

ACT 1

INT. RETRO MINIGAME - CAVE - DAY

The player plays a tutorial on how to control an 8-BIT AVATAR in a top-down, NES-style game. How to move, how to interact with objects, etc.

A weapon falls from the sky.

AVATAR
That looks useful.

The player picks up the weapon, and leaves the cave.

INT. RETRO MINIGAME - OVERWORLD - DAY

The Avatar exits the cave into a classic NES-style Overworld.

Enemies reminiscent of black dogs with yellow eyes patrol the map. They run at the player when in their line of sight.

After a few minutes of playing the game, a phone RINGS in the background. The game pauses.

INT. OLIVER'S ROOM - LATE AFTERNOON

The player is now in third-person, top-down control of OLIVER (9), who puts down a retro handheld console. He gets up from his bed.

His bedroom is extremely messy. A calendar is hung up on the wall next to the bed with a big blue circle around today's date: "XX/XX/2011".

In the corner of the room, a LANDLINE PHONE continues to RING.

OLIVER
I should answer the phone...

A TASK list appears on the top right corner of the screen. It has a task: "PICK UP THE PHONE."

The player goes to pick up the phone. Right when they interact with it, it CLICKS.

OLIVER (CONT'D)
Crap, it went to voicemail.

The phone plays out loud.

OLIVER'S MOM

Hey, Oliver, I hope school was alright. Thanks for getting home on your own again today. Did you eat the pizza I left on the table?

OLIVER

... ..

OLIVER'S MOM

Ah, right, this is a voicemail. Well, I'm driving over to pick you up. I'll be home in a few minutes. Your room better be clean before I get back.

The player is prompted by several tasks appearing on their task list: "HIDE HOMEWORK," "SHOVE DIRTY CLOTHES IN THE CLOSET," "MAKE THE BED," and "PIZZA?!"

Interacting with the dirty clothes puts them in Oliver's inventory, and interacting with the closet takes them out and shoves them in the closet.

The homework on the desk is unfinished. It has Oliver's full name in messy handwriting, "OLIVER SANTIAGO," along with today's date: "XX/XX/2011."

Next to the homework is a picture of a 6-year-old Oliver, an WOMAN and MAN (early 40s), and a younger boy (3).

When the player finishes their chores, they can leave the room.

INT. LIVING ROOM - MOMENTS LATER

Oliver enters the living room to find pizza on the table. His stomach GROWLS.

OLIVER

I should eat some, or mom's gonna know I didn't leave my room all day.

The player interacts with the pizza, and puts it in their mouth when Oliver's MOM (early 40's) enters the room. CREAK.

Oliver whips around, pizza still in mouth. Mom stares at Oliver for a beat.

MOM
...C'mon, we gotta go. We're gonna
be late.

END OF OPENING

ACT THREE CLOSER

INT. EZRA'S HOSPITAL ROOM - MIDNIGHT

Oliver slowly approaches EZRA (6), who is white as a sheet, and panting in pain.

OLIVER
I'm sorry for not sharing my
drawing with you last time I
visited. Here you go.

Oliver hands Ezra the drawing.

EZRA
What's that? Where--ow--are they?

OLIVER
Every night, I go to this dream
world on a giant Island. I made a
friend there. We run a town now.

Oliver points to the friend in the drawing. It looks a lot like Ezra from up close.

Ezra's face lights up.

EZRA
Whoah! This place looks like the
place we went on vacation!

Ezra flinches in pain. The smile vanishes.

EZRA (CONT'D)
Oliver... Can I-- Can I go with you
to the dream world? I don't like it
here anymore. Mom and Dad say I
need to stay until I'm better,
but...

Ezra stops talking, and looks at Oliver pleadingly.

OLIVER
Of course you can!

Oliver looks more closely at his drawing. It doesn't look like Ezra. It is Ezra.

OLIVER (CONT'D)
Actually, you know what? You
already are, aren't you?

Despite being in pain, Ezra smiles.

OLIVER'S MEMORY

Fog fades away, revealing a photograph of a YOUNGER OLIVER (6) hugging a BABY EZRA (3). They are at a beach, grinning wildly at the sand castle city they built.

END