

Gameplay Script

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(Printed with the demonstration version of Fade In)

Gameplay Script Draft 1 Segment 2025-03-26 1.

Narrative in: After several weeks waiting for orbital

alignment. You are finally able to board the low orbit ship. The player has made the decision to explore the ship themselves.

Goals: To use the ship's exploration segment to introduce a new decay culture and prepare the introduction of the convict.

INT. SHIP - CHAMBERS

Directive Title: Explore the ship.

Directive Description: Wait for Melchizedek to take control of the ship's systems.

The player enters the ship. As they do, the illumination of the ship starts to boot up. First the emergency red lights, then the regular ones, one by one.

MELCHIZEDEK
(Resonating on the
empty ship,
distorted)
Can you hear me?

PLAYER
You sound weird Zedek.

MELCHIZEDEK
I can't hear you. One second please.

Different systems of the ship start to malfunction. Lights flicker, the speaker systems produces distorted voice-like noises, the gravity system shuts down for a couple seconds, making the player levitate for a moment before falling back to the ground.

PLAYER
Zedek!. What's going on?

MELCHIZEDEK
(distorting and
shifting pitch)
I'm sorry. Taking control of this
vessel's systems is proving...

MELCHIZEDEK (cont'd)
(back to normal)
...more challenging than I expected.

PLAYER

(annoyed)

I noticed.

MELCHIZEDEK

Ah, I can hear you now. Greetings.

PLAYER

Let me know before you do more crazy things around the ship, Specially if you are going to send me flying. Please.

MELCHIZEDEK

Apologies. Taking over the ship's architecture required rebooting a couple systems.

As the AI explains, a door opens at the end of the hallway.

MELCHIZEDEK (cont'd)

I don't expect any more of that to be required.

PLAYER

That door. Was that your doing?

MELCHIZEDEK

Yes, that's that door to the ships bridge. There are a couple systems that require your manual override. There are fail-safes preventing me from having full access to everything here.

Directive Title: Reach the bridge

Directive Description: Gain access to the bridge to allow Melchizedek full access to the ship's systems.

The player enters the now open door. As they do so, the section's lights lit up, showing a new section of the ship full of small rooms.

PLAYER

(echoing)

This ship is...

MELCHIZEDEK

(still coming from
the ship's speakers)

They clearly had very different
priorities compared to your our
vessel.