**Play Script Based on the Outline**

(DARKNESS)

???: Dr. (Player Name)! Wake up!

(DARKNESS TURN TO THE LAB SCENE)

(LAB SCENE WITH DIM LIGHTS THAT COULD BARELY SEE THINGS)

(VOICE’S OWNER SHOWS UP, SHE IS ONE OF THE RESEARCHER IN PLAYER’S LAB)

PLAYER: Ugh…What happened…Why the power is off? Researcher(replace with NPC name), is that you? Are you okay? It’s too dark now, I have to restore the power.

(TASK 1: PLAYER FOLLOWS THE GAME INSTRUCTION TO GO TO THE ELECTRIC SWITCH)

<The player clicks the switch part of the screen, showing that the switch is broken>

(SCENE OF THE SWITCH, LOOKS LIKE IT WAS INTENTIONALLY BROKE BY SOMEONE)

PLAYER: This does not look right…but I have to fix it first anyway.

(TASK 2: PLAYER FOLLOWS THE GAME INSTRUCTION TO COLLECT TOOLS TO FIX THE SWITCH)

<The player clicks on some props on the screen to collect them, and can give some hints, such as repair tool flashes. Click to repair after the collection is complete>

(LIGHTS ON, CLEAR SCENE OF LAB WITH CHAOS AND HALF FLOODED ENVIRONMENT)

(THERE IS SOMEONE LAYING WELTERING IN BLOOD)

RESEARCHER: No! It’s Princess Nereus! She can’t be dead! Princess Nereus is the guardian of Atlantics. If she dies, it means that Atlantics will be fallen soon!

PLAYER: She hurts so bad! We have to help her!

(PLAYER EXAMS INJURED NEREUS)

(CLUE 1: THE BIGGEST WOUND IS ON HER WAIST, AND IT LOOKS LIKE SOMEONE HURT HER)

(CLUE 2: BLOODSTAIN ARE FROM OUTSIDE, SHE SEEMED TO HOBBLE HERE WITH ALL HER STRENGTH)

(CLUE 3: SHATTERED SCALE FROM NEREUS)

RESEARCHER: No…we are already too late.

PLAYER: Why someone wants to kill Princess Nereus? What should we do?

RESEARCHER: Dr. (Player Name), we have to catch the killer who did this to Nereus. We all know that Nereus’s scale will contain her memory for 3 days, so we have to collect more of her scales to find out the truth, and save our home Atlantics before it falls!

PLAYER: You are right. Let's move now. We only have 3 days.

(CHAPTER ONE ENDS)