

Scene 0 - Opening Cutscene

EXT. KINGDOM OF HARKEN - MORNING

A sprawling kingdom stretches out to the horizon. Even from the wide angle, one can see how the city buzzes with life. Traders with carts and horses move in and out of the grand city gates. People within the sturdy stone walls move in waves through the pristine streets, lined with shops, taverns, and more. The city of Harken seems to be the shining example of a fantastical city.

DISSOLVE TO: EXT. ABANDONED KINGDOM - MIDDAY

Until it's not. The buzzing kingdom now sits in an uncomfortable silence - backdropped by a cold, gray sky. The crumbling walls and rusting gates are now lit not by the lights of buildings, but by burning fires set within their condemned remains.

Scene 1 - City Hall

A huddled mass of survivors, ragged and gaunt, crowd together in what remains of the City Hall. Ash and dust permeates the room, punctuated by a few coughs bouncing off what remains of the walls. **Shane** stands at the front of the crowd. While he too looks worse for wear, he attempts to keep his posture tall and his voice steady as he speaks to the crowd.

Shane: LISTEN UP!

Shane: We need to find somewhere else to go - before the **Blood Runners** come back for us.

Shane: There's no time to waste!

The Blood Runners.

The name alone is enough to send a ripple of fear and anxiety through the crowd. One man amongst the mass of people, **Jason**, shoves his way to the front.

Jason: And where do you suggest we find that-

Jason: Almighty leader?

Shane: This isn't the time for messing around.

[Shane unfolds a map]

Shane: There's a cave north of here where we can camp out. It might just be our best shot at survival.

Jason: So let me get this straight. It's either we all die in a matter of seconds tomorrow at the hands of **Blood Runners**, or a multiple day trip where most of us die anyway, but we just stretch it out a bit more?

Shane: ...It's not pretty, I'll admit. But... yeah. That sounds about right.

Jason: Well, then I choose to stay.

Shane: Oh, come on, Jason - would you rather die tomorrow or take a chance at surviving?

Jason: It's not about me. I could go either way, honestly.

Jason: It's about them. What do they get out of this, Shane?

Choice 1 - Argument w Jason

Option 1: "Let me see..." [+2 Karma]

Shane: Let me see... Safety? Shelter? A chance to build new lives for ourselves?

Option 2: "Maybe you're right..." [-1 Karma]

Shane: Look, maybe you're right, Jason. There's a lot of risk here. But we need to leave or death is certain.

[Both options, regardless of karma, lead to:]

Jason: So that's all that's left for us, then? Risking it all and hoping it works?

Shane: Hate to say it, but... yeah. It's not a great chance, I'll give you that. But it's the only one we've got right now.

Jason: [SIGHS] [ROLLS HIS EYES]

Jason: Fine. I'll roll with the punches. But don't expect me not to complain the whole way. At least let me have that.

Shane: Hearing you complain means I know you're alive. I can deal with annoying, but I can't deal with dead.

Shane: ALRIGHT, PEOPLE- LET'S MOVE!

The group moves at once to collect their belongings from around the hall.

Or rather, what's left of them.

[Move to Scene 2]

Scene 2 - City Gates

The survivors cautiously make their way through the gates, keeping an eye out in all directions for any members of the Blood Runners.

Shane: (quietly) Keep moving, stay low, and don't make a sound.

GUNSHOTS.

Choice 2 - Escape the City

Option 1: Move silently & quickly. [+2 Karma]

Shane: Shit.

Shane: Move. Now.

Everyone turns to each other and nods in silent agreement to move faster, quietly making their escape from the ruinous city.

[Move to Scene 3]

Option 2: Blow your cover.

[Fart Sound]

...

.....

You really had to let one rip right there? Did you think it would be funny?

Because yeah, it totally was.

[Game Over.]

Scene 3 - Desert

The city of Harken now lies as a crumbling shadow at the backs of the survivors - the group halved in number from when they originally left.

Shane: This trip was a death wish.

Jason: I hate to say I told you so, but... I told you so.

Shane: I just don't understand.

Shane: People keep walking out into the desert - and even if we find them, they just keep saying something about an "almighty oasis" before wandering off again!

Jason: Sounds like a problem you should have the answer to.

Shane: Oh, this'll be good - explain. Please. I'd love to know why you think that.

Jason: It's simple, really.

