

THE VOICE IN BETWEEN

[SCRIPT]

Menu Screen: A snapshot of an in-game corridor with the menu elements as text on the bottom left portion of the screen.

■ **Camera:** The camera will keep bobbing as if someone's holding the camera.

Interaction: Upon clicking the start button, the game begins with an audio.

BLACK SCREEN

I.

Sound: The audio plays of a battlefield.

Soldier – Command, this is ground unit 4-2-0. We're out of ammo, request shelling on our location, over.

Command – 4-2-0 this is command, say again, over.

Soldier – Command this is 4-2-0, we're getting flanked from all sides and about to be overrun. TARGET...MY...LOCATION, over.

Command – Negative, I can't allow it, over.

Soldier – If you don't drop a bomb in the next 30 seconds, we'll all be dead anyway.....Don't let us die in vain.

Sound: Large explosions follow up, overshadowing the shelling. .

The protagonist wakes up with a jolt from her bed.

■ **Camera:** The camera is in a top-down view showing just her eyes and face.

Sound: Audio plays of a person waking up and gasping, with minimal bed sounds.

The protagonist looks around and realizes that she can't talk, her mouth is covered in some kind of smoke.

Art: The protagonist wakes up in a hospital room full of hospital equipment. There is just one door in the room directly Infront of the foot of the bed.

Dainn [Scandinavian origin] (Meaning Deceased) – Mmmmmmmmmh
mmmmmmmmmm

A sudden whisper starts haunting her. She gets up from the bed and leaves the room.

Unknown Speaker – Come..... here. To me.....

Here right here..... Keep going..... to the left.....

■ Camera: When the player starts moving around, i.e., during gameplay, the camera takes an over the shoulder position.

■ Camera: It will have a simple sway to it, signifying breathing.

Art: The protagonist enters a corridor which is shown as a simple hospital corridor with lights running down the entirety of it's length as well as typical plants and chairs line the population of the corridor.

Sound: Whisper Audio.

Sound: Basic Character movement sounds. Clothes rustling, footsteps, breathing, etc.

Interaction: The player can move and run around now using WASD keys and Shift

She starts walking in the corridor, the whispers keep getting more and more frequent. Until she reaches a bend in the corridor.

The corridor is shown to stretch out into the distance with a door at its end, but once the protagonist starts walking towards it, lights start to switch off from the door. And darkness seems to creep closer and closer to the player until it's complete darkness.

Art: A ghastly figure standing down a dimly red lit corridor.

Unknown Speaker – COME HERE.....im right here. Pick me up..... almost there..... take me..... take me.....

Sound: Loud light switching off audio.

BLACK SCREEN

Art: The player can only view the silhouette of the ghost and everything else is lit in red.

When the darkness lifts, the player is in a huge room. The whispers of the Glaive getting ever louder.

- **Camera:** The FOV of the camera increases to take everything into view.

Art: The player is greeted by a huge room with an inverted pyramid and a glaive floating in midair.

Once the protagonist picks up the Glaive, she is immediately transported back to the corridor. But this time, with the Glaive in hand.

- **Camera:** The FOV of the camera reverts to normal.

Sound: Moving around with the Glaive and attacking with it have their own audio.

The Glaive seems to have a mind of its own and keeps talking to you as if it knows who you are.

Interaction: The player can now attack and block using left and right mouse clicks.

||| Glaive – Hello boss, fancy seeing you here. Tell me..... who do you want dead?

While entering through the door at the end of corridor.

||| Glaive - Use me use me, let me kill kill kill kill.

Art: A ghastly figure with an effect on their body. The room opens up in blocks.

The protagonist enters through the door at the end of the corridor, and is greeted by a ghost like figure, a small cutscene starts.

This figure just minds its own business until it spots you and gets a huge smile on their face and attacks you.

- **Camera:** The camera moves Infront of the ghost like figure for a cutscene.
- **Camera:** Once the cutscene is over, the camera returns to its original position over the shoulder of the protagonist.

||| Enemy – You... you took my country.

Sound: Audio of enemies (without dialogue). It will have its own sound queues.

