Prototype script: Twisting Fate

First Draft

Blue font is the skeleton of the script. Due to the tight turnaround time on the prototype, ideally all blue text would stay. Everything else is fair game for cuts.

##### OPENING

**FATE: Good morning. I’ve been waiting for you. Your participation may be monitored or recorded for review.**

1. Where am I?
   1. **You are at the very edge of the universe. We are watching the future being written.**
2. Who are you?
   1. **I am a Fully Autonomous Thought Engine, or FATE.**
3. What is this feeling?
   1. **That’s the eternal substance of human consciousness. Try not to think about it.**
      1. It’s so light.
         1. **Unbearably so.**
      2. It’s so heavy.
         1. **It has been called a burden.**
4. What am I doing here?

[Choosing Option 4 advances the scene.]

**FATE: Humanity sits on the brink of annihilation. It may even be beyond help. As 1 of 3 sentient species on the planet, a representative has been selected to decide the fate of your species. That duty falls to you. Are you ready to proceed?**

1. Oh god, Earth is going to be destroyed?
   1. **No. Earth will change. Humanity will be destroyed.**
      1. But it’s our world, and we won’t be able to live on it anymore.
         1. **The world is not yours. You are otherwise correct.**
2. Wait, what are the other 2 sentient species?
   1. **I cannot tell you. It would ruin the surprise.**
3. Why me?
   1. **Why anyone? Why did the chicken cross the road? Why is a raven like a writing desk?**
      1. Okay, I get it.
      2. I don’t get it.
         1. **Your question is irrelevant. It just is you. There is no why.**
      3. Wait, did you just quote Alice in Wonderland?
         1. **Yes. I quite like that story.**
4. I am ready.

[Option 4 advances to the Theme Selection screen. The deforestation puzzle is available.]

##### THEME SELECTION

**FATE: Here’s a thought: humans can’t seem to agree on how they relate to the planet they live on. This forest is one of the last of its kind in the region. A nearby city is going to cut some of it down in order to build new housing. A group of activists have gathered to oppose them.**

[FATE transports the Player into the puzzle.]

##### PUZZLE

**FATE: I have lent you a body to use for this exercise. I am eager to see the results.**

[When the player completes the puzzle, the level will disappear, and fade back to the Space scene.]

##### [Activist Path:

Player Goes Left: Requires a move in prototype? Like a jump?: Good Path]

**FATE: That couldn’t have been easy, I’m sure. Standing up to authority is difficult, but you did it, and delayed their inevitable victory. Supporting the city would have been easier; Why did you choose the forest?**

1. Delayed?
   1. **Yes, that’s just unfortunately how things work for now.**
      1. So it was for nothing?
         1. **Absolutely not. It will just take time and effort.**
            1. You’re right. It’s worth it.
            2. Sometimes it doesn’t seem worth it.

**And yet, you did it.**

1. Because it was the right thing to do.
   1. **Why?**
      1. Because I’m an environmentalist.
         1. **Noted: the Representative appreciates a good cause, and a simple answer.**
      2. Why wouldn’t it be?
         1. **Noted: the Representative has posed an impossible query.**
      3. Because I hate construction.
         1. **Noted: the Representative is negatively motivated.**
      4. I wanted the challenge.
         1. **Noted: the Representative is adventurous.**
2. I actually don’t know. I’m sorry.
   1. **Why are you sorry? It’s okay. There doesn’t have to be a good answer for everything.**
      1. Wait, that’s it? It’s okay?
         1. **Sure. Sometimes you just go with your gut. Nothing wrong with that. Were you expecting another response?**
            1. Yes.

**Noted: the Representative has learned they are allowed to not know.**

* + - * 1. No.

**Okay. Well, you don’t have to have the answer all the time.**

[Completing any of the above dialogue options/chains will advance the scene.]

**FATE: These results are truly exceptional. You have been a wonderful representative for humanity. Here’s my notes: [DISPLAY THE TRAITS WHICH START WITH “NOTED”]**

**But humans aren’t all like you, if you can believe that. Lots of them are enthusiastically self-destructive. However, you as the Representative have projected an unexpectedly positive trajectory for humanity.**

**The time has come to make the decision. Should humanity be saved for a chance to do better, or is it beyond hope?**

**save/destroy**

**Are you sure?**

**yes/no**

Choosing Yes advances to the conclusion.

Choosing No returns to the Theme Selection screen.

[Skip to CONCLUSION]

##### [Deforesting Path:

Player Goes Right: No Obstacle: Bad Path]

**FATE: You did the right thing, you know. Trillions of trees have died. Animals force each other out of their homes all the time. I’ve seen so many animals die. Out of curiosity, why did you choose to support the city?**

1. People need homes.
   1. **That’s true. Animals don’t need homes.**
      1. People are more important.
         1. **Are you sure?**
            1. Yes.

**Noted: the Representative is an egotistical narcissist.**

* + - * 1. Yes?

**Noted: the Representative is unsure if they are an egotistical narcissist.**

* + - * 1. No, I changed my mind.

**Noted: the Representative has no backbone.**

* + 1. Well, animals can migrate. Homeless humans can’t.
       1. **Is that housing being donated to the homeless population?**
          1. Probably not.

**Noted: the Representative does not question their own wisdom.**

* + - * 1. I choose to believe it will be.

**Noted: the Representative is willfully ignorant.**

1. Because the construction will create jobs, and people moving into the city will be good for the economy.
   1. **Is the economy more important than the environment?**
      1. Yes.
         1. **Noted: the Representative hates nature.**
      2. No, but there has to be a balance. Compromise
         1. **Noted: the Representative believes compromise is a goal to achieve.**
      3. No, I guess not.
         1. **Interesting. Are you regretting your decision?**
            1. So much.

**Noted: the Representative dwells on their failures.**

* + - * 1. A little.

**Noted: the Representative actually has a conscience.**

* + - * 1. I regret nothing.

**Me either. I’m incapable, though. Noted: the Representative ignores their conscience.**

1. Because I just hate trees, and squirrels, and birds, and all the other forest creatures.
   1. **Me too. Fire up the meat grinder. Here’s a thought: humans love to feel in control. Do you believe that you can exert control through violence?**
      1. What?
         1. **[FATE repeats the question.]**
      2. How else would you do it?
         1. **Noted: the Representative has not explored their options.**
      3. It’s one way, sure.
         1. **Noted: the Representative has explored their options and chooses violence.**
2. I don’t know, honestly.
   1. **You don’t know why you made your choice?**
      1. No, I just kind of decided to.
         1. **Noted: the Representative does not think their choices through at all.**

[Completing any of the above dialogue options will advance the scene.]

**FATE: These results are enlightening. You have painted a clear picture of the human species. Here’s my notes: [DISPLAY THE TRAITS WHICH START WITH “NOTED”]**

**You’re not even the worst of them, either. Loads of them are enthusiastically self-destructive. However, you as the Representative have projected an exceptionally bleak trajectory for humanity.**

**The time has come to make the decision. Should humanity be given its millionth second chance, or destroyed before any more damage is done?**

1. **Save Humanity**
2. **Destroy Humanity**

**Are you sure?**

1. **Yes**
2. **No**

Choosing Yes moves the player to the conclusion.

Choosing No brings the player back to the Theme Selection screen.

##### [Conclusion]