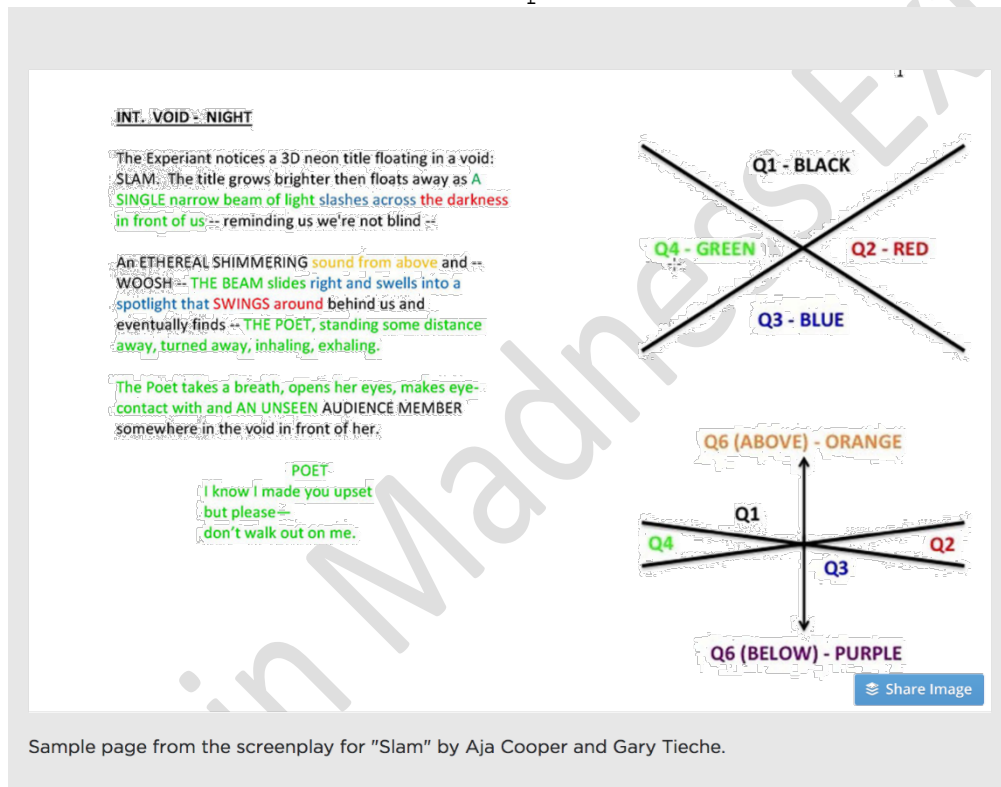


***This script is hypothetical, as it is a live interactive performance, but there are plot points the actors must hit in order to progress the story. Those are highlighted in grey.

The audience member has a choice of characters, so within this script they will be referred to as CHARACTER. Depending on the character choice, there may be a few branching dialogues or stage directions, the actors playing DYER and DANFORTH must adapt accordingly.

Regarding this script, there is a certain format with colour coordination. An example is seen below:



When needed, each diagram will indicate where the action is occurring and changes in movement within the scene. When there is a change, a new diagram will be shown before the dialogue.

This format may not be used for every scene, depending on setting size and potential interactions.

All of the items described are within the room for the CHARACTER to touch and interact with but only some will progress the story.

The audience member will enter the experience with different items within their satchel:

