

Arthur Protasio

E-MAIL arthur@fablewaredesign.com • PORTFOLIO arthurprotasio.com

Angest

Gameplay script from the sci-fi VR adventure game developed and Samsung's Black River Studios in 2017.

FADE IN:

DREAM SEQUENCE: EXT. LAUNCH PAD - (EARTH) NIGHT

Valentina approaches the space shuttle. It is not clear whether she is walking towards it or being dragged. All she can see is it draws nearer. As she comes closer, quick flashes of her entering it appear on screen.

DREAM SEQUENCE: INT. SHIP BRIDGE - (SPACE) NIGHT

Inside the ship, everything seems in order for take-off. Valentina looks around and sees all systems are active, many colored lights blink on the control panels. A muffled voice from Mission Control comes through the speakers authorizing the procedure. The ship takes off. More scenes flash on screen of the ship ascending.

CUT TO:

Valentina looks around again and realizes the ship has reached space. Seconds later a strong explosion makes everything. Suddenly, an ALARM starts to ring and red lights take over the room! The rushing sound of fire grows louder and flames invade through an air duct...

CUT TO:

INT. VALENTINA'S BEDROOM - (SPACE) MORNING

Valentina quickly wakes up from her nightmare with a gasp. Though she does not know it, the dream was actually a mix of residual memories from when she departed Earth and witnessed the first ship malfunction.

As her eyes open, she looks around in desperation while the ALARM is still ringing. She hits her [alarm clock] and the siren stops. She lets out a grumbling meow.

A gentle, male, and robotic voice comes through the loudspeakers. It is KONSTANTIN, the spaceship's AI.

KONSTANTIN (V.O.)

Rise and shine, kitty cat! We have an exciting day to seize.

Valentina gets out of bed and inspects her bedroom/habitat. It is clean and simplistic. A large [poster of the Soviet Space Program] hangs on her wall and right below it, a simple desk. On it is a [computer terminal] displaying the date and time and to the right of the desk. On another wall, next to a conveyer belt is her litter box.

If Valentina chooses to interact with the computer, she can:

- (1) Read a basic briefing of the Soviet Space Mission;
- (2) Read her previous journal entries (at this point without timestamps);
- (3) Choose a song to play;

Valentina can also take a closer look and inspect a {cable} connecting the machine to the wall - which can only be cut with the {sickle weeder} from hydroponics.

If Valentina lingers, Konstantin aids her with instructions.

KONSTANTIN (V.O.)

Mornings are always lazy, are they not? Put on your uniform and meet me outside.

If Valentina takes even longer, Konstantin becomes impatient.

KONSTANTIN (V.O.)

You know the drill, Valya. Uniform. Outside.

If Valentina takes too long, Konstantin becomes irritated.

KONSTANTIN (V.O.)

Valentina! Quit stalling. Even
my patience is limited.

Valentina puts on her uniform and a green light turns on
above the door. This means Valentina is authorized to
open it.

As the door opens...

CUT TO:

BLACK SCREEN. TITLE: **DAY ONE**

CUT TO:

INT. SPACESHIP CORRIDORS - (SPACE) MORNING

Valentina is in the corridor outside her bedroom door.
Facing her is Konstantin. His face is a monitor with a
surveillance camera mounted on top and the lens is his
eye.

KONSTANTIN

You sure took your time, sleepy
head! How are you?

On Konstantin's screen, his question is displayed in
short form and Valentina can choose one of two responses:

Q: How are you?

- (1) Couldn't be better!
- (2) Not so good. I had a nightmare.

IF (1)

KONSTANTIN

Excellent! Then get ready to use
all your energy. We have a lot
to do.

IF (2)

KONSTANTIN

Hmmm... Really? That is strange.
Do not worry. Tonight you will
sleep like a kitten.

IF Valentina takes too long to act:

What is the matter? Cat got your tongue?

Nevermind... It was a joke. Come closer and tell me.

Lights flash on the ceiling indicating the right way to go.

KONSTANTIN

Now, let us go to the lab.
Mother Russia wants to know if we are doing our jobs.

Follow me.

Valentina follows Konstantin's trail of lights through different corridors. The hallways have a distinct retro futuristic look. Throughout the path, Konstantin starts rambling about the Soviet Space Shuttle's mission.

KONSTANTIN (V.O.)

What a privilege! Exploring the vast space, searching for planets... No one has done this before! Do you realize how lucky we are?

I sure am glad to have you here, Valya. It would not be nearly as fun if our comrades had sent me alone.

Imagine that... An AI drifting in space. How depressing. Instead, we make history!

If, however, Valentina tries to stray off track at intersections, Konstantin impedes her progress by locking doors and reprimanding her.

KONSTANTIN (V.O.)

How rude, Valentina! Stay with me when I am talking to you.