

ICEOLATION

Story By

Brayden Sparkman, Noah Standlee, Adrian Torez, Cody Davidson,
Ethan Specht

Script By

Ethan Specht

FADE IN:

1. EXT. ARTIC - DAY

It's stark white, blindingly so, and snowy.

A ship crashes into the snow. Mysterious fluid leaks from it.

FADE TO BLACK

A white light fades in and out as a Ringing is heard.

VOICE

(femanine)

Elliot! Elliot wake up! ... Elliot we have to get out of here! ... I need to go get the Robot! If I'm not here by the time you wake up, they got me!

FADE BACK INTO:

2. INT. FACILITY (MED BAY) - DAY

ELLIOT SHERMAN wakes up on the bed

ELLIOT

(thoughts)

Where am I? Who am I? How did I get here? ... That voice, that, woman ... she called me ... Elliot ... Elliot Sherman, that's right, I'm Elliot Sherman ... What was she saying about a robot? ... She said, they got her ... who's they? ... Why do I have the strange feeling that I should really get moving ...

(If) the player moves to the door to the left.

ELLIOT CONTD

(thoughts)

Locked. Drats!

The player goes to the door to the right, exiting the med bay and entering ...

3. INT. FACILITY (HALL) - DAY

The player moves down the hall.

ELLIOT CONTD

(thoughts)

This looks like some kind of facility. For research?

The player continues, seeing a window with snow falling outside.

ELLIOT CONTD

Where am I? Somewhere near the arctic circle I'm guessing.

The player keeps going, as Elliott they discover a JOURNAL.

(If) the player presses BLANK to read it;

JOURNAL

The Journal of Dr. Anton Zakovich ...
Day 60, Animals, nature, symbiosis ...
Two organisms locked together ...
Maybe one taking, maybe both giving ...
And why does it work out that way?
Animals find the most efficient way to live, but why? What drives an animal to keep fighting? Even in the most impossible circumstances ...

ELLIOT CONTD

(thoughts)

That's the only page left in this journal, it looks like someone ... or something ... tore them out ... I wonder if I can find more ...

The player approaches a MUTANT TARANTULA.

ELLIOT CONTD

(thoughts)

What the hell is that thing?

The Mutant Tarantula runs at the player! *The player runs to the door of the Robot room quickly getting in.*

4. INT. FACILITY (ROBOT ROOM) - DAY

It's dark.

The tarantula is pounding on the door.

The player makes their way to where the ROBOT is hidden in the darkness.

ELLIOT

(thoughts)

What is this? Some kind of Robot?

... It looks ... familiar ...

They find the switch, turning on the light before approaching the robot once again.

NARRATOR

DO YOU WANT TO ACTIVATE THE
ROBOT?

NO - The Mutant Tarantula breaks through attacking and killing

YES - The Robot goes to the door, opening it and grabbing the Mutant Tarantula before throwing it down on the floor, its alien fluid dissolving it like acid.

BEAT

ELLIOT CONTD

Well, I'm glad you're on my side.

The player walks out of the Robot room into the ...

5. INT. FACILITY (HALL) - DAY

More Mutant Tarantulas attack. The Robot fights them off.

The player, followed by the Robot, walks down the hall.

(If) they approach a door. The player tries it.

ELLIOT CONTD

(thoughts)

Locked. Drats! ... I wonder if the
Robot ...

The Robot opens the door. *The player and the Robot enter.*

6. INT. FACILITY (HALL) - DAY

The player makes it to the end of the hall to a door.

ELLIOT CONTD

(thoughts)

Drats, the webs covering it are
keeping it shut ... I don't see
anything I can use to cut it around
here ... But maybe if I can find
another way in.

The player has the robot boost Elliot up to an air vent.

The player controls him through the vents, dropping down into ...

7. INT. FACILITY (LAB) - DAY

The player finds the BLOW TORCH!

ELLIOT

(thoughts)

This will do, I better get back over there to open the door for the robot.

They move a chair to boost themselves back up to the vents.

8. INT. FACILITY (HALL) - DAY

The player uses the Blow Torch on the door.

NARRATOR

THE BLOW TORCH IS OUT OF FUEL!

The player enters ...

9. INT. FACILITY (LAB) - DAY

The player crosses to a door, opening it without anything and making it into ...

