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Reset

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RESET

Written by Victoria Banks

Downloadable Video Game Demo Link:

https://thegamescholar.wixsite.com/whendoilevelup/video-game-projects

A capstone project submitted in partial fulfilment of the requirements for the degree of Master of Arts in Professional Writing in the

Department of English

in the College of Humanities and Social Sciences of Kennesaw State University

Kennesaw, Georgia 2018

4/25/2019

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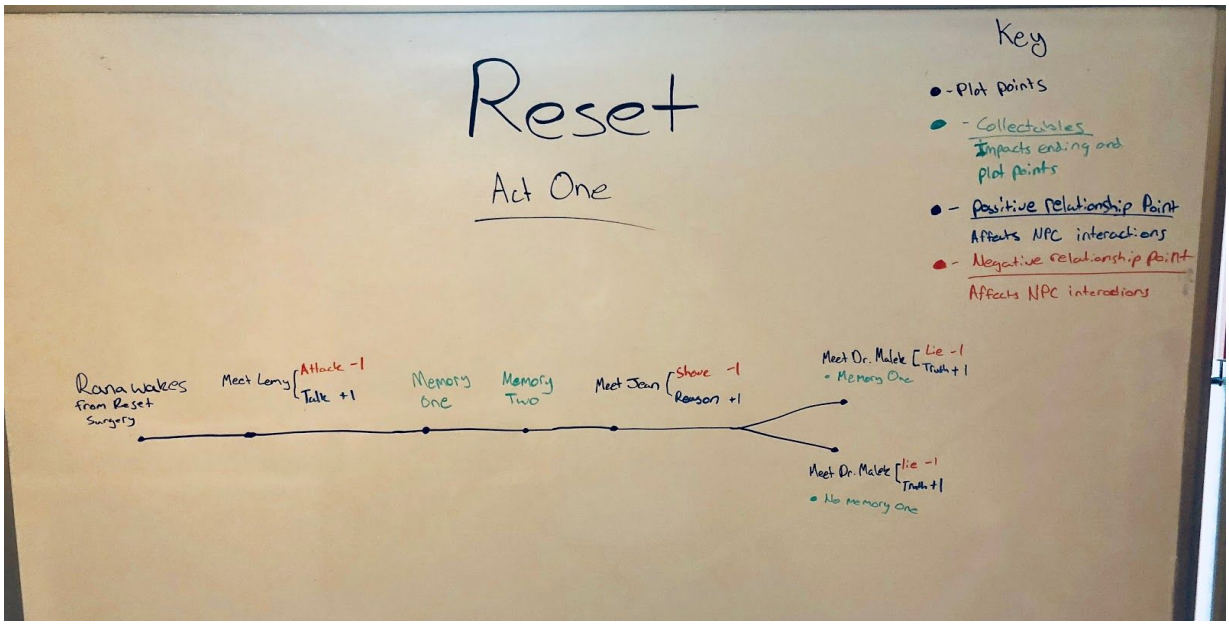
Last, I would like to thank my parents for their valiant efforts of answering the question, “What does your daughter do?” and for talking me through my moments of writer’s block.

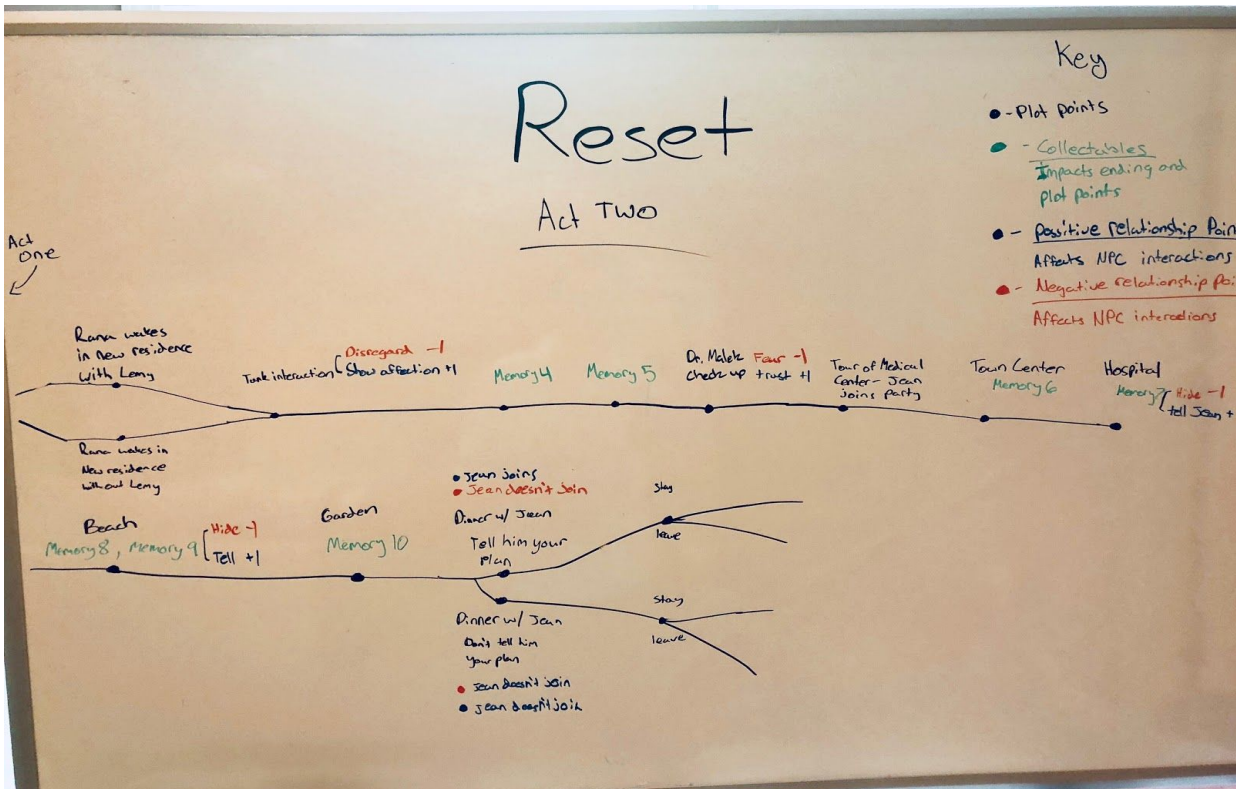
These individuals had a profound influence on my life and work, and for that, I am grateful.

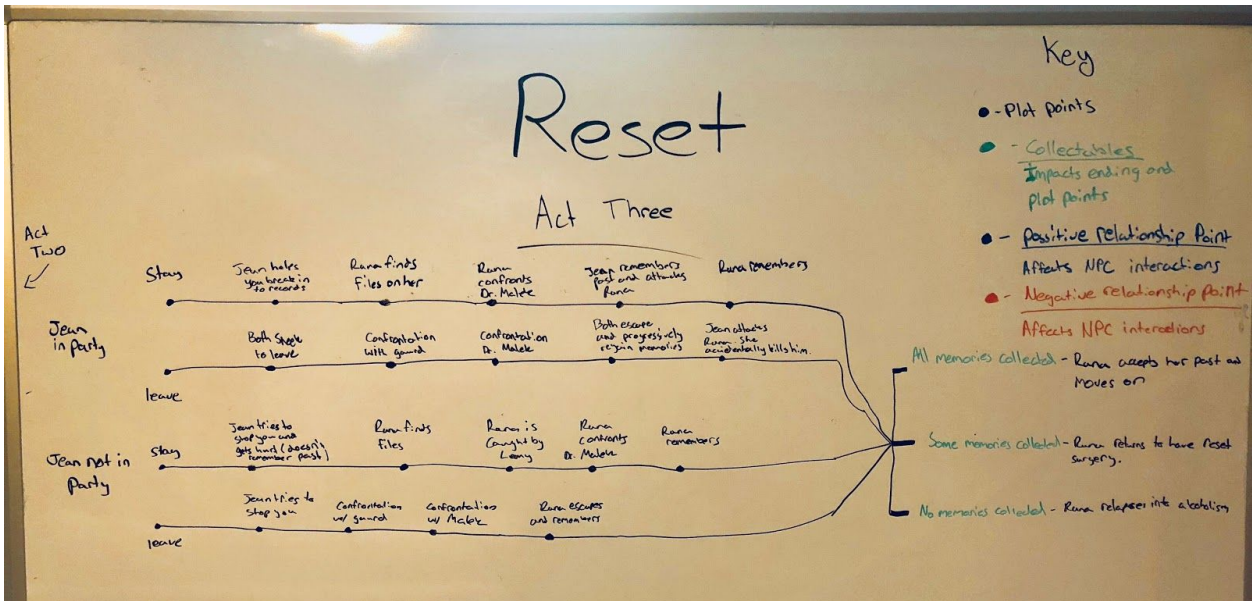
Video Game Description

Reset is a indie, science fiction, adventure game set in a near future where patients can choose to have an optional and controversial procedure called a “reset surgery.” The operation wipes patients’ memories, so they can forget their past and become a new person with a fresh start in life. However, when the protagonist, Rana, experiences headaches accompanied by flashbacks of her pasts, she becomes obsessed with finding out who she was and why she decided to erase her history. The player must help Rana recover her memories, piece them together to solve the mystery, and make choices that will affect the outcome of the game.

