

POINT OF PERSPECTIVE - AN IMMERSIVE MEDIA DESIGN CAPSTONE PROJECT

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This script serves as a Video Game script to account for all possible outcomes that may occur over the course of this experience.

Characters:

- MURDOCK - (male) Astronaut scientist, intelligent, full of regret, has a big secret that he doesn't want to get out
- TX-77 - (female) Robot, Murdock's travel companion, witty, intelligent, focused on the task at hand
- THORBO - (female) Alien, Murdock's lab assistant, smart/nerdy, terrified, kind, just wants to survive
- MONSTER (AXEL STARR) - (male) Humanoid Monstrosity, psychotic, vengeful, aggressive

INT. SPACE SHUTTLE - SPACE

The back room of the space shuttle is cluttered with papers and research equipment. MURDOCK, a biological scientist wearing a full body spacesuit, with the helmet off, sits at a desk in the back of the Space Shuttle, reading a magazine. A buzz sounds from the front of the ship. Murdock sets the magazine down and stands up slowly. He walks over to another nearby desk and picks up his helmet. He puts it on. The built-in HUD displays a message:

HUD (TEXT)	Welcome Murdock. Follow the instructions on the desk to learn the controls.
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Murdock looks up the desk and picks up the piece of paper on the top of the stack of papers. He reads it:

PAPER INSTRUCTIONS (TEXT)	When you hover your hand within 1 foot of an interactable object, it will become highlighted. Touch the object to pick it up.
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Murdock walks over to the control panel next to the door of the room. A post it note is stuck over the panel:

POST-IT NOTE (TEXT)	Press the trigger on your controller to drop an object being held in that hand.
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Murdock drops the piece of paper he is holding and then takes the post-it note off of the control panel, dropping it as well.

The control panel is split into four segments, red, green, blue, and yellow. Above them is a series of dots arranged in the order: red, green, red, blue. Murdock presses the panel's segments in that order and the door opens. He walks through the door into the small hallway. As Murdock reaches the end of the hallway, it opens into a small area split down the middle by a small plant terrarium. A piece of paper is taped to the terrarium:

PAPER (TEXT)	Use your joystick to move side to side.
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Murdock walks up to the sign and reads it.

The player (as Murdock) now has the option to either stay on the left side of the hallway, or use their joystick to cross over to the right side of the hallway.

If Player Goes Left

Murdock walks on the left side of the room, past the terrarium in the middle of the room. He

looks to his right at the terrarium.

If Player Goes Right

Murdock walks on the right side of the room, past the terrarium in the middle of the room. He looks to his left at the terrarium.

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He finishes walking past the terrarium and steps into the cockpit. Sitting in the pilot's seat is TX-77, a robot navigator and Murdock's travel companion.

TX-77	We are on approach to Bogold Station. Are you sure it's a good idea to return?
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MURDOCK	I need to gather my research. I can't let years of hard work go to waste.
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TX-77 presses a button to open the comm line.

TX-77	Shuttle Fracture to Station Bogold. Requesting permission to land.
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Silence.

TX-77	Shuttle Fracture to Station Bogold. Requesting permission to land.
-------	---

Silence again.

TX-77	I don't like this Murdock.
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Murdock hesitates before speaking.

MURDOCK	It's okay. Maybe everyone just left like we did. (beat) Just land.
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TX-77 maneuvers the shuttle into the large, open hangar of the space station. TX-77 stands up and walks to the exit ramp. She presses the button control and the ramp opens. Murdock suddenly stumbles as he goes dizzy for a second. TX-77 looks around in confusion.

At this point, the player's POV transitions from Murdock to TX-77.

Murdock shakes his head and then walks down the ramp, followed by TX-77.

INT. BOGOLD HANGAR - SPACE

Shuttle Fracture sits in the large, open hangar, which is shrouded in darkness. Large cargo crates and other equipment clutter the space. MURDOCK walks out of the shuttle, followed by TX-77. Murdock pulls out a flashlight and turns it on before turning to face TX-77.

MURDOCK	Stay close. And keep your scanners on.
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TX-77	Affirmative.
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The two of them slowly walk towards the door at the end of the hangar, navigating through the various objects in their path.

During this period of walking through the hangar, it is possible for the player (as TX-77) to walk into a box/object blocking their path and trip over it (up to 3 times).

