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Weapons, gadgets and vehicles

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Script

Introduction – Extract from Prof. Kaufmann's diary

“Now I must confess my hopes about future, lay them down on paper so that one day humanity can understand what really happened. Thanks to my research, I acquired the conviction that the success of our mission on the ground of Adelpha will make it possible to modify the course of time. While preventing a Talan destroying the probe, Cutter Slade will necessarily act at the root of events and create an alternative to the Adelpian history. What is going to happen ? From my point of view, we're going to create a second temporal path and write a new history of Adelpha where Prof. Xue would never have been part of. That means : while returning back to the past, the probe would never have been destroyed and that, consequently, Adelpha would be pure of Prof Xue's bad influence. Such a possibility fills me up with many hopes. Thanks to Cutter Slade, we're not only going to save the Earth but also we'll have the chance to rediscover a flourishing Talan civilization, an Adelpian world that should never have been suffering from Prof. Xue's dictatorship.

Today, I can affirm that the time is like the image of a tree whose trunk would represent the linear history and its branches as many of parallel histories that man is going to create while travelling through time. We just lived one branch of the history where Prof Xue had transformed Adelpha. Tomorrow, when we will be back through time, we won't keep any memory of what happened. The Cutter Slade we today know will get into the probe and will fade into “time and space” to let another Cutter Slade, identical but virgin of this lived history, taking his place. When this “new” Cutter will get into the probe in 2007 with his companions (me included, of course !), he will begin a unique adventure, a true alternative to this first mission we just lived. The launch will take place as admitted, without any of the complications that we've just solved. That's the most important because the success of our mission will enable us to discover a new history where Adelpha and Talan civilization have been preserved ...”

1.1 - Extract from Cutter Slade's diary.
Earth time : 2101, Adelphian time : 1st day.

“I start this diary in the light of some little phosphorescent dragonflies ... Extraordinary moments which I wouldn't give away for anything in the world. For as much, the situation is dramatic, and much more than I could have imagined.

Troubles began as soon as we appeared in the Adelphian sky. From the port-hole of my probe I was observing, powerless, the direction of three more probes crashing a few seconds later in a forest. Then my own probe crashed. It ran madly through the nature and brutally stopped until fire started burning inside. Poorly equipped, I managed to get out of the burning engine ... As soon as I touched the ground of this planet, a huge beast looking like a dinosaur ran on me. Without the unexpected explosion of the module whose breath frightened the animal, there is no doubt that I would not be able to tell it to you. Whatever happened, I had only one goal : to save my companions. Without waiting, I ran through an unknown vegetation, in the middle of gigantic trees and plants with brightening colors. Several times I had to avoid the traps of this nature until I arrived on the spot where the three other probes crashed. Tigers – that Talans name “Gamors” – were ahead of me. Starving and aggressive, they ran on me. The fight was a tough one but I could get rid of them. Unfortunately, troubles were not finished. Prof. Xue, sheltered in his probe, was the only one to inform me : Marion, our exobiologist, suffered from multiple wounds and required an emergency intervention. Prof. Kaufmann was prisoner of his probe in unstable balance on the side of a cliff. We needed help and I had only one resort : the outline of a city I could see in the far distance, over the flanks of enormous rocks pointing to the sky.

I left Kaufmann and progressed to the city. On my way, I had to confront for the first time with the ancestral enemies of the Talans, the Oogoobars. These primitive creatures ventured on Talan's territory to capture sacred animal, the Saï. This small animal with large eyes and apparently inoffensive plays a crucial part in the Talan culture. When it chooses a master, he specifies him as a warrior, a Talan blessed by Yods ... I managed to save the Saï from the Oogoobars. Following what, the animal took his on my shoulder. Since, it did not leave it ...

The Saï authorized me to speak with the Talans. When I arrived on the borders of their city, I realized that the Saï allowed me to understand them and that through its mind he gave me the Essence of Adelpha ... Nevertheless, I obtained the help I needed from the Talans. Some of them went with me to the area where we crashed.

But my mates had disappeared. Undoubtedly, I realize at that moment that I was alone on Adelpha now, without any means to go back to Earth. Prof. Kaufmann's probe had obviously slipped howling floods of a torrent downwards, while Marion and Prof. Xue had totally disappeared. What happened ? I don't even know the answer yet, but I have the feeling that our travel through space didn't turn as anticipated.

