

MANDALA MILKY WAY

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White: Cinematics
Blue: Gameplay
Orange: Description of views or menus
Green: dialogue responses

FADE IN:

EXT. SPACE - EARTH'S ORBIT

An INSTRUMENTAL VERSION OF "YOU ARE MY SUNSHINE" plays.

A small spaceship about 2000 square feet and branded with a logo for "FFF" (short for Family First Fuels) orbits Earth. The view of Earth and everything in orbit is breathtaking.

Several objects travel in the same orbital pattern near the spaceship and at a similar speed, making their speed appear slow relative to the spaceship. These objects are:

1. Space-stations that look like futuristic mega-yachts.
2. A moon sized mandala made of glowing carbon fiber. The layers and patterns rotate at different speeds and directions. The center piece is the "FFF" symbol.
3. Hundreds of space sunshades diffusing sunlight travel in unison. Each sunshade is 10,000 square KM in diameter, wafer thin, and look like cylindrical wax paper boarder by metal.
4. A 500 foot diameter mandala also made of glowing carbon fiber. It's 1/10th the size of the other mandala, but it's patterns are more intricate. The center piece is an "=".

We slowly zoom in on the spaceship.

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP

We pan through the ship, starting at the rear.

It's an open floor plan, a cross between a studio apartment and a spaceship. It's messy--empty cups everywhere. At the rear is a bed, a bathroom, and furniture. At the front, a single occupant looks out the cockpit while sipping a drink.

A vertical garden with a variety of produce covers one side wall. A Macgyver style distillery containing potatoes drips vodka into a cup.

On the opposite side wall is a suspended animation cryo-tube, and a photo wall with photos of a happy family of three over the last decade. This is VIC, LUNA and JAMIE.

VIC (40's), wears wire-rim glasses and lots of jewelry, and looks like a artistic yoga instructor with a drinking problem. He sadly contemplates, looking out at Earth, his mandalas and a message alert displayed on the cockpit window.

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT

Cockpit view is similar to the one in No Man's Sky.

The window perimeter features menu options, the current date "December 2 2040", and popup Picture in Picture (PIP) like calls, art design UI, images, messages and folder paths. A popup alert for one new message in his inbox is displayed.

The player assumes control of Vic. The conversation mechanic doesn't interrupt game play. The player will periodically be given response choices. See Fire Watch for example.

Dialogue in **Green** will have two options for player response. This script features one set of options.

When the player walks in any direction, Vic steps on something sharp, leaps in pain and spills his drink.

VIC

God dammit! Christ on a stick.

Prompt: push button to examine object.

When the player examines the object, Vic bends down and realizes it's something he's been looking for: a gold ribbon pin. He pins it to his shirt.

The player is free to explore the ship.

Vic takes a slip from his cup, but it's empty--annoyed.

ABBI, the ships AI, talks through the speakers.

ABBI

Spilling was the universe telling you something. Take the hint.

The longer Vic goes without drinking the more three affects are seen. Vic's hands shake and the borders of the screen are blurred. He will become increasingly more agitated. Stressful moments will immediately increase these affects.

When Vic drinks, his hands stop shaking and the blurring dissipates. Additionally Vic voice and body language will change so he's is more upbeat, but slurring his some parts of his speech and stumbling when he walks.

If the player walks to the distillery, they can refill their cup by pushing the same interact button.

VIC

I'm ignoring you. How bad is it?

ABBI

I mean it's not great. You want the good news or the bad news first?

Prompt: 1) Good news first 2) Bad news first.

If the player doesn't return to the cockpit, Abbi will say...

ABBI (CONT'D)

Are you gonna come to the cockpit or keep being a squirrel with ADHD?

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - FLOOR

Once the player returns to the cockpit, the order of photos and conversation will vary depending on what news they selected to hear first.

PIP: Good news photo-1. An art mural on an interior wall. The mural depicts Vic holding up Luna by the hips, with Luna wearing a hospital gown like a cape and pretending to fly.

VIC

I remember that day.

Vic SNIFFLES and wipes away a tear.