Trip Option 1

TX-77 trips over a box and falls onto her knees. She grunts.

MURDOCK	I think your wiring might be loose. You okay?
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TX-77	Shut up Murdock.
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Trip Option 2

TX-77 trips over a box and falls onto her knees. She grunts.

MURDOCK	And you said I was a klutz.
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TX-77	You are. Might I remind you of the time you broke an entire shelf of chemicals?
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MURDOCK	Hmph.
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Trip Option 3

TX-77 trips over a box and falls onto her knees. She grunts.

MURDOCK	I think we need to open you up when we get back to the ship. Something clearly rattled your systems.
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TX-77	Maybe I just enjoy tripping over boxes. Ever thought of that?
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FILLER Option 1

MURDOCK	Are you picking anything up yet?
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TX-77	Nothing.
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FILLER Option 2

TX-77	I'm still not picking anything up.
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MURDOCK	That's good. Right? That's good? It means nothing here will kill us?
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Murdock walks over to the control panel and opens the door. He gestures to TX-77 to walk through first. She steps through the door.

INT. BOGOLD HALLWAY - SPACE

TX-77 steps through the hangar door into the dark hallway. To her right, boxes and puddles block the path. She turns to her left, scanning the hallway for any anomalies. MURDOCK cautiously steps out in the hallway behind her.

MURDOCK	How's it looking?
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TX-77	No signs of life.
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Murdock shines his flashlight around the hallway. A mouse suddenly darts across the floor as he shines his light at it. TX-77 and Murdock advance further down the hallway. After a bit, they reach a split to the right.

At this point, the player (as TX-77) now has the option to either stay on the left side of the hallway and continue straight, or use their joystick to cross over to the right side of the hallway and turn at the split in the hallway.

If Player Continues Straight

Murdock follows TX-77 as they continue straight down a hallway. At the end of the hallway, it turns right. TX-77 and Murdock turn and follow this hallway to the end.

FILLER Option 1

TX-77	Murdock? Are you sure that something... that he's here?
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MURDOCK	I'd rather not think about it.
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FILLER Option 2

MURDOCK	I can't believe this happened. How could I be so stupid?
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TX-77	You wanted some valuable research and you got it. How could you know that there would be... side effects.
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TX-77	I'm picking up a faint reading. It's not super close. There's someone here though.
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MURDOCK	Let's hope it's a friend. Someone had to have survived, right?
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At the end of this hallway, it turns right once again. As TX-77 turns the corner, she sees a large hideous MONSTER far down the hallway, standing in the corner. TX-77 freezes.

TX-77	Murdock!
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Murdock shines his flashlight down the hallway and sees the monster. It shrieks when it sees the light and starts running towards them. TX-77 starts running towards it. Murdock runs after her.

MURDOCK	Why are we running towards it?
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TX-77	I can get into the lab here. I just need to enter the passcode.
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At this point, the player (as TX-77) has the option to be stupid and run straight past the door into the Monster, causing an instant death.

If Player Is Stupid

TX-77 runs past the door, continuing towards the Monster.

MURDOCK	Where are you going? Have you gone haywire?
---------	---

TX-77	Go! Get your research! I'll hold it back!
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She runs into the Monster and it slams into her, knocking her backwards. It lunges forward and sinks its fangs into the side of TX-77's neck and tears out a chunk of metal and wiring. TX-77 drops to her knees.

MURDOCK	TX!
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The screen fades to black as the Monster opens its mouth to bite off her head.

At this point, the player's POV transitions into Thorbo.

Jump to IF PLAYER FAILS, at point when POV switches to Thorbo

If Player Isn't Stupid

TX-77 stops at a control panel in front of a door to her left. She turns to face it.

MURDOCK	Well do it fast! You only got like 5 seconds!
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If Player Turns Right

Murdock follows TX-77 as they turn down the hallway.

FILLER Option 1

TX-77	I'm picking up a faint reading. It's not super close. There's someone here though.
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MURDOCK	Let's hope it's a friend. Someone had to have survived, right?
---------	--

FILLER Option 2

MURDOCK	It's too quiet. I don't like it.
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TX-77	Hold on. I'm picking something up. It's faint, but it's not too far from here.
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MURDOCK	Let's hope it's a friend.
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At the end of this hallway, the path splits to the left and right. A shriek comes from the right path. TX-77 glances to the right and freezes.

