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. 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. 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

*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.