Outlines


Reset
Act One
Key
- Plot points
- Collectables
Impacts ending and plot points
- positive relationship Point
Affects NPC interactions
- Negative relationship point
Affects NPC interactions
Rana wakes from Reset Surgery
Meet Lemy [Attack -1 Talk +1]
Memory One
Memory Two
Meet Jean [Shove -1 Reason +1]
Meet Dr. Malek [Lie -1 Truth +1]
• Memory One
Meet Dr. Malek [lie -1 Truth +1]
• No Memory One


Reset
Act Two
Key
- Plot points
- Collectables
Impacts ending and plot points
- positive relationship Point
Affects NPC interactions
- Negative relationship Point
Affects NPC interactions
Act One
Rana wakes in New residence With Lemy
Rana wakes in New residence without Lemy
Task interaction [Disregard -1 Show affection +1]
Memory 4
Memory 5
Dr. Malek Fear -1 checkup +trust +1
Tour of Medical Center - Jean joins party
Town Center Memory 6
Hospital Memory 7 [Hide -1 tell Jean +
Beach Memory 8, Memory 9 [Hide -1 Tell +1]
Garden Memory 10
• Jean joins
• Jean doesn't join
Dinner w/ Jean
Tell him your plan
Stay
leave
Dinner w/ Jean
Don't tell him your plan
Stay
leave
• Jean doesn't join
• Jean doesn't join


Reset
Act Three
Act Two
Jean in party
Stay
Jean holds you break in to records
Rana finds files on her
Rana confronts Dr. Malek
Jean remembers past and attacks Rana
Rana remembers
leave
Both Sneak to leave
Confrontation with guard
Confrontation Dr. Malek
Both escape and progressively retain memories
Jean attacks Rana. She accidentally kills him.
Jean not in party
Stay
Jean tries to stop you and gets hurt (doesn't remember past)
Rana finds files
Rana is caught by Leony
Rana confronts Dr. Malek
Rana remembers
leave
Jean tries to stop you
Confrontation w/ guard
Confrontation w/ Malek
Rana escapes and remembers
Key
- Plot points
- Collectables
Impacts ending and plot points
- Positive relationship Point
Affects NPC interactions
- Negative relationship point
Affects NPC interactions
All memories collected - Rana accepts her past and moves on
Some memories collected - Rana returns to have reset surgery.
No memories collected - Rana relapses into alcoholism

ACT ONE

CUTSCENE - BLACK SCREEN

Character	SFX	Text
		How could you?
		I'm sorry.
	Drill	

END CUTSCENE

CUTSCENE - INT. HOSPITAL ROOM - DAY

RANA (player character) is at the center of the room lit by fluorescent lights. She lies in a hospital bed and at her side is a beeping heart rate monitor along with a mysterious machine, a glossy dark orb with four tendrils dangling from its sides.

It (LEMY) floats in the air, bobbing like a buoy in calm waters.

Character	SFX	Text
Rana (confused)	Hm?	Wh-Where?
Orb		*The orb approaches Rana
Rana (afraid)		Ah! Get away from me! What

		are you? Where am I?
Orb (Red glow)	Hum	*Taps bed for you to remain seated.

Rana tries to stand, but the orb pushes her back into bed.

Character	SFX	Text
Rana		Let go of me!

A. Talk

B. Attack

A. Talk to the orb (+1 Lemy Relationship)

Character	SFX	Text
Rana (frustrated)		Fine. I'll sit.
Lemy	Hum	
Rana		You can hear me, right?
Lemy	Hum	*Lemy nods
Rana		What are you?

Lemy		*LME*
Rana		LME, where are we?
		It points a tendril to a label on the heart rate monitor. It reads "Property of Irvin Medical Center."
Rana		Medical center? Why?
		The orb points to scars at your temple.

Lemy moves towards the door and points a tendril at the bed for Rana to stay put before he exits the room.

Character	SFX	Text
		Your relationship with Lemy has improved..

B. Attack Orb (-1 Lemy Relationship)

Character	SFX	Text
	Thunk	You strike the orb. It bobs like a balloon and tries to restabilize.
Lemy	Hum	A needle protrudes from one of it's tendrils as it tries to sedate you. You strike again.
	Crack	The glossy surface of the machine cracks.
Lemy (damaged)	groan	
		Your relationship with Lemy has deteriorated.

Lemy struggles as he floats away to the door and leaves the room.

Developer note: Lemy will now have a scratch in every interaction.

END CUTSCENE

INTERACTIVE - PLAYER CAN EXPLORE THE HOSPITAL

Character	SFX	Text

		Find a way to escape the hospital. Use the spacebar to interact with people and objects.

Player interacts with barred window.

Character	SFX	Text
		A single window is against the wall covered from the outside with iron bars.
		That's not creepy at all. Is this a hospital or prison?

Player interacts with poster.

Character	SFX	Text

		A poster hangs on the wall with images of the four seasons. “Without change, we cannot see all the beauty the world has to offer.”
		Hmmm.

Player interacts with mirror.

Character	SFX	Text
		Th-that’s me? Who am I?

Player interacts with file on the cabinet.

- Memory One Location

Character	SFX	Text
		Patient: 0451 Age: 29 Height: 5ft. 4’ Weight: 120

		Eye: Black Hair: Brown Chosen Name: Rana Freeman Procedure: Neurological – Lobe Memory Extraction Date: 3-23-63 Condition: Stable Primary care: Dr. Elizabeth Malek: Head of Neurology - Irvin Medical Center LME Machine #703 Medicine - Celecoxib. Deliver and monitor use. Notes: Highly sensitive. Handle with care. Daily checkups and monitoring required.
Rana (confused)		Lobe memory extraction?
		Patient Signature: Rana Freeman

Developer Note: All Flashbacks are greyed out cutscenes.

CUTSCENE - FLASHBACK - INT. HOSPITAL ROOM

Rana cries and sits with a woman (DR. MALEK).

Character	SFX	Text
Dr. Malek		It's better this way. Sign the contract here
Rana (afraid)		Wait, I changed my mind-
Dr. Malek		No. You have to.
Rana		But Dr. Malek...

END FLASHBACK - INT. HOSPITAL ROOM

Character	SFX	Text
Rana (pain)	gasp	Ug- What was that… Dr. Malek?

END CUTSCENE

Player interacts with computer

Character	SFX	Text
		A password is required.

A. Enter Password

B. Exit

A. Enter Password

1. Trigger - If Player didn't find password.

Character	SFX	Text
Rana		Hmmm.
	Error	You enter password… Really?

2. Trigger - If Player found the password.

Character	SFX	Text
		An article is pulled up on the screen. In it is an interview

		with Dr. Malek, who discusses her 95 out of 97 successful Reset surgeries and the controversy surrounding the operation.

B. Exit

Character	SFX	Text
Rana		Maybe I'll look around a little more.

INT. HOSPITAL HALL - DAY

The halls are bustling with nurses in pastel scrubs and doctors in white coats. A tiny robot (TANK) squeaks as he rolls across the floor with a digital smile on his face. No one seems to notice her except Tank who raises his little arms in the air, his smile replaced with an O in shock.

Player interacts with Tank.

Character	SFX	Text
Rana		You're so cute. Think you can show me a way out of here, buddy?
Tank (shocked)		*Tank spins around in a panic and tries to alert nurses that you are out of your room. They pay him no mind.

Player Interacts with Patient 1.

Character	SFX	Text
Patient 1		Oh, hey. You had the surgery too? Hope these scars go away soon.

A. What surgery?

Character	SFX	Text
Rana (confused)		What surgery?
Patient 1		The Reset...Haven't you been told already?
Rana		No. Told what?
Patient 1		You chose to start a new life by getting a reset. You should talk with your doctor.

B. Do you know a way out of here?

Character	SFX	Text
Rana		Hey, do you know a way out?
Patient 1		Well, the entrance is over to the other end of the hall, but you should take a nurse with you.

C. Uh…Yea. Does the headache ever go away?

Character	SFX	Text
Rana		Uh...Yea, me too. Does this headache ever go away though.
Patient 1		Eh, give it time. You can always request for some pain killers, but I heard they're pretty careful with giving them out after some patient got addicted. Crazy, right?

Player interact with Patient 2.

Character	SFX	Text
Patient 2		Are you lost? This place is pretty huge. Hard to find your way around at first.

A. No. I think I'm fine.

Character	SFX	Text

Rana		No. I think I'm fine. I can figure it out.
Patient 2		No worries. Let me know if you need directions.

B. Yea. Feels like a maze.

Character	SFX	Text
Rana		Yeah. This place feels like a maze.
Patient 2		I can point you in the right directions. We're in the patient room area. To the left is the waiting room and exit to the courtyard. If you go forward, you'll reach the cafeteria. To the right are the operation rooms. We're not allowed in there. And if you go down, you'll reach the storage area, but it is locked.