Jason: You show up to Harken - the pride of the land, the most prosperous kingdom on this side of the continent - rise to power in a week, and then -

Jason: Would you look at that? The Blood Runners just magically appear out of nowhere.

Choice 3 - Argument with Jason 2: Electric Boogaloo

Option 1: "So you think...?"

Shane: ...

Shane: You...

Shane: So you think I'm the reason why this all happened?

Jason: I do, actually. Congratulations on putting the pieces together, genius.

Option 2: "What do you think...?"

Shane: What do you think is causing all this mayhem, then? It seems like you're implying something.

Jason: Congratulations on catching that.

Jason: It's you, obviously.

Jason: You're the only thing that came around before those monsters did, so who else is there to blame?! It could only be you!

[Both options lead to:]

Shane: That was all just- a mad coincidence! I was just as surprised as you all were - I didn't expect to be thrown into power like I was - much less everything that followed after it!

Shane: ...

Shane: Don't tell me you think I wanted this to happen.

Jason: ...

Jason: That's it.

Jason: I'm done following this...

Jason: This... madman!

Jason: Everyone stop, we need to vote on something right here.

Jason climbs up onto a small rock and gathers the entirety of their ragtag crew.

Shane: Jason. What are you doing?

Jason: The right thing to do. What a leader should be doing, Shane.

Twenty-six people stand before Jason, looking up to him as he begins to speak - projecting his voice over the shifting sands.

Jason: My friends! Listen to me, please! A vote needs to be made! We cannot go on like this!

The crowd erupts into questions - before Jason tries to answer them all at once.

Jason: Our choices are simple: we stay in this death march to a cave that may or may not exist, or we head back to Harken - and make it by dusk.

Choice 4 - Interruption

Option 1: No one listen...!

Shane: Hey-! No- stop! No one listen to him! He's trying to trick you!

Option 2: Stay silent.

Option 3: Mock Jason. [-3 Karma]

Shane: We sTay In ThIs DeAth MaRcH- you sound like a fool, Jason!

[All options lead to:]

Jason: Who wants to return - and try our luck in the city?

Seventeen raise their hands.

Jason: And who wants to stay with this... lunatic?

The nine remaining raise their hands.

Jason: That settles it, then. We'll head back to the city immediately, and find shelter for the night that we know is real.

Shane: Jason, enough-! You are not taking them anywhere!

Shane: I am their leader!

Jason: Oh, sure you are. Leading us straight into our deaths! I'm placing my bets in the city - where we at least have a chance of survival.

Choice 5 - The Vote

Option 1: Obey the vote.

The full group returns to Harken, their once confident leader defeated. On the way back to the city, however, temperatures plunge.

The bitter cold spares no one.

GAME OVER.

Option 2: Disobey the vote. [+3 Karma]

Shane: And what if you don't make it back? Then what? You and the rest of your crew will freeze to death!

Jason: (mocking Shane) That's fine by me.

Shane: How dare you-

But his remark meets Jason's back as he laughs - walking away with his brigade of followers.

Shane: Fine! We don't need you. We can find the cave on our own!

Shane: And more importantly, we have the tools we need to survive! What do you have, Jason?

The desert winds are the only thing that answer.

The sun beat down, doing nothing to ease the knot in Shane's stomach.

What did he have?

Shane: (wiping tears from his face / upset) Alright folks. Come on. Fate will be on our side - we can make it by nightfall.

Scene 4 - Finding the Cave

Harsh, cold winds start to blow, and sand whips around the ragged survivors. The group struggle against the gusts, teeth chattering as some stumble to the ground - the ones that remain trying to lift them back to their feet.

Shane: So... goddamn... cold...

A voice to the side offers a suggestion, her voice hoarse as she speaks through chattering teeth.

Emily: Shouldn't we stop here and make a fire? Set up camp for the night?

Choice 6 - The Fire

Option 1: Agree & start a fire. [+3 Karma]

Shane: I suppose we should - let's set up camp and continue in the morning. We'll all do better rested.

Emily: Right. Everyone here is exhausted - they won't last even a few steps more.

Emily: This is why you're leading us, babe - you always do what's best for us. It's... inspiring!

Option 2: Keep going. [-3 Karma]

Shane: I suppose we should - but we're not far now. We can make it if we just hold out a little longer.

Emily: If you're sure, Shane.

Emily: This is why you're leading us, after all - you never give up hope. It's... inspiring!

[Both lead to]:

Shane: I know, but in times like these, I fear the worst. Not only for you, but for everyone.