ABBI

Not everyone sees you as a sell out. A drunk maybe.

PIP: Bad news photo-1. An art mural on an exterior wall depicting a caduceus snakes devouring an unhoused man and a doctor on top with the staff up his ass grasping money.

Vic burst out laughing, and then covers his mouth.

VIC

Can you adjust the parental settings on her phone?

ABBI

Sure. Luna is quite talented.

VIC

And I'm quite a bad parent.

ABBI

You saved her life. Jamie is pretty trash though.

VIC
 Not cool Abbi! What did I say about
 bad mouthing Jamie.

PIP: Bad News photo-2. It's a picture of the same doctor from
 the mural with a black eye.

VIC (CONT'D)
 Fuck! Please tell me that's it.

The player can explore the ship as the conversation goes on.

ABBI
 They're threatening early discharge.
 I wonder where she gets it from.

VIC
 Shit. Not how I wanted to spend my
 last night here.

ABBI
 Want me to read the message?

VIC
 No, I think I know what happened.
 (a long beat--thinking)
 She's lashing out. Her friend
 didn't receive the same treatment.

ABBI
 And she miss you... Not sure why,
 you're a bit of pill.

VIC
 A year probably seem like forever
 to her. She doesn't understand.

ABBI
 What if you finally bought a house?
 Why wait on Jamie to decide?

The player must return to the cockpit.

VIC
 I don't think she'll ever see this
 (points to mandala)
 As justified and not as a betrayal.
 It's blood money to her.

VIC (CONT'D)
 Pull up my favorited properties.
 And while I'm looking, see how much
 an orbital near the mandala is.

ABBI

Why?

VIC

Luna needs a better outlet than gorilla art on hospitals.

ABBI

They're not cheap, but you did hit your KPI.

VIC

The hell is a KPI?

ABBI

Key Performance Indicator. If you finish on time you get a bonus... You have to finish certain things before I execute steps in the mission so it's incentive.

VIC

They really know how to suck the life out of art.

PIP: Tens of property listings on a map of the Greater Vancouver Area. The listings vary in size, type, location, distance from current rental, and price. All property are in the upper middle class price range (which due to inflation is \$15 million to \$25 million). A pin shows the family's current rent property. Luna's reaction will vary based on proximity to current rental because she likes her friend and school.

PIP: Vic's bank account balance \$35, 001, 578.

Players can view property pictures and info. The player must select a property to buy.

Prompt: push button to access steering controls.

The player can slowly fly the ship to different vantage points and see the awe-inspiring view of Earth and the aforementioned objects orbiting it.

ABBI

It's 10 million for the orbital. You know it's still illegal to drink and drive in space.

VIC

I'm rich now, therefore, I have no accountability.

ABBI
 Drinking before suspended animation
 is--

VIC
 Not great. Yah I know. But, space
 is timeless... Alright, buy it.

ABBI
 Look at you, mister money bags.
 I'll put in an offer for the
 property while you talk to Luna.

INT. EARTH - HOSPITAL - PEDIATRICS - PATIENT ROOM - DAY

Pan across a wall in a private patient room. A MAINTENANCE WORKER paints over the art mural of Vic and Luna. Pan continues to a messy hospital bed, with a phone, a sunshine plushie, and art supplies strewn about. Pan ends on...

LUNA (10), wearing overalls and a gown around her neck like a cape, sporting the same wire-rim glasses and plentiful jewelry as her father. She stares longingly out the window at the glowing mandala in the sky.

Luna's PHONE RINGS, an incoming call for "Daddy".

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT

PIP: A video chat with Luna's picture reads "calling Luna".

An orbital pattern around Earth in the near distance highlights on the cockpit window. The player must steer the ship to reach it. The path is littered with hazardous space junk. The HUD outlines incoming debris in red.

ABBI
 I've purchased an orbital. It's the
 highlighted circle in the distance.
 Want me to take us there?

Prompt: push button to select destination and have Abbi engage autopilot. Push other button to steer manually.

If player chooses to steer themselves, Vic will say...

VIC
 No, I got it. I like the view.

If player chooses autopilot, Abbi steers to the destination.

