Chased: Key Plot Points Checklist

Prologue:

* Introduction to ‘Vic’ Y
* Introduction to ‘The Voice’ Y
* Realisation of entrapment Y
* Exposition of main story thread Y

Area 1: Egyptian Rendezvous

* Introduction of ‘Brother Anderson’ story arc Y
* Suggestions of Vic’s lifestyle before being trapped in the “void” -> First exposition to the relationship shared with the imprisoned within the castle. Y
* Egyptian Slavery plot thread -> beginning to end. Y -> Through Collectibles

Area 2: The Dungeon/ Prisoner

* Spouse story thread: What of the character’s spouse, are they truly in that world?
* Apparent demise of spouse Y -> Moved to Garden Area/Graveyard
* Manipulation of character by the voice revealed -> Have actually been making the voice stronger, and able to entrap more people.
* Flashes of memory regarding previous imprisonment
* Dungeon plot thread -> prisoner ethics

Area 3: Garden Area/Graveyard

* Discovery of sectioning, and subsequent knock on effect of treatment within the asylum. Yish
* Closure on the ‘Brother Anderson’ arc -> Brother’s death as a consequence of trying to expose the treatment of patients in the asylum. Y
* ‘Snakes’ visualised as form of enemy due to the connections with spouse’s jewellery. “For a single memory, gave birth to an entire world!” Yish
* Player has been in a catatonic state due to the use of supposed medication to solve the problem of ‘insanity’. N -> Might needed to be added in revision.

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**2. CHARACTER PROFILES**

Main Characters:

Vic Anderson: The hero of this tale. Unflinching, in their desire to discover the secrets of this world. Although initially composed, their mental insecurities come swirling back as the truth becomes clear.

The ‘Voice’: Mysterious. A disembodied voice that guides Vic along, and offers advice. Their tone is initially warm, and gentle. That quickly dissipates as the intention of this voice becomes clearer.

Additional Characters:

Jonah Anderson: Vic’s brother. Somehow involved in the events of the ‘void’. Whereabouts unknown, though clues appear to give some indication of what has happened.

Spouse: The spouse of Vic. Their death caused devastation for Vic. Charted many locations, had a fondness for Snakes after finally seeing them on a route through Egypt.

Family & Friends: These are the selection of family and friends that have ended up ‘trapped’ within the void. Although it becomes clear that these versions are built up of Vic’s memories. Sometimes disembodied messages from these can be heard the ‘Voice’.

Doctor: A ‘doctor’ at the mental asylum. They were involved in the case of patient #13345, their treatment of patients was normal in the Victorian period.

**3. LOCATIONS:**

Castle (Void)

Dungeon

Egyptian Tombs

Graveyard/The Gardens

The Mansion\* -> Stretch Goal

**4. GAME SCRIPT**

**Part I: The Outsider**

FADE IN:

Castle Int.

PROLOGUE:

A foreboding, and overwhelming atmosphere. **Vic** gets up from the cold stone ground.

Vic

(PUZZLED, DISORIENTED)

Ugh that wasn’t a pleasant trip, where am I anyway?

A ‘**Voice’** begins to fill the room, it starts off incomprehensible in little murmurs.

The ‘Voice’

It is not a question of where you are, so much as a question of why you are here, is it not? At any rate use your lamp and you should be able to see a bit better.

**[VIC (player) uses lamp]**

Vic

(Disgruntled)

Very perceptive? Where in devils are you anyway?

**[VIC (Player) walks forward/ instructed to do so]**

The ‘Voice’

I am neither here nor there. Neither in this world or the ‘real’ world. I am here to help you, and that is all.

Vic

Start by explaining where I am then, and how I mayhaps got here? I cannot see a thing.

The ‘Voice’

Follow my instruction and you will remember, you will escape this place, even with the cost required.

VIC

(Bold)

I think I understand now; I just need to find the exit. I am sure I shall be able to at least do that much.

The ‘Voice’?