TX-77	Murdock!
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Murdock shines his flashlight down the hallway to the right and sees a large hideous MONSTER standing in the corner. It turns towards the light and shrieks. It starts running down the hallway towards them.

At this point, the player (as TX-77) has the option to be stupid and turn right to run straight into the Monster, causing an instant death.

If Player Is Stupid

TX-77 runs past the door, continuing towards the Monster.

MURDOCK	Where are you going? The lab entrance is this way!
---------	--

TX-77	Go! Get your research! I'll hold it back!
-------	---

As Murdock turns left down the hallway, TX-77 runs into the Monster and it slams into her, knocking her backwards. It lunges forward and sinks its fangs into the side of TX-77's neck and tears out a chunk of metal and wiring. TX-77 drops to her knees.

MURDOCK	TX!
---------	-----

The screen fades to black as the Monster opens its mouth to bite off her head.

At this point, the player's POV transitions into Thorbo.

Jump to IF PLAYER FAILS, at point when POV switches to Thorbo

If Player Isn't Stupid

TX-77 and Murdock turn down the left hallway and begin running from the monster. Halfway down the hallway, they reach a locked door.

MURDOCK	Here! Quick! We can get to the lab through here.
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TX-77 looks at the control panel and begins entering the access codes.

MURDOCK	Hurry up! In 5 seconds we'll be dead!
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At this point, the player (as TX-77) must complete the Control Panel Puzzle within 5 seconds in order to try to escape the monster

If Player Succeeds

The door flies open. Murdock and TX-77 rush inside and close the door shut behind them as the monster slams into it from the other side.

INT. BOGOLD STORAGE ROOM - SPACE

MURDOCK and TX-77 stand just inside the closed door to the storage room, listening to the MONSTER pound on the door from the other side. Murdock sweeps his flashlight around the cluttered storage room. As the light passes by a stack of boxes near the back of the room, a head quickly ducks behind them.

MURDOCK	Who's there?
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A tall green alien, THORBO slowly peers around the side of the boxes. Upon seeing her, TX-77's head suddenly vibrates.

At this point, the player's POV transitions from TX-77 to Thorbo.

THORBO (confused)	Murdock?
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MURDOCK	Thorbo?
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If Player Fails

Before TX-77 is able to finish inputting the access code, the Monster slams into her, knocking her away from the door. It lunges forward and sinks its fangs into the side of TX-77's neck and tears out a chunk of metal and wiring. TX-77 drops to her knees.

TX-77 (shutting down)	Run!
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The screen fades to black as the Monster opens its mouth to bite off her head.

At this point, the player's POV transitions into Thorbo.

Jump here if player chooses STUPID OPTION as TX-77.

INT. BOGOLD STORAGE ROOM - SPACE

The blackness fades as eyes slowly blink open. THORBO is ducked behind a stack of boxes in the back of the room. Shrieking and shouting is heard from outside of the room as the MONSTER attacks TX-77. The sound of the door is heard as it opens and MURDOCK rushes inside. The door slams shut.

Slowly, Thorbo stands up and peers around the top of the boxes as Murdock shines his flashlight at her face.

MURDOCK	Thorbo?
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THORBO	Murdock?
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Thorbo runs over to Murdock.

THORBO	Oh my god Murdock. I thought you died. Where have you been?
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MURDOCK	I... I... Uh. I was off station. Wha- Where's everyone else?
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THORBO	We're the only ones left. That... thing. It got everyone else. (beat) Do you have a ship? If we can sneak past that thing, we can get out of here.
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MURDOCK	Yeah. I just need to grab my research first. Is the lab still in one piece?
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THORBO	Mostly.
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She gestures to the door at the other side of the room.

If TX-77 Is Still Alive

TX-77	We should hurry. That door won't hold for long.
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The Monster shrieks as it pounds against the door from the outside.

If TX-77 is Dead

The Monster shrieks as it pounds against the door from the outside.

MURDOCK	I don't think that will hold long. Let's go!
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They all turn to the lab door on the other side of the room and open it to enter the lab.

INT. BOGOLD LAB - SPACE

THORBO leads MURDOCK and TX-77 into the lab. It is cluttered with broken equipment and papers. In the far corner of the room, a large chamber sits open with broken chains lying within it.

