

INT. WIREFRAME ENVIRONMENT

A globe Logo fades in and out: "ATLAS CORPORATION."

Upon entering the game, the player is in an 80s wireframe computer graphics-style environment.

A retro screen appears and displays a line of text: "WELCOME. LAST BOOTED: 11/14/1985. CURRENT ACCESS POINT: OCULUS"

The player enters a tutorial that demonstrates how to press buttons, grab objects, and make hand gestures.

When the player completes the tutorial, the screen displays: "REBOOT COMPLETE. ENTERING NEON CITY..."

The wireframe environment transforms into colorful shapes. Grand electronic music swells. Fireworks light the sky. In front of the player, a metropolis fades in...

EXT. NEON CITY - METROPOLIS - STREET VIEW

The metropolis is bustling with AI people. The player hears A VOICE:

VINCENT
Welcome to Neon City!

The voice trails out as it says 'Neon City', lowering in tone like it's losing power.

All of a sudden, the screen shakes and glitches.

EXT. NEON CITY - EMPTY LOT - STREET VIEW

An empty lot sits where the metropolis was shown.

Instead of AI people, there are gray ghosts trudging through the lot, staring at the ground. They all stop to take a look at the player, then resume their previous actions.

VINCENT, a wireframe face, fades in, and starts speaking.

VINCENT
(warm, melancholy)
Greetings from the past, new friend. I'm Doctor Vincent, the creator of Neon City. Or, what was... supposed to be Neon city, anyways. By the time you have found this, I am long gone. I was never able to--Please--help--them--

Vincent's voice trails away, just as a young woman's voice rings out.

V1-0-L3T
Dr. Vincent? Is that you?

V1-0-L3T, a retro-style mini TV with a propeller and jets flies in, timid. On it is a serial number, V1-0-L3T. The screen displays a question mark.

When the peculiar robot gets a good look at the player, it displays an exclamation mark, then an emoticon face. It then speaks with the woman's voice the player heard earlier.

V1-0-L3T (CONT'D)
(bright, quirky)
Oh! You must be the visitor. The doctor told me you'd show up, but you sure took your time!

V1-0-L3T pauses for a beat.

V1-0-L3T (CONT'D)
The residents of Neon City don't have anywhere to live. Please help them by building the city, Mr. Visitor!

The player is prompted to thumbs up.

The robot bounces up and down in glee.

V1-0-L3T (CONT'D)
(relieved, sad)
Oh, thank GOD! My name's Vi, by the way! I am--was, Vincent's assistant. I've been running things while he was away, keeping the servers up.

V1 loads some code on her screen and runs it.

V1-0-L3T (CONT'D)
Okay, I've just given you admin privileges. Try opening the design table. There should be a button on your watch.

The player opens the design table.

EXT. NEON CITY - DESIGN TABLE

and is introduced by V1 to the game mechanics (Place a block, change block size, change the block type)

The player places a block in its default state.

V1-0-L3T

Neon City is programmed to reflect the emotions of its citizens—This building style seems to be their default emotional state.

V1-0-L3T's display shows a neutral emote: 😊.

V1-0-L3T (CONT'D)

OH! Maybe you could try different combinations and see how the citizens respond!

The player continues to experiment with block combinations and types.

Example combinations:

The player places an Office block next to the residence block. Both the office and residence block turns into brutalist style buildings.

V1-0-L3T (CONT'D)

Wow, they do not like their homes and workplaces that close together.

V1-0-L3T's display shows a sad emote: ☹️

V1-0-L3T (CONT'D)

No worries! You're the architect, so you know what's best. In the end, the citizens are just happy to have a roof over their heads. It is kinda gnarly, though.

The player places a retail block next to the residence block. Both the residence and retail block evolves into luxury style buildings.

V1-0-L3T (CONT'D)

Wow! This building is happy with these structures around it.

V1-0-L3T's display shows a happy emote: 😊.

V1-0-L3T (CONT'D)
 The residents felt like they were
 living in luxury. That is some
choice placement!

The player finishes the tutorial.

V1-0-L3T (CONT'D)
 That's pretty much all I know about
 using the design table—from here on
 out, it's all up to you!

The player continues to place down buildings. After a certain amount of placed blocks, they get a ping on their wristwatch and a notification appears on the design table's map.

V1-0-L3T (CONT'D)
 The residents seem to have
 something to say about their new
 crib! Let's try going back to the
 street to find out what they think
 about your vision for Neon City.