PIP: The video chat box expands, taking up one quarter of the cockpit window, and showing Luna in her room at the hospital.

LUNA

Daddy. I want to show you what I made before it's gone.

PIP: Luna proudly holds her phone up to the wall. The mural is half painted over. The maintenance worker is in the way.

LUNA (CONT'D)

(to maintenance worker)
Sir can you move for a second.

PIP: Maintenance worker doesn't move.

LUNA (CONT'D)

Sir, can you please get out of the dam way.

VIC

What's my rule about getting mad at workers and not bosses?

LUNA

(begrudgingly)
Sorry... Can I just show my dad quickly?

PIP: Maintenance worker shrugs and then moves slightly aside.

LUNA (CONT'D)

See I used fuzzy warm colors cuz that's how I felt that day. I'm so mad they are covering it up.

VIC

It's beautiful sunshine, but that's what happens when you paint outside the lines.

PIP: Luna turns the camera back toward her face.

LUNA

What? What do you mean?

VIC

I got a message about this and another piece you made... Did you also punch someone?

PIP: Luna's eyes shy away--caught.

LUNA
Maybe.

VIC
Luna.

LUNA
Yah, but he deserved it. Philomena shoulda gotten the surgery too. And he only cares about money and--

VIC
Doesn't matter. Is hitting someone ever okay?

LUNA
(under her breath)
Mom says it's okay.

VIC
What was that?

LUNA
(begrudgingly)
No. It's never okay, even if they deserve it.

VIC
That doesn't sound like you mean it. Now, I want to put this behind us because this isn't how I want to spend our last night. Promise you won't hit anyone again.

LUNA
(hurt)
I, I promise... Can you not go?

VIC
I don't have a choice.

LUNA
But why? I already got the surgery. Just come back.

A beat of silence. Vic wipes his eyes and forces a smile.

An ALERT SOUNDS ON LUNA PHONE. A message received from Vic.

VIC
Check your phone.

PIP: Luna looks at her phone--confused.

LUNA
What is this?

VIC
It's our new house. I bought it.

LUNA
No fucking way!

VIC
Luna. Language. Come on.

LUNA
Sorry. Ask for forgiveness, not permission.

VIC
I'm truly regretting giving you that advice.

LUNA
It's my favorite. The one I hate is that fishing one. Sometimes I don't wanna learn. What about... No, frickin way?

VIC
Want to pick a frickin room?

LUNA
You're serious? We're actually living here.

VIC
We own it as of a few minutes ago.

LUNA
It's so big. Does this mean I can paint my room?

VIC
Just please don't paint anymore things up peoples butts.

LUNA
(laughs)
Butttt, butts are funny.

PIP: Vic stares at Luna--not joking.

LUNA (CONT'D)
Fine. Can I have this room?

PIP: A screenshot of a room from the house.

VIC

It's yours.

LUNA

So you're coming back and we're moving in here?

VIC

I'll be back, just in a year.

VIC (CONT'D)

We can only afford this place if I make the mandala on Mars.

LUNA

I want you more than the house.

VIC

I want to come back too, but it's about your future. Yesterday was a perfect example. We move here and you don't have to fight anymore.

LUNA

I like standing up for myself.

VIC

Yah, a little too much. Lets not fight about this though. Just be excited for the house.

LUNA

I am... just, um, but--

VIC

Hey, the house wasn't the only surprise. You need something to keep you out of trouble.

LUNA

What?

VIC

Grab the VR headset I sent you.

LUNA

I don't have it. Mom took it away.

VIC

Shoot. Do you know when she'll be there?

LUNA

No, I thought she was coming now.
But, I think she threw it out.

VIC

We'll figure something out.

LUNA

Wait! I know. One second.

PIP: Luna RUNS away leaving her phone.

PIP: After a minute, Luna returns with a VR headset.

LUNA (CONT'D)

I remembered where she hid it.

VIC

It will be our secret.

PIP: "Connection failed, headset off online".

VIC (CONT'D)

That's not your headset is it?

LUNA

I borrowed it. I'll return it
after.