Rana		How do you know?
Patient 2		Hey, I have a curious mind.
Rana		Thanks for your help
Patient 2		Come talk to me if you get lost.

Player interacts with Patient 3.

Character	SFX	Text
Rana		Hi, I'm-
Patient 2		A-choo. Ah sorry I have-a-achoo!
Rana (disgusted)		*You back away

Player interacts with Doctor 1 and Nurse 1.

Character	SFX	Text
Rana		Excuse me-
Doctor 1		Book the OR now nurse. I

		don't care how many resets you have to postpone.
Nurse 1		Yes, doctor.

Interacts with Doctor 2

Character	SFX	Text
Rana		Um… Hello
Doctor 2		Hi, there. How can I help you?

A. Did you see a floating robot come through here?

Character	SFX	Text
Rana		Did you see a floating robot thing come through here?
Doctor 2		You mean a Lemy? Yea, they're always wandering around the hospital.

Rana		What do they do?
Doctor 2		You're nurse should have told you. They perform the Reset surgery and monitor patients.
Rana		Oh… Don't you find them a bit creepy.
Doctor 2		Sometimes patients react differently based on past experiences… You know you look familiar.
Rana		I- have to go.

B. What are you writing down?

Character	SFX	Text
Rana		What's that you're writing?
Doctor 2		Oh, just trying to get my schedule sorted. I'm a cardiologist, so I have to plan

		times to even eat. At least I'm not in neurology. They have their plates filled with Reset surgeries… Looks like you were one of them.
Rana		I guess.
Doctor 2		You look familiar...
Rana		I have to go.

Player interacts with Nurse 2

Character	SFX	Text
Rana		Nurse?
Nurse 2		Why do I have to prep the room? Give it to the new guy. It's what I get for saying yes all the time.
Rana		Um.
Nurse 2		Oh, sorry. Did you need

		something?
Rana		Nevermind.

If player takes right entrance.

Player interacts with door.

A. Enter room

B. Turn around

A**.** Enter Room

INT. SURGERY ROOM

Inside, doctors surround a patient. Another Lemy robot hovers over the patient's head as a drill whirs from one of its tendrils.

Character	SFX	Text
Nurse 3 (surprised)		Wait, doctor!

They all turn to see Rana.

FLASHBACK: INT. SURGERY ROOM

Lemy hovers over her and a bright light shines above. Doctors surround her vision.

END FLASHBACK: INT. SURGERY ROOM

Character	SFX	Text
Doctor 3 (surprised)		You're not supposed to be in here. Get her out!
Rana		Sorry!

Rana hurries to exit the room.

B. Turn around

Character	SFX	Text
Rana		Something's off about this room. I feel sick. Maybe I shouldn't go in

If player takes south entrance, player enters hallway. At the end is a door labeled records.

Player interacts with door.

Character	SFX	Text
Rana	Door knob	It's locked.

If player goes north, he/she enters cafeteria doors.

Player interacts with food.

Character	SFX	Text
Rana (disgusted)		I think I'll pass.

Player interacts with Patient 4 and Nurse 4.

Character	SFX	Text
Nurse 4		Come on. Just a few more bites. You need protein to recover.
Patient 4		I can't eat any more of this slop.

Player interacts with Patient 5 and Lemy 478.

Character	SFX	Text
Patient 5		Is my blood sugar back to normal.
Lemy 478		*nods
Rana		That machine—
Patient 5		Are they not making a Lemy stay with you too? They assigned this one to me. Lemy 478. He's regulating my diet before I leave the hospital.

If player exits to left, he/she enters waiting room.

Player interacts with receptionist.

Character	SFX	Text
Receptionist		Richardson? We're ready for you…
Rana		Excuse me—

Receptionist		Are you supposed to be out here?

Player interacts with magazines.

Character	SFX	Text
		The Messenger: *Top Places to Disconnect and Go off the Grid* *Dr. Peter Gerald Refutes Backlash on Reset Surgeries* *The perfect bot to babysit your kids.*

Player interacts with door to exit.

Character	SFX	Text

Guard		Hey, stop her! She's escaping!

Rana exits.

EXT. HOSPITAL ENTRY - DAY

Outside the hospital is a village filled with streets, homes and pedestrians. SFX: Town

Rana stumbles into JEAN, a patient at the center.

Character	SFX	Text
Jean (shocked)		Whoa! You ok there?
Rana (angry)		Move!
Jean		Hm? What's the hurry?

Two guards exit the building.

Character	SFX	Text

Guard One		Don’t let her get away. She’s not cleared to leave!
Jean		Looks like you’ve caused a bit of a scene. Guys, you’re probably freaking her out even more.

Rana shoves him away and keeps running.

Character	SFX	Text
Jean		Hey!

Rana runs into the street as a car crosses. The tires squeal when the brakes are hit, and she freezes in the crossway before fainting.

FLASHBACK: EXT. ROAD - NIGHT

A truck screeches to a halt. Rana stumbles back. A truck's headlights shine on her as she squints to see the driver. Dr. Malek exits the vehicle.

Character	SFX	Text
Dr. Malek (angry)		Are you crazy?
Rana (Pain)		Ah, so noisy. Why are you yelling?
Dr. Malek (angry)		You can't just wander off like that.
Rana		I can when you suggest taking my memory away. I don't need your help.
Dr. Malek		You aren't yourself right now.
Rana		You're not cutting my head open.
Dr. Malek		Let me help you—
Rana		Nope. I am just gonna lay right here and watch the stars.

		Haha.

Rana lays back and passes out.

END FLASHBACK

INT. HOSPITAL - DAY

Rana is back in her hospital room. Dr. Malek and Lemy sit in front of her while tank roams the floor.

Character	SFX	Text
Dr. Malek		You gave us quite a scare.
Rana		I scared *you*? What about me? What's going on?
Dr. Malek		I should apologize. You must be pretty confused… Do you know who I am?
Rana		...Uh- I'm sorry. I don't. Should I?

Dr. Malek		No, you shouldn't. My name is Dr. Malek… What is your name?
Rana		I- I don't know
Dr. Malek	Scribbles	Good.
Rana (confused)		Good? How is that good?
Dr. Malek		Do you recall anything about yourself?
Rana (afraid)		Please, tell me what's going on.
Dr. Malek		I'm sorry, but I can't do that. You have to answer my questions first.
Rana		I don't remember anything

Dr. Malek		Nothing? No family, friends, lovers?
Rana		N-No.
Dr. Malek		Jobs, education?
Rana		I told you I don't know.
Dr. Malek		Do you remember why you came here?
Rana		No.
Dr. Malek		You're at the Irvin Medical Center in South Carolina. We're on Fripp Island. Do you know what South Carolina is?

Rana (Laugh)		Haha, you're kidding right?... Of course, I do.
Dr. Malek	scribbling	That's good. That's good.

Tank rolls forward.

Rana		What is it?
Dr. Malek		Hm? Oh, you mean Tank? Cute isn't he? We have lots of them. We usually bring him in as a therapy bot.
Tank (happy)		*Tank smiles and waves at you
Rana		He's adorable. But I was actually talking about the other one.

If player did not attack Lemy.

Character	SFX	Text
Dr. Malek		Oh, this is Lemy. Well, LME to be exact, but it's easier to call him Lemy. I think you two have met. He seems to like you. You see, he's as much as your doctor as I am. We specialize in a particular operation, an operation you signed up for.

If player attacked Lemy

Character	SFX	Text
Dr. Malek		Oh, this is Lemy. Well, LME,

		to be exact, but it's easier just to call him Lemy. It seems you two got off on the wrong foot.
Lemy (injured, glowing red)	Growls	
		You see, he's as much as your doctor as I am. We specialize in a particular operation, an operation you signed up for.

Character	SFX	Text
Rana		What did I have done, doctor?
Dr. Malek		Its popular name is a reset surgery. Its medical name is a lobal memory extraction, LME.

Rana		You're saying… I had my memories removed?
Dr. Malek		*nods
Rana		But why?
Dr. Malek		It does not matter now. What matters is the future. We'll have to keep observing you, but your skills and basic knowledge should still be there, but everything else we removed. You're a new woman and can start fresh. That's what the old you wanted anyway. Welcome to your new life Rana.
Dr. Malek		… I do have to ask you something though. I want you to be honest with me.

Dr. Malek		You left the building because you were confused right? Not because you saw something or remembered something? If your memories come back we may need to go back into surgery again.

A. Tell the truth about memories (+1 Malek)

Character	SFX	Text
Rana		I don't know, I just... I'm having headaches and dizziness.
Dr. Malek		That's perfectly normal after the procedure.
Rana		But—I keep seeing things.

Dr. Malek		Things? What things?
Rana		I can hardly remember. But I think I saw you.
Dr. Malek		Hmm. That's not ideal. Will you let me know if this happens again? It could be that these memories go away, but if not, we may need to try again.
Rana		Is it that bad if the memories return.
Dr. Malek		You don't have to worry. I won't let that happen.

B. Lie about your memories (-1 Malek)

Character	SFX	Text
Dr. Malek		Is something wrong?

