**1 INT. CORPORATE HEADQUARTERS - INIT CAPSULE 1**

Initialization messages run across the screen. A few

setup options are displayed for Comfort/Accessibility.

Visual receptors activate first in wireframe and then

with shading.

CORP TECH

(while typing on a tablet)

Welcome TPS-7567. As a template

soldier of the XE\_CORP peacekeeping

initiative, you've been activated to

help deal with an evolving terrorist

situation. XE\_CORP upholds its

commitment to keeping order within

Eden and these insurgents intend to

drive it to chaos.

A success chime sounds and the player's instantiation pod

releases its bindings. Your character looks at their arms

and hands before they move to the position of your motion

controllers.

CORP TECH (CONT'D)

(looking up from the tablet)

All required checks are complete.

You're good to go. You're required

out in the field immediately. Head

to hangar 907 and join Foxtrot

group. You'll receive more

information about the operation when

you get there.

The Corp Tech steps to the side allowing you to move

towards the exit.

**2 INT. COPRORATE HEADQUARTERS - HALLWAYS 2**

As you move through the halls, you notice there are many

soldiers that all look the exact same. Same armor, same

face, same voices, There are some officer types that look

different.

TEMPLATE SOLDIER

Rebels have never made a move this

bold before. Numbers must be

growing...

(with deep thought)

and more resources too.

(another, smirking)

TEMPLATE SOLDIER (CONT'D)

Just means there's more fun to be

had sending them to the garbage

collector!

(laughs)

**3 INT. CORPORATE HEADQUARTERS - HANGAR 907 3**

When you get to the hanger, you move to a holo-table with

a group of template soldiers gathered around it. A

briefing begins.

FOXTROT SERGEANT

Alright Foxtrot Group, listen up!

I'm only gonna say this once so

you'd better pay attention.

Terrorists have launched an attack

on the Archive Data Bank. We don't

know what they're after, but the

information stored within those

archives could prove to be very

dangerous if exposed to the public.

We can't risk any more Edenites

joining these rebels. They threaten

the order that XE\_CORP strives so

had to protect!

A map of the Archive Data Bank appears on the holo-table.

FOXTROT SERGEANT (CONT'D)

Our defense plan is as follows.

XE\_CORP security has informed us

that the terrorists are already

inside the Archive. We'll take three

gunships to the drop point just

outside the entrance. We can't rink

engaging them in the archive and

damaging data, so we'll wait for

them outside to prevent their

escape.

Holo-table map disappears.

FOXTROT SERGEANT (CONT'D)

I say again, it's imperative that we

don't let any information out to the

public. The security and safety of

Eden hangs in the balance of what

we're able to accomplish today. If

there aren't any questions. Head to

the gunships! We take off in five!

You head over to the closest dropship. There are a couple

template soldiers there who take notice of you.

TEMPLATE SOLDIER

TPS-7567. Haven't seen your

designation around here before.

(the other)

Must be a shiny. Come meet us for a

drink at The Exabyte after the

mission. That is, if you're still

alive.

(both laugh)

All gunship take off and head toward the opening hangar

doors.

**4 EXT. LIONSGATE CITY - IN THE SKIES 4**

As the gunships take to the skies, you see an expansive

city, black with glowing neon highlights. The skies are

dark with clouds and you hear the wind passing by the

open windows.

**5 EXT. ARCHIVE BANK - FRONT ENTRANCE 5**

As you arrive at the Archive Bank, there are explosions

and gunfire going off. A neighboring gunship is shot to

the ground in a voxelated fireball. You hear the Sergeant

on your comms.

FOXTROT SERGEANT

Looks like they're already on their

way out. Get down there and show 'em

who they're messing with!

Your gunship lands and the doors open to a long driveway

that leads to the entrance of the archive. There are

already template soldiers there ducking behind cover and

shooting at rebels. Casualties dissolve into voxels upon

death. Your fellow soldiers in the gunship rush forward

and immediately begin to engage the rebels.

TEMPLATE SOLDIER

(to you)

Get your guns out! Lets go!

A controller prompt appears showing you how to equip your

weapon. As you move forward and fight the rebels, you see

their face are obscured by a noise filter. You fight for

a while until a rocket explodes at your feet. This turns

your visual receptors to white.

The White fades to a reboot screen similar looking to the

initialization screen. There are a list of items deemed

offline. Your visual receptors re-initialize. There is

some text over top of your gun that reads "Weapon

Offline".

