Hunter May 24, 2013

English 10 Honors Mr. Wierzbicki

Little Brother the Video Game: Rise of the DHS (Rated “T” for Teen)

**Description:**

You play as Marcus Yallow, the main character of Cory Doctorow’s story, Little Brother, and as you start your own profile of this game, a cut- scene is activated which signals the beginning of Little Brother: Rise of the DHS. This is a role playing game (RPG) that is played on the Nintendo Wii U, Xbox, or PS3 and involves various equipment (such as cell phones and Xboxes), items, with different effects (like food that restores health points (HP), party members, turn-based battles, and a LOT of dialogue. I have provided the prologue, four levels (called “chapters” in this game), some instances where there is dialogue, and a few battles that could take place during the corresponding parts of the story, Little Brother. As you read about these four levels I have created, you are free to use your imagination to add what you believe Little Brother the Video Game: Rise of the DHS should also have.

**Prologue (The beginning cut-scene):**

Everything is dark, and you’re breathing very heavily because you have a bag over your head and can’t see where you are. Soon enough, you realize that you’ve been put on a ship! When you depart, you recognize that you’re on “Treasure Island” and the people who have beaten and captured you are Americans; not terrorists! You are questioned and tortured for several days and are only allowed to leave when your captors feel they have questioned you after enough torture. When you have finally “snapped” and begged not to be taken back to your dirty cell, you are dropped off on the outskirts of San Francisco with your friends who have also been taken into questioning by the Department of Homeland Security (DHS). You are given back your cell phone which is your very first piece of equipment collected in the game, and you realize that one of your friends, Darryl, is not with you. Before you can ask the soldiers where he is, they quickly turn around and drive away. Leaving you in the dust with your two other friends (Jolu and Van), you all start crying over the loss of a life-long friend as you make your way back into the city. You and your friends then have coffee and try to make sense out of what happened during the past week. It is here where you, personally, make a vow to get revenge against the DHS and more importantly, save Darryl. However, you and your friends don’t make your experience in captivity public because it could interfere with the plan of revenge.

**END OF PROLOGUE**

**Chapter 1 Events:**

1. Join the Xnet
2. Find a good and secluded location to host a secret party to begin your retaliation against the DHS.
3. Build “The Jammer”; your second piece of equipment which allows to slip past the many trackers and sensors of the DHS.
4. While under the cover and protection of the jammer, carefully pass one of the toll booths. This allows you to access a new part of town undetected by the DHS. You find the beach and send out mass invitations on the Xnet.

*Note: Jamming the toll booths results in a micro technological battle against the sensors within it. The battle is turn based. Each side has their turn to attack and try to reduce their opponent’s HP to zero. If the jammer wins, you can advance past the toll booths. If the sensors win, then you will be caught by the DHS and thrown back into the prison on “Treasure Island” where the “Game Over” screen will appear. You will then have the option of continuing your game from when you last saved with your Xbox or cell phone or returning to the title screen where you can then turn off the game and quit.*

**END OF CHAPTER**

**Chapter 2 Events:**

1. Buy the beer for the party.

*Note: For fun, you can battle the man who sells you the beer because he’ll try to steal from you. This is completely optional, but you gain five-hundred dollars if you win! Choose carefully to fight him or ignore him because he is NOT an easy boss to fight.*

1. Attend the party. A cut-scene happens where Jolu tells you that he’s had enough of trying to get revenge on the DHS. From now on, you’re on your own. Your two friends have now abandoned you.
2. Meet Ange. She becomes a new member of your party and your girlfriend as you continue on into chapter 3.
3. Because of many people now entering their personal keys to be used on the Xnet, you now have a new tool to use on your Xbox; your inbox. This is what you use, from now on, to see what your next mission is. This is also a place where you can see the humorous videos of the DHS being paranoid as described in the story (i.e. the DHS disassembles a baby stroller unexpectedly in front of many witnesses only to find nothing).

*Note: if you want to take a break from the regular game play, then why not play some of the bonus features on your Xbox? There are games like the original Super Mario Brothers*, *Minesweeper, and mini-games related to Little Brother directly (i.e. “Avoid Benson”, “Messin’ wit’ Charles”, or the online game “Clockwork Plunder”).*

1. After you find a creative way to destroy the laptop that made everyone’s unique keys, soak it in the ocean salt water and end the chapter on a pleasant note; the start of the war on the DHS.

**END OF CHAPTER**

**Chapter 3 Events:**

1. Ange invites you to the party in the park. You attend and are impressed that people have taken your speeches over the Xnet to heart by the way they set up the illegal rock concert.
2. Flee the scene when the party gets in trouble with the DHS officers. This enacts another cut-scene to take place. You take Ange home before you retreat to your own home. The scene ends when you fall asleep still disturbed by the gassing in the park. This reinforces your overall mission to free Darryl and San Francisco from the DHS.
3. The next day, you check your inbox on Xnet and see that it is filled with emails. You select the only mission (email) you can do which is the interview that takes place over the online game, “Clockwork Plunder.”
4. The moment you finish reading the email, Ange will call you on your cell phone where you tell her about the interview. She then tells you to come over to her house so you can login to “Clockwork Plunder” and hold the interview at her house.
5. While in the interview, you will have a different list of varying responses to select to answer each reporters’ question(s).
6. The chapter ends when you end the online interview with an encouraging speech to all of your fans and a good bye to the interviewers.

**END OF CHAPTER**

**Chapter 4 Events (the final chapter):**

1. While you start the next day feeling guilty because many of your fans have gotten into trouble under your guidance, you come clean and expose yourself as M1k3y. You and Ange are then arrested and put on trial where you are proven “guilty.”
2. Out of all this drama, though, comes a positive thing. The governor of California throws the DHS out of the state and a small team of soldiers break into the jail on “Treasure Island” where Darryl and Ange are rescued.

*Note: Since this part of the game is an infiltration level, you will play as one of the soldiers, fight members of the DHS in the prison to progress, and free Darryl, Ange, and all of the other prisoners who were taken in unjustly. At the end of this level is “severe haircut lady” who will have her own team of DHS soldiers fight you and your squad as a final boss fight.*

1. The next day, you are reunited with all of your friends and given bail by the judge in court allowing everything to work out in your favor for a happy and satisfying ending.

**END OF CHAPTER**

The ending credits feature a montage of important moments in the game represented in pictures taken through your cell phone and on the Xnet along with those who worked on Little Brother the Video Game: Rise of the DHS.