Name: Dead Memories

Key: Comments/Suggestions

       Yes answers/Good outcomes

       No answers/Bad outcomes

**Opening**

Lab

All the work has paid off, you’ve finally cracked it. The secret to immortality. Your successful test subject DELETED lies in front of you. You are due to present it to the world tomorrow. Your team have all gone home but you stayed to make sure everything was optimal. It would be a good idea to wake the subject and perform some final checks. It would be devastating if something went wrong tomorrow.

Activate?

If yes,  
You turn on the life support systems, the subject starts to move its fingers and its eyes flash open.

If no,

You probably should do some checks anyway. You turn on the life support systems, the subject starts to move its fingers and its eyes flash open.

Something’s wrong…

ERROR ERROR ERROR. Red lights are flashing all over your displays.

Its head jerks up with its eyes staring right at you, it begins grunting unintelligibly.

The subject destroys the restraints with a huge roar, leaving a mangled mess of metal on the floor. It lumbers towards you, arm outstretched. The last thing you see is its  hand driving into your neck.

**Beginning of Game**

You regain consciousness, eyes struggling to open, you can’t remember what happened, you can’t remember your name, why you are here, nothing.

Lab

You see flames flicker in the corner of the room. There are holes in the wall, showing exposed wiring. Most of the equipment has been destroyed. The security door to the west of the room has been wrenched open, whereas the doors to the east (Infirmary) and north (Changing Area) remain untouched.

Some lab notes are lying on the table.

Items?

Changing Area

This must be where the scientists change into their lab gear. A long dress is hanging from one of the pegs. Lockers line the west wall, numbered from 1-20. On top of locker 12 you see a brown cowboy hat. Someone’s lab coat is lying on the floor. The door to the south leads to the lab.

If player looks at labcoat

You see that inside one of the pockets, there are a set of keys with L16 written on them. You aren’t sure what that means.

More items?

Armory

There’s a secret armory behind locker 16. Who knew?. This must be for emergencies. All but one the cabinets that line all 4 walls are locked and require a keycode to open. In the unlocked cabinet, you can see a small gun.

If player picks up gun

You clumsily pick up the gun, accidentally pressing the trigger. One of the bullets shoots off into the wall, creating a small hole. You’re a scientist, not a sharpshooter.

More items?

Storage Basement

Large glass tubes line the northern end of the room. This looks like a storage area for test subjects. The glass tube in the middle has been smashed. The tube is labelled, “Prototype - M. Morgan, ‘To all intents and purposes, a failed test subject’”. The southern end of the room is lined with cupboards and cabinets. In between the cabinets is the door to the stairwell.

Items?

Infirmary

This room is the only clean room in the complex. It feels too clinical. Cabinets filled with various medical supplies line the north and east walls. In the middle of the room is a small examination table with a green box on top of it. The west door leads back to the lab

Green box = medkit

Items?

Lobby

The door to the outside is blocked by large pieces of rubble. The reception lies in ruin. One of the drawers is still intact and is lying open.

The door to the east leads to the stairwell

If player looks in drawer

There is a flare here, I wonder what that’s for.

There’s also a notebook in the drawer.

Canteen

The door to the canteen is locked, probably because you seem to be the only one here. Your stomach rumbles, almost in response to the locked door.

Roof

The helipad takes up most of the roofspace. Big time executives and government officials must use this for lab visits. You see a helicopter flying over one of the buildings on the other side of the city.

**Ending**

You made it to the roof, flare in hand. Hopefully the pilot sees you. A feeling of relief washes over you as you notice the helicopter getting closer. The wind begins to pick up as the helicopter lands on the helipad. You hear thumping on the roof access door behind you. You see your reflection in the window as you climb on board. Everything comes flooding back. You are Kirill Sidorov, you created the monster and you are responsible for what happened in the lab. The relief you feel is immediately replaced with guilt as you realize the knock on effect something like this could have on the world.

As you sit down, nodding to the mysterious pilot, you notice that your sleeve is torn at the shoulder. Upon further inspection, you see that you have been bitten. It must have happened when the subject escaped. You begin to feel woozy and, oddly, extremely angry. Your inhibitions leave you as you fly into a brutal rage, lurching towards the pilot…

**END**