

# Angest

VR Sci-fi horror game for Black River Studios  
Original Script

BLACK SCREEN. TITLE: **DAY TWO**

FADE IN:

INT. IVA'S BEDROOM - (SPACE) MORNING

IVA opens her eyes slowly, slower than the night before, her vision blurry. For a moment it seems like there is another cat in the room, her back to her, searching her closet. When her vision becomes clearer, the 'person' has disappeared. It's one of IVA's residual memories of herself hiding a clue in the closet.

KONSTANTIN (V.O.)  
Rise and shine, kitty cat! We have  
an exciting day to seize.

KONSTANTIN's reactions to IVA taking too long to leave the room are mostly the same as the following day. As a computer, it is stuck to patterns, though his tone of voice will grow more aggressive and urgent in following days.

Once IVA left the room:

KONSTANTIN (V.O.)  
Shall we see how your health is  
today? Head to the lab, please,  
before we go on with today's  
activities.

IF IVA tries to open other doors, it gives out a negative sound and doesn't open (yet).

KONSTANTIN (V.O.)  
Have you lost your way, kitty cat?  
The lab is that way.

Lights blink, forming a path towards the lab doors.

As IVA walks towards the lab, KONSTANTIN goes over the day's activities.

KONSTANTIN (V.O.)

Once we are sure you are fine of health we will head to the Hydroponic Garden to check that issue with the soil's Ph levels. No use having your own farm if the food tastes, bad, hmm?

Lights blink erratically.

KONSTANTIN (V.O.)

I also feel a strange drain in some parts of the ship's systems. You may need to check our distribution and fix it. We wouldn't want life support to go off, would we?

Once IVA reaches the lab, the door opens, but stutters before opening, hinting of an energy issue.

KONSTANTIN (V.O.)

I will need a blood sample this time. I hope you are not afraid of needles!

KONSTANTIN (V.O.)

Pick the needle on the counter beside the door and take some of your blood, please.

If IVA takes her time doing it, KONSTANTIN says a few sentences in this order.

KONSTANTIN (V.O.)

Don't worry. It's sterilized.

KONSTANTIN (V.O.)

You ARE afraid of needles, aren't you?

KONSTANTIN (V.O.)

I would hold your hand if I could, believe me. I would even kiss the booboo away, but I can't, so, please, do not aggravate me and just do it.

KONSTANTIN (V.O.)

I confess I expected more from a top soviet scientist leading a space mission.

KONSTANTIN (V.O.)  
It's just a little blood, Iva.  
Just get it done already.

IVA must take the syringe from the table, stick the needle in her arm and pull some blood.

KONSTANTIN (V.O.)  
Very well! It didn't hurt, did it?

KONSTANTIN (V.O.)  
Now place the sample in the mixer that I will do the rest.

IF IVA takes too long.

KONSTANTIN (V.O.)  
There mixer, IVA. The same one you used yesterday.

KONSTANTIN (V.O.)  
Take too long and the blood will spoil. You'll have to do it all over again.

Once the blood is in the mixer:

KONSTANTIN (V.O.)  
Good! Now go ahead to the Garden. I'm worried yesterday's food wasn't as good as it could be due to pH imbalance.

On the way to the Garden, the ship vibrates suddenly and the lights blink a few times.

KONSTANTIN (V.O.)  
Don't worry. Soviet technology is very robust.

As they reach the door, it begins to open, but fails with just a slid open. Lights blink and go off around it, a loud valve release noise is heard. The door is stuck.

KONSTANTIN (V.O.)

Oh, well. We really have a power distribution issue. You will need to check on it.

KONSTANTIN (V.O.)

Head to the Energy Room. You will have a better idea of what is the problem from there.

A door to the Energy Room stutters, but opens on another spot on the corridor.

KONSTANTIN (V.O.)

It's so nice to have you with me in such a long journey. I don't know what I would do without you.

KONSTANTIN (V.O.)

Literally, in fact. I don't have the hands to do the hard work, clumsy as yours are.

INT. ENERGY ROOM - (SPACE) DAY

IVA enters the ENERGY ROOM, a large, but cramped room full of exposed cables of various thicknesses and colors, hanging from the ceiling and walls, connected to large machines with blinking lights that hum constantly. On a set of columns near this entrance are dozens of battery cylinders inside a glass case, stored for later use. On a second column is a device used to recharge batteries and a local terminal.

