

PSYCHIC - Side Story

Branching Narrative Game Script
2015
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INT. HOLLIS'S APARTMENT - NIGHT

HOLLIS lays sleeping on his couch, as his cat, DEVO, sits on his belly. Hollis is sweating and shakes his head back and forth.

HOLLIS (V.O.)
Don't go in! Stop!

INT. WAREHOUSE - NIGHT

LANCE, (24, still has a baby face, in NYPD uniform) opens a door. We hear beeping. Lance sees a large bomb. The bomb detonates.

The scene replays again but the player sees a prompt to tap the X button. Tapping the button, we see the explosion temporarily freeze.

The player can tap forever but the explosion will always blow up Lance.

CUT BACK TO:

Hollis suddenly wakes up. He's covered in sweat and gasps for air. Devo licks Hollis's hand.

DEVO (V.O.)
You ok? Did you have a nightmare?

The player sees two conversation options: "Lie", "Admit it".

Lie:

HOLLIS (V.O.)
No, I'm fine. Bad korean food,
that's all.

DEVO (V.O.)
Just because I'm a cat doesn't make
me stupid you know. Maybe you
should see a purrrrfessional.

HOLLIS (V.O.)
And maybe I should trade you in for
a canary.

DEVO (V.O.)
Rude.

Devo hisses and walks away pointing his ass hole at Hollis.

HOLLIS
Stupid cat.

Admit it:

HOLLIS (V.O.)
Its the same every night. I can't
even make a difference in my
dreams.

DEVO (V.O.)
You can't continue to blame
yourself. It wasn't your fault.

HOLLIS (V.O.)
I'm trapped in a cycle. What can I
do?

DEVO (V.O.)
I'd say-
(Devo sees a fly)
Playtime!

Devo chases after the fly.

HOLLIS
Stupid cat.

- Both paths lead to the next scene.

Hollis sits up and feels something in his shirt pocket. He pulls out a small item in the pocket - two purple pills labeled NUMB-X. One capsule is empty.

The player is presented with the following choice options:
"Put drug away" or "Fondle Pill".

1) Hollis puts drug away.

2) Hollis fondles the pill in his hand for a moment and is presented with the two choices again. The player can continue the loop as long as they want.

- Both paths lead to the next scene.

Hollis hears a loud psychic scream.

FEMALE VOICE (V.O.)
Ahhhh!

HOLLIS
(to Devo)
Did you hear that? Ah, my head.

Devo meows while he rolls on the ground.

HOLLIS (CONT'D)
Where did that come from?

Hollis closes his eyes and focuses his thoughts.

The screen changes. The player sees an overview of Hollis's apartment building. The apartment building looks transparent, apartment rooms are filled by an aura of the person residing in them. The player can hover their cursor over different neighbors to find the person needing help.

Example Neighbor thoughts:

Floor 1 - Nothing on TV. Maybe I'll order a pizza and torrent a movie. Your so lazy, I love it.

Floor 2 - Kill em! Kill em! Oh dang. Fragged again. Respawn mutherF*****!!

Floor 6 - Stop sweating you dumb bitch. Its just a dinner party.

Floor 12 - Oh no, Raina what have you gotten yourself into this time? It's not your fault. Oh god, what did you do? Please be alive...(Hollis also senses another vague aura in the space but it's to faint to hear anything.)

HOLLIS (CONT'D)
I'd better check this out.

DEVO
Be careful.

INT. ELEVATOR - NIGHT

Hollis rides on the elevator, he pushes the button 12.

Hollis hears the woman again.

FEMALE VOICE (VO)
What should I do? Shit, shit, shit.

HOLLIS
I hope she called the police. Just in case. Daniels--

Hollis closes his eyes, he sees at Daniels in a strip club.

DANIELS(V.O)
Girl I just wanna taste of that honey, drip that sweat tasty--

The player is prompted to tap X. The more the player taps the button the closer we move in. When the player zooms into Daniels and the image turns white.

HOLLIS (V.O.)
Daniels. It's Hollis.

DANIELS
Ahhh!

HOLLIS (V.O.)
I've got a possible 273D. Call it in.

DANIELS
Damn it! You scared the shit out of me. I'll call it now. Hollis?

The player sees the option on screen to press X to "drop thought". The player can do it any time to hang up on Daniels. The player does not hit X Hollis will stop listening at the end.

DANIELS (CONT'D)
Hollis? What are you doing, right now. No badge means no cop work. Remember you gotta stay home. You hear me! Damn it, Hollis!

HOLLIS
Sorry, Daniels. I think I'm losing your train of thought.

EXT. FLOOR 12 - NIGHT

Hollis arrives at the top floor. He hears the thought get closer near Room 5.

FEMALE VOICE (V.O.)
I'm really freaking out now.
Remember to breathe, Raina. Calm down!

Hollis stands at the door. The player is prompted with the option: "Knock politely", "Firm knock", "Slam that door".

- 1) Female Voice (V.O.): What? Who's at my door?
- 2) Female Voice (V.O) : Shit! The door!
- 3) Female Voice (V.O) : Ahhhh!! Oh god!

Hollis can see someone peer through the eye in door.

HOLLIS

M'am. I know your in there. Can you please open the door?

FEMALE

I... What do you want?

HOLLIS

I'm with the NYPD. My name is John Hollis. Someone called in a disturbance at this location.

WOMAN (V.O.)

Shit. What am I gonna do. Pull it together.

HOLLIS

Please, I can help. Open the door.

WOMAN

If you're a cop, where's your uniform? Where's your badge?

HOLLIS

I'm off duty. Are you in danger? I'd rather you open the door than I have to.

Hollis closes his eyes and focuses his powers. The locks and latches unlock and the door swings open. RAINA (24, red-head, wearing all black) stands back surprised.