While I'm here in a Talan house writing those lines, I gradually realize the importance of my mission. For many reasons, human beings must discover and grow richer with the Talan civilization. First, Talans greeted me like one of their own people but I also noticed how they can live in harmony with their planet and how they had respect and care for nature, so that it protects them in its turn... For the hour, I must wait for the dawn and the return of a hunter named Aléas. His talents as a tracker could help me to find Marion and Prof. Xue. Without them, I would be condemned to remain on this planet for ever.

1.2 - Extract from Cutter Slade's diary.

Earth time : 2101, Adelphian time : 3rd day.

Events rushed forward, and I cannot tell them without the feeling of a deep emotion. While I was enjoying my trip to Okriana for a better understanding of Talan culture and all the capacities of the Saï, fate suddenly hit the peaceful city.

The Earthmen ...

Soldiers, maybe mercenaries, attacked the city with a frightening effectiveness. It took only a few minutes for Okriana to be on fire, failing in the flames. Soldiers were searching in houses looking after someone. Looking after me ...

Is this possible ? Equipped with modern weapons that – I certify ! - didn't exist when I left Earth, they murdered civilians, they destroyed artisanal and antique treasures and they deliberately tried to shoot me down. Somehow, I succeeded in escaping to them, thanks to the intervention of an officer whose name, printed with silver letters on the armour, was : C.Slade. I couldn't distinguish the face of this stranger under the helmet, but knowing that the stranger has the same patronimic as me gives me the giddiness

Taking Okriana's Shamaz under my protection, I followed those who survived through the vertiginous mountains of Adelpha until we reached Aeden, a hidden city where Talans were used to find refuge when Oogoobars threatened them on the water-sides.

A place out of time were many refugees gathered coming from the four corners of the area. The first evening, we listened the story of Aléas. Everywhere, Oogoobars maintained their pressure on the villages, with the support of the humans ...

Thanks to Aléas who had seen Kaufmann's probe, I went in search of the Professor. At his occasion, I discovered that the Saï could help me to swim under water and that he became an essential companion helping me to survive on Adelpha. I finally found Kaufmann and I save him from the Oogoobars. When we came back, he recognized that Prof. Xue had obviously abandoned him to his own fate. Why? What's his part in this adventure ? For the hour, there were more important things to think about. In the evening, Prof Kaufmann joined together the older ones of the Talans, Shamazes and old Talans who conduct cities and villages, to tell them a cruel truth. I was part of this unprepared meeting under the lights of torches, and from that moment I cannot sleep again.

The Gemini effect. Before leaving on Earth, Prof. Kauffmann had an hypothesis : the creation of a dimensional path between Earth and Adelpha would create this Gemini effect, that means : a systematic counterpart of all the disturbances affecting Adelpha, on the Earth. In other words, if the Adelpha planet dies, Earth also dies ... It's even more alarming because Shamazes told us that the death of each Talan impoverished Adelpha. According to them, some bigger and bigger ecological disasters were ready to happen because there were more and more death among the Talans. Obviously, if the soldiers who attacked Okriana do not stop immediately, the existence of Adelpha and the Earth is in danger. According to Talans, Almayel – the Oracle of the Talan people who lives on the O Lanta island – is the only one who can reveal us how to stop the Gemini effect. We now must find the means to go to this island, as fast as possible.

1.3 - Extract from Cutter Slade's diary. **Earth time : 2101, Adelpian time : 5th day.**

In company of Kaufmann and my faithful Saï, I left Aeden in order to join a group of Talan hunters. They led me to the edge of a forest, close to a shore where human soldiers had built a harbour base. Thanks to the Saï, which was now able to choke the noise of my steps so and of my gun cracks, I successfully entered into the base and stole a high-speed war-boat.

While we were sailing to O Lanta, we saw other war-boats in the far distance, but they were faster and better equipped than our. Fight was inevitable ... I let Kauffmann driving the war-boat and tried to push back our enemies. We managed to escape and, thanks again to the Saï, we cleared up a way through a labyrinth of corals protecting the access to the city of O Lanta.

I can't tell the emotion that overwhelmed me when I discovered this city for the first time. Imagine a volcano overhung by the gigantic statue of a Talan woman, an island which its citizens transformed through centuries into some kind of an underground Venice ... Channels on the surface of water, caves nested in the rock where Talans lived with the light coming from suspended and translucent worms, coloured hangings, incense odors, flower petals drifting on a limpid water, corridors where young Talan kids were playing under the authority of their Governesses. In the heart of the city stood a gigantic well, opened to the Adelpian sky ; high houses made of ochre stones were sheltered in the city flanks.