Players can choose to follow the ping or to ignore it and keep building. Following entails the player entering street view.

EXT. NEON CITY - STREET VIEW

The player's design table surroundings fade. Their surroundings jump, and now they're in the city they were just building on the table.

EXAMPLE EMERGENT MOMENT

V1-0-L3T
 It seems that overall, residents
 like their new neighborhood! It is
 small, allowing them to get to know
 each other, and all the housing
 makes it feel like a residential
 district...

As V1 says this, some residents around the block dance at their new housing, while others converse and wave at each other. Some residents begin wearing pajamas).

PING! A COMMUNITY CENTER LANDMARK materializes on the player's wristwatch.

V1-0-L3T (CONT'D)
 Is that a community center? Vincent
 didn't mention anything about that.
 Try putting slapping it on the
 table!

EXT. NEON CITY - DESIGN TABLE

The player puts the landmark down.

V1-0-L3T
 Rad-This must be their way of
 telling you what they want in their
 new neighborhood. I wonder what
 other kinds of landmarks you can
 unlock by building each
 neighborhood differently.

The player continues to place buildings.

After a certain amount of placed blocks, they get a ping on
 their wristwatch and a notification appears on the design
 table's map. They can choose to follow the ping or to ignore
 it and keep building.

If players choose to follow the ping, they enter into the
 second emergent moment.

EXAMPLE EMERGENT MOMENT

V1-0-L3T
 This neighborhood seems very, uh...
 industrial! All the office
 buildings and people make it very
 productive. At the same time, I'm
 not gonna lie, it doesn't seem that
 nice to live here. But that's just
 me.

As V1-0-L3T says this, residents around the block groan and
 walk slumped around their new housing. Crowds of residents
 wander through the city. Some residents begin wearing hard
 hats and others hammer at walls.

Another landmark gets unlocked on the player's wristwatch:
 TALL PARKING LOT. If placed: The parking lots get filled up
 with cars determined by the neighborhood's happiness level.

The player returns to the design table.

EXT. NEON CITY - DESIGN TABLE

The player continues to place down buildings. After a certain amount of placed blocks, they get a ping on their wristwatch and a notification appears on the design table's map.

The player can choose to follow the ping, or to ignore it and keep building. If players choose to follow the ping, they enter into the third emergent moment.

EXAMPLE EMERGENT MOMENT

V1-0-L3T

This neighborhood is so vibrant,
and full of color! It's definitely
an entertainment district if I ever
saw one. The residents must be
psyched about living here!

As V1-0-L3T says this, crowds of residents around the block watch the screens and make bustling noises around the projection billboards. Some residents begin wearing scarves, berets, and other fashionable clothing. The parking lots get filled up with nice cars.

Another landmark gets unlocked on the player's wristwatch: KARAOKE VENUE. If placed, citizens can go up and sing simple looping 8-bit tunes.

EXT. NEON CITY - DESIGN TABLE

V1-0-L3T

Wow, the whole city is built! I
love it! It's totally awesome. What
do you think--

V1-0-L3T is interrupted by the sound of old computers loading. Then, a puzzle completion sound plays. Dr. Vincent's wireframe face returns, smiling.

VINCENT

You've done it! I hope the city is
as beautiful as I envisioned. Thank
you for creating iteration one of
Neon Ci-i-i-i-i--

V1-0-L3T

Vincent's recording is bugging out!
What's happening?!

The wireframe walls of Neon City begin to display code:
"APOLLO HEALTH SERVER: Disconnected"

Right under, it, another line reads: "OCULUS STORE SERVER:
Connected, processing"

V1-0-L3T (CONT'D)
Wait, you didn't find us on the
Apollo health servers, did you... If
we're on a store--

Another line of code pops up under the Oculus server line:

"Connectivity issues detected. Installing permissions..."

V1-0-L3T (CONT'D)
That means our program was cloned!

V1's face shows a shocked emote: 😱. Neon City's wireframe
walls fall down loudly and swiftly, creating an infinite
plane.

On the infinite plane before the player, there are hundreds
of cities, all in different states.

In those other cities, wireframe faces fade in. They greet
the player in a familiar voice, multiplied hundreds of times
over.

VINCENT
Greetings from the past, new
friend. I'm Doctor Vincent, the
creator of Neon City. Or, what
was... supposed to be Neon city,
anyways. By the time you have found
this, I am long gone. I was never
able to--Please--help--them--