QUICKBEND MISSION DESIGN

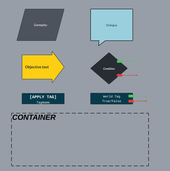
MISSION SUMMARY

The player arrives in Quickbend searching for a man named Essex Mast, who has information on their missing husband. The Stillwaters have completely overrun the town—duels in the streets, drunkards playing cards, townspeople disappearing in the night. Any resistance is met with violence. Quickbend is under the Stillwaters' oppressive thumb.

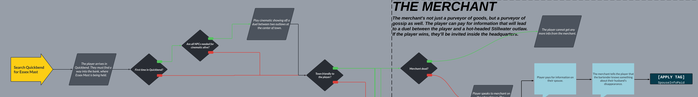
The Stillwaters have repurposed the town bank into their makeshift headquarters. That's where Mast's being held. The player will have to find a way to gain entry into the heavily guarded bank, find Mast, and extract the information they need.

Luckily, many of the locals—fed up with the town's occupation—will be sympathetic to the player's plight and offer various creative methods of getting the upper hand on the Stillwater invaders.

LEGEND

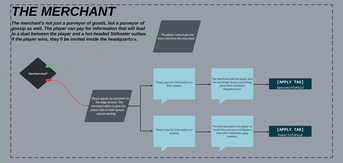


CONTAINER



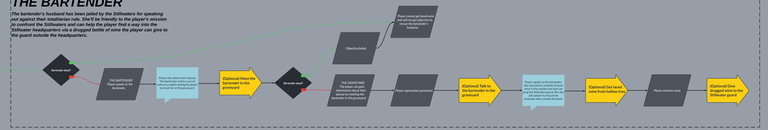
THE MERCHANT

(The merchant's not just a purveyor of goods, but a purveyor of gossip. Information is the currency of the realm, and that will land in the hands of the player as they hunt for their missing husband. If the player wins, they'll be invited inside the headquarters.)



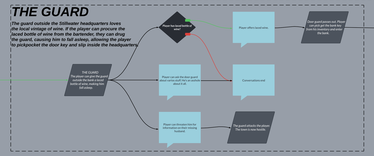
THE BARTENDER

(The bartender's husband has been jailed by the Stillwaters for speaking out against their totalitarian rule. She'll be friendly to the player's mission if they free her husband, and she can give the player a map to the Stillwater headquarters via a drugged bottle of wine the player can give to the guard outside the headquarters.)



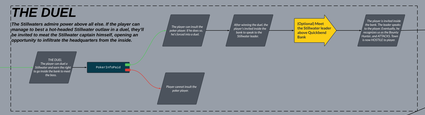
THE GUARD

(The guard outside the Stillwater headquarters loves the local vintage of wine. If the player can pressure the jaded bottle of wine from the bartender, they can drug the guard, causing him to fall asleep, allowing the player to pickpocket the door key and slip inside the headquarters.)



THE DUEL

(The Stillwaters admire power above all else. If the player can manage to best a hot-headed Stillwater outlier in a duel, they'll be invited to meet the Stillwater captain himself, opening an opportunity to infiltrate the headquarters from the inside.)



STEALTH

(The player has a number of tools at their disposal to enter the bank through built-in gameplay systems.)

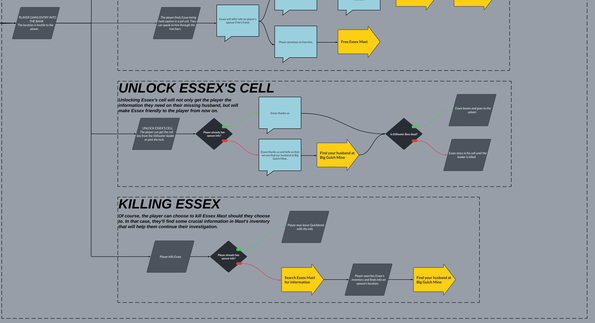
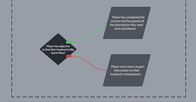
THE DRUNK BANKER

(The original bank owner has been ousted and wallows drunkenly in a church basement. He can give the player key information to take out the Stillwater captain without infiltrating the bank.)

GUNS BLAZING

(The player is free to shoot up the town whenever they want. If they do, all hell will break loose, causing other quest options to become invalid and forcing a hostile takeover of the town.)

INSIDE THE BANK



EXIT LOCATION