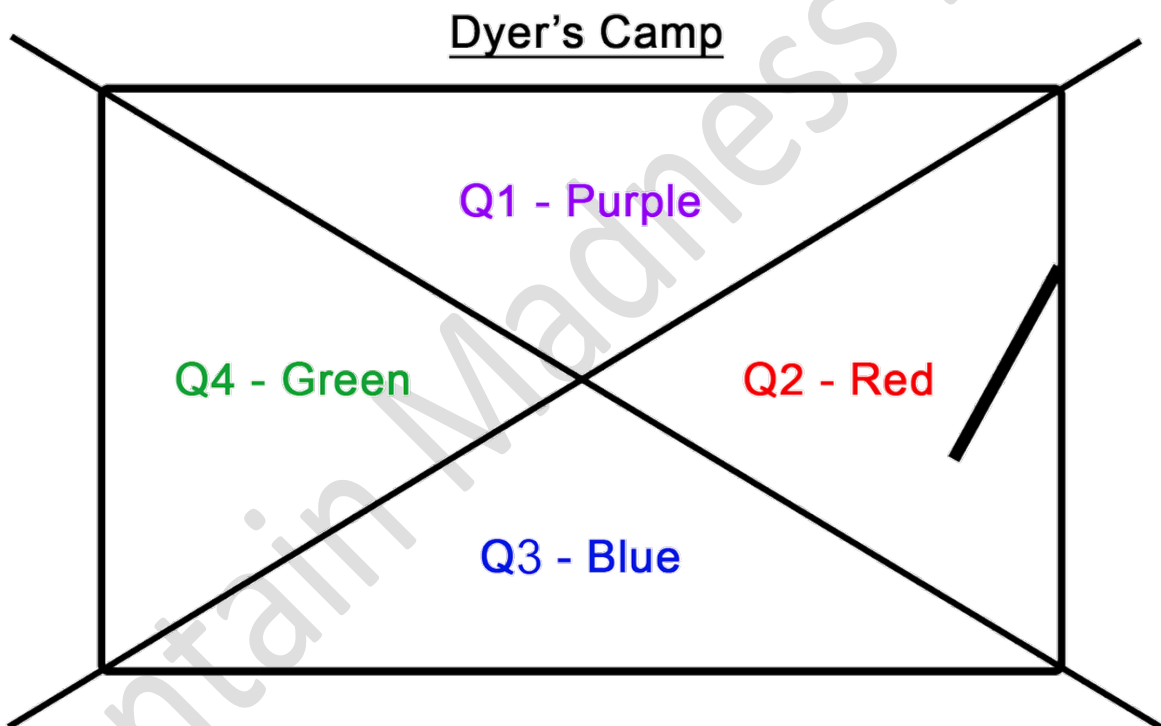
VERONICA/ROBERT/MELVIN: A journal

PEGGY: A press camera***

INT. DYER'S CAMP TENT - NOON

The CHARACTER must enter through the tent door and when they do there will be a cool breeze that enters through the door. If they move outside or move the door this cold breeze must be activated. This tent should be a 5x3m area with the sound of wind hitting all sides of the tarpaulin walls. There, they will find the whole room is filled with interactive objects.

When CHARACTER enters, they will see Dyer's boots, furs, and clothing on a bench to the side; notes on Lake's party and their disappearance, and sketches of the monsters described by Lake all laid across the floor and on Dyer's sleeping bag; a radio that has continuous static coming from it and adjustable knobs.

**START TUTORIAL:**

Text will start to appear within the audience member's headset:

"Hello and welcome to
Compass' At the Mountains of
Madness VR Experience. To get
started, we should tell you
how the mechanics of this
will work. You need to know
your onions!"

Depending on which character the audience member is,
different text will appear:

IF "VERONICA" OR "MELVIN"

"You are VERONICA/MELVIN,
your aim is to find out
information on the creatures
within these mysterious
mountains. Find a note on the
creatures within this tent
and grab it."

When CHARACTER walks towards Dyer's sleeping bag and finds a piece of paper with a definitive sketch of an ELDER ONE. When they grab it a "!" icon will appear in the right corner of their headset.

Text continuous:

"Excellent! Now, look within
your satchel, grab your
journal and open it."

Pause to allow the audience to open their journal. Once they do, writing will appear on the page with the sound of celebratory chimes and the scratchings of a pencil.

"You did it! So, whenever you
have a hunch that you are
close to some evidence, get
closer and the ! icon will
appear if you're right. Then,
open up your journal and
you'll have it recorded for
your findings later. Now,
you're ready. Be safe out
there."

IF "PEGGY"

"You are PEGGY, your aim is
to find out information on
the Lake's party and their
disappearance. Find a photo
of Lake within this tent and
grab it."

When CHARACTER walks towards Dyer's sleeping bag and finds a piece of paper with a photograph of Lake with pen markings on the back saying "Lake. 3rd of January." When they grab it a "!" icon will appear in the right corner of their headset.

Text continuous:

"Excellent! Now, look within your satchel, grab your camera and take a photo of the back of the picture. Make sure you get it right. You only have 10 photos available."

Pause to allow the audience to take a photo. Once they do, the camera will flash, there will be the sound of celebratory chimes and the sound of the shutter.

"You did it! So, whenever you have a hunch that you are close to some evidence, get closer and the ! icon will appear if you're right. Then, take a photo and you'll have it recorded for your report later. Now, you're ready. Be safe out there."

IF "ROBERT"

"You are ROBERT, your aim is to find out information on the history of these mysterious mountains. Find a fossil within this tent and grab it."

When CHARACTER walks towards Dyer's sleeping bag and finds a stone fossil. When they grab it a "!" icon will appear in the right corner of their headset.

Text continuous:

"Excellent! Now, look within your satchel, grab your journal and open it."

Pause to allow the audience to open their journal. Once they do, a sketch will appear on the page with the sound of celebratory chimes and the scratchings of a pencil.