

## Cinematic Scene

Characters: Logan and Jubilee from Wolverine

Logan and Jubilee are in a grim situation where Stryker's goons are drilling to poison the city's aquifer and eliminate all mutants in New York City. Jubilee needs to weaken the drill while Logan needs to fight the masked villains and deliver the final blow. They succeed, but the twist is that the drill they just destroyed is only one of many in the aquifer. The other inactive drills are now activated. Logan and Jubilee are running out of time. They make a daring plan to intercept Stryker's mind-controlling signal to his masked men, and then they jump into action as we resume gameplay.

Mission: Logan and Jubilee must stop Stryker's plan to poison the Elmira Primary Aquifer and eliminate all mutants in New York City.

Gameplay: Player defeats a wave of masked villains and helps Jubilee destroy the drilling rig. The rig is 95% damaged.

EXT. ELMIRA PRIMARY AQUIFER - NIGHT

Jubilee blasts the drilling rig's controls. Logan punches the last masked man. He runs to the rig and slashes its metal frame. The drill stops.

JUBILEE

Hell yeah! Let's get out of here before we get ambushed again.

Logan freezes and stares intently.

LOGAN

Wait... the ground's vibrating.

JUBILEE

But we destroyed the rig!

LOGAN

Two more just started drilling. I can feel it.

Jubilee shakes her head.

JUBILEE

This place is swarming with Stryker's men. If we destroy those rigs, he'll just start up another one.

JUBILEE (CONT'D)

We don't have the manpower to stop them all.

LOGAN

We don't need manpower. Stryker's men can't operate the rigs without those masks, right?

Jubilee's face lights up.

JUBILEE

Right. Intercept Stryker's signal and they'll be useless.

LOGAN

There's a control tower further south. If we move fast, we can intercept the signal before it's too late.

Gameplay resumes.

### Emergent Event Variations (Barks)

WOLV_GEN_TAKEGUN_001	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	Shouldn't play with those.
WOLV_GEN_TAKEGUN_002	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	What else you got?
WOLV_GEN_TAKEGUN_003	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	You can surrender now.
WOLV_GEN_TAKEGUN_004	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	Cheap build.
WOLV_GEN_TAKEGUN_005	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	Won't be needing that anymore.
WOLV_GEN_TAKEGUN_006	(when Wolverine slices an enemy's weapon to pieces)	Wolverine	You dropped something.