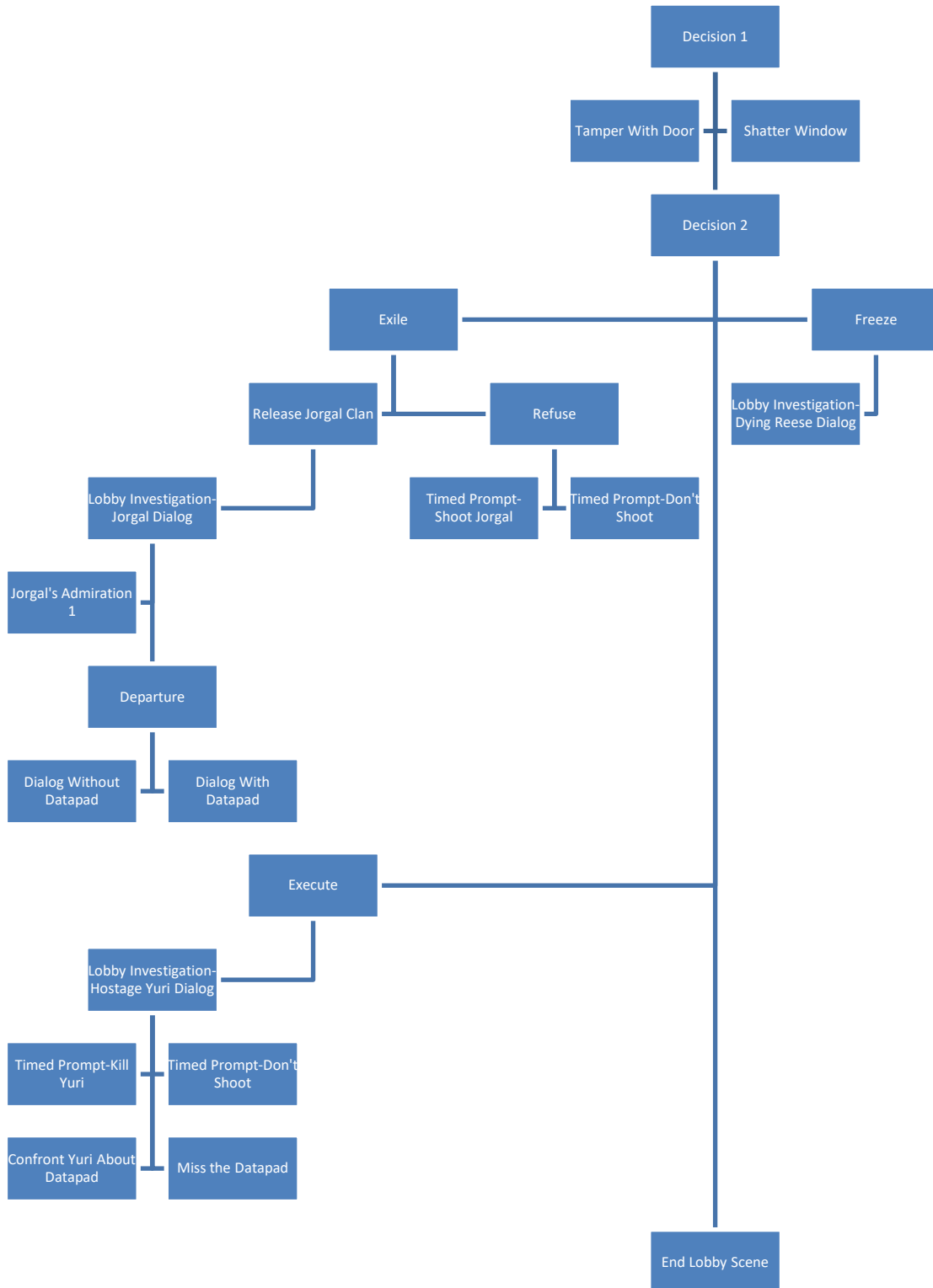
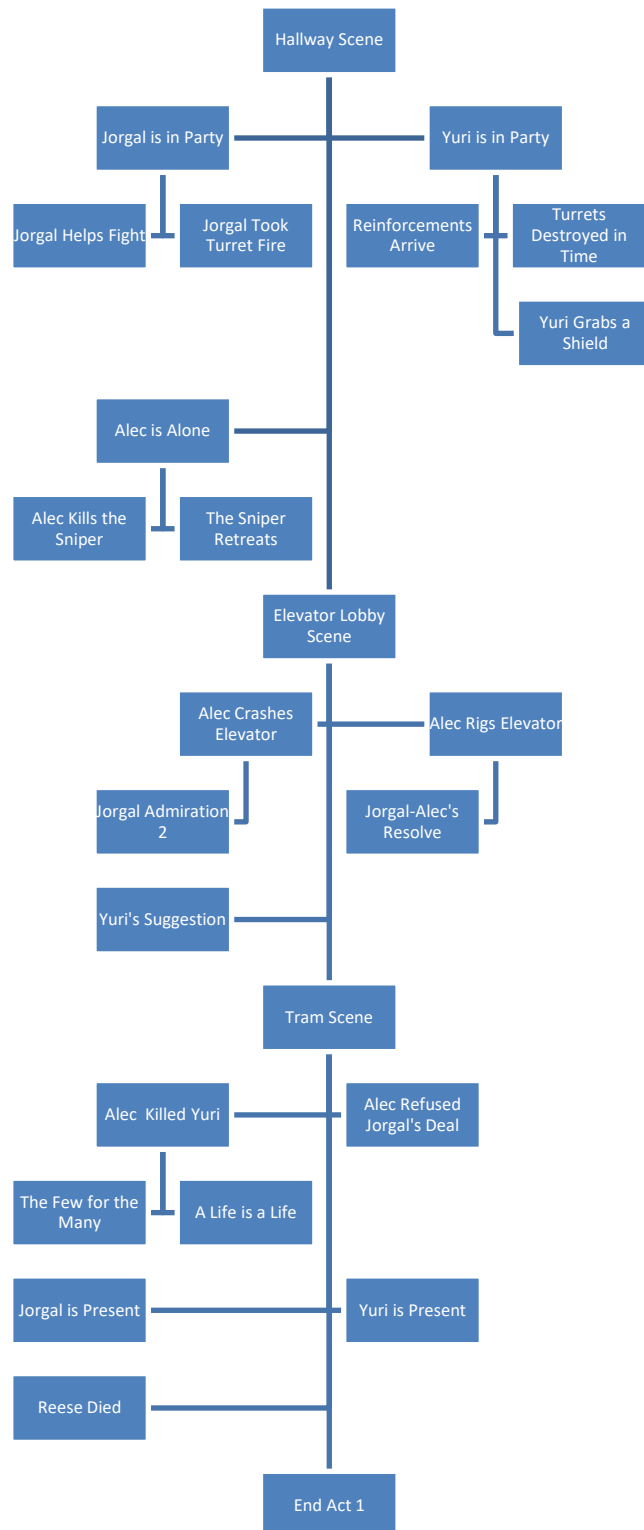