Rana		I'm just having headaches. No memories. Do you have anything I can take.
Dr. Malek		The headaches will fade in time, but I have prescribed painkillers. You are on a strict schedule with them though. A nurse will give you a dose each day so long the headaches continue.
Rana		Wouldn't it be easier to just give the whole thing?
Dr. Malek		It is for patients' own safety… Are you sure there's no other issues?
Rana		No.

ACT TWO

BLACK SCREEN

Character	SFX	Text
Blank		Rana!
Rana (afraid)	Gasp	No!

CUTSCENE - INT. LOFT - DAY

Rana is in a grey bedroom of her new home at the rehabilitation center. From the shadows in the corner of the room Lemy hummed to life, awakening from the shadows. His tendrils dangled loosely from his orb body.

Character	SFX	Text
Rana (sleepy)	Rustling sheets	What time is it?
Lemy (glowing)		*10:20 AM*
Rana (annoyed)	Sigh	Of course it is. The doctor's coming at 10:30 right?
Lemy	Hum	

END CUTSCENE

INTERACTIVE

Player can now investigate the house.

Player interacts with Lemy.

Character	SFX	Text
Lemy		*checks Rana's pulse*
Rana (afraid)	Gasp	S-Sorry.
Lemy (glows)	Hum	*130/84*
Rana (afraid)		You're the one making it so high. You just—You're freaking me out a bit, you know?

Player interacts with plant on the desk.

Character	SFX	Text
Rana		I don't know if I can keep you alive. Afterall, I apparently couldn't even manage my life before all this.

Player interacts with window.

Character	SFX	Text
	Waves	Outside, the waves lap and foam against the dark sand as seagulls call out above the water. The waves push and pull, back and forth, the water roaring with each gust of wind. You feel yourself drawn toward the window and reached out to the waves.

Player interacts with sparse closet.

Character	SFX	Text
Rana		Not a huge selection. Guess patients just have to wear the same thing as everybody else.

Player interacts with bed.

Character	SFX	Text
Rana		I feel so exhausted. Not like I could sleep again through this headache though.

Player leaves the bedroom to the living room. Lemy follows and sits in the corner.

Character	SFX	Text
Rana		You don’t have to follow me everywhere. I’m fine.

Lemy	Hum	...
Rana		Guess I can sit and wait for the Doctor or get a better look around the new place.

Player interacts with couch.

A. Sit and wait for the doctor

B. Continue exploring

B. Continue exploring

Player interacts with tea set on coffee table.

Character	SFX	Text
Rana (confused)		I-I don't think I like tea… Do I?

Player interacts with clock.

Character	SFX	Text
Rana		She should be here soon.

		...Why am I nervous?

Player interacts with front door.

Character	SFX	Text
Rana	Doorknob turning	They locked me in? Dr. Malek said I wasn't allowed to leave the house yet, but it feels weird being trapped here.

Player leaves the room to the Kitchen. Lemy follows.

Player interacts with Tank, the tiny therapy robot. He has a smile on his face.

Character	SFX	Text
Rana (smiling)		You are too cute, Tank. Why can't Lemy be more like you?
Tank	Digital	*<3*

		Tank hugs your leg with his tiny arms.
		Your relationship with Tank has improved.

+1 relationship with Tank

Player interacts with the refrigerator.

Character	SFX	Text
Rana (disappointed)	Groan	Of course there wouldn't be anything to drink. I could use a drink to calm my nerves.

Player interacts with kitchen sink.

Character	SFX	Text
		You fill a nearby plastic cup with water, then hovered over the sink, and guzzled the cool water, leaving trails of it from

		the corner of your mouth.
Rana		Maybe some water will calm me down.

Player interacts with cabinets.

Character	SFX	Text
Rana	Creak	At least there's a stock ton of food… What do I like though?

Player interacts with pamphlet.

		A woman with too wide of a smile laughs on the cover revealing every bleach white tooth. A man in scrubs with a stethoscope around his neck

		stands beside her as they speak. You look towards Tank and imitate the woman.
Tank (Smile)		His digital eyes widened and his mouth opens in a gaping smile to mirror you.
Rana		Irvin Medical Center: Village Suite. All that remains is the future!
	Pages russling	You flip through the laminated pages filled with happy patients strolling on the boardwalk at sunset, making meals for guests in their temporary homes, playing tennis at the court, taking driving tests, working diligently in the classroom before reentering society. You pause on the image of a

		man tentatively applying a salve to the scars at his temples.
Rana		Oh. Where did I put that?

Rana interacts with small jar on the kitchen table.

- Memory 4

Character	SFX	Text
Rana		There you are.
		You dab your fingers in the salve before applying it to your temples. You feel a sharp pain.

CUTSCENE - FLASHBACK - HOSPITAL

Rana sits on a hospital bed with lights shining down on her. Lemy has his tendrils against Rana's temples, and Dr. Malek is at her side along with other doctors. SFX - Machines beeping.

Character	SFX	Text
Dr. Malek (masked)		She won't remember a thing, and we can finally put this all behind us.
Doctor		What if she finds out? It was all over the news.
Dr. Malek (masked)		By that time, she is released from this center. It will have died down. She will forget...everything.
Doctor		Doctor, are you—
Dr. Malek (masked)		Lemy, let's begin.
Lemy (glowing)	Drill whirring	...

END FLASHBACK

INT. HOUSE - DAY

Character	SFX	Text
Rana (Pain)	Groan	Ug! My head... Wh- What did you do to me, Lemy? Dr.

		Malek, she—
Lemy	Hum	...

END CUTSCENE

Player enters bathroom.

Player interacts with sink.

Character	SFX	Text
	Running water	You splash water on your face and scrub your eyes.
Rana		I can’t quite wash away the hospital smell.

Player interacts with mirror.

Character	SFX	Text

Rana (confused)		Who are you?

Player interacts with medicine cabinet.

Character	SFX	Text
		There is an empty pill bottle.
Rana		Oxycodone? Guess the cleaners missed this from the last guy that was here.

Player interacts with shower.

Character	SFX	Text
Rana		I want a nice hot shower so bad, but she'll be here soon. I don't have time.

A. Sit and wait for the doctor.

CUTSCENE

Rana sits on the couch and watches the clock. SFX - Ticking.

Character	SFX	Text

Rana	Knocking at door.	Come in!

Rana stands as Dr. Malek enters.

Character	SFX	Text
Dr. Malek (smiling)		Rana!
Rana		I'm sorry. I woke up late, and forgot you were checking in and—
Dr. Malek (smiling)		No need to apologize. You deserve the rest... How are you feeling? Settling in on your first night?
Rana		It's fine. I'm doing ok.
Dr. Malek		That doesn't sound right. Lemy reported a high pulse rate, and that you were having headaches.

Rana (Angry)		Why do you have to ask if Lemy already updates you about everything?
Dr. Malek		You sound upset, Rana
Rana		It's just- it's weird, him watching me all the time. Don't you need him for other surgeries?
Dr. Malek		Lemy needs to be here to keep an eye on your health and well-being. Plus, he specializes only in the Reset surgery, which, as you can imagine, is less frequent than say a nose job. We have others too. We can spare one machine.
Rana		*stares at Lemy*
Dr. Malek		Having your memories erased is a much bigger change, but

		sometimes a necessary one for living the life you want… So tell me how you are really doing, so I can help you.

If player told Dr. Malek about Flashbacks in Act One

Character	SFX	Text
Dr. Malek		Have you been having any more visions?

If player found memory

A. Truth

B. Lie

A. Truth (+1 Malek)

Character	SFX	Text
Rana		I did remember something. You were talking about how my surgery would fix

		something, and I heard...
Dr. Malek		What?
Rana		Drills. Drills in my head.
Dr. Malek		*rakes a hand through her hair.*
Rana		Dr. Malek?
Dr. Malek		Um. Yes well, this could be a problem.
Rana		I mean, I don't remember much. Would it be that bad for my memories to return? I know it defeats the purpose of the surgery but—
Dr. Malek		You should not go digging up your past, Rana. You are a new person with a fresh start…
Rana		I know but you can't help but wonder right?

Dr. Malek		If you keep fixating on your past instead of your future, the visions and headaches will worsen. If that happens, we'll have to...
Rana		What, doctor?
Dr. Malek		Well, we would have to conduct some studies, but your frontal lobe would… Look, it's nothing to worry about right now. You'll be fine if you leave the past behind you. Here.
Rana		What is this?
Dr. Malek		A journal. I think it could take your mind off the past you and help you focus on the present you. This is an exciting time to explore the things you enjoy in life, to

		start over. Use the journal to write down things you like, things you want to do, people you meet. Maybe it will help you form your identity.
		You acquired a journal. Rana will record her flashbacks, interests, and friends here. Explore the world to add entries.
Rana		If you say so doc.

B. Lie -1 Dr. Malek

Character	SFX	Text
Rana		No. Nothing at all...I just have been having migraines.
Dr. Malek		Ok. That's good at least. Migraines are a totally normal side effect.

