

EXT. WIREFRAME ENVIRONMENT

The game loads, and player enters the wireframe environment.

A robotic voice rings out.

(V.O.) ATLAS SYSTEM
Welcome to the Atlas Virtual
Environment. To begin, we must
first calibrate your biomechanics.

(V.O.) ATLAS SYSTEM (CONT'D)
Please squeeze your fists in the
glowing region. Then, hold your
fists in place until the progress
bar is full.

If the player does not make a fist correctly, but puts their hands in the glowing region.

(V.O.) ATLAS SYSTEM (CONT'D)
Great positioning! Please make a
fist.

The player reaches out, and puts their hands in the glowing region in front of them. The region begins to glow brighter.

(V.O.) ATLAS SYSTEM (CONT'D)
Continue to hold your fists in
place. Please remain patient--The
calibration will end shortly.

The popup message changes. "COMPLETE!"

(V.O.) ATLAS SYSTEM (CONT'D)
You may now release your fists.

The player releases their fists.

(V.O.) ATLAS SYSTEM (CONT'D)
Calibration complete.

(V.O.) ATLAS SYSTEM (CONT'D)
Navigating the virtual environment
requires a few simple hand
gestures. They will be taught to
you now.

Popup message: "PINCH"

(V.O.) ATLAS SYSTEM (CONT'D)
Pinch the object in front of you
three times. Form an okay sign to
pinch.

If the player's pinches don't work:

(V.O.) ATLAS SYSTEM (CONT'D)
If you're struggling, try opening
your hand and then making a circle
with only your index finger and
thumb.

Upon success:

(V.O.) ATLAS SYSTEM (CONT'D)
Success! We will now progress to a
more advanced maneuver.

Popup message: "PALM DETECTION"

(V.O.) ATLAS SYSTEM (CONT'D)
Place your palm face-up. Upon
completion, please do this action
two more times.

After two more consecutive successes, the sphere moves from
their palm to the center of the wireframe room.

Popup message: "USER REGISTERED" and "Biomechanics
calibrated."

(V.O.) ATLAS SYSTEM (CONT'D)
You have completed the calibration.
You may now enter the Atlas Virtual
Environment, Project 'Neon City.'
Press the button in front of you to
enter.

EXT. NEON CITY - CITY VIEW - METROPOLIS

When the player completes the tutorial, they see a blank
screen. Text styled like old Macintosh code begins to appear:
"LOADING. LAST BOOTED: 11/14/1985. WELCOME TO PROJECT TO NEON
CITY."

The ATLAS logo fades in and out, booting up the project.

The wireframe environment transforms into colorful shapes.
Grand electronic music swells. Fireworks light the sky.

In front of the player, a metropolis fades in, bustling with
AI people.... And falls into ruins.

EXT. NEON CITY - CITY VIEW - RUINS

A ruined city sits where the metropolis once stood.

V1-0-L3T
Dr. Vincent? Is that you?

V1-0-L3T, a retro-style mini TV with a propeller and jets flies in, timid. On it is a serial number, V1-0-L3T.

When the peculiar robot gets a good look at the player, it displays an exclamation mark, then an emoticon face.

V1-0-L3T (CONT'D)
Oh. You're new. The doctor told me
you'd show up.
(sad)
I am--was, Dr. Vincent's assistant.
He built this place, but...

V1-0-L3T pauses for a beat.

V1-0-L3T (CONT'D)
(Sad)
When he disappeared, everything
fell into ruins. Now the residents
don't have anywhere to live. If
nobody fixes the city, the whole
system will collapse!

As she says this, V1-0-L3T shows a picture of a sad AI citizen.

If the scope allows for it, V1 asks the player for help:

V1-0-L3T (CONT'D)
Will you be our Architect? Give me
an okay sign.

If players don't do anything.

V1-0-L3T (CONT'D)
Please! We don't have time! Form an
OK sign if you'll help us!

If players says yes.

V1-0-L3T (CONT'D)
(Relieved)
Oh, thank GOD! Here, I'll give you
admin privileges!

If the scope does not:

V1-0-L3T (CONT'D)
Please be our new Architect!

THE ENVIRONMENT FADES OUT AGAIN. ACT 2

EXT. NEON CITY - DESIGN TABLE

The player finds themselves positioned in the center of an empty city lot. A design table is in front of the player.

V1-0-L3T

The map in front of you is your design table! It's an editable blueprint that you can use to build Neon City. I'll show you a few tips and tricks to get you started!

In the top right corner, the tutorial window pops up: "THIS IS YOUR DESIGN TABLE!"

V1-0-L3T (CONT'D)

You can spin the table so that it's in a comfortable position for you. To do this, grab onto a bar with one hand.

If the grab doesn't register:

V1

Squeeze your fist hard to register the grab action.

