key to the vault containing another item. You'll have to get the key from him. Unfortunately, he isn't actually in the Merovingian's employ… which could cause some problems.

Get the key from him. I expect success from you.

Operator

Why would the Merovingian hide keys with people who don't even work for him? And more importantly, why are we gathering these things right now?

I guess the less we know, the better… let's get this key.

Boury

Key… mine. You… leave… now…

Operator

How'd this loser get to keep one of the Merovingian's keys? Wall, whatever… time to crack some skulls. Take out his guards, then see how talkative he gets.

Boury

Why… bother…

Operator

Maybe he'll… uh… *it* will be a little more cooperative now.

Boury

Stop… agree… fragments… computer… key…

Operator

I guess those go in the computer somewhere around here, and we get the key from it? I wish the Frenchman used lackeys who were a little easier to understand.

Operator

Okay, now grab the key and we can ditch this place!

Operator

I guess that disk must be the key. Time to go find the vault, I guess.

Operator

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

Boury

You… go… leave…

Flood

Ugh. The level you have to stoop to when dealing with some of these cretins-- Oh, I'm sorry. I didn't intend any offense.

Continue to the vault. You probably won't come into contact with the vault's owner, which is just as well.

Operator

The vault's owner… how mysterious. Wonder who it is?

Operator

Hypatia!?

Hypatia

So… it's true. I'd heard he was collecting his things. I had come in person to see if it was true.

But why? Where is he going? How will he get there, without his Effectuator?

So many questions, and you're not the one with the answers, are you? I thought not. If you have the key, you may take the book. Be careful with that computer, however. My security is rather strict here.

Operator

Book in hand, time to make an exit.

Operator

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

Hypatia

So you have the book, and now you are going. Do you even know what part you play in this? You don't have a clue about the bigger picture, do you?

Pray that you aren't swept up in circumstances beyond your control, human.

Flood

What a charming life Hypatia must lead, her nose buried in musty old books… what a waste of computing power. If it's important enough to know, it will be on video, everyone knows that.

Now get to the drop off point. One of the Merovingian's lieutenants, Vindemiatrix, is collecting these items from multiple sources.

Operator

Find Vindemiatrix and we'll drop this stuff off with him.

Vindemiatrix

Yes, yes, you're here with more things, fine. Just, oh… put them in the safe over there. And be quick about it!

Operator

You know, I've been thinking about what Hypatia said. Why do you think the boss is gathering all these things? Something smells fishy. Anyhow, you can get out of there now.

Vinemiatrix

What is it? Do you want a tip or something?

Here's a tip… don't let the door hit you on the way out.

Blood Drunk

Get away from me… you're giving me hunger pangs, fleshling.

Flood

Well done, [Player Name]. Taking little packages from here to there… I knew we'd find something that wasn't too challenging for you, if we just kept trying.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.2.2

A Little R & D

Contact: Flood

Operator

Mission started!

Flood

You know, [Player Name], it's lucky I hold you in such high esteem. Some of your friends are still busy with their little delivery tasks, but I have something a little more interesting in kind for you.

I assume you remember the EMCP device which I invented? Some details must have lodged themselves in your tiny brain, somewhere? No matter. What is important is this: Following up on my brilliant discover, the Merovingian's scientists are working to miniaturize it. Imagine, a device you can carry with you, that will disable those foolish commandos instantly… You are forced to admit my genius, I am afraid.

Now, we're going to need the help of a specific Exile, named Abanderada. He hasn't agreed to help yet. This is where you come in. Go talk to him. Do whatever it takes to convince him.

Operator

All right, Abanderada should be in here, somewhere. You heard Flood, do whatever it takes.

Operator

Okay, what does the old Merovingian rulebook say about this situation… Oh yeah, of course. Kill the guards.

Abanderada

Oh, all right, all right. Stop this foolishness. I know who you've been sent by. I even know why you're here.

An EMCP device, a portable one? Very intriguing. I could very well help develop this. The General's commandos have cause me no end of trouble, I can assure you.