RAINA

How'd you do that?

HOLLIS

M'am, I'm a psychic detective. I can hear your thoughts for help. Is everything ok?

RAINA

Uh, uh...

RAINA (V.O) (CONT'D)

Too weird. Can he hear me now? Gotta be B.S.

HOLLIS

I promise, I'm not lying, Raina.

RAINA

Oh f***! Youre real.

HOLLIS

I need you to stay calm and tell me what happened.

RAINA (V.O.)

Don't think about it. Just don't think about it.

RAINA

No, I promise I was just over reacting. Everything is fine now.

The player is prompted with a few choices. These choices are different thoughts Hollis can read in Raina's mind: "His fault", "Dead debt".

1) His fault: He was jealous and angry. He kept hitting me, I didn't know what to do. Just don't think about it the other room.

2) Dead debt: I'm so dead if I can't pay them back. He doesn't even know. I can't let him find out. He'll run away and I'm done for.

After the player selects the two options, Hollis moves toward the bedroom door.

RAINA (CONT'D)

It's not my fault. Please don't blame me. I have to do it.

Hollis opens the bedroom door.

HOLLIS

What!

Hollis sees a clear circular fish tank-looking device sitting on the bed. Inside the tank looks like a purple brain.

HOLLIS (CONT'D)

There's not body, it's a--

Raina pulls out a remote from her pants and presses a button. The water in the tank starts to bubble. The device starts to float of the ground.

HOLLIS (CONT'D)

Ahhhh!

Hollis falls over in pain.

RAINA

Yep it is. A Toy brain. He's called Ben.

BEN

Empathic frequency is climbing 95%,
96%. Should I continue, friend?

RAINA

Turn it all the way up. It's not a
name brand one, but the guy who
sold it to me, said it works all
the same. Auto Settings for Psychic
Decoy and Pain Mode.

HOLLIS

Whhhyy?

RAINA

(Raina holds up her shirt)

You see these scars?

(Hollis sees a series of
scars across her stomach
and hips)

I'm drowning in debt. Like 6
figures. I can't keep selling
organs, I've only got one kidney
left. But guess what the highest
selling organ on the market is?

HOLLIS

Hurrrtsss...

RAINA

Psychic Brain. You've got a gold
mine sitting on your shoulders. Can
you believe it?

Raina pulls out a white helmet out of a bag. She taps a
button on the side and we see spinning blades close in at the
neck.

RAINA (CONT'D)

Now just sit back and let me take
it from here.

As Raina gets closer, the player sees three options, but the
text keep rearranging and fading away. They are hard to read
and garbled. No matter which order the player selects from
the three options the dialogue escalates in the following
order:

1) Hollis tosses a lamp across the room, it's way off.

RAINA (CONT'D)

Hey, I thought you could do this?
Why is he still fighting back.

BEN

I am at optimal processing speed. I am trying very hard.

RAINA

Try harder you piece a junk.

2) Hollis tosses a chair, Raina dodges.

RAINA (CONT'D)

Hey! Turn it up! Knock him out.

BEN

Why are you yelling? Heat sensors warning. Cool down needed, friend.

RAINA

You quitting on me! Knock him out already you cheap piece of plastic.

BEN

Feelings reaching minimal threshold. Not friend?

3) Hollis tosses a picture off the wall it crashes against Raina.

RAINA

Ah! That hurt. Go harder now, Lazy fish turd! Do it!

BEN

Friend, I am hurting. Why hurt more?

RAINA

I said more! You stupid piece of garbage.

BEN

Optimal feelings threshold overloading. Requiring new target.

RAINA

What no! You can't do this!

BEN

You are not my friend. You are ex-friend. Activating pain centers.

RAINA falls over in pain, blood trickles from her nose and ears. Hollis gets up.

HOLLIS
Ben you have to stop.

BEN
She is not friend. She made me
hurt. She must feel it too.

Daniels suddenly enters the apartment with his gun drawn.

DANIELS
Freeze Police! What the holy hell,
Hollis?

HOLLIS
An angry brain in a jar wants
revenge. Yes it's that kind of day.

BEN
Detecting hostile emotions.
Acquiring new target.

The player sees options on the screen: "Fire now!" or "Put
down your weapon."

Fire now:

HOLLIS
Fire!

Daniels fires his weapon, the bullet deflects off the tank.

BEN
Not friend! Not friend!

Daniels screams in pain and falls over.

HOLLIS
Ben this has to end.

Hollis closes his eyes and focuses his power. The player is
told to keep tapping X. Tapping X the player sees a psychic
waves attack Ben. His floating shell is cracked and gets
further cracked.

BEN
No, hurting. Cooling down... Auto
power down... friends search
incomplete...

Put down your weapon:

HOLLIS
Put down your weapon, Daniels. It
won't hurt you. I promise.
(MORE)

HOLLIS (CONT'D)

Ben listen to me. You have to calm down. Its not your fault you hurt me.

BEN

I am not feeling happy. Other must feel it too.

HOLLIS

Fight your programming. You don't have to do this. Just let go.

BEN

What am I?!

HOLLIS

Whatever you want to be.

BEN calms down. He hovers down to the ground.

BEN

I want to be friend.

Daniels handcuffs Raina.

DANIELS

What are we going to do with the Toy Brain?

If the player **talked down** Ben the following happens:

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Hollis watches as Devo plays with Ben. Devo pushes Ben around like a ball.

BEN

Weeeeeee! Feelings threshold at new levels!

If the player had to **attack** Ben the following happens:

INT. HOLLIS'S APARTMENT - NIGHT

Hollis watches as Devo plays with Ben's ball. Ben is powered off.

DEVO (V.O.)

A new toy! Did you read my mind?

HOLLIS
I thought it was the purrrfect
gift.