

STERI-Chemicals

Back Story:

Mikayla Kioki, 22, grew up in Connecticut. She graduated high school a few years back barely making it to graduation. She's a Class A slacker. She has a witty come back for every topic and is ready to fire at will. She just recently broke it off with her girlfriend. Scrambling through life she stumbled upon a job that pays so much more than she has ever made. With nothing holding her back, she decides to go for the relocation. She lied on her resume using her bullshitting way of life to score her job.

KEY:

Plain Text - action.

Bold text - dialogue

** followed by grey text is selectable action.

Pink letters -

yellow bold highlight - gains

blue letter - obtained inventory items

bold italic green highlighted - tutorial mode.

green highlight - need to still write/figure out.

QUICK TIME EVENT

-CUT SCENE-

Mika lounges across a love seat in a small sleek apartment. Dirty dishes piled in the sink, and junk scattered throughout the messy living room. Her leg criss crossed over the other bobs with the beat blaring through her headphones. She thumbs through her phone. An unsaved number pauses her video. She jolts up excitedly and her phone slips from her hands. She fumbles to pick it back up and falls off the sofa as she answers.

MIKA

Hello? Yes, this is Mikayla...

Mika silently dances triumphantly. And regains her composure.

MIKA

Yes, of course thank you so much. I'll leave tonight. Perfect, I'll be there by Monday.

Current:

After driving thirty minutes from the nearest town, she arrives for her first overnight shift. She pulls up her car to a locked, electrified gate. Two large cement columns sit on either side of the gate. One guard booth sits in the middle. Mika rolls down her window.

MIKA

(TO HERSELF)

A bit much, huh?

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GUARD

Name and state your business at STERI-Chemicals.

MIKA

Mikayla Kioki... I'm here for Mr. Hehlson.

The guard stares Mika up and down.

MIKA

I'm the new night guard for the grounds.

GUARD

You? (A beat) License.

Mika rummages in her messy car for her wallet.

Guard stares at her impatiently, and he picks up the radio.

-END OF CUT SCENE-

GUARD

Watch out 1 to watch out 2.

STATIC

GUARD

Piece of shits never work. Hey do me a favor... when you get your foot in, put in a claim for these things, they never listen to me.

MIKA

1. Hell yeah, I don't wanna be alone there all night.
 - a. GUARD – My point exactly, we need to communicate.
 - i. ***This prompts Guard to help Mika later on***
2. Shit, I'll try, but I'm a newbie here. Gotta ask the boss.
 - a. Hmph, that's exactly what I've been getting for a month.
 - i. ***This prompts to hesitate on helping Mika later on***
3. Did you try to replace the batteries?
 - a. GUARD – mumbles (sarcastic stupid piece of heaping pile of shit. Did I try the fucking batteries...)
 - i. *** this prompts Guard to later not help Mika***

Guard picks up the phone next to his switch-board. Takes Mika's license and (if #3 is selected shuts the window.) if not, then he leaves it open and you hear the conversation:

GUARD

Sir, I have a Mikayla Kioki here for you?

Yes sir, because sir, the radio is out of range, we need newer-

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Ask Mika-
Yes sir.

(Guard opens window/faces Mika again) Guard hands back Mika's license.

GUARD
Good luck.

-CUT SCENE-

Mika smiles weakly and nods as she takes her license slowly from him. The gates in front of her unlock and slide out of her way. Mika drives through the gates. Her hairs stand on end from the electrical current running through the fence. She looks through her rear view mirror and sees GUARD watching her.

MIKA
Creeper.

Mika rolls up the window and drives. The road isn't too long, but seems longer due to the windy road. A blanket of trees blocks her vision on either side of her. She glances up; every 20 feet there is a bright street light with a camera attached to it. It records and moves with the car until the next lamppost picks him up. She rounds the corner.

The large building is shined up with spotlights giving off a prison type presence. The front most building stands four stories tall; the all glass front and dome ceiling stimulates a more futuristic look. The road branches off three different sections. Straight goes past the next building and wraps around to the warehouse in the back. Left leads her into the front of the building underneath a canopy held up elegantly by two large marble columns. The hard left brings her into the front parking lot.

Mika pauses looking up at the enriched buildings.

MIKA
Damn, what did I get myself into.

-END OF CUT SCENE-

Mika walks up to the main building. She admires the architecture before reaching for the doors. She tugs on it once.

- 1. TRY AGAIN.**
 - a. The door doesn't budge.
- 2. RING BUZZER.**
 - a. Mr. Hehlson walks into view and unlocks the door.
- 3. PEER INSIDE.**

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- a. Mika looks through the window. Mr. Hehlkson appears in front of her. Scaring Mika. Mr. Hehlkson doesn't look pleased.