But first, I want some payment in advance. A guarantee of your good will, if you prefer. There is an Exile named Ether. You need know nothing of the history between he and I, save the extent of my hatred. I want his head.

No, wait… on second thought, just kill him. I just always wanted to say that.

Flood

I would have you kill Abanderada, or break his fingers… but the Merovingian needs him alive, and intact. Get out of there and I'll give you directions to Ether

Operator

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

Abanderada

What are you waiting for? Bring me Ether's head, and I will join you in your research efforts.

Flood

Follow the little green circles and kill Ether. You can manage that, can't you?

Operator

You heard Flood. Take Ether down, clean and simple.

Ether

Get them!

Operator

Ether's down. Time to get out of here.

Flood

Abanderada is going to meet us at a safe location. He'll need an escort from there to one of our labs… apparently he's feeling a little anxious with no guards to watch him.

Operator

Time for some escort duty, [Player Name].

Abanderada

I hope, for your sake, that you can keep me safe, [Player Name].

Abanderada

Well? Are we going or not?

Operator

Goals for this mission phase are complete!

Flood

All right, now just keep him alive until you reach the safe zone. You'll de dropping him off with one of our scientists, Dr. Ivkovic.

Operator

All right, looks like you made it. Just drop him with Dr. Ivkovic and you can be on your way.

Joshua Ivkovic

The Merovingian told us you would be coming, [Player Name]. Is Abanderada with you?

Abanderada

Just show me the way.

Operator

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

Joshua Ivkovic

I have much to discuss with you, Abanderada. I wonder, will we be able to overcome the multiple polarization issue? Will we?

Adanderada

Gee, thanks. Looks like Ivkovic is going to be more fun than a barrel of monkeys.

Flood

Once again, my favorite lackey finishes the mission. Well, favorite is such a strong word…

We'll be in touch, [Player Name].

Operator

Mission Completed!

Mission Critical – Merovingian - 4.2.3

No Animals Were Harmed

Contact: Flood

Operator

Mission started!

Flood

I have excellent news for you, [Player Name]. My invention is ready for testing. The EMCP device shall reveal the true weakness of the General and his men.

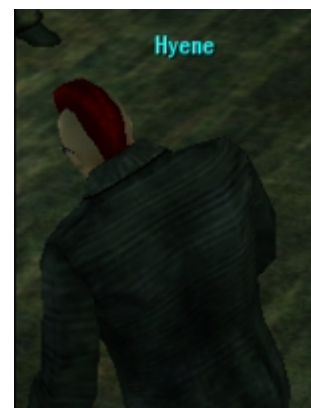Now, I need you to pick up Hyene. He has some of the prototypes, ready for testing.

Operator

Meet up with Hyene and lead him out of here.

Hyene

Hey, [Player Name]. Show the way, and we'll open a can of EMCP lovin' on those tin soldiers.

Serafina Harvey

This reminds me of some work I did with Silver. Fun times!

Chloe Franguikadis

Don't worry. I'm quite certain we've taken care of that little feedback problem.

Avery Norment

Careful with the merchandise!

Hyene

Lead on, man.

[Player Targets Computer]

```
Computer

Report 1AJ25: Test Subjects exposed to
EMCP signal
Survival of targets: 4%
Survival of users 85%

Analysis: Acceptable
>_
```

Operator

Goals for this mission phase are complete!

Flood

Now that you have Hyene in tow, proceed to the indicated location. We've tracked some of those commandos there; I think they're just waiting for someone to come ruin their days. Hop to it!

Operator

I'm reading a ton of signals in there. Keep on your toes!

Flood

Magnificent! Did you see them go down? Just as planned…

All right, I need you to get Hyene on to another location. Get him out of there.

Operator

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

Flood

Just a little further testing, and my little devices will be ready for real use!

Get over to the next location and let them have it.

Hyene

One more to go… let's fine 'em and let loose with this thing!

Operator

Looks pretty much like the last phase -- plenty of signals.

Operator

Nice, looks like… whoa! Looks like Hyene got hit by that one too! You'd better get him out of there!

Hyene

Damn! That smarted!

