

SCRIPT TITLE

Written by

Name of First Writer

Based on, If Any

Address
Phone Number

EXT. MAP VIEW. DAY 1.

A grey box pops up along the bottom of the map and words appear onscreen.

ISLAND GUIDE

Hello! Welcome to Coastal Island. I hear the Post Office sent you to be our new postie!

The dialogue wipes. Fresh dialogue appears.

ISLAND GUIDE (CONT'D)

Well, we're quite quiet here at Coastal Postal. In fact, today we only have one package to deliver. Perfect for you to practice your skills!

ISLAND GUIDE (CONT'D)

But first, let me show you around.

A small dialogue box appears beside the sidebar tab.

ISLAND GUIDE (CONT'D)

This here is your delivery route guide. Tap 'P' to open it!

Only tapping 'P' can further the game here. Once the player has tapped 'P', the sidebar opens and the dialogue box disappears.

A fresh dialogue box opens, and with a line, points to each item in the sidebar as it references it.

ISLAND GUIDE (CONT'D)

This is your fuel gauge. For each stop you make, you will use one unit of fuel. Use your fuel wisely to make your deliveries and return to the Post Office.

ISLAND GUIDE (CONT'D)

This is your clock! It's great to be punctual, don't you think? Don't worry too much about it for now!

ISLAND GUIDE (CONT'D)

Now this last bit is your list of stops. You can visit them in any order- I'll check them off as you make each delivery!

ISLAND GUIDE (CONT'D)

Please remember: a route is not complete until you return to the post office. Oh, and please don't pass a stop twice- it's unprofessional!

The dialogue box closes. A fresh, undirected dialogue box opens.

ISLAND GUIDE (CONT'D)

Aaaaall of this is a map of the island... your new home! You can use the arrow keys to look around. Head over to the lighthouse now!

When the player is hovering over the lighthouse, a fresh dialogue box appears.

ISLAND GUIDE (CONT'D)

Great work! Now press the space bar to select the stop. Once your van gets there, it's up to you to get back to the Post Office. Good luck!