THORBO	This lab is a mess. What happened?
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Murdock glances at TX-77, but doesn't say anything. As Murdock begins walking around the lab, looking for any research he can salvage. Thorbo walks over to the broken chamber. She sees a folder sitting on a counter next to it.

At this point, the player (as Thorbo) has the option to pick up the folder to read it.

If Player Picks Up Folder

Thorbo picks up the folder. It has a picture of an unruly man with wild eyes and messy hair. His file identifies him as a prisoner named AXEL STARR. He is wearing a straight jacket, exactly the same as the monster. The MONSTER shrieks from outside in the hallway.

THORBO	M-Murdock? Wh-what did you do?
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Murdock looks over at Thorbo and stops.

MURDOCK	I-I didn't think this would happen.
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THORBO	You weren't off ship when this happened. You... This was you!
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MURDOCK	I-I'm sorry. I thought I could find out more about what happened. (beat) I didn't think this would happen.
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FILLER Option 1

THORBO	Uh Murdock? The prisoner is gone.
MURDOCK (nervously)	I-I noticed. I don't think the Monster left much of anything here.

FILLER Option 2

TX-77	I don't know how much research you'll be able to recover.
THORBO	Did you find anything? I thought you weren't making any breakthroughs with the research.
MURDOCK (hesitantly)	Any little bit helps. I can at least replicate any experiments I did if I'm able to recover my data.

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The monster suddenly shrieks as it busts through the door to the storage room. Everyone ducks down behind the counters in the lab as the monster rushes in.

Due to the structure of the game, it would theoretically be possible for the player to be stupid and throw something at the monster, which would cause it to attack early. So I need to account for this.

If Player Is Stupid

While crouched behind a counter, Thorbo slowly peers around to look in the direction of the Monster. Holding **an object** in her hand, Thorbo chucks it in the direction of the Monster. The Monster turns sharply and immediately pounces in the direction the object was thrown from. It lands on top of Thorbo, pinning her to the ground. Murdock **and TX-77** stand up and run out of the lab. The Monster shrieks as it opens its mouth and bites down on Thorbo's face. Fade to black.

At this point, the player's POV transitions into Murdock.

The sound of fast-paced footsteps beating against the ground is heard as the black slowly fades.

Jump to IF PLAYER FAILS, at point when POV switches to Murdock

If Player Isn't Stupid

Slowly, everyone crawls around the counters back towards the exit. Right before reaching the door, Murdock bumps a glass vile sitting on the floor, causing it to rattle. Everyone stands up and runs out the door as the monster shrieks.

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INT. BOGOLD STORAGE ROOM - SPACE

As MURDOCK, TX-77, and THORBO run through the storage room towards the exit back into the hallway, the MONSTER emerges from the lab behind them. As Murdock and TX-77 exit the room, Murdock turns back.

MURDOCK	The boxes! Block the door!
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TX-77 points at the boxes next to the door as she runs through.

At this point, the player (as Thorbo) must Attempt to Knock Down the Boxes as they run past in order to try to escape the monster

If Player Succeeds

Thorbo reaches out and grabs the shelves, pulling them down behind her as she passes through the door, trapping the monster in the storage room.

INT. BOGOLD HALLWAY - SPACE

As THORBO passes through the now blocked door into the hallway, she shakes as she tries to regain her balance.

At this point, the player's POV transitions from Thorbo to Murdock.

MURDOCK and TX-77 breathe a sigh of relief.

MURDOCK	That won't hold it long. Let's go.
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He turns to head down the hallway, when the shelves blocking the door are suddenly flung away.

THORBO	We're not gonna make it!
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If TX-77 is Still Alive

TX-77	There's a security room just ahead. We can hide in there.
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Murdock leads the group past the turn in the hallway to the open door just past it. They rush in and shut the door behind them.

If TX-77 is Dead

As they run, they approach a door.

THORBO	Murdock! Try that door!
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Murdock turns to see the door next to him on his right. He pushes it open. They rush in and shut the door behind them.

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If Player Fails

Thorbo runs past the shelves near the door, not touching them at all. As she follows Murdock and TX-77 into the hallway, the Monster rams into her from behind. She falls to the ground. As she looks up, the Monster steps on her, pinning her to the ground.

MURDOCK	No!
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THORBO	I'm sorry.
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The Monster opens its mouth wide and bites down on Thorbo's face. The screen cuts to black. Footsteps are heard as Murdock and TX-77 run down the hallway. A door is heard opening and quickly closing.

