

Kabuki Quantum Fighter Game Script

by furb

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ver 1.0

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Game Script

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A-----INTRODUCTION

Kabuki Quantum Fighter is one of those games largely lost in time. It features a unique sci-fi storyline where the hero is transported directly into computers. The controls are tight and responsive, and the hero has a large arsenal of weapons. At face value, it is very much a spiritual successor to the Sunsoft Batman game. Same sort of graphics and gameplay. However, as the title of the game says the player controls a kabuki warrior. This is a very strange hero persona. It works. Somehow. As noted, this game has a nice selection of weaponry. The default attack is made with the hair. Not head-butt. The hair. Very curious indeed. Although Kabuki Quantum Fighter is a very fun title, the music is quite bad. There's no excuse for a game with overall high production value to have such hideous music. Seriously, the score is pretty annoying. However, that's the only major detraction in this great and forgotten NES title.

Folks, the hero of this title, Colonel Scott O'Connor needs to be in the next Super Smash Brothers incarnation. Kabuki Quantum Fighter is a HAL title. I suppose Nintendo still owns the right. I keep telling everyone this. Most people think I'm a loon. Then again, most people haven't played this title. Scott has plenty of projectiles and melee attacks. This video game character is perfect material for the flagship Nintendo title. So, tell your friends, and let us get some support for Scott O'Connor the Kabuki Quantum fighter.

When I'm compiling these game scripts, editing is one of my main jobs. I need to know who is saying what and when for dramatic value. This game sort of posed a challenge when dealing with the Control Room scenes. Many of you will not have the game in front of you. Thus, I need to point this out to avoid confusion. The control room scenes have several individuals; however, none of them are named while the text is running. So, frequently, during these scenes, the control room characters talk amongst one-another. Due to my inability to tell who was saying what, I left the script as a direct copy of the raw in-game script. The game does not establish who is saying what outside of naming Scott O'Connor.

Traditional Japanese Theatre? (dg1)

1a--Prologue

THE YEAR-2056

SOMEONE, OR SOMETHING, HAS BROKEN INTO THE MAIN DEFENSE COMPUTER, AND IS BLOCKING ACCESS TO THE BACKUP SYSTEM. OF COURSE, THE PROGRAM CONTROLLING OUR NUCLEAR WEAPONS SYSTEMS IS ALTERED, OUR PLANET COULD BE REDUCED TO A PILE OF CINDERS IN SECONDS. CONFLICT IS UNAVOIDABLE.

THE NEW IMAGE TRANSFER SYSTEM, JUST NOW JUST NOW BEING DEVELOPED, LOOKS LIKE IT WILL BE OUR LAST HOPE. THE IMAGE TRANSFER SYSTEM-AN AMAZING PROCESS THAT ALLOWS A HUMAN MIND TO BE CONVERTED TO RAW BINARY DATA, MAKING IT POSSIBLE TO TRAVEL EASILY INSIDE COMPUTER CIRCUITS. BUT THE CONVERSION SYSTEM IS

COMPLETELY UNTESTED. IF A HUMAN MIND IS CHANGED INTO RAW DATA, WHAT FORM WILL IT TAKE WHEN IT'S REASSEMBLED INSIDE THE COMPUTER? WHAT CHANGES TO THE PSYCHE COULD THE PROCEDURE CAUSE? NO ONE KNOWS.

THE MAN CHOSEN FOR THIS DANGEROUS MISSION-COLONEL SCOTT O'CONNOR. WELL TRAINED IN BODY AND SPIRIT, AND KNOWLEDGABLE IN COMPUTER HARDWARE AND SOFTWARE, HE IS THE PERFECT CHOICE.

NOW, STRETCHING HIMSELF OUT ON THE IMAGE TRANSFER MACHINE, HE IS PREPARING FOR A TRIP TO TRY TO SAVE HIS COUNTRY..... HIS CIVILIZATION... HIS PEOPLE.

1b--Round 1

COMPUTER MAINFRAME:

ATTENTION! AN INVADER IN THE PROGRAM AREA! THE DEFENSE SYSTEM IN AREA ONE HAS BEEN DESTROYED. HE IS PROCEEDING TO AREA TWO! YOU MUST FIND THE ACCESS POINT IMMEDIATELY, AND CUT OFF THE INVASION ROUTE!

NARRATOR:

YOUR ENERGY GUN'S POWER HAS BEEN INCREASED.

1c--Round 2

CONTROL ROOM:

THE COLONEL HAS BEEN APPREHENDED IN THE PROGRAM AREA!

MEDICAL STAFFER:

DISASTER! THE COLONEL'S BRAIN WAVES HAVE STOPPED! HIS LIFE SUPPORT SYSTEM IS HOLDING UP, BUT HE WON'T SURVIVE LONG THIS WAY!

CONTROL ROOM:

QUICK! FIND ANOTHER ATTACK ROUTE, I'M TRYING TO REACH HIM!

1d--Round 3

NARRATOR:

AT LAST OUR HERO HAS BEEN LINKED UP WITH THE PROGRAM AREA. HIS PRESENT LOCATION.....HAVING DESTROYED THE DEFENSES IN AREA THREE, HE IS PROCEEDING INTO AREA FOUR.

