

DIALOGUE SCRIPT: **LAST STAND VR** F.T.U.E.

(First Time User Experience)

by

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for

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The PLAYER regains consciousness slowly. Initially they register only a voice, mid-sentence. It is CONTROL: male, adult, a thin veneer of confidence overlaying uncertainty which he attempts to hide with phoney military terms.

CONTROL (V.O.)

(plaintive)

...lose my bonus if we install a new  
drudge!

FADE IN:

**INT. PLAYER'S HOLDOUT**

The PLAYER'S HOLDOUT is the gameplay environment, constructed from a mix of VR graphics and passthrough video. The PLAYER's real environment is shown in passthrough video from the VR headset, but overlaid on top of this are some VR aspects. One wall has been replaced with VR plywood boards, outside which are lowered metal SHUTTERS. Outside any other doors or windows in the PLAYER'S real environment, a VR MALL CONCOURSE environment can be seen. On the PLAYER's ceiling is a metal HATCH. On one wall is a RED BUTTON, and on another wall is a KEYPAD.

CONTROL's voice is coming out of a RADIO placed on a piece of furniture: his dialogue is always V.O.

CONTROL

Oh, finally. I was starting to  
think you'd turned Z. Glad you're  
still human. Losing citizens is  
costly, but who else will defend  
Avalon from those filthy raiders?  
The Authority don't award Holdouts  
like yours for free - you've got  
to earn your keep.

The PLAYER is free to move around their HOLDOUT and acclimatise for a few seconds, before the ceiling HATCH opens automatically. A PISTOL, a hatchet and an AMMO BOX drop from it.

CONTROL

Attention citizen! You require a  
situational fitness review.

(MORE)

CONTROL (CONT'D)

Usually you'd already have weapons in your holsters, but for this review I have deployed a firearm to your location. Objective one: retrieve it from below the Supply Drop hatch.

**[2] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[2]**

The PLAYER picks up the PISTOL from underneath the HATCH.

CONTROL

Guns are your best friend. Aside from The Authority and me, of course. But a gun without bullets is just a lump of metal. Grab the ammo box from under your supply drop hatch.

**[3] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[3]**

The PLAYER picks up the AMMO BOX.

CONTROL

Let's see here. "Pick up gun" is complete, we've covered ammo acquisition... What's next? Oh, yes. Storage. You've got a chest-worn ammo pouch. Bring the box close to the centre of your torso and let go to store it.

**[4] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[4]**

The PLAYER stores the AMMO BOX in their CHEST POUCH.

CONTROL

Your pouch is great for storing bullets, but that's not all it can do. You can also take ammo clips out of it. Crazy, right?

(MORE)

CONTROL (CONT'D)

Try it out: just reach for the  
centre of your chest and grab.

**[5] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[5]**

The PLAYER takes an AMMO CLIP from their CHEST POUCH.

CONTROL

Rote obedience: check. Next up:  
basic survival skills. Objective  
Bravo: reload. Pick up the  
magazine and slot it into the hole  
at the bottom of the pistol grip.

**[6] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[6]**

The PLAYER puts the AMMO CLIP into their PISTOL.

CONTROL

Task C is "on-body equipment  
storage". Ammo is in a pouch on  
your chest, and weapon holsters  
are on your back. Reach over a  
shoulder and let go to store a  
weapon. Give it a go now.

**[7] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[7]**

The PLAYER puts their PISTOL into a SHOULDER HOLSTER.

CONTROL

Storing weapons is good, but  
retrieving them is better. Get  
your gun back by reaching over  
your shoulder and grabbing it.

**[8] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[8]**

The PLAYER retrieves their PISTOL from the SHOULDER HOLSTER.

CONTROL

Good job. Remember, I deployed a gun for this review, but in future your holsters will already contain weapons. Your next objective is ammo management. A weapon's current load and total ammo are displayed on the weapon. View them by tilting the gun to the side. Have a look at the display on your pistol.