Rana		What should I do?
Dr. Malek		Take these pills. They should help.
Rana		Just the two? Won't I need more later?
Dr. Malek		We will bring some each day.
Rana		That seems like a hassle. Wouldn't it be easier to—
Dr. Malek		These are addictive, Rana. We can't give more than two at a time.
Rana		Oh, I wouldn't take more than prescribed.
Dr. Malek		I'm sorry. These are the rules.
Rana		I didn't mean to be stubborn. The headaches just make me a little sick is all.
Dr. Malek		Here.

Rana		What's this?
Dr. Malek		A journal. It may help to get out of the house and start to discover your identity. Being cooped up with just your thoughts could make the migraines worse. Use it to write down things you like, things you want to do, people you meet. Maybe it will help you form your identity.
		You acquired a journal. Rana will record her flashbacks, interests, and friends here. Explore the world to add entries.
Rana		If you say so, Doc.

If player did not find memory - Malek - +0

Character	SFX	Text

Rana		No actually. That's good right?
Dr. Malek		It is definitely a bit of a relief. It would be complicated and difficult for you to move on with your life if you were still having memories of the past.
Rana		It's weird though, not recognizing yourself in the mirror. Not knowing anything about myself.
Dr. Malek		That's the beauty of starting a new life. You can be whoever you want… Here.
Rana		What's this?
		A journal. Maybe it will help you form your new identity.. This is an exciting time to explore the things you enjoy in life, to start over. Use the

		journal to write down things you like, things you want to do, people you meet. Maybe it will help you form your identity.
		You acquired a journal. Rana will record her flashbacks, interests, and friends here. Explore the world to add entries.
Rana		If you say, so doc.

If Player did not tell Dr. Malek about flashbacks in Act One

Character	SFX	Text
Dr. Malek (smile)		So you are doing all right, considering you just went through brain surgery, haha. Any issues?

A. Truth about Flashback

B. Lie

A. Truth +1 Malek

Character	SFX	Text
Rana		To be honest, there have been headaches and… I know it sounds weird but I've been seeing some things and hearing. You were talking about the surgery and how it would fix everything. Then there were drills whirring.
Dr. Malek		That- that shouldn't be happening. Thank you for telling me. We should monitor you a little more closely.
Rana		Did that actually happen?
Dr. Malek		I am legally obligated not to

		answer that question, and you shouldn't ask about your previous life. You need to move on.
Rana		You can't help, but think though right?
Dr. Malek		If you become fixated on the past, it could affect your recovery and your ability to reenter society...Here.
Rana		What is this?
Dr. Malek		A journal. It could help you focus and stop the visions you are having. This is an exciting time to explore the things you enjoy in life, to start over. Use the journal to write down things you like, things you want to do, people you meet. Maybe it will help you form

		your identity.
		You acquired a journal. Rana will record her flashbacks, interests, and friends here. Explore the world to add entries.
Rana		If you say so.

B. Lie -1 Malek

Character	SFX	Text
Rana		No. Nothing at all...I just have been having migraines.
Dr. Malek		Ok. That's good at least. Migraines are a totally normal side effect.
Rana		What should I do?

Dr. Malek		Take these pills. They should help.
Rana		Just the two? Won't I need more later?
Dr. Malek		We will bring some each day.
Rana		That seems like a hassle. Wouldn't it be easier to—
Dr. Malek		These are addictive, Rana. We can't give more than two at a time.
Rana		Oh, I wouldn't take more than prescribed.
Dr. Malek		I'm sorry these are the rules.
Rana		I didn't mean to be stubborn. The headaches just make me a little sick is all.
Dr. Malek		Here.
Rana		What's this?

Dr. Malek		A journal. It may help to get out of the house and start to discover your identity. Being cooped up with just your thoughts could make the migraines worse. Use it to write down things you like, things you want to do, people you meet. Maybe it will help you form your identity.
		You acquired a journal. Rana will record her flashbacks, interests, and friends here. Explore the world to add entries.
Rana		If you say so, Doc.

Character	SFX	Text

Dr. Malek		*grabs hand* I know this all can be a bit intimidating, being in this place, learning who you want to be. But I'm here to help you. Just let me know if you need anything.
Rana		Thank you.
Dr. Malek		I would stay, but I'm needed elsewhere. I've asked your neighbor to give you a tour around. It'll help you to get out the house a bit, but don't wander too far.
Rana		Great! I would love to go for a swim in the ocean. It's such a beautiful view.
Dr. Malek		… How do you know you can swim?
Rana		Oh. I don't know. Maybe I can't.

Dr. Malek		You're not allowed in the water for now. Understand.
Rana		But why?
Dr. Malek		Because we don't know if you can swim and it just wouldn't be good right after surgery anyway.
Rana		...Ok.
Dr. Malek		I will see you soon. Jean, your neighbor will be waiting outside for you when you're ready.

Dr. Malek leaves.

When Player leaves house.

EXT. NEIGHBORHOOD - DAY

Jean approaches when you exit the house. Score - Jean theme

Character	SFX	Text
Jean (smiling)		Remember me!
Rana		Um...
Jean		Wow. I'm hurt. Physically and emotionally.
Rana		Have we met?
Jean		You ran into me at the hospital. You seemed kinda spooked. I still have the bruises.
Rana		Oh, yea. Sorry about that.
Jean		I accept your apology, even if it is two days late. I'm Jean by the way, senior resident.
Rana		Rana. Senior resident?

Jean		Yea, basically I'm close to leaving this joint and living it up in the real world. Just gotta pass a few more tests.
Jean (wink)		That also means I know the ins and outs of this place. I know every person and every corner of this place.
Rana (sarcastic)		Looks like I lucked out on the tour guide selection.
Jean		Go on. I enjoy the praise.
Rana		Show me the way, Mr. Senior Resident.

END CUTSCENE

Jean has joined your party. Jean now follows the player.

EXT. NEIGHBORHOOD ONE - DAY

Player interacts with house door one.

Character	SFX	Text
Jean		You're one of those people. Don't you know it's polite to call first.

Molly exits house.

Character	SFX	Text
Molly		Jean, why am I not surprised?
Jean		Nice to see you too, Molly. I'm just showing the new girl around. This is Rana.
Molly		Oh, I heard about you. You're the escapee.
Rana		Oh, right. I was just freaked out you know.
Molly		You should be. This place gives me the creeps too. It's

		too good to be true. I'm sure the hospital has a lot of dark secrets they're not telling us.
Jean		She's a bit of a conspiracy theorist. Maybe you should be a writer when you get out of here, Molly.
Molly		Whenever that is… It was nice to meet you Rana. See you around. Be careful.
Rana		Careful of what?

Molly closes the door.

Character	SFX	Text
Jean		Don't pay her any mind. I think they might have drilled some of the wrong places in her head.
Rana (shocked)		What?!

Jean		It was just a joke. Calm down.

Player interacts with house two.

Character	SFX	Text
Jean		What are we? Girl Scouts?

Player interacts with house three.

Character	SFX	Text
Jean		Trick or Treat
Britt		Go away!
Jean		Ok, bye.

Player interacts with Jean's house.

Character	SFX	Text
Jean		That's my house, dummy. I'll invite you over later, but I need to show you around first.

Player interacts with Rana's house.

Character	SFX	Text
Jean		Hey, homebody. You need to get out of the house. We'll come back later.

Player interacts with a girl on the street.

Character	SFX	Text
Rana		A child?
Jean		What was that, Rana?

The girl runs away.

Rana		That was strange.
Jean		Come on. Let's go look around.

Writer's Note: Some of the NPC characters are a part of Rana's imagination/memory. I am trying to blend her reality and past, so that the player can piece it together.

When player exits the neighborhood they enter the town center.

INT. Town Center - Day

A patient and staff member exit a car close to the path leading to the hospital while a lone Lemy machine hovers nearby. A woman wanders aimlessly and a staff member of the hospital gazes at Rana as the player explores the Town Center.

Character	SFX	Text
Jean		So this is the middle of the rehab center. If you get lost, just come here and you'll find your way around.
Rana		Doesn't seem complicated.
Jean		You'd be surprised. Some patients get confused easily after the operations.
Rana		Have you been confused?
Jean (perplexed)		...I was and a lot of other things. But I'm almost out

		now because I've been doing better.
Rana		You don't find all this whole situation unsettling and strange?
Jean		Look, here's the sign.

Player must approach Jean to leave the area.

If player tries to leave without speaking to Jean.

Character	SFX	Text
Jean		Hey, don't wander off. I need you to look at this.

Player interacts with Jean.

Character	SFX	Text
		North: Hospital East: Education Center West: Waterfront South: Patient housing

		Southeast: Rehabilitation Center Entrance Northeast: Gardens Northwest: Staff Entrance Southwest: Drivers education

Player exits sign.

Character	SFX	Text
Jean		There's a lot of places I can show you around, but whenever you think you've seen enough, we can return home.
Rana		I don't think I can call this home yet.
Jean		Maybe it's not… Alright, where to?

Player interacts with car.

Character	SFX	Text
Rana		Is that the car that almost hit me?
Jean		It was more like you almost hit the car in your delirious stupor.
Jean		The cars are all identical and driven by the staff. They pick people up at the gate to drop them off at the hospital.
Jean		They're used at the drivers ed too. That's one of the things you have to pass to get out of here.
Jean		I'm a top notch driver. Not to brag.
Rana		Is that so?