This city of women is a master-piece of Talan civilization, a wonderful place where Talans come every "hundred moons" in order to be chosen by a woman and make a child with her in harmony of the Essences.

A true paradise. Kaufmann and I visited it along the channels with a nice bark made from wood and choral. Before we meet Amayel, we took time to come to assistance of Talens in order to be accepted by the community and to be authorized to meet the Oracle. On this occasion, I met a young Talen woman named Samae who was very good looking and roguish as well. She was my guide through the city. She also explained me that I would have to show my courage and devotedness to Adelpha before I can meet Amayel. I would have to face a series of tests with Amae ; symbolic tests to show Amayel I was ready to become the husband of a Talen and bring me closer to the Talan civilization ...

We triumphed over the tests and, at twilight, we finally reached the top of the statue where Amayel lives. It was some kind of a room hollowed out of the statue's face itself, where two large stained glass windows represent the eyes and the ceiling is just a large dome made from glass with beautiful birds turning around. So pleased by the place, I succumbed to the charm of Amayel, a mystical woman who's considered by Talans as an elected of the Yods. In the center of the room, there was a large fountain : crystals on its surface were used by Amayel to read the future. Brushing the surface with her hands, she showed me the dark future of Adelpha, but also that of the Earth : I had that sad privilege to "see" a tidal wave devastating the west coast of the USA. We left each other with words that are tatoed in my brain :

"My people cannot understand and cannot talk with people of your own. Because you're one of them, they will listen to you. Thus, you have to meet one of their leader, a person who settled in Aka Or, city of the Eyridium and whose heart is like your. Go and meet this person, the only one who can help you to restore peace on Adelpha and save our two planets."

C.Slade ... Amayel evoked this mysterious officer who had mercy on me during the Okriana attack. To go to Aka Or, the city of Eyridium, Talens proposed me to join Darahar first, the "moving city". Dispersed in small floating villages pulled by huge nautical mammals, Darahar furrows the adelpian seas with in order to collect in each island the science and the artisanal treasures of the Talan civilization.

Tonight, I'm standing on the prow of one of those "villages" and I can feel, thanks to the Saï sleeping on my shoulder, how much this beautiful planet is suffering. Right now, I'm the only one who can prevent Adelpha to be destroyed, with the Earth as well.

**1.5 - Extract from Cutter Slade's diary. [Note from translators : there was no paragraph 1.4]
Earth time : 2101, Adelpian time : 11th day.**

The journey to Aka Or was extremely perilous. After I left Darahane, the moving city, I advanced through an hostile area where human soldiers settled many of their front bases. In one of them, I made contact with the Talan opposition. In an other one, I successfully stole a “landspeeder” and left my enemies behind before I finally crossed over a large marshy area. Then, I was in front of Aka Or, the city of Eyridium.

Like the city of women, Aka Or is one of the most beautiful jewel of the Talan civilization. Composed with eleven stone pillars – some of them are 500 meters high – the city rises above a large lake called Orediae. On the sides of each pillar, we can see the coloured ribs of the Eyridium quarried by Talans with care and respect. Each neighbourhood stands on the top of a pillar. To go from one to another, you must use some narrow wood bridges stepping over the gap and sometimes lost in the clouds. Maybe because of the Eyridium, this mysterious ore bringing up the planet and the Talans Essence, we can see a lot of temples dedicated to the Yods where young Shamazes fuss around.

When I entered into the city, I was impressed to see how the presence of the soldiers was disturbing the Talans daily life and how the rigid architecture in front of the soldiers bases broke the harmony of the city.

Meanwhile, I made contact with a group of Talan opposers and I avoided patrols while I tried to locate the mysterious C. Slade.

Many things pulled me back in neighbourhoods of Aka Or before I finally could go into an old Temple used by human officers. I had to be very prompt to escape the guardians and to enter into C. Slade's appartement.

I don't have words enough to tell the emotion that overwhelmed me when I finally discover the truth, seeing the well-know face coming out the shadow.

Camilla Slade ...

Born in 2076, terrestrial time. In other words : my grand-daughter.

