

3012

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3012 Plot Outline

The reader is not really introduced to the main protagonist, the one who tells the story. The main protagonist is just there, already talking about what he is doing and where he is. He never explains himself to the audience, but Raz is a bit more explained since it is the main protagonist who describes Raz and creates him. After he enters his System 3012, he gets sucked into 3012, the simulation/game, and discovers that he cannot leave later on. He's trapped inside and the only way to escape the alternate reality is to complete the simulation's designed objectives, all the way to 100%. The long journey will take some time and at the very end, a decision must be made by the user/player. One final choice. Will the boy choose correctly? Did he choose correctly?



3012 Setting Sketch

3012 starts off on the 12th of December in the year 2020 and takes place in a nameless town in Michigan. It never snows in the deserted town now and in the winter, it's almost constantly raining. It consists of many shelters and dead buildings withering away. One of the most elegant "homes" is the hideout of the main protagonist. It can be found at the end of the main street in the center of town, hidden behind several dense bushes. The hideout is made up of old packages, big shards of wood, weak metal, and countless amounts of adhesive from duct tape and glue; all slightly visible from the outside. On the inside, is a vibrant blood orange carpet covering the floor and two opposite walls with a dark grey carpet on the other two walls and ceiling. Bright, phosphorescent christmas lights hang from the ceiling and light the small space now. A mattress lies on the floor beside an old heater. His power comes from a neighbor's home a few paces down the street, back towards the heart of the town.

In 3012, the "exclusive" game the boy discovers, the setting is mainly the technology-driven metropolis, The City of Glass. It's made up of glass skyscrapers, large companies and businesses, bright "homes of the future", and shabby shelters. The crust of the city is the dense, mysterious forest "Burakku Shinrin" or "Kuro Shinrin". Millions roam the streets in the dark depth below while the clear, spotless, beautiful buildings crowd overhead and intimidate. Many robots go out and complete errands for humans they're assigned to and others are on their own. By now, there are probably more man-made robots than humans. The others far from the city, at the crust, have outdated hardware (if any), worn clothing from the 80's, and sometimes bicycles. Yeah, those things.



3012 Character Sketch

The main protagonist of 3012 is an 18 year-old boy who lives by himself and does his best to stay alive in the strange world in the year 2020. This mysterious young man has brown hair and blue eyes; shorter than the average height and 130 pounds. His usual attire is a blue-steel jacket with a t-shirt underneath, dirty grey jeans, and gunmetal skate shoes. He enjoys messing around and experimenting with technology. He is very modest and humble; and he'll usually do things methodically. Before, he was always bullied at school, but now he is strong and almost fearless at all times. Right now, he just wants to live a great life and have fun doing that. He hates stress and now's his time to kick back and relax.

The character Raz is a bit more different than the protagonist himself, even though the protagonist is in control of him. His full name is Razputin Aquato and he is a 32 year old cyborg detective. Raz is of average height and weight for his age. He is automatically equipped with a brown fedora, a thick dark grey trench coat with orange on the inside, a white sweater underneath, and loose blue jeans. Raz can be much more ambitious, but not as careful as the boy controlling him. He loves solving mysteries and taking on crime in The City of Glass. Being a cop has always been his dream and now he's just happy that he's where he is now. Raz likes to act serious and even scare people. His presence is known when he speaks. About 10 years ago before he was a cyborg, Raz was out on a case and got ambushed by a clique of crazy teenagers on drugs with dangerous weapons. He did his best to handle the situation, but after 27 sizzling blasts pierced and sliced his skin, he was killed. The backup he called before his death finally arrived afterwards, apprehended the teenagers, and brought his body back to HQ for inspection. Since he was the best they had, they decided to try out the "cyborg program" and after a grueling seven years, it was done. He was ready, so they put him back into action and he got back to cracking cases. He was noticeably stronger and faster. Raz has been longing to eradicate crime and now he has the tools to do so.



It was the year 2020 and every person on the planet was extremely excited for what was to come. A new technology would be released and change lives. System 3012 was the greatest innovation to date. It allowed people to finally escape fully into virtual reality and do an almost infinite amount of things. What is System 3012 exactly? A very powerful, but small black plastic box that uses new technology. It's pretty much everything. Everything that existed and everything that will exist put into a machine that allowed it all to work and connect. It's a new reality entirely.