At this point, the player's POV transitions from into Murdock.

Jump here if player chooses STUPID OPTION as Thorbo

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INT. BOGOLD SECURITY ROOM - SPACE

MURDOCK, TX-77, and THORBO all stand within the empty security room. The monitors shine an eerie light into the room.

While in the room, the player (as Murdock) has the option to be stupid and open the door to the room allowing the Monster to enter, causing a full team kill

If Player Is Stupid

Murdock reaches out to the door control panel and presses the button labeled "OPEN." The door flies open and the Monster rushes in, sinking his teeth into Murdock's head. The screen goes to black.

At this point, the player's POV transitions into the Monster.

The Monster stands alone in the room, with the character's corpses beneath him. He hears a pounding sound in his head as he looks around as the name Axel is quietly whispered. Slowly, the world fades to black as...

GAME OVER!

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If Both TX-77 and Thorbo are Still Alive

THORBO	That isn't gonna hold it.
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Murdock points to a vent on the far wall.

MURDOCK	What about that? Where does that go?
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TX-77	It should be connected to all the rooms on this side of the hallway. We can reach the nearby storage room and escape from there.
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As Thorbo rushes to the vent, Murdock turns to look at the security camera monitors.

At this point, the player (as Murdock) has the option to press a button on the computer to replay the events of the Monster attacking

If Player Presses Button

Murdock presses a button on the computer and the view showing the Lab enlarges to fill the monitor screen. A recording shows as Murdock stands in the lab, looking at a figure in the chamber. Murdock walks over to a table near the door. Suddenly the chamber shatters open as the Monster lunges out. Murdock turns and runs out of the lab as the Monster begins clumsily crashing around the lab.

If Player Doesn't Press Button

He watches as the monster runs through the halls, slamming off of them. It disappears for a moment before suddenly jumping in front of the camera outside the security room. Murdock yelps.

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The monster pounds on the door.

THORBO	The vent's locked. I can't get it.
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She looks around.

THORBO	Grab that toolbox!
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TX-77 picks up the toolbox, opens it, and sets it down in front of the vent as Murdock also walks over to it. As Murdock begins pulling out the screwdrivers to unscrew the vents, the monster pounds on the door again.

TX-77	By my calculations that door will only hold for another 10 seconds.
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If Only TX-77 Is Dead

THORBO	What the hell Murdock!
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MURDOCK	I... (beat) I'm sorry.
---------	------------------------

Murdock begins walking around the room, stopping at the security camera monitors.

At this point, the player (as Murdock) has the option to press a button on the computer to replay the events of the Monster attacking

If Player Presses Button

Murdock presses a button on the computer and the view showing the Lab enlarges to fill the monitor screen. A recording shows as Murdock stands in the lab, looking at a figure in the chamber. Murdock walks over to a table near the door. Suddenly the chamber shatters open as the Monster lunges out. Murdock turns and runs out of the lab as the Monster begins clumsily crashing around the lab.

Thorbo walks up behind Murdock while he is watching.

THORBO	Murdock?
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MURDOCK (Shakily)	This is all my fault. I didn't...
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The Monster pounds against the door and shrieks.

THORBO	Ok, let's figure out a way out of this first.
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If Player Doesn't Press Button

He watches as the monster runs through the halls, slamming off of them. It disappears for a moment before suddenly jumping in front of the camera outside the security room. Murdock yelps.

THORBO	How the hell are we getting out of here Murdock?
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Murdock looks around the room. He points to a wall.

MURDOCK	There's an air vent there. It should lead to somewhere we can get back to the hangar.
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They run over to the vent. Thorbo picks up a toolbox from a nearby table, opens it and sets it down in front of Murdock.

THORBO	Do you think you can unscrew it?
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The Monster slams against the door again.

THORBO	Fast? In like 10 seconds?
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If Only Thorbo Is Dead

MURDOCK	Shit! This is all my fault. Thorbo's dead and it's my fault. What the fuck do we do TX?
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TX-77	We need to leave Murdock.
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MURDOCK	I know we need to leave! How are we supposed to do that?!
---------	---

Murdock frantically walks around the room, stopping at the security cameras.