## Decision Tree

Below are the decisions/major variations of Act 1 split between several trees. Please note that not every IF, THEN statement is included. Those left out pertain to slight variations in dialog.





## **Detailed Decision Tree:**

### **1. Decision 1**

- a. Cause: The rioters are trying to kill Alec and his children.
- b. Effect: Alec must deal with the rioters. SAM offers to help.
- c. Goal: The following two choices are stones thrown in a pond. They not only set the tone for the player, but they shape the future actions of the two leading characters, Alec and SAM.

### **2. Tamper With Door**

- a. Cause: Same as above.
- b. Effect: Enemy reinforcements are delayed by half a minute.
- c. Goal: This action indicates to SAM that Alec wants to save lives where he can. It results in a more peaceful SAM in later Acts. SAM's future actions are out of the player's direct control when they happen.

### **3. Shatter Glass**

- a. Cause: Same as Above.
- b. Effect: Enemy reinforcements are halved.
- c. Goal: SAM sees this action as justifying lethal actions as long as they lead toward the desired end. This action results in a more deadly SAM in later Acts.

### **4. Decision 2**

- a. Cause: The player has killed the enemy and their reinforcements. A cutscene takes over and results in the three riot leaders being pulled out of a closet.
- b. Effect: Alec must choose how to deal with the riot leaders in exchange for their cooperation.
- c. Goal: The following three decisions affect the allies and enemies the player will have throughout the prologue.