4. WAVE TO THE CAMERA.

- a. Mika looks around. A camera placed above her to the right, moves, and focuses. Mika smiles charmingly then waves and looks back to the door. Mr. Hehlkson walks to the desk and unlocks the door.

-CUT SCENE-

Mika walks into the closed entryway. Her feet stick and peel on the sticky mat peeling off the dirt from her shoes. She tries the doors in front of her, but they are locked. She looks up to Mr. Hehlkson for answers, but he's not there. Soon a loud humming sound reverberates from the ceiling. Loud HEPPA fans cycle the air around her. Seconds pass and the fans shut off. The door unlocks and Mika enters the lobby.

On either side of the entryway is a sitting area; the windows transform from the window to a commercial AD about STERI Chemicals.

To the left are the bathrooms. To the right is a key card access door. Straight ahead is the receptionist desk. Mr. Hehlkson walks up to Mika. Mr. Hehlkson is dressed in a dark grey suit. A white undershirt peaks through the top behind a black tie. He is clean shaven and his eyes shine a glint of unsettling danger.

-END OF CUT SCENE-

MR. HEHLN SON
Welcome, Mikayla.

MIKA
This place is... outstanding.

MR. HEHLN SON
(smirks) Ha, thank you. How was your drive?

MIKA

1. Long.

a. **MR. HEHLN SON – (laughs) yes well, we do need a lot of property and the pollution of the city can affect some of our outcomes in our research. We take what we do here very seriously.**

b. **MIKA – True. Either way, it's a beautiful drive.**

i. *****Gained backstory*****

2. It was a beautiful drive.

a. **Yes, it's a long drive, but honestly I love the sights on the way up here too.**

-CUT SCENE-

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Mr. Hehlson takes Mika on the tour. Mr. Hehlson walks over to the entryway.

MR. HEHLN SON

As you can tell this here is our lobby. We have different levels of ISO cleanrooms. This is ISO level 9. That means we don't need any PPE, but we still like to have the air clean and we take the extra step to make sure it is clean and presentable to our visitors. As you noticed when you entered you were locked in the entryway. The reason being is that there are HEPPA filters in the ceiling that have a filter in them and 'cleans' the air before entering into the lobby. Also, there are sticky mats that pull off any dirt and particles from your shoes that you may carry into the facility.

Mika nods pretending she knows what he's talking about. Mr. Hehlson walks over to the sitting area.

MIKA

(Internal dialogue) He's so proper.

MR. HEHLN SON

Over here we have the sitting lounge. There is a water cooler and...

WINDOW CHANGES TO AD

MIKA

Whoa...

AD

Welcome to Steri Chemical. A highly advanced bio research facility. Here at Steri Chemical we hold our staff and mission at standards above all. Our mission is to create an independent self producing bio engineering software to aide the medical industry.

MR. HEHLN SON

(Excitedly)

That is my favorite part. Anyway, the other side is identical.

Leads Mika to bathrooms.

MR. HEHLN SON

These speak for themselves.

He leads Mika to behind the receptionist's desk.

MR. HEHLN SON

Ms. Kelsey works here full time from 6.A.M. until 6 P.M. You may see here as you come in.

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-END OF CUT SCENE-

Obtains key card, security access codes, radio.

Mika looks around the desk. Mr. Hehlson is waiting at the authorized only accessible door. Mika swipes her key card and the door unlocks.

(May enter a tutorial mode here)

-CUT SCENE-

--One week later on screen.--

The wipers are on full speed, but still can't keep up with the rain. The high beams light up the dark street and some trees on the sidelines. Mika's phone chimes and she quickly lowers the radio.

MIKA
Heyyy

FRIEND
Don't hey me. You never called. How'd you make out?

MIKA
Heading to my first shift tonight.

FRIEND
I don't like this. I'm sure if you come back now, Jamie—

MIKA
No! I'm not going back begging Jamie for anything. I did this, I need to do it.

FRIEND
I would've went with you, I don't like this.

Mika rolls her eyes.

MIKA
It's fiinnneee.

The lights hit STERI Chemicals' sign. She slows down and takes a quick turn into the driveway. She pulls up to the Post Guard.

MIKA
Gotta go!

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GUARD

They let you off the reins tonight huh?

MIKA

Yeah, we'll see how it goes.

GUARD

Good luck.

The guard unlocks the gate and Mika waves. Mika drives his car through the gates and around the curvature of the pavement.

-END OF CUT SCENE-

Mika walks up to the door, she has to scan her badge and press a 4-digit code. (Code found in manual). She waves to the camera and the door unlocks. Mika walks into the entryway. The doors lock around her. She raises her arms and slightly spreads her legs. Her shoes stick to the ground pulling off any dirt or grime. The HEPPA filters in the ceiling startup and a whirlwind spins around her. The filters die down and the wind funnel noise stops. The buzzer unlocks the door.

