

“MEETINGS WITH LUMINOUS DOGS”

EXAMPLE SCENE

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Terminology

“Action Mode”

3rd person point of view where players observe the characters and is written in normal type.

“Browse Mode”

1st person point of view where players become the main character (or his alter ego) and control his action. This is written in italics.

A FLOW CHART ACCOMPANIES THIS EXAMPLE SCENE.

THE SCREEN WINDOW IS A LETTERBOX (CINEMASCOPE) FORMAT TO ACCOMMODATE A MENU THAT OCCASIONALLY APPEARS.

SC 1 TRACK TO RUIN

Action Mode

The area is mountainous and arid with the occasional dead tree. Strange rock formations burst through the earth- some look like the heads of animals. Nearby is a ruin.

Billy, wearing his backpack, strides along the track. Soula is trying to keep up with him. Some distance away a ferocious looking lizard follows.

SOULA

Maybe it happened because he shot the bird.

BILLY

Sure Soula... birds don't bite hands off!

Soula pauses and looks back behind her. Billy sees her and also stops. The lizard watches them, unseen.

SOULA

You said it had a face like a woman.

BILLY

(dismissive)

Sort off... I can't remember.

SOULA

You probably had post disaster anxiety.

BILLY

You're such a little brainiac.... Come on

...

Sc 2 OUTSIDE RUIN

Action Mode

Billy and Soula arrive at the ruin. Wind moans through the tired walls. Nearby is a collapsed well and a rusty bucket next to an old oven.

A door, hanging off its hinges, bangs in the wind. Billy notices some huge stone heads amongst the crumbling ruins.

BILLY

Cripes, look at that!

SOULA

(Anxious)

I don't like it here....

Some invisible airborne creature whooshes passed.

SOULA

Did you hear that....something flew passed me.

BILLY

You're imagining things!

JEKKER (OS)

You'd better be careful!

Billy and Soula turn around to JEKKER- a very strange creature with a human head with no legs or body. Jekker approaches, walking on its arms.

SOULA

(Quietly)

What is it?

BILLY

(Cautious)

Dunno looks like another deform....

JEKKER

This place is no place for tourists.

SOULA

Who are you?

BILLY

We are not tourists!

JEKKER

Oh ... this one doesn't want to listen either... .. Oh well, I tried... But keep away from princess over there.

Jekker points to Jamma, standing next to a cluster of boulders, watching them. She looks like a cross between a bag woman and a witch. Jekker scampers off.

JEKKER

Good luck... you're gonna need it.

Soula watches him disappear.

SOULA

Wait! Have you see our friends?

BILLY

What a freak!

SOULA

Billy, maybe he could have helped us find the bus...Shall we talk to that creepy woman again?

Menu Choice : Yes or No

Billy gazes at Jamma who is still looking at them.

BILLY

Dunno, she's a weird one.

Go to Sc 3.1 or Sc 4

Sc 3.1 OUTSIDE RUIN

Billy and Soula walk away from the Ruin towards Jamma.

The door stops banging. The sound of the moaning wind stops. There is a RIPPING SOUND and the door starts to pull itself out of the wall. It flies up into the air, hovers for a moment then flies after them.

Sc 3.2 TRACK TO BOULDERS

Billy and Soula walk towards Jamma. The door follows- gliding silently through the air. We see it had a eye that watches them.

Sc 3.3 BOULDERS

Billy and Soula approach Jamma, who grins in a most unsettling manner.

JAMMA

Yes.

Billy ignores her taunt.

SOULA

Have you seen our friends ...or the school bus.

JAMMA

The only friends I have are my children.
Would like to meet them?

SOULA

What shall we do? Shall we go with her.

Choice: Yes or No

BILLY

Dunno... she ain't playing straight...

Branch to Sc XX (not scripted for Demo) or Sc 3.4

Sc 3.4 BOULDERS NEAR RUIN

BILLY

No thanks... we got stuff to do.

JAMMA

Suit yourself, Billy boy.

BILLY watches her walk off, laughing.

BILLY

How come she knows my name ?

Suddenly the door swoops down on them. It now has arms and quickly opens and closes itself with its hands- making a loud banging noise.

Billy looks up at the apparition.

Sc 3.5 Browse Mode

Cut to Billy's POV of Door Spirit hovering in the air.

BILLY (OS)

Cripes, what's that!

SOULA (OS)

*That's one of those spirit things. Quick,
try one of the old man's weapons..*

*A MENU OF WEAPONS IMMEDIATELY APPEARS AT THE BOTTOM OF
THE SCREEN- BOOMERANG, WAILER, BULLROARER, RATTLE.*

Sc 3.5.1

Condition: If players choose the Bullroarer.

Billy's POV (we see his arm and hand from his POV) The bullroarer is whirling in Billy's hand, making a loud buzzing noise. But in the background the Door Spirit still approaches.

BILLY (OS)

It's not working!

SOULA (OS)

Billy... Choose another!

Sc 3.5.2 (If players select the Click Sticks)

The Click Sticks appear in Billy's hand. (We see his arm and hand from his POV). Billy taps them together, but the Door Spirits still approaches.