We stayed a long time close to each other, and here's what she revealed me, with a faltering voice : “Professor Xue has arranged the whole story. “Yes”, she insisted. From the beginning, even before you ship into your probes. He modified your travel so you can be prisoner of 'time and space' for a hundred years ... Why ? Because for you as for him, your 'temporal stasis' was only one second of your life. You didn't get older, you didn't suffer from the flow of time. You were 'out' of the time. On the other hand, on Earth, a consortium called “Trust Alliance” was already building a new portal, bigger and more powerful with the purpose of sending troupes on Adelpha. Along the 21st century, the consortium has built a financial empire that is able to colonize Adelpha. What's the goal ? Well!, to allow the richer

people to build villas and palace in such a beautiful environment. You can imagine what it means ? To be able to take some rest in a parallel dimension, in a pure world, among a flourishing and exotic nature. You didn't live the 21st century, Cutter. But over-population, pollution and wars caused horrible damages. And by many aspects, Adelpha is considered as a paradise ...

Unfortunately, since you arrived, Professor Xue finalized his project : create a new virus that can destroy the Essence of every Talan so they'll be thrown back to simple and vulgar Oogoobars, primitive and easily obedient creatures. Professor Xue intend to suppress once and for all the Talan opposition..”

At that very precise moment, I stopped her to tell her what even Xue himself ignored : the Gemini effect. “If the virus destroys the Essence of each Talan, I said as a conclusion, Adelpha is condemned. And the Earth with it ...”

Until the dawn, we told us to each other. I learned that she had lived with the memory of me, that she had always dreamed to equal her grand-father, reported missing during a secret mission. She had chosen to join the Army, hoping to equal or surpass this legendary grand-father. Until a serious injury broke her dreams and the consortium intervention to pay her an expensive surgery and give her back the usage of her legs. In exchange for that, she committed herself to serve the Trust Alliance motive during ten long years ...

1.6 - Extract from Cutter Slade's diary

Earth time 2101. Adelpha time: 11th day.

To redeem herself and to show her admiration, Camilla offered her help without any hesitation. We had to act fast as Xue wanted to test a first version of his virus on the women's island... To execute his plan, Xue had prepared a scientific vessel built by his people on Adelpha. Inside it, numerous labs apparently allowed him to reach the whole planet to get the Talan necessary to his experiments.

With Camilla, I found a way to get on the vessel and to sneak in the labs where the virus was stored. I managed to defuse it, having learned that Xue was aboard; I started to hunt him down deep in the vessel.

I nearly succeeded, but Xue, helped by an accomplice, (the so-called "Ronin") managed to escape with the disk containing the secrets of the virus. I still remember his face disfigured by a grin and his confession at the doorstep of the emergency shuttle: "Your efforts are useless Cutter. Soon, my troops will bring, from Earth, the material needed to finish the virus. They will pass the portal and allow me to end the Talan reign ..."

I could not prevent him from getting into the shuttle and abandoning the vessel while taking with him Samae, the Talen woman who was abducted by a commando in the women's city to be used as guinea-pig.

The Ronin had sabotaged the vessel. Only my experience, the invaluable help of Camilla and the Sai allowed saving the ship and land it on the water. From now on, only one thing had to be accomplished: find Xue in his hideout and prevent him from using the virus. Camilla told me that an air liner will soon go to the hideout of Professor Xue to bring the investors seduced by his plans about Adelpha's future.

With Camilla's help, I repaired a shuttle belonging to the scientific vessel and boarded few hours later the line liner traveling to Xue's hideout. Following my intervention, the pilots of the liner lost control of their ship, which crashed on an airport besides Xue hideout. Located on the side of one of these gigantic mineral columns standing on the surface of Adelpha, this hideout is a huge villa in which I got in without problems despite the presence of numerous mercenaries commanded by the Ronin.

I hoped to capture Xue to bring him back on Earth and to bring him in front of a law court.

Unfortunately, he wanted to kill me by traitorous means and as a result of a fierce fight, he fell in the void.

Despite the Xue's supposed death, I still had to accomplish the essential mission: stop the Gemini effect by closing the portal between Earth and Adelpha.

Xue's villa was in contact with a series of caves and stone stairs allowing to go down inside the huge stone column. Old vertical temple dedicated to the Yods and decorated with the finest Talan artwork, the place had been converted by Xue in a vast jail, where he imprisoned several Talan leaders. I delivered several Shamazes and venerable Ancients then the sweet Samae, with who I left.

We went deep into the column, which submerged foundations touched an underwater base, where Xue kept on standby a submarine.