Sound: Door opening audio.

After the first encounter, you and the glaive start interacting for the first time. The conversation continues for a bit.

||| Glaive – That was fun!!! Let’s do it again.... boss?

Why aren't you talking?

Dainn - Mmmh

Glaive - You do realize that you can talk to me through your mind?

Dainn – Fuck, What the HELL is this place?

Glaive – Who knows? Who cares...

Dainn – And why the fuck are you a weapon, Wei!!

Glaive – Wei? Who's Wei??!!!

You enter a room with a simple projector on it.

Art: A small room with a projector in it.

Interaction: The player can click E to interact with the projector and play it's contents.

Sound: Projector audio.

Scientist - Where do you go when you die? What do you think happens? We have numerous accounts of mythological lore pointing to the fact that there is an afterlife. But what is the afterlife? Does it truly hold a heaven and a hell where the deserving become eternal while the underserving are cast into damnation? Or... is it just an eternal void of nothingness. What if you cast down your hand into this postulation of eternal nothingness and grabbed someone, anyone back into the land of the living. Mythologies have delved into the strange magics of reviving the dead. Modern medicine has been doing it for a while, revival through resuscitation allows a clinically dead person to comeback. So why not go further.

Glaive and Protagonist conversation

Dainn – Is this some sort of lab? What are those things?

..... Wei!!!!

Glaive – Stop calling me that!

I don't know, it doesn't concern me.

Dainn – Hmm, nothing makes sense here

I am a weapon; I don't need memories.

Dainn – Try to remember.....please.

Glaive – I....I don't need memories, I am a weapon.

Art: A record player with the audio in it.

Interaction: The player can click E to interact with the Record player and play its contents.

Security Log

Security [Excitedly] – This is day 1 on the job, it's.....better than I expected. No need for rounds, not too many people around. Just a bunch of white coats and soldiers walking around. What else... [mouth noises (mimicking gun shooting sounds)] oh the pays good and there's unlimited food..... Feels like a dream.

Glaive and Protagonist conversation

This place, it's alive. Its playing with us. It's trying to mess with our heads.

Glaive – How is that of consequence!!! It's kill or be killed, I prefer to be the one doing the killing.

Dainn – I am gonna make you remember even if that's the last thing I do.

Glaive – [Angry Grunt]

You enter a room with a simple projector on it. [Project Zoe]

Art: A small room with a projector in it.

Interaction: The player can click E to interact with the projector and play it's contents.

Sound: Projector audio.

Scientist – Bringing people back from the brink of death i.e., a comatose will mark the start of our journey. Once we are capable of that, we can explore bringing people back from longer durations of clinical death. The project, project Zoe marks the descent of science into the territory only explored my myths and legends. This project.... Its...its very important to me, and to Zoe.

Glaive and Protagonist conversation

How am I not surprised, a branch of the government trying to revive the dead.

Glaive – The dead can't die; these things are something else.

Dainn – How did we end up here, my last memory is of us...we.....never mind.

Art: A record player with the audio in it.

Interaction: The player can click E to interact with the Record player and play its contents.

Security Log

Security – it's been a week here, everything's still pretty good. But it's getting a little lonely. The white coats avoid me, and the soldiers seem to have a stick up their asses..... Oh, and I don't think this is a lab, feels more like a hi-tech military hospital. Seen a lot of injured soldiers go in.

II.

The protagonist walks through a door and it opens up to a city alleyway.

Sound: Door Opening & closing audio.

Sound: Alley background sounds, of steam light distant traffic.

Dainn – You seeing this?

Glaive – New grounds?? lets hunt!

Dainn – How is this possible! Do you remember this?

Glaive – Operation Modelik.

Dainn – yeah, a lot of civilian casualties because of our recklessness.

Glaive – [In mental agony] How ... How do I know this? It doesn't make sense! Why do I know this!

All the enemies lie motionless in a very well-lit scene, with what looks like a market where there would be crowds of people. But instead, there is no one, it is eerily quiet and there are motionless monsters.

Sound: Enemy SFX

Dainn – They're not attacking.....Wei?