### **5. Exile Them**

- a. Cause: Same as Above.
- b. Effect: Jorgal is the only leader willing to take the deal. However, he will only accept it if Alec releases what's left of Jorgal clan.
- c. Goal: Choosing this option shows that Alec tried a peaceful solution. Whichever sub-choice the player chooses after doesn't alter that fact. This will affect later dealings with lower ranks rioters.

### **6. Release Jorgal Clan**

- a. Cause: Jorgal took Alec up on his offer.
- b. Effect: Jorgal joins Alec's party. Yuri dissents and takes Jorgal's gun, using the ensuing chaos to help him and Reese escape.
- c. Goal: Jorgal tags along with Alec for the rest of Act 1. His presence leads to an alternate start for Act 2. However, his survival past that point is up to the player. In relation to the rioters, all three groups remain hostile to Alec. Jorgal's ability to persuade his former men to stand down is nearly non-existent.

## **7. Refuse to Release Jorgal Clan**

- a. Cause: Jorgal took Alec up on his offer.
- b. Effect: Jorgal becomes hostile.
- c. Goal: This choice is meant to give the player a bit more agency, as they might be able to tell that's there some history between Jorgal and Alec.

## **8. Timed Prompt-Shoot Jorgal**

- a. Cause: The player Refused to Release Jorgal Clan.
- b. Effect: Alec wounds Jorgal. Jorgal earns a face scar. Jorgal's max HP and shooting accuracy are both reduced by 20% during his boss battle in Act 2/3. He also loses all biotic abilities except Charge.
- c. Goal: The idea behind this and the following choice to show that the player's decisions can affect gameplay.

## **9. Timed Prompt-Don't Shoot Jorgal**

- a. Cause: The player Refused to Release Jorgal Clan.
- b. Effect: Alec wounds Jorgal. Jorgal earns a torso scar. Jorgal's max HP and shooting accuracy are both reduced by 15% during his boss battle in Act 2/3. He also loses his Charge ability. SAM becomes more versed in lying.
- c. Goal: Same as above.

## **10. Freeze Them**

- a. Cause: The player has reached Decision 2.
- b. Effect: Reese takes Alec up on his deal. Jorgal refuses to let her leave and shoots her, fatally wounding her.
- c. Goal: Removes one of the riot leaders, Reese, from the picture. Also shows that Alec tried a peaceful solution; moreover, SAM's recordings of the situation can later be used to talk down Reese's former subordinates (who may believe Alec killed Reese).

## **11. Execute Them**

- a. Cause: Same as Above.
- b. Effect: Alec takes Yuri hostage. Alec wounds Jorgal with a torso shot, incurring the same penalties on Jorgal as Time Prompt-Don't Shoot Jorgal. Jorgal and Reese get away.
- c. Goal: Aside from Jorgal's future inability, this action makes it very difficult to talk down the remain two factions (with Yuri's people joining Reese's group). SAM also takes notice of this action, potentially becoming more lethal in future Acts.

## **12. Lobby Investigation-Jorgal Dialog**

- a. Cause: Player chose Exile Them and accepted Jorgal's deal.
- b. Effect: Shows more of the Jorgal-Alec dynamic.

- c. Goal: Though slightly adversarial at first, the relationship between Alec and Jorgal does improve over time. This conversation is meant to establish Jorgal's resolve to leave the station, which will contrast with future events.

### **13. Jorgal's Admiration 1**

- a. Cause: The player had SAM Break the Window.
- b. Effect: Jorgal makes some jabs at Alec over his recent decisions.
- c. Goal: Long term this event is one of several similar ones that can be triggered. Without them Jorgal may respect Alec, but it will never go further than that. With them, however, Jorgal comes to see a kindred soul in Alec.

### **14. Jorgal Departure-With Datapad**

- a. Cause: The player finds Yuri's datapad and then talks to Jorgal.
- b. Effect: Alec confronts Jorgal, and tries to learn more about Yuri's plans.
- c. Goal: Jorgal doesn't reveal any additional information to Alec; however, he does sympathize with Alec. Therefore this event may be subbed in for missing one of Jorgal's Admiration events.