At this point, the player (as Murdock) has the option to press a button on the computer to replay the events of the Monster attacking

If Player Presses Button

Murdock presses a button on the computer and the view showing the Lab enlarges to fill the monitor screen. A recording shows as Murdock stands in the lab, looking at a figure in the chamber. Murdock walks over to a table near the door. Suddenly the chamber shatters open as the Monster lunges out. Murdock turns and runs out of the lab as the Monster begins clumsily crashing around the lab.

TX-77	Murdock, we need to go.
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If Player Doesn't Press Button

He watches as the monster runs through the halls, slamming off of them. It disappears for a moment before suddenly jumping in front of the camera outside the security room. Murdock yelps.

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The monster pounds on the door.

MURDOCK (different tone depending on if response to TX-77 or not)	Ok, let's get out of here.
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Murdock points to a vent on the far wall.

MURDOCK	What about that vent? Where does that go?
---------	---

TX-77	It should be connected to all the rooms on this side of the hallway. We can reach the nearby storage room and escape from there.
-------	--

They run over to the vent. TX-77 picks up a toolbox from a nearby table, opens it and sets it down in front of Murdock. The Monster slams against the door again.

TX-77	Hurry. By my calculations, that door will only hold for another 10 seconds.
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If Both TX-77 and Thorbo Are Dead

MURDOCK	Fuck! Fuck! Fuck! Fuck! Fuck!
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Murdock stands with his back to the door, panting heavily. He shudders as the Monster slams into it from the other side. He frantically looks around the room.

MURDOCK	Ok, think Murdock. Think. You've worked at this station for 10 years. You gotta know a way out of this.
---------	---

Murdock walks around the room, before stopping at a large vent by the floor. He kneels down next to it. While inspecting it, the Monster slams into the door, rattling the room. A toolbox falls off the table behind Murdock, landing on the floor. Murdock looks at the screwdrivers now laying scattered on the floor.

MURDOCK	Perfect!
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The Monster slams into the door again. Murdock takes a deep breath.

MURDOCK	Okay let's unscrew this shit. That door probably isn't gonna hold much longer.
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At this point, the player (as Murdock) must complete the Vent Unscrewing Task within 10 seconds in order to try to escape the monster

If Player Succeeds

Murdock finishes unscrewing the vents and it falls to the ground. Thorbo crawls into the vent, followed by TX-77 the monster bursts through the door. Murdock quickly crawls into the vent. The monster shrieks behind them.

If Player Fails

Before Murdock can finish unscrewing the vent, the Monster bursts through the door and charges at Murdock. It kills him. The screen goes black.

If All Playable Characters Are Dead

At this point, the player's POV transitions into the Monster.

The Monster stands alone in the room, with Murdock's corpse beneath him. He hears a pounding sound in his head as he looks around as the name Axel is quietly whispered. Slowly, the world fades to black as...

GAME OVER!

If TX-77 or Thorbo Is Still Alive

At this point, the player's POV transitions into that of one of the surviving characters. If TX-77 is the only survivor, then the player goes to her perspective. If Thorbo is the only survivor, then the player goes to her perspective. If both are still alive, then the perspective is TX-77.

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INT. BOGOLD VENTS - SPACE

MURDOCK THORBO and TX-77 crawl on their hands and knees in the vent. After crawling a short way, they reach another vent cover. The character in front rams into it, popping it open. They all pour out into the ...

INT. BOGOLD JANITOR'S CLOSET - SPACE

THORBO, TX-77, and MURDOCK crawl out of the vent in the corner of the room and stand up.

If Player Is Murdock

If Both TX-77 and Thorbo Are Alive

Thorbo turns around and looks at the group.

THORBO	Okay, we're almost back to your ship, right? We just need to go through that door and then... We're almost there, right?
--------	--

TX-77	The hangar should be just around the corner. Who wants to go first?
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Murdock slowly looks from TX-77 to Thorbo and then to his reflection in the mirror leaning against the wall next to them.

At this point, the player has the choice on which character they would like to play as for the Final Segment. Whenever the player looks at a character (TX-77, Thorbo, the Mirror (Murdock)), that character will glow faintly, indicating their choice. After 5 seconds, whomever is selected: At this point, the player's POV transitions from Murdock to [selectedCharacter]. If the player is not looking at any of the options, they stay as Murdock.

