

HER FATHER'S DAUGHTER QUEST

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CONTEXT: A quest following protagonist Kai, a Seer warrior who protects the post-apocalyptic community of Galeni, who looks to find the missing daughter of Lydia Hansen.

QUEST: Her Father's Daughter

INT. RUN-DOWN DINER

ARRIVING AT MO'S CAFE Cinematic

The door to MO'S CAFE creaks open as player character KAI slips inside. A quick glance shows the place has seen better days—boarded-up windows, glass cracks under Kai's feet, destroyed table booths at the back, and old oil lamps are the only light sources.

Still, despite the desolation of their surroundings, the minimal inhabitants inside are chatty and spirited.

As Kai steps further in, he sees his contact sat at the middle table: LYDIA HANSEN. She's stocky, and tough and, from how she sits alone at the center of the room, is the leader of this community.

The only thing that threatens to reveal the woman behind the mask are her hands tapping the table, and the way she chews at one of her thumbs.

Kai slips on the other side of the booth.

KAI

I came as fast as I could.
Everything okay?

LYDIA

I've got a couple looking to find a new place to live after the infected ran them out of their apartment block in The Leylands. Electricity is on the fritz over at the Bazaar, and Kris down at the Derby won't stop coming round asking for tools that aren't mine to give.

LYDIA (CONT'D)

I'm peachy. Just peachy.

KAI

Is that what you need help with?

LYDIA

(Sighing)
 No, that's my problem. And 'sides,
 not even the worst thing I've got
 to worry about.

KAI
 Listen, I'm a Seer. I didn't come
 here to sightsee. If you need
 something done, I'm your guy.

LYDIA
 Alright, alright. Twist my arm,
 eh? Yesterday my daughter Baby
 didn't come home last night from
 meeting her friend, Esme. I know
 she's fully grown, and maybe I'm
 worrying over nothing, but
 something doesn't feel right.

Option 1: Does your daughter usually stay out late?

KAI
 Your kid. Does she stay out late
 often?

LYDIA
 No. Well. *Shit*. She didn't until
 after Neil, her pa, died. Then it
 took blood, sweat, and tears to
 try and keep her in.

Option 2: That's a unique name.

KAI
 She's called Baby?

LYDIA
 Her full name's Tamara, but she's
 gone by Baby ever since her Pa
 gave her the nickname. She's a
 daddy's girl y'see, so... That's
 what she's called. Wears it loud
 and proud, even more now that
 Neil's gone.

LYDIA (CONT'D)
 Besides, less beige than a name
 like Kai.

KAI
 (good-natured scoff)

Touche.

Branching ends here and the conversation continues.

KAI

How did he die?

LYDIA

Red Dawn bandits got him. I told him not to mess around with them, to just goddamn avoid them, especially that thug leader of theirs, Rick. Did he listen? Did he *hell*.

KAI

I'm sorry for your loss.

LYDIA

Loss makes up most of this world now, kid. I'm used to it.

Lydia pauses.

LYDIA

(quietly)

Except if it's my little girl. I... I don't think I can chew that one down.

KAI

Lydia, I promise that won't happen. Do you know where she and Esme hang out?

LYDIA

The old library on Maple Street, less than half a mile from here. You can't miss it - it has a huge tree out front, and it's right next to the park.

KAI

Got it. I'll be in touch.

OBJECTIVE UNLOCKED: Head to the library on Maple Street.

The player gains control over KAI and can now move towards the location specified on the in-game map.

INT. THE OLD LIBRARY - ENTRANCE

OBJECTIVE UNLOCKED: Explore the library for clues of Baby's location

KAI can move around and explore the library.

At the library entrance, Kai finds a mess of books, papers, and bookcases tipped over and thrown. Multiple metal bins are used for campfires, and several chairs are nearby, along with many cans and beer bottles.

There are several Red Dawn symbols, spray painted on the wall, floor, and bookcases.

KAI
Looks like someone had a party in
here, alright.

INT. THE OLD LIBRARY - RECEPTION

Much like the entrance, the reception area looks like a hurricane has swept in with stationary and other equipment on the floor, or messily thrown on tables and the reception desk.

What does stand out is that a black and yellow jacket-like a bee-lies over the reception desk's chair.

Interacting with the jacket reveals the name 'BABY' stitched on the label.

Getting closer to the reception reveals the sound of THUNDEROUS banging in the back office.

INT. THE OLD LIBRARY - BACK OFFICE

KAI follows the banging to a medium-sized, musty back office. The noise is quickly sourced to a large, locked storage box that stands on its side.

As Kai enters the room, he hears the voice much more clearly. The player still has control of Kai during this.

ESME
(muffled)
Help! HELP! Is there anyone here?

KAI
What the...

ESME

(muffled)
I can hear you! Get me the hell
outta here!

If Kai interacts and unlocks the storage box's latch, a cutscene will trigger and show a young woman, ESME, falling out of the box to her knees, gasping for breath.

Kai helps her up. Esme continues to cough.