Flood

Come to think of it, one of the scientists did mentione something about "feedback"… very interesting. You'd better get Hyene over to one of our labs for study of the, ah, things that… ah…
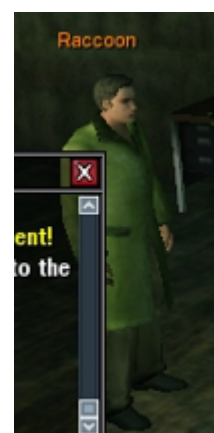
Well, you probably wouldn't understand. Just take him to Raccoon, all right?

Hyene

Are we there yet? I feel kinda weak…

Operator

According to my readings, Raccoon is on site.

Raccoon

Did Hyene make it? Is he with you?

Flood

Well, I'm sure they can work out the details. Before you get out of there, make sure you have at least three inventory slots open… I have a little surprise for you.

Gavin Roberts

We'' be sure to put a note in the user annual about this little issue.

Sherwood Links

I suspect this was nothing more than user error.

Hyene

I… I don't think I did anything wrong! It just went off…

Raccoon

I'll have the scientists take a look at that feedback issue.

[Player Targets Computer]

```
Computer

Activity Log:
-2307: logged in as SEuser
-2315: access to server "PubServices"
established
-2318: access to database "DBMisPers"
established
-2319: tables deleted
-2320: connection terminated
>_
```

Flood

I think we can both agree that this little experiment has been an unqualified success! You heard me. Unqualified.

I've just downloaded some codes to your inventory. You can take them to one of our Merovingian Analysts in the field and have them compiled into EMCP devices. Have fun, and don't blow your hand off!

Operator

Mission Completed!

Mission Critical – Merovingian - 4.2.4

Tamper Proof

Contact: Flood

Operator

Mission started!

Flood

Well, EMCP devices to fight the General's men are all good and fine. However, we have an operation coming up where the devices could be put to much better use. Imagine if they were modified to disable any Machine program?

I need you to meet with Dr. Kidney. She's spearheading an effort to modify the devices.

Operator

Any Machine program? Like you could take out Agents with it? Sounds too good to be true!

Jeannetta Kidney

Ah, there you are at last.

Let's cut to the chase, shall we? Tester here has one of the modified devices. This device, when activated, will disable all Machine programs within a given radius.

Take him with you to the next location.

Alhambra

Well, I'm ready when you are… I guess…

Jeanetta Kidney

Was there something confusing about what I said? Take him with you and be quick about it.

Flood

You know, we truly are under constant persecution by the Machines. Let me look through the logs here… it shouldn't be too hard to… ah, perfect.

Machines attacking some of our poor, innocent associates. How unsurprising. Go there, and Alhambra will pull the trigger.

Oh and please make sure he goes through with it. He seems to be a little, ah… reluctant. I can't imagine why.

Operator

Plenty of Machine signals in here, plus the Exiles. Just get in there, I'll let you know when you're getting close.

Operator

I'm reading heavy signals up ahead. As soon as you open the next door, I'll have Alhambra hit the button. Get ready!

Operator

I thought this was too good to be true! Just get--

Aw, crap! I'm reading Agents in there, honest full on Agents. Get out of there! Now!

Operator

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

Agent Jones

You are not authorized in this area!

Agent Marks

You are not authorized in this area!

Agent Long

You are not authorized in this area!

Flood

Well, whoever had this idea deserves to lose their job. I' sure I'll be able to pin-- I mean, find out who was responsible.

We'll be in touch once this is sorted out, [Player Name].

Operator

Mission Completed!

Mission Critical – Merovingian - 4.2.5

Reclamation

Contact: Flood

Operator

Mission started!

Flood

It all comes down to this, [Player Name]. Hope you're not feeling pressured!

As soon as you enter the Tabor Park building, Aristophanes and Agathe will hack into their computers. You remember them, from the beginning of the mission? Can you remember something that long ago?

They will reduce the Machine holding programs to a quivering pile of jelly. You get in, activate the computer, the Effectuator is freed, and I can get off the damned cell phone! Now go!

The Effectuator

I… oh, yes, yes! Very nice! Very nice indeed!

