

ONE HOUR ONE LIFE LAUNCH TRAILER

by

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BIRD'S EYE VIEW

We peer down into a hand-drawn rendition of a home office.
Cut-away walls. Invisible roof.

White drywall supports a few paintings and bookshelves above a blond hardwood floor. A cluttered computer desk sits in front of a window, looking out into the wooded wilderness beyond. A closed DOOR occupies the middle of the south wall.

A CARTOON MAN putters around the office. He is tall and gangly, slightly balding, and wears a t-shirt and shorts.

The man turns toward the camera with a start and waves one of his spindly, pen-line arms in greeting.

MAN

Oh, hello there!

The cartoon man points to himself.

MAN

I'm Jason Rohrer.

(hesitates)

Well, at least this is what I look
like inside my new game One Hour
One Life.

JASON gestures to the office around him.

JASON

Yep, this is it! We're live inside
the game right now.

(rubs chin pensively)

Well, actually, this is what my
modern home office looks like.
Civilization inside the game hasn't
gotten quite this advanced yet.
Maybe someday, though.

(shakes off wistfulness)

So anyway, this is a game about how
we got to where we are today, and
about what it would be like if we
had to do that all over again. You
know, if we were starting from
scratch, naked in the wilderness,
with nothing but rocks and sticks.

Jason points to a CLOCK on the wall. The hands are spinning wildly. The minute hand is a barely-visible blur.

JASON

Wow, simulated time sure does pass
quickly in this game.

Jason now points to a WALL CALENDAR, which mysteriously flips to the next month every five seconds.

JASON

In fact, a whole year goes by every minute, and we age along the way. We live an entire lifetime in just one hour, from being a baby all the way up to becoming elderly.

(points to himself)

I'm even aging myself right now as I talk to you.

Jason's hairline suddenly recedes more and he sprouts a bushy mustache.

JASON

Sheesh! Did you see that? I just got older again! We better get on with this tour before I run out of time.

Jason opens the office DOOR in the south wall and heads east into the surrounding wilderness.

JASON

You see, all of this around us is on a persistent server. It starts out full of totally untouched wilderness, and it's up to us, the players, to rebuild civilization here together.

Jason continues walking to the east through a grove of trees.

JASON

You might be wondering how players get onto the server in the first place. Like, where do they come from?

Jason hides himself behind a bush and peers out into a clearing. FOOTSTEPS can be heard off camera to the east.

JASON

(whispering)

Shhh. There she is now!

A WOMAN, clad in primitive furs, walks out into the clearing.

JASON
(low voice)
The first player to join the server
is Eve. She's at the root of the
game's family tree. And the second
player on the server should be here
right about now--

A screaming BABY pops into existence, naked, bald, and pink,
next to EVE.

JASON
Yep, that's player two, Eve's first
baby.

Eve picks up the baby. The baby's tiny eyes open as it
stops crying.

JASON
When you join the server as a baby,
you're truly helpless.

Jason now walks north into another clearing where several
fur-clad adults care for and feed babies and children of
various ages.

JASON
You depend on care from your
parents to survive. If they help
you through your early years, you
may have a chance to grow up and
have babies of your own someday.

Jason leaves the second clearing and continues walking east
through a swamp.

JASON
And your own babies will be other
players, don't forget, who will be
depending on you for their
survival. You're just one small
link in a very long chain.

Jason walks into a PRIMITIVE CAMP. Several fur-clad men and
women of various ages, along with children, work together.
Chopping wood into kindling. Skinning a rabbit. A fire
burns in the center of the camp.

JASON
What you accomplish in your brief
lifetime will depend on the
situation that you're born into.

Jason picks up a STONE HATCHET from the camp.

JASON

In the beginning, you will be
scraping together basic food and
tools from raw natural ingredients.
Life will be pretty tough and
unforgiving.

Jason walks out of the camp to the east and through another
wooded grove.

JASON

But future generations can build
on the foundation that you help to
create.

Jason continues walking east and a lashed wooden hut comes
into view. Neatly-planted rows of carrots and wheat spread
to each side of the front door, with a path down the middle.
An adobe oven burns inside the hut, with a fur-clad elderly
man tending it. Two fur-clad children open the front door
and run out.

JASON

Eventually, players can develop
technology that allows them to
transform their environment in
substantial ways.

Jason continues walking to the east, into an adobe village,
and a roaring forge comes into view, with several steel
tools scattered around it. Domesticated sheep graze in a
fenced pasture.

JASON

In your brief lifetime, you'll have
a chance to leave your own small
mark on the world, and maybe create
something that helps your children
and grandchildren.

A man and a woman, now clad in woven wool clothing, use
steel axes to chop down several trees. They load the wood
into a wheeled hand cart.

JASON

But really, all of this is just the
beginning.

Jason now walks north where he crosses a PAVED ROAD.
Suddenly a gleaming red SPORTS CAR roars by with a smiling
driver inside.

JASON

As players continue climbing up through the tech tree, I'll be trying to stay one step ahead of them by adding new stuff to the game every week. I'm drawing everything by hand with pen and paper, so I can add new things pretty quickly.

Jason heads east down the paved road, which turns into a MAG-LEV LINE, and a sleek, aerodynamic TRANSPORT CAPSULE floats by. The passenger wears a black, wrap-around visor.

JASON

So I hope you'll join me as this crazy game unfolds. I may even spawn as your baby at some point, and it will be up to you to take care of me.

PIANO MUSIC swells as Jason walks up to the gates of a FUTURISTIC CITY with Jetson-esque towers on the corners of the walls.

JASON

As we rebuild civilizaiton together, who knows where we'll end up?

A hovering bronze ROBOT stationed near the gate approaches Jason with an ION WEAPON raised. With an audible CRACK, the tip of the weapon emits a purple spark, and Jason collapses into a pile of HUMAN BONES.

CUT TO:

GAME OVER SCREEN:

YOU DIED

AGE: 40

KILLED BY: ATOMIC POWERED ROBOT

[GET REBORN?]

CUT TO:

TITLE CARD:

ONE HOUR

ONE LIFE

TITLE CARD:

A GAME BY

JASON ROHRER

TITLE CARD:

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