KONSTANTIN (V.O.)

Use the terminal to check for the failure's location.

Accessing the terminal, the main option is SHIP ENERGY DISTRIBUTION ARRAY. Accessing it shows a blueprint-like design with flowing lights indicating batteries and where they are connected to.

KONSTANTIN (V.O.)

See if you can locate the energy fluctuation so we can fix it.

One of the energy sources blinks irregularly from time to time. The player will need to

look at different spots of the blueprint before realizing it. If the player touches it:

KONSTANTIN (V.O.)  
Ah, there it is. Good kitty! You saved me of a headache.

KONSTANTIN (V.O.)  
Could you kindly get a new battery and head to that location? I will show you the way.

If IVA takes too long to locate the blinking light, it goes off for a moment together with the room's lights. The blueprint's light blinks and returns first, to draw IVA's attention, before the lights come back.

IVA must use the battery dispenser to release one battery, then head to the fluctuations' location. KONSTANTIN will guide IVA with blinking lights and opening doors. The location is a hallway beneath the Garden, leading to other sections of the ship IVA haven't visited yet. With the energy fluctuation, other doors cycle open partially, enough that IVA could force them open if she wanted.

As IVA approaches the location, the lights blink off more often, at times staying off for longer.

KONSTANTIN (V.O.)  
This energy fluctuation is acting on my senses in this deck. I'm going to turn off my cameras so they are not damaged. Try not to be naughty!

The source of the issue is a battery on the wall inside a closed case. IVA will have to place the full battery on the floor, remove the casing, then disconnect the empty battery inside. Once she does it, all lights go off and emergency lights on the floor are activated. The sound of locks going off on all doors also follows.

Once IVA replaces the battery (if she does), all lights return immediately and the doors lock and close very fast, as if KONSTANTIN was eager to prevent IVA from going here.

KONSTANTIN (V.O.)

Ah, excellent! Refreshing and reinvigorating, like drinking a good cup of vodka. Or so I am told!

KONSTANTIN (V.O.)

Now that power is restored, we can once again work on the garden and make sure our crop is healthy!

KONSTANTIN (V.O.)

Since you are already down here, why don't you go straight to the cargo hold and pick some things first? We may need them at the garden.

The door leading to the Cargo Hold unlocks for IVA.

INT. CARGO HOLD - (SPACE) DAY

The CARGO HOLD is a massive chamber with a high ceiling, filled with boxes and crates of various sizes. Many are locked with keypads or standard lockpads, but a few are easily opened to reveal canned food, water, chemical substances and an assortment of small spare parts and utility items with little effect to the game, such as toilet paper, toothpaste, combs and others.

A control terminal is right next to the main entrance. It is used to control a mechanical arm connected to the ceiling, used to move larger boxes and place them on a conveyor belt hanging from the high ceiling. Here is the hub of the many conveyor belts running between the decks of the ship, so IVA can get items from one place to another this way.

IVA may get up to the conveyor belt with some work and practice if she used the mechanical arm to pile up large and small

crates to form a stairway up. It shouldn't be an easy task as accessing the conveyor belt would give IVA access to many parts of the ship normally out of her reach.

There are a few things IVA may find by exploring this chamber:

- On the back of the room, behind some crates, IVA has scratched a password to one of the nearby boxes beside a symbol. The same symbol was scratched to the side of the box to identify it. Inside the box is a tape with one of the layers of the ship's blueprint.
- On a corner of the chamber there is an upturned box of flour. On the flour-covered floor is a pair of tracks leading straight to a wall. A drone was here moments before and escaped through a hidden panel on the wall. The next time IVA enters this chamber, the track and flour will be gone.

Once IVA enters the room at KONSTANTIN's request:

KONSTANTIN (V.O.)

This place looks like a mess.  
Maybe it all shifted when we  
launched from Earth.

KONSTANTIN (V.O.)

Well, no time to linger of that  
now! You need to find the box with  
the grounded lime.

KONSTANTIN (V.O.)

Please, check the terminal to the  
left side of the door for the  
correct box.