A rebel runs past you and is shot by a template soldier

who is then shot by another rebel. The rebel who was shot

falls to the ground and is distressed until you walk

over. Gunfire subsides. Your display is still glitchy and

you hear the voice of the rebel as though it's coming

through a glitchy filter. As you bring up your weapon,

you get a message that says "Sympathic Inhibitor

Offline". The voice becomes clear, and the rebels face is

revealed.

FELIX

(with a look of fear)

Please! No! You don't understand!

Felix holds up a data disk in front of him. The player's

arm is raised to point at Felix.

FELIX (CONT'D)

I know you're not made to understand

and that you probably can't even

hear me... but the people are

slaves! The data on this disk is

imperative to the freedom from the

oppression your superiors call

"order".

Once you raise your arm into close proximity of the

character's arm you will regain control of it and a

control prompt to shoot will appear. If the player

chooses to fire their weapon, the weapon will shake and

an error sound will play with "Weapon Offline" text

flashing. If the player decides to switch weapons and

shoot Felix. It will kill him and an alternate early

ending will play [see alternate ending script]. The scene

will continue when you lower your weapon.

FELIX (CONT'D)

Oh Bakker! You're a saint! You're

kindness will not be forgotten my

friend.

Felix gets up and runs off.

FOXTROT SERGEANT

(from comms with extra static)

FOXTROT SERGEANT (CONT'D)

Foxtrot! We've pushed them back into

the Archive! All units, regroup at

the entrance.

You head over to the entrance of the Archive Bank. When

you arrive, the sergeant looks at you.

FOXTROT SERGEANT (CONT'D)

TPS-7567 you look in rough shape.

Head over to that maintenance

station and patch yourself up.

The sergeant points at a maintenance station over off to

the side. A controller prompt will show as you approach

it. When you use it, you see messages of all your systems

restoring and reactivating.

FOXTROT SERGEANT (CONT'D)

Alight everyone! This is the final

push, let finish 'em off!

(if you don't go)

TPS-7567 We need you in there! All

hands on deck!

**6 INT. ARCHIVE BANK - FOYER 6**

The Foyer consists of many vertically oriented desks and

a large open door at the end that leads to the archive

itself. The door opening is barricaded by a few desks.

Rebels' faces are obscured again.

The fight continues until all rebels are dead.

FOXTROT SERGEANT (CONT'D)

Alright everyone. Job's done here.

Lets roll out!

Every one starts to move towards the exit. Gunships land

just outside the door and you hop on.

**7 EXT. LIONSGATE CITY - IN THE SKIES 7**

As the gunship takes off you notice the two soldiers from

earlier.

TEMPLATE SOLDIER

7567. You did good today! First

mission in the books!

(the other, chuckling)

TEMPLATE SOLDIER (CONT'D)

Yeah, not too bad for a shiny. Once

you're all settled into the

barracks, drop by the Yottabyte for

a drink or two. We'll give you a

couple tips on how to stay alive on

your next mission.

**8 INT. CORPORATE HEADQUATERS - HANGAR TO BARRACKS 8**

Your dropship lands back in the hangar.

TEMPLATE SOLDIER (CONT'D)

(to you)

Right, come with us. We'll show you

to the barracks.

You follow the others through the hallways.

TEMPLATE SOLDIER (CONT'D)

(to each other)

Those terrorists didn't stand a

chance. Ha! They looked so

determined, but that didn't keep

them dropping like flies!

You reach the Barracks.

TEMPLATE SOLDIER (CONT'D)

There's your bunk 7567. Get settled

in.

When you walk over to your bed, two security officers

walk in

SECURITY OFFICER

TPS-7567!

You turn to look at the officers.

SECURITY OFFICER (CONT'D)

Command wants to speak with you.

Come with us.

TEMPLATE SOLDIER

(smirking)

Hah... Good luck.

**9 INT. CORPORATE HEADQUARTERS - CONTROL ROOM 9**

The Security Officers guide you down another hallway and

into a control room with a holo-table in the center.

Samuel Factor is just behind the holo-table with his back

turned to you. There are many Corp Techs manning

computers with one next to Factor, briefing him.

CORP TECH

(Just as you are within earshot.

to Factor)

The security team has the query the

rebels used to get the information

but it seems they corrupted the data

after retrieving it. We're currently

digging into the backups to figure

out what it was.

FACTOR

Good progress. Keep me updated.

Factor turns around to face you.

FACTOR (CONT'D)

What isn't so great however, is this

aberration we have here. When we

created the template solder program,

It was supposed to be the solution

to all our problems. We could breed

the perfect weapon. The perfect way

to overthrow the weak, misguided

governance put in place by relics of

the distant past. To bring forth

efficiency, strength and order to

this society! You were supposed to

be the perfect killing machine,

unquestioning authority. But then

you had to go ahead and do this.

