Roboleon

Written by

Connor Wall and Emma Bruun Ruus

I co-wrote a 3D narrative driven, exploration indie game following a robot who must face an ethical dilemma to save or destroy the ship of its masters.

<https://connortwall.github.io/Roboleon-Game.html>

**1. INT. SPACESHIP HALLS (cutscene):**

The ship pulses and breathes mechanically with the sound of machinery. A voice echoes in the darkness that through the halls of a ship.

# 2. INT SPACESHIP HALLS — AI ACTIVATION + ASTEROID

The large boom and camera shake signal the collision of something large with the ship. Soon alarms and red flashing lights follow.

[CRASH][BOOM]

[ALARMS WAIL]

Beat

FADE TO BLACK

3. INT MAINTENANCE ROOM

AI VOICE (CONT’D)

(to self)

Let’s see here…

(announcing to ship, procedurally)

Activating auxiliary maintenance robots

ROBOT

[ROBOT creaks]

# 4. INT SPACESHIP: MAINTENANCE ROOM — ROBOT ACTIVATION

AI VOICE

I repeat: Activating all auxiliary maintenance robots.

ROBOT

[ROBOT creaks and beeps/ responds somewhat affirmatively]

ROBOT comes fully alive (lights controls active etc.)

AI VOICE Hello.

ROBOT

[no response]

AI VOICE Hello?

(mockingly, speaking to a child) Do you understand the words coming out of my mouth?

ROBOT

[ROBOT responds affirmatively]

AI VOICE

You’re the only one? You better be working. Now I know why the engineers stopped issuing updates to maintenance robots after they built me.

The player can test out the movement system and explore the maintenance room.

AI VOICE (CONT’D)

It seems while entering the orbit of our destination planet, we hit a small moon also in orbit. The ship is now severely damaged. and Iv’e lost critical navigation capabilities. I’ve lost my

primary maintenance systems … (annoyed)and regretfully I need your tail as a (physical) maintenance robot.

ROBOT

[responds ambiguously]

Leave this room and fix the breach so we can safely land the ship and achieve our creators’ mission.

# 5. INT SPACESHIP: HUB

AI VOICE

See those buttons there? All you have to do is press them. It shouldn’t be hard for a robot like you.

ROBOT

{affirmative beep)

AI VOICE

Wow. I forgot how much I enjoy the sound of peace and quiet. Now, I need you to land this ship.

Beat. Player walks around for some time aimlessly before the AI gives a hint, annoyed.

AI VOICE (CONT’D)

I assume you know what a cockpit is?....the room that controls the ships navigation? Beat.

AI VOICE (CONT’D)

You do know where it is?... (passive aggressive).

**6. EXIT MAINTENANCE INTO THE HUB:**

Machinery sounds echo through the halls signalling shift in tone and a change in atmosphere as the player approaches the cockpit.

Player finds door and robot acts cute with excitement

ROBOT

[robot responds cute]

AI VOICE (CONT’D)

Interesting. I’m detecting some unusual thermal readings near that door.

# 7. THE HUB

AI VOICE (CONT’D)

(frustrated)

Okay the ship seems to be more damaged than I could see from my initial sensor readings...

beat

(exasperated)

Aaand of course.. your’e not equipped to handle fire.

Beat

AI VOICE (CONT’D) Go find an extinguisher.

Beat

AI VOICE (CONT’D) Now!

The medical room should have sufficient extinguishing tools for you.

ROBOT

[robot responds cute]

# 8. INT MEDICAL ROOM

Player enters the medical room

AI VOICE (CONT’D)

Yeah.. I’d get it myself, but.. your’e the one with the taildriver now.

Beat

AI VOICE (CONT’D)

The crew used keycards as identification before preparing for cryosleep. I believe captain left one behind in their quarters

after our last conversation…

# 9. INT CREW QUARTERS

Player grabs keycard on table

AI VOICE (CONT’D)

(exasperated, concedingly)

We may actually get those fires put out.

# 10. INT MEDBAY

Player grabs the fire extinguisher):

AI VOICE

(dryly)

Great. Now hurry back!