The terminal in this area gives access to the ship's Manifesto. IVA may type GROUNDED LIME on the search box to get back a picture of the box and a serial number. Searching other words may show their locations, an error message indicating the item was not found, or an ACCESS DENIED answer.

Once IVA has the picture and serial number of the box, she must identify it on the

cargo hold (it shouldn't be too hard for this first time). Once she does.

KONSTANTIN (V.O.)

Ah, there it is. Good job, my kitty. Would you please place it on the conveyor belt above you? Once you do it, I will transfer it to the garden.

KONSTANTIN (V.O.)

You can control the arm by that control panel before the door. Easy as picking flowers in spring day!

The arm's controls are simple, similar to an arcade's Claw Machine.

If IVA drops a box:

KONSTANTIN (V.O.)

Careful! Some of these boxes may contain explosives! It would be very unpleasant to see them go off!

If IVA places it on the wrong conveyor belt:

KONSTANTIN (V.O.)

No, no! Not this one! The other one!

If IVA picks the wrong box:

KONSTANTIN (V.O.)

Did you check the picture and serial number? This does not look like the box we are looking for.

Once she manages it, the conveyor belt activates, and the box is draw away.

KONSTANTIN (V.O.)

Very good! Now head back to the garden. Let's get this done before dinner time!

INT. HYDROPONIC GARDEN - (SPACE) NIGHT

IVA returns to the Garden above. The door unlocks normally and there are no more light fluctuations. The crate she placed on the conveyor belt is already in the room and open. Inside are canisters of grounded lime.

KONSTANTIN (V.O.)

Would you mind checking the water levels? We need just the right amount of it not to drown our crops!

KONSTANTIN (V.O.)

You can go over it on the terminal by the wall.

On the screen IVA finds the current amount of water on each of the garden shelves, plus what are the ideal levels for each type of plant. Based on that, IVA will have to go to each shelf and turn the wheel that increases or decreases the flow to reach ideal levels. KONSTANTIN explains it after IVA accesses the correct screen.

KONSTANTIN (V.O.)

Each shelf has its own regulation valve. Identify which ones are not in the ideal water levels and regulate them, please.

If IVA puts too much water in any of the shelves, the crop there dies and water begins to drop from it.

KONSTANTIN (V.O.)

Bozhe moi! That looks like a bit too much. Be careful next time, kitty cat!

If she does it again:

KONSTANTIN (V.O.)

You sure like water for a cat.

KONSTANTIN (V.O.)

Why don't we leave it as it is before you destroy all the food in this ship?

Once IVA either finished the regulations or destroyed two crops:

KONSTANTIN (V.O.)

Please, place one of the grounded lime canister in the slot under the larger garden on the center of the chamber. This will help control the soil's pH before it runs out of control.

Once it's done:

KONSTANTIN (V.O.)

Good! Good! What about dinner now? I've been working on something new I'm sure you will love!

KONSTANTIN (V.O.)

Head straight to the mess hall. I'll have it ready by the time you get there!

INT. MESS HALL - (SPACE) NIGHT

This time once the dish is placed under the food dispenser, greenish square biscuits fall on it.

KONSTANTIN (V.O.)

Ta-dá! What do you say? I thought maybe this harder consistency would be more of your taste.

KONSTANTIN (V.O.)

C'mon! Eat! Eat! I want to know what you think of it!

Once IVA eats one of the biscuits:

KONSTANTIN (V.O.)

I call it Soylent Green. Ready about it on an american magazine.

KONSTANTIN (V.O.)

(whispers)

Don't tell that to the loyalty officer!

Q: Did you like it?

- (1) Excellent!
- (2) I hated it.
- (3) What is it made of?

IF (1)

KONSTANTIN

Am I turning into a great chef of what? I'm glad! I'll record this on my tapes so I can improve on the original recipe.

IF (2)

KONSTANTIN

Bozhe moi, ain't you a hard kitty to please. Very well, I will try something else tomorrow. I may have a surprise for you!

IF (3)

KONSTANTIN

Curiosity killed the cat, haven't you heard? Let's just say the end result is what matters.

If IVA eats or resists to sleep, the same as the following day happens, though if this is the second day she does it, KONSTANTIN is a bit more forceful in his comments.