5:54 am, December 12th, 2020. Sitting outside on the frozen concrete, waiting for the local tech store to open. A dark figure swings around the corner, straight towards me. I couldn't make out who it was until his face was illuminated by the phosphorescent lights on the sidewalk. It was James, the manager of T3CH, the store I was sat next to. He's a cool guy and always gives me discounts on my daily purchases. I frequently visit and talk with him, especially on slow days. The store is like my second sanctuary, the first being my "hideout".

He lifted his head up and grinned when he saw me. He knew exactly why I was there. I stood up and walked in with him after he pressed his fingers against the door and it quickly allowed us entry. The lights flashed on and it was glorious. A golden chamber of light shined down on the back wall, where stacks of System 3012 went up to the ceiling. In fact, all of the walls were covered with the system. The four different colored walls weren't even visible anymore. The stacks were the walls now. I went to grab one immediately to my right, near the doorway, but James stopped me. He had something even better for me. He brought me to the back of the store, lifted a big box from the behind the counter, and dropped it into my arms. My face was just filled with excitement. This was one of the few "special" editions out now. He took out a small black glass-like tablet and with it, scanned the box's bar code. The tech looked slick and thin, but quite powerful. Before he asked me to, I immediately pressed my thumb against the smooth surface and the order confirmed. The next moment I yelled a quick "Gracias" and ran out of the store. The frozen air hit me instantly like a splash and I was off, back to my "hideout".

I pulled up my PMS (Personal Management System) and checked to see if the payment went through, it did. An PMS is basically a computer, or video display terminal, put into a watch-like form that locks onto the wrist for easy use. Kind of like the famous Pip-Boy from the *Fallout* series, but more advanced and less bulky, with the shape of the device Syndrome has in Pixar's *The Incredibles*. It has a polished design with a sensitive touch screen completely covering it. If I set my skin tone to its entire color, people could barely tell I had it on. It has numerous capabilities from checking what I have on my person to unlocking a door. It's a pretty neat little device that almost everyone on the planet uses. When the PMS first released in 2015, it was known as the Dri0d, but since that was too similar to the iDroid in *Metal Gear Solid V: The Phantom Pain*, the name was changed to the PVDt (Personal Video Display Terminal). A few years after, people just began calling it the PMS, and now everyone's settled on that. Mine has a smoked-chrome color and a moving background on it which is smoke swirling and blowing around with a black background behind that. The smoke shifts around from the movement of my wrist and when I touch my finger on it. Whenever I get bored, I slide my finger around on it's surface and study the movement.

The organized rows of stores morphed into rusty slums as I sprinted down the deserted street towards my "hideout". It was located in the center of a cluster of tall, thick bushes at the abrupt end of the street. I discovered it a week before I turned 18, almost a year ago, and I was just leaving my Aunt's trailer. I never came to like her because she never let me keep anything of value and would sell it instantly. When I left, I headed straight for the spot. It had a strong base of dirt, so I scavenged together some materials easily and started building. My hideout is a mix of cement, metal, wood, and cardboard. Multiple thick cloths made up the roof. I slowed to a halt and looked around quickly to make sure nobody was watching. When I made sure there wasn't a soul in sight, I turned back and used the box to help move the bushes. I squeezed through and leaned against the icy door made up of fragments of junk stuck together with a lot of adhesive from duct tape. Then slowly, but forcefully pushed.

The door slid into a bag of junk and the lights powered on. In the corner was my heater which was small, but it did the job of keeping me from freezing to death in the frosty winters here in Michigan. I slammed the door shut behind me and leaped onto my mattress with the box. I sliced the tape with my switchblade and pulled out my System 3012. It was a small, glossy rectangular box with a few buttons and ports. I reached into the box for the wires and plugged them each into their coordinating slots. I had power thanks to my very kind neighbor, Ms. Wilson. Thick cables snake through the dead grass through the bushes into the side of my hideout with multiple plug-ins for all of my electronic needs. I powered on the system and, from the box, took out the connection device. This will allow me to connect fully to my character within the system. It will automatically construct a hardwired connection into my brain, so everything I see, touch, hear, smell, and taste will seem real. Everything within the system is customizable, so I could turn any of those functions off. My movement in the real world is cut off and moved to the movement of my character in the alternate reality. All I have to do is think it. If a bowl had a skeleton, this is what it would look like. I placed it on my head and the whirling sounds from the system became louder and faster. I checked the box once more for anything I might've missed and there was one more thing. It was a disc case with nothing, but "3012" printed on the front. It was the first game that was supposed to come with the system, but it got delayed another few years due to some crazy accident that happened during testing. I took the disc out of the case and inserted it into the system. I felt something pierce my skull and reality blinked away, like an old tv turning off.

