Wild C.A.T.S. Game Script

by DinobotMaximized   Updated to v1.0 on Feb 24, 2006

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WildC.A.T.S.
Game Script Version 1.0
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****************************************************************************
1. Introduction *******************************************************
****************************************************************************
In this FAQ I have typed up the dialogue and story related text that appears
in WildC.A.T.S. for the Super Nintendo Entertainment System. The text is as it
appears in the game except it's not all capitals.


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2. Version History *******************************************************
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1.0 - February 24, 2006


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3. Prologue *******************************************************
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WildCATS, a covert action
team dedicated to ridding the
world of the evil Daemonite
race. They must now confront
their greatest challenge as
they come face to face with
the leader of the Daemonites,
Lord Helspont....

Lord Helspont: After millennia of
               planning the orb lies
               within my reach. Soon
               my warship will be
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                     complete and I shall
                     storm the temple of
                     Themescrya, taking
                     the orb and crushing
                     the WildC.A.T.S.

                     I shall lead my
                     Daemonites and once
                     again rule the
                     Universe!

*****************************************************************************
4. Spartan's 1st level *****************************************************
*****************************************************************************
Void: ... And with his
      latest burst of bold
      attacks, we now know
      that Helspont is
      planning something
      big. I sense Daemonite
      activity at Cargo
      Dock 84.

Spartan: As leader of the
         WildC.A.T.S., I'll
         take the mission.

Void: Very well, Spartan.
      Prepare for
      teleportation.

Void: Spartan, Warblade
      has hacked into a
      Daemonite computer
      network. He's
      learned that
      Attica is at the Dock's
      end and holds some
      vital
      information.
      You must find him.

Spartan: Affirmative, Void.

When you reach Attica.

Attica: You're too late,
        Spartan! The data you
        need is on a Ship's
        computer and I'm
        the only one that
        knows its whereabouts!

Spartan: That information
         will be mine, Attica,
         along with your life.

After defeating Attica.

Attica: Wait! Please. Let
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             me go and I'll tell
             you where the ship was
             heading.

Spartan: Very well. For
             the information, I'll
             show you mercy.

Attica: Good call,
          Spartan. The ship's
          heading northwest
          on route 72.

Spartan: Don't cross me again
             Attica.

Attica: Don't bet on it, Cyborg.

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5. Spartan's 2nd level *****************************************************
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Spartan: The ship we've
             been searching for
             is directly below me.
             I will obtain
             the information
             we need and return
             to the Docks. Send
             the Mirv
             to meet me there.

Void: The Mirv will be
        waiting. Good luck.

After boarding Mirv.

Boss: Spartan's findings
       don't look good.
       Helspont has found the
       orb's location,
       and he's restoring
       his behemoth warship
       to go and get it. He
       is also cunningly
       acquiring all the
       parts he needs
       simultaneously. We'll
       have to split up,
       because we're
       already working
       against the clock.
       Void?

Void: I will teleport
       you all into your
       missions, and brief you
       via your headset
       communicators.
       Help each other when
       you can. Good luck,
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        WildC.A.T.S.
        Your password is
        JKPWD


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6. Spartan's 3rd level ****************************************************
*****************************************************************************
Void: Spartan, you
      central mission is to
      disable the bio
      generator on the
      behemoth so that
      we can prevent Helspont
      from getting to the
      orb. Wait...
      A report has just
      come in. It appears
      that Attica has broken
      into the lab
      which housed your
      biological body
      and given it to
      the Daemonites.
      Proceed with
      extreme caution.


Spartan: You can be sure of
         that.


Shortly after beginning the level.


Void: Maul will need
      the Molecular cooling
      pools drained in the
      weapons research
      lab if he is to
      make it to the anti
      gravity machine.
      You must help
      him by destroying
      the five computers that
      are hidden throughout
      the Behemoth.


After finding and destroying four computers.


Void: Good work Spartan.
      The cooling pools are
      draining. I'll let
      Maul know when
      he gets there.


When you reach the end of the level.


