

Project: The Beyond
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QUEST: Into the Mist

SUMMARY: The following quest takes place midway through a sailing race as the player character, a young adventurer named River (18), must choose to either enter the perilous misty channel, remaining in the race hunt, or wait for fairer weather. The following scenes illustrate the narrative branch as the player chooses to enter the mist and is tasked with navigating increasingly brutal weather conditions to survive. As the player advances, they will be presented with an option to rescue a drowning sailor.

CHARACTERS: River, Percy, Jenos, Drowning Sailor

OBJECTIVE: Navigate the mist and storm. Win the race and gain admittance into the Expedition Program.

Part 1: Into the Mist

GAMEPLAY:

EXT. MISTY CHANNEL, OCEAN - LATE IN THE DAY

A dense MIST hovers over the seaway ahead, obscuring the passage. Nearing, RIVER studies the ominous mist as his sail begins to tug nervously in the rising wind. Looking out, he sees storm clouds gathering as thunder echoes and lightning begins to dash the skyline.

A TEMPEST is forming in his path through the perilous Misty Channel. NARRATION queues:

NARRATOR (V.O.)

True to its name, the Misty Channel seems to pose its will against you, with not only a thick mist but a rising tempest forming directly in your path. You understand, if you don't proceed the race will almost certainly be lost, Xera's lead likely insurmountable. But perhaps with some luck and skill you may be able to navigate the treacherous conditions and cling within reach of victory...

ON-SCREEN TEXT:

OPTION ONE: TAKE THE RISK. BRAVE THE STORM AND MIST.
OPTION TWO: PULL UP. HOPE FOR FAIRER WEATHER COME DAWN.

PLAYER SELECTS: OPTION ONE -- *RIVER FORGES AHEAD...!*

NARRATOR (V.O.) (cont'd)
 The choice is clear. You decide to
 forge ahead, following Xera into the
 mist. Victory no matter the cost.

CUT SCENE:

EXT. EDGE OF MIST, OCEAN - CONTINUOUS

A rugged old sailor named JENOS and his sailing partner,
 PERCY, slow their boat as they approach the ominous mist.

JENOS
 We'll wait for the storm to pass.
 Entering now is nigh suicide.

PERCY
 We'll lose half a day at least.

JENOS
 Mm. That's so. But we'll be in the
 hunt. No one else is likely to brave
 that mess.

With that, River and his boat appear on their portside
 RIPPING at full speed as he dives straight toward the mist
 and storm.

PERCY
 What in the hell's he doing!?

JENOS
 (calls out)
 Turn back, kid! If you go in there,
 you'll be wrecked!

River glances over but ignores their calls as he passes INTO
 THE MIST.

The veteran sailors watch in dismay as, on seeing River
 enter, HALF A DOZEN boats decide to follow suit, vanishing
 within.

END CUT SCENE.

PART 2: THE DROWNING

CUT SCENE:

EXT. WITHIN THE MIST, OCEAN - NIGHT

The storm is raging in full as River sails through the misty channel, the sea churning violently around him, heavy wind and rain lashing his struggling sailboat within the dense mist. Narration queues:

NARRATOR (V.O.)

The storm rages violently as you sail through the mist, so thick ahead you can just make out the massive waves as they rise from the darkness and sweep before you, threatening to overwhelm your tiny vessel.

Thunder and lightning and high waves roiling.

NARRATOR (V.O.)

The roar of thunder is deafening, like the angry sermon of a destitute God, the only glimpses you see through the lashing rain and sea and mist coming from the flickering lightning which casts down into the pale abyss, pulsing within like a celestial beacon -- a glimmer of what you hope is the way through.

The front of the boat rises and falls over a gigantic wave, the dark sea *rushing* beneath, illuminated only by lightning and a small orange FLOODLIGHT cast from River's boat.

NARRATOR (V.O.) (cont'd)

You grip on for your life, crashing through the relentless storm and waves which rise overhead and plunge indifferently around you. In the meantime you employ every trick, every bit of expertise and strength at your disposal -- all you know. And hope that your ship holds, that your design is true, that you will make it through to the other side to see a new day as you hold the lines.

Lashed by rain River BATTLES against the storming abyss, his hands gripping the ropes, the storm raging wildly around him. For a moment, in the flickering light, it almost looks like he is enjoying himself...

RESUME GAMEPLAY:

EXT. WITHIN THE MIST AND STORM, OCEAN - CONTINUOUS

Using the lines and navigation equipment to steer and adjust the sail, River navigates over large roiling waves which threaten to capsize his boat.

As the wind and sea shift violently around him, he must adjust accordingly and track its movement. If he gets caught crosswise by a wave or a strong gale, the boat will capsize and he will drown.

For this portion of gameplay, the sail should not be fully extent.

QUEUE EVENT SEQUENCE:

After successful navigation, River spots a DIM LIGHT ahead glowing faintly in the raging storm. Sailing forward, the light gradually comes into view as he sees the source emanating from another SAILBOAT up ahead.