You, [Player Name], are a true savior indeed. Now… I can get out of here. Oh, this is… buono, as that simpering idiot of an Agent would say. Buono! Hah!

Operator

Mission Completed!

Mission Critical – Merovingian - 4.3.1

For Every Lock…

Contact: Flood

Operator

Mission started!

Flood

So, a little key has gone missing thanks to Anome's incompetence. It must be horribly difficult having an incompetent henchman always screwing things up. How fortunate that we're standing by, ready to profit from his mistake.

Get out and track down whatever leads you can on this automobile seen leaving the area. Try looking in Achan first. The van apparently has some sort of fabulous painting on the side… tracking it down shouldn't be too hard, even for someone like you.

Operator

This building is near the site of the meeting between Niobe and the General. Time to start making some enquiries with the bluepills.

Abe Jeffries

You must be that old roommate Denny was talking about. Didn't expect you so soon! Have a seat, want some pizza?

What's that? Oh, sure, I know that van. Hard to miss with the big barbarian on the side and all. I seen it pulling into a parking garage down the street. Might want to look there… why d'you want to know about it, though?

Abe Jeffries

Hey, don't take anything out of the fridge… Denny gets a little weird about it.

Denny Valvo

Hey, what are you doing here? Are you a friend of Abe's? Yeah? That's cool. just don't touch anything in the fridge, 'kay

What's that/ A van, with a crazy painting on the side? Yeah, I know that one. I see it driving around here all the time. Couldn't tell ya where to fin it though.

Denny Velvo

Feel free to chill with us if yoyu want!

Gordon Beeman

You ever made it to the ninth level on Super Pwn Monkey? I just made it a couple of minutes ago… It just starts the game over. I about smashed the TV.

Operator

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

Gordon Beeman

Don't bug me when I'm pissed!

[Player Hacks Computer]

```
Computer

> cd c:\stuff\secret\top secret\nothing
in here\keep out\

> Running download program… data
detected.

>Remove data when ready.

>_
```

Flood

Ridiculous, isn't it? Here we are, vastly powerful -- well, at least I am -- and yet we're wasting our time shooting the breeze with these brain-dead meat batteries. So humiliating… But I suppose it could be worse. I could be you.

Speaking of which, I've located the night worker from the parking garage down the street. Go talk to him, find out about this van, track down the key, and give it to me.

Operator

Find the garage worker in this place. His name is Earnest Hungerford.

Earnest Hungerford.

You what? you wanna know somethin' about last night at the garage? Usually stuff like that goes through corp'rate, but, whatever.

Yeah, there were some hooligans broke into the garage last night. Seemed like they was focused on one van, this crazy van with a big old painting on the side. Not sure what they got off it, and you know, the company ain't s'ponsible for any theft or damage to vehicles!

The hooligans? Yeah, they was from that girl ganf what's always runnin' around here. The ding dongs, or somethin'

Operator

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

Ariel Ocampo

Damn it, Earnest, you swore you weren't takin' any more work home with you!

Earnest Hungerford

Aw, baby, don't you worry none. They're just leavin'… aren't ya?

Ariel Ocampo

Damn right they're leavin'…

Flood

"The ding dongs?" I swear, my talents are being wasted, [Player Name]…

Obviously the Bells were behind this. I'm sending you staright to the top, to the leader of the Bells. Bling Bling.

No, I'm not making that up.

Operator

Hah! Flood had to set up a meeting with someone named Bling Bling… that's too funny.

Okay, you should find you-know-who in here. Chat her up, get the key, and let's get outta here.

Bling Bling

So just 'cause the Merv pulls all the string in this town, he thinks he can strut in, doin' whatever ya want, askin' whatever ya want, takin' whatever? I don't think so!

This is *my* turf! *My* part of town! I'm a god here, ya understand? Programs live or die based on what *I* say, 'cause I'm the boss here. We got that straight? Yeah? Good!

Anyhow I don't have that key any more. I sold it to Jane. You know, Jane the Ripper?

Operator

Gimme a break! What a blowhard. Anyhow, sounds like we have some more work on our hands.

