

**QUEST: SNUFF THE FLAME**

EXT. FLAMIN' DAME SALOON - DAY

The PLAYER stands in front of the entrance to FLAMIN' DAME SALOON. The INFORMANT is on standby through the radio. A dozen plastic flamingos are scattered around the ground, some are even melted.

INFORMANT

This is it. Flamin' Dame Saloon.

PLAYER

It's a *little* early to be tossing back cold ones. You sure she's in there?

INFORMANT

Have I steered you wrong yet? Actually, don't answer that. Can't jinx it.

The Player bends down and picks up one of the melted flamingos.

PLAYER

Poor guy, his little plastic life was cut short. This so-called Dame must have a really short fuse.

INFORMANT

One snap of her fingers and you could be next.

PLAYER

Thanks for the vote of confidence. It's good to know you care.

INFORMANT

Oh come on, you're a nurse! I'm sure you could patch yourself up.

PLAYER

Someone's done their research. I thought you weren't interested in getting to know me?

INFORMANT

I'm not. This is just another gig for me, you know? Just trying to get my bag. So let's go over this one more time.

PLAYER

Right. I get in, extinguish the flame, and get out without making a peep. Do flamingo's peep?

INFORMANT

Let's liberate a few of your flamingo friends while we're at it. Come on.

END CUT SCENE

### Mission sequence

<i>Player enters saloon</i>	<i>Informant line</i>	Remember, we need to make this quiet and quick.
<i>Player kills Mimics</i>	<i>Informant line</i>	What happened to being quiet? Nevermind, move to the office.
<i>Player reaches Dame's office</i>	<i>Informant line</i>	Looks unlocked. Be careful.

INT. FLAMIN' DAME SALOON - MOMENTS LATER

The saloon is empty. The Player carefully moves toward the center of the room, passing several upturned tables and broken bottles. A flock of plastic flamingos are perched by the bar

counter.

IF she approaches the flamingos:

PLAYER

I wonder why Flamin' Dame likes flamingos so much.

INFORMANT

They give me the creeps. Look at their beady, lifeless eyes.

IF she doesn't approach the flamingos:

PLAYER

A lot of fighting took place here. You think it'd be bad for business.

INFORMANT

Well, when your customers are a part of your drug ring I think the standards are pretty low.

*[All versions pick up here:]*

The Player can move around freely in the saloon. When she passes the pink counter she hears a bottle roll across the floor.

She turns around and scans the area. One of the flamingos sitting at the bar has fallen to the ground.

INFORMANT

Those are plastic, right?

PLAYER

Last I checked, yeah.

INFORMANT

Could be a Mimic. Go check it out.

## Barks Template

<i>Informant lines</i>	Look out!
	Find cover!
	Remember if you die, we won't get paid!
	Watch out, there's more!

If the Player uses IMPLANTS:

Player's implants are too old and malfunction.

<i>Informant lines</i>	Find something else!
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If the Player finds WRENCH:

Player kills Mimic with the wrench.

<i>Informant lines</i>	Better hope Flamin' Dame didn't hear that...
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[All versions pick up here:]

Player is free to roam the Saloon, but will need to enter the office to complete the mission.

IF the Player explores saloon:

<i>Informant lines</i>	Go to Dame's office when you're done.
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IF the Player enters the office:

INFORMANT

She's not here.

PLAYER

Fuck. This was a waste of our time.

[All subsets end here:]

TRANSITION TO CUT SCENE

CUT SCENE

INFORMANT

We'll get her. I might have a lead on where she's gone. Ever wonder what it's like to be part of a drug bust?

PLAYER

Hold on, let me take the edge off first.

A bottle of whiskey catches the Player's eye and she reaches for it.

INFORMANT

Didn't know you were a fan of whiskey.

PLAYER

It sounds like you're trying to get to know me. Huh. I thought money only mattered.

INFORMANT

Chit chat doesn't matter. What *matters* is that you didn't become barbeque.

PLAYER

Cheers to that.

The Informant chuckles over the radio as the Player takes a swig from the bottle.

END CUT SCENE

**End sequence**

<i>Player</i> leaves desk	<i>Informant line</i>	Careful on the way out.
<i>Player</i> explores office, finds drugs	<i>Informant line</i>	No more sampling the merchandise, got it?
<i>Player</i> explores office, finds	<i>Informant line</i>	What <i>is</i> it with her and flamingos?

flamingos		
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*[All versions pick up here:]*

IF Player leaves the office:

INFORMANT

Even though Flamin' Dame wasn't here, I'd still call this a success.

PLAYER

It's not a success until the "government" pays us for putting out her flame.

INFORMANT

Then let's get moving.

**END**