Mouse in a maze (provisional title)

GAME SCRIPT

[PLAYER wakes up in a grey cubic room with no exit. Fade in from black + title sequence.]

AI: Hello. Welcome to the maze, test subject 34992.

AI: Do you have a name, test subject 34992?

PLAYER: [responds with name]

AI: Ah! How interesting, test subject 34992. Now that we have broken the ice, let’s continue.

AI: You are part of a study that requires you to reach the end of this maze. We will be observing you as you go.

AI: I am AL. I will be here to aid and guide you as you go through the maze.

AI: I will also try to ensure that you do not die. However, as mentioned in the release statement you signed, the Company will not be held liable in the event of your death and/or maiming.

AI: I would also like to address the rumor about the Beast in the facility. There is no Beast in the facility. I hope that fully addresses the rumor about the Beast in the facility.

AI: Let’s begin! I’ll open the maze doors now.

[Maze doors open. Player is freed from conversation, able to move.]

[? Display controls briefly on the screen?]

Progress milestone: Player moves 2 rooms along path to exit.

[room doors close]

[one of the doors has the words “DON’T BELIEVE HIS LIES” or “DON’T OBEY” scrawled on it]

AI: Hi test subject 34992! You’re doing great. I just have a quick request for you.

AI: [insert pointless task here]

If player obeys:

AI: Good job! You’ll notice that your obedience will be rewarded.

If player does not obey:

AI: Test subject 34992, disobedience will not be tolerated. I can make this maze easier or harder for you – don’t piss me off.

**Lines for making requests:**

AI: Hey there! Another thing you can help me out with.

AI: Hi there test subject 34992. Here’s another thing that would really help me out with this study.

AI: 34992—a moment of your time. I just need you to do one quick thing for me.

**Happy AI lines (obedience):**

AI: You’re such a good boy! Good boy! I’d pet your little head if I could.

AI: Your cooperation is much appreciated. Continue to surrender your free will and you’ll be out of here in no time.

AI: Thank you so much 34992! You’re the most blindly obedient test subject since 34567.

AI: Such a good boy. It’s almost too bad that the—never mind, never mind. You’re doing great.

AI:

**Angry AI lines (disobedience):**

AI: You’re making a powerful enemy here.

AI: I don’t want to make this harder than it has to be, 34992. But you’re forcing my hand.

AI: Test subjects have died wandering these halls. Don’t you want my help?

AI: I hope you’re okay with being here for a long time. Because you’re going to be here for a long time.

AI (very angry): I might have been lying about the Beast, 34992. Keep disobeying and you’ll find out for yourself.

AI (very angry): Have fun getting out of here before the Beast finds you.

**Random scrawling on the walls:**

DON’T BELIEVE HIS LIES

DON’T OBEY

NO WAY OUT

My name is Charles Baker. If you get out, please find my family and tell them I love them. They live at 176 El Camino Drive, Sedona, AZ.

THE BEAST

BEAST

[minotaur drawing]

THE BEAST HAS HORNS I SAW IT

THE MAZE NEVER ENDS

I don’t want to die in here

THERE IS NO BEAST THE BEAST IS IN YOUR HEAD

THE EXIT IS THIS WAY [arrow in random direction]

**Random scripted events**:

Near the end of the maze, if disobedience track, the player will come across a room with a hanging person. They’re wearing a sign that says “This is better than the Beast taking me.” The body is quickly removed by AL.

AI: So sorry for any shock! That was just a realistic mannequin that ended up in the wrong part of the facility. Carry on.

The room the player enters suddenly has all the doors slam shut. The entire maze starts shaking.

AI: Hold on for just a moment. We’re experiencing some technical difficulties.

[distant roar.]