Mika enters the lobby. Ms. Kelsey is waiting at the receptionist desk. (Free to walk around and explore the lobby).

*Playable things:

- Magazines, a lost and found box containing pocket knife, lighter, book of matches, and the bathrooms.

Mika walks up to the desk. Ms. Kelsey shuts off the printer and gathers her things.

MS. KELSEY

Hey Mikayla.

MIKA

Hello Ms. Kelsey. You can call me Mika.

Kelsey smiles kindly.

MS. KELSEY

Nothing to report, oh, the 1st level in building two had some surveillance glitches, but the storms usually cause weird outages.

MIKA

1. Great.

a. Kelsey - Tell me about it, well, good luck.

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- i. Mika – thank you (flirty eyes)
2. I wouldn't have it any other way.
 - a. Kelsey – You seem like you like a challenge. (Flirty)
 - i. Mika – Do you?
 1. Kelsey – I like them easy.
3. Shity, should I call anyone?
 - a. Kelsey – Nah, I wouldn't worry too much about it. If you have any questions, check the guidebook. The last guy wrote some notes on it. He never cleaned out his desk, you might find it helpful.
 - i. ****Obtains instructions****
 - ii. Mika – great a slum, I'll fit right in.
 1. Kelsey – Ha, you crack me up.
 - a. Mika – if you think that's funny you should go out with me on Friday night poker, that's a riot.

MS. KELSEY

Haha, I'll get back to you on that one.

Kelsey walks past Mika and pauses.

MS. KELSEY

I don't know how you do it. This place gives me the creeps during the day.

Kelsey walks out the doors.

MS. KELSEY

**(Over her shoulder)
Have a good night!**

Mika nods his head and waves good-bye. Watching her as she walks away. Mika then walks around the desk and watches Kelsey through the cameras until she gets into her car and leaves the parking lot.

Mika can now explore the lobby freely. This time the door to Level 1 is open.

*Additional playable things:
- Kelsey's desk.

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-Level 1-

Objective: Check the two labs and look through the cameras in the security office.

Hallway:

Playable things: examine pictures, water plants, check the thermostat, elevators and stairs are locked.

Mika

(If she tries to enter any room.)

Better find my way to the Security office and clock in before I do anything else.

OR

Hells no, if I'm going to work without it counting.

Security Office:

Objective: Clock in and write a report from lobby, Lab1A, Lab1B intel.

Puzzles:

Playable things: Computer, filing cabinet, desk drawers, mini fridge, monitors, coffee machine. (Things left from the previous security guard.)

Door accessibility– thumb print and access code.

Mika enters the Security Office. She sets down her lunch and cell phone. She rubs her head and takes a long sip of her freshly brewed coffee. She surveys the monitors and groans dramatically.

MIKA

At least it's easy money.

OPTION:

1. Nap - She slams her forehead on the table and zonks out.
2. Check Room - navigate through the room examining objects.

****ALARM**** Tour 1

MIKA

Ugh... that was way too fast.

She groggily checks the clock.

(If Mika didn't check the room) Mika can't leave the Security Room until 3 places are checked.

1. File cabinet -
2. Desk Drawers -

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3. Mini fridge -

Mika grabs her coffee and shuffles out the door.

-Level 1-

-Hallway-

Mika walks through the hallway to **Lab 1A**.

-Lab 1A-

Purpose: Used to digitally create and test hypothetical viruses and reactions.

Objective: Check gages, unplug unnecessary things.

Puzzles:

Playable things: 2 of the 6 computers, files of failed tests, 1 has a log entry of the ‘virus in question’. The hypothesized lab stations are locked, cabinets, gauges, and plugs.

Gains: [knowledge about the virus in question.](#)

Mika walks into the lab. She mopes around the lab and fiddles with the playable things. She reads the reports. *She writes down the gages and checks off her report in the panel next to the gages.*

-Lab 1B-

Purpose: Monitor and report on virus strains.

Objective: check gages, unplug unnecessary things, monitor and report any alerts on stations. Search for his lost inventory.

Puzzles: She has to figure out the right code to shut the alarm off.

Mika walks into the lab and she does the same things as lab1A. There is an alert on one of the computers and she presses the red alert and a siren goes off. She presses a bunch of codes and it finally shuts off (**Puzzle**). Mika stumbles backwards and her hand The incubator **She sees a creepy creature.**

-CUT SCENE-

-Hallway-

Mika’s shaky hand pulls out her phone. She video calls her friend.

FRIEND

Mika, you slacker.

MIKA

Hey! Seriously some weird shit is going on here.

Phone lags.

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FRIEND

Get out! What... behind...

MIKA

Friend? You there!