10. INT. FACILITY (ROOM) - DAY

ROBOT

Low battery. Be advised. Low battery.

ELLIOT

Oh \$h#t!

ELIOT CONTD

(thoughts)

I better find it some power cells
quick!

The player looks around.

At the other end of the room is a door.

ELLIOT CONTD

(thoughts)

Drats! Locked ... the Robot could
open it, but he's a bit indisposed
at the moment.

*The player moves to the center of the room, where there
is another door.*

11. INT. FACILITY (HALL) - DAY

*The player stealths past a MUTANT JUNGLE BAT! Hanging
from the ceiling to where a power cell is laying,
taking it.*

The lights of the facility fade.

ELLIOT CONTD

(thoughts)

The lights are browning out. I guess
that's what this power cell was for.

They backtrack to the door.

12. INT. FACILITY (ROOM) - DAY

Returning to the Robot, the player charges them.

ROBOT

Power restored!

ELLIOT

Great!

ELLIOT CONTD

(thoughts)

I hope I won't have to do that
again ... but I have a bad feeling
I will.

*The player continues to the other side of the room, the
Robot opens the next door into ...*

13. INT. FACILITY (REC ROOM) - DAY

A small TV is on, switching between static and some
kids cartoon show with kangaroos.

There are children's drawings on the walls.

Half eaten food sits on the table. Papers are scattered
everywhere.

(If) the player presses BLANK to hear Elliots thoughts;

ELLIOT CONTD

(thoughts)

I definitely remember this place ...
And even if I didn't you can tell
... it used to be a cozy place.

*(If) the player approaches the TV and presses BLANK to
hear Elliots thoughts;*

ELLIOT CONTD

(thoughts)

I feel like ... I remember this show
somehow ... Remember watching it in
the early morning while eating
soggy cereal ... Some loser I must be
watching a toddlers' show and eating
cereal for breakfast.

*(If) the player approaches the table and the mess and
press BLANK to hear Elliots thoughts.*

ELLIOT CONTD

(thoughts)

It looks like someone left here in a hurry ... I also remember eating here ... I remember it being nice at first, but becoming ... lonely? ...

(If) the player approaches the drawings on the walls and presses BLANK;

ELLIOT CONTD

(thoughts)

Childrens drawings ... the workers have put there kids art up to brighten up the place ... The workers are all gone now, but there kids and there drawings remain ... That one looks familiar.

The player moves across the room to another door.

(If) they press BLANK to hear Elliot.

ELLIOT CONTD

Drats! Locked ... I'm gonna need the Robot for this!

The Robot opens it.

They go into ...

14. INT. FACILITY (PENS) - DAY

The player enters.

(If) they approach the pen and press BLANK to hear Elliots thoughts.

ELLIOT CONTD

(thoughts)

This pen is marked Kangaroos:
 Jackie and Joey, after the
 characters in the shows ... God
 that must have been me I know
 it ... I really am a loser.

(If) they approach the second pen and press BLANK

ELLIOT CONTD

(thoughts)

This ones marked, Muhammed
 Alligator ... Okay, that's pretty
 clever actually.

(If) they approach the third pen and press BLANK.

ELLIOT CONTD

(thoughts)

Orel Bear ... a Russian in-joke ...

(If) they approach the fourth pen and press BLANK

ELLIOT CONTD

(thoughts)

Hephaestus The Iguana, named so
 Because his species is known for
 living near volcanoes.

(Mora allusions to future bosses?)

*The player continues across the room to another door.
 This one with an ID scanner.*

ELLIOT CONTD

(thoughts)

This one requires some kind of ID
 scanner ... Theres not one on me, but
 maybe theres one nearby ...

The player and the Robot backtrack to ...

15. INT. FACILITY (MED BAY) - DAY

ELLIOT CONTD

(thoughts)

Well here I am right back where
I started, but no ID ...

(If) the player approaches the door to the left.

ELLIOT CONTD

(thoughts)

Drats! Locked ... I'm going to need the
Robot.

They activate the Robot to open it.

ELLIOT CONTD

Let's see what's behind door
number two!

16. INT. FACILITY (HALL) - DAY

It's rowed with doors.

A MUTANT MONKEY attacks!

The Robot fights it off.

ELLIOT CONTD

(thoughts)

I wanna see whats in the other
rooms ...