**[9] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[9]**

Whether or not the PLAYER tilts their PISTOL to view the display on it, the action progresses. After a few seconds, the PLAYER hears the metallic rattling of a SHUTTER raising, and sounds of movement from outside their HOLDOUT.

CONTROL

(panicked)

Ohshitohshit! Ah, uh, contact!

(beat, then more calmly)

Review terminated!  
Congratulations, you're  
Situationally Fit. Now it's time  
to earn your keep. A raider is  
looting the abandoned store  
opposite you. Neutralise that scum  
at all costs! Get ready: your  
shutters are about to raise!

**[10] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[10]**

The SHUTTERS on the PLAYER's HOLDOUT raise, revealing the MALL CONCOURSE and, across it, the RAIDER's HOLDOUT: an abandoned store, with plywood boards covering most of the wall facing the PLAYER. Inside, the RAIDER is looting the store.

CONTROL

The plywood across your shopfront  
isn't going to stand up to serious  
gunfire, citizen.

(MORE)

CONTROL (CONT'D)

Your furniture's not just for  
show: it's vital cover. Use it!

The RAIDER notices the PLAYER and begins firing a gun at them. Bullets hitting the plywood boards of the PLAYER's HOLDOUT damage the plywood, degrading the cover it offers. The RAIDER continues shooting at the PLAYER, while moving around their HOLDOUT, taking cover behind pieces of store furniture (display cases, shelves etc.). The PLAYER must use their PISTOL and the skills they've been taught (reloading, storing ammo, retrieving ammo) to kill the RAIDER.

The PLAYER eventually kills the RAIDER. The SHUTTERS in front of the RAIDER's HOLDOUT drop, followed two seconds later by the PLAYER's SHUTTERS.

CONTROL

Solid work citizen. One worthless raider dealt with! When their shutters drop like that, they're done for. Unless they've taken Invincialis, in which case they'll be back soon. Have a look at your wristwatch - it'll show you how many revives you and your opponent have.

**[11] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[11]**

Five seconds have passed since the PLAYER's SHUTTERS dropped, allowing the PLAYER to catch their breath.

CONTROL

Oh-kay. Primary threat neutralised, but that raider must have let the Horde in. We've got shamblers incoming! No need to panic though: Z's can be useful. They're less of a threat than raiders, and each one you destroy earns Scrip for you to spend on Supply Drops.

**[12] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[12]**

The PLAYER's SHUTTERS raise once more, showing the MALL CONCOURSE and the RAIDER's SHUTTERS still lowered in front of their HOLDOUT.

CONTROL

Zombies are deadly but dumb. Stay frosty and they won't pose too much threat, and for every few you neutralise I'll drop some bonus ammo from your ceiling hatch.

ZOMBIES spawn in the MALL CONCOURSE. They approach the PLAYER's HOLDOUT, attacking from all sides: the wall where the PLAYER's SHUTTERS are, but also any other doors or windows in the PLAYER's real environment. The ZOMBIES will attack the PLAYER's plywood cover to gain access to their HOLDOUT and once inside, will attack the PLAYER directly.

**[13] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[13]**

The PLAYER kills the last of the ZOMBIES.

CONTROL

Finally, a little time to relax. Now focus up, citizen: we're resuming your review. Manual Shutter Deployment can be a lifesaving strategy. Hit the red button to drop them temporarily and gain time to relocate or call in a supply drop.

**[14] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[14]**

The PLAYER presses the BUTTON to drop their SHUTTERS.

CONTROL

Let's talk Supply Drops. The Authority pays you Scrip for Significant Combat Actions: injuring or killing raiders, eliminating zombies.

(MORE)

CONTROL (CONT'D)

Shooting shit, basically. You spend that Scrip on guns; ammo; Invincialis pills: supplies that drop from your ceiling. Grab your Tablicator - it's strapped to your lower back - and call in a Supply Drop.