The glaive gets worked up after getting nudged again and again.

Glaive - Who the fuck is this Wei, I just want to kill kill kill them all. All of them.

A Fight encounter starts.

Right after the defeat of the smaller enemies a mini boss is introduced who is the culmination of all the hate and rage of multiple enemies.

Mini Boss – We are damnation.... And you will be once of us..

As soon as the boss enemy dies, the environment immediately becomes dark

Sound: Lights switching off sounds.

BLACK SCREEN

A light switches on above a table showing a family just sitting at a table enjoying their day. But as you get closer, they immediately turn towards you and rush you together.

■ Camera: The camera locks on to the table.

■ Camera: As soon as the enemies attack, the lock on switches off.

Sound: Light switching on sound.

Sound: Background audio of family sitting together.

This... this is. No no no no don't make me do this, not again. I remember.

Please STOP

I REMEMBER!! PLEASE!!

Boss!!! Please stop!!!

The protagonist has to fight them off in self-defense, as soon as all the enemies are dead, a small cutscene starts.

The scene shifts to a scene from Baghdad with the character who's conscious is trapped within the glaive standing over the dead bodies of civilians.

■ Camera: The camera starts orbiting the protagonist from the front, with the dead enemies in view.

■ Camera: Once the orbit reaches the back of the protagonist, the camera keeps orbiting but this time, the scene switches completely to a scene of Bagdad and the camera comes out of the back of Glaive – [Heavy Breathing audio]

Sound: Background audio of Bagdad will be accompanied by gunfire and people yelling orders.

The scene shifts back to the hospital environment.

Sound: Sniffling.

Dainn – You remember now?

Glaive – Sniffling / crying

Dainn – Wei!! Get a hold of yourself!

Glaive – Yes....[large sigh to stop crying]

Dainn – You seem to have changed!!

Glaive – I... I seem to have more control.

You enter a room with a simple projector on it.

Art: A small room with a projector in it.

Interaction: The player can click E to interact with the projector and play it's contents.

Scientist – Memories.....are they just new neurons connecting in the brain? We've all heard of the account of a mother picking up an entire car to save her child. What if we took away her memories...would she still have the same strength to save the kid?

Memories or specifically, relationships seem to have a mysterious influence on strength. We can use relationships as the origin, driving the subjects urge for revival.

Glaive and Protagonist conversation

What's the last thing you remember?

Glaive – We had called on a bombardment on our location, there was a flash and then... nothing.

Dainn – It's the same for me. Do you think they're trying to bring us back?

Glaive – Hm... probably.

Dainn – Each of those things we fought here, are people we've killed in the past. It almost seems as if all of this was made just for us.

Security Log

Art: A record player with the audio in it.

Interaction: The player can click E to interact with the Record player and play its contents.

Security – [Breathe out] came out to stretch my legs, and record this. The lab feels.....off somehow. I could swear I heard screaming inside once.

I went to investigate but the soldiers were already there blocking the path. There was something ... I don't know what but something hellish about the scream. It's still ringing in my ears, these people... this place isn't normal.

You enter a room with a simple projector on it.

Art: A small room with a projector in it.

Interaction: The player can click E to interact with the projector and play it's contents.

Scientist – Our experiments have shown us a few things, the subjects seem to get increasingly maniacal over time. Almost as if their own memories are torturing them.

Humans are social animals, maybe being alone is causing them to fall into depravity. Need to experiment further.

There was an irregular subject, who had no reaction to the program. This goes on to prove that death is indeed different between individuals. So, a heaven and a hell exist?

[Sigh].....Let's move on to the next batch.

Glaive and Protagonist conversation

Dainn – I'm beginning to understand where we are....

Glaive – [Grim] Hmmm....

Security Log

Art: A record player with the audio in it.

Interaction: The player can click E to interact with the Record player and play its contents.

Security [Heavy Panting] – [door closing]They saw me.....[panting] I sneaked into the lower levels, they're making something....with the soldiers....they're doing something to them, they....they look like shadows, he...it smiled at me....

III.

