\*CAPS = LOUD

ALL SCENES ARE SKIP ABLE EXCEPT FOR THOSE MARKED BY THE KEYWORD (non)

KEYWORDS:

INT: INTERIORS

EXT: EXTERIORS

CUT: CUTSCENE

CONT: CONTINUE

SEC: SECONDS

CONTROLLABLE: THE PLAYER CAN BE CONTROLLED

M.SUB: SUB MISSION

NON: NON SKIP ABLE SCENE

SCLERON: AI OF THE SPACSHIP

EXT. SPACE (CUTSCENE) TIME INTERVAL: 2 seconds (NON)

A SPACE SHIP IS MOVING AT HIGH SPEED. CROSSES THE CAMERA.

INT. SPACESHIP (CUTSCENE) TIME INTERVAL: 5-8 SECONDS

RED LIGHTS BLINKING, CAMERA SMOOTHLY MOVING TOWARDS THE SPACESHIP’S CONTROL CENTER, FINDS A MAN WITH SPACE SUIT, TRYING TO CONTROL THE SPACESHIP. CAMERA GOES INTO THE SCREEN

CONTROL SYSTEM: “WARNING! “--SYNCS WITH THE FLICKERING RED LIGHT-- “WARNING!”

EXT. SCREEN (CUT)

ENTERING THE EARTH’S ATMOSPHERE IN HIGH SPEED, A DESERTED LAND APPEARS.  
(EFFECTS: MOTION BLUR)

INT. SPACESHIP(CUT), TIME INTERVAL: 3 SECONDS OR LESS

CONT THE MAN IN SPACESUIT, GOES INTO A SAFETY CAPSULE.

CONTROL SYSTEM (CONT): “WARNING!! SPACESHIP ABOUT TO CRASH.”

EXT. DESERTED LAND (CUT), TIME INTERVAL: 4-5 SECONDS

THE SPACESHIP SLOWLY CRASHES IN THE DESERTED LAND.

INT. SPACESHIP(CUT), TIME INTERVAL: 3-4 SEC(NON)

THE MAN SLOWLY MOVES OUTSIDE THE SAFETY CAPSULE.

PLAYER: “SHIT, the spaceship outta fuel, this SUCKS.”

(CONTROLLABLE)

MISSION 0: A NEW START

PLAYER: maybe I had some emergency fuel in the storage room.

M.SUB-1: GO TO THE STORAGE ROOM

MAP: SHOWS THE PATHWAY TO THE STORAGE ROOM

AFTER THE PLAYER REACHES THE STORAGE ROOM.

INT. STORAGE ROOM, SPACESHIP (CUT), TIME INTERVAL 12 SEC

THE MAN WALKS IN THE STORAGE ROOM, AND FLIPS A SWITCH TO ACTIVATE THE AI,

SCLERON ON BATTERY

PLAYER: “hey bud, can you check for some fuel in the store room?”

SCLERON: “THERE IS NO FUEL IN THE STORE ROOM”

PLAYER: “SHIT, WHAT THE HELL AM I SUPPOSED TO DO HERE NOW.”

SCLERON: ”try contacting commander, he might help.”

PLAYER: “YEAH, that might work.”

(CONTROLLABLE)

M.SUB-2: GO TO THE COMMUNICATION ROOM TO CONTACT THE COMMANDER.

MAP: SHOWS THE DIRECTION TOWARDS THE COMMUNICATION ROOM.

THE PLAYER ARRIVES AT THE COMUNICATION ROOM

INT. COMMUNICATION ROOM (CUT), TIME INTERVAL 15 SEC

PLAYER INSERTS A CARD INTO THE COMMUNICATION DEVICE. AS SOON AS THE CARD ENTERS THE DEVICE THE DEVICES IN THE COMMUNICATION ROOM TURNS ON.

THE PLAYER SITS ON THE SEAT, AND STARTS OPERATING THE DEVICES IN THE COMMUNICATION ROOM.

AN ERROR MESSAGE APPEARS ON THE SCREEN.

PLAYER: “FUCK!!” AS THE PLAYER HITS THE KEYBOARD

PLAYER: “I Got no choice other than finding the fuel”.

THE CAMERA HEADS INSIDE THE SCREEN WHICH SHOWS ERROR

INT. SCREEN (CUT), TIME INTERVAL: 3 SECS (NON)



(A SAMPLE PROTOTYPE OF THE SCREEN)

ZOOMS IN THE CRYOLITE, THEN THE GAME LOGO APPEARS (WAIT: 1 SEC/2SEC) AND SOON FADES INTO A BLACK SCREEN.

EXT. DESERTED ISLAND TIME INTERVAL : 5 SECS

THE PLAYER GETS HIS (RECOMMENDATION: TRON BIKE ) BIKE OUT FROM THE SPACESHIP.

PLAYER: “BEEN A WHILE SINCE I RODE THIS”.

MISSION-1: EXPLORE THE SURROUNDING AREA

MAP SHOWS FEW AREAS TO GO AROUND