\*Fade in\*  
Location (Limbo): Hospital Room – Prague – Czech Republic.  
Time of day: Morning.  
Sound: Hospital environment. (+ light slow bassy music)  
  
Room contains: Bed, Serum holder, heart rate monitor, room has a window.  
  
Nurse # 1 (Emilia) approaches the bed and changes the serum, she exclaims.  
  
“This is not morphine! Who put heroine solution in the serum?” She whispers to herself.  
  
She leaves everything and approaches the door of the room (End of the room, camera doesn’t follow). Another nurse (Candice) approaches and enters the room. They blabber together, whispering, trying not to wake the patient on the bed.  
  
“Tell me you didn’t do it, Candice.” Emilia chides her.  
“I… I’m sorry. My-” Candice tries to reply embarrassingly before being interrupted by Emilia.  
“You’ll say nothing about this. Shit, I don’t know if I can find a way to get ourselves out of this. What if the doctor knew about this? The man barely survived the plane crash. We have to take care of him until the side effects go…” They both look at the patient and the camera moves to pan on the patient.  
  
Patient murmurs in his bed and the camera transitions upward. First REM Triggers.  
  
\*We go to REM\*  
  
What we take from reality and then twist into REM:  
Nurses murmuring, heart rate monitor beeps, distant echoes of steps passing by the room, a deep grinding metal voice, audio transmissions of captain before plane crashes. Slow synth music.  
  
REM Enemies: Nurses? Red and Purple circles (To designate pain from unknown sources since he doesn’t yet know where he is or what he is doing).  
  
REM Goal: Open a door (Probably the room’s door) by collecting 4 pieces of Serum bags in REM (some locked inside puzzles, some simply in the open but a little more concentrated with enemies). (No timer? Since still first REM)  
  
When tutorial ends and REM is over, we go back to Hospital room with our hero breathing heavily and full of energy. He stands up, the nurses rush to him.  
  
“Sir, please… you need to rest. The medic-” Emilia says politely but he pushes her and tries to leave the room. Candice stands in front of him.  
“I’m sorry. You can’t leave before the doctor checks up on you. And you need to have a shower first.”  
“I will have a shower now. Where is the door?” The man asks hysterically as he approaches the window and carelessly steps out of it and falls.  
  
\*Change location\*  
  
In this location we can clearly see the first floor’s window of the hospital to the left. Hinting that the man fell only one floor and could stand back up and walk, especially that his body and mind are addled by heroine.  
The man stands up and walks as if nothing happened, the camera moves with him as he traverses the streets and passes by some buildings.  
  
Sounds:  
Cars – Traffic – Construction site – Distant chatters.  
  
The man passes next to 2 strangers.  
  
“Have you heard about the plane crash? They said only three people made it to the hospital.” One says.   
“Gosh, I hope they’re still alive, at least.” Replies the other.  
  
  
A couple of buildings later, the hero passes by a worker leaning at the wall, having a rest, between two buildings.  
  
“You seem unwell, my friend.” The worker says. “Do you need a chair to sit?”  
The dialogue bubbles of the worker are similar to any other dialogue bubbles. If the player stops moving and stands next to the worker, an “interact” button will appear. If not, nothing happens. This is an optional encounter.  
  
If Yes:  
The camera fades out and fades in to a construction site, a small one. They’re building a small structure using only one crane. Time: Noon.  
  
The man sits on a chair and the worker opens a can of soda and gives it to him.  
“Drink some, freshen up.”  
“I need to have a shower.” The man says before the camera jumps up again.  
  
\*Another REM trigger\*  
  
Enemies: Worker + 2 strangers + Nurses.

Keys/collectibles: Cans of drink?  
  
Sounds in REM: Wicked construction site sounds, Strangers blabbering, Panning music from left to right and from low to high, soft to loud.  
  
Goal: Every can the player collects, a part of the building is done, when the player collects of the cans the building at the end of the room is finished and they can exit through it.  
  
When REM is over, the man is once again full of energy. He runs, trying to escape the construction site but stumbles upon something and falls down into a running river beneath a bridge.  
  
Location: river in suburbs, under the bridge.   
Time: Dawn.  
Sounds: Distant Barking Dog, rain, less frequent traffic and night ambience.

-- in case the player didn’t do the optional thing, he will continue past the building and then a dog appears from around the corner and starts barking. The man jumps, scared and stumbles and falls under the same bridge, in the river. --  
  
  
Heavy rain starts. The man sees a couple of homeless people under the bridge trying to warm themselves by a fire. He tries to approach them but the wind blows too heavy and his body stops.  
  
Rem Triggers again.  
  
Enemies: Dog, Nurses, Worker, Strangers.  
  
Keys: Fire.  
  
Sounds: Dogs, Rain, Crackling Fire, Lonely music, dark feeling.  
  
Goal: Fill the warmth bar before the cold bar takes over and kills the player. Cold bar raises automatically (like a timer). The player has to keep on taking fire bits until they reach the bridge icon where REM is over and they find themselves under the bridge next to the homeless.  
  
Homeless man #1: “That nurse gave you the shot as well, eh? Look here, Patrick. We found the third survivor.”  
Homeless man #2: “I thought we’re the only ones who made it out alive at first. \*Chuckles\* Guess we’re stuck here for a little longer, buddy.”