KAI
Baby, that you?

ESME
(outraged)
Baby? BABY? Fuck Baby! She's the
one who put me in here.

KAI
Whoa, okay. Let's start from the
top. Where's Baby?

ESME
I don't fucking know. Probably
with the rest of Red Dawn at
Coleman's Power Plant, if they
haven't killed her stupid ass.

KAI
Red Dawn? Why would she be hanging
around with her father's killers?

ESME
Uh, because she's crazy? She
wanted to meet up with them, and
ask to join, so that she could get
close to some guy called Rick and,
I quote, 'stick a firecracker up
his ass'. I tried to tell her it
wasn't a good idea, but she shoved
me in there when she heard them
arrive.

KAI
If Red Dawn are as violent as I've
heard, she might have just saved
your life.

ESME
(scoff)

Yeah, don't expect me to be grateful.

KAI

I didn't think you would. Stay here; I've gotta go help her.

OBJECTIVE UNLOCKED: Rescue Baby from Red Dawn

EXT. TRAVELLING

On the way to Coleman's Power Plant, KAI reaches out to LYDIA via radio.

KAI

Lydia, I know where Baby is. But you're not going to like it.

LYDIA (O.S)

It wouldn't be the first time I didn't like something Baby's got herself mixed up in. What's wrong?

KAI

She's at Coleman's Power Plant... with Red Dawn.

LYDIA (O.S)

Of all the...What in the *hell* possessed her to do something as stupid as that?

KAI

From how Esme explained it, she's gunning for their leader Rick. He's the guy who killed Neil, right?

LYDIA (O.S)

Oh my god. She wouldn't. Shit, what am I saying? 'Course she would. She's her father's daughter.

LYDIA (O.S)

Kai, you've got to help her.

KAI

I'm already on my way. Trust me, Lydia, I won't let him touch a hair on her head.

INT. COLEMAN'S POWER PLANT**SNEAKING UP ON RED DAWN Cinematic**

KAI, balancing on a large metal beam that runs across the Power Plant's ceiling length, looks down at the scene below.

A giant mass of a man made up of tattoos and scars, assumingly RICK, is leaning over a tall, lean woman - BABY - strapped to a warehouse conveyor belt. Kai tracks to where the conveyor belt ends over a...

CAGED PIT OF INFECTED. Not good.

Beside Rick are a medium-sized number of men and women, dressed in the same tattered leather and red cloth that make up the Red Dawn uniform. One henchman is right at the belt's end, awaiting Rick's instruction to start the machine.

RICK

You know something, cher? I'm impressed. No, *really*. It takes guts to request a meeting with Red Dawn with no thought of payment or offering.

BABY

If you let me go, I'll fetch something more up to speed. Like... Oh! *Oh!* Fireworks! I've got a great set of firecrackers that'll-

RICK

(interrupting)

Firecrackers. We do love a bang around here, don't we?

BABY

Who doesn't? They're great!

RICK

And I'm always looking for ways to keep my gang happy, aren't I?

Red Dawn members murmur in agreement.

Kai begins to descend from the beam, ducking and swerving from place to place until he lands just behind an obstacle that keeps him from fully revealing himself to Baby, Rick, and the Red Dawn members.

Rick leans down until he is just a breath away from Baby.

RICK

How about this: I put it to a vote
on what would make my Red Dawn
family happy.

BABY

(jovial, but desperate)
Sounds fair.

RICK

Giving Neil Hansen's precious baby
daughter a chance to stick it to
us when we aren't looking...

Baby's demeanor immediately changes. She starts to twist
and turn in her bindings, kicking her legs out and moving
away from Rick's face.

BABY

Fuck, fuck, fuck...

RICK

Or, we feed her to the biters,
take her stuff, and then go grab
some dessert to celebrate
afterward. All who agree say aye!

RED DAWN MEMBER 1

Aye!

RED DAWN MEMBER 2

Aye!

Kai steps out from behind one of the Power Plant's many
crates.

KAI

Nay.

OBJECTIVE UNLOCKED: Defeat Rick and the Red Dawn

OBJECTIVE UNLOCKED: Free Baby

Combat begins.

Rick is powerful and wields a ridiculously large hammer
made of brick and scrap wire. A few hits from him will be

enough to put KAI down, so it is best to try to dodge and weave rather than face him head-on.

What's even more pressing is this: Kai will also need to stop the conveyor belt from moving, either by unstrapping Baby (which takes a short amount of time) or breaking the machine; otherwise, Baby will perish.

Unfortunately, there are several Red Dawn guarding the belt machine. They are not as tough as Rick and can be taken down swiftly, but there's a group of them, and with Rick looking down on Kai, players will need to keep on their toes throughout the combat to avoid being overwhelmed.

At the start of combat

RICK

What's another bug to a giant? Get out of my way, or get *squished*.

Throughout the battle

RICK

Red Dawn, make him regret coming here!

RICK

That's some mighty fine gear you got there, cher. Mine now!