Bio: Tell me, Spartan,
     how does it make you
     feel to know that a
     Daemonite
     controls your
     original biological
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        body and with it,
        he will stop you
        from getting to
        the biogenerator, the
        power house that will
        once again
        breathe life into
        the Behemoth and
        ultimately help us on
        our quest for
        the orb. Fight me
        if you dare but know
        that you'll only be
        destroying
        yourself!

After defeating Bio.

Spartan: Voodoo, I have
         managed to drive the
         Daemonite out of my
         biological body
         but I will need
         to get Void to teleport
         you in so that you can
         take the body
         back to Halo H.Q.

Voodoo: Affirmative. I'll
        be there as soon as
        I can.

*****************************************************************************
7. Maul's 1st level ********************************************************
*****************************************************************************
Void: Maul, your mission
      is to destroy an anti
      gravity machine which
      can lift the
      Behemoth out of
      the ocean. I have
      located a low security
      area near some
      molecular cooling
      tanks. You must find
      them.

Maul: Affirmative, Void.

When you reach the end of the level.

Maul: I'll be fried in
      lethal acid if I punch
      through these tanks.
      Spartan's gonna
      have to knock out
      the control computers
      on the Behemoth if I'm
      gonna have any
      chance of getting past
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            them.

Void: Spartan has
      already destroyed the
      computers. The tanks
      should drain at
      any moment.
      Stand by until it is
      safe to proceed.


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8. Warblade's 1st level ****************************************************
*******************************************************************************
Void: Warblade, your
      central mission is
      to locate and
      destroy the
      supercomputer
      that runs the
      Behemoth's systems
      program. Reports
      suggest that the
      computer is hidden
      somewhere deep inside
      the installation.

Warblade: Affirmative, Void.
          I'll keep you posted.

When you reach the end of the level.

Warblade: Grifter, I can't
          get past the electric
          security door on
          level 5 of the
          computer
          installation. Can you
          cut the power grid to
          the door?

Grifter: Piece of cake,
         buddy, but it'll take
         me a while to find the
         relevant grid.

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9. Spartan's 4th level ****************************************************
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Voodoo: I sense that the
        Daemonite is making
        its way to the bio
        generator. You
        cannot wait for
        me to come and tend
        to your biological
        body. You must
        get there first
        and this can only be
        done by destroying all
        of the Daemonite
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          hatches that lay
          in tour path.

After defeating Big Daem (the boss of the level).

Spartan: The Daemonite has
          been defeated and I
          have set the bio
          generator to
          self destruct.
          Mission complete.
          Send the Mirv for
          pick up.

*****************************************************************************
10. Maul's 2nd level *******************************************************
*****************************************************************************
Maul: The tanks have
      drained. Thanks,
      leader.

Spartan: You're welcome, my
          friend.

Shortly after beginning the level.

Boss: Warblade needs
      the access code for a
      security door that
      is blocking his
      way. You must
      find the technician
      that has this
      code. Do whatever
      you have to do
      to obtain the
      information.

Maul: My pleasure!

When you reach an SNR Tech.

Maul: Excuse me miss.
      I'm after the access
      code for the security
      doors at your
      computer
      installation. Care
      to help me out?

SNR Tech: Not on your life,
          freak.

Maul: You'll wish you
      hadn't said that, lady.

After defeating the SNR Tech.

SNT Tech: Ok, ok! I'll send
          the code through. Just
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          let me free.

Maul: I knew you'd see
      it my way.

When you reach the en of the level.

Maul: Zealot, I've come
      to a dead end. You
      must get a hold of
      the blueprints
      to this place
      so that I've still
      got a chance of
      making it to
      the anti gravity
      machine in time.

Zealot: Affirmative, Maul.
        I will find and
        transmit the
        information you
        require.

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11. Warblade's 2nd level *************************************************
********************************************************************************
Grifter: Sorry, Warblade,
         but the only way to
         release the door was
         to cut the power
         to the whole
         level. I hope it's
         not too dark in there.

Warblade: Don't worry about
          it, Grifter. I'm a
          C.A.T., and C.A.T.S.
          can see in the
          dark! Thanks, pal.

When you reach the end of the level.

Boss: Maul has just
      gained the code to
      open the security
      door.
      Stand by for data
      transmission.

