

OUTPOST 13

Written by

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TITLE: OUTPOST 13

<Assorted machinery sounds, beeps. A voice comes through on a radio>

OUTPOST 12
Come in Outpost 13...come in.

FADE IN:

INT. OUTPOST #13 CONTROL ROOM - NIGHT

FRONT-CENTER: A three-paneled wrap-around window. Beyond is an icy landscape. Another tower in the distance.

LEFT: A control panel with assorted buttons and dials. Multiple screens and sensors.

RIGHT: A radio terminal.

BEHIND: An elevator door.

//INTERACTIVITY: Player can turn around in the chair, press buttons, turn dials. Each one changes a different sensor.//

OUTPOST 12
Outpost 13, come in!

//INTERACTIVITY: Player can pick up the radio. Outpost 12 continues to talk until the viewer pick up the radio.//

OUTPOST 12 (CONT'D)
Helloooo? Anybody there?

Pick up.

OUTPOST 12 (CONT'D)
Ah there you are, thought I lost you. Just doing a check-in. Buzz me if you need anything.

Outpost 12 hangs up.

NEW OBJECTIVE: "Detect ANOMALIES."

FRONT-CENTER: A pair of GOGGLES lie on the control panel.

//INTERACTIVITY: Player can pick up the goggles and look through them. Switch between thermal and normal mode. Players will discover the anomalies in different orders.//

ANOMALY #1: Close to the outpost. One of only a few trees. A bird sits on top.

ANOMALY #2: Further away, broken down water-tower.

ANOMALY #3: A cloud of dense fog in the distance.

After detecting the last anomaly, players set down the goggles

NEW OBJECTIVE: "Report ANOMALIES"

//INTERACTIVITY: Players can pickup the radio, instantly reporting the anomalies to Outpost 12.//

OUTPOST 12 (CONT'D)
Looks like a quiet night. Though there may be a blizzard coming in later. Hopefully there's no need to go outside. Good recon!

Outpost 12 hangs up.

A few moments of idling, where the player can interact with the button board.

LEFT: One of the sensor screens cuts to static. Then another. Then another.

<A static-infested voice speaks through the radio.>

//INTERACTIVITY: Adjust a dial to get a clearer signal.//

VOICE
SOS. SOS. SOS...

The voice stops and the screens go back to normal.

NEW OBJECTIVE: "Report the ANOMALY"

The viewer pick up the radio.

OUTPOST 12
Static? Strange radio signal? I haven't seen anything like that. Probably just some interference from the blizzard. Might wanna check for maintenance.

<Door opening.>

BEHIND: The elevator door is open.

NEW OBJECTIVE: "Check for MAINTENANCE."

The viewer gets up and enters.

//INTERACTIVITY: Players are offered a choice between the elevator buttons.//

CHOICE A:

Up.

FRONT: Doors open to a satellite and antenna covered roof. A single antenna at the end is crooked, bent out of shape.

NEW OBJECTIVE: "Fix the ANTENNA."

The viewer approach the antenna.

//INTERACTIVITY: Players can reach out and bend the antenna back into shape.//

END CHOICE A.

CHOICE B:

Down.

FRONT: Doors open to a frost covered ground.

FRONT-RIGHT: A generator sits just outside.

NEW OBJECTIVE: "Turn on the GENERATOR."

The viewer approach the generator.

//INTERACTIVITY: Players can pull the cord on the generator to start it up.//

END CHOICE B.

On the viewers way back to the elevator door...

<A loud boom.>

ABOVE-BEHIND: An object enters the lower atmosphere, burning up with an intense purple glow.

The viewer rushes into the elevator and the doors open into...

INT. OUTPOST #13 CONTROL ROOM

<BEEP! All sensors are going off.>

FRONT-CENTER: The object flies through the sky and makes contact with Outpost 12. Huge explosion.

FRONT-LEFT: Every screen is busy with activity.

NEW OBJECTIVE: Report the ANOMALY.

//INTERACTIVITY: Player can pick up the radio or goggles.//

Looking through the goggles, there's a thermal hotspot.

If the viewer picks up the radio, there's static. Nobody responds.

NEW OBJECTIVE: Investigate the CRASH SITE.

FADE TO:

EXT. SNOWSCAPE

<Wind howling.>

FRONT-CENTER: A trail of flags with blinking green LIGHTS, leading all the way to the crash site.

FRONT-RIGHT: In the distance, a purple glow coming from a smoking crash site.

BEHIND: The Outpost.

RIGHT: The tree that the bird was sitting on. The bird is gone.

LEFT: The broken down water tower.

//INTERACTIVITY: The Player can walk around and explore the area. The Player can continue to the next area by walking forward onto trail of flags. Player can use the goggles.//

EXT. THE CRASH SITE

FRONT-RIGHT: The remains of Outpost 12. A crater filled with a cloud of smoke.

FRONT-LEFT: The blizzard is incoming in the distance.

BEHIND: Everything else.

Player must approach the edge of the crater.

<Scream of agony.>

FRONT-CENTER: A silhouette appears in the flames of the crater. A hand reaches out towards the viewer.

OUTPOST 12
Help! Please!

The operator of Outpost 12 crawls out of the cloud of smoke. He's on fire.

Behind him, the smoke clears. Underneath, is the
AMALGAMATION: A twisted mass of flesh and machine. Eyes. Mouths. Metal. Wires. Fleishy tentacles.

The operator of Outpost 12 reaches out towards you.

//INTERACTIVITY: Player can choose to reach out their hand or refrain.//

CHOICE A:

You step back. Just then--

A long tentacle shoots out from the Amalgamation and grabs the operators leg and drags him back down.

NEW OBJECTIVE: Run.

The viewer turn around.

ABOVE: More objects falling from the sky.

FRONT-CENTER: In the distance, one collides with Outpost 13 and it explodes.

FRONT-RIGHT: Another hits the ground nearby.

The viewer falls backwards onto the ground from the force of the explosion.

The viewer struggles to get up. From here on out, the viewer displays a limping animation.

BEHIND: The Amalgamation digests the other operator and begins crawling out of the crater towards the viewer.

//INTERACTION: Player can only move forward.//

The viewer struggles to move forward, vision fades in and out.

<Growling>

BEHIND: The Amalgamation gets closer. It wants to feed.

The viewer's vision fades.

<Falling forward, body hitting the ground>

The viewer gets digested by the Amalgamation in real time.

CHOICE B:

The viewer reaches out, grabbing the Outpost 12 operator's hand when--

<Rocks breaking, crumbling>

The rock that the viewer is standing on cracks off the side of the crater.

The viewer falls in.

The viewer gets digested by the Amalgamation in real time.

END.