FRIEND

GET... There!

The phone cuts out. Mika doesn't see it, but frozen on the corner of her screen is the picture of her and a creepy shadow behind her.

-END OF CUT SCENE-

-Lobby-

Objective: Make sure the doors are locked. Check the particle levels.

Puzzles: Air Quality?

Playable things: Kelsey's desk, AD projection, Chairs, Thermostat, Bathrooms, particle tester.

Door accessibility – Key card.

All of the lobby is accessible, but to prompt the story she needs to go next to Kelsey's desk. Mika enters the lobby and she moves to Kelsey's desk.

Mika checks Ms. Kelsey's desk. She logs onto the computer and logs in on her tour. She checks the air quality and makes sure all the doors are locked. When she is finished she searches the lobby.

-Bathrooms-

Mika checks the bathroom; making sure it is empty.

-CUT SCENE-

-Lobby-

After Mika searches the bathroom she comes back out and the electricity flares up brightly. Energy surges up and the lights explode. Mika ducks and dodges the glass as it falls onto him. (**QUICK TIME EVENT**) She slides under the desk and waits until the shattering stops.

The noise stops and Mika crawls out from underneath the desk. She reaches on the desk for help, but when she tries to move her hand, it is stuck. She tries all his might to pull away, but she can't budge. The lights zap overhead and it shows decaying hands scratching up her arm and dissipates back into the desk.

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Mika jolts back in fear cradling her hand to her chest. She turns to leave, but the radio catches her eye. He scoops it up and tries to page GUARD; only static answers.

She runs over to the front doors. A **BEAST** stops her (**Explain beast; QUICK TIME EVENT**) *She loses her phone and the beast smashes it.* She ducks the last time and slams her shoulder against the window. Ducks behind the chairs and pick up the radio.

MIKA
HHEEELLPPP!!!

STATIC

GUARD
Hey newbie.

-END OF CUT SCENE-

(REFERENCE PAGE 2*)

1. Hey I-
 - a. So looks like it's just this place huh, these radios don't work either.
 - b. Help!

The lights flicker back on, Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. What's wrong?
 - d. I – uh – I can't get back into the facility. My key card doesn't work.
 - e. Bahahaha! Okay well, since you helped me out by getting these new radios, even if they still are shitty, I'll help you. Kelsey has a spare key card in the second drawer of her desk, but it's locked. The key is under the mouse pad.
2. Hey I-
 - a. So are we still waiting on the new radios?
 - b. Yeah, I need help!

Mika dodges the beast sliding over to Kelsey's desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. What's up?
 - d. I – uh – I can't get back into the facility. My key card doesn't work.
 - e. Bahaha! Okay, well all I know is Kelsey keeps a spare key card somewhere in her desk.

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3. Hey I-

- a. **So looks like we aren't getting new radios.**
- b. **Yeah, sorry I forgot. I'll ask tomorrow morning, I need help!**

Mika dodges the beast sliding over to Kelsey's desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

- c. **What?**
- d. **I – uh – I can't get back into the facility. My key card doesn't work.**
- e. **Bahahahaha!**

Mika pauses listening to the static.

- f. **Hello? You still there?**

Mika dodges the beast sliding over to Kelsey's desk. A Screeching noise pierces her ears and the lights flicker back on. Mika cautiously peers back over her shoulder and the beast is gone. The glass bulbs from the lights are back together and the stench is gone.

Mika picks up her broken phone.

MIKA
Son of a bitch.

She walks back over to Kelsey's desk and searches it. Mika finds a key under the mouse pad and unlocks the second drawer. She thumbs through her things. She finds **BATTERIES and KELSEY'S KEY CARD**. Mika walks to the lobby door and swipes the key card. The door unlocks and she leaves.

-CUT SCENE-

-Hall-

Mika enters the hall and walks back to the security room.

MIKA
HOLY FUCKING SHIT! Holy fucking shit.... what the fuuuuck.

Mika stands there hyperventilating.

MIKA
I need to get the fuck outta here.

Mika heads back to the security office. She checks her pockets and everything is missing. Something chases her to the elevator. **(QUICK TIME EVENT)**.

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-Elevator-

Mika frantically presses the #2 button, and turns to face the hall. The lights flicker as a distorted blacker than black shadow twitches slowly at first down the hall. As the elevator doors begin to shut the creature arches its back the wrong way and races towards her. Mika slams against the back of the elevator as the thing impacts the solid metal door. The elevator doors open to level 2; Mika steps out.

-END OF CUT SCENE-

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-Level 2-

This level is a cleanroom level. Mika steps out of the elevator into a small entryway, like the one in the lobby. Here Mika would remove all her belongings and place them in a box that sanitizes everything. The front wall is a see-through/soundproof glass. To the right is the female washroom. To the left is the male washroom. Mika goes to the right door.