### **15. Jorgal Departure-Without Datapad**

- a. Cause: The player departs with Jorgal without finding the datapad.
- b. Effect: Jorgal hints that Alec should've searched around better. The two exchange retorts.
- c. Goal: Alec makes Jorgal second guess his stubbornness. Jorgal will later volunteer additional information once at the bridge (if he survives the Act 2 opening). Most likely he will share this information anyways, but his willingness to do so, early on, will make it easier for Alec to defend him.

### **16. Lobby Investigation-Dying Reese Dialog**

- a. Cause: Player chose Freeze Them.
- b. Effect: Reese is removed from the game. Reese's troops will fold into Yuri's.
- c. Goal: Yuri and Jorgal lie to their troops, telling them that Alec killed Reese. When Alec confronts Yuri (Act 2/3) they will have the choice to either reveal the truth to the remnants of Reese's forces (thereby having biotic allies to fight Yuri with), or blackmail Yuri into working with them (which forces a confrontation between Yuri's forces and Reese's remnants).

### **17. Lobby Investigation-Hostage Yuri Dialog**

- a. Cause: The player chose Execute Them, and then talks to Yuri in the corner.
- b. Effect: Alec learns that Yuri joined the rioters for self-gain, not because of his daughter. Alec pulls his gun on Yuri, forcing a Timed Prompt.
- c. Goal: Yuri is a redemptive character found in his most repugnant state. This event shows the pettiness of Yuri, and the literal, bloody cost of his selfishness. If Alec kills Yuri, he can easily deflect blame away from himself (in Act 2/3) by revealing Yuri's true intentions.

### **18. Timed Prompt-Kill Yuri**

- a. Cause: The above event.
- b. Effect: Removes Yuri from the game. His troops will mostly fold into Reese's, with a few going to Jorgal instead. Alec walks away silently from the scene, and refuses to give SAM a good answer.
- c. Goal: Tensions are high, the stakes are lives, and the choice is meant to be the sum of Alec's children being threatened, Yuri branding him a villain, and Alec's repulsion at learning the truth behind Yuri's actions. Long term this decision challenges Alec, who later infers it to be murder. It also serves as a violent example to SAM; a most brutal, yet concise solution to an otherwise complicated problem. Fera Nix, the Turian Sniper, will also be completely hostile to Alec. She will keep Yuri's remnants from listening to anything Alec has to say (unless she's killed in Act 1).

#### **19. Timed Prompt-Don't Kill Yuri**

- a. Cause: Same as Above.
- b. Effect: Alec spares Yuri, deciding to force him to help clean up the mess. Yuri is added to Alec's party.
- c. Goal: Yuri stays with Alec throughout Act 1 and 2/3 if the player so chooses. The fact that Yuri's alive negates the much of the negatives for choosing Execute Them, when it comes to bargaining with the rioters in Acts 2/3.

#### **20. Confront Yuri About Datapad**

- a. Cause: The player finds the datapad and then talks with Yuri.
- b. Effect: Alec learns that Yuri's remnants will most likely not follow through with his chemical attack plan.
- c. Goal: This sets up a suggestion later on in Act 2/3 from SAM. Once taken to the bridge Alec, Yuri, SAM, and the rest there will discuss what to do about each of the rioter groups. SAM will suggest that Yuri leaks information to his old forces, telling them that Alec didn't find the plans, and that he can help them from the inside. Yuri's remnants may then be caught in an ambush. If diplomacy fails, then the battle with Yuri's remnants much easier due to traps SAM has prepared.

#### **21. Yuri-Miss the Datapad**

- a. Cause: The player misses the datapad but still leaves with Yuri.
- b. Effect: The idea about the chemical attack drops from Yuri's mind until he's interrogated in Act 2.
- c. Goal: The player misses out on the opportunity granted by finding the datapad, thereby leading to a much more difficult battle. Once security/the bridge learn of Alec's oversight, this decision will add to the internal division within the Nexus forces.

#### **22. Hallway-Jorgal in Party**

- a. Cause: The player ended the Lobby Scene and has Jorgal with them.
- b. Effect: Jorgal doesn't help fight, but nor does he run from Alec.

- c. Goal: This event shows that the rioters are more interested in killing Alec than recovering one of their leaders.