VIC

(giving in)

Send me the new serial number.

PIP: text message from Luna shows random series of numbers.

PIP: "Connection success".

LUNA

So what's the surprise?

VIC

I'm going to teach you how to make
a mandala in space.

LUNA

No fucking way!

If player hasn't reached the glowing orbital yet, the conversation continues and the ships speed increases to get them there more quickly.

VIC

Jesus Christ Luna. Come on.

LUNA
 Sorry, but like come YOU on. Like
 what! I can't control myself in a
 moment like this.

PIP: Luna puts the headset on.

LUNA (CONT'D)
 Okay, lets goooo!

VIC
 I'm connecting you to the ships
 camera. You'll see what I see and
 can control the drones while I
 guide you.

Zoom in on Luna's headset and begin a tutorial.

1st Person View:

The player sees the same objects orbiting Earth ("FFF" Mandala, space stations, space junk, and drones), but now the game is in 1st person. They can move the ship to different vantage points as they construct.

When players select "Work Space" on the cockpit menu, they enter this 1st person view used for creating Mandalas and navigating near by space quickly.

TUTORIAL PART 1:

The player now plays as Luna and must construct a mandala using a template with the guidance of Vic.

VIC (O.S) (CONT'D)
 Okay, vantage point informs Abbi to
 fly to different locations. An
 artist always needs to--

LUNA (O.S.)
 See how perspective changes
 objectives.

VIC (O.S.)
 My girl. Play around and find a new
 location.

LUNA (O.S.)
 I want to make a gi-normous one!

Player must go into the Vantage Point section, and select a new location. Once they do, the ship will speed to the location they selection.

VIC

This isn't exactly legal--

ABBI (O.S.)

No it isn't. I'm allowing this Hallmark moment to happen. Please don't crash my billion dollar drones.

VIC (O.S.)

We'll make two mandalas, but let's keep the first one simple. You can either work from one of the templates I've designed, or chose layer, and start from scratch.

LUNA (O.S.)

I wanna make my own!

VIC (O.S.)

Baby steps. Let's starting with a template. Patient is a virtue.

Once player selects the template option, a library of tens of templates loads. Vic talks as the player scrolls through.

LUNA (O.S.)

Patients. Pshh. What happened to "teach a man to fish"?

VIC (O.S.)

This is teaching. The templates are only guided steps. You still need to manually input the variables.

LUNA (O.S.)

So I can make changes?

VIC (O.S.)

(sarcastic)

No, my art is perfection and shouldn't, nay mustn't be changed.

The player must select a template.

LUNA (O.S.)

Okay, I like this one, but I'm changing everything.

The menu returns to the main menu, showing: Vantage Point, Template and Layer. An arrow flashes beside "Layer".

VIC (O.S.)

From now on, arrows will guide you on what section to pick next. Text boxes will pop-up with what my suggested values is for a variable.

LUNA (O.S.)

What's a variable again?

VIC (O.S.)

I'll show you. Select layer.

Player must select "Layer".

The menu goes to sub-option "Layers". It list all layers (a minimum of 1 to 5 and a maximum of 1 to 30) in the selected template or all layers added by a player in a custom design.

VIC (O.S.) (CONT'D)

Variables are anything that can be changed. Shapes, speeds, directions are all variables. In templates, the only variable that is automatically input is the layers.

LUNA (O.S.)

Got it. This is more complicated than painting, but I'm excited. Just please no math.

VIC (O.S.)

Math is awesome, but don't worry I made the interface math free. One is the bottom layer, and your starting point. You can stack an additional 29 layers, with 30 being the top and final layer.

LUNA (O.S.)

Do I always need 30 layers?

VIC (O.S.)

Nope. You can have as little as five layers and still have a mesmerizing mandala. Select layer one and we can start the fun stuff.

LUNA (O.S.)

Yes, yes, yes, yes.

An arrow flashes beside "Layer 1".

Player must select "Layer 1".

The menu goes to sub-sub-option "Layer 1". It list all the quality categories of the layer: Orbit track, shapes and patterns, rotation, colour qualities, and central image. An arrow flashes beside "Orbit Track".

