

Project: OMEGA

Gaige Broughton

INTRO CUTSCENE: This happens before anything else in the game.

EXT. SPACE (DREAM)

The screen is black. White dots (stars) fade in as they pass through the background passing by at different speeds.

On the screen:

TEXT TYPES IN

"OMEGA-5

5 - 22 - 1

22:00"

The time blinks and turns to 22:01.

A futuristic-looking spaceship appears from the left. It moves to the right until it's at the center of the screen.

TEXT FADES OUT

INT. OMEGA-5 - CORRIDOR

MATT walks through the corridor when alarms begin to BLARE.

0-SC4R (Spaceship's main computer)

Warning. Basic system failure, emergency systems on. Code Purple. Please evacuate immediately.

Matt

Shit!

Matt runs through the corridor when he's stopped by CHARLEY a female Plasiam alien.

Charley

Where do you think you're going?

Matt

Didn't you hear the warning? It's a Code Purple.

Charley

Oh, I know. I wanted this to happen.

Matt

What?

EXT. SPACE

The spaceship explodes.

INT. OMEGA-5 - BARRACKS (REALITY)

0-SC4R

Sir, it's time to wake up.

EXIT INTRO CUTSCENE.

ENTER SPACESHIP GAMEPLAY.

EXPLOSION CUTSCENE: This happens after the player either successfully or unsuccessfully enters the escape pod and leaves the space ship before it blows up. (This is in the beginning of the game)

ENTER CUTSCENE.

INT. OMEGA-5 - COCKPIT

MATT and CHARLEY have just finished player-controlled dialogue. Charley holds a cup of coffee as she watches over multiple screens that give various information like fuel levels, and surrounding debris, and the window facing the front of the ship.

O-SC4R

Captain, it seems there has been a malfunction in the ship's core. The crew is in immediate danger.

CHARLEY

Are there any planets nearby for us to land?

O-SC4R

An undiscovered ice planet has been detected. This planet has a 40% chance of survival. This is the highest favorable outcome.

CHARLEY

Well, I guess that's our only choice then. Initiate crash landing and escaping procedures.

O-SC4R

(Over intercom)

Attention, there has been a malfunction in the ship's core. Please use the escape pods to evacuate to the targeted planet.

EXIT CUTSCENE

ENTER GAMEPLAY

Gameplay consist of getting to the escape pods before the timer runs out.

Whether the player gets to the escape pod or not does not matter for the next cutscene except that if the player does not make it a game over will appear after the cutscene.

ENTER CUTSCENE

EXT. OMEGA-5 / SPACE

The space ship plummets towards a planet in the background. The front part of the ship heats up. Escape pods exit from the bottom of the ship. Some parts of the ship explode. Most of the ship's structure stays intact.

END CUTSCENE

ENTER GAMEPLAY

SACRIFICIAL CUTSCENE: This is the cutscene right before final judgement.

ENTER CUTSCENE.

INT. MAGMA CAVERNS - ANCIENT STATUE

CHARLEY has locked **JACK** behind an ancient cage. The ancient seed that holds the giant plant surrounding the planet sits in a statue raising it up high. Branches and vines surround the area.

MATT and his **FRIENDS** find Charley and Jack.

CHARLEY

Oh, I see you've finally arrived.

MATT

Charley, what are you doing?

CHARLEY

I'm preparing for the ritual, I'm glad you could make it.

Charley pauses.

Charley

(This is said if the player has not saved anyone)
Although, I have noticed that you've seemed to help in my efforts. You must care a lot about your crew mates.

A ritual ring glows on the ground. The ring looks like a satanic ritual.

CHARLEY

You've arrived just in time.

MATT

Just in time for what? What's all of this about?

CHARLEY

This was my plan all along. Do you think it was an accident that our ship malfunctioned right as we were passing this planet?

The statue begins to glow.

CHARLEY

I wanted to provide for our saviors for they are hungry... They have been hungry for a long time.

MATT

What has come over you, Charley? Where did all of this come from?

CHARLEY

Nothing has come over me, Matt, I just know the truth. All will be revealed if you join me.

EXIT CUTSCENE

ENTER GAMEPLAY