(Overlapping of Voices)

Vic save me please/Please save me Vic, I’ll die.

VIC

(Upset, Inquisitive)

Where are they, my family, and my friends? What have you done to them? If you’ve hurt them...

The ‘Voice’

It is not I that plans to hurt them. They have been trapped here and from what information can be gathered the only way for you to leave is to save them.

VIC

(Assertive)

Well, tell me how then.

The ‘Voice’

You must find the history of this place. Find the keys, and unlock the secrets. As you do your family, and your friends will become free, as will you.

VIC

(Defiant)

Fine. But I expect a carriage out of here when I save them.

The ‘Voice’

Then you must make your way to one of the portals in the area, they will bring you to the start of your journey, an area of great peril. It is there you will begin to find the truth.

**[Vic/Player given tutorial on portals.]**

Fade In:

Dungeon

Player Character is teleported into what appears to be another part of the world covered in white. There are lamps on the wall in the distance which cast dark light onto the walls exposing an eerie image of blood on a rundown structure of a wall:

**[Upon immediate arrival into level]**

VIC

(Intrigued)

Some kind of prison? I wonder who was being kept here?

**[Tutorial given to the player on avoiding snakes]**

Vic

That was close. \*wheeze\*if I had waited another moment I might have been in real trouble. Naturally, I overcame it though!

**[Upon finding Shiv]**

Vic

The blade appears to have quite a lot blood on it. Might one of the prisoners have been driven to insanity, and attacked the other?

Vic

This place is horrible. The sooner I find the key, the happier I will be.

The ‘Voice’

(OVERLAPPING)

Horrible? I besiege you to remember that you’ve been to a place like this before?

Vic

(Confused, Puzzled)

I’ve been to a place like this?

**[Upon finding the collectible ‘Torn Clothing]**

Vic

This reminds me of my spouse, but that’s impossible. It must just look similar. It looks to have been torn by the shiv from earlier, the marks match up perfectly.

The ‘Voice’?

YOU KILLED ME! You. In cold blood. You are a MURDERER.

Vic

(Inquisitive, Rational)

What? Is this the story of this place? Entrapped, and only freed by death.

**[Arriving at an area filled with snakes]**

Vic

How do I get past?

The ‘Voice’

The negative aspect of the lantern appears to have some sort of effect on them.

**[Upon obtaining the final key]**

Vic

Finally, got the key, now time to make as fast an exit as I can (hisses in the distance) oh, no no no no no

**[Vic/Player begins to run]**

**Part II: The Deception**

Vic is teleported back to the main lobby of the castle.

FADE IN:

Castle Int.

Vic

(Jubilant)

Well that’s one down, and I’ve finally managed to save someone.

The ‘Voice’

A person saved. A portal opened. You may escape this place if you keep at it, and unlock the truth. From a dingy prison, to a place of enslavement continue on.

Vic

(Triumphantly)

As long as I keep focussed I should be able to get out of here rather soon. Let’s just get this game over with.

FADE IN:

Egyptian Tombs

**[Upon turning the lantern on for the first time in level]**

Vic

Egyptian? These signs I remember them, do I? Argh my head. Why don’t I remember it clearly?

**[After unlocking the first area]**

Vic

There appears to have been a lot of death here from workers who were forced to work until they were done. A truly bleak turn of events. Working to feed their master’s opulence.

**[After collecting the ‘Bowler Hat’ collectible]**

Vic

I remember this hat well, my brothers? It even has the indentation where it had been squashed. What does this mean? Was my brother here?

**[Collecting ‘Brother’s Note’]**

Vic

A note which appears to have been written by my brother. The handwriting is panicked, and in scribbles. It begs me to ‘see the truth’, I wonder what he knew about this place, and how he even got here to start with.

The ‘Voice’

You must ‘see the truth’ now, surely? A slave to your desires, or a master of destruction? You Vic must choose one.

**[As Vic/Player enters room with final key]**

Voice(s)

Vic please don’t kill me!