Security Log

Art: A record player with the audio in it.

Interaction: The player can click E to interact with the Record player and play its contents.

Scientist – He's in there!

Soldier – [ON THE GROUND!!! NOW!!]

Security – Okay...okay please please please don't shoot, I don't wanna die.

Scientist – Funny of you mention that, I will do my best.....Shoot him.

Security – No no nonono...[Gun shot]

The protagonist walks through another door and this time, it opens up to a toilet.

Sound: The toilet will have a basic audio of water dripping through taps and will also have a slight reverb that toilets have.

The toilet has a reflection talking back at the protagonist blaming her for her death.

■ **Camera:** Once the player has walked a few steps into the toilet, the cutscene starts, putting into focus the character that is talking.

■ Kate (Ghost In mirror) – Sis???? What is this ? Where am I? I can't move....

■ We were on a mission, we.. we got surrounded... there was a bright flash and and.... I can't remember.... Why can't I REMEMBER?!!.....

■ Am Idead? how....why.....you...it was you....YOU....YOU DID THIS TO ME!!!! I AM DEAD BECAUSE OF YOU!!!

■ [Head goes creepy, Kate smiles and looks the camera with a tilted head]

■ Now its your turn.

As the person in the mirror gets louder and louder, the lights and mirrors all over the loo start shattering. The shattering starts the furthest from the protagonist and gets closer and closer to the her, until finally, its completely dark again.

■ **Camera:** The camera makes slight adjustments to show the shattering glass all around. Until complete darkness.

Sound: Glass shattering audio.

Sound: Lights switching off audio.

Sound: Demonic voice audio.

BLACK SCREEN

The scene opens up Infront of a huge tunnel overgrown with flora. Initially it's quiet.

Sound: Flora rustling audio.

There is a low rumble which is followed by a small cutscene showing attacking soldiers with skeleton heads rushing towards your position. This starts a fight sequence.

- Camera: The camera switches multiple views to show the oncoming hoard.
- Camera: A close shot of the ground with running skeletal soldiers.
- Camera: A shot from inside the tunnel with the player standing outside, making a silhouette.
- Camera: The camera will have a shake to mimic the quaking floor from the rushing enemies.

Sound: Rumbling audio.

Sound: Running footsteps.

Sound: Enemies SFX.

Towards the end of the fight sequence, a shrill static pierces the protagonists' ears and gets louder and louder until the Glaives voice can be heard through it.

Dainn – I'm sorry..... im sorry....im sorry.....im sorry. [at a very low voice almost crying]

Glaive – Dainn, snap out of it!!

Glaive - Wake Up!!! Dainn!!! Wake Up!!! Wake Up!!!!

Sound: Mic amplifier overload SFX.

Once this fight sequence is over, the protagonist wakes up in a dark room. Almost as if it was a dream sequence.

- Camera: The camera is on the side of the protagonist, taking a full length shot of her waking up from the side.

[Heavy breathing after waking up with a sudden jolt]

Glaive – It's okay, it was just a dream.

Dainn – [Breathing slows down].....Do you feel so too?

Glaive – Sigh.... You did what you had to do and no one blames you for it.

The protagonist is in a very dark room with no lights but a single spot light on top of a door at its end. And the floor is filled with water

Sound: Footsteps on water sound effect.

The protagonist enters the door and finds herself in a desert with one lone soul standing in the middle of her view, under an eclipse.

- Camera: The camera increases its FOV to show the entire scene.

Sound: Background audio of a desert.

Sound: Sand getting displaced from footsteps.

Upon approaching this Samurai looking character, a fight sequence starts

Sound: Boss SFX.

After the fight is over, a beam of light is shown shooting from the earth towards the moon.

The game ends with multiple enemies rushing towards the protagonist's position in the desert.

- **Camera: The camera moves backwards faster and faster while keeping the attention on the protagonist and moving further and further away.**

- **Dainn – Wei? ...This is hell isn't it.**

- **Glaive – It is, our hell.**

Sound: Enemies running on sand sound.

Sound: Camera crossing fast moving objects SFX.

BLACK SCREEN