The player grabs the bar with one hand successfully.

V1-0-L3T

Nice!

The player rotates the table.

V1-0-L3T (CONT'D)

Grabbing a bar with two hands should let you move the table around. Try it!

The player moves the table.

V1-0-L3T (CONT'D)

Sick! Now, let's try putting down some buildings. Open the block editor by holding your palm upwards.

If they don't open the editor:

V1-0-L3T (CONT'D)
 Face your palm towards the sky to
 open the editor.

The player raises their left palm, and the block selection menu appears.

V1-0-L3T (CONT'D)
 Pinch a block to grab it, and
 release the block on the table to
 place it.

If the player doesn't place the block within the highlighted area:

V1-0-L3T (CONT'D)
 Make sure you place it in the
 highlighted area, or it'll delete
 itself.

If the player cannot release the block:

V1-0-L3T (CONT'D)
 To release, make an L shape with
 your thumb and index finger.

The player places the block.

V1-0-L3T (CONT'D)
 God, that's so cool! I wish I had
 hands...

V1 pauses to let all the information she's just given the player sink in.

V1-0-L3T (CONT'D)
 Okay, let's put down a shop! Tap
 the pink button in the block
 editor.

The player chooses 'Shop' from the menu and then puts the shop block in the highlighted area.

If they don't put it in the highlighted area, V1 repeats the earlier line telling them to add the block to the highlighted area.

If the player makes the block type office:

V1-0-L3T (CONT'D)
 No-- not an office, a shop.

If the player makes the block type "house":

V1-0-L3T (CONT'D)
That's a house. I think you should
make a shop.

V1-0-L3T (CONT'D)
You're a natural! Next, I'm gonna
teach you how to make a taller
building.

(Beat)
Pinch the arrow on top of the block
and pull upwards.

If the player doesn't make it the right height:

V1 chuckles.

V1-0-L3T (CONT'D)
That's not tall! Try making it two
blocks high.

The player makes a tall block.

V1-0-L3T (CONT'D)
Now, um--OH! Make it an office
building. That'll look cool!

If the player makes the block type shop:

V1-0-L3T (CONT'D)
You already have a shop! I
recommend making this an office.

If the player makes the block type house:

V1-0-L3T (CONT'D)
Wait, that's a house! It's
definitely better to make it an
office.

The player makes the block an office block. When the player
pinches it, the designated area highlights itself.

V1-0-L3T (CONT'D)
Place it here!

The player places the tall office block down on top of the
house block. A sad sound occurs and both the house and office
block change to their sad state.

V1
Uh-oh. It looks like offices and
houses don't like being near each
other. My bad! Let's take it off
the design table.

An animated pinch gesture shows the player how to take it off.

If the player doesn't know how to delete:

V1 (CONT'D)
Just grab the block by pinching it,
and drag it off of the design
table.

If the player places it somewhere else on the grid:

V1 (CONT'D)
That's not exactly right. It has to
be pulled outside of the table.

The player places a block on the road.

V1-0-L3T
Oh! You can't place blocks on the
road. So that actually deleted it.

The player places a block on an existing block

V1-0-L3T (CONT'D)
Oh! You can't place it in another
block. So that actually deleted it!

The player correctly deletes the tall office block.

V1-0-L3T (CONT'D)
Great! I still think there should
be some sort of tall building. Can
you place a shop there?

If the player makes the block type office:

V1
No-- not an office, a shop.

If the player makes the block type house:

V1 (CONT'D)
That's a house. I think you should
make it a shop.

The player correctly places the tall shop block.

V1 (CONT'D)
Perfect. You can also make the
buildings wider! Could you try
making a wide house?

If the player makes the block type office:

V1 (CONT'D)
 No-- not an office, a house! I
 think we need more houses.

If the player makes the block type "shop":

V1 (CONT'D)
 That's a shop. I think we need more
 houses.

If the player doesn't manipulate the arrows:

V1-0-L3T
 Pinch and move the arrows to make
 it wider.

The player adds a wide shop in the highlighted section.

V1-0-L3T (CONT'D)
 Alright! I think this neighborhood
 is almost done! Maybe one more
 house as a finishing touch?!

The player makes the block the wrong size:

V1-0-L3T (CONT'D)
 That's a little small. Pinch and
 drag the arrows to make it bigger.

The player pinches the block.

V1-0-L3T (CONT'D)
 And place it... here!

The player adds the correct size house. A notification
 appears on the design table's map.

V1-0-L3T (CONT'D)
 (excited)
 Ooooh! The residents seem to have
 something to say about their new
 crib! Let's find out what they
 think about your vision.
 (beat)
 Press the mode button in the block
 editor.

The player presses the mode button.

V1-0-L3T (CONT'D)
 Now press the avatar button!

The player presses the trigger avatar button.