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12. Maul's 3rd level *************************************************
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Zealot: I have located
        the floor plans. I
        know this is going to
        sound crazy but
        you're going to have
        to jump.
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Maul: Are you kidding
      me, Zealot. You know
      this isn't the time for
      joking around.

Zealot: No, I'm serious Maul.
        This is the only way.

Maul: Oh well. Here goes
      nothing.

After Jumping.

Zealot: Glad you made it
        in one piece. The anti
        gravity machine is at
        the end of this
        elevator area.
        Destroy it, but take
        care. We don't know
        what it's capable
        of doing.

Maul: Well if I can
      survive a fall like
      that, I'm sure the
      machine shouldn't
      be too much of
      a problem. Besides,
      gravity's my
      specialty.

After destroying the anti gravity machine.

Maul: The anti gravity
      machine is destroyed
      and my mission is
      complete.
      Send the Mirv.

*****************************************************************************
13. Warblade's 3rd level ***************************************************
*****************************************************************************
Warblade: Thanks for the
          data to open the door,
          big guy.

Maul: Any time, Warblade.

Void: My sensors
      indicate that the
      supercomputer is on
      this level.

Warblade: Affirmative, Void.

After destroying the super computer.

Warblade: Score one for the
          WildC.A.T.S! The
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                     mission has been
                     a success. Send
                     the Mirv for pickup.


**************************************************************************
14. Halo HQ ***********************************************************
**************************************************************************
Boss: We've played right
      into Helspont's fall
      back plan. While you
      were conducting
      your missions,
      Helspont had Void
      kidnapped. He's taken
      her to the orb
      temple to crack
      the ancient code of
      threes, which will
      allow him to
      access the orb and
      all its powers.

Zealot: We've gotta stop
        him! With that power,
        the Daemonites will
        rule the planet!

Spartan: We'll take the
         Mirv. One of us will
         enter the temple, the
         rest will deal
         with the Daemonite
         army that Helspont has
         undoubtedly left as
         guards.

Boss: Okay, let's pick
      who's going to storm
      the temple and let's
      get a move on!
      Your password is
      CRTVV


**************************************************************************
15. Final Level **********************************************************
**************************************************************************
When Helspont is reached as Spartan.


Helspont: So, WildC.A.T,
          you wish to claim the
          orb for yourself. Fool!
          You're not strong
          enough to fight
          me and my guard. The
          orb shall be mine, Void
          shall be mine and
          this planet shall
          be mine! Your nine
          lives are over,
          WildC.A.T.
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            Prepare to lose
            your final battle.


Spartan: Sorry, Helspont.
            This war ends now and
            you will be defeated.


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When Helspont is reached  as Maul.


Helspont: So, WildC.A.T,
            you wish to claim the
            orb for yourself. Fool!
            You're not strong
            enough to fight
            me and my guard. The
            orb shall be mine, Void
            shall be mine and
            this planet shall
            be mine! Your nine
            lives are over,
            WildC.A.T.
            Prepare to lose
            your final battle.


Maul: Not while I'm
        around, Helspont. I'm
        gonna pound you into
        the ground.


*******************************************


When Helspont is reached as Warblade.


Helspont: So, WildC.A.T,
            you wish to claim the
            orb for yourself. Fool!
            You're not strong
            enough to fight
            me and my guard. The
            orb shall be mine, Void
            shall be mine and
            this planet shall
            be mine! Your nine
            lives are over,
            WildC.A.T.
            Prepare to lose
            your final battle.


Warblade: No way, Helspont.
            It's time for you to
            feel the steel.


**************************************************************************
16. Ending **********************************************************************
**************************************************************************
Boss: WildC.A.T.S.,
      you've done it again.
      Now that we have the
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        orb in the
        safe confines on
        Halo H.Q., the world
        can breathe a big sigh
        of relief that
        they have the
        WildC.A.T.S. watching
        over them.

Warblade: You can say that
          again.

Boss: But, WildC.A.T.S.,
      although we may have
      won this time, we must
      always remember
      that as long as
      Helspont and his evil
      Daemonites are around,
      the world will
      never truly be safe.

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17. Credits and Thanks ******************************************************
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