VIC (O.S.)

These are all the qualities of the layer you selected.

Player must select "Orbit Track".

The menu goes to sub-sub-sub-option "Orbit Track". It's a small library of basic shapes. One variables is listed: dimensions.

VIC (O.S.) (CONT'D)

Orbit track is the skeleton of the layer. The shape everything orbits.

The library automatically jumps to the template's suggested orbit shape and an arrow flashes beside it. A **pop-up** appears by the dimension variable with the suggested number for the player to input.

LUNA (O.S.)

Why is there a square? Who picks anything but a circle?

VIC (O.S.)

(deep exhale)

Client idea, not mine. Yah, stick with circles and ovals.

LUNA (O.S.)

The arrows and pop-ups are just like a suggestion right?

VIC (O.S.)

Still teaching. But yes, you can change any part of the template.

The tutorial continues in this fashion until all of the qualities of each layer within the selected template have been defined. When the player nears completion...

LUNA (O.S.)

Dad, this looks amazing. I can see it from my window.

VIC (O.S.)

Still have one thing left. Pick the center piece. It can be a symbol, a word, a line drawing. Anything that communicates the message you want.

LUNA (O.S.)
I've narrowed it down to three
options, but I can't decide.

PIP: a sunshine, a gold ribbon, and a heart.

Once the player selects a symbol, it takes shape at the
center of the mandala. Zoom into...

3RD PERSON VIEW:

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT - DAY

PIP: Luna smiles, looking out the hospital window at her
mandala as it floats in Earth's evening sky.

Vic gazes in wonder at Luna's mandala. Earth and the hundreds
of objects orbiting it slowly spin in the background.

The player assumes control of Vic.

LUNA
Thank you.

VIC
You're welcome. The first of many.
It's absolutely beautiful. Better
canvas than a hospital wall right?

LUNA
Yah, there's no one stopping me
from putting a butt in space.

PIP: A message alert from Abbi "I need to talk to you".

VIC
I know that's a joke, but
seriously, please don't do that...
Hey, Abbi needs to talk to me for a
second, I'll be right back.

LUNA
Okay. No worries.

Prompt: press button to mute conversation with Luna.

The player must select mute.

VIC
(to Abbi)
What's up?

ABBI
I need to talk to you about Jamie.

VIC
I'm not in the mood.

ABBI
She sent money from your bank account to a law firm, and there's a pending transaction to a charity.

VIC
What? Is she... Does she want a...

ABBI
I don't know why she hired a lawyer. I haven't received any message. More importantly, the pending transactions to a charity are--

VIC
How is that more important?

ABBI
She trying to give away all of your money Vic. Everything.

VIC
Jesus Jamie.

ABBI
Yah, my feelings about Jamie aside, I know she means well, but you need to do what's best for Luna.

VIC
Can you cancel the transactions?

ABBI
Yah, and I would suggest changing your pin code too.

A beat as Vic ponders his options.

VIC
Guess I'm lucky Jamie insisted on separate bank accounts. Christ, this is a real punch in balls.
(a beat--thinking)

VIC (CONT'D)
Alright, change the pin and cancel everything.

The player must unmute the call with Luna.

PIP: Luna wears the VR headset like a headband and lays in her hospital bed while holding her phone.

LUNA

I think mom is going to be here soon. You can say hi to her.

VIC

Sure, that would be nice.

A beat.

LUNA

I can teach her. Maybe she won't be as angry if she makes one.

VIC

That's okay sunshine. My mandala won't ever be her taste.

(a beat)

You wanted to make one from scratch. What are you waiting for?

TUTORIAL PART 2:

1st Person View:

The player continues to play as Luna and must construct a mandala from scratch. Vic gives assistance when necessary.

VIC (O.S.) (CONT'D)

I'll be here if you need me. I'm going to check in with Abbi. Aim for at least 5 layers.

When the player starts the 3rd layer, JAMIE OPENS THE DOOR AND WALKS TO LUNA. Luna keeps the VR headset on, maintaining the 1st person view, and talks to Jamie as she builds.