It was completely black. I tried to move and activate something, or do anything, but nothing. Until a hollow green bar in front of me grew longer and longer in length and stopped when it filled my view. A classic loading bar. In a second, it instantly filled and disappeared. More darkness. An electronic BEEP sounded and a menu was quickly typed out in front of me. It had many categories and subcategories that seemed to go on forever. I selected the settings and created a perfect configuration for me, like I always did, and saved it. I went back to the menu and opened the first category, "Create". This contains everything users need to create, from building the environment for an area to making any weapon they want. I was so amazed at the possibilities. But I have no interest in doing any of that stuff right now, so I backed out and chose the "Games" category. Only one game was here and highlighted. 3012.

Somehow I had already forgotten about the "exclusive" game I had inside my System. When I selected it, another menu appeared on the right with more options. I hit the "Play" option and instantly got into the game. From the center, the game screen began to build and branch out until it filled the blackness around me. The menu for 3012 was a man facing a very futuristic city with moving parts like suspended cars and flying subways. There were droids walking along with people and tall skyscrapers made of glass in the core of it all. The rundown parts of the city were away in the horizon with barren streets and rusty metal shacks. Farther out were threatening forests and lifeless hills. Even farther, a wasteland with mountains on the outside trapping it all in. It appeared that the man was part-human and part-machine. A cyborg. It all even had a cool day-night cycle and dynamic weather. I spent a few minutes observing and once it all looped, I went over to the settings. After I got that all sorted out, I finally started it and the man on the screen began walking towards the city.

A long scene occurred with a deep, garbled voice introducing the story. I was a cyborg-detective sent to The City of Glass to solve a simple case there. After the explanation, I was put into a first-person perspective. My character was sat down in front of a black-glass desk. A man in a sharp suit stood at the window and stared down at the hundreds below. He walked over, sat down, and asked of my name. I looked down and saw a file in my hands with information to fill out. I could name myself whatever I wanted and other characters would call me by that. I chose Raz, after the main character in *Psychonauts*, which was short for Razputin. Then after I typed out all of the other information, the scene continued. I was so eager to play.

Once the cutscene ended, I was thrust out into the immense world. I could now do whatever I wanted, from doing the main story to inspecting bushes outside of the city. I'd decided to leave the HQ and

walk around a bit. On my journey I found many things to aid my quest. Just a few minutes ago, I was heading towards an area that contained information about the whereabouts of an arms dealer and as I did this, I saw an extremely suspicious man near an alley. He was wearing a thick black coat, grey skinny jeans, and a weathered rasta beanie. Seemed like he was very jittery, so I slowed my pace and changed my direction. I flipped the thin cloth that was my hood onto my head and kept it low. I hoped he wouldn't see me coming from the side, but as I walked up to confront him, his crazy eyes stared and scanned quickly. He backed up a few steps, turned the other way, and ran. I rounded the jagged brick corner of the building into the alleyway. My hood flew off to reveal more. The man sprinted for trash bins and rusty shopping carts to flip in attempts to stop me, but I easily jumped over them. He darted for a ladder and began to climb up it, so I abruptly stopped in my tracks and pulled out my trusty "tazer pistol". This was the first time I've had to use it, but I already read the tutorials for it a long time ago when information about the game leaked. I made sure it was fully charged, aimed the multiple lasers on my target, and pulled the trigger.

The suspect fell almost two stories with millions of volts traveling through him. Luckily for him, he fell onto a pile of trash. I walked over with a grin and interrogated him right there. He actually had some pretty useful information. I pulled up my map and went over to what he'd told me about. It was the location of the arms dealer and it was moving. I went over to the "data" section and noticed that his location connected to the main story mission somehow. This information will give me the edge in the mission. I called in a nearby officer to take the man I'd just apprehended into the station for further questioning. Then I commandeered a vehicle and speeded to one of the ten mission start points. These are different places where players can start a mission. I chose the closest one and arrived in seconds. The driving in 3012 is really good and I got it down fast. Once I was there, I sprinted for the point and started the mission. My "boss", the man back at HQ in the suit, messaged me about the mission. I was to find the arms dealer in area and interrogate him, but thanks to the guy from earlier, I know his exact location now.