Baby conveyor belt progression at 25%

RICK

I wonder if she'll make the same scream as her father did. I can't wait to find out.

BABY

Fuck, get me off this thing!

Baby conveyor belt progression at 75%

BABY

Please! Oh god, please help me! I don't want to die!

KAI defeats 50% of the Red Dawn members

RED DAWN MEMBER 1

(strained)

A little help, boss.

RICK
 (laughing)
 When have I ever let you all down?

Kai defeats all of the Red Dawn members

RICK
 You damned bastard! I'm going to
 enjoy ripping you in two.

If Kai frees Baby in time

RICK
 Someone put that baby back in its
 high seat already. My infected are
 hungry!

RICK
 Who let the baby out of her pram?
 Strap her back in now.

If Kai doesn't free Baby in time and she perishes

RICK
 You know how the old song goes:
 Bye, Bye, Baby!

RICK
 Tell your Pops that his old friend
 Rick says hello!

If Baby joins in the fight

BABY
 This is for you, Dad!

Combat ends. Poetically, the player can throw Rick into the cage of the zombies.

EXT. COLEMAN'S POWER PLANT ROOF

Smoke pours off the Power Plant from the carnage wrecked by KAI, RICK, the rest of the Red Dawn, and - if she survived - BABY.

If Baby survived the Red Dawn battle

Kai approaches Baby, who is looking out at the sunset with a bright, if tired, smile.

KAI

Glad to see you in one piece.

BABY

Glad to be in one piece. Really. I didn't think I was gonna make that.

She shakes her head.

BABY

All I could think about was that I'd done what Dad did. Went off and did something I didn't need to do, something I knew would worry my mom.

KAI

Why did you? Run off and try and take on Rick alone, I mean.

BABY

You'll think it's silly.

KAI

Try me.

BABY

My dad always told me that doing the right thing meant being stupid sometimes. Rick and the Red Dawn kept stealing from the Oldies, that older group of recluses up north. They don't have anyone to defend them, and my Dad always thought that leaving them to suffer was so wrong. So he stood up to Rick.

KAI

And?

BABY

Everything was fine. Rick said if Dad could pay him, he'd make sure to leave the Oldies alone. I mean, it was bribery, sure, but it was better than bloodshed.

BABY

Then one day, Dad went to visit, to pay Red Dawn their due, and he didn't come back. So, that's what got him killed - doing the right thing.

Option 1: Going after Red Dawn was a stupid thing to do.

KAI

So you decided that getting rid of Red Dawn by yourself was the best course of action? It almost got you killed.

BABY

Yeah, no kidding. You're right, but I don't know. I'd rather be hurt trying to do something good, than sit around and let all the evil in the world get away with it.

Option 2: He was brave, and so are you.

KAI

Him being killed doesn't mean what he did was wrong. Neither was what you did. You both tried your best with what you had.

BABY

That's kind of you to say. Even if I don't know I believe it anymore, seeing that I almost got you killed, too.

Branching ends here and the conversation continues.

KAI

You should get back to your mom. She's worried sick.

BABY

(groans)

Yeah, she's gonna be real pissed.

KAI

At first. I have a feeling she'll be more happy that you're alive.

BABY

We can always hope. And Kai.

KAI

Yeah?

BABY

Thanks for the help.

KAI

Don't mention it.

QUEST COMPLETE: Her Father's Daughter

If Baby didn't survive the Red Dawn battle

KAI looks out at the city and leans against the scaffolding rail of Coleman's Power Plant. The atmosphere is melancholic, defeated.

His radio buzzes.

LYDIA (O.S)

Kai, haven't heard from you in a bit. Is Baby alright?

Kai takes his radio out and, hesitantly, brings it to his lips.

KAI

Lydia... Red Dawn is gone. Rick is gone.

LYDIA (O.S)

Where's Baby?

KAI

She didn't make it. I'm so sorry.

There is an expectation of wailing, crying, yelling and screaming. But Kai receives nothing of the sort: only silence.

Until.

LYDIA (O.S)

You said you'd protect her. That you'd save her.

KAI says nothing.

LYDIA (O.S)

You lied. I won't forget that.

QUEST COMPLETE: Her Father's Daughter

BIO

Tamara 'Baby' Hansen

Narrative role: Missing Person

Gender: Female

Age: Early 20s

Ethnicity: Black

Accent: European

Relationship with other characters: Daughter of Lydia and Neil Hansen

Physical appearance: Tall, lean with a flair for contrasting colors like black and yellow in her clothes

Character Description: If there's someone who can grow up with strict but caring parents in an infected world where danger lurks around every corner but still be cheerful about it all, it's Tamara, aka, Baby.

Nicknamed 'Baby' by her recently passed father, she's young, resourceful, and good-humoured, but is more than willing to bring pain to anyone who crosses her or her family.

After her father's death at the hands of Rick and his bandits, she's begun to take more risks when helping others out in Galeni, which greatly worries her mother, Lydia. But to Baby, the risk is worth it if someone can go home to their family safely and soundly.