LUNA (O.S.)

Mom, is that you.

JAMIE (O.S.)

Hey sweetie.

(a beat--annoyed)

Give me that headset. I told you, no gifts.

LUNA (O.S.)

I stole this one from richie rich.

JAMIE (O.S.)
 (accepting defeat)
 Finding loops holes. My weakness.

Luna passes the headset to Jamie, then pulls it back and drags Jamie to the window by her wrist.

LUNA (O.S.)
 Come see... Wait no. Um, look outside.

JAMIE (O.S.)
 Oh my fuck. Is that... Did you make that?

LUNA (O.S.)
 Yah. I'm making another one right now. Want to make one with me?

JAMIE (O.S.)
 No um. I need to talk to... No, sweetie, it's fine. I'll just sit by the window and watch.

When the player completes the fifth layer, they can chose to stop at any time. The tutorial ends when they select one of three center pieces: a family picture of Vic, Jamie and Luna, a father daughter picture, or a silly picture of Luna.

We pull back from 1st person view to...

3rd person view:

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT - DAY

Vic stands at the cockpit admiring Luna's second mandala.

The player assumes control of Vic.

PIP: Luna takes off her VR headset. JAMIE (40's), looks tough and fit, wears a tank-top, and is covered in bruises and bandages. She lays on the bed next to Luna.

LUNA
 Done. I'm so tired.

VIC
 My two angels.

JAMIE
 You really out did yourself. You should crashes yours into Dad's.

LUNA
Can I swear just this once?

VIC
Sure.

LUNA
It's fucking amazing. You're
fucking amazing.

VIC
We need to work on your counting.

PIP: Jamie and Lana laugh along with Vic.

LUNA
Can you sing me to sleep?

PIP: Luna closes her eyes and gets comfy. Jamie smiles and subtly records Vic singing on her phone.

VIC
Of course.
(singing)
You are my sunshine. My only
sunshine. You make me happy, when
skies are grey. You'll never know,
dear. How much I love you. Please
don't take, my sunshine away.

PIP: Luna falls asleep, looking at peace. Jamie ends the recording and kisses Luna on the forehead.

VIC (CONT'D)
Good night sunshine.

PIP: Jamie closes the door to Luna's room. She holds Luna's phone up to her face and leans on a wall.

Vic stands in the cockpit of his ship.

JAMIE
That really nice what you did.

VIC
I know.

PIP: Jamie shows the camera the recording on her phone.

JAMIE
Hopefully this song will hold her
over... while you're gone for a
fucking year.

VIC

Jamie we um, we need to...shit
SONG! I forgot to ask Luna what she
wanted.

JAMIE

If that's what's most important to
you right now.

VIC

I think I know her favourite songs.

If the player chooses to talk now, skip passed the next line
of dialogue and the player selecting a song to when Jamie
asks about a house.

JAMIE

Seriously? I'm going for a
cigarette.

PIP: Jamie ends the call and video call window closes.

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT

Vic stands in the cockpit looking at cockpit HUD.

Prompt: press button to select music.

Once player pushes button, two submenu prompts appear.

Prompt: push button for music library. **Prompt:** push button to
make custom music.

All music, whether in the library or created, are
instrumental hang drum tracks. Listen to artist James Hood
for examples.

The player must select the track to accompany the mandala.

The player must accept the incoming call from Jamie. If they
don't, she keeps calling.

PIP: Jamie stands in the hospital hallway.

JAMIE

So Luna said you bought a house?

VIC

So Abbi said you got a lawyer?

PIP: Jamie's eyes shy away--caught. A beat, as she considers.

VIC (CONT'D)
Doesn't matter how good your lawyer
is. You're only getting half.

JAMIE
What? No. The lawyer wasn't for the
divorce. I got arrested.

A beat of silence. Vic stares blankly--dumbfounded.

VIC
Sorry, I just need a second to
process this. I thought...
(a beat--processing)
What were you arrested for?

JAMIE
Doesn't matter. I did what I needed
to do and now I need a good lawyer.

VIC
So you're fine using the money for
yourself, just not our family?