**(Overlapping)**

Please no one here is insane, let them go!

VIC (?)

**(Innocent, Soft)**

Yes, let me go, let me live, let me *hunt*!

**[Maniacal Laughs]**

Vic is teleported back to the main lobby of the castle.

FADE IN:

Castle Int.

**[Vic/Player moving toward Garden/Graveyard portal]**

The ‘Voice’

A sibling, a spouse.

A friend, a colleague.

A prisoner, a slave.

Vic

**(Distressed)**

I don’t understand. What do these have to do with me? Why do you taunt me?

The ‘Voice’

You thought you were saving them? You have saved no one but yourself? You care for no one but yourself. You will soon face reality; all you’ve done is make me stronger.

Vic

I… I’ll still find a way out. You can’t stop me. You try to deceive me, **(unsure)** but I am stronger than that?

**Part III: The Revelation**

FADE IN:

The Gardens

Vic

I recognise this place. I can’t quite place it. I don’t understand. Agh my head it’s acting up again.

The ‘Voice’

1: It’s time for you…

2: ... To find the Truth

1: To understand...

2: ... To pay witness to your crimes

1: A sibling, a spouse...

2: ... A tragic end.

**[Upon collecting Patient #13345 Notes]**

VIC

This document somehow feels out of place. But this patient #13345 mayhaps they are the one who has caused this living hell?

The ‘Voice’

Patient #13345, the truth lies there.

**[Upon collecting Gramophone #1]**

Doctor [Recording]

Why is it that you make these attempts Vic? What makes you believe it is alright? You break the rules; you are an abomination of your own creation. I am giving you one single chance, then you will leave me with no choice but to lobotomize you.

Vic

I... No, I need to stop being ridiculous, time to continue on.

The ‘Voice’

Do you understand now? Any attempt is pitiful, those snakes? Your mind created them. The only danger they pose is breaking you out of your ridiculous delusions.

Vic

No... I. Why?

**[Upon collecting ‘Disturbing Pictures’]**

Vic

These pictures... Why do I remember this? I remember the bodies of the people in those bags.

The ‘Voice’

Good. It is almost time. All of those secrets buried, all of them will come to light. It isn’t your fault.

**[Arriving at the key for the End of the level]**

Vic

(Dejected)

Who (pause) am I? I didn’t kill her. I didn’t kill any of them.

The ‘Voice’

You are finally understanding, what you did to them, how you created us. Just one more piece now.

**[Upon discovering File #13345]**

Vic

I killed them?!

**[As player runs through corridor section]**

The ‘Voice’

Finally, it clicks into place. You are so weak. You made me to protect you, to make you forget the horrible things you’ve done, you created a world to forget **(laugh of hysteria)** I am you and you are me, don’t you see?

Vic

(Distraught)

I did it. I killed them. I widowed myself. My spouse tried to bring me back to the asylum, I got so angry... *Oh God!*

*The ‘Voice’*

*That* *accident* gave you the lust for revenge. You wanted to get back at all of the people you held responsible, but there was one person you couldn’t get back at, yourself.

Vic

(Disbelief, Shock)

My brother... he tried to save me from the asylum he tried to expose the monstrosities. They took him, they killed him.

The ‘Voice’

‘Snakes’ an appropriate enemy for you to face in this world of your own imaginings, your spouse’s favourite piece of jewellery, a snake ring you entrusted to them.

Vic

**(Panicked)**

Those deaths. My *revenge.* I never wanted to remember. I don’t- I don’t want to. Please leave me be, I do not *want* to remember.

The ‘Voice’

You need to remember #13345 without your memories you remain an empty shell.

FADE TO WHITE.

**Part IV: Epilogue**

FADE IN:

Castle Int.

Vic

Ugh that wasn’t a pleasant trip, where am I anyway?

The ‘Voice’

It is not a question of where you are, so much as a question of why you are here, is it not? At any rate use your lamp and you should be able to see a bit better.

**FIN.**