Player interacts with patient and staff

Character	SFX	Text
Patient		A-are you one of them? It's better right? If I have this surgery, I'll be better and start over?
Staff member		Come along.

Player interacts with Resident (SHAY).

Character	SFX	Text
Shay		Jean! It's good to see you. I'm actually a bit lost.
Jean		Again?
Shay		What do you mean "again"?
Jean		Remember to practice your memory exercises, Shay. You'll get better in no time.
Jean		Head south if you are looking for the patient housing.

Shay		What would I do without you?

Player interacts with staff member.

Character	SFX	Text
Staff		You can't be here. They don't want to speak with you.
Rana		What? Who doesn't want to speak with me?
Jean		Rana? Let's get going

Player interacts with a Lemy.

Character	SFX	Text
Jean		Looks like the staff forgot to bring this one in.
Rana		These things creep me out.
Jean		Just think of them as a cute floating jellyfish.

Rana		I can barely sleep with mine in the house.
Jean		Wait, your's is in the house with you?
Rana		Yeah… Dr. Malek said it'd keep an eye on me.
Jean		That's weird. Once you're out of the hospital, you're not suppose to need one anymore.
Jean		What makes you different?

Player walks to hospital.

INT. HOSPITAL LOBBY - DAY

A few patients wait in the lobby as a bored receptionist sits behind the desk.

Player interacts with receptionist.

Character	SFX	Text
Receptionist		Oh, goodie. The escape artist. Welcome back.

Player interacts with patient 1.

Character	SFX	Text
Patient 1		How long am I going to have to wait. It's just a broken finger.

Player interacts with patient 2.

Character	SFX	Text
Rana		What are you here for?
Patient 2		I heard great things about Dr. Malek. Barely any failed reset surgery on record. Maybe she can help me.

INT. HOSPITAL - MAIN ROOM - DAY

A few doctors and nurses bustle around as Tank a therapy bot wanders in circles.

Player interacts with Tank.

Character	SFX	Text
Rana		These little guys are too cute.
Jean		The therapy bots?
Jean		I heard a rumor that they started using them a while back after a woman had a bad reaction to Lemy.
Jean		Makes sense to right? Tanks create a positive association with robots and technology.

Player interacts with Doctor.

Character	SFX	Text
Doctor		You're Dr. Malek's patient right?
Rana		Yes.
Doctor (annoyed)		Hmpf. Better recover perfectly then. Wouldn't want to ruin her spotless record.

		She's always gotta be so perfect.

Player interacts with nurse (Beth).

Character	SFX	Text
Beth		Oh! Hey, Cora.
Rana		Cora?

FLASHBACK - HOSPITAL - DAY - MEMORY 6

Rana stands outside the supply closet door. Beth approaches.

Character	SFX	Text
Beth		Cora, what were you doing in there?
Cora		I just had to get something.
Beth		What do you mean you had to get something? You shouldn't be here right now.
Cora		What are you so worked up over, Beth?

Beth		I'm worried about you.
Cora		Don't be.
Beth		What are you taking? You have a problem. Let me help you.

END FLASHBACK

INT. HOSPITAL - DAY

Character	SFX	Text
Rana		Beth?
Jean		You two know each other?
Beth		No! No we don't. I just confused her with someone else is all.
Rana		I know you.
Beth		You must be mistaken. We've never met before… I'm sorry I have to get back to work

Rana		Wait!

Beth leaves to the operation rooms.

Character	SFX	Text
Jean		That was weird. Do you really know her?

A. Tell Jean about memory

B. Keep it secret

A. Trust Jean +1

Character	SFX	Text
Rana		I remember her.
Jean		Was she your nurse?
Rana		No, I mean. I saw something. I remember her talking to me. She called me Cora.
Jean		Cora?
Rana		I think it was my name before

		the surgery.
Jean		It's not good to think about this. You shouldn't get too fixated on these memories. Otherwise, they may have to go back in there to fix it. Maybe you should tell Malek.

B. Lie to Jean -1

Character	SFX	Text
Rana		I was just mistaken.
Jean		You seemed so sure though. You feeling ok? Should I get a doctor?
Rana		No, it's fine. I was just confused.
Jean		Hm.

Player visits hospital cafeteria.

INT. HOSPITAL CAFETERIA - DAY

Dr. Malek sits at a table eating while other patients are in line for food.

Player interacts with Dr. Malek.

Character	SFX	Text
Dr. Malek		Oh, hey you two. How goes the tour? I'm just on my lunch break.
Rana		Jean's showing me the ropes.
Dr. Malek		… And how are you Jean? Feeling well.
Jean		I'm doing great. Excited to pass the final stage to be discharged.
Dr. Malek		Good, good. Remember to come to me if you're having any … complications. Want to make sure you both are healthy and starting fresh.

Player interacts with food.

Character	SFX	Text
Jean		Yuck. Don't eat this. We'll cook something after I'm done showing you around.

Player interacts with patient.

Character	SFX	Text
Patient		Don't cut in line.
Jean		It's all yours.

IF PLAYER WALKS TO BEACH

CUTSCENE - EXT. BEACH - DAY

The player enters the map with Jean following close by. A little girl splashes around the waves lapping at her feet. Her red locks billow around her face with each gust of salty wind as the waves lap at her feet. She kicks her way forward and kneels to pick up a shell from beneath the sloshing waters. Rana eyes her, but is interrupted when Peter approaches.

Character	SFX	Text

Peter		Jean! Hey, buddy- Oh, I'm sorry, am I interrupting?
Jean		No. Just giving the new girl a tour.
Peter		I just need some quick advice about passing the exam.
Jean		Uh, yeah. Rana? You'll be fine on your own for a minute, right?
Rana	Waves	*Rana stares at the water*
Rana (blank stare)		Sure.

END CUTSCENE

If player interacts with couple.

Character	SFX	Text
Rana		Pretty nice to have a beach here I guess.

Couple		It's beautiful, isn't it? This is actually where we met. Been inseparable ever since.
Rana		You're both patients?
Couple		Yes. It's a little less scary starting your life over when you have someone to experience it with..

If player interacts with crab

Character	SFX	Text
Rana (smirk)	Scurry	Where you heading little guy?

If player interacts with beach chair.

Rana sits in the chair, staring at the water.

Character	SFX	Text
Anonymous character		Can we stay out just a little longer?

Rana (pain)		*Rana rubs her temples*
		Memory Four Acquired

MEMORY FOUR added to player inventory.

Player interacts with man staring at the water

Character	SFX	Text
Man		I'm not sure if I'm suppose to be here. Just visiting my mother. She's... I just needed a quiet place to think.

Player interacts with girl playing in the water.

CUTSCENE - EXT. BEACH - DAY

Rana stands at the water's edge.

Character	SFX	Text
Rana (curious)		That girl… Uh, hey! Where's your parents?
Kid		...
Rana		Kid!

Kid		...
Rana		Come on. I'm not allowed in the water yet.

Rana treads through the water but as she approaches the girl is startled and runs off the map.

Character	SFX	Text
Rana		Or ignore me. That's fine too I guess..
		*Rana hesitate to leave. The sea chills her skin as her feet are swallowed by sand.
		*The water splashes against the back of her knees, and she can't help but gaze up at the sky, inhale the salt, and smile. It feels familiar.

Jean approaches.

Character	SFX	Text
Jean		Enjoying yourself?
Rana		Too much. Dr. Malek said not to go in the water though.
Jean		Oooh I'm tattling.
Rana		The girl from earlier. She ran off.
Jean		Girl? Shouldn't be any kids around here.

Rana walks deeper into the water and Jean follows.

Character	SFX	Text
Rana	Waves	Care for a swim?
Jean (wary)		I shouldn't let you. You're going to ruin my spotless record to get out of here.
Rana		But you know you want to.

Jean		….Alright, fine.
Rana		So I might have been a swimmer before.
Jean		You think?
Rana		Something about the ocean draws me in.
Jean		Hm. Wonder why Dr. Malek doesn't want you in the water then...
Rana		I don't know. She sets ridiculous rules for me.
Jean		Kinda creeps me out. I don't like the way she looks at you.
Rana		How does she look at me?
Jean		I dunno. Just- she seems stressed about you.
Rana		… Worry about it later. I'll race you to the buoy.

	Splash	

Rana splashes Jean and swims farther out to sea towards the lone buoy with him trailing behind.

Rana turns back to him as she reaches the rusted bell.

Character	SFX	Text
Rana	Bell ringing	Man you're so—

FLASHBACK - EXT. BEACH - NIGHT

Everyone is gone and a storm rages around Rana as she sits on the buoy.

Character	SFX	Text
Rana		Never again. I won't let this happen again.

Rana jumps from the buoy struggles at first and then sinks into water.

END FLASHBACK

EXT. BEACH - DAY

Jean is next to Rana shaking her.