**Only the Player's Current Character will say their line*

MURDOCK	Well I have a flashlight, so I guess I can go.
TX-77	Alright fine, I'll go first.
THORBO	I don't care. I can lead if it means we get out of here faster.

Murdock takes the flashlight off of his belt.

If the player is playing as Murdock, they will have to choose to take the flashlight off of his belt. If they are playing as TX-77, this does not happen. If they are playing as Thorbo, then Murdock will take the flashlight off of his belt and offer it to the player. If they don't take it after 3 seconds. He puts it back on his belt and says the following line:

MURDOCK	Okay. Suit yourself.
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TX-77 (if player is TX-77, then Murdock does this) goes to the other side of the room and opens the door. They all walk out the door.

TX-77	The hangar is this way.
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The player walks to the front of the group and leads the way down the hallway towards the hangar.

If Only Thorbo Is Dead

TX-77 turns around and looks at Murdock.

TX-77	The hangar is just around the corner. We will be there momentarily.
-------	---

MURDOCK (defeated)	Yeah. You leading, or am I?
--------------------	-----------------------------

Murdock slowly looks from TX-77 and then to his reflection in the mirror leaning against the wall next to them.

At this point, the player has the choice on which character they would like to play as for the Final Segment. Whenever the player looks at a character (TX-77, the Mirror (Murdock)), that character will glow faintly, indicating their choice. After 5 seconds, whomever is selected: At this point, the player's POV transitions from Murdock to [selectedCharacter]. If the player is not looking at any of the options, they stay as Murdock.

TX-77 (if Murdock chosen)	You go. If it attacks us from behind, run.
TX-77 (if TX-77 chosen)	I know the way. Just make sure it doesn't attack us from behind.

MURDOCK (if Murdock chosen)	Alright. I can light the way.
MURDOCK (if TX-77 chosen)	Let's go then.

Murdock takes the flashlight off of his belt.

If the player is playing as Murdock, they will have to choose to take the flashlight off of his belt. Whichever character the player is not playing as goes to the other side of the room and opens the door. They all walk out the door.

TX-77	The hangar is that way.
-------	-------------------------

The player walks to the front of the group and leads the way down the hallway towards the hangar.

If Only TX-77 Is Dead

Thorbo turns around and looks at Murdock.

THORBO	Okay, we're almost back to your ship, right? We just need to go through that door and then... We're almost there, right?
--------	--

MURDOCK	Yeah. I think so. It can't be far. Do you want me to lead? Or should I bring up the rear to watch our backs?
---------	--

Murdock slowly looks from Thorbo and then to his reflection in the mirror leaning against the wall next to them.

At this point, the player has the choice on which character they would like to play as for the Final Segment. Whenever the player looks at a character (Thorbo, the Mirror (Murdock)), that character will glow faintly, indicating their choice. After 5 seconds, whomever is selected: At this point, the player's POV transitions from Murdock to [selectedCharacter]. If the player is not looking at any of the options, they stay as Murdock.

THORBO (if Murdock chosen)	I don't know where I'm going. I need you to lead.
THORBO (if Thorbo chosen)	I'd rather have you watching our backs. I think I can figure out the way.

MURDOCK (if Murdock chosen)	Alright. I'll take point. I am the one with the flashlight...
MURDOCK (if Thorbo chosen)	Alright. Here, if you're leading the way.

Murdock takes the flashlight off of his belt.

If the player is playing as Murdock, they will have to choose to take the flashlight off of his belt. If they are playing as TX-77 or Thorbo, then Murdock will take the flashlight off of his belt and offer it to the player. If they don't take it after 3 seconds. He puts it back on his belt and says the following line:

MURDOCK	Okay. Suit yourself.
---------	----------------------

Whichever character the player is not playing as goes to the other side of the room and opens the door. They all walk out the door.

MURDOCK/THORBO (player)	The hangar should be this way.
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The player walks to the front of the group and leads the way down the hallway towards the hangar.

If Both TX-77 and Thorbo Are Dead

Murdock looks around the empty room.

MURDOCK	What have I done?
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Murdock slowly looks around the room, seeing his reflection in the mirror leaning against the wall next to them.

MURDOCK	Okay. Pull yourself together Murdock. You can get out of here. Just need to make it back to the hangar and then... (beat) I can do this.
---------	--

Murdock takes the flashlight off of his belt.

If the player is playing as Murdock, they will have to choose to take the flashlight off of his belt. This can happen at any point during this segment.

