

# Sub Terrania Game Script

by TheSinnerChrono

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Subterranea

Game Script (US, English)

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<http://www.gamefaqs.com/features/recognition/56771.html>  
<https://www.neoseeker.com/members/submissions/TheSinnerChrono/>

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#####  
##### [01'00] --- Script --- [01'00] #####  
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#####  
$# Mission 1 #  
#####
```

Mission Report Level 1 -SatScan v1.0

- \* The alien attack on this mining site is a result of long-lasting hostility towards the human race. You have been chosen to launch a counterattack, piloting an experimental Attack Ship.
- \* Alien awareness is low, giving you a chance to get used to your new ship. But remember, time is of the essence.
- \* The satellite system is still under development, so SatScan V1.0 will have to suffice. We will transmit upgraded versions when available.
- \* You will begin and end your mission at this launch pad.
- \* You must rescue this stranded spacefleet [sic] spy group.
- \* Your ship is not prepared for underwater missions yet. You must recover six sub-modules to access the alien underwater base. The first sub-module is here.

End of line.

```
#####  
$# Mission 2 #  
#####
```

Mission Report Level 2 -SatScan v1.1

- \* You will begin and end your mission here.

- \* The sub-module is here. However, the aliens have sealed the entrance to the cave, trapping our men.
- \* The spy group you rescued report the aliens have built a Doomsday device. They believe by destroying it, you can retrieve our troops and the sub-module.
- \* This Mining area is equipped with Rail transports. They allow greater stability when fighting the enemy.

End of line.

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#####  
$# Mission 3 #  
#####
```

Mission Report Level 3 -SatScan v1.3

- \* A high-powered mining laser has been commandeered by the aliens. Deflectors have been placed for use against the laser. You must decide how best to use them.
- \* You will begin and end your mission here.
- \* Intelligence has placed a utility truck here to assist you. It can mount a dropped Deflector if the need arises.
- \* Destroy the alien housing here. They are located behind a security wall. Perhaps the Laser may be of some use...
- \* A sub-module is here, defended by the Laser.

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#####  
$# Mission 4 #  
#####
```

Mission Report Level 4 -SatScan v2.0

- \* Satellite surveillance has reported enemy activity. Destroy their leader.
- \* A combat squad has hidden here. Retrieve them.
- \* The sub-module has been placed inside this structure. Destroy it to get to the sub-module.

Summary:

- \* Destroy THE THING
- \* Rescue COMBAT SQUAD
- \* Collect SUB-MODULE

End of line.

```
#####  
$# Mission 5 #  
#####
```

Mission Report      Level 5 -SatScan v2.1

- \* Due to alien sabotage, this nuclear power plant is about to explode. You must destroy it before its fusion reactors overheat. The plant's defenses are now active. You must locate the anti-shield weapon.
- \* After the power plant is destroyed, the atmosphere will be contaminated. You must rescue the nine remaining workers, last seen here.
- \* The saboteur has also stolen the sub-module. Your weapons are useless against it. Use the reactor core to destroy it.

Summary:

- \* Destroy    NUCLEAR POWER PLANT
- \* Rescue    ENDANGERED WORKERS
- \* Destroy    ALIEN LIFEFORM
- \* Collect    SUB-MODULE

End of line.

```
#####  
$# Mission 6  #  
#####
```

Mission Report      Level 6 -SatScan v2.2

- \* This mining site produces almost all of the spacefleets [sic] fuel. The aliens have activated a guardian robot here in an attempt to cripple our forces. You must destroy the guardian.
- \* We believe a minimum of five fuel miners barely survived the attack. Bring them back to receive medical attention.
- \* There is no information regarding the location of the sub-module. Search the area to find it. Once recovered, you will be equipped to enter the underwater regions.

Summary:

- \* Destroy    GUARDIAN ROBOT
- \* Rescue    SURVIVED MINERS
- \* Collect    SUB-MODULE

End of line.

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#####  
$# Mission 7  #  
#####
```

Mission Report      Level 7 -Satscan v2.3

- \* Message from superiors..

SatScan is impossible!! Due to the fact, water interfer!nz nt ca?sez  
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#####  
$# Mission 9 #  
#####
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\* - The protagonist encounters "Svin", a giant seahorse-like creature that wears a conch shell. After its seahorse body is defeated, Svin emerges from the shell in the form of a conch.

Upon his victory, the protagonist takes leave of the planet.

<game> : CONGRATULATIONS!!!

During the campaign to free the subterranean mining site, you have made yourself worthy to carry the most distinguished title within our system of ranks. You have proven to be a brave and cool minded warrior and if a similar situation should arise, we hope you will face the challenge...

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