Character	SFX	Text

Jean (worried)		Rana! Rana!
Rana	Gasp	Wh-What?
Jean		Damn! Don't scare me like that! You zoned out. What happened?
		What happened?
		You tell me. You zoned out.
		I think- I think I remembered something. Something from before...
		Rana, what's going on? Should I get Dr. Malek?

Developer Note: a majority of trust with Jean will lead to staying with Rana to help her later in the game (good for Rana). However, Jean will not fully recover from surgery (bad for Rana).

Not trusting Jean will lead to him fending for himself (bad for Rana) but he will recover (good for Rana).

A. Tell Jean about the memory. +1 Trust

Character	SFX	Text
Rana		Something happened to me, Jean.
Jean		Well, yeah. You look like shit.
Rana		No, I mean something happened to make me want to have the surgery. I had a memory. I was trying to drown.
Jean		Trying to? Rana, if your past made you... I don't think you should go seeking out your memories.
Rana		I have to know what happened to me.
Jean		This is dangerous.
Ran		Are you going to tell Dr.

		Malek?
Jean		I- I should. But I'll let you decide that. Try to let this go, Rana.

B. Hide the memory from Jean. -1 Trust

Character	SFX	Text
Rana		It's nothing. Just got a little dizzy.
Jean		Rana, that wasn't just a little dizziness. What happened?
Rana		It's nothing.
Jean		Really, you can trust me. We can call Dr. Malek.
Rana		I appreciate it, but I'm good. Probably should have just listened when Dr. Malek told me not to swim.
Jean		Well, if you're sure you're

		alright… Let's get out of the water. You might feel less vertigo.

END CUTSCENE

Resident Gate - Location exploration

Education Facility - Location exploration

Garden - Location exploration

When player enters the Town Center. Jean reminds the player.

Character	SFX	Text
Jean		Just remember when you're done looking around, let's head back to the patient housing.

INT. JEAN'S HOME- DAY

Jean and Rana sit at a table eating.

If player told Jean about a memory

Character	SFX	Text

Jean		So what do you think?
Rana		I don't like this place.
Jean		Well, I try to keep it clean, but—
Rana		No, I mean this rehab center.
Jean		It takes time to get used to I don't want to get used to it.
Jean		Um, easy on the wine there...
Jean		Are you still hung up on those visions? You need to let them go or else you won't get out of here.
Rana		Don't you want to know what happened to you too, Jean?
Jean		I did, but look where that got me. Letting go of the past is what got me this close to being released. I can't mess that all up.

Rana		I can’t let it go.

If player did not tell Jean about memories.

Character	SFX	Text
Jean		So what do you think?
Rana		I don’t like this place.
Jean		Well, I try to keep it clean, but—
Rana		No, I mean this rehab center.
Jean		It takes time to get used to.
Rana		I don’t want to get used to it.
Jean		Um, easy on the wine...
Jean		You’ve been keeping something from me and spacing out all day. Don’t think I haven’t noticed.

Rana		It's nothing. Just thinking about the surgery...who I was before.
Jean		Don't. If you obsess over it, you'll end up how I was. Letting go of the past is what got me this close to being released. I can't mess that all up.

A. Ask Jean to help you.

B. Leave Jean out of it.

A. Ask Jean to help

Character	SFX	Text
Rana		Ignorance isn't bliss. It's a lie, and you know it. I need you to help me with something Jean.

Jean		What are you planning?

1. Stay and investigate the hospital for answers.
2. Escape and investigate the outside world for answers.

1. Stay and investigate the hospital for answers.

Character	SFX	Text
Rana		People in this hospital know something. There's bound to be records. We can sneak in when it's not busy.
Jean		This is insane.
Rana		We'll find out who you were too. Don't you want to know?

2. Escape and investigate the outside world for answers

Character	SFX	Text
Rana		There's nothing for us here except confinement. If we

		leave here, we'll be able to research and find out who we were before we entered, not the lies they feed us.
Jean		And how are you going to do that?
Rana		I know someone who is a self-proclaimed great driver.
Jean		You want me to bust you out?
Rana		Please. Help both of us.

Trigger - If you trusted Jean

Character	SFX	Text
Jean		This is crazy, Rana.
Rana		It's not as crazy as getting your memories wiped. Let's find out together what happened to us.
Jean		Ah, don't look at me like

		that… Fine. I'll help, but we have to be careful.

Trigger - If you didn't trust Jean

Character	SFX	Text
Jean		You're grasping at straws. Why do you want to know so bad?
Rana		I just do.
Jean		That's not enough. I'm sorry Rana, but you're on your own. I can't get pulled into this. I need to leave this place.

B. Leave Jean out of it

Character	SFX	Text
Rana		I'm not planning anything. You don't have to worry. Just

		do well and get yourself out of this place.
Jean		I somehow don't trust that you'll let this go.
Rana		I won't do anything rash. Promise.
		*Choose your plan

3. Stay and investigate the hospital for answers
4. Escape and investigate the outside world for answers

You trusted Jean and stay to investigate the hospital.

ACT THREE

EXT. HOSPITAL - NIGHT

Character	SFX	Text
Jean		All I wanted was a nice peaceful time here, so I could get on with my life, but no. Why do I have to get myself wrapped up in this mess?

Rana		Because you want to know too, Jean.
Jean		*Sigh* What are we even going in there for?
Rana		We need to find records on us. Something, anything.
Jean		What are we just gonna waltz in and ask for them?
Rana		Don’t be a smart ass. We’ll need to blend in first. Dress like the staff. Then we can look around.
Jean		They’re gonna know, we’re not staff.
Rana		It’s late. They’ll be tired and not bother with us.
Jean		The Lemmy’s will. They wonder around and keep an eye on things.

Rana		Then we'll avoid them.
Jean		I can't talk you out of this.
Rana		You don't have to come.
Jean		… You won't be able to find anything without me. Remember I know this place too well. Let's get this over with. We need uniforms first. Let's try the locker rooms near the back.

Player must navigate to the locker rooms before entering the hospital. They are located through a door against the back left of the hospital.

If they try to walk in the front of the hospital.

Character	SFX	Text
Jean		We can't go in yet without uniforms. We need to find some in the locker rooms. You can get there in the back left entrance.

If player tries to leave area.

Character	SFX	Text
Jean		Abandoning the mission so soon? Well if you insist.
Rana		No. Just thinking.

Once player enters locker room.

Character	SFX	Text
Jean		We better hurry before anyone comes in. Grab a uniform.

Player interacts with one of the two uniforms on the wall.

FLASHBACK. INT. LOCKER ROOM - DAY

Beth stands in the doorway.

Character	SFX	Text
Beth		Hurry up, Cora! You're going to be late.
Cora		I'm coming! I'm coming!
Beth		Are you hungover?
Cora		Just tell Dr. Malek I'm on my way.
Beth		Fine. You get away with so much because of her soft spot for you.

END FLASHBACK. INT. Locker Room - Night

Jean and Rana are dressed in nurses uniforms.

Character	SFX	Text
Jean		Wow. You're pretty quick. That's impressive. Let's hurry and find whatever it is you're

		looking for.

Player exits the room and enters the hospital main floor. A few tired nurses stroll around.

Character	SFX	Text
Jean		Let's hurry. You may be able to find records in the storage closet.

If player tries the storage door it will be locked.

Character	SFX	Text
Jean	Door knob	Locked. Looks like we're going to need ID cards to get in. Any ideas?

Player interacts with nurse one.

Character	SFX	Text
Nurse One		Hmpf I know I'm a night owl but even these night shifts are

		killing me.
Rana		Tell me about it. I'm so tired I left my key card back at my place. Could I borrow yours?
Nurse One		You both left yours?
Jean		Ummm.
Nurse One		You know we can't use each others ID's just run back and get it during your break.

Player interacts with Nurse Two.

Character	SFX	Text
Rana		I'm such an idiot. I forgot my key-
Nurse two		You are an idiot if you think you can interrupt me during my coffee break. I hate the night shift.

Player interacts with Nurse Three.

Nurse three leans against the wall fast asleep.

Character	SFX	Text
Jean	Snoring	She's out of it. What are you doing?
Rana		* Unclips ID card* Now we have a key.

Player has key and interacts with storage door.

Dr. Malek appears with Lemy.

Character	SFX	Text
Dr. Malek		What are you doing?

Dr. Malek approaches, but stops at the sleeping nurse.

Character	SFX	Text
Dr. Malek		Are you sleeping on shift?

Nurse Three		N-no ma'am!
Dr. Malek		And now lying. Hurry and get back to work. The patients come first, sleep second.

Jean and Rana enter the storage/records room. There are a number of file cabinets listed in alphabetical order. On the other side are bins of medicine and there is also a computer.

Character	SFX	Text
Jean		Well, I guess we just start digging. Should we try electronic records or dig through the file cabinets?

If player interacts with medicine bin.

FLASHBACK. INT. Storage Room - Day

Rana takes the medicine, opens it and swallows a few pills.

END FLASHBACK

If player interacts with computer.

Character	SFX	Text
Computer		*Password required*

Note to self. In act two, player could potentially find the password through exploration.

If player interacts with file cabinets.