Operator

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

Bling Bling

Now scram! Ya got it?

Bell Janet

You heard the boss. Ain't no reason for you to be here, is there?

Flood

These two-bit hoods are driving me insane, [Player Name]. Thank goodness I don't actually have to deal with them.

Give me a chance to set something up, and then we'll pay Jane a little visit.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.3.2

… There Is a Key

Contact: Flood

Operator

Mission started!

Flood

Jane the Ripper. Leader of the Slashers, in Camon Heights. You have to be careful dealing with them… they have this whole disturbing family thing going. It's creepy, it really is.

Go talk to Jacqueline. She'll get you more information.

Operator

I guess Jacqueline is a Merovingian program working undercover in the Slashers. Nothing like some inside information to make a job go easier!

Jacqueline

So… the boss wants to know about the key, huh? I hope he's gonna make it worth my while. You know how long I've been stuck with these losers?

Oh yeah, the key. I heard Jane was lookin' to flip it for a profit. In fact, she's already got a buyer lined up: Serpentis. Batter get to Jane fast if you really want the key.

Operator

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

Jacqueline

So, what's this info worth to the boss? Huh? Watcha lookin' at? You want a piece of me? Huh?

Flood

So, Jane thinks she's going to sell the key to Serpentis? We could try discourage her… but you know, it would be so much easier with the other buyer out of the way.

Find out where Serpentis is. I want him out of the picture.

Operator

In case you're wondering, I'm sending you to Ehrsson. He knows most of what goes on around Camon Heights. He should know where Serpentis is.

Ehrsson

So you want to track down Serpentis? I simply can't imagine why. Such a dreadful bore.

Oh, all right, I'll give your operator his location.

Operator

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

Ehrsson

Remember me to the Frenchman!

Flood

Well, that was easy enough. Now go snuff out Serpentis before he can buy this thing out from under us.

Operator

Serpentis is on site here. Move in, eliminate him, and get out. There's a key with your name on it in Jane's hands.

Serpentis

What the hell do you think you're doing here? Guards!

Operator

Okay, Serpentis's down. Now get out of there -- even with this buyer gone, that key's still got to be a hot item.

Flood

Ah, very nicely done, [Player Name]. Maybe you're not destined to be a lackey forever… but it's doubtful.

Now get over to Jane's location. Persuade her by any means necessary… that key will be ours.

Operator

I'm reading something funny in the code stream. Keep your eyes open.

Operator

Uh… this can't be good.

Operator

Damn! Dead Slashers, no Jane… check around and see if you can find anything interesting in here.

Operator

Bingo! Get that CD to a hardline and we'll let Flood sort this out.

Operator

Goals for this mission phase are complete!

Flood

The data is coming through now. Let's see… it's… a porn collection?!

[Player Name], this may be a new low for you. I mean really--

No, wait, there appears to be another layer of encryption here. I'm going to have my people look into this. Keep in touch, pervert.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.3.3

Highly Polished

Contact: Flood

Operator

Mission started!

Flood

We've been looking at that porn collection of yours, [Player Name]. You really are the kinky one, aren't you?

Anyhow, my people cracked the encryption, and determined the source: Silver. He has a hand in this somehow, and you're going to find out exactly what that is.

Pick up Polyxena. She'll help you with the rest of this mission.

Operator

Polyxena is in this building.

Polyxena

So you're [Player Name]. Flood already briefed me, so let's get going.

Polyxena

Just show me one thing: where they are.

Operator

Goals for this mission phase are complete!

Flood

All right, I see you and Polyxena are getting along splendidly. That puts my heart at ease, it really does.

Now stop wasting time and get over to one of Silver's outposts. You've got some data collection to take care of.

Operator

Okay, this is a major processing centre of Silver's

[Player Targets Computer]

```
Computer

SilverOS Secure Server

ver 17.3.5

 >_
```

Operator

Bingo! Now get Polyxena in here.

Operator

Looks like Polyxena just downloaded the data you needed onto a disk. Grab it from the computer and you can get out of there.