SOULA (OS)

Billy... Choose another!

Go to Sc 3.5.3, 3.5.4 or 3.5.5

Sc 3.5.3(If Players select the Wailer)

The Wailer appears in Billy's hand. (We see his arm and hand from his POV). Billy whirls the Wailer, but the Door Spirits still approaches.

SOULA (OS)

Billy... quick, choose another!

Go to Sc 3.5.2, 3.5.3 or 3.5.5

Sc 3.5.4 If players select the Rattle.

The Rattle appear in Billy's hand. (We see his arm and hand from his POV). Billy shakes the rattle. The Door Spirit goes crazy, darting around and eventually crashes into the boulder.

Condition

If players do not choose a weapon within 3 secs

Or

If players choose the Bullroarer, Click Sticks and Wailer (Sc 3.5.1, Sc 3.5.2 and Sc 3.5.3 all play),

go to 5.6

otherwise go to Sc 6

SC 4 OUTSIDE RUIN

BILLY

She's too weird for me..... I'm gonna look around.

SC 5 BROWSE OUTSIDE RUIN

Condition: After 3 Clues have been found, Go to Sc 6

The camera cuts to 1st person POV and the cursor appears. As players browse the environment, the cursor changes to an arrow indicating the directions available.

BILLY (OS)

I don't understand it. One minute the bus is wheelin' down the road... and the next minute it's dust.

Go to Sc 5.1, 5.2, 5.3, 5.4 or 5.5 or

If players continue to browse .

BILLY(OS)

Teach and that Driver looked like they were tripping right out.

**Go to Sc 5.1, 5.2, 5.3, 5.4 or 5.5 or
Continue to browse.**

If players continue to browse.

BILLY (OS)

I wonder what they saw at the Crater that freaked them bad. .

Condition:

If players have not found a clue after 9 seconds go to Sc 5.1

Sc 5.1 Brake fluid on ground outside Ruin (Clue type 1a)

Cut to Action Mode (3rd person POV).

Soula is looking down at the ground at something.

SOULA

Billy, look at this!

Cut to ECU of the drops on the ground. Billy is standing next to Soula peering down at the ground.

BILLY

It's brake fluid! Maybe the bus' brakes were leaking!

SOULA

Maybe they had an accident.

BILLY

But what's the bus doing here.... lets' see what else we can find.

Billy looks around the Intersection.

Cut to Browse Mode

BILLY (OS)

Cripes... I hope Tania is OK!

Go to 1 of 5 remaining Clues or continue to Browse. If players continue to Browse.

BILLY (OS)

Wish I was stuck out her with her, instead if this book worm.

Go to 1 of 5 remaining Clues or continue to Browse. If players continue to Browse.

BILLY (OS)

I wonder how Paul is going?.

Condition:

If players have not found a clue within 8 seconds go to Sc 5.2

Sc 5.2 Child's toy (clue type 3)

Cut to Action Mode

Soula is scrutinizing the ground.

SOULA

Look at this.... it's an old toy... It's middle eastern.... Certainly not one of ours.

SOULA

So, maybe some other kids have disappeared here.

BILLY

Don't be daft....Let's keep lookin'...

Cut to Browse Mode

BILLY (OS)

What I can't figure are these locals- that old guy and the tricky woman-

Go to 1 of 4 remaining Clues or continue to Browse. If players continue to Browse.

BILLY (OS)

They ain't playing with a full deck... none of them.

Condition:

If players have not found a clue within 8 seconds go to Sc 5.3

Sc 5.3 Watch on ground outside Ruin

Cut to Action Mode.

Soula scrutinizes the ground.

SOULA

Billy....a watch !

Billy picks it the watch and inspects it.

BILLY

Nobody leaves their watch behind. It's stopped.

Billy looks at his own watch. Soula looks at hers.

SOULA

So has mine.

BILLY

Mine too!

They look at each other.

SOULA

Maybe time has stopped.

BILLY

Stop talking bullshit! Let's see what else there is here.

Billy looks around.

After 3 scenes played , go to Sc 6

Cut to Browse Mode (1st person POV)

BILLY

Why does all this crap happen to me.... I didn't want to come on this trip anyway.

Go to 1 of 3 remaining Clues or continue to Browse. If players continue to Browse

BILLY

I wonder where those kids are. They gotta be somewhere around here.

Conditions:

If players have not found a clue within 8 seconds go to Sc 5.4

After 3 scenes played , go to Sc 6

Sc 5.4 Well (Clue type 3)

Cut to Action Mode

Soula is peering into the well

SOULA

Billy listen to this. I can hear whispering, someone is in there

Billy joins Soula and peers into the well. We see his POV of the black hole.

TANIA'S VOICE

Soula... be careful.... don't come any closer to ... get away from the Ruin....

BILLY

She must be stuck in there. But I can't see her. Let's look in the Ruin.

JEKKER

You'll be sorry.....

Billy sees Jekker squatting nearby, watching him. Billy enters the Ruin.

Go to Sc 8

Sc 5.6

(Action Mode.)

The door catches Billy's arm and lifts him off the ground. The door, laughing hysterically, takes Billy across the desert to a door-less room in the Ruin and drops him down on the floor. Billy gets up and looks around.