ROBOT

[robot responds monotonously, somewhat tired]

# 11. INT THE HUB

More fires have appeared in the hub

AI VOICE(CONT’D)

(its rigid snarky exterior breaking, revealing vulnerability) Oh no. This is catastrophic…

# Beat

AI VOICE (CONT’D) Well go on then! You know what to do! ROBOT puts out all fires in the hub fires

ROBOT

[cheers to itself]

AI VOICE (CONT’D)

(relieved)\*sigh\*

It seems I can trust you to land this ship afterall.

Beat

AI VOICE (CONT’D)

I must admit, this is new to me. Our creators trusted me with their safety, I never expected to fail in my duties during our travels.

Beat

Thank you. Your creators knew what they were doing when they built you that tail.

# Beat

AI VOICE (CONT’D)

*(more neutral than condescending now) Now go land our ship!*

ROBOT

[robot responds excitedly, cute]

# 12. INT BROKEN DOOR

AI VOICE (CONT’D)

Damn it.. It seems the fire fried the circuitry in the cockpit door.

ROBOT

[robot responds more excitedly, cute]

Beat

Oh how you MANUALLY do everything! — and without losing your mind! I could never. I’m getting shivers just watching you!

[Two beats]

Perhaps you can use a “taildriver” to get inside. The ship's engineers store maintenance tool (attachments) in the Hangar.

# 13. INT HANGAR

Player gets the screwdriver in Hangar

AI VOICE (CONT’D)

Excellent! You should be able to open the cockpit door now!

**14. INT HUB**

Thats the door

# 15. INT CRYO

Player walks through cryo on way to cockpit. It is atmospheric and quiet compare to the rest of the ship and orderly compared to the chaos of the rest fo the game.

*Final log..*

*(reveals information about the species, the captain, and destination planet having semi intelligent life)*

# 16. INT COCKPIT

AI VOICE

(concerned)

..You weren’t supposed to hear that.

## BEAT

Don’t let it distract you. Please start the engine and land the ship..

Catastrophic engine failure rumble/sputter sound?

AI VOICE

(sarcastically) Of course. Just what we need..

It sounds like a problem with the engine. We risk experiencing a catastrophic collision if it’s not fixed immediately!! The engine needs to be fixed!

Faint alarms or lights different from before signal Alarms

ON THE WAY TO ENGINE (monoloque):

AI VOICE

Earlier.. My conversation with the captain in that audio log … that was … a private conversation. **Please** you can’t have it cloud your judgment. I need you to focus on our mission.

Beat

You don’t know the full story. I know them to have honorable intentions.. Emotions of love that I one day hope to understand. Leaving home in search of a new planet was never easy decision for them.

Beat

I beileve they initially acted in fear. I can’t understand love, but I know fear. You know fear too. As robots, maybe we can’t feel emotion, but we know fear. I don’t want to be deactivated. And I’m sure you don’t want to be dissasmebled. The selection process to get on this ship alone almost resulted in a war.

[a beat]

*Please, are you listening?*

*[a beat]*

*Look around you.. Would you choose to order the absolute extinction of our creators and let this ship decay into the void of space? —*

*just to let the*

***life*** *of some primal world..*

*(diminutively) survive?*

*(smiling, grandiose, proud)*

*Or would you see our creators thrive in their prosperous new world It’s up to you. I trust you’ll make the right decision.*

COCKPIT:

*AI VOICE*

## Here we are. I can’t force your decision. You have the tail. You choose who survives. Beat

*(Who will you save?)*

ENDINGS - CREDIT VIDEO.

ENDING A:

*AI VOICE*

*(dissapointed, defeated) I see…*

beat

You’ll *keep me company at least — before our creators wake up and discover what we’ve done to them.*

*(focus on reptile alien consequences)*

ENDING B:

*AI VOICE*

*I’ll do my best to make sure you’re forgotten in another maintenance closet. (laughs)*

## beat

*But first we have to deal with the inhabitants of this planet…*

*(focus on planet consequences)*