### **23. Hallway-Jorgal Helps**

- a. Cause: The player takes too long to destroy the turrets.
- b. Effect: Reinforcements arrive and Jorgal joins the fray. Without a gun, however, Jorgal is forced to use his other abilities (like Charge and Push).
- c. Goal: Jorgal's resolve to get to the hangar is shown by him charging his old men (instead of trying to talk them down). This instance of helpfulness will help Alec convinces others to trust Jorgal in Act 2/3. Alec promises Jorgal a gun next time they're in a fight.

### **24. Hallway-Jorgal Took Turret Fire**

- a. Cause: The player drops to below 1/3 health before reinforcements arrive.
- b. Effect: Jorgal rushes out from his cover and closer to Alec. The krogan draws turret fire for Alec, taking some of the pressure off from the player.
- c. Goal: This action easily proves Jorgal's willingness to work with Alec, and put himself in danger to help if necessary. Like the above event, the player may recount Jorgal's deed to convince others to trust him.

### **25. Hallway-Yuri is in Party**

- a. Cause: The player ended the Lobby Scene and left with Yuri.
- b. Effect: Yuri is shot in the leg by a turret.
- c. Goal: Yuri limps, from time to time, causing his movement-in cutscene and gameplay-to be slower than before.

### **26. Hallway-Yuri Grabs a Shield**

- a. Cause: The player drops below 1/2 health.
- b. Effect: SAM tells Yuri to grab a nearby shield. Yuri may then be zapped by the player for a quick shield recharge.
- c. Goal: Leads to a funny scene and a name drop of Fera (the Turian Sniper). Alec may later use this event as evidence of Yuri's willingness to work with Nexus forces. Yuri is also more used to shields. For any future combat situation (where he has a gun) his AI should be tuned to get in closer to the enemy than he otherwise would.

### **27. Hallway-Alec is Alone**

- a. Cause: Either the player chose Freeze Them, Shot Yuri, or Refused Jorgal's deal.
- b. Effect: Alec is shot by a sniper. The bullet hits his shoulder.
- c. Goal: Alec is forced to fight his way through the hacked turrets and a sniper. Encountering Fera here will lead to more dialog later (if she survives).

### **28. Hallway-Alec Kills the Sniper**

- a. Cause: Probably a bullet to the sniper's head.
- b. Effect: Once any other forces are dealt with, Alec retrieves the sniper's weapon. The player may use that rifle for the remainder of the prologue.

- c. Goal: The sniper rifle is a high powered weapon that helps speed up the prologue for players. If the player has the rifle equipped while talking to Yuri, then any attempt at diplomacy will fail. Later on in the game, the sniper should be tied to a quest, so that Scot/Sara can have something from their father.

### **29. Hallway-The Sniper Retreats**

- a. Cause: The player is hit three times by her, or reinforcements arrive.
- b. Effect: If the sniper gets away, then more dialog between Alec and Fera is unlocked later on (though, if Yuri's dead, this event may be mitigated).
- c. Goal: Depending on the health damage done to Fera, her combat effectiveness may be hindered in later confrontations.

### **30. Elevator Lobby-Alec Crashes the Elevator**

- a. Cause: The player had SAM Break the Glass.
- b. Effect: Alec kills the incoming enemy reinforcements with a few touches on the key pad. The rioter engineer, Jackson, is knocked out.
- c. Goal: SAM notices Alec's actions and will begin to emulate them in Act 2. Jackson is concussed, meaning that any turrets he hacks in the future will fire on rioters also.

### **31. Elevator Lobby-Alec Rigs the Elevator**

- a. Cause: The player had SAM Tamper with the Door.
- b. Effect: Alec delays the enemy reinforcements until he's gone. The rioter engineer, Jackson, is knocked out.
- c. Goal: Same as Above. Though, in addition, future diplomatic attempts with the rioters will be helped, not hindered, by what Alec did with the elevator.

### **32. Elevator Lobby-Jorgal Admiration 2**

- a. Cause: Alec Crashes the Elevator.
- b. Effect: Jorgal stops Alec and applauds his ruthlessness.
- c. Goal: Jorgal and Alec come closer to an understanding of what motivates the other. These events build toward a positive end to Jorgal's story arc. It should be noted that, though both Admiration events trigger from the same initial decision, the player must still reach the elevator before reinforcements arrive in order to earn this scene.