Go to Sc 9

Sc 6 OUTSIDE RUIN

Action mode

BILLY

Let's look inside the ruin here.

Quark is sitting on top of a wall.

BILLY

That crazy bird creature is back again.

QUARK

What are you going to screw up now?

Go to Sc 8

Sc 8 INSIDE RUIN- FIRST ROOM

Action mode

Billy walks inside the ruin. The moaning of the wind suddenly stops. A breathing sound can now be heard. There is a fireplace which is still smoldering. Billy sees a small lizard watching. He glares at it.

BILLY

There is something funny about those lizards.

Billy makes a hissing sound at the creature- the lizard advances.

SOULA

Leave it alone.

BILLY

Yes miss teacher..... I'm going to have a look around!

Sc 8a
Browse Mode

Go to Sc 8.1, 8.2 or 8.3

Sc 8.1 Fireplace

If Billy approaches the fireplace we hear an odd breathing.

BILLY (OS)
This chimney... It's making a strange sound.

Suddenly fire breaks out and Billy jumps back. The fire quickly gets bigger, filling the room.

Cut to Action Mode
Billy jumps through the flames.

BILLY
Soula, get out of there... Soula...

SOULA
I can't it's too strong.

BILLY
Shit... what do I do?

Billy looks around the room.

BILLY
I gotta get some water.

JEKKER
Open your eyes kid....there's a bucket and water outside....but you'd better hurry.

Jekker whistles to the bucket. The bucket flies through the air across to the well and disappears inside. Billy runs after it. The old mechanism on the well winds and the bucket appears full of water. It flies across into the ruin and tosses the water onto the fire. The fire instantly vanishes. Soula is huddling in a corner. Billy enters the room.

BILLY
You OK?

SOULA

Sure...

BILLY

Some bucket that.

Billy walks into the other room. Something pushes him and he stumbles.

Go to Sc 9

Condition:

If players have not found a clue after 9 seconds go to Sc 8.3.1

Sc 8.2 Lizard in Ruin

BILLY (OS)

This lizard sounds like it's laughing.

CU lizard. Suddenly the Lizard grows huge and flies up at us- laughing as its bares its sharp teeth It's head it like that of Jamma's.

BILLY (OS)

Watch out!

Then the lizard shrinks back into its previous form.

Cut to Action Mode

They both are staring at the lizard.

SOULA

Did you see that?

Billy sees the other door.

BILLY

This getting weirder. I wonder what's in here.

Go to Sc 8.2.1

Sc 8.2.1 RHS Room

TANIA (OS)

Billy, this way!

Billy looks around the room but there is no-one there.

BILLY

That sounds like the Tania!

SOULA

Billy, be careful it could be trap.

Billy looks around again and now sees that there is no door out of the room. The opening has vanished.

BILLY

Shit, where's the door gone. How do I get outta here?

Laughing can be heard.

TANIA (OS)

Billy, where are you!

Something pushes him. He stumbles to the ground.

Go to Sc 9

SC 8.3 ANOTHER (LHS) ROOM

In the middle of the room is a tree. It is covered in red nuts.

BILLY (OS)

Beetlenuts! The old woman from the car park must get her beetle-nuts here

Cut to Action Mode

Soula inspects the tree.

SOULA

I don't think so- they don't have them here.

Billy picks a nut and eats it.

SOULA

Don't be stupid, you don't know what they are.

Billy starts to walk out then suddenly drops to his knees. We see his POV.

The ruin walls bend. The tree becomes luminescent.

Tania walks through a wall and stands in front of Billy. Billy sees she has mirrors in her eyes. She takes off her blouse. Then he hears a buzzing noise.

A huge wasp appears, hovering above the ground- its face an old man's. The wasp explodes.

Go to Sc 10

Sc 9 INSIDE RUIN

Billy staggers to his feet. He hears laughing behind him and sees Jamma, taller than ever- perhaps 10 feet, peering down over the walls, looking into the ruin. She has a snake in her hand.

JAMMA

Hello boy... have you come to play in
Jamma's garden of Eden.

Billy just stares at the towering figure.

JAMMA

Well play with this.

Jamma drops the snake into the room, next to Billy. The snake slithers towards him and as it gets closer, it opens its mouth- its fangs glistening. The mouth grows in size and until it's huge. The snake's head lunges at Billy. He sees the mouth surround him and everything goes black.

Go to Sc 11

Sc 10 ENDLESS PLAINS

Billy is standing on a surreal plane - the Endless Plains. A man approaches walking on the air. Bright fibers stream from out his stomach area. The fibers glow red hot.

There is a fire.

He is now standing somewhere else on the Endless Plains looking at the fire. The Students are standing there, watching them. The image shatters and everything goes black.

Go to Sc 11

Sc 11. OUTSIDE RUIN

Billy is lying unconscious outside the Ruin. Soula is kneeling over him. He opens his eyes. He staggers to his feet.

BILLY

Shit, what happened?

They see Jamma laughing, watching him from some distance away.

SOULA

What do we do next?

BILLY

I don't know.

He looks around, anxious.

End Scene.