Nearing the scene, he is left to watch as the boat is overwhelmed and *swamped* by a massive wave, the ship tipping sideways as it begins to capsize, its mast ripping from the hull as it is consumed by the sea like some prey being swallowed whole.

Quickly scanning the waves nearby for survivors, River spots an OVERBOARD SAILOR struggling in the turbulent sea not far from the sinking vessel.

It is clear enough if left alone the sailor will drown.

ON SCREEN TEXT:

OPTION 1: Bypass the boat. It's too dangerous. I can barely manage for myself in these conditions!

OPTION 2: I can't just leave! I'll take the risk and see what I can do.

BRANCH 1 / OPTION ONE:

Player chooses: OPTION 1 -- you advance without stopping.

NARRATOR (V.O.)

Unable to reach the overboard sailor in these deadly conditions, you choose to proceed, leaving the other competitor to their fate.

(MORE)

NARRATOR (V.O.) (cont'd)
The cold calculus is inevitable to you: if you aren't wary, that could just as easily be you, as you're far from free of the tempest, and the storm threatens to overwhelm you at any moment. Like you, the sailor chose to brave the storm. It was their risk to take.

River's boat skirts the scene to one side and from a distance the sailor can be seen momentarily struggling above the waves.

As he sails on, the sailor's faint CRIES echo through the storm before another wave rushes on and the sailor is taken below the surface of the sea, vanishing.

NARRATOR (V.O.) (cont'd)
As you sail on, for a moment you think you can hear the sailor's faint cries through the storm before another wave rushes on and the sailor and boat disappear below the waves, vanishing. For now, there's little time to dwell. But if you survive the storm, it will no doubt be an unpleasant memory in your journey.

River sails on, leaving the scene behind through the mist and storm.

BRANCH 2 / OPTION TWO:

Player chooses: OPTION 2 -- "I have to try. I'll take the risk and attempt to save the sailor."

ACTION CONTINGENCY: With difficulty, River steers the boat toward the scene, pulling aftsides the sailor and wreck.

Player must navigate and time precisely to succeed, as they risk being swamped and drowned.

NARRATOR (V.O.) (cont'd)
Taking the risk, you decide to attempt to save the sailor's life, and you just manage to get alongside the wreck... Now you must figure out how to fish the drowning sailor from the sea before you're overwhelmed.

River moves toward to the lifesaver at the rear of the boat:

ACTION CONTINGENCY: As River moves, he holds tightly, shifting from GRIP TO GRIP (rails, ropes, handholds) so that he does not spill overboard until he reaches the lifesaver at the REAR of the vessel.

From overboard, he can just make out the weak CRIES of the drowning sailor within the storm.

NARRATOR (V.O.) (cont'd)
Managing to reach the safety line,
you toss the lifesaver into the
churning sea...

Aiming for the sailor, River THROWS the lifesaver out. *The first throw is short!*

He reels the line back in and THROWS AGAIN. *It lands within range!*

ACTION CONTINGENCY (1 of 2): If the lifesaver is within "two meters" of the sailor, and the player lands it within range with two or less throws, the sailor grips onto the saver and River REELS her in, pulling her aboard.

ACTION CONTINGENCY (2 of 2): If the lifesaver is more than "two meters" away from the sailor, or the player took more than two throws, the sailor DROWNS. If the player did not reach the saver in a timely fashion, the sailor also drowns.

IF RIVER SAVES THE SAILOR (ATTEMPTED):

Managing to throw the saver within range just in time, the sailor miraculously grips on and River REELS her in. *He hauls her aboard!*

No time to revel in heroics, River manages only a spare glance at the exhausted sailor as she coughs up sea water and grips the rail for dear life.

NARRATOR (V.O.) (cont'd)
As you finally drag the full grown woman's heavy body over the rail, you both fall back heavily onto the deck of the ship, exhausted, the boat rocking violently around you. You manage only a spare glance at the sailor before you're forced to dash back to your position at navigation. She'll have to fend for himself until you steer clear of the violent storm.

Climbing back to his position at navigation River starts to guide the boat FORWARD just as the other boat sinks below the waves and vanishes from sight.

IF RIVER DOES NOT SAVE THE SAILOR (ATTEMPTED):

Reaching the life saver, River tosses it out toward the sailor, but it's too late... River watches *with horror* as the sailor sinks below the waves just beyond his grasp.

NARRATOR (V.O.) (cont'd)

You did what you could to save the capsized sailor, but you were not able to reach her in time, and are forced to watch as she sinks below the waves and vanishes from your sight... There's little time to dwell now, but if you survive the storm, it will no doubt be an unpleasant memory in your journey... But at the very least, you showed great courage.

Not dwelling, River climbs back to his position at navigation and starts to guide the boat FORWARD through the storm and mist, the capsized ship sinking below the waves behind.

END EVENT SEQUENCE.