Shane: ...

A look back at the survivors, even as they set up camp, makes Shane's stomach drop.

What kind of leader is he - when his people look like this...?

Shane: I don't know how you keep faith in me. I - I'm failing you all-

Emily: Shane-! Shane, look!! Is that what I think it is-?

Shane: If you say the almighty oasis, I swear I'm gonna dig a six foot hole and throw you in it-!

Emily: No, Shane!

Emily: Look!

Emily: It's the promised land you told us about!

She has to physically push his head before Shane sees - the gaping mouth of a cave at the bottom of a cliffside.

Shane: Holy shit... it's real!

Emily: You led us to safety, Shane...

Emily: You are our prophet, and we are your loyal followers...

Shane: ...What? Why are you calling me that-?

Shane: Drink some water, please.

Emily: Water? We've gotten plenty of water - from the almighty oasis!

Shane: ...No.

Shane: Say that again. Please, don't tell me I heard what I just heard.

Emily: We've- We've been drinking from the almighty oasis!

Shane: Dear god - you're all insane- all of you!

Emily: Not insane - inshane!

[The whole group begins to laugh maniacally]

Shane: Stop- Stop it!

Shane: Please-!

Shane: Get me out of here!

Shane: GET ME OUT OF THIS NIGHTMARE!

Scene 5 - Inside the Cave

Breath feels sharp in Shane's lungs.

Where was he?

Emily: Shane!

Emily: Thank god, you're awake. I- We thought you were dead. Thought the heat finally got you.

Shane: What-

[Shane coughs]

Emily: Hey, hey, hey - drink some water. You sound awful.

Emily: Don't worry - I know it's cave water, but... it's clean. Swear.

[Shane drinks]

Shane: What... What were you just talking about? Do any of you suspect I saw the almighty oasis?

Emily: We did - but then you started acting... off. Not like the others who went off into the desert. You barely looked like you were in your own body.

Emily: ...

Emily: Do you remember anything?

Shane: All I remember is... finding the cave.

Shane: You kept calling me a prophet. Said you all drank from the almighty oasis. And then I passed out, I guess.

Emily: That's weird. You were the only one who mentioned the almighty oasis.

Emily: You need to drink more, honestly. You're probably dehydrated and that's why you're acting all weird.

Emily: C'mon, babe-

Shane: ...Babe?

Emily: ...Yeah?

Shane: No, like... did you just call me babe?

Emily: Isn't that what I've been calling you this whole time? We've been dating since... back in the city, Shane.

Emily: ...Don't you remember?

Shane: I-

Shane: No. I can't say I do.

Emily: Babe. Come on. I've been by your side all week while you were out - you have to remember something!

Shane: It's been a week!?

Emily: Yeah-?

Shane: I could've sworn that we had just found the cave last night, before... all this happened - and now you're telling me that it's been a week?

Emily: Shane - you've been guiding us for the last week through this cave, and then you - and only you - fell ill last night. Does none of that sound familiar to you?

Choice 6 - Argument w Emily

Option 1: "Honest to god I don't remember..." [-3 Karma]

Shane: Honest to god, Emily - I... I don't remember any of that.

Emily: So you mean to tell me that everything we had wasn't real?!

Option 2: "Unless I have a split personality..."

Shane: Unless I have some kind of split personality that I don't know about - it's not ringing any bells. I appreciate you helping me th-

Emily: Helping you. Yeah. Because helping the almighty leader was so much fun... while it lasted.

Emily: I cannot believe you.

[Both lead to]:

Shane: Emily, please! Just give me one minute - hear me out!

Emily: Unless you have some way to prove, without a doubt, that you've actually gotten magic amnesia somehow - I'm done.

Shane: ...

Shane: ...Well, how the hell am I supposed to do that?

Shane: Open my head up - poke around inside my brains or something- I don't know!

Emily: About time you finally gave me a solid answer-

A rock collides with Shane's head, and the world goes dark in an instant.

Scene 6 - The Hut / Chase

The world spins as Shane tries to get up.

His chest is heavy - his lungs burn as air mixes with dust and rubble.

Shane: Wh- What the fuck is happening right now?!

Shane: Where the hell is everyone...?

Shane: Where...

Shane: Where's the cave-?

Dead bodies litter the torn up ground as Shane steps outside into the sun, a pungent smell hitting his nose as he recoils.

Shane: Dear god- did no one make it out?!