Factor points at the holo-table. A recording plays of you

lowering your weapon and letting Felix go. Factor moves

around the table towards you.

FACTOR (CONT'D)

Each and every one of you is

equipped with a sympathic inhibitor

because that damn Jason Bakker had

to hard code emotion into every

humanoid entity in his god-forsaken

simulation! Now, we've never had

issues with these inhibitors until

now, but I guess there's always bugs

to fix, even when you thought you

were done developing the product.

(to the Corp Tech he was

speaking to before)

Send this recording to the

engineering team. I want them to get

to fixing this immediately.

(back to you)

And TPS-7567 over here... I think

its time for you to visit the

garbage collector.

Factor unholsters a pistol and fires it in your face.

Your view goes black.

**10 INT. GARBAGE COLLECTOR - MAIN WAREHOUSE 10**

Your vision fades into the system initialization screen

you saw before. Many messages such as "System boot

protocol override", "Warning: System boot may cause data

corruption", and "Null Reference Exception" flash across

you screen.

FELIX

(muffled)

Come on. Come On, COME ON!

You ocular receptors turn on and you see Felix standing

in front of you. He's plugged the data link cable located

on your arm into a tablet that he is furiously tapping

away on.

FELIX (CONT'D)

(now in a clear voice)

Ah Good! Getting somewhere. What's

that Jessa? Yes, yes!

(beat)

Yes! I know.

GARBAGE COLLECTOR ANNOUNCEMENT

(from far away speaker)

Warning! Collection finalization

immanent!

FELIX

Shit! Right. We really gotta go.

(to you)

Can you move?

PLAYER

(grunts)

Yeah I think so.

FELIX

(with a hint of sarcasm)

Great to know I won't be prematurely

deallocated. With all seriousness

though, I'm pretty sure we only have

a couple minutes uni-

An alarm begins to sounds along with the sound of

machinery moving into action. Drones begin to fly around

the upper part of the facility

FELIX (CONT'D)

(with urgency)

Noted! Exit's on the far side of the

facility.

(points to drones)

We gotta move fast before those

drones catch onto us. You got

weapons?

Control prompt comes up for weapon switching. When you

try to access the weapon wheel, you see an error saying

"Null Reference Exception: Reference to object of type

'WeaponWheel' was null".

PLAYER

Nah, something about a "null

referernce excepti?-"

FELIX

(urgently)

Guess we're gonna have to corpse run

it then! Lets go!

A sprint control prompt comes up. You and Felix begin to

run through the maze of garbage objects towards the exit.

Drones appear behind you and start shooting. At the first

jump gap, a Jump controller prompt pops up.

PLAYER

So why you trying to save me?

FELIX

(sarcastically)

Because you're an upstanding

citizen!

PLAYER

(sarcastic)

Ha, ha. No really?

FELIX

Come on we gotta focus!

The running continues. After a moment, you see the exit

door with a data link interface beside it.

FELIX (CONT'D)

Right, You know that data cable I

had plugged into my tablet back

there. I'm gonna need you to plug it

in to that interface there to open

the door.

PLAYER

I dunno...

FELIX

I had some help getting in here, but

that's gonna be no good getting us

out. This is all on you pal.

You reach the interface. A prompt comes up showing how to

interface with the data-link interface. You plug in.

Time seems to pause and you go into the hacking mini-game

world. A tutorial begins and shows you how to play. At

the end the game dissolves and you're back in the

game-world. Time resumes.

The exit door opens.

FELIX (CONT'D)

(urgently)

Great! Let's go lets GO!

**11 EXT. GARBAGE COLLECTOR - FONT ENTRANCE 11**

You rush though the door and it shuts quickly behind you.

You are up on a hill that overlooks Lionsgate city. The

road from the entrance of the Garbage Collector the city

winds down to the right. Felix is bending over panting.

FELIX (CONT'D)

I dunno what I was gonna do if

you're data link wasn't gonna

work...

PLAYER

(out of breath)

I thought you just used it to wake

me up.

FELIX

Just 'cause I could send data into

it doesn't mean you could interface

with anything else.

(winks at you)

Right, I gotta get you back to base.

I'm gonna get an earful from the

Captain, but there's no use delaying

the inevitable. Come on! Let's get

goin'.

Your character animates to take a take a few steps

towards the city so it's clearly in view. The title card

appears in of the city, holding for a few seconds before

fading.

FELIX (CONT'D)

You coming?

You regain control of your movement to follow Felix.

**12 EXT. LIONSGATE CITY - UTILITY DISTRICT 12**

You make you way down the hill into the Utility District

of Lionsgate City. You hear an alarm that sounds like an

air raid siren blaring throughout the city.

