

Pacific Rim: Shatterdome Showdown

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INT - SHATTERDOME - DAY

The sound of drills, hydraulics, forklifts, and shouts fills the Shatterdome. It's your first day of cadet training. The MARSHALL's voice barks from an intercom in the elevator.

MARSHALL

Good morning recruit, and welcome to the Shatterdome. We normally don't pull cadets up for active training, but our long range sensors picked up a Cat. 4 kaiju approaching fast and all our rangers are out on maneuvers. Looks like your lucky day.

You board the elevator and begin a swift ride up to Gipsy's Conn-Pod gantry where your CO-PILOT is monitoring diagnostic readouts.

MARSHALL (CONT'D)

Allow me to introduce you to Gipsy Avenger, Mark VI Jaeger, and top of the line in anti-kaiju technology.

Better count your blessings that Gipsy is undergoing some maintenance to her internal servomotors. Without her, we'd be sitting ducks.

I hear you have a reputation as a pretty competent fighter, but we'll see how well you handle her with a couple thousand tons of kaiju coming at you.

Your CO-PILOT will be waiting for you at the top of the walkway to fill you in on the rest.

Just as you arrive at the top of the gantry, alarms start going off. The sound of pounding, resonant footsteps gets louder and louder as the building shakes. Your CO-PILOT across the gantry looks up from their readout tablet.

A huge crash sends a piece of the roof plummeting downward, smashing the gantry that connected the elevator and Gipsy's Conn-Pod, leaving your CO-PILOT stranded. A kaiju sticks their head in through the opening and roars.

CO-PILOT
Marshall? Marshall!

Alright recruit, looks like we're on our own. Without that walkway, neither of us can get into Gipsy's Conn-Pod to activate her defense grid.

I'm gonna turn Gipsy around, but in the mean time, see that utility box inside the elevator? If you open it up, you should see our servomotor articulation gauntlets in there. They're normally just for moving the Jaegers around during maintenance, but if I scale up the input sensitivity, we could use them to take control of Gipsy's arms.

Once Gipsy is facing the kaiju, you'll need to fight it off manually while I divert power to Gipsy's primary weapons systems. You just need to hold that kaiju off long enough to power up Gipsy, got it?

You strap on the gauntlets as Gipsy begins to turn around toward the kaiju, who is pummelling the walls and sending debris flying down from the ceiling.

CO-PILOT (CONT'D)
Try out the gauntlets while I adjust the input values. Press the trigger button to make a fist or grab on to something if you're close enough.

Gipsy has almost completed her rotation.

CO-PILOT (CONT'D)
Get ready recruit, you're about to come online. Don't forget, you can put your arms up to block the kaiju's shots! Gipsy's still hooked up to the energy dampers, so you should be able to convert kinetic energy from the kaiju's blows into power for your weapons.

You test out the gauntlets, opening and closing a hand with the trigger, and throwing a few practice punches.

Gipsy shakes as the platform finishes its rotation. The kaiju grabs the sides of the opening it created, and sticks its head in through the hole to roar.

You hold down the trigger and punch straight into the kaiju's face, sending them reeling back. The kaiju swipes its razor sharp talons at Gipsy, sometimes colliding with her in a shower of sparks, other times stopped by her raised forearms which block the blow.

As you continue to fight the kaiju, the CO-PILOT says an assortment of the following **SUCCESSFUL** AND **UNSUCCESSFUL** wild lines:

SUCCESS LINES

CO-PILOT (CONT'D)
Keep it up recruit!

CO-PILOT (CONT'D)
Those punches seem to be working!

CO-PILOT (CONT'D)
Perfect hit! You've got this!

CO-PILOT (CONT'D)
They were right about you!

UNSUCCESSFUL LINES

CO-PILOT (CONT'D)
You've gotta punch harder!

CO-PILOT (CONT'D)
Come on recruit, you can do this!

CO-PILOT (CONT'D)
Focus! You need to make those punches count!

CO-PILOT (CONT'D)
You gotta do better! Gipsy's taking too much damage!

CO-PILOT (CONT'D)
Try winding up your punches to hit harder!

CO-PILOT (CONT'D)
Bring your fists up to block the kaiju's attacks!

Throughout the fight, the CO-PILOT also gives you **UPDATES** on the primary weapons charge:

UPDATES

CO-PILOT (CONT'D)
Primary weapon at 50 percent! Keep fighting!

CO-PILOT (CONT'D)
Charge is almost complete! Hang in there recruit!

After battling the kaiju and watching Gipsy take more blows than she can handle, the CO-PILOT finally gives you the go-ahead.

CO-PILOT (CONT'D)
Primary weapon fully charged! Hold your arms up and press the triggers to deploy!

Gipsy matches your heroic pose, and with a push of both triggers, the Chain Sword unfurls from Gipsy's wrist and locks into a blade.

CO-PILOT (CONT'D)
Good job recruit. Now send that thing back where it came from!

You hack and slash at the kaiju, who sticks its head in to offer some easy shots at its neck. You seize the opportunity to drive a firm uppercut into its jugular. Alternately, your CO-PILOT gives you some **SWORD FIGHT POINTERS**:

SWORD FIGHT POINTERS

CO-PILOT (CONT'D)
Try attacking its weak points!

CO-PILOT (CONT'D)
It's neck looks vulnerable!

CO-PILOT (CONT'D)
Wait till you get a clear shot at its head!

CO-PILOT (CONT'D)
Go for the head! Try an uppercut!

After your sword has penetrated the kaiju's head, the kaiju falls backward into the sea with a large splash. A huge cheer rings out as the MARSHALL comes back on the comm link.

MARSHALL

Recruit? Are you there? Looks like we're a little late to the party. You turned out to be one hell of a fighter after all. In light of your performance today, I'm promoting you to Ranger, effective immediately. You've earned yourself a little R&R, but stay frosty recrui- I mean... Ranger... looks like those kaiju aren't giving up any time soon.