[A piercing shriek]

Blood Runner: WE'VE GOT A LIVE ONE-!

Choice 7 - Chase Pt. 1

Option 1: Run to the East. [GAME OVER]

Shane runs directly into the Blood Runner. Nice job, moron.

Option 2: Run to the North.

Shane runs North, towards the Town Hall.

Option 3: Run back inside. [GAME OVER]

Shane runs back inside the ruined hut - but is crushed under the weight of the collapsing building. Better that than a Blood Runner, I suppose?

Choice 8 - Chase Pt. 2 (North)

Shane has finally made it to the town hall. Two entrances lie before him.

Option 1: Enter through a side hallway.

He slips in, completely undetected. The Blood Runners have lost track of him... for now.

Option 1a: Go down side hallway.

Storage Room:

Option 1: Search for supplies.

Option 2: Exit.

Option 2: Enter through the main door.

The noise alerts the Blood Runners to Shane's location. He needs to move quickly - they seem to be coming from straight ahead.

Option 2a: Sneak to the left.

Option 2b: Go straight. [GAME OVER]

Nice assimilation you got goin' on there.
What was that I said about the Blood Runners
seeming to be coming from straight ahead?

Option 2c: Sneak to the right.

Shane has been detected. There's no time -
he needs to hide. There was an open door to
Shane's left... might be worth a shot.

Option 2d: Slip into the open room.

Storage Room:

Option 1: Search for supplies.

Option 2: Exit the building.

Option 2e: Keep moving straight ahead. [GAME
OVER]

Are you doing this on purpose? I'm
trying to help you, here.

Choice 8 - Chase Pt. 2 (West)

There's an abandoned building before you.

Option 1: Enter through the open door.

The door creaks a little. The Blood Runners do
not see Shane, but are aware of his general direction.

Option 1a: Hide upstairs.

Option 1b: Search the surrounding area.

Option 2a: Hide in the bathroom.

Option 2b: Search the surrounding area.

Option 2: Break the window.

The Blood Runners heard Shane break the glass.

He needs to hide. Now.

Option 1a: Hide in the bathroom.

Option 1b: Search the surrounding area.

Bandages. Medicine. Supplies. All are eagerly stuffed into Shane's pack and kept in case of emergency.

Hard stuff to come by, recently.

Only Option: Exit into the alleyway.

Option 2a: Hide in the closet. [GAME OVER]

It's June, you're not allowed in here. It's illegal.

IF THE PLAYER SURVIVES, AND HAS A KARMA SCORE LOWER THAN 5 – HOSPITAL ENDING.

Shane: I – I made it! I just have to find Emily- and the others- and-

[SHRIEK]

There's a ringing in his ears that brings Shane to his knees, covering them in a futile attempt to make it stop. A long shadow casts over his collapsed form –

And somehow, he knows who it is.

Jax: Well, look here! Our runaway bounty - bagged you up nice, huh?

Shane: What are you talking about? How did you find me?!

Shane: WHAT DID YOU DO WITH MY FRIENDS?!

Jax: So pressed about your friends when you're all on your lonesome.

Jax: They're dead. Capital D.

Jax: And you'll be joining 'em soon.

Jax: In the almighty oasis.

Shane: Wh-What? No-!

[SCREAMING as Shane is assimilated by the part-amalgamation Jax - which continues into him waking up in the hospital]

Shane's vision is all scrubs and white coats - the smell of medicine and latex as a flurry of nurses and doctors surround him.

One even speaks to him.

Shane: Where am I-?! Where are my friends-?!

"It's alright. It's okay. Deep breaths, please. You need to breathe."

In and out. In and out.

Nice, deep breaths.

Fake ones, at least. Until they start to become real and Shane's chest finally isn't working overtime.

"How's that? Better?"

Shane: I mean... a little. Still wondering what the hell I'm doing here, though...

"Some confusion is normal, I assure you."

Jax: Shane!

Jax. Again.

But there's something... different about him.

...Who was this to him again?

Jax: Glad to see you up and bright-eyed, soldier. It's been hell without my number one out there.

Shane: Number one...? Soldier...?

Jax: ...

Jax: Geez. Comin' on too strong, am I? You know I've always had a problem with that.

Shane: ...Do I...?

Jax: Shane. C'mon, bud. Stop playin' around. You know I hate jokesters. Last person I'd expect this from is you.

"Sir, he did just wake up. Some disorientation is expected."