Operator

Great. You can let Polyxena find her own way out; now on to the next location

Operator

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

Flood

Now that you have that disk, you should be able to get into Silver's communications network. I'm sending you to another lab.

Don't mess this up, [Player Name].

Operator

Get in there, find an active computer, pop that disk in, and do a quick scan of the info. Don't get tied down if you can avoid it.

[Player Targets Computer]

Computer

SilverOS Secure Communications Server
ver 1.7.3.5

> CLFind "key" "case"

> Searching communications logs....
65% match:

Looks like that case was a lot more interesting than I thought it was. Some sort of chess codex. If I could get that case into my lab....

87% match:

Development on the case. The key's gone missing. Could be my chance. Check with the usual suspects.

Operator

He's getting the key "out"? Wonder what that means.

Operator

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

Flood

So Silver wants in on this party too, eh? It's getting a little more crowded than I like.

Time to bring him in, [Player Name]. Go to Silver's place, wreck it if you want, and certainly take him out. Just get that key before he can move it somewhere else.

Operator

Don't be shy about knocking some heads in here, [Player Name]! We have to show Silver who's boss.

Silver

Oh look, the meatbag's here. I heard about you going through my stuff. Not very nice. And now you bust up my place… and all for no point.

That's right, they key's gone, and you can't get it. Too bad, too sad.

I suppose you want to kill me now? Well stop a minute, meatbag, and consider this: How are you going to get the key if you do that? It's sitting, perfectly safe, in a tidy little construct right now, completely beyond your reach. The Merovingian can't even access it there. But maybe we can make a deal.

Zion has the case, right? You get it, bring it to me, we unlock it and split what's inside. Can't beat that logic, meatbag.

Flood

He thinks we'll make a deal? He's… bah, get out of there. I need to think.

Operator

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

Silver

Think it over, meatbag. Who am I kidding… let your boss think it over. You're not qualified.

Flood

Get back to me, [Player Name]. This is getting complicated.

Operator

Mission Completed!

Mission Critical – Merovingian - 4.3.4

Weigh the Options

Contact: Flood

Operator

Mission started!

Flood

The Merovingian and I have talked this little situation over, and we've decided to agree to Silver's deal. Or at least, appear to agree to it… Think about it. He gets the key out of his little construct, we steal the case from Zion, a little "accident" happens at our meeting with Silver and we and up with the case *and* the key… it couldn't be prettier, [Player Name].

I've already let Silver know, and he's preparing to bring the key out. It's time for you to acquire some information. One of our operatives has already obtained a network login for you to use.

Operator

Find a computer to log into here. We need to find out anything we can about the location of that case.

Hopefully security will be light, with Zion chasing after the key.

[Player Targets Computer]

```
Computer

Zion Command Network
> user: believer1
> pwd: ********
Login denied!
```

Operator

No dice. Keep looking

[Player Targets Computer]

```
Computer

Zion Command Network
> user: believer1
> pwd: ********
Login denied!
```

Operator

Keep trying.

[Player Targets Computer]

```
Computer

Zion Command Network
> user: believer1
> pwd: ********
Login denied!
Excessive bad logins detected. Alerting
security team.
```

Operator

Try the other terminals…

[Player Targets Computer]

```
Computer

Zion Command Network
> user: ibeliever1
> pwd: ********
Welcome to the Zion network, subnet
C.
> srch "case" +"general" >> loca(cur)
Searching active assignments... found
match.
"Missing Case" current location subnet
D, holding cell 125, access level X2
>_
```

Flood

Access level X2? That's going to pose a little problem. The last operative we sent into a situation like that… well, I'm sure you'll be fine.

We're going to need a little cover for you first. Go to the next location and have your operator run a specific search on logins. I'll explain more later, not that you'll understand it.

Operator

Once you find the right computer terminal in here, I'll let you know what to do.

Operator

Okay, that's the one right there! I'm loading up the search Flood gave me right now. Just get to that computer and I'll run it.