From then, the countdown started. We knew that in the secret base of the Consortium, the portal would soon bring in the final virus manufactured on Earth.

With the submarine, we could get the location of this secret base and establish a communication link with Camilla and Kaufmann.

At that point, we were traveling in the deep of Adelpha's seas. In few hours, we would arrive on an hostile shore, the oogoo-bar's one, where the tribes defend the gate of the secret base.

1-7 Extract from Cutter Slade's diary.

Earth time: 2101, Adelpha time: 12th day.

First, we went into Oogoobar territory. We sneaked between villages and patrols, in the middle of a luxuriant vegetation. We took advantage of the help of several Talan prisoners delivered by us earlier on to locate the secret base then to find Camilla and Kaufmann. What happened after was a succession of events I have trouble today to describe. Everything started when Camilla, from her side, got into the base to find the control room and to open the defense system to Kaufmann so he could close the portal. In the meantime, I went into the high security quarter to deliver Marion.

As soon as I delivered her I got a call from Kaufmann to advise me that Camilla succeeded to open for him the doors of the computing system but she was just being attacked by the Ronin. I immediately pursued them, supported remotely by Kaufmann and I entered in the heart of the base in an immense hall overlooked by the Portal. I discovered the Ronin holding Camilla in hostage and a coffin where Xue's body laid. Despite my intervention, the Ronin managed to escape through the portal with his hostage and Xue's body. At the same moment, guards carrying the virus came in from the portal. I managed to get rid of them and let Marion with the task to disarm the virus so I could follow the Ronin. The portal brought me to a terrestrial base built in Arctic. After an ferocious fight with the Ronin, I managed to activate the controls to close the Portal and hence save the Earth from the destruction...

1.8- Extract from Cutter Slade's diary.

Earth time: 2101. Adelpha time: 13th day.

Adelpha's history just began. For a while, I saved the Earth from disaster. But what happened to the Talan and above all Marion and the Professor Kaufmann? On the other side of the portal, will the Talans and humans learn to live together, to understand each other and to forge a new civilisation, which takes advantage of the value of each one?

I know that I have to go back to Adelpha. Before that I have to find a way to eliminate completely the Gemini effect, then open a new portal so that Earth and Adelpha can lay down the foundations of a common future.

With Camilla, I remain the only tangible link between the two planets. Future will say if I can join them together and let our two civilizations grow richer from each other.

Weapons, Gadgets and Vehicles

Talan weapons

The crossbow

Noise: none

Fire rate: shot by shot.

Damage: this weapon doesn't provoke injuries but paralyse the ennemy for a time depending on the impact point.

Range: low

The effect depends as well on the level of mastery of the user.

The novice doesn't have the necessary skill to target a precise part of the body and the weapon can only confuse the ennemy.

The master can target a part of the body with a sight, which appears once the weapon is handled. To get to this level, Cutter will have to fulfill some conditions.

The boomerang-disk

Noise: low

Fire rate: one throw at a time

Range: long

Like the crossbow, the user can influence the trajectory only when he has learned how to use it.

Claws

Noise: low

Damage: paralyse and knock unconscious

Range: short (hand to hand combat)

Use: to be efficient, Cutter must get close to his opponent from behind and at contact, an electrical shock stuns the guy.

Earth weapons

Pistol + laser targeting system

Noise: low

Damage: low

Range: short

Fire rate: shot by shot

Automatic rifle + laser targeting system

Noise: high

Damage: high

Range: medium

Fire rate: one shot or burst

Heavy Machine gun

Noise: high

Damage: High

Range: long

Fire rate: Burst

Use: Static weapon. Cutter cannot carry it.

Rocket launcher

Noise: high

Damage: high

Range: long

Fire rate: one shot

Sniping rifle

Noise: low

Damage: medium

Range: long

Fire rate: one shot

Use: mobile weapon but static use.

Explosives and detonators

Noise: high

Damage: high

Range: area effect

Use: Cutter must place the explosive stick then he must detonate it with the detonator (fire button). An explosive pack can explode if the player shoots at it.

Fragmentation grenade

Noise: high

Damage: high

Range: area effect

Use: Once the grenade is in the hand, the player positions himself and clicks to throw the grenade. The grenades bounce against the elements of the background.

Blinding grenades

Noise: high

Damage: none

Range: area effect

Use: once in hand, the user pushes one time to launch the grenade and enemies are blinded and they can't fight for a while.