CORPORATE ANNOUNCEMENT

Attention all citizens! Emergency

curfew is now in effect! Please

return to your residence immediately

and remain there until further

notice!

A gunship flies overhead very close to the ground.

FELIX

Looks like they didn't take our

little trip to the archive very

well. Let's get back to base quick

before you're spotted. You don't

exactly look like the prime example

of a template soldier right now.

You continue along through the utility district.

PLAYER

Why \*Did\* you risk you neck to save

me.

FELIX

Like I said. Outstanding citizen

awar-

PLAYER

No for real! I'm literally the face

of everything you're fighting

against. Or so I gather from the

brief couple hours since I was

instantiated.

FELIX

I mean you didn't shoot me back at

the archive! I've had run-ins with

too many template soldier to count,

and never have I ever witnessed but

a whiff of empathy from one of 'em.

That means there's gotta be

something special about you.

PLAYER

(as if not convinced)

Hmph, right.

(with sarcasm)

Glad to hear your optimism.

(beat)

I don't think I caught your name.

FELIX

Monsieur Felix at your service. I'd

ask for yours but I happened to see

TPS-7567 on my datapad when I was

booting you up, and I ain't callin'

you that. Let me know when you come

up with a really name. Bakker Square

is just up ahead. We're almost

there.

**13 EXT. LIONSGATE CITY - BAKKER SQUARE 13**

You arrive at a large open circular square that has paths

leading off in all directions. In the center is a bar

called "The Exabyte". You can hear some muffled music

coming from inside. There are some other shops, but they

seem to be closed due for the time being.

FELIX (CONT'D)

Bakker Square! The hub of culture

Lionsgate City! And "The Exabyte"

over there is where we call home. A

"hide-in-plain-sight" kinda'

situation ya'know.

**14 INT. THE EXABYTE - MAIN ROOM 14**

As you enter The Exabyte, the music gets clearer. You see

a dark and cozy bar with lots of neon lights. You can see

a DJ at the back of the room on an elevated platform with

people dancing in front of it. There is a bar along the

side of the room.

FELIX (CONT'D)

(chuckling)

Guess its too loud in here for them

to get the curfew warning. Lets head

downstairs.

As you walk past the bar you notice two template soldiers

TEMPLATE SOLDIER

Just got a message form corporate.

Looks like I'm on in 20. Something

about that Archive op gone wrong.

(the other)

Glad I wasn't there for that. Sounds

like a shit-show.

FELIX

Don't worry 'bout them. When they're

in here, they only see what we want

them to see.

(winks)

We can all thank Jessa for that.

You reach the end of the bar head around the corner to a

door that heads down a staircase to the kitchen room

where there is another door. Felix opens the door and

gestured towards it.

FELIX (CONT'D)

(playfully)

After you sir!

**15 INT. REBEL HIDEOUT - CANTEEN 15**

You walk through the door into a the main canteen of the

Rebel hideout. Everyone turns to look at you and draws

there weapons. Felix jumps in front of you with his hands

up.

FELIX (CONT'D)

(quickly)

Woah Woah Woah-Woah Woah Woah Woah!

Hold up there! He's with me fellas.

REBEL

Felix! What in Bakker's name are you

doing bringing one of them in here!

FELIX

Relax... I've got this all under

control. I just picked him up from

the garbage collector. He's nothing

but seg-faults and null reference

exceptions. He's harmless.

REBEL

Just 'cause he doesn't have weapons

doesn't mean he's not signalling

back to the corps right now tellin'

them where the hideout is.

FELIX

Would you just calm down. Listen.

I've got a plan and we're gonna need

him. Now would you just trust me for

like two seconds. I'm takin' him to

Jessa, she'll let us all know if

we're in trouble.

The rebel signals to the rest to lower their weapons and

they do so.

REBEL

If he goes off on us, just know I'm

comin' after you myself

FELIX

(to the crowd)

Yes, Yes... We all know how Emerson

loves to say "I told you so"

FELIX (CONT'D)

(chuckles, to you)

Alrighty, let's get you over here.

Felix points towards the Mod bay.

PLAYER

(with sarcasm)

Glad to see I'm so welcomed here.

**16 INT. REBEL HIDEOUT - MOD BAY 16**

As you enter the Mod Bay. you see Jessa standing over a

workbench tapping away on a datapad an humming to

herself. The room is cluttered with all sorts of bits and

bobs.

FELIX

(in a sing-song voice)

Je-ssaaaa!

(back to normal)

Here he is! Or at least as much as I

could get of him.