Jax: But from the sharpest killer there is? This guy's built different.

Jax: C'mon, Shane.

A glance around the room.

Desperate for anything that could give him a hint.

A poster on a far wall, outside his room. He can't read many of the details. But the face is too familiar.

Shane: Is that... Jason on that poster? Why's he wanted?

Jax: Ha! Figures you'd ask about that knucklehead.

Jax: Brother freaked after you got knocked cold and took off. Wanted to ditch us all and "start fresh".

Jax: You know how possible that is.

Jax: Once a Blood Runner-

Shane: -Always a Blood Runner.

A cold shiver ripples up his spine.

Shane: It's just... I could've sworn I saw him... while I was out.

Jax: ...Spill. Now.

Shane: There were these dreams I was having - I don't know if they were a future vision, or a warning or-

Jax: Oh, now you fancy yourself some kind of prophet? You gonna tell me I'm gonna die in two days or somethin'?

Shane: No - I'm serious. I...

Shane: I have a hunch about where Jason might be.

Jax: Quit edgin' me then and tell me.

Shane: The kingdom to the south of us. Harken. And... if he's not there... there's a cave close by.

Jax: Well I'll be damned. Maybe you will be our new prophet, motherfucker.

Jax: Good shit.

Jax: Once you break outta here-

Jax: We're gonna make that son of a bitch pay, hear me?

Shane: Yeah - you know it.

Shane: ...

Shane: Whoever gets the sucker's head gets double money from everyone else.

Jax: PERFECT!

Jax: And you wonder why I like you.

Jax, shouting out the door: IT'S GO TIME PEOPLE - RALLY IT UP!

Shane: (Was it all a dream...? Was that my future, or... his?)

Shane: (How did I even get here? And why did I rat out Jason?)

Shane: (Or... did I?)

END.

IF THE PLAYER SURVIVES, AND HAS A KARMA SCORE OF 5 OR HIGHER - OASIS ENDING.

Shane: I - I made it! I just have to find Emily- and the others- and-

[SHRIEK]

There's a ringing in his ears that brings Shane to his knees, covering them in a futile attempt to make it stop. A long shadow casts over his collapsed form -

And somehow, he knows who it is.

Jax: Well, look here! Our runaway bounty - bagged you up nice, huh?

Shane: What are you talking about? How did you find me?!

Shane: WHAT DID YOU DO WITH MY FRIENDS?!

Jax: So pressed about your friends when you're all on your lonesome.

Jax: They're dead. Capital D.

Jax: And you'll be joining 'em soon.

Jax: In the almighty oasis.

Shane: Wh-What? No-!

Emily, offscreen: HE SAID NO YOU PRICK!

A crossbow bolt whizzes into Jax's side - startling him even as pieces of the amalgam rush to patch the hole.

Emily, wielding a crossbow, has arrived to help - with the survivors at her back

Emily: You're not laying a filthy hand on him - he's ours.

Jax: How- How the hell did you escape?

Jason: It's nothing of consequence to you, Jax.

Jason: I'll give you one thing, though - Shane will be joining us in the almighty oasis.

Shane: What...?

Jason: We found it, Shane. For real.

Emily: Yeah, babe! All of those people running off into the desert were onto something!

Shane: ...Well I'll be damned.

Jax: Run all you like - cowards. Go enjoy your oasis. I'll be making it hell for you soon enough.

Jax vanishes as soon as Shane looks away - though he can't find it in himself to think about it too much harder.

Shane: You- You guys are okay! I was so worried-

Shane: And Jason-

Jason: Yeah, yeah.

Jason: Don't apologize. I was wrong.

Jason: I made a whole lot of half-assed assumptions when you were just trying to help.

Jason: I'm sorry, Shane.

Shane: ...

Shane: Thanks.

Emily: Ok, great - we got apologies out of the way. Can we go let everyone else know we're alive now, please? And go wash off?

Emily: The blood of these stupid things smells awful.

Jason: Hear hear. My glasses are filthy. I can't see anything.

Shane: Surprised you don't keep a cleaning cloth on you in the middle of the desert.

Shane: Or you could just do like I did and lose an eye... or two.

Jason: Har, har. Very funny, almighty leader.

Emily: Oh my god, Shane.

The three start on their way towards the Oasis - back towards the crowd of Survivors.

The sun shines down on them.

For once, things almost seem...

Hopeful.

[A heart monitor beeps rhythmically in the background.]

[Fade to black.]

End.