JAMIE
Excuse me? Don't compare activism
to buying a fucking VR. Not all of
us can take the easy route.

VIC
You think this is easy?

JAMIE
(condescending)
Yah. Your priorities shifted.

VIC
They should!

PIP: Jamie mouths "fuck you".

JAMIE
If we chose, we can live in a world
of comforting illusion.

VIC
Don't quote... Chomsky's daughter
wasn't dying. I'll make you a deal.
I'll pay for your lawyer, if your
promise to not go after the house.

JAMIE
The lawyer's already paid for.

VIC
I'm exhausted Jamie. It's
unwinnable. All I want now is to
give Luna a good life.

PIP: Jamie considers her response. Rage causes her eyes to
narrow, and one eye to twitch.

JAMIE
You're just like everyone else. No
deal. I'm giving it all away.

VIC
Good luck.

JAMIE
What did you do?

VIC
You're locked out and it's all in
Luna's name.

PIP: Jamie SCREAMS and throws the phone across the hall. The
phone BANGS AND TUMBLES until it faces up at the ceiling.

JAMIE (O.S.)
I'll never forgive you for this!
Fuckin hack sell out piece of shit!

The player must end the call. Two drones float several feet
from the cockpit window.

If the player chose "I think I know her favourite song" on
page 21 skip to the next scene.

If the player chooses to talk now on page 21, the following
two lines of dialogue occur and then we skip back up to the
music selection proportion on page 21. Once the player
selects a track, skip back to this page and the next scene.

ABBI
Wanna talk about that?

VIC
What do you think?

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - FLOOR

Vic's hands shake and the boarder is extremely red after the
argument with Jamie.

Prompt: you should probably get a drink.

The player must walk to the distillery to get a drink. Vic sips while thinking. A long beat of silence.

ABBI

Vic?

VIC

Just give me second.

ABBI

I'll give you whatever you need, but I need you to complete the pre flight check and input the coordinates. Preferable sober.

Vic takes a sip--protesting.

VIC

Do it yourself.

ABBI

KPI's and division of labour. There's certain things you need to do. I can only do your tasks if your life is at risk.

Vic downs the entire cup.

VIC

Alcohol poisoning count.

ABBI

With your liver that amount won't kill you. Please, it will only take one minute.

The player must walk back to the cockpit. Two drones are still several feet in front of the cockpit window.

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - COCKPIT

Once in the cockpit, the player will be **prompted** with a tutorial for selecting destinations within a solar system.

ABBI

Are you so drunk you don't remember the sequence? Push the map button.

Once the player pushes the "Map" button, a HUD of the solar system appears on the cockpit window.

ABBI (CONT'D)
 (patronizing)
 Use your joy sticks to move around
 and zoom in and out. Select Mars.
 It's the red one labelled "Mars."

Once the player selects "Mars", the HUD shows a rotating 3D image of the ship and 30 drones. Checkmarks are beside the various ship components signal they're functioning. Check marks are on 28/30 drones signaling they're in the ship.

An ALERT SOUNDS and flashes "2 drones missing."

ABBI (CONT'D)
 You didn't disconnect two of the
 drones from Luna's headset.

VIC
 I know. They're damaged.

ABBI
 No they're not. Please reconnect
 them to the ship.

VIC
 I'm giving them to Luna. Mark them
 as damaged.

ABBI
 I can't override my programing. If
 they're not damaged, I can't
 pretend like they are.

Prompt: "press button to steer ship."

Prompt: "press button to reconnect drones to ship."

The player can fly the ship into the drones. If they do, the following four to five lines of dialogue occur.

ABBI (CONT'D)
 What are you doing?

VIC
 Damaging the drones.

Abbi continues to yell until the player hits the drones.

ABBI
 Vic, you're drunk stop! Stop! Stop.

When the player hits the drones, the drones ricochet off the ship and fly off into space. Vic looks happy with himself.

However, the drones automated guidance system kicks in and they return to their position in front of the cockpit.

ABBI (CONT'D)
 You done? They're fine, and neither of us can change that. Please finish the sequence.