[Player Targets Computer]

```
Computer

> list logins >> sort(date, older) >>
newer(20) >> getAssocCodeSig
Listing...
Sorting...
Sorting...
Getting code signature data...
Result: Swallow
1350-9820-4709-2289-6790 offset 39a
secondary offset 38c
>_
```

Operator

Okay, I… Oh. I think I know what Flood's planning. Funny, you don't seem like a "Swallow" to me.

Operator

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

Flood

Okay, I'm going to lay this out for you, in steps easy enough for even you to understand. We're going to mask your code signature with an old Zion one. Swallow has been generous enough to lend us his… he hasn't logged into the Zion network in a while, so you shouldn't be running into him on this mission.

Once inside this area, you'll need to get an access card from the security computer. Whatever you do, don't talk to anyone… this code signature spoof isn't enough to stand up to any determined scrutiny. Just get in, get the card, and get out. Think you can handle that?

Operator

You're pretty brave to be taking on something like this, [Player Name]. Like Flood said, don't raise any interest or talk to anyone. Just walk in, nice and calm, get the card and get out of there.

Operator

Niobe?! Play it cool, play it cool… Don't draw any attention.

Operator

That's the computer. Use the login from before, snag the access card and get out of there!

[Player Targets Computer]

```
Computer

Zion Command Network
> user: believer1
> pwd: ********
Welcome to the Zion network, subnet
D, llayer 1
> printcrd
Access card prepared.
>_
```

Operator

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

Flood

Ha! That was rather entertaining -- I didn't think you were going to make it!

Regardless, you managed to make it through and get the level X2 access card. Rather impressive, especially for you. Now put it tp use and get that case.

Operator

Okay, there should be a door in here that uses that access card. Use the card to open the door, snag the case, and run as fast as you can out of there. Zion is probably going to know something's up as soon as you open the door.

Operator

Getting warm. Unlock the door over there and get in there!

Operator

Okay, right there should be… *Empty!?*

Looks like they caught wind of our plan! Get out of here now!

Flood

Damn it! Can I just always count on you to screw things up? I-- What's that? Hold on a moment, [Player Name].

The code signature? They knew?

Hm. Ah, well, maybe this is one of those times when no one is to blame. Regardless of how ingenious your idea is, there's always the chance that something will go wrong. The risk of doing business, eh? Get back to me after I have a chance to think about this, [Player Name].

Operator

Mission Competed!

Mission Critical – Merovingian - 4.3.5

Weigh the Options

Contact: Flood

Operator

Mission started!

Flood

With the case still in Zion's possession, and now… well… something else has happened…

The boss wants to talk to you, [Player Name].

Operator

I've never heard Flood so quiet before. Watch your back in there.

The Merovingian

I can be a very rewarding patron, [Player Name]. Provided that you bring me results, yes? But you bring me nothing.

No case, and now we receive more news: The Key has been stolen from Silver's associates, by Zion operatives.

I was going to steal that key. When they stole the key from Silver, they stole it from me. Each link of action builds a chain, non? And at the end of the chain, you. My agent of vengeance.

You shall strike a blow against Zion, [Player Name]. You shall teach them not to steal what is rightfully mine for the taking.

Operator

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

Flood

Flood will give you the information you require. Now go!

Flood

Well! You certainly came out of that much more… intact than I expected!

Back to the business at hand. Aeschylus and Osiris have been called to readiness. Go in and pick them up, and prepare to deal a blow to Zion that they won't soon forget!

Operator

Aeschylus and Osiris are on site.

Oh, and [Player Name]… I'm glad you're still in one piece.

Blood Noble

Do you realize how lucky you are, fool?

Aeschylus

Let's do this.

Osiris

Locked and loaded, [Player Name]. Time to share some pain.

Flood

This is it. Wipe them all out. Let them remember this day forever.

And whatever you do, don't screw this up.

Operator

Looks like a nice crowd in there. No need to be fancy in there: just get the job done.

Zion Network Attacker

For Zion!

Zion Destroyer

For Zion!

Operator

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

Flood

Well, at least you didn't bungle *that…* You should probably still lie low for a while, though. After that business with the case and the key, I don't think the Merovingian is in a very nice mood right now.

Operator

Mission Completed!