EMP grenades

Noise: low

Damage: none

Range: area effect.

Use: Put out of order any electrical or electronic device, particularly detectors for a short period of time.

Other:

Bare hands:

Noise: none

Damage: the enemy only hears "crac!" before dying if he doesn't carry some armor. Otherwise, no damage.

Range: hand to hand fight

Use: Only from behind

Gadgets

Armored coat

Low protection

Light armor

Medium protection

Combat scaphander

High protection

Speed acceleration scanphander (increasing speed)

High protection. It accelerates Cutter's movement and then slows down the world around him. This item will only be usable during specific scenes determined by the script.

Binoculars

The player can use three different types : norma/light amplifier/infra-red

Medikit

Syringe pistol. 3 types of level of cure depending on the kits he finds: low, medium, high.

Radio

The radio uses a system of cards to integrate to intercept diverse frequencies hence to obtain information (from ennemy or not)

Hologram

The hologram stays at the same spot and allows Cutter to have a short diversion so he can act during this time. The hologram is made of a terminal that the player must place and a trigger device so that Cutter can make the hologram appear.

Movement detectors

This detector is a small box which detects movements in a given perimeter. Graphically speaking, the perimeter is visualised by light wave sent at a fixed frequency by the box. The detector sends an alarm signal if Cutter moves while the light wave goes through him. This device can be neutralised by an EMP grenade, which interfer with the frequency used to send the light waves.

Sound detector

This detector is a small box, which detects sounds in a given perimeter.

The player can guess this perimeter by the characteristic sound coming from the device when Cutter is in the detection perimeter. The detector sends an alarm signal if Cutter is not walking in a stealthy way. This detector can be neutralised by an EMP grenade, by raising the trigger threshold, while Cutter can run but can not use a weapon.

Heat detector.

This detector is a small box, which detects the heat generated by living beings in a given perimeter. Cutter can spot the detector by a diode flashing on the top. Cutter can visualise the effect area by using his infra-red binoculars. This detector is neutralised by EMP grenades, which reduces its effect area.

Video cameras.

This device sends an alarm signal if Cutter enters in its vision field. This field is visualised by a translucent light cone. The picture of the cameras can be scrambled by EMP grenades.

Laser beam

This device sends an alarm signal if Cutter breaks a beam. Those beams are only visible with the binoculars in the infra-red mode. EMP grenades have no effect on them. The only way is to destroy a control box.

Spotlights

Used only during the night, they sweep a large area. If Cutter goes into the light cone, the alarm goes off. They are neutralised by being destroyed

The SAI (the animal)

The Sai's skills are not geared towards combat but rather towards exploration or stealthiness. The access to these skills will be acquired and variate according to Cutter's actions during the game. Hence, if Cutter uses a violent behavior, he breaks the harmony he establishes with the animal and this one forgets some skills. So the level of the skills of the animal can be defined according to the reputation of Cutter and his good/bad actions. There are 3 levels of skills:

First level : Skills accessible all the time even if Cutter is the last of the bastards.

- Breathe under water.

It filters the oxygen in the water. It is also used by the Talan fishermen.

- Warning

The animal detects any menace (detectors or ennemy)

- Compass

The Sai runs besides Cutter and shows him the direction of the Talan villages (even some secret passages)

- Translator

Allows Cutter to communicate with the Talan.

Second level : Skills only accessible if Cutter is not performing bad actions. The Sai forgets them if Cutter is doing too many bad actions.

- Bring body temperature down

It allows Cutter to get past the detectors.

- Eliminate noise

The Sai emits a sound, which acts as sound phase invertor. It allows to get past the sound detectors unnoticed.

- Create a diversion

The Sai can be a ventriloquist ... The ennemies go on alert mode and inspect a place away from Cutter's hideout. This skill can only be used if Cutter is hidden (Infiltration mode)

Third level : Skills only accessible if Cutter is doing most of the time good action. He forgets these skills if Cutter is doing bad actions or too many "medium" actions.

- Invisibilty («cameleon effect»)

Cutter must not move to blend himself with the background.

- Regeneration

Cutter gets back some health when he is not fighting and if is staying hidden.

- Stun

The Sai emits a sound, which stuns an enemy. But to work, there must be only one enemy seperated from his comrades.

Vehicles (Cutter will be able to use them)

Land speeder

Submarine

Speedboat