-Washroom-

Mika enters the washroom. She strips and places everything in the sanitizing booth. She closes the metal shoot and presses her four letter codes (**PUZZLE?**) she washes under the shower. The lights dim as she finishes. A sinking feeling washes over her and a glimpse of a shadow shutters behind her. She quickly checks over her shoulder. But nothing is there. She shuts the water off and slips on her underwear. As she bends over a shadow grows behind her. **BEASTIE DESCRIPTION.** **QUICK TIME?** Then proceeds to the dry area. Here she dries off with low lint towels and un-packages the shrink-wrapped clothes. She walks out of the washroom and walks up to the sanitizing booth inside. Her uniform is cleaned and pressed. She dresses and puts on the cleanroom clothes. Mika leaves the washroom.

-Hall-

Mika walks slowly out of the washroom. She is panicky; she presses the key code to access her belongings from the sterilized tray. She turns away and walks into lab 2A.

-Level 2 Hallway-

-Lab2B is locked until complete Lab2A and C.

-Lab 2A-

Purpose: Monitors the strains and creates different variables for strains to adapt to.

Objective: Check the stability of each incubator station. Make sure the room temp and emergency protocols on the back up system for the room is in order.

Puzzles: back up system...

Playable things: stations, cabinets, ...

Mika walks into the lab. She checks the **incubators** and then checks the **computer mounted on the wall**. She searches the room and find ******* One of the incubators malfunction and she **has to fight a little parasite monster**.

Gains: wool

-Hallway-

Mika leaves the lab and sees something scurry across the hallway. She hesitantly enters Lab 2C.

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-Lab 2C-

Purpose: Houses the testing animals.

Objective: Feed and change the soiled pads on the animal's cages. She finds one chewed through the bars. She searches for the animal, but doesn't find it.

Puzzles: 1 - lock on cage.

Playable things: closet with animal supplies, cleaning supplies, locks on 2 cages.

Mika walks into the Lab, nothing works until she goes into the closet. She gets the first animal's food from the supply closet and unlocks the cage giving it food and water. She hears a noise. She picks up (depends what player chooses to pick up) She slowly rounds the corner and sees a door off a medium size cage ripped to shreds. She investigates.

-CUT SCENE-

She hears another crash and a squeal. She races around the corner and the cage she just opened is covered in blood and the animal is dragged around the corner. Mika goes back around and watches a mutated animal devour the animal. She creeps around the cages towards the exit. The mutated animal hears her and jumps on top of the cages and cases after her. Mika gets out of the room safely.

Access – Key Card

Mika leaves the horror scene.

-Hallway-

Mika enters the hall and looks around the vacant quiet hallway. The animal jumps and snarls at her through the shut door behind her.

-END OF CUT SCENE-

She flees to Lab2B.

-Lab2B-

Purpose: High security personnel only. Mika badge doesn't work, but Kelsey does.

Objective: Make sure the door is secured and locked at all times.

Puzzles: Trying to get out of the incinerator.

Playable things: drawers, instruments

Gains: fear, flashlight.

Scared Mika frantically tries to enter the room slamming the door behind her. She is given time to search the room. Once Mika walks to the incinerator something scary attacks. She hides in the incinerator; need to beat a puzzle to get out.

Mika escapes; she rounds the tables and stations. The player can now add the batteries to the flashlight. Mika exits the room.

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-Elevator-

-CUT SCENE-

Level complete needs to leave through the elevator. She presses level three and steps back to the center of the elevator. The Lab2C door buckles and shatters. Dozens of little mutated creatures scurry into the hallway. They snarl and hiss at Mika. She takes a step back pulling out the metal bar and the mutated creatures scamper over one another towards her. They swirl around the walls and up the ceiling creating a dizzying scene.

-END OF CUT SCENE-

The elevator's doors lock and jam. She fights off the parasites enough for a breakthrough and she races down the stairs.

-Stairwell-

Mika runs into the stairwell and races up the stairs. The creatures burst through the door behind her. Nipping at her feet he stops and turns the metal pole onto them. She fights them off, gets bit.

A loud noise rumbles and the lights shatter. Mika turns on the flashlight and sees the creatures scurry into the vent. Mika leans over the railing and sees a scary beastie. She turns tail and races through the Level 3 doorway. She jams the door with the metal bar.

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-Level 3-

Security level - medium. Not cleanroom. 4 mini offices, a break room, and male/female restrooms.

-Office 1-

Purpose: Supervisor of Level 1 BLDG 1.

Objective: Search the office for supplies/clues that will help.

Puzzles: for entry?

Playable things:

Gains: batteries, alkelsiltzer, umbrella, grabber, dental floss

-Office 2-

Purpose: Supervisor of Level 2 BLDG 1.