V1-0-L3T (CONT'D)
 This is your avatar. You should
 pinch and drag it to the glowing
 beam!

If the player takes a second:

V1-0-L3T (CONT'D)
 (playful)
 Hurry up!! I wanna hear what they
 think!!

The player places the avatar in the wrong area. Violet sighs.

V1-0-L3T (CONT'D)
 Not there!! In the beam!

The player places the avatar in the beam.

V1-0-L3T (CONT'D)
 Aww, just look at the little guy!
 (beat)
 You can teleport to your avatar.
 Pinch with both hands, and pull
 them apart like you're stretching a
 rubber band!

As the player zooms in:

V1-0-L3T (CONT'D)
 Time to zoom in, baby!

The player enters the moment. In this and future moments like it, V1 will give a callout that changes depending on the neighborhood's characteristics. For V1's dialogue, refer to the emergent callout script.

A triumphant sound plays and V1's screen glows.

V1-0-L3T (CONT'D)
 Wait... I think we unlocked a
 landmark!? Let's zoom back out.
 It's the same way you zoomed in.

The player doesn't zoom out right:

V1-0-L3T (CONT'D)
 Pinch with both hands, and pull
 them apart like you're stretching a
 rubber band!

The player zooms out.

V1-0-L3T (CONT'D)
 Hurry, I want to see what it is!
 Remember the mode button in your
 block editor? Tap that, and then
 tap the landmark button.

If the player doesn't press the landmark button:

V1-0-L3T (CONT'D)
 Press on the landmark button.

The player presses the landmark button:

A landmark materializes.

V1-0-L3T (CONT'D)
 (giddy)
 WHOAH! That is one fancy apartment.
 You can place it from the block
 menu on your palm!

When the player places the landmark:

V1-0-L3T (CONT'D)
 I think it's the citizen's way of
 telling you what they want in their
 new neighborhood. I wonder what
 other kinds of landmarks you can
 unlock by building each
 neighborhood differently.
 (beat)
 Alright! That's pretty much all I
 know about the design table. It's
 your move now--save Neon City!

In future moments after the player places more blocks, V1
 will give different callouts depending on the neighborhood's
 characteristics. Refer to the emergent callout script.

If the player still fails to pinch after many attempts:

V1-0-L3T (CONT'D)
 I see you're still struggling a bit
 with the hardware! To pinch, form
 an OK sign.

If the player STILL fails to pinch:

V1-0-L3T (CONT'D)
 (impatient)
 Okay, you're obviously not getting
 it.
 (MORE)

V1-0-L3T (CONT'D)
Form a perfect circle with just
your thumb and index finger, while
leaving your middle finger, ring
finger, and pinkie extended.

V1-0-L3T sighs.

V1-0-L3T (CONT'D)
I miss Dr. Vincent.

V1 makes a sad emote.

The player continues to play the game. When they player
triggers the next moment, another beam shoots out of the
design table.

V1-0-L3T (CONT'D)
There's another beam, let's check
it out! Move that avatar!

END OF ACT 2

ACT 3

EXT. NEON CITY

After 20 minutes of gameplay:

V1-0-L3T
The citizens seem really satisfied
with what you've done! If you're
ready to finalize Neon City, you
can press the 'finalize' button
that I've added to the block
editor.

The player presses the finalize button on the Block Editor.

When the player presses the finalize button. The city fades
away. Suddenly, the player finds themselves overlooking their
city from the far away.

V1-0-L3T (CONT'D)
HELL YEAH! You built Neon City! I
can't wait--

V1-0-L3T is interrupted by the loud sound of old computers
WHIRRING.

The wireframe walls of Neon City begin to display code:
"ATLAS SERVERS: DISCONNECTED. DIGITAL STOREFRONT: CONNECTED"

V1-0-L3T (CONT'D)
Wait, you didn't find us on Atlas
servers!? That means that Neon City
was cloned! In other words--

Then, a puzzle completion sound plays. Another line of code
pops up under the Atlas server line: "ACTIVE USERS: 113,778"

V1-0-L3T (CONT'D)
We're not alone.

V1's face shows a shocked emote. Neon City's wireframe walls
fall down loudly and swiftly, creating an infinite plane.

On the infinite plane before the player, there are hundreds
of cities, all in different states.

The wireframe environment transforms into colorful shapes.
Grand electronic music swells. Fireworks light the sky.

The player's vision fades to black. A "THE END. CONTINUE
PLAYING?" menu pops up.

If the player presses continue playing:

V1-0-L3T (CONT'D)
Welcome back! I can't wait to see
what else you come up with!

A few minutes into free play:

V1-0-L3T (CONT'D)
It's weird now, knowing that there
are hundreds of thousands of Neon
Cities out there. I wonder what
they're up to.

END.