

Project ORION Script

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Cast of Characters

Voss – Main Protagonist; Played by Player

ACT I: No More Pain

Scene One

Open Level 1: The scene is dark, a setting sun can be seen falling behind the tattered remains of a metropolis through the window of a crumbling building. The interior is broken down, composed of old brick and is missing patches of wall. Much of the city in the distance is the same. Drips of water fall from broken pipe in the ceiling. Rats run from one side of the screen to the other as the camera pans to the left, eventually coming to a stop on a man sitting at half a standing table, dressed in dark gray and gray-red military attire. He's wearing sunglasses and assembling an assault rifle on the remains of his table. A broken portrait hangs on the wall behind him, and the sun is just about to finish setting outside the window opposite the camera.

Voss (thought): *September 18, 2208. Twenty-two years after the remnants of a great meteor struck Earth. At the time, I was twenty-four years young and had never bothered to learn anything about personal safety or the usefulness of guns.*

Scene brightens to a picture of pure white, and player takes control of Voss in a flashback sequence. During the course of the level, Voss outlines how to play the basics of the game by fading text that appears at the bottom of the screen, continuing the through sequence from before.

Voss stands ready, with the same attire from the previous scene, outside of a shambled bar in the heart of downtown. Sparks fly at random intervals from a sign that is tipped over and hanging from the edge of the building. Rain pours down on the street on which Voss stands. Player makes his way through downtown, gunning down enemies that offer little resistance as the daydream continues, all under the control of the player. Thoughts are followed by a Tutorial Message, which appears in a different font and instructs controls to the player.

Voss (thought): *For eighteen years, I've fought and trained to become better, faster, and stronger. A basic understanding of movement and how to fire a weapon were all I really needed. But I didn't want basic skills, I wanted to be better than my body allowed. I needed to be better than perfect.*

Tutorial Message: “Use the Arrow Keys to run, jump, and crouch. Press and Hold Shift Key to Crouch. Press the X Key to fire your weapon.”

Voss progresses to the level until he gets pinned down by a machine gun nest.

Voss (thought): *Something as simple as a set of grenades could solve all sorts of problems.*

Tutorial Message: “Press C Key to use your equipped item or weapon.”