Character	SFX	Text
Jean		Where should we look? R for Rana?
Rana		Maybe. But that wasn't my name before.

If player looks under C for Cora.

Character	SFX	Text
Jean		C?
Rana		In my memory, she called me Cora.

The player finds a file marked for Cora Newman.

Character	SFX	Text
		Cora Newman - Nurse Practitioner. Employment Status: Terminated Reason for Termination: Incorrect dosage administered to patient leading to death. Inebriation while on call.
Jean		You… You worked here? What's on the next page?
		Cora Newman - LME Patient Patient Signature: Cora Newman Surgery date - 3-25-53 Operation One: Failure Current conditions- depression, addiction

		Surgery date- 7-30-53 Operation Two - Failure Current conditions- Severe depression, anxiety, suicidal thoughts Note: Patient heard voices from her past and had suicidal tendencies. Surgery date- 10-15-53 Operation three - Failure Current condition - Paranoia, panic Note: Patient tried escaping facilities when interacting with things from her past Operation four- In process Note: Patient is skittish and struggles with letting go of curiosity.

Jean		You...You had the operation multiple times?

Rana rushes out of the room to confront Dr. Malek. Jean continues flipping the file and sees an image of the mysterious girl. He freezes.

Character	SFX	Text
Rana		How many?!

Rana glares at her in the dimly lit hospital. Dr. Malek stays at a cautious distance. The mysterious girl with red locks peered from behind the front desk.

Character	SFX	Text
Rana		How many times did you do this to me?
Dr. Malek		Rana-
Rana		Don’t call me that. That’s not my real name?
Dr. Malek		...It’s the one you chose

Rana		How many times? Tell me!
Dr. Malek		A few…. Rana, you have to trust me. I did each one with your consent.
Rana		I wouldn't have wanted this. How could I have wanted this?

Dr. Malek approaches cautiously.

Character	SFX	Text
Dr. Malek		You did. I promised I would fix you. I can still-

She reaches her hands out for Rana, but Rana pulls away. Dr. Malek's grey eyes become glossy. She looks away.

Character	SFX	Text

Rana		You are trying to kill my memories, to kill me.
Dr. Malek		You weren't happy. I was saving you!
Rana		Bullshit. I tried to drown myself because of what you did to me. Which surgery did I do that after?
Dr. Malek		The second.
Rana		You couldn't stop there though could you? Not a flaw in your spotless success record.
Dr. Malek		You're not a simple number on my record.
Rana		You don't care about me. Just your reputation.

Dr. Malek picks Rana up by her shirt collar and shakes her.

Character	SFX	Text
Dr. Malek		I don't care? I saved you! I saved you over and over again. I'm not going to let you die. I promised that to you.
Rana		You knew me before didn't you...when I worked here. Why will I die? Why will I die if I remember?
Dr. Malek		I can't.
Rana		Fuck the legality. Tell me what happened.

The mysterious girl giggles as she skips over to hide behind the chair and peek at them.

Character	SFX	Text

Rana		Kid, will you get out of here already?
Dr. Malek		Who are you talking to?
Rana		That stupid kid's been running around here for days and no one's done shit about it

Dr. Malek glances back over her shoulder where Rana looks. Her face pales.

Character	SFX	Text
Dr. Malek		Let me operate, Rana.
Rana		You're not drilling into my skull, never again.

Jean emerges from the storage room glaring at Rana.

Character	SFX	Text

Jean		You took her away from me, and then you took her name!
Rana		What are you talking about?
Jean		My little girl! You were her nurse, and you overdosed her!
Rana		Wh-What?
Jean		I'll kill you!

Jean leaps forward and begins choking Rana. Rana looks towards Lemy and reaches out.

If player has a positive relationship with Lemy, Lemy intervenes to sedate Jean.

If player has a negative relationship with Lemy, Lemy stands idly by. Rana is choked as Dr. Malek tries to pull Jean off of her. She blacks out.

Character	SFX	Text
Jean	punch	How dare you take her name… Rana. My little Rana.

FLASHBACK - INT. HOSPITAL - DAY

Rana (little girl) hides behind a desk as Corra searches nearby.

Character	SFX	Text
Corra		Rana! Where could she be...
Rana (little girl)		Giggles from behind the desk.
Corra		Gotcha!

Corra jumps out, surprising Rana.

Character	SFX	Text
Corra		Found you!

Corra tickles Rana until she begins coughing.

Character	SFX	Text
Corra	Coughing	Woa. Breathe… Looks like that's enough excitement for today.

Jean		Rana, you should be resting.
Rana		But Dad-
Jean		You're her nurse. Shouldn't you know better.
Corra		Kids need to play. It's good for their health, physical and mental.
Rana		I'm fine, Dad.

END FLASHBACK

FLASHBACK INT. HOSPITAL - DAY

Corra hands Rana pills.

Character	SFX	Text
Rana		How many more of these do I have to take?

Corra		Mmm until we see some improvements, little one. I know they're no fun. I'll take you to the ocean later if you take your medicine like a big girl.
Rana		Can I bring my float?
Corra		Of course.

END FLASHBACK

FLASHBACK - INT. HOSPITAL ROOM - DAY

Nurses rush around Rana who is passed out. Dr. Malek grabs Corra.

Character	SFX	Text
Corra	Flatline	Wh-what happened? How did this happen?
Dr. Malek		How much did you give her?! How much, nurse?!

Jean		How could you?
Corra		I'm sorry

END FLASHBACK

INT. HOSPITAL - NIGHT

If Lemy did not intervene, Jean is being pulled away by guards.

If Lemy did intervene, Lemy is injured and Jean is unconscious.

Character	SFX	Text
Dr. Malek		Rana?
Rana		I killed her.
Dr. Malek		It was an accident... I've failed you again.
Rana		I killed her.
Dr. Malek		I'm giving you another chance at life… You can be

		free of this. Just let me help you. I'll fix it this time. I will.
Rana		Please...
Dr. Malek		Yes?

If player, found only some memories.

Character	SFX	Text
Rana		Please take them away.

If player found no memories.

Character	SFX	Text
Rana		Please numb the pain.

INT. Apartment

Rana sits in the dark with and leans back as she takes pills staring off vacantly into the distance.

If player found all the memories.

Character	SFX	Text
Rana		Please stop the surgeries. No more of this. I'm moving on with my future and accepting the past.

EXT. HOSPITAL GATES - DAY

Rana stands at the gates and looks over her shoulder at Dr. Malek as she walks out of the facility forever.

END

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EDUCATION

Kennesaw State University
Masters in Arts of Professional Writing
· Concentration: Creative Writing
· GPA: 4.0

Kennesaw State University
Bachelor of Arts in English
· Minor: Professional Writing
· GPA: 3.6

EXPERIENCE

Launch Media Network
Game Skinny – Freelance Writer Aug. 2018 – Present
· Conduct research on trends in the gaming industry
· Compose pitches and write articles, reviews, guides, and culture pieces on trending topics
· Revise and edit written work for publication

Kennesaw State University; English Department
Graduate Student Teacher Aug.2017 – Present
· Design and instruct four courses of Composition 1101 and four courses of Composition 1102 of 26 students each
· Create assignment guidelines, lessons, and instructional content
· Grade, evaluate, and provide feedback for student's written work

Graduate Teaching and Research Assistant Aug.2016 – Aug. 2017
· Assisted graduate and undergraduate students with writing and communicating effectively at the KSU Writing Center
· Shadowed and assisted in teaching a Composition 1102 course
· Led the KSU Writing Center's "Game Writers' Guild"
· Presented panel at SWCA Conference 2017, "Going for the High Score: Writing Center Services for Game Design Students"
· Wrote and published instructional web content for the KSU Writing Center website

Graduate Research Assistant Jan. 2016 – Aug. 2016
· Assisted undergraduate and graduate students with writing and communicating effectively for various genres
· Conducted outreaches to present information for classes across campus
· Conducted workshops for students to learn and practice specific writing skills
· Founded the KSU Writing Center club, "The Game Writers' Guild"
· Created meetings, lessons, exercises, and advertisements for "The Game Writers' Guild"
· Presented panel at SWCA Conference 2016, "Composition Kitchen: Adjusting Student Focus from Recipe to Flavor"

Writing Assistant May 2014 – Dec. 2015

· Assisted undergraduate students with writing and communicating effectively for various genres.
· Conducted outreaches to present information for classes across campus

SKILLS AND SPECIALIZED KNOWLEDGE

Written and verbal communication
· Researching
· Copyediting and proofreading
· Multimedia writing and rhetoric
· Interactive narrative design
· Creative writing
· Instructional writing
· Journalism
· Script writing
· Proficiency in MLA, APA, AP, and Chicago Style
· Proficiency in Microsoft Office
· Knowledge of composition pedagogy
· Lecturing and presenting to diverse audiences
· Teaching in higher education

AWARDS AND ACCOLADES

· Kennesaw State University - MAPW CHSS Outstanding Scholar 2019
· Kennesaw State University President's List Spring 2015
· Kennesaw State University Dean's List 2011-2015
· 2nd Place in the KSU Undergraduate Creative Writing Awards Spring 2015