### **33. Elevator Lobby-Jorgal-Alec's Resolve**

- a. Cause: Alec Rigs the Elevator.
- b. Effect: Jorgal scoffs at Alec's unwillingness to do what's necessary to protect himself or his children. Alec punches the krogan, and explains the difference between the two of them.
- c. Goal: Alec's defense of his own actions help affirm his conviction. This assuredness, mixed with assertiveness, can earn Jorgal's respect, if the player continues to make the right decisions.

### **34. Elevator Lobby-Yuri's Suggestion**



- a. Cause: The player destroyed the turrets in time and triggered the elevator scene.
- b. Effect: Yuri suggests that SAM puts trojan software in Jackson's omnitool.
- c. Goal: Half of the turrets hacked by Jackson in the future will target other turrets and rioters exclusively. Like the shielding event, this also serves as evidence of Yuri's ingenuity and helpfulness.

### **35. Tram-Alec Killed Yuri**

- a. Cause: Alec shot Yuri during the Timed Prompt.
- b. Effect: Alec lashes out at SAM, demanding that he get the tram moving, unwilling to hear anything other than, "Yes sir."
- c. Goal: To show the internal struggle Alec is having over Yuri's execution.

### **36. Tram-Alec Killed Yuri-The Few for the Many**

- a. Cause: The player Killed Yuri and had SAM Break the Glass.
- b. Effect: Alec and SAM talk about their kills. SAM shows how much his own actions have affected him. Alec tries to explain why such actions are acceptable.
- c. Goal: SAM takes this conversation as affirmation that he's doing the right thing. That, though he regrets these actions, they are absolutely necessary in order to save the most lives. SAM's actions in Act 2 will be inclined towards the fatal. If the player takes a more passive approach in Act 2, then SAM will feel betrayed, and question Alec's apparent change of heart

### **37. Tram-Alec Killed Yuri-A Life is a Life**

- a. Cause: The player Killed Yuri and had SAM Tamper with the Door.
- b. Effect: Alec talks to SAM about Yuri's execution. SAM expresses his repulsion at the action, though his comments are more tempered towards curiosity than full-on derision.
- c. Goal: SAM sees that, though Alec executed Yuri, he still has great respect for life. The AI will try to honor this choice, defending Alec's actions to bridge/security, and trying to be more passive in his own deeds.

### **38. Tram-Alec Refused Jorgal's Deal**

- a. Cause: The player chose Exile Them and then Refused Jorgal's Deal.
- b. Effect: Alec is distraught by the fact that he didn't eliminate any of the riot leaders. SAM and Alec converse about the pressure the Pathfinder feels. The AI snaps him out of it, reminding him of the previous difficulties he's faced.
- c. Goal: SAM will take a more active role in planning how to attack the riot leaders. Moreover, Alec will propose a plan for one of the leaders based off of his Contact War experience.

### **39. Tram-Jorgal is Present**

- a. Cause: The player chose Exile Them and Agreed to Jorgal's Deal.
- b. Effect: Jorgal gets the tram moving. Alec and Jorgal talk about the past and future.

- c. Goal: Jorgal and Alec moves closer to having peace with each other. Alec's last line foreshadows the tragedy that starts off Act 2 for Jorgal.

#### **40. Tram-Yuri is Present**

- a. Cause: The player chose Execute Them and did not shoot Yuri.
- b. Effect: Yuri throws a little fit and gets the tram moving. The scientist then begins to have a meltdown fueled by self-reflection. Alec snaps him out of it, inspiring the man to be a good example for his daughter.
- c. Goal: Marks the ideological start of Yuri's redemptive arc. Though it's possible he's helped Alec previous to this (shield/suggestion scenes), it's now up to him to make good on his word and help out. Yuri may be given a gun in Act 2 so he aid in combat.

#### **41. Tram-Reese Died**

- a. Cause: The player chose Freeze Them.
- b. Effect: Alec and SAM have a conversation about lying.
- c. Goal: SAM becomes fascinated with the idea of lying, though Alec tells him not to. The AI will lie for Alec in Act 2/3.