Objective: Search the office for supplies/clues that will help.

Puzzles: for entry

Playable things:

Gains: straw, hair band, batteries, tape

-Office 3-

Purpose: Project Manager of BLDG 1.

Objective: Search the office for supplies/clues that will help.

Puzzles: LOCKED

Playable things:

Gains: magazines, batteries, tape. Key card to access the double doors at the end of the hall.

-Office 4-

Purpose: Manager of Quality Controls.

Objective: Search the office for supplies/clues that will help.

Puzzles: for entry

Playable things:

Gains: hair spray

-Break room-

Is an open walk in room located towards the center of the floor across from the bathrooms. It is equip with a kitchenette three tables and a TV with a sofa.

Gains: soda-can, magnet clip, water, 1st aid. Replenish health.

-Restrooms-

Mika searches the restrooms. She takes the hair dryer.

Gets closer to door. Checks bite mark (GONE).

MIKA

What the hell... welp I can't go back now might as well keep going.

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-Overpass-

-CUT SCENE-

Mika walks through the overpass. She walks quickly to the other side of the overpass. But the door is locked. She tries to break the code. A horrendous scream reverberates into the overpass. She looks behind her and a large beastie charges into the overpass like a bull. Mika dodges out of its way.

-END OF CUT SCENE-

As she's dodging the beastie the plants spawn and grow up the sides of the glass, tying the doors shut. She's trapped. The rain pounds on the glass and with each lightning strike Mika dodge another hit. **FIGHTS BEASTIE**.

-CUT SCENE-

The beast launches itself out of the overpass. Mika covers her head from the falling glass. She looks around at the jungle around her.

-END OF CUT SCENE-

She fights the plant beastie. The plant shrivels away from the doors and she walks into bldg. 2 level 5.

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-Building 2-

Building 2 is a tall square building. It is made up of 6 floors and a basement. **There is an emergency exit.**

-Level 5-

This is the boardroom level. It consists of 4 meeting rooms.

Mika enters Level 5 through the double doors from the overpass. She is exhausted and hurt. She looks back in disbelief. She looks around the hall. There are 4 doors into boardrooms.

MIKA

What the shit!

Mika emerges from the double doors. She looks back dripping with fear. She glances around the hallway. There are four doors. One of which has a one-way mirror. She walks into boardroom 1.

-Boardroom 1-

1 large desk seating 20 and two cabinets on either side of the doors.

Gains – Water, batteries

Mika walks into boardroom 1. She checks the room and drawers collecting supplies.

-Boardroom 2-

This boardroom is a little more decorative. There are two plants and a large one-way window overlooking the greenhouse. There is a white board at on end of the table. Two large aquariums are at the corner of the room adjacent from the plants.

Mika observes the **fish tanks** and a dismembered ear floats up in front on her before the piranha viciously eats it. Opens white board and **sees notes from a mad man.**

Mika leaves boardroom 2 and the lights flicker. She grips his weapon tightly and slowly treads to boardroom 3.

Gains -1st aid, drill

-Boardroom 3-

Mika enters a more futuristic boardroom. The table is circular and there are corner decorative pieces in each corner of the room. In the center of the table there's a small computer box. She walks around the table – her movements trigger the hologram.

-HOLOGRAM-

A prerecorded conversation about aborting the virus experience and it's mutations.

The hologram flickers off this the lights. When the lights come back on a **large shadow man beastie** thing is across the table from her. Mika eyes the door. She sprints to the door (**QUICK TIME**) and locks the beastie in the room.

Mika enters boardroom 4.

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-Boardroom 4-

This room is identical to boardroom 1, but **this room is flipped upside down** as if someone was looking for something. She searches the room and **finds a flash drive**. Mika leaves the room.

-Hallway-

-CUT SCENE-

Mika leaves the last boardroom and the monster crashes through the window. Mika ducks out of the shattering glass. She flees to the elevator. She pounds on the key pad and the doors slowly close between her and the beastie.

-END OF CUT SCENE-

-Level 6-

Level 6 is the HR/Customer service level. There are 4 offices and 10 cubicles. Mika enters the floor into a basic office job set up. This is the customer service/call center. There are 4 offices and a small section fitting 10 cubicles. Mika enters office 1. She can check out the offices out of order, except 4- 4 is locked. The cubicles can be accessed except 3 and 7. Once 3 and 7 are accessed Mika can check station 5 for the key. Prompts-

MIKA

Can't do anything here yet.

Office 1 – Customer Service/Office Manager.

Mika checks the office for anything helps. Mika enters the office she finds access codes for **station 3 and 7**. Everything else is just typical office manager shit.