**[15] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[15]**

The PLAYER reaches to the small of their back and grabs the TABLICATOR: a handheld tablet with touchscreen display.

CONTROL

Your Scrip is shown in the top right of the Tablicator's display. Navigate the catalogue using the touch screen and press the icon of the item you want to buy. If it's available, it'll be blue. If not, it'll be red. You're hurt, so press 'Consumables', then buy some Invincialis pills.

**[16] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[16]**

The PLAYER uses the TABLICATOR to purchase INVINCIALIS pills. The HATCH in their ceiling opens, and the INVINCIALIS bottle falls out of it.

CONTROL

Grab that pill bottle and swallow the contents. Invincialis cures damn near anything, and who cares about the resulting amnesia? All you need to remember is you're protecting civilisation from shamblers and raiders!

There is a pause for a few seconds after the PLAYER uses the INVINCIALIS pills, allowing them to regroup before the next step in the FTUE.

The lull is broken by the sound of SHUTTERS raising from across the MALL CONCOURSE.

CONTROL

Heads up, that raider's back! Or maybe it's a new one? Doesn't matter though - either way your task is the same: take them out! I'd strongly advise you to take this opportunity to buy a new weapon or restock your ammo. Your shutters will raise in a few seconds.

After five seconds, the SHUTTERS covering the front of the PLAYER'S HOLDOUT raise, once again revealing the MALL CONCOURSE and, on the other side of it, the RAIDER'S HOLDOUT. ZOMBIES spawn in the MALL CONCOURSE and attack both the PLAYER and the RAIDER.

CONTROL

There are plenty of things left out in the concourse that you can use to your advantage. Try shooting a fire extinguisher or a welding tank.

The PLAYER engages in gameplay: attacking the RAIDER, taking cover behind furniture in their HOLDOUT, shooting ZOMBIES in their HOLDOUT or in the MALL CONCOURSE

CONTROL

Here are a couple of tips for you, rookie. Shooting a raider's burglar alarm will draw shamblers to them, and they'll have to enter the keypad code to reset it. You can also blast the four green maglocks above their store to drop their shutter.

The PLAYER continues with gameplay.

**[18(A)] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[18(A)]**

THIS DIALOGUE IS ONLY TRIGGERED IF THE PLAYER KILLS THE RAIDER.

IF IT IS TRIGGERED, DIALOGUE 18(B) WILL NEVER BE TRIGGERED.

The RAIDER dies, falling to the ground with a cry of pain. The SHUTTERS in front of the RAIDER's HOLDOUT drop.

CONTROL

Solid work citizen, but it's not  
over yet. You know how they say  
cats have nine lives? Well thanks  
to Invincialis, raiders and  
citizens have three. Get ready,  
that raider's not dealt with yet!

After a few seconds, the SHUTTERS in front of the RAIDER's HOLDOUT raise again, revealing the RAIDER alive and attacking once again.

**[18(B)] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[18(B)]**

THIS DIALOGUE IS ONLY TRIGGERED IF THE RAIDER KILLS THE PLAYER.

IF IT IS TRIGGERED, DIALOGUE 18(A) WILL NEVER BE TRIGGERED.

The PLAYER is killed by the RAIDER. The PLAYER's SHUTTERS drop automatically, shielding the PLAYER from attacks by the RAIDER. Any ZOMBIES in the PLAYER's HOLDOUT stop attacking, and any in the MALL CONCOURSE stop trying to enter.

The PLAYER's view (both VR graphics and pass-through video) becomes desaturated and a high pitched whine is heard continuously, underneath CONTROL's dialogue.

CONTROL

Don't worry citizen, you aren't  
dead yet. You know how they say  
cats have nine lives? Well thanks  
to Invincialis, raiders and  
citizens have three. I'll drop the  
shutters if you lose one - like  
now - to give you time to get your  
breath back. Remember, you can  
track your health with your  
wristwatch.