Murdock goes to the other side of the room and opens the door.

The player must open the door by pressing the open button. The game will wait for this to happen.

They all walk out the door. **Murdock** walks down the hallway towards the hangar.

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If Player is TX-77

If Thorbo Is Alive

Thorbo turns around and starts shaking.

THORBO	Oh my god! Murdock's dead! What...
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She starts hyperventilating.

THORBO	What are we gonna do?
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TX-77	The only thing we can do is try to leave before we also die.
-------	--

THORBO	Oh my god! We're gonna die!
--------	-----------------------------

TX-77	The hangar is right around the corner. Should I lead the way?
-------	---

TX-77 slowly looks from Thorbo and then to her reflection in the mirror leaning against the wall next to them.

At this point, the player has the choice on which character they would like to play as for the Final Segment. Whenever the player looks at a character (Thorbo, the Mirror (TX-77)), that character will glow faintly, indicating their choice. After 5 seconds, whomever is selected: At this point, the player's POV transitions from Murdock to [selectedCharacter]. If the player is not looking at any of the options, they stay as Murdock.

THORBO (if TX-77 chosen)	Yeah. I... I guess. Let's go.
THORBO (if Thorbo chosen)	I'd rather have you watching our backs. I think I can figure out the way.

TX-77	Very well. We should hurry.
-------	-----------------------------

Whichever character the player is not playing as goes to the other side of the room and opens the door. They all walk out the door.

TX-77	The hangar is this way.
-------	-------------------------

The player walks to the front of the group and leads the way down the hallway towards the hangar.

If Thorbo is Dead

TX-77 looks around the empty room.

TX-77	Well this is not ideal.
-------	-------------------------

TX-77 slowly looks around the room, seeing her reflection in the mirror leaning against the wall next to her.

TX-77	Well the hangar should be right around the corner. If I leave now I should be able to make it before the Monster catches up.
-------	--

TX-77 goes to the other side of the room and opens the door.

The player must open the door by pressing the open button. The game will wait for this to happen.

She walks out the door. TX-77 walks down the hallway towards the hangar.

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If Player is Thorbo

Thorbo looks around the empty room.

THORBO	Holy shit! Holy shit! Murdock's dead! What...
--------	---

She starts hyperventilating.

THORBO	What am I gonna do?
--------	---------------------

Thorbo slowly looks around the room, seeing her reflection in the mirror leaning against the wall next to her.

THORBO	Okay. Murdock said this should lead back to the hangar. I just need to... Oh my god! I'm gonna die!
--------	---

Thorbo goes to the other side of the room and opens the door.

The player must open the door by pressing the open button. The game will wait for this to happen.

THORBO (desperate)	Okay. I can do this. I just need to make it to his ship. And then figure out how to fly it!
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She walks out the door. Thorbo walks down the hallway towards the hangar.

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INT. BOGOLD HALLWAY - SPACE

MURDOCK, TX-77, and THORBO all slowly walk down the hallway, lighting the way with the flashlight. As they reach the end of the hallway, they turn around the corner to see the hallway filled with boxes and puddles. The group slowly maneuvers their way through the obstacles, trying to reach the door to the hangar. As they clear past the debris right next to the door, the MONSTER rounds the corner in front of them and shrieks. They all rush into the hangar. The MONSTER shrieks as it quickly chases them in. Everyone takes off towards the ship, with the player in the back. As they run, they dodge various objects blocking their path.

The player must successfully maneuver around the objects in the path as they run back to the ship. If the player runs into an obstacle, the Monster catches and kills them. The screen then briefly goes black before transitioning POV into the character that is now in the back. This process continues until either the player reaches the ship, or all playable characters are killed.

If All Players Are Killed

The screen is black.

At this point, the player's POV transitions into the Monster.

The Monster stands alone in the room, with Murdock's corpse beneath him. He hears a pounding sound in his head as he looks around as the name Axel is quietly whispered. Slowly, the world fades to black as...

GAME OVER!

If Player Reaches The Ship

Eventually, the player clears the last obstacle and makes a final dash towards the ship. The characters in the front scramble up the ramp. As the final member of the group reaches the ramp, the monster dives past them, attempting to knock them down. The player scrambles up the ramp as it closes. Just as the monster makes one final dive towards the ship, it fully closes.

GAME OVER!