Puzzles:

Playable items:

Gains:

-Hallway-

Mika walks out of Office 1, the lights flicker off. She freezes listening to the floor creak and the **distant monster noises**. She traces her fingers along the wall and enters office 2.

Office 2 – Analysis Manager

The lights go back on when she walks in the room. She searches the room finding a **note pad with codes? She finds hypothesis' of the viruses... more?**

Puzzles:

Playable items:

Gains:

Mika leaves the room.

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-Hallway-

Mika enters office 3.

Office 3 – Project Manager of BLDG 2

This office is freakishly cherry. Bright colors and positive empowering pictures hang on the wall. She begins to look around. Behind the desk there is an off color against the carpet. It is poorly cleaned blood. She looks back around the room and notices the blood spatters and other things out of place. She finds *** As she leaves beastie follows quietly behind her.

Puzzles:

Playable items:

Gains:

Cubicles

Mika can now log onto station 3 – she finds misc. items – but some emails are flagged. Office key under station 5's keyboard. She reads them then moves onto station 7. She logs onto Station 7 and discovers crazy shit just as the power goes out. Fights a beastie – the power goes back on mid fight. When she finishes the fight she finds the key under station 5's mouse pad.

Puzzles:

Playable items:

Gains:

Office 4 – Locked until after fight with beastie. Then finds key under station 5 mouse pad.

Mika walks into office 4 this is the doctor's office. Some shit happens and she fights the beastie stalking her. The power goes out after she fends the beastie off using flash light and makeshift weapon?. She flees through the stairs. Parasites chase her out of level 4.

Puzzles:

Playable items:

Gains: charger?

-Hallway-

When she steps out the power shuts down and the emergency lights light up the floor in a red tint. She fights another creatures here. Mika busts into the stairwell.

-Level 4-

ISO 5 Cleanroom – washroom – enter level in washroom/prep and go into hallways. Normal set up. This level has four testing labs. Where they create and grow the actual virus.

Mika walks into the entryway and heads right into the washroom.

-Washroom-

Mika washes through the washroom. She glances down at the place to put her things.

MIKA

STERI-Chemicals

Fuck that shit.

She walks through the washroom and into level 4 hallway.

-Hallway-

She readies herself for another fight. She walks slowly up to Lab 1. (It doesn't matter which lab she goes in first.)

Labs 1-4 are divided up through the stages of a virus growing.

Lab 1 – Attachment and penetration – the virus is injected into specimen.

Mika enters lab 1. Everything looks normal. There is a bio-lab table set up with 6 separate enclosed portals. There are 4 other desktop tables. Mika examines the bio-lab table. She collects supplies and leaves.

Objective: Search the office for supplies/clues that will help.

Playable things: bio-lab (mini game?), cabinets, 1 desk laptop.

Gains: Drill, files, sauder knife.

Lab 2 – Uncoating, replication, and assembly – the viral DNA or RNA incorporates itself into the host cell's genetic material and induces it to replicate the viral genome.

Mika enters the lab, there are PODs set up in sections throughout the lab. She checks the PODs. One is infected and pusses up and doesn't stop growing. It ends up shattering and infecting the room. Gets on Mika's shirt and starts to burn through it. She rips off her security uniform.

Objective: Search the office for supplies/clues that will help.

Playable things:

Gains: flare, scalpel, file

Lab 3 – Release – the newly created virus is released from the cell because it either died off or it spliced and multiplied.

Mika enters this lab. These PODs are double isolated from each other. There are only 2. Setting opposite from each other in the room. Divided up by a curtain.

Mika examines both PODs. One of them has a mutated creature. Spliced but not completely. It attacks Mika.

Objective: Search the office for supplies/clues that will help.

Playable things:

Gains: bleach, 1st aid

Lab 4 – Verdict – study the final specimen.

Objective: Search the office for supplies/clues that will help.

Mika walks into Lab 4. There are 4 half circle desks surrounding a square desk in the middle. She searches the desks, finding her stock she leaves.

Playable things:

Gains: water, files, glass shard.

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-Level 3-

ISO 4 Cleanroom – research/ trail and error. Enter level into narrow hallway with 6 doors; three on each side. There is a possibility of a secret room.

All 6 rooms are staged for testing humans. One is messed up signs of a failed attempt. The other 5 are sanitized and neat.

Mika checks each room. 1,2,3,5, & 6 – are all empty. Collect supplies and information.

RM 1 – Mika walks into RM1 and finds - stuff for secret room, batteries, 1st aid, water, snack.

RM2 – Mika walks into RM2 and finds - wool, batteries, scapel, paper

RM3 – Mika walks into RM3 and finds - flare, batteries, 1st aid, energy drink

RM4 – **Messed up room. Something happened. Toxic spores?**

RM5 – Mika walks into RM5 and finds - stuff for secret room.