CONTROL ROOM:

COLONEL! ANSWER! COLONEL O'CONNOR!

COLONEL SCOTT O'CONNOR:

THIS IS SCOTT. WHY WERE THE COMMUNICATION LINES DISRUPTED AFTER THAT LAST BIG SHOCK WAVE?

CONTROL ROOM:

YOUR ENTRY POINT HAS BEEN SEALED OFF AFTER YOU DESTROYED THE DEFENSE CIRCUITS IN AREA THREE, WE FOUND A SPECIAL CIRCUIT. AND THERE IS A NEW BATCH OF ENEMIES. GET TO THE DEFENSE CIRCUITS IN AREA FOUR AS FAST AS YOU CAN.

1e--Round 4

CONTROL ROOM:

WE HAVE PINPOINTED THE ENEMY'S INVASION ROUTE. IT'S COMING UP ON THE MONITOR! WAIT! LOOK AT THE MONITOR! IT'S THE HYPERION RESEARCH SATELLITE! BUT I THOUGHT IT HAD BEEN LOST YEARS AGO! IT'S THE HYPERION? OF COURSE I'M SURE! IT'S BEING CONTROLLED BY THE COMPUTER! OUR OWN SATELLITE, USED IN BATTLE AGAINST US! BUT I THOUGHT ALL OF OUR SPACE PROBES WERE BUILT WITH A SELF-DESTRUCT DEVICE. CAN'T WE JUST BLOW IT UP? IT'S NOT THAT SIMPLE. THE PROGRAM TO RUN IT IS STORED IN AREA FIVE. THERE'S NO WAY TO GET AT IT. WE CAN'T GET AT IT! COLONEL, DID YOU HEAR THAT? CAN YOU GET IN AND KNOCK OUT THE DEFENSIVE SYSTEM IN AREA FIVE?

COLONEL SCOTT O'CONNOR:

ROGER. ON MY WAY.

1f--Round 5

CONTROL ROOM:

WE HAVE FAILED. THE ENEMY HAS DEACTIVATED THE HYPERION SELF-DESTRUCT PROGRAM. IS THERE ANYTHING WE CAN DO ON THIS END? NOTHING. WELL, MAYBE THERE IS SOMETHING WE CAN DO. IF WE CAN GET THE COLONEL INTO HYPERION'S MAIN COMPUTER HE MIGHT BE ABLE TO REACTIVATE IT DIRECTLY. IT'S OUR ONLY CHANCE.

COLONEL SCOTT O'CONNOR:

THIS IS SCOTT. I HEARD WHAT YOU SAID. GET ME THERE NOW!

MISSION CONTROL:

IS THAT OK? COLONEL? THE TRANSMISSION PROGRAM IS RUNNING NOW.

Scott O'Connor is Transported to the Hyperion

YOU ARE APPROACHING THE FINAL BATTLE.

1g--Round 6

CONTROL ROOM:

A MESSAGE FROM HYPERION. MISSION ACCOMPLISHED. THE SELF-DESTRUCT PROGRAM HAS BEEN RECONNECTED. WERE YOU ABLE TO RECOVER THE COLONEL? NOT YET. OF COURSE

IF HE WAS STILL INSIDE THAT PROGRAM WHEN HYPERION BLEW UP.....

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COLONEL SCOTT O'CONNOR:
THIS IS SCOTT. CONTROL ROOM, CAN YOU HEAR ME?

CONTROL ROOM:
COLONEL. WE HAD GIVEN YOU UP FOR DEAD.

COLONEL SCOTT O'CONNOR:
I'D LIKE TO RETURN TO MY BODY NOW. CAN YOU PICK ME UP AT THE ACCESS POINT?

CONTROL ROOM:
ROGER.

NARRATOR:
THE HYPERION RESEARCH SATELLITE HAS BEEN REDUCED TO SPACE DUST. ACCORDING TO THE INVESTIGATION THAT FOLLOWED, WHILE THE COLONEL WAS INSIDE THE SATELLITE, THE VIRUS THAT HAD INVADED THE COMPUTER HAD GROWN AND MUTATED AT AN EXTRAORDINARY RATE.

THE VIRUS HAD TAKEN THE INFORMATION FROM THE COMPUTER BANKS AND USED IT TO SPREAD TERROR ACROSS THE UNIVERSE. THEIR STATED GOAL OF CONQUERING THE KNOWN UNIVERSE WAS ALMOST REALIZED.

BUT THE HUMAN SPIRIT AND NEED FOR FREEDOM ARE STRONG. THANKS TO THE EFFORTS OF VALIANT MEN LIKE THE COLONEL, THE SPIRIT OF PEACE LIVES ON FOR ALL THE PEOPLES OF PLANET EARTH.

BUT WE MUST BE EVER VIGILANT. WHO KNOWS WHEN THIS KIND OF TERRORISM MIGHT RISE AGAIN.....

-----Credits Run

THE END

COLONEL SCOTT O'CONNOR:
I'LL BE BACK. WATCH FOR MY NEXT ADVENTURE.

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