I ran back to the car and got back in. On the map I placed a custom point that connects to the dealer, so I could have a route to his moving location. I bolted straight off at him at first, but gradually slowed as I came closer. I could see him now. He was in a dark grey, aerodynamic rectangle for a car with blacked out windows. I followed for a while to see his pattern and understood it. I placed a second custom point on a street he would drive on in 20 seconds. I backed out of the digital menu cluster and turned the car around towards the point. 16 seconds. I drive rapidly at the intersection and stop without collision. 8 seconds. After positioning my car perpendicular on the street, I jump out and take a look at the two dots on my map coming together. 5 seconds. I ready my weapon and take cover behind my vehicle. I can now see the car again, coming from around the corner. 3 seconds. I hope the target isn't driving. 1 second.

The abomination comes to a halt with confusion. Before it could drive around, I snapped around my cover and fired my I-9 Blaster three times. The first two shots broke the front window and the third hit the driver, but didn't kill him. Their vehicle flew past in a flash and clipped my car. It would've hit me as well if I didn't jump back fast enough. I got myself back up, into the badly damaged car, and followed. I zoomed up behind them while they constantly shot blasts back at me and my car. I had to duck my head low to avoid getting killed. After no progress, I retreated. I needed to get a new vehicle because mine was about to explode. I activated the emergency brakes and launched out of the car onto the street into a roll. It actually hurt when I did. It felt like I actually jumped from a moving vehicle. I rolled over onto my back and caught my breathe. A digital number shined from my detective badge, read "9", and counted down to "8". I didn't really pay any attention to that because I was starting to get very tired. My eyes couldn't stay open anymore. I've been in the system for over 24 hours. I opened up the menu, but couldn't find the word "quit" anywhere. I searched through the options for any help or solutions, but couldn't find anything on actually quitting the game. It wasn't voice-activated. No hand gestures. Maybe I have to quit the game through a character in it. I began searching for people back at HQ for help, but nobody knew. There was no way to leave. I was stuck, so I ended up sleeping on my couch in my office.

When I woke up, I wasn't in my office anymore. It was a completely white room. I got up off of the floor and walked around, looking for context. I ran in one direction and never touched a wall, there was no end to this place. I gave up and began to sit back down when a voice was heard. It was an electric British man. He explained to me the whole "not being able to leave the game" thing. The only way to quit is to complete it. Then I was wiped from the lifeless room and brought back into the game world. I was starting to get hungry, so I jogged over to one of the many "Duck 'N' Run's". I got the "Ultimate Duck Meal" with a complimentary duck mask. Afterwards, I placed the mask into my inventory and began my long journey into the story of this incredible game.

I got back to the area where the arms dealer was and used a different tactic this time; head-on collision. My huge vehicle of steel barreled at them with such great force that the driver and passenger launched out of their seats, through their front window, and onto mine. Since my hovering contraption was extremely powerful, it was barely even damaged while the other was disabled. I hopped out and threw digital handcuffs on the two guys, then had a short battle with the third. The door clicked open and blasts bolted at me. I dived for cover, firing blasts back at danger. I snaked around the other side of the car and crept up from behind. I flicked out the cuffs onto his wrists and kicked him down. After I placed the people handcuffed into my car, I ran a program that allowed the vehicle to travel automatically back to HQ without assistance; successfully delivering them. Then I entered the car containing the dealer, interrogated him, and the mission was finally completed.

Somewhere at around 75% completion I wondered what would happen if I die. Would I be immediately exited from the game? Or would I actually be killed in real life? Whatever it was, I didn't want to find out. I've had a few close calls, close to death in mad firefights and intense chases. I was a bit worried about the strange countdown of numbers on my badge every time I was hurt immensely. I went from 8 to 7 when I was hit with multiple blasts in a fly-by. 7 to 6 when I was slammed by oncoming traffic during a retreat from a crazy fight and even one time it counted down twice from 5 to 3 after I was thrown off a three story building. They must be my lives and now I only have 2. The missions started to vary from each other and at one point, I was battling a dragon with an ion sword. Soon quests with goals from searching for lost items to assassinating CEOs to bounty-hunting and dogfighting in space. It was all just so unique. Sure I was stuck in here for almost a month, but it was pretty awesome.

The game got severely difficult near the end. After defeating numerous waves of deadly gigantic, pixelated creatures taken from old games and solving mind-numbing puzzles, I finally reached the end. It was a decision. I could choose to quit the game or continue. My bloodshot eyes spotted the word "quit" and I immediately selected it. The game broke away before me and darkness consumed my vision. I waited for it. Nothing. Hours later, the black abyss finally swallows me in.

All I remember was the waking and the blurred vision. I peeled the connection device off of my skull and glanced at the system. It was already powered off and I had no desire to turn it back on, for a long time.