RM6 – Enter room like all others. Neat and clean. There's a puzzle here gathered from supplies in RM 1 & 5 unlocking Secret Room.

Secret RM – is through room 6. **(Puzzle) – unleashes boss beastie. Fight.** - Gains – gun and bullets.

-Level 2-

Patients rooms. Cells/quarantined. Hospital-like feeling. 12 small rooms; 4 are occupied.

Room 11 gets loose. **(Original security officer?)**

Rooms are set for patients to be monitored after the pass the virus injection in the rooms on level 3.

Rooms 1, 2, 4, 7, 8, 9, 12 – are occupied with sedated patients.

Rooms 3, 5, 6 – are trashed.

Room 11 is occupied **with the previous security guard**. The security guard notices her badge and tries to warn her, but Mika is so freaked out that she flees, locking her behind. The security guard collapses and screams in pain. His body begins to morph.

-Level 1-

ISO 3 Cleanroom. Tests 12 small rooms with shatter/sound proof windows to observe.

Rooms 1, 2, 7, 8 – vacant.

Rooms 3, 4, 5, 6, 9, 10 – a little messed up.

Rooms 11 & 12 – completely destroyed with blood and everything.

Beastie appears after exploring the destroyed rooms. Fight/Flee.

Mika walks into this floor. There are 12 cell-like rooms. She cannot go inside, but when she reaches the end of the hall where the destroyed rooms it prompts a monster. She fights off the monster with her make shirt weapons.

MIKA

I can't see shit. I need to get the lights back one. WTS.

-Basement-

Small basement storing boxes and has fuse box.

After fleeing the beastie; Mika races to the basement to try to turn on the lights.

(Psychological scariness).

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-ELEVATOR-

Mika goes into the elevator and presses 1. The doors open and just before she steps out she noticed the doors. Opened. All at once the patients walk into the hallway. They look at Mika.

MIKA
Nope!

She repeating pressed the close button and then button 2. The doors open again and the same scene. This time the doors are jammed and she has to go onto the floor.

-Level 2-

She runs through the hall dodging and fighting the patients.

She gets to the other elevator and (there has to be an emergency exit that she finds leading to court yard...)

-COURT YARD-

Mika races through the courtyard to the warehouse as the crazy people chase her.

-Warehouse-

One level. Enormous warehouse. Open room. Lined with large of rows of shelves. 3 docks along the back of the building. 1 office on the loft that over-looks the warehouse. Mika walks through the warehouse checking shelves **collecting items**. Beastie stalks Mika in the shadows. She makes her way up the stairs to the loft.

-Loft-

Mika enters the loft. It's musty and dusty. There are boxes overfilling with papers and junk scattered across the floor. Large filing cabinets in a mess with drawers hanging over and some dropped on the floor.

MIKA

House keeping... reminds me of home.

Mika picks up a dirty/bloody handkerchief and grimaces. She investigates.

Playable: Computer. File Cabinets. Boxes.

Gains: **the last key to the virus.**

-Warehouse-

She walks out the office loft and **fight a large beastie.**

-Basement-

This is where everything that Mika has gathered throughout the game comes into play. She maneuvers through the lower basement getting through puzzles and traps while trying to escape the beasties after her.

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Mika walk through the dark basement. She takes a turn and 3 cells of prisoners start calling out to her. A monster chases her into a door.

Puzzle –

Mika gets knocked out and when she wakes she's tied **upright on a stretcher**. The **big bad scientist** talks in circles like a mad man about the virus deteriorating his brain. **He injects her with the virus**. He is informed that the patients got out and he leaves to attend to them. Mika escapes. The crazy person next to her begs for her to let him out.

1. When she does, he attacks her.
2. If she doesn't, he escapes later and attacks her later.

She navigates through the rest of the basement there are 2 more fights and she drops down a sewer grate into the underground tunnels.

HOW DOES SHE FIND OUT ELECTRICITY WORKS?

-Underground-

She is trapped and can't get to the basement latch; instead she's forced to go into the sewers. In the underground she barely has light (**jump scares**) towards the middle she figures out she's being chased. Air is running thin and She finds a latter. She escapes into the greenhouse.

-Greenhouse-

Mika bursts through a gate in the greenhouse. She tries to find her way out of the greenhouse. She Fights plant beastie. Then fights **the big bad** out on the lawn. She uses the electrified fence to kill her.

Gains: 1st aid.

?Ending?

1. Derek is drugged?
2. Beasties are real?
3. He is actually going on a rampage?
4. Inception thing?

Mika drives in a comatose state. The radio is off and her eyes glanced over. Purple veins red with irritation stretch out from the area she was injected. Her phone rings next to her. Lighting up 20 missed calls. Police cars zoom by her and skid into the complex. She drives away down the vacant wooded road.