The player moves to each door.

(If) the player presses BLANK to check;

ELLIOT CONTD

(thoughts)

Nothing in this one!

The player approaches a particular door.

(If) they press BLANK to check;

ELLIOT CONTD
 (thoughts)
 This one seems familiar ...

They enters ...

17. INT. FACILITY (ELLIOT'S ROOM) - DAY

It is also a mess.

The player looks around and discovers an ID card on a lanyard.

ELLIOT CONTD
 (thoughts)
 This ID is mine! ... Consultant and Security ... So I definitely worked here ... interesting ... This room must have been mine ... I must have left in hurry when ... when whatever happened, happened ...

(If) the player continues looking around and finds an object that they press BLANK to collect;

ELLIOT CONTD
 (thoughts)
 It's a necklace, with two wedding bands on it ... They also seem ... familiar ... they make me feel ... sad for some reason ...

The player and the Robot exit the room.

18. INT. FACILITY (HALL) - DAY

ELLIOT CONTD
 (thoughts)

I wanna see what's in these other rooms.

The player moves to each door.

(If) they press BLANK to check;

ELLIOT CONTD
(thoughts)
Nothing in this one ...

The player reaches a particular door.

ELLIOT CONTD
(thoughts)
Hang on a sec, this one also seems ... familiar ...

(If) the player and the Robot enter.

19. INT. FACILITY (DR. BRUNETTES ROOM) - DAY

(If) the player approaches the vanity, and presses BLANK to look at picture

ELLIOT CONTD
(thoughts)
This picture! I'm in it, with some woman ... she also seems ... ugh, what is another word for familiar?

The player goes to leave.

ELLIOT CONTD
(thoughts)
The Robot hesitated ... it usually follows me like a new puppy ... if I didn't know any better, I would think it was ... sad.

20. INT. FACILITY (HALL) - DAY

The player and the Robot backtrack to ...

21. INT. FACILITY (PENS) - DAY

The player opens the door.

They and the Robot enter ...

22. INT. FACILITY (COURTYARD) - DAY

Natural light streams from above.

ELLIOT CONTD

(thoughts)

Jesus! Would you look at the size
of that skylight!

ELLIOT CONTD

(thoughts)

Of course it's half broken! ... Snows
pouring in ... I gotta keep moving
before the cold gets me.

ELLIOT CONTD

(thoughts)

There's a bunch of doors in this
courtyard alone, and if my little
sample back there is anything to
go by, there's more behind each ...

ELLIOT CONTD

(thoughts)

But I can't just leave ... There
are others still here ... That
voice ...

ELLIOT CONTD

(thoughts)

That voice that spoke to me when
I first woke up ... that woman in

the picture ... I need to save her
 ... now I just need to find her!

The player moves to each door.

(If) they try one;

ELLIOT CONTD

(thoughts)

It won't budge! ... And it doesn't
 look like the Robot or my ID card
 will work!

ELLIOT CONTD

(thoughts)

Some type of emergency locking
 system. It looks like each one of
 these requires a different key
 card!

Finally they come across one.

ELLIOT CONTD

(thoughts)

Finally one opens!

23. INT. FACILITY (HALL) - DAY

*The player moves down the hall, drawing the attention
 of more Mutant Monkeys. (New Mutant enemies?)*

The Robot fights them off.

*The player continues down the hall, approaching an
 elevator.*

ELLIOT CONTD

(thoughts)

This elevator looks like it needs
 to be fixed before I use it.

The player uses Elliot and the Robot to solve the puzzle and get the elevator working.

They descend down a nearby flight of stairs.

The player continues down the new hall, gaining the attention of (new Mutant enemy?)

The player makes their way to a door, entering it.

24. INT. FACILITY (TEST CHAMBER) - DAY

The player enters.

ELLIOT CONTD

Hello?!

MUHAMMED ALLIGATOR appears!

The boss fight begins with the alligator running quickly across the room, and the player avoiding them in between having the robot fight them, and dropping heavy things on their head from above.

Once the Alligator is dead, the player retrieves the missing elevator part!

They backtrack to the elevator and begin to descend down.

ELLIOT CONTD

Let's hope to find a key card for one of the other doors ... then the woman ... and ... a way out.

CUT TO BLACK

ELLIOT CONTD

... If there is one ...

END OF PART ONE