After several seconds, the PLAYER's health regenerates. The continuous whine stops playing, and the PLAYER's view becomes coloured again. The PLAYER's SHUTTERS raise. The RAIDER resumes attacking the PLAYER. ZOMBIES resume trying to attack the PLAYER or enter from the MALL CONCOURSE.

**[19] INT. PLAYER'S HOLDOUT - CONTINUOUS**

**[19]**

The RAIDER is killed for the third and final time. They fall to the ground with a cry of pain and the SHUTTERS in front of their HOLDOUT drop. All ZOMBIES die and fade from view.

CONTROL

Hell of a job, buddy! You just saved the mall from being ransacked by barely human scum and overrun by zombies, at least for now. Don't get too big for your boots though: there are always more out there. Constant vigilance, citizen! That's what The Authority needs from you.

FADE OUT.

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## NAG LINES

At every step of the FTUE where CONTROL is instructing the PLAYER to perform a specific action, if the PLAYER does not perform the action within three seconds, CONTROL will deliver one of three "nag lines", designed to remind the PLAYER what the action is, while contextually acknowledging that the PLAYER has not yet completed the action. If the PLAYER still does not complete the action after all three nag lines have been delivered, CONTROL will continue to deliver one of the three nag lines, chosen at random by the game, every three seconds.

### **[1] INT. PLAYER'S HOLDOUT**

**[1]**

The PLAYER is being told to pick up a PISTOL.

CONTROL (NAG LINE 1)

Acknowledge mission objective,  
citizen. Secure weapon  
immediately.

CONTROL (NAG LINE 2)

Unarmed citizens are an  
unacceptable security risk.  
Collect your equipment, quickly!

CONTROL (NAG LINE 3)

Hey, are you listening to me? You  
need your weapon. Go get it!

### **[2] INT. PLAYER'S HOLDOUT**

**[2]**

The PLAYER is being told to pick up an AMMO BOX.

CONTROL (NAG LINE 1)

What are you waiting for? Grab the  
ammo box!

CONTROL (NAG LINE 2)

See the box under your hatch? It's full of wonderful bullets! Pick it up.

CONTROL (NAG LINE 3)

Hey, you need to do this before we can move on! Grab the ammo!

**[3] INT. PLAYER'S HOLDOUT**

**[3]**

The PLAYER is being told to put the AMMO BOX into their CHEST POUCH.

CONTROL (NAG LINE 1)

Put the ammo box into your chest storage, champ, we've got a lot more to cover.

CONTROL (NAG LINE 2)

Bring the box to the middle of your torso and let go. It's easy.

CONTROL (NAG LINE 3)

Ammo goes in pouch. Pouch is on chest. Put ammo in pouch!

**[4] INT. PLAYER'S HOLDOUT**

**[4]**

The PLAYER has put the AMMO BOX in their CHEST POUCH and is now being instructed to remove an AMMO CLIP from it.

CONTROL (NAG LINE 1)

If you don't learn to get new clips, you'll be dead before tomorrow.

CONTROL (NAG LINE 2)

Grab a new ammo clip from your chest, citizen. We're not moving on until you do.

CONTROL (NAG LINE 3)

This is simple stuff, buddy. Grab  
a new clip from your chest. Easy  
peasy!

**[5] INT. PLAYER'S HOLDOUT**

**[5]**

The PLAYER has removed an AMMO CLIP from their CHEST POUCH and  
is being instructed to insert it into their PISTOL.

CONTROL (NAG LINE 1)

I repeat: reload your firearm,  
citizen. An empty gun is as much  
use as a raider's promise.

CONTROL (NAG LINE 2)

If you try to shoot that gun now,  
it'll just go "click". Put some  
bullets in it so it can go "boom"!

CONTROL (NAG LINE 3)

Why do I always get the dummies?  
Hey, genius! Bullets go in gun  
now. Chop chop!

**[6] INT. PLAYER'S HOLDOUT**

**[6]**

The PLAYER is being taught how to use their SHOULDER HOLSTERS.

CONTROL (NAG LINE 1)

Holster your weapon, citizen!  
Reach over your shoulder with your  
gun, and let go to holster it  
there.

CONTROL (NAG LINE 2)

You won't last a minute against a  
raider at this rate. Put the gun  
away!

CONTROL (NAG LINE 3)

Are you *trying* to fail your  
Review? I'll speak slower: put...  
your... gun... in... your... shoulder...  
holster!

**[7] INT. PLAYER'S HOLDOUT**

**[7]**

The PLAYER is being told to remove their PISTOL from the  
SHOULDER HOLSTER where they've just placed it.

CONTROL (NAG LINE 1)

Retrieve your weapon! Reach over  
your shoulder with an empty hand,  
and grab.

CONTROL (NAG LINE 2)

What, are you going to slap a  
raider to death? Get your gun out!

CONTROL (NAG LINE 3)

I'm sure your breath smells bad,  
but it's not offensive enough to  
down a Z. Grab your pistol from  
your shoulder!

**NO NAG LINES NEEDED FOR STAGES 8-12**

**[13] INT. PLAYER'S HOLDOUT**

**[13]**

The PLAYER is being told to push the wall-mounted RED BUTTON.

CONTROL (NAG LINE 1)

You might want to close your  
shutters before more threats  
arrive. Just hit the button on the  
wall.

CONTROL (NAG LINE 2)

Are you listening to me? Close  
your shutters! Press the red  
button, there's a good citizen.

CONTROL (NAG LINE 3)

What's the matter with you? Even  
raiders can work out how to press  
buttons. Drop your shutters!

**[14] INT. PLAYER'S HOLDOUT**

**[14]**

The PLAYER is being told to grab hold of the TABLICATOR.

CONTROL (NAG LINE 1)

Reach around to your lower back  
and grab your Tablicator. Chop  
chop!

CONTROL (NAG LINE 2)

You'll enjoy this part - it's  
retail therapy! Come on, grab the  
Tablicator from your lower back.

CONTROL (NAG LINE 3)

If you don't grab the Tablicator  
from your lower back, you'll be  
sorry!

**[16] INT. PLAYER'S HOLDOUT**

**[15]**

The PLAYER is being taught how to heal themselves.

CONTROL (NAG LINE 1)

You, uh, have to use it before  
it'll work. Grab that pill bottle  
and empty it into your mouth.

CONTROL (NAG LINE 2)

Stop being a baby and take your  
medicine. It doesn't even taste  
that bad!

CONTROL (NAG LINE 3)

Heal yourself with the  
Invincialis, citizen. That is an  
order!

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## ACTION SKIP/COMPLETION LINES

At every step of the FTUE where CONTROL is instructing the PLAYER to perform a specific action, if the PLAYER completes the action before CONTROL has finished explaining what it is, CONTROL's dialogue is cut off, and a second later CONTROL will play a "skip line": dialogue which acknowledges that the PLAYER has completed the action early.

If the PLAYER waits until CONTROL's dialogue is finished before completing the action, CONTROL will say a "completion line": dialogue which acknowledges the PLAYER has completed the action.

These lines are chosen at random by the game, chosen contextually.

### **SKIP LINES**

CONTROL (SKIP LINE 1)

Have you done this before?

CONTROL (SKIP LINE 2)

Oh, you've got it. Good job!

CONTROL (SKIP LINE 3)

Look at you, rushing ahead. Okay, we'll move on.

CONTROL (SKIP LINE 4)

Yeah, you've got it. Good.

CONTROL (SKIP LINE 5)

In a hurry, huh? Okay, moving on.

### **COMPLETION LINES**

CONTROL (COMPLETION LINE 1)

That's it! Nice job, buddy.

CONTROL (COMPLETION LINE 2)

Yeah, that's it.

CONTROL (COMPLETION LINE 3)

Uh-huh, that's right.

CONTROL (COMPLETION LINE 4)

Good job.

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THE END