Basic Story Facts: Main character is on the run from a mob boss type figure called Argoyle after a job he did for them went bad. Argoyle controls the underbelly of Barrier City. Barrier City is named for the glimmering color shifting wall that the city is built up against. The wall is infinite and splits the world in half. Nothing is known about the otherside of the wall and anyone that touches it dies. The main character isn’t affected by this and can cross the wall however he doesn’t know this and doesn’t know why.

Feel free to write any idea that you have, as long as it sticks to the above facts and the story preceding it. If there’s an option that you really want to write, leave your name next to that option so that the rest of us know that you are planning to write that option.

To try and keep things organized each scene is named for the options you would take to get to it. So scene 1234 means the person took the first option at the start. The second option at the next scene etc.. You can use ctrl+f to navigate scenes using these names. If anyone has a better way to store these feel free to suggest it.

Scene: Start

You take a moment to rest in the alley way. You’ve been lucky so far, they haven’t found you yet, but you’ve been on the move for hours. You need to either get out of the city or find a place to hole up. At the end of the street a cab pulls up and let’s out it’s passengers. A cab could get you out of the city and it’d be nice for some rest but if Argoyle has sent your face out it could very well become a death sentence.

Options:

1 Take cab

2 Continue on foot

Scene: 1

It’s worth the risk. Getting out of the city is your best bet for survival. Cautiously you walk out of the alley and hail the cab. You give him the name of a motel on the edge of the city and sink into the backseat. It feels good to be off your feet but you can’t let your guard down yet. You’re not safe until you’re out of the city. In the front seat the cab driver's phone buzzes and lights up. He glances at it and then back at you as you tense up. He pulls up to the sidewalk and grunts “Get out.” He speeds off as soon as you get out. Across the street from you is the park that runs along the shimmering wall that looms above the city. At the end of the street a suspicious black car turns the corner.

Options:

1 head into the park

2 head into the city

Scene: 11

Dashing across the street you rush headlong into the park heading towards the wooded trails right along the wall. Behind you, you hear the slam of car doors as two of Argoyle’s men give chase. Hitting the woods at a dead sprint the trees fly by on either side of the path. Through them glimpses of the wall can be seen. No one knew what the glowing, ever shifting, wall was made of. Only that it was deadly to the touch. *Probably a better way to go out than whatever Argoyle will do to me* you think grimly. Ahead of you is a crossroads.

Options:

1 Continue straight

2 Take the left path

3 Take the right path

4 Hide in the woods (Owen)

Scene: 114

Behind you the sounds of pursuit have faded to silence. It’s not of any comfort but it does allow you to slow down a bit. *If they’ve stopped chasing me they’re not worried about me getting away*. Taking a chance you duck off the trail and into the woods and find a hiding spot under a bush and behind a log. Hopefully they’ll walk right past you and you can escape out the way you came. You settle in to wait, watching the trail. Three minutes later two of Argoyle’s men walk into view talking to each other. Your stomach drops as you see the tracker in one of their hands. Of course Argoyle would have one on you. *Please don’t look at it, please don’t look at it* you pray. No one is listening, as the men draw even with you he glances down at the tracker. You don’t wait for them to find your hiding spot. You’re up and sprinting immediately. Your luck has run out and you’re out of options. *Please just let it be painless,* you plead. Behind you one of them yells out, “He’s going for the wall!” You burst through the tree line. Shimmering iridescent light fills your vision and then black.

When you awaken the black doesn’t lift. You seem to be lying on your back on a bed but you can’t see anything.

Options:

1 Get up

2 Call out

Scene: 1141

You’re not dead, which can only mean one thing. Argoyle’s men caught you. You know the situation is pretty much hopeless but sitting around waiting isn’t going to make it any better so you might as well try and escape. Surprisingly you’re not restrained. As quietly as possible you slip out of the bed. You only get three cautious steps through the dark before a voice freezes you in your tracks. “You shouldn’t do that.”

Options:

1 Stay still and quiet

2 Respond

3 Go back to the bed

Scene 11413

Cautiously you retreat to the bed, straining your ears, trying to catch any sound of approach through the inky darkness. There’s nothing. As you sit back down on the bed the voice comes again, from a different direction. “There you go. Just sit right there while I go get someone. Don’t even think about moving.” Fifty feet to your left a door opens and a silhouette slips out. The door closes behind them returning the room to complete darkness.

Options:

1 Stay put

2 Try and escape out the door

Scene 111

You blaze straight through the intersection hoping that you can continue to outrun the people behind you and escape from the park before backup can arrive and surround you. As you round the final corner however, you see your luck has run out. Two of Argoyle’s henchmen stand at the trail entrance waiting for you.

Options:

1 Turn around and run back the way you came.

2 Try to fight your way through them.

Scene 1112

There’s bound to be more lackeys combing the forest but if you can get through these two you might still be able to escape. You pour on the speed, bull rushing them. You slam into the first guy and manage to slip through his grasp, but he slows you down enough that the second guy is able to grab you and pin your arms. You jerk, trying to break is hold but he holds on. The first guy gets back up and you feel a prick in your neck. You buck again and this time he lets you go but you know it’s too late. Your limbs are heavy and sluggish, and you only make it a few steps before you trip. As the ground rushes up to meet you the world goes black.