BRANCH IN NARRATIVE

The player can choose one of two options. Option-1, stay silent. Option-2, connect the drones to the ship. If they choose to stay silent, Abbi responds with...

ABBI (CONT'D)
 If you really want to damage them, you need to hit them harder. So ram them or lets get going.

If the player choose to reconnect the drones, they fly into the ship. The HUD shows 30/30 3D drones with a checkmark.

If the player chooses to ram the drones again, they fly off into space, and return to the ship sparking and bent. The HUD turns 2/30 3D drones to red and marks them "damaged".

A **prompt** appears "system check complete, push button to confirm." A second **prompt** appears "prepare for hyper sleep."

ABBI (CONT'D)
 Go to the hyper sleep pod. I'll see you in six months. I'm sorry about everything that happened today. Try not to drink anymore okay.

INT. SPACE - EARTH'S ORBIT - VIC'S SPACESHIP - FLOOR

Once the player goes to the hyper sleep pod and climbs in...

FADE TO BLACK:

ON BLACK: An ALARM BEEPS. GENTLE MUSIC plays.

ABBI (V.O.)
 Finally.

1st Person View:

INT. SPACE - VIC'S SHIP - SLEEP CHAMBER - MAR'S ORBIT - NIGHT

Vic's eyes slowly open. The light from the ship's interior blind him making everything hazes.

His muscles haven't atrophied, but he feels weak. He tries lifting himself, but he struggles and lays back down.

VIC
What the hell. Where am I?

ABBI
You've been asleep. Do you remember you're on a ship?

Vic thinks for a moment.

VIC
Yah I'm in space. Traveling to Mars... Abbi, why does my body hurt so much?

ABBI
Rest for a bit. Take a moment to adjust. Waking up is a shock to your system.

FADE TO BLACK:

3rd Person View:

INT. SPACE - MARS ORBIT - VIC'S SHIP - FLOOR- NIGHT

Vic opens his eyes. He's no longer blinded, but he struggles to move, still weak.

The player assumes control of Vic. Vic's movement is slow. He holds his body in pain. The boarders turn red and he shakes.

VIC
What the fuck happened to no side effects?

ABBI
Under normal circumstances they're usually aren't any.

VIC
Why the hell do I feel like shit then? Wait, what do you mean normal circumstances?

ABBI
You should probably sit down. Come to the cockpit.

VIC
Abbi! What's going on?

Abbi doesn't respond.

VIC (CONT'D)
Abbi! Answer me.

Abbi doesn't respond. If the player chooses to continue yelling at Abbi and doesn't go to the cockpit, the red boarders and shaking increase.

If the player goes to the distillery, they can pour themselves a drink which will make walking easier and have the usual affects; however, their is still a red boarder that won't go away no matter how much Vic drinks.

When the player gets to the cockpit, they may notice the calendar date: June 6 2060.

Abbi doesn't respond until the player sits down in the cockpit chair.

VIC (CONT'D)
Abbi. You there? What the fuck is going on?

ABBI
I'm sorry Vic. I really am. There's a lot to go over.

The PIP calendar gets larger taking up half the cockpit window.

PIP: June 6 2060.

Vic laughs, assuming it's a joke.

VIC
I have a raging head ache. Not the time.

ABBI
It's not a joke Vic.

VIC
Abbi come on.

ABBI
I'm really sorry Vic. I tried everything I could to wake you up.

VIC
You're serious. You are fucking serious. You're serious. What the fuck Abbi. No, no, no, this... No, this isn't... No.

ABBI
There's more Vic.

VIC
Why the fuck didn't you take me
back to Earth. 20 years Abbi! 20
fucking years.

ABBI
Division of labour. I can't start
the return until you complete the
mandala.

VIC
My life was in danger! What's wrong
with you?

ABBI
No, you were perfectly fine. That's
why I was stuck waiting for you to
wake up.

Several Prompts: Go to distillery and drink until you forget
what year it is.

Several prompts: break things.

VIC
Get me back right now!

ABBI
I can't override my protocols.
Either finish the mandala or put
your life in danger.

END OF ACT 1

FADE TO BLACK: