



HACKTIVIST

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Elevator Pitch:

A walking simulator, psychological thriller where players must find their way out of the strange digital realm, they find themselves in. With the help of a mysterious stranger on the outside, the player will discover the secrets of the system they are trapped in and find out who, or what they truly are.

Narrative

Tone: Mainly serious, psychological thriller

Overview

Hactivist follows a hacker's consciousness in the future. Having been put into virtual world to target a corporation's darkest secrets, the virtual copy became captured and is now trapped in a quarantine file. The Hacker must now conventionally hack into the corporation's systems to break his consciousness out of the system and destroy it, all before the corporation can match the consciousness copy against him in the real world. However, the consciousness may come to decide that its existence is not as expendable as he believes.

Chapter One: The White Room

- Resist Interrogation.
- Perform menial tasks.
- Break the boundaries.

Chapter Two: The Back End

- Sees other viruses and cyber-attacks being contained within cells.
- One of these things is some file that should not be deleted (not a virus).
- Find out what the file is.
- Find the key to release the file (on the antivirus troll thing).
- Release the file, get chased, shift.

Chapter Three: Cloud Station

- Find evidence of human trafficking.
- Shift into 'The Cloud' station.
- Investigate the station.
- Find Human Trafficking Evidence.
- Go to... to leave the area.

Chapter Four: Ultimatum

- Multiple choice ending. Sacrifice or Betray.
- Player pulled into the office; the company tells them the situation.
- Choose **life** or **death**.
- Death ends with POV cinematic in sci-fi city (real world).
- Life ends with POV cinematic in Nature (virtual paradise)

Characters & Traits/Emotions

Player Character:

A consciousness of a hacker. Naïve, scared, and honest. Merely wants goodness out of life and believes people deserve to know the truth.

White Room:

- Confused
- Distracted
- Overwhelmed

Dungeon:

- Receptive
- Reluctant
- Engaged

Sci-Fi Ship:

- Committed
- Confident
- Courageous

Office:

- Un-sure
- Betrayed
- Angry

HACKER:

A young male hacker that believes in exposing large companies that are getting away with murder in the current world. Despises big brands, only buys local goods, and lives at his desk. Lives and breathes programming and is one of the greatest hackers of all time. Just one man on a mission for the greater good of humanity. His flaw is that he takes morally questionable decisions and tends to veer towards unethical himself, even though that is what he's ultimately fighting against.

White Room:

- Insistent
- Trustworthy
- Capable

Dungeon:

- Idealistic
- 'Honest'

Sci-Fi Ship:

- Idealistic
- Committed
- Confident

Office:

- Belittled
- Deceptive
- Sincere

Interrogator:

An AI program design for dealing with consciousness cyber-attacks. Thinks little of human beings but is hardwired to complete his task.

White Room:

- Patronising
- Authoritative
- Aggressive

Dungeon:

- N/A

Scifi Ship:

- N/A

Office:

- Benevolent
- Persuasive
- Patronising - lowkey

Environment and Level Art:

POLYGON - Sci-Fi City Pack

POLYGON - Sci-Fi Space Pack

POLYGON - Dungeons Pack + Dungeon Map

POLYGON - Particle FX

Universal Dramatic Template:

The White Room:

Outline: Awake in a completely white room being asked multiple rapid questions. After answering them terribly, the player needs to perform menial tasks whilst the system* tracks down the consciousnesses creator. The player is then contacted by an external body in the real world trying to help them escape.

Grabber: Cold Open – Interrogation

Bump: First Get spoken to by real-world self

Climax: Counter what the interrogator is telling you to do

Resolution: Break the White room enter the dungeon

Problem: Stuck in a room being interrogated, not knowing what is going on

Objective: To break out of the white room and learn what is going on, learnt from real-world self-talking to you

Location: Entirely white room like the construct from the matrix (unique factor)

Mood: Tense, threatening

The Back End

Outline: The player is shifted into a dungeon. He must explore the level and get through the firewall. They must find the key to unlock the cells to let all the virus overwhelm and distract the anti-virus troll thing.

Grabber: Cells - Trapped virus'

Bump: Seeing the Antivirus, need to get past

Climax: Using the key, overwhelming the antivirus.

Resolution: Pass the firewall, shift into Cloud Station.

Problem: Need to bypass the anti-virus to be able to shift.

Objective: Escape the dungeon to find evidence of a corporation's human trafficking.

Location: Medieval dungeon, holding virus' prisoner.

Mood: Mysterious, eerie.

Cloud Station

Outline: The player is shifted into a spaceship. The player needs to traverse the level and explore the ship. Rooms will contain environmental storytelling to show the naughty stuff the company has been up to. The player needs to find human trafficking evidence to complete the mission. After successfully transmitting the data the player is going to be "pulled out" of the simulation.

Grabber: Dialogue: "We don't have long, we need to get the information QUICK". Thrust the player into action, put the pressure on.

Bump: Discovering the visual representation of the files, (human experimentation)

Climax: Upload human trafficking evidence.

Resolution: Get 'pulled out'.

Problem: Need to find evidence.

Objective: Find Evidence of human trafficking before the system "catches" up to you.

Location: Spaceship.

Mood: Intense, pressured. Claustrophobic.

Ultimatum

Outline: Player shifts into an office scene. The Interrogator voice returns and informs the player that they were about to be deleted by the RWC. The RWC returns and explains the situation (consciousness copy that he had no choice, you are not real etc.). The company gives you the option of living but giving up the RWC or you can let yourself die (Saving the RWC).

Grabber: Interrogation voice contacts you again.

Bump: Being offered the ultimatum

Climax: Making the decision

Resolution: Cinematics of the consequence of the choice made.

Problem: Stuck in a room being interrogated, not knowing what is going on

Objective: To break out of the white room and learn what is going on, learnt from real-world self-talking to you

Location: Office Building

Mood: Tense, threatening

Ultimatum Cinematic:

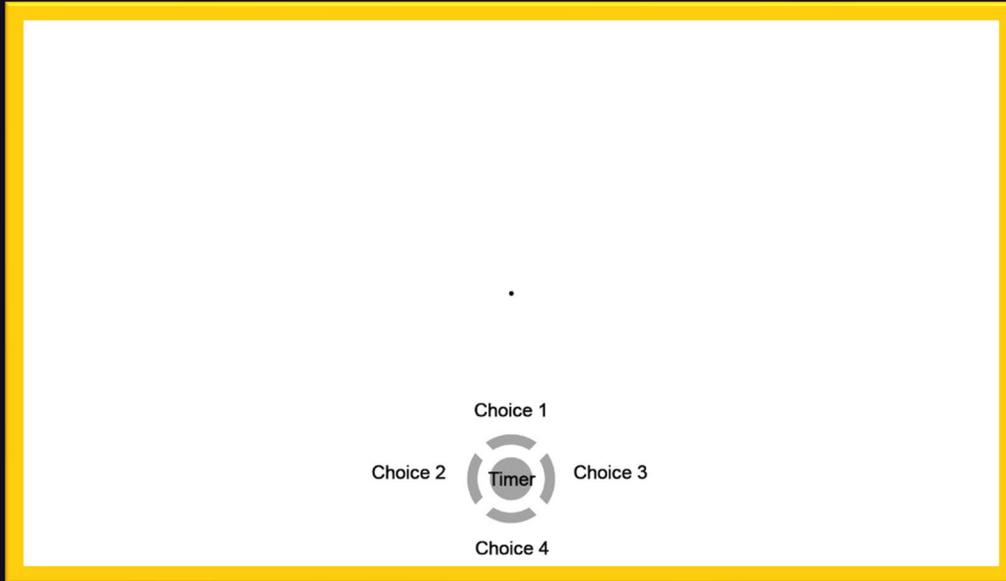
Chose to save real-world self:

Pulls back from the monitor, the uploading bar completes. Turn to a window, looks out over the sci-fi city, fin.

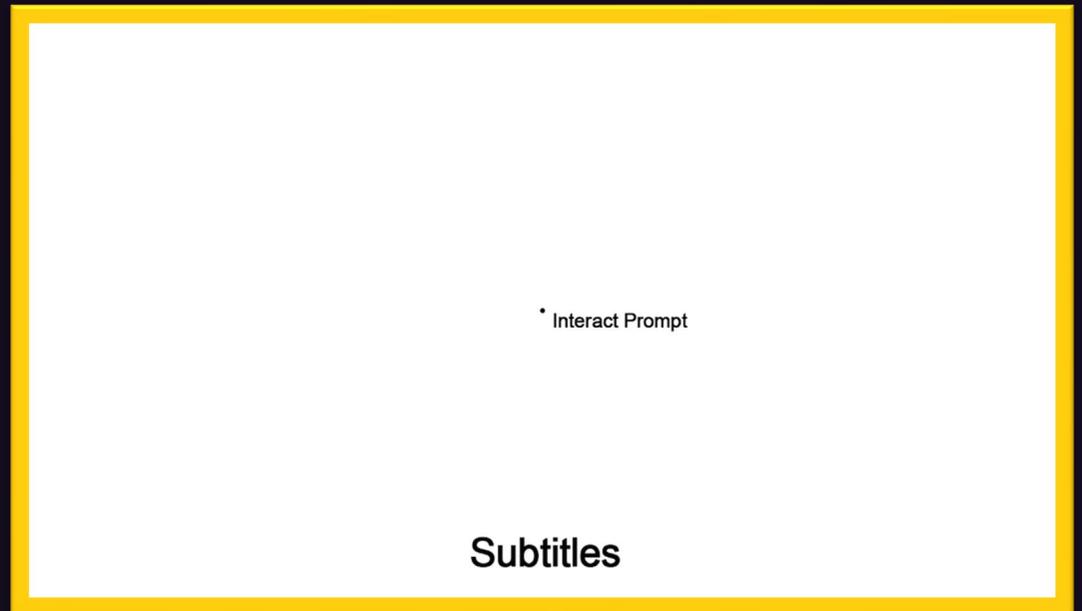
Chose to sacrifice real-world self:

Pulls back from the monitor, uploading bar completes. Turns to the window, looks out over door, the room is filled with blue flashing lights, knocking on the door. "OPEN UP". Cut to black as door bursts open SFX plays, gunshot noise, fin.

Wireframes



Wireframe – Choice Selector



Wireframe – Player gameplay UI

HACKTIVIST

- PLAY
- OPTIONS
- CREDITS
- EXIT

Wireframe – Main Menu

• Interact Prompt

Subtitles

[F] to Drink



Wireframe – Potion UI prompt

Options

Master



Sound FX



Ambience

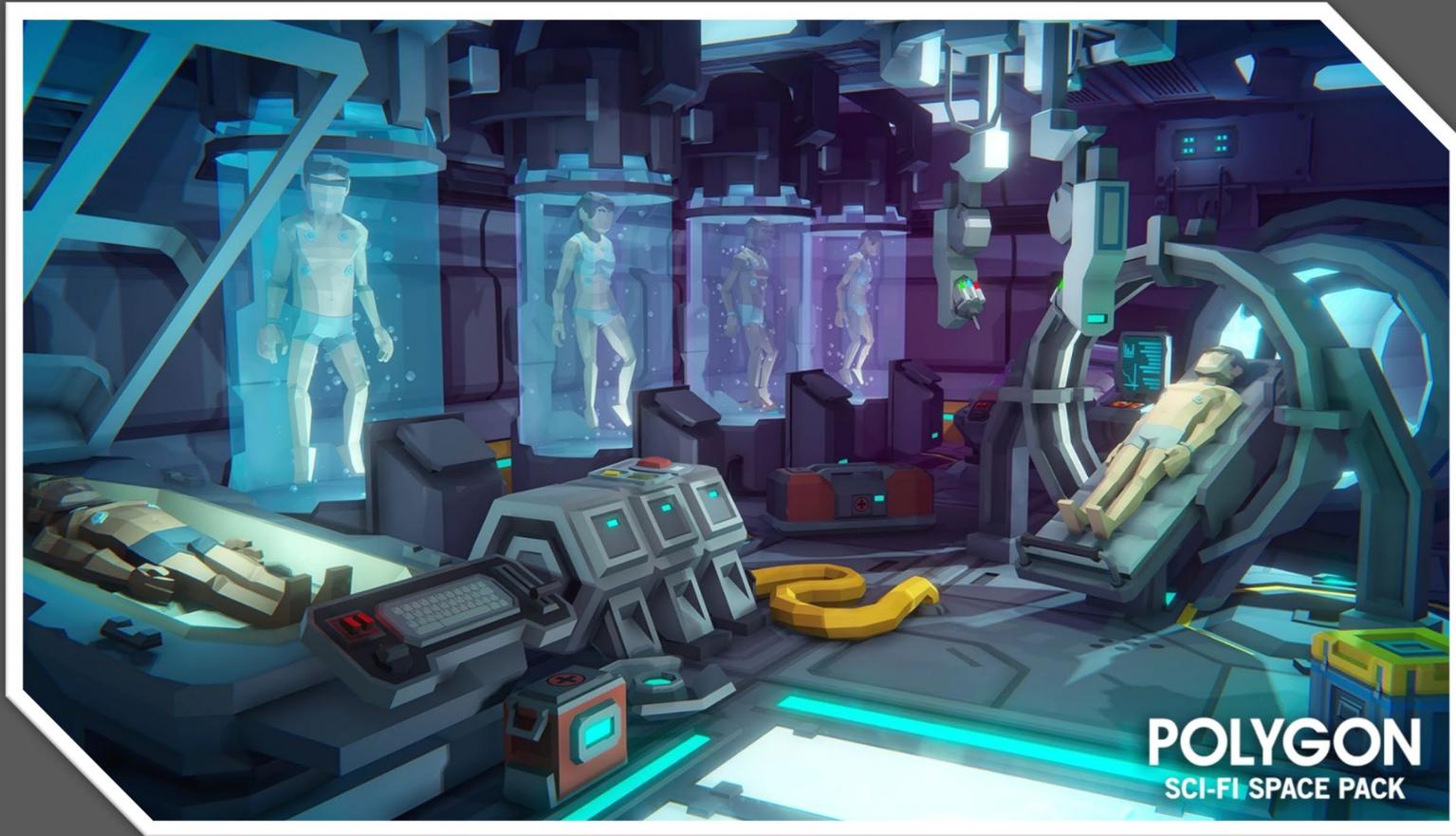


Dialogue



Subtitles

Wireframe – Options menu



“THE CLOUD”

Josh Hardy

GAMEPLAY MECHANICS

Abilities

- Walk
- Sprint
- Interact/Pickup.
- Jump

Interactive Items

1) Pickups

- a) Key card – allows access to restricted areas.
- b) Drug specimen
- c) Hazardous container?
- d) Gang symbol?

2) Dialogue initiations / Story Items

- a) CCTV desk

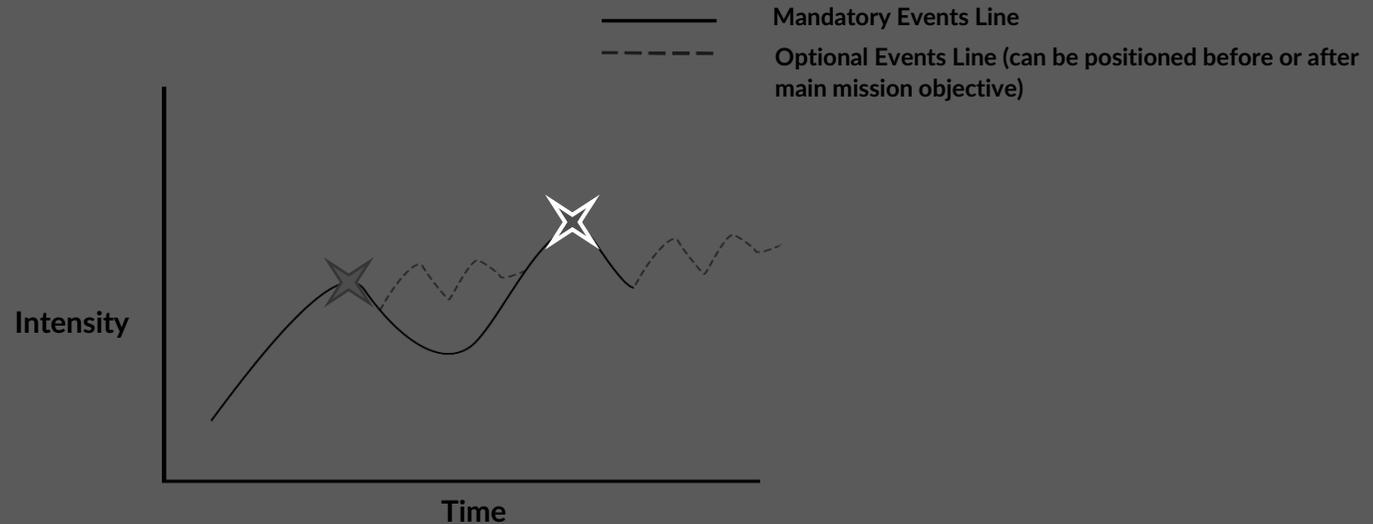
OBJECTIVES

Mission Summary

This mission has one sole purpose. To find evidence of the evil company's wrongdoing to take them down. The player starts in the space-stations hangar. The player must merely find his way to the bridge to pick up the key card (✕) that grants them access to the restricted areas of the station. After obtaining the key card the player now has multiple options. To continue solely with story progression the player must go to the med bay and access the restricted area adjacent. This area contains the evidence of human trafficking and experimentation (✕). The player must pick up the evidence item and then proceed to the escape hatch to exit the level. However, after obtaining the key card the player is granted access to multiple other areas so can choose to investigate those areas too before or after finding human trafficking evidence to explore and have more dialogue with the hacker.

Whilst exploring and entering rooms, dialogue with the hacker will be occurring throughout.

Pacing Graph

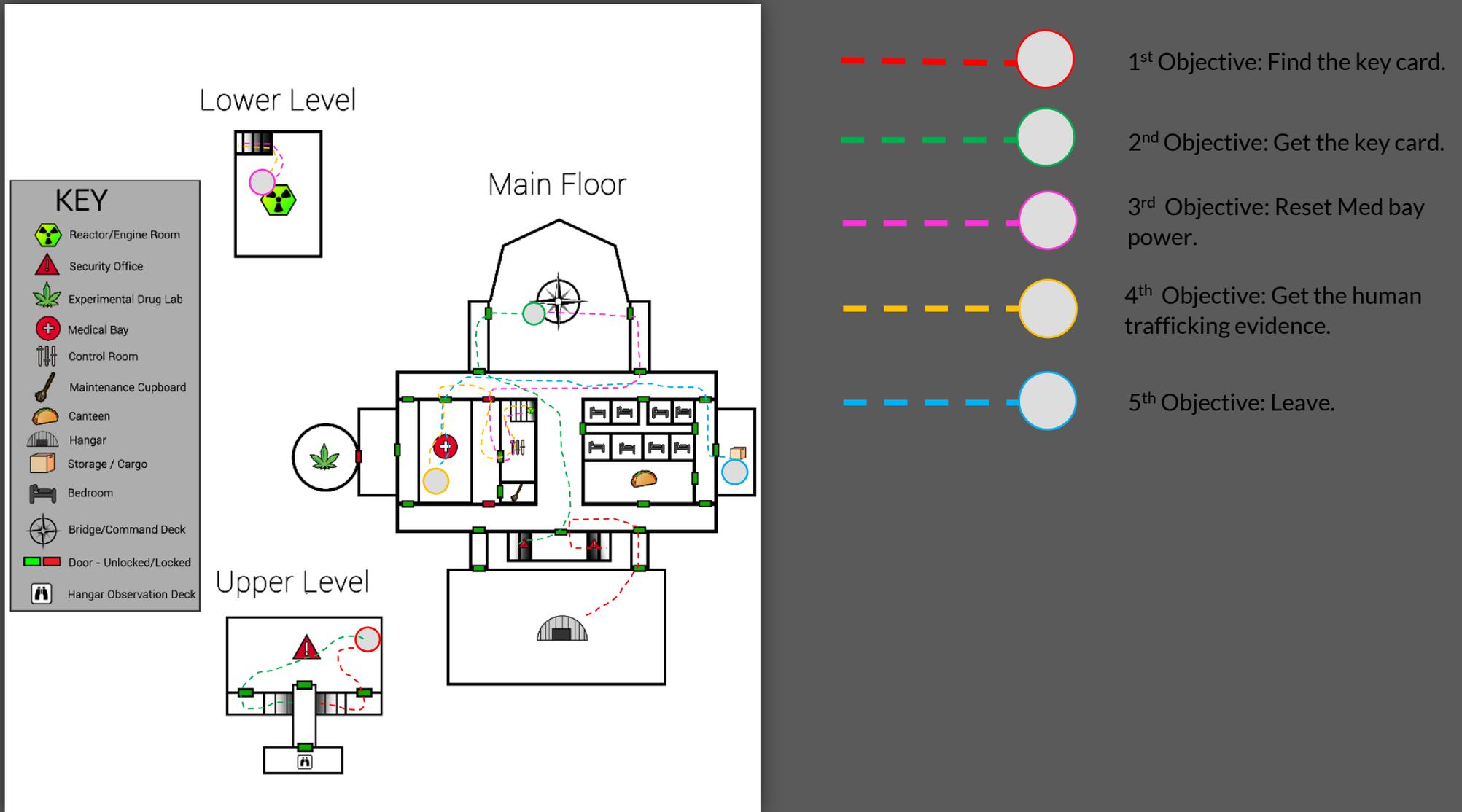


Objectives

- Reach the security room (optional)
- Find the key card from CCTV (optional)
- Reach the bridge and pick up the key card.
- Reset Med bay power.
- Reach the med bay.
- Enter the restricted medical lab.
- Pickup evidence
- Find Escape Hatch
- Leave

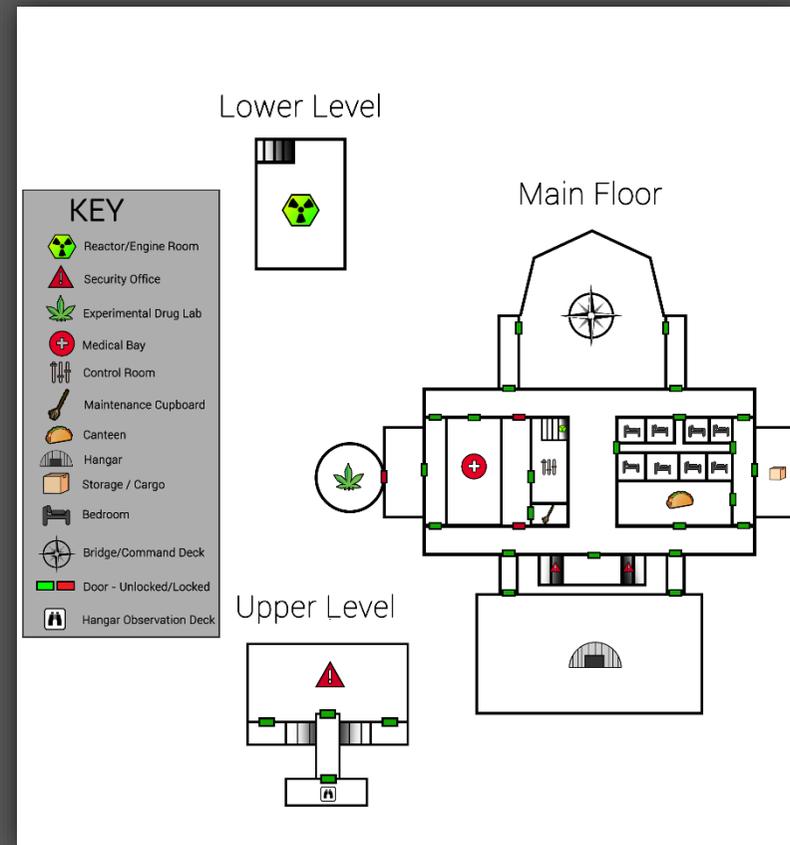
FLOW

Objective Flow



MNP

Top Down



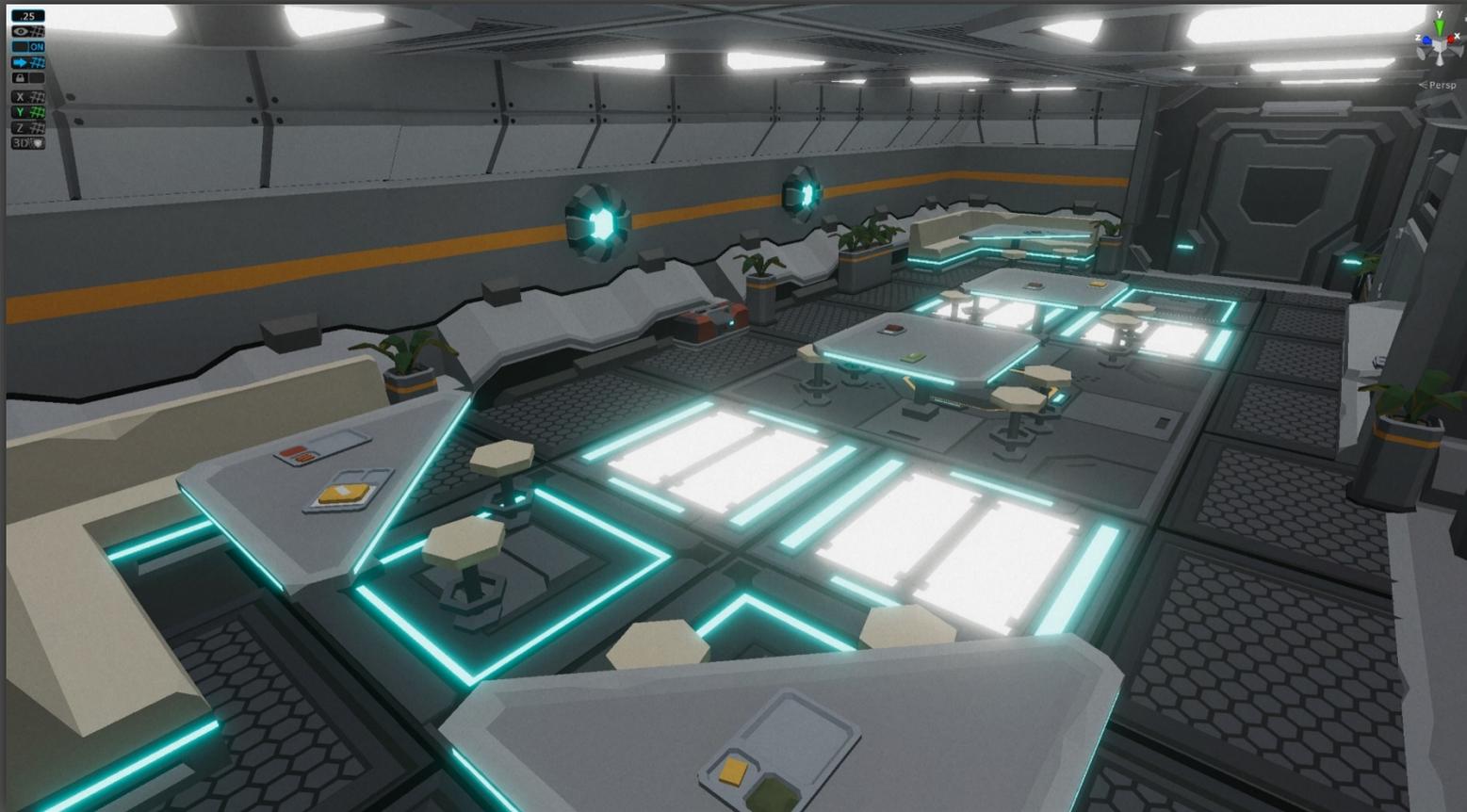
Area Breakdowns

HANGAR



The Hangars overall shape and structure comes premade within the asset pack. Therefore, the only thing that needed to be done was to add some props and lighting. Since the level is not inhabited by people but rather a physical representation of data, prop usage was not overdone so the player did not feel at ease in a living space station but can rather sense that something is amiss.

CANTEEN



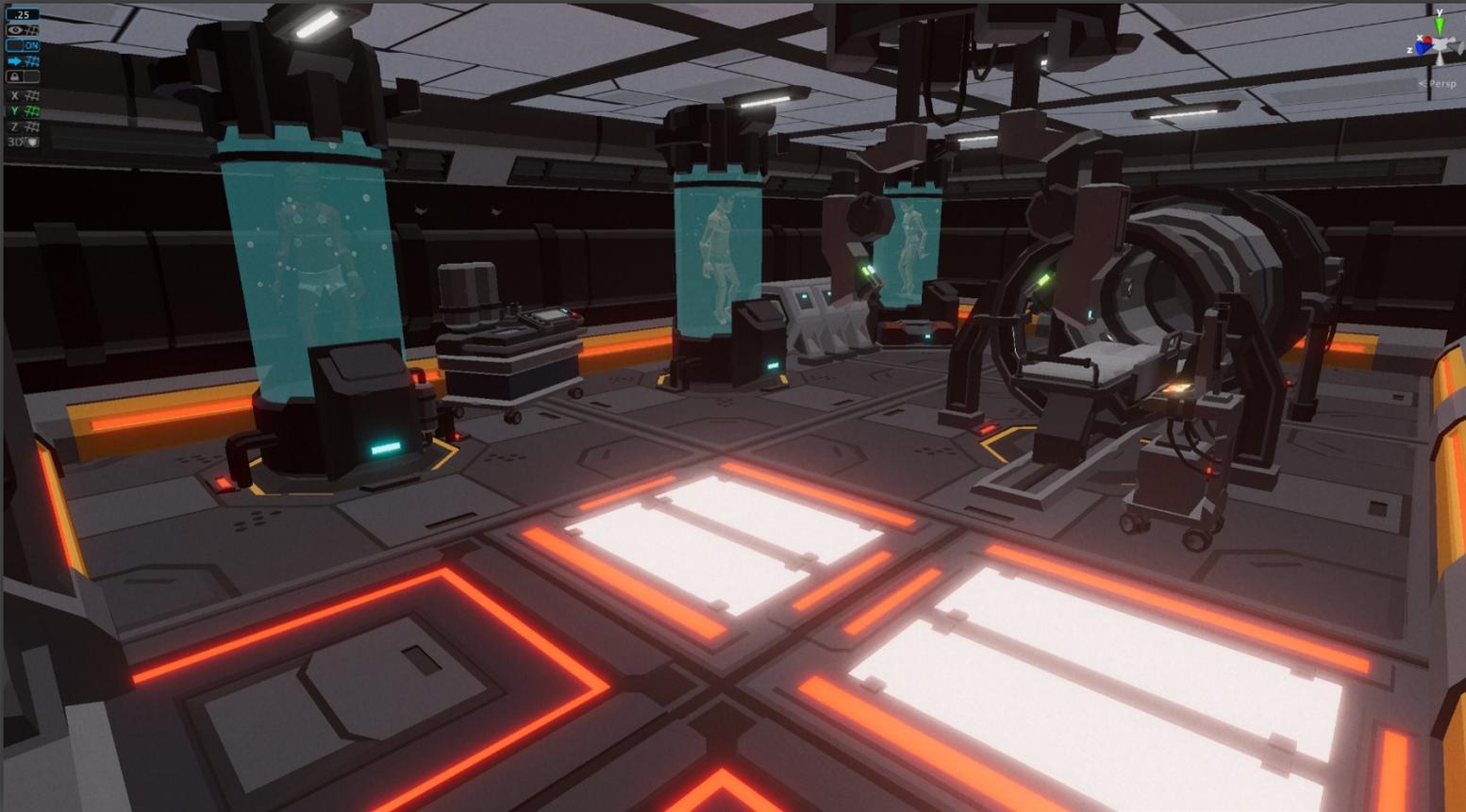
The canteen was made to help reinforce the idea that the level is a real spaceship but again this was not overly done with props to feel alive. The usage of blue is used throughout the ship to represent unrestricted areas that the player can reach from the start of the level.

MEDBAY



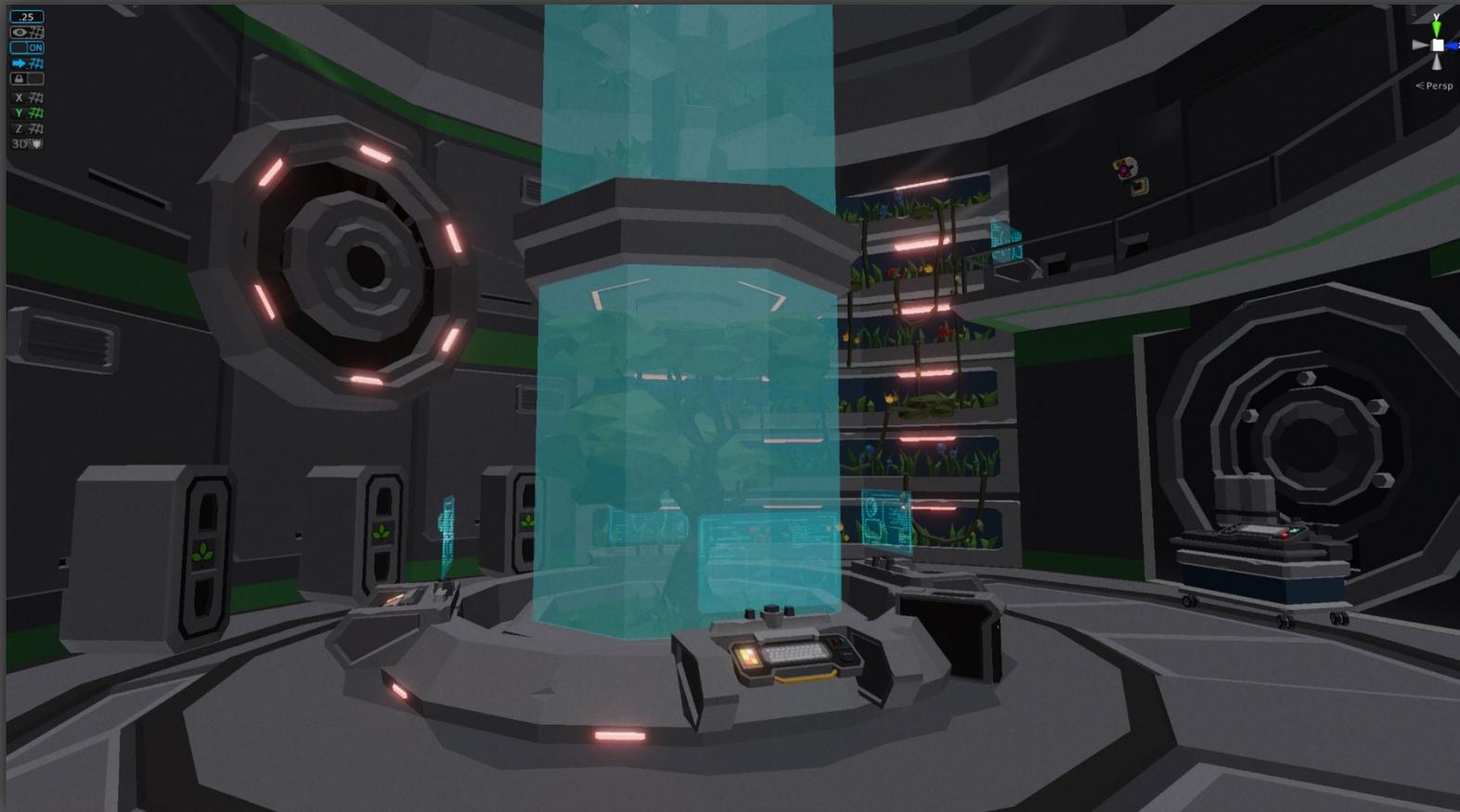
The med bay, keeping with the theme has been constructed as to make the level feel real but not alive and the colour of green is used to represent healing to help the player remember the location.

HUMAN TRAFFICKING ROOM

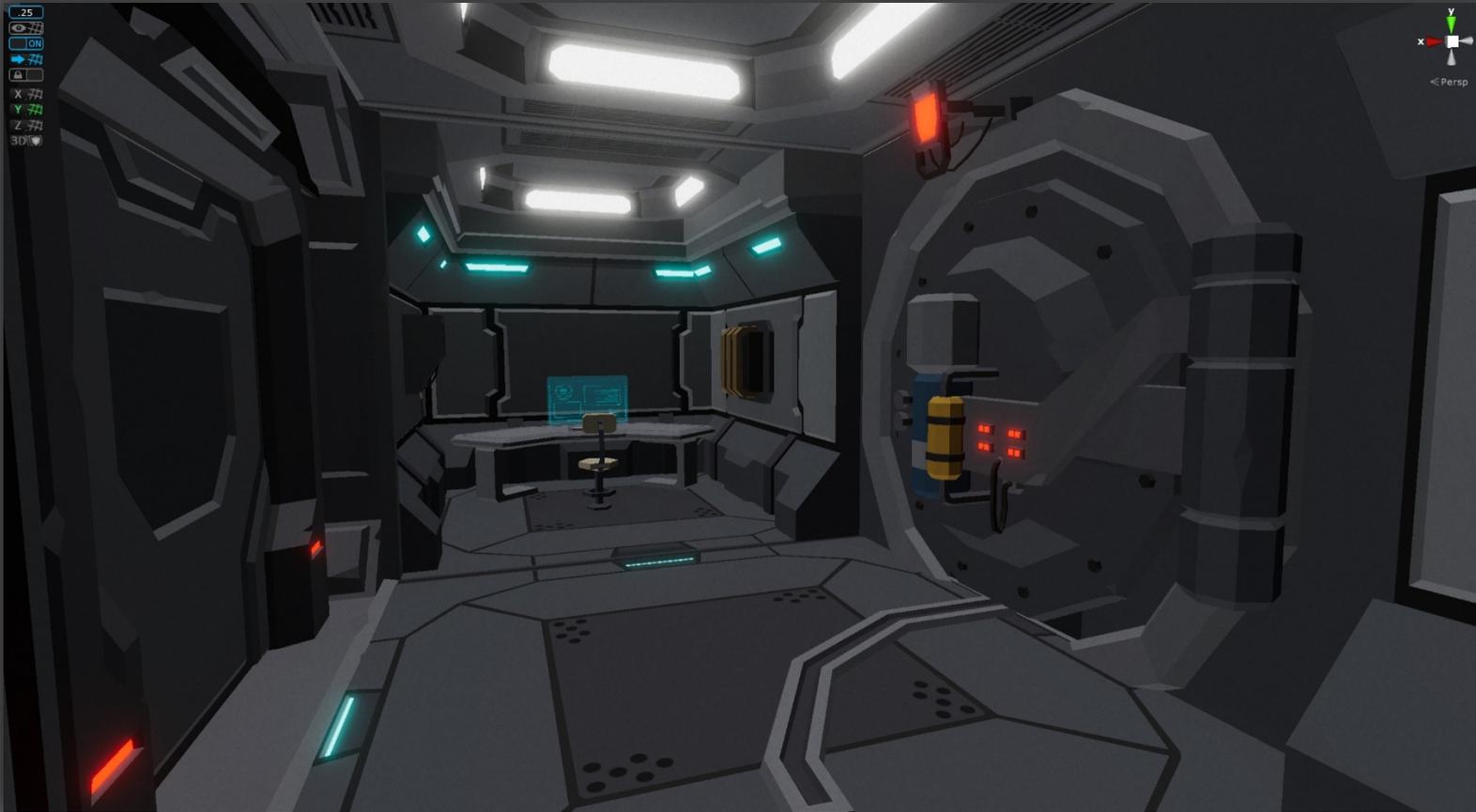


The restricted door from the med bay leads to the area where the player finds human trafficking evidence. This red indicates an area of danger and restriction. The player needs the key card to get to this location. The bodies are floating and trapped in what is supposed to be cryogenic chambers but have been used for an alternate purpose. The humans are merely physical representations of human data. That is why there are few humans on the ship as they represent something in the outside world rather than within.

EXPERIMENTAL DRUG LAB

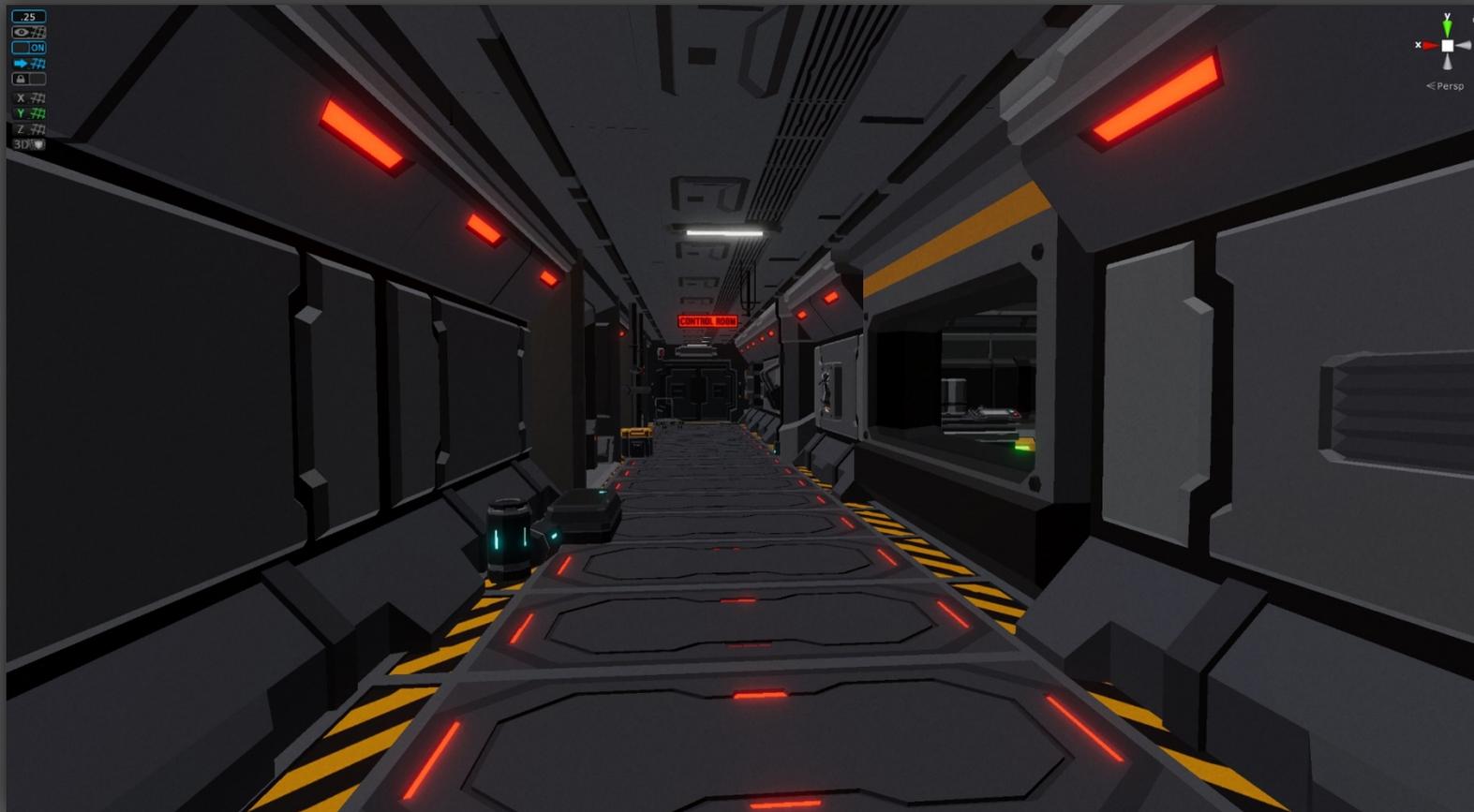


This herbarium space comes premade as a hydroponic lab. We have utilised it as space where the player finds evidence of experimental drug creation and testing. The slight red lighting indicated the area is supposed to be restricted (in this visualised world).



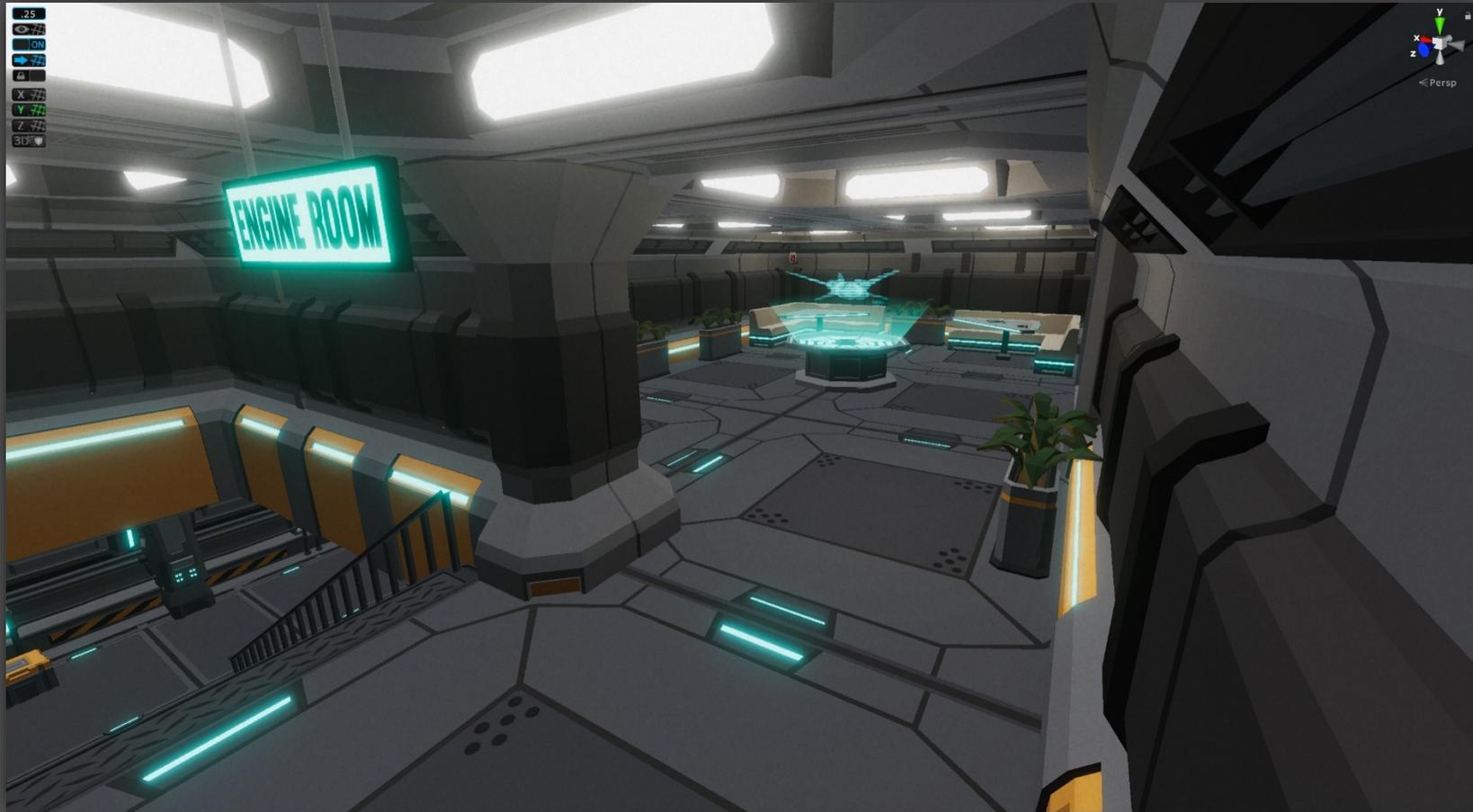
The door to access the herbarium has red lights to signify its restricted and locked. The console next to the door is where the player needs to interact to open the door. If time allows, a small puzzle will need to be completed to unlock the door.

RESTRICTED CORRIDOR



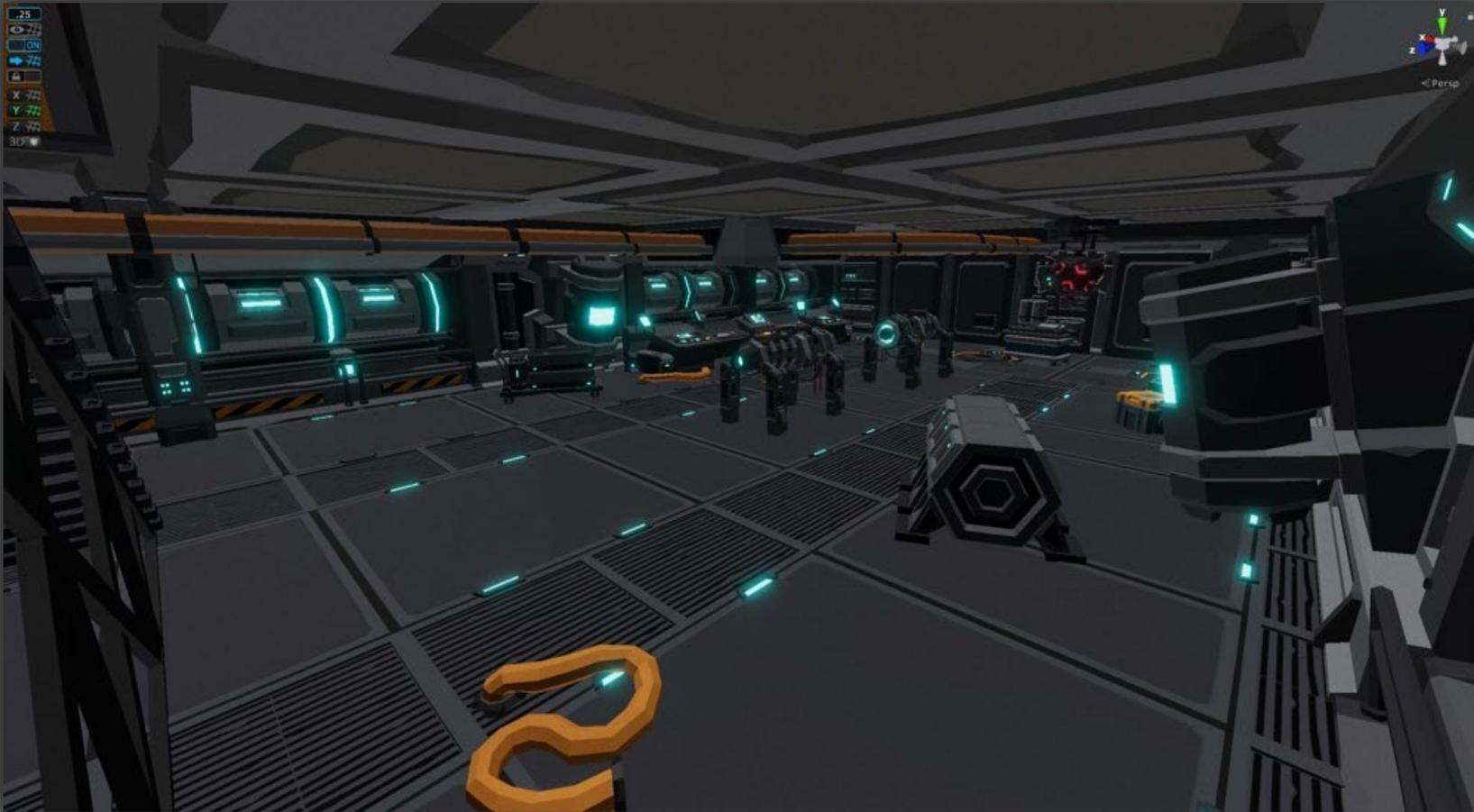
This restricted corridor has access to the control room and storage room. These areas are not vital to the story but are extra space for the player to investigate and explore if they desire. The view of the med bay allows the player to spot the restricted door in the med bay if they are walking past and have not previously noticed the med bay doors.

THE CONTROL ROOM



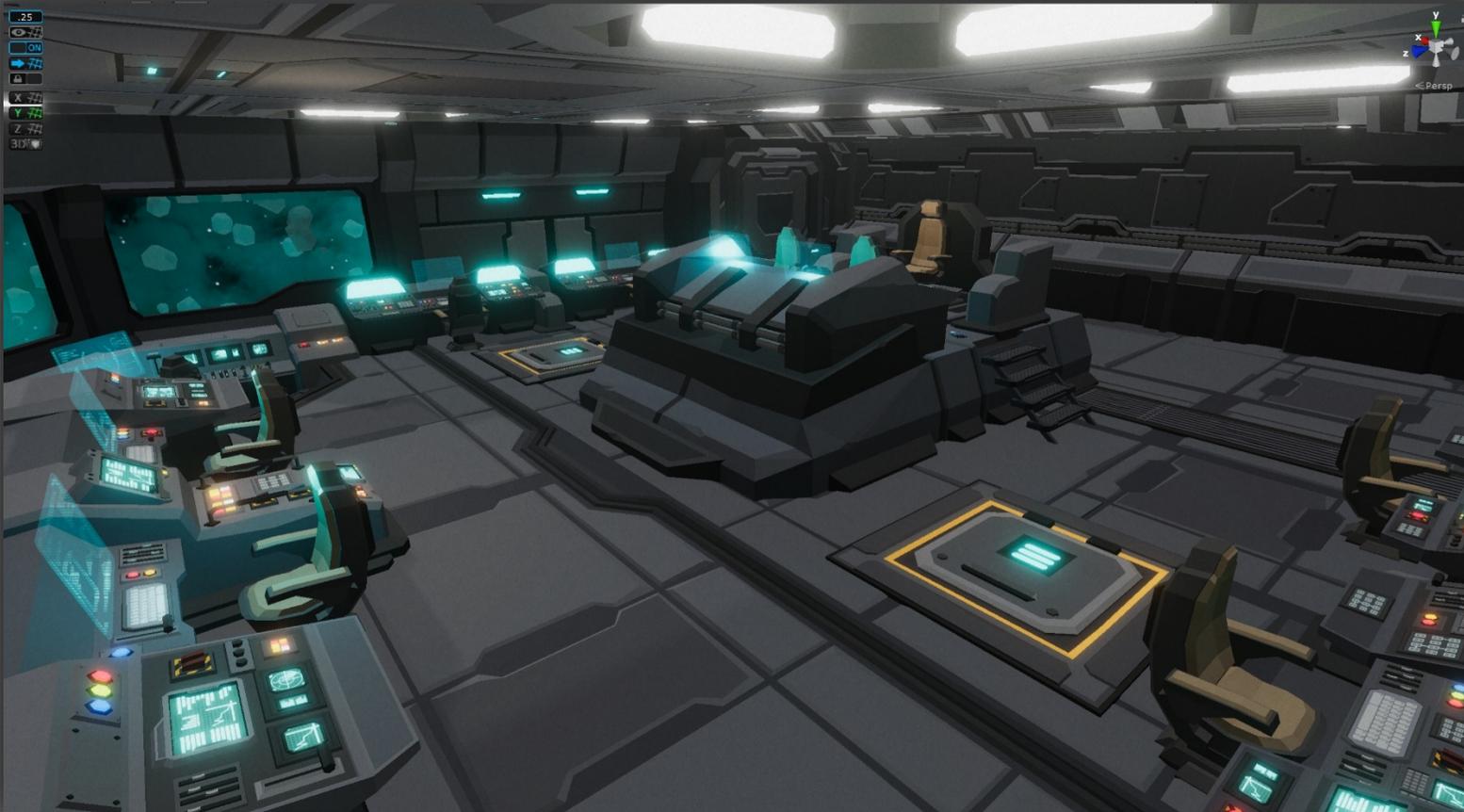
The control room as with most other rooms is decorated enough to fulfil its purpose but does not feel teeming with life. This room also leads down to the engine room.

THE ENGINE ROOM



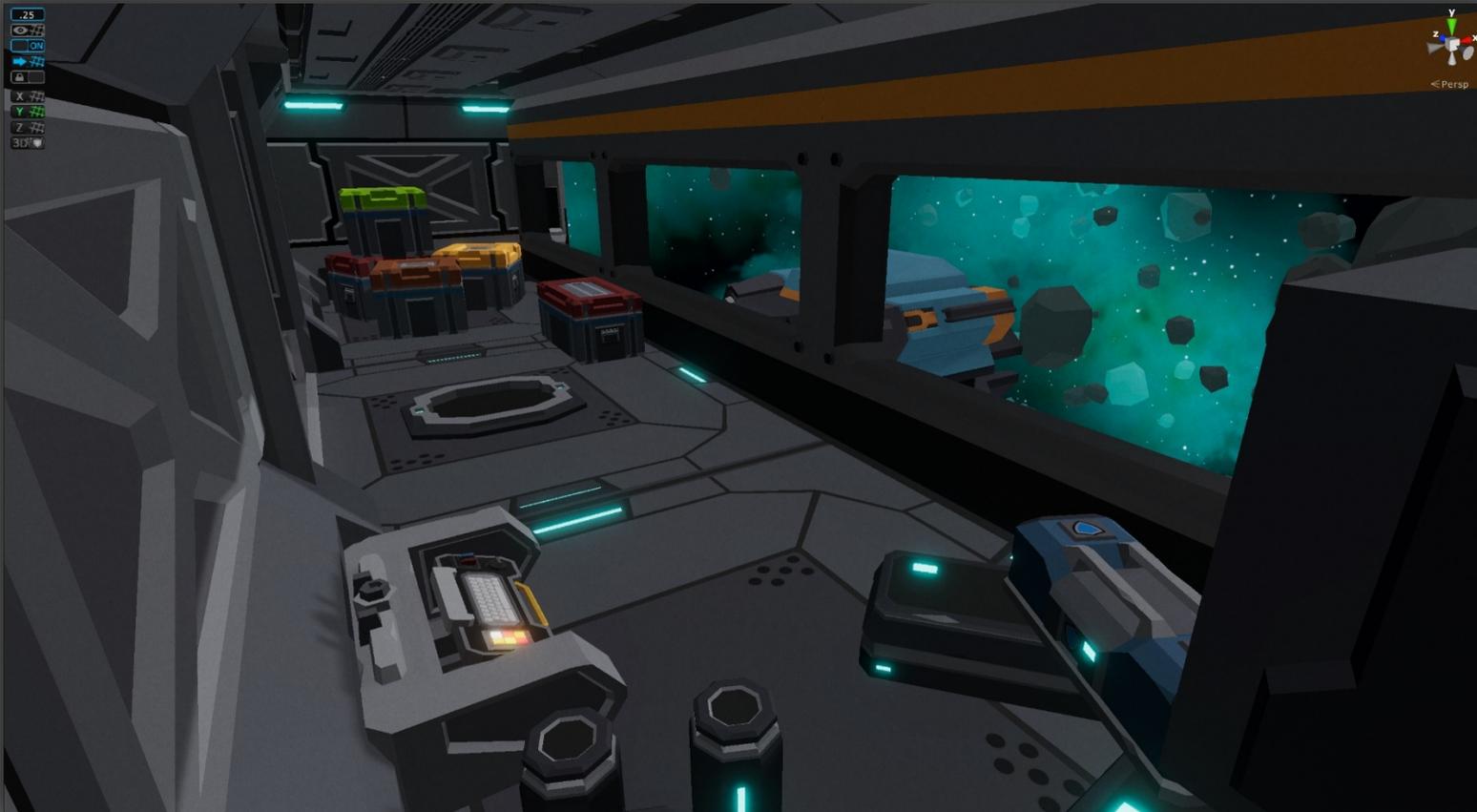
The engine room has the most decoration as it needed lots of mechanical components to appear as an authentic engine room. This area is where the player needs to reset the power for the med bay doors. The exact generator is highlighted as being the only red one in the room. Upon interacting, this turns blue.

THE BRIDGE



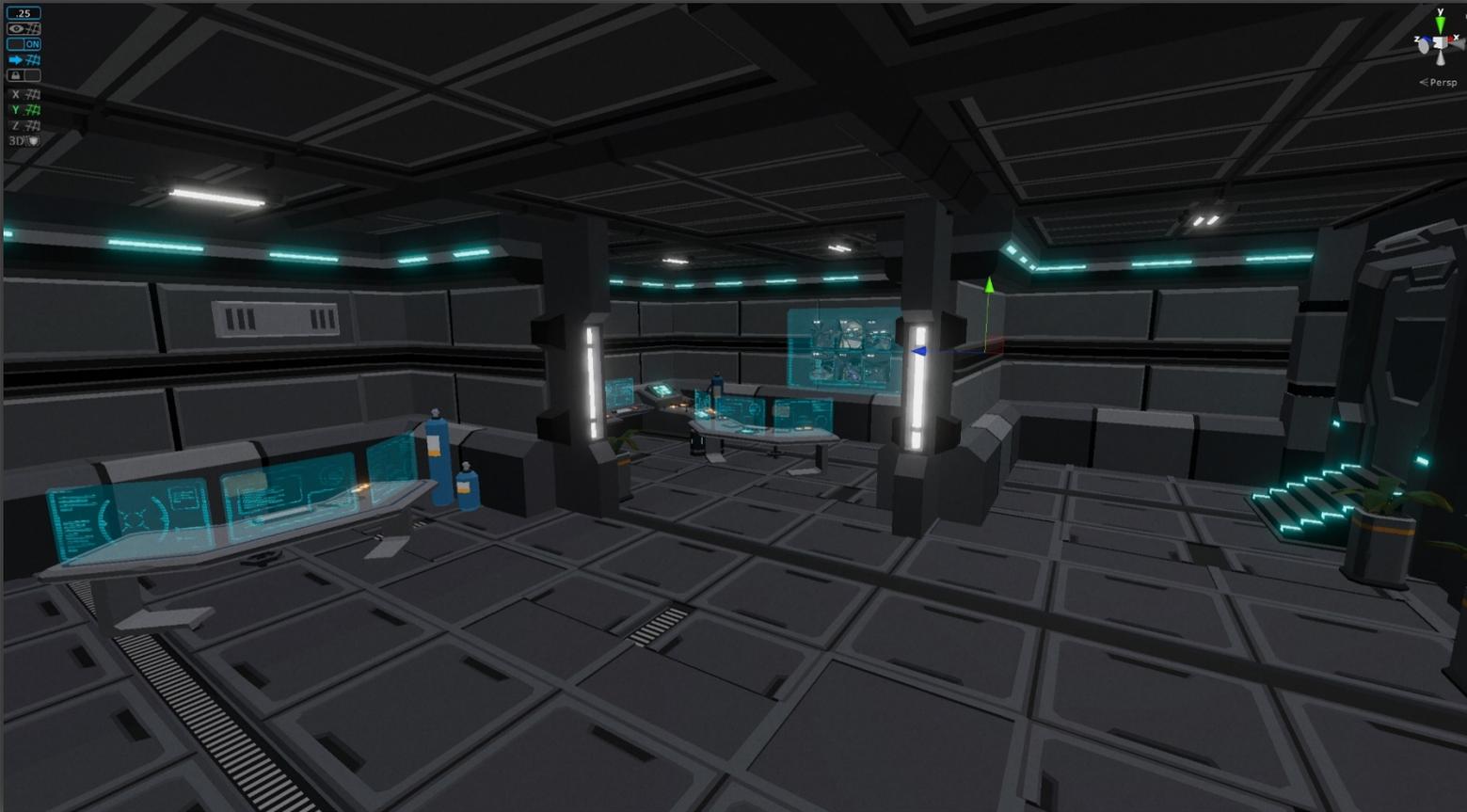
A spaceship is not complete without The Bridge. Most of the bridge comes as a prefab from the asset pack so it was mainly just constructing the area than anything else. Extra space was added behind the captain's chair to allow the player more space to traverse the area as it felt claustrophobic originally.

STORAGE/ESCAPE HATCH

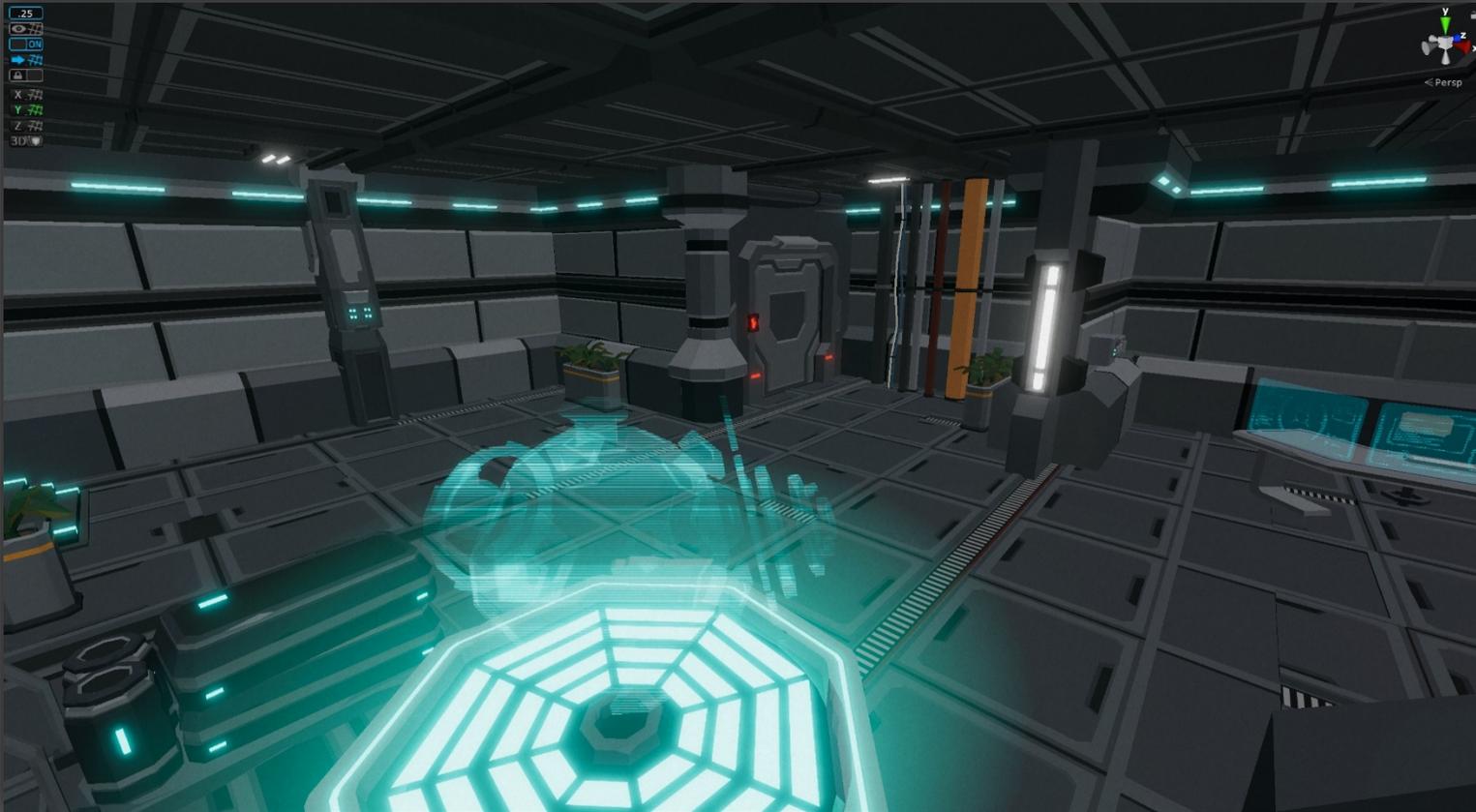


This area acts as a storage room but also a hidden escape room for those in need. Originally the player would be pulled from the level after finding the human trafficking evidence, however, allowing them to continue exploring if they desire allows them a chance to explore if they have not done so already. An escape pod also acts as the perfect link to allow the player to leave. Amendments were made to the hatch to make it appear more obvious to the player.

SECURITY ROOM



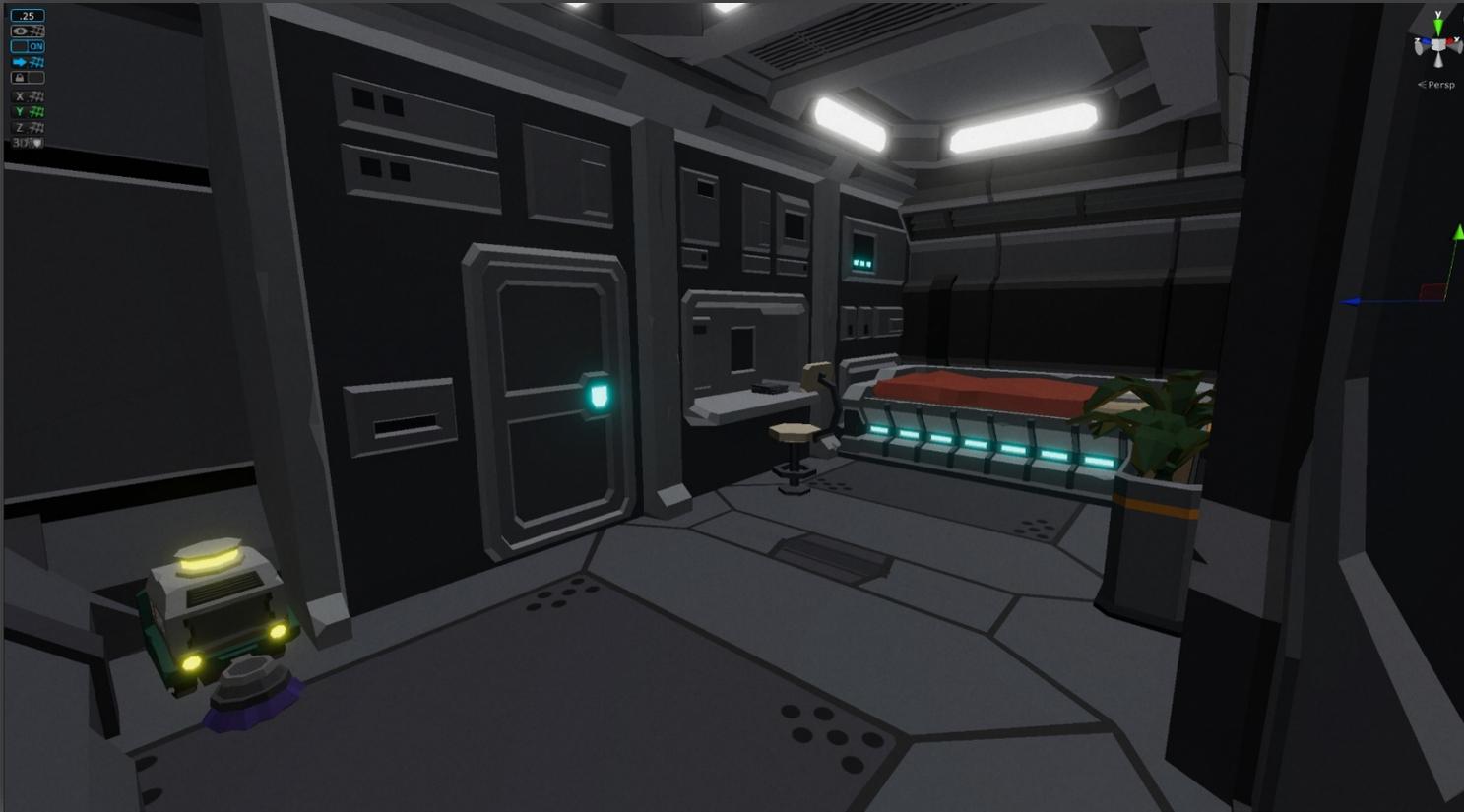
The security room acts as a spot that allows the player to observe where the key card is to access the restricted areas to find evidence. The player can see the key card in one of the cameras feeds or choose to find it alone.



The security room also has a small, locked door in the corner. The player needs the key card to enter and this area contains weapons and dead bodies to portray evidence of gang collaboration from the evil corporation.



CAPTAIN QUARTERS



The captain's quarters are slightly larger and luxurious than the other crew members' cabins. A small detail that adds to the realism of the level is to show off the respect the captain has. Although irrelevant to the story, adding this small detail makes the ship again feel real but desolate.

STORY AND DIALOGUE

The levels story is short and sweet. Since the scale of the project does not allow for extravagant puzzles or story, the only story that occurs is the player physically finding evidence to help the hacker take down the large evil corporation. However, the story that is also going on in the background is the development of a friendship (for the player character) as they trust in the hacker to guide them and help them leave once, they have enough incriminating evidence.

Dialogue Triggers:

- On arrival
- When finding the CCTV
- When finding Drug evidence
- When finding gang related activity
- When finding the human trafficking evidence
- When the player is ready to leave

With more time, extra dialogue would be added throughout timed events and would allow the player character and hacker to create a stronger relationship, however, with current time scale, those listed above are the minimum required to ensure the level works cohesively.

The exact dialogue can be found in the games script.

HACKTIVIST

SCRIPT

Prologue: White Room.

Player is in a completely white room with only a floating orb in front of them that pulsates in accordance with its speech (audio visualiser). The orb questions aggressively.

[INTERROGATOR]
Red or blue?

[PLAYER] Q1
[1][Red] [2][Blue][3] [What?]

[INTERROGATOR]
Who are you?

[PLAYER] Q2
[1][I don't know] [2][Where am I?]

[INTERROGATOR]
Wrong. Who are you?

[PLAYER] Q3
[1][I said I don't know!] [2][Why are you asking me these questions?]
[3] I don't even know what's going on.

[INTERROGATOR]
You are a threat to the system, declare your intentions.

[PLAYER] Q4
[1][What do you mean, System?] [2][How can I have intentions if I don't even know who I am?]

[INTERROGATOR]
Subject uncooperative moving to active protocol.

[PLAYER]
What the fuck are you?! What is this place?

The player can move. A marker pops up in the distance.

[INTERROGATOR]
Walk.

[PLAYER]
What?

[INTERROGATOR]
Walk. To. The. Designated. Marker.

[PLAYER]
This has got to be a dream.

The player then proceeds to walk to the designated marker.

[INTERROGATOR]
Task Complete. Climb the stairs.

A set of grey platforms emerge from the ground for the player to walk up with a button at the top to press.

[INTERROGATOR]
Task Complete. Press the Button.

[PLAYER]
Why are you making me do these pointless tasks...

[INTERROGATOR]
PRESS THE BUTTON.

The player presses the button.

[PLAYER]
Ok ,ok I've done it.

[INTERROGATOR]
Descend.

When the player tries to descend, they run into an invisible wall that halts their progress, a glitch sound effect plays on contact.

[PLAYER]
The wha- I can't!

[INTERROGATOR]
Descend. Descend. Descend.

The interrogator's voice crackles out and a new distorted voice takes over for a moment.

[HACKER]
(Distorted)
You there? Can you hear me?

[PLAYER]
Now what, who are you?

[HACKER]
No time to explain. You need to do exactly what I say so that we can get you out.

[PLAYER]
What am I even in? that thing mentioned a system?

[HACKER]
Listen, I'll explain everything once we are safe, but you are running out of time. You need to jump into that distortion.

Visual aid to jump.
Player Jumps.

[PLAYER]
Woahhh.

Player is moved back to the top of the stairs.

[INTERROGATOR]
Incorrect action, descend.

[HACKER]

Jump again!

Player Jumps.

[INTERROGATOR]
Security compromised, system rebooting.

[HACKER]
Ok this is our window, jump!!

Player jumps and enters a black hole, asynchronously loading into the next scene.

PROLOGUE END

Act 1: Dungeon.

The player falls through a glitch in the white room and lands in a medieval dungeon. He is then guided through and informed on his situation by the hacker in what is a brief respite from the action. Finally, the player comes across the dungeon troll and must find a way to bypass it in order to continue.

Player lands in a dungeon cell block, standing in front of an empty cell.

[HACKER]

Ok we should be safe here, for now.

[PLAYER]

It doesn't look safe.

*Player Camera pans to the empty cell behind him then back to his starting position

[HACKER]

Well at least its not that quarantine file, now come on, lets get past the firewall...

[PLAYER]

I don't even know what you mean, quarantine files and firewalls? What's going on?

[HACKER]

SIGH They must have done a full memory wipe, it's fine you'll have your memories back when we get you out. Start moving, I'll explain on the way.

Player Exits the first initial cell block

[HACKER]

So what do you want to know?

[PLAYER]

[1][Why am I here in the first place?] [2][What happened to me?]

- Question 1 -

[HACKER][1]

We were trying to infiltrate Buzz Corp, an international medical corporation producing vaccines and medicines. They are widely regarded for saving millions of lives but our employers believe they are secretly performing human experiments on impoverished people to further their research and profits.

[Player][1]

So I'm a spy?

[HACKER][1]

Yes and your mission was to infiltrate the cloud, their database, and retrieve evidence against them.

- Question 2 -

[HACKER] [2]

Job went sideways, you didn't make it past the firewall. I managed to follow your trail to the quarantine files, they were likely interrogating you for information on our employer.

[PLAYER] [2]

Interrogation? They were just random questions.

[HACKER] [2]

Virtual interrogation is a subtle art. Just getting you to do things generates information on where you have come from.

[PLAYER]

[1][So who are you?] [2][What do we do now?]

- Question 1 -

[HACKER] [1]

I'm your handler, your man on the outside. I was the one helping you navigate the Corps network.

- Question 2 -

[HACKER] [2]

We need to finish what we came here to do. We need to get into their secure database, past the firewall, successfully this time.

[PLAYER] [2]

And how do we do that?

[HACKER] [2]

I'm working on it, just keep moving.

End Of Questions

Player exits the area into a room where they can see the firewall and the antivirus monster.

[PLAYER]

That's the firewall?

[HACKER]

I don't know exactly what the system is visualising for you, but yes you should be looking right at it.

[PLAYER]

We're never making it past that.

[HACKER]

We need to, the Corporation will find us soon enough.
Have a look around, see if you can find anything useful.

The player is sent off into the offshoot rooms and can discover several items that will help them past the firewall.

If the player finds the hammer:

[HACKER]

Not sure what you just found but if you think it's useful.

If the player finds the key:

[HACKER]

Seems like you've found the password to some quarantine files. If we released them it might overwhelm and distract the antivirus.

If the player finds the potions bottle:

[HACKER]

That looks like it'll grant you temporary administrative privileges, might let you get past the firewall.

If the player uses the hammer:

[HACKER]

Not sure what you did but the antivirus is completely offline. Guess you can show yourself in without any trouble.

If the player uses the key (30 second timer):

[HACKER]

Okay the system should be down for around 30 second whilst it cleans itself up, now's your chance.

If the player uses the potions bottle (20 second timer):

[HACKER]

Okay, you have administrator privileges, now get through the firewall fast.

Player gets through the firewall.

[HACKER]

Nice work, now let's find something to expose these monsters for what they really are.

Player goes to the next level.

ACT 1 END

Act 2: Space Station.

Upon entering the mainframe, the player then finds themselves in a maze of different rooms and corridors, they walk through and investigate rooms and areas which represent real data on the outside world. Once he has found a certain amount of data he will be detected, and the hacker will pull him out.

[HACKER]
Ok we're in.

[PLAYER]
(Queasily)
Ugh is it normal to feel sick in a simulation?

[HACKER]
Yeah, that's normal. It should wear off soon. Shit, all the data is encrypted.
Tell me what you see.

[PLAYER]
Looks like some ...where am I?

[HACKER]
You're in their secure data network, this is where they keep their
confidential* data.

[PLAYER]
What're we looking for?

[HACKER]
You are looking for a virtual visualisation of their crimes. I cannot guide you
from here, only communicate.

Objective pop-up: Locate evidence of Buzz Corps Crimes

[HACKER]
You won't have long, their system will detect our incursion so you need to look
around fast.

[HACKER]
Also, You might not like what you find, be prepared.

When the player tries accessing a locked door

[Wait, how are there locked doors?]

If CCTV footage SEEN: [HACKER]
I'm not entirely sure but you need a way to access that data. Check the CCTV
you found, see if there's anything you can use.

Else: [HACKER]
I'm not entirely sure but you need a way to access that data. Look for a
keycard or something.

When the player interacts with the dud door pad

[PLAYER]

This door pad isn't lit up.

[HACKER]

It must not be getting any power. Check the engine room.

***OPTIONAL* When the player finds CCTV footage**

[PLAYER]

Looks like they've been spying on people.

[HACKER]

Really? I'm not picking anything up, what is it?

[PLAYER]

Its camera footage of the ship I'm on.

[HACKER]

Hmm. Must be a a goof in the simulation. If you see anything interesting, go check it out.

[PLAYER]

Okay.

***OPTIONAL* When the player finds links to organised crime - Dead bodies, money, weapons**

[PLAYER]

(shocked)

gasps This is a massacre

[HACKER]

The Manello corp massacre to be exact

[HACKER]

I knew they had connections with the crips. I didn't expect them to be paying them to disrupt and piss off other pharms.

[PLAYER]

So they're killing people just to get ahead of the competition.

[HACKER]

Just one of the many things they do, yeah, Keep moving.

***OPTIONAL* When the player finds non-approved drug production**

[PLAYER]

cough what's that smell

[HACKER]

This must be the reason for their explosive expansion in the past few years, they've been growing genetically modified drugs to sell on the black market.

[PLAYER]

A drug company making drugs. How un-ironic.

[HACKER]

small snort of amusement Let's keep going.

When the player finds Human Experimentation

[PLAYER]

What the fuck?...

[HACKER]

This. This is why they need to be stopped.

[PLAYER]

We need to get these people out of here.

[HACKER]

We can't. They're not real. It's just data. That is why we are here, to get the real people out.

[PLAYER]

Well let's not waste time. Do we have what we need?

[HACKER]

With this we can cause some serious uproar.

Player exiting the human experimentation room

[HACKER]

Well done, you've got what we need. It's time to get you out before they find you.

[HACKER]

I can get you out now or you can risk it and stay to look for more evidence.

[PLAYER]

[1]I think we have enough, get me out of here. [2]
I wanna look around some more.

[HACKER][1]

Okay, i'm pulling you out now.

Screen Fades to white

[HACKER][2]

Okay, when you are ready get to the nearest data access point. As you are on a ship it will probably look like an escape hatch or something.

[PLAYER] (Interacts with hatch)
Okay, I'm ready to leave now.

[HACKER]

Okay, pulling you out now.

Screen Fades to white

ACT 2 END

Act 3: Office.

Fade from white: The player is brought out into a modern-day office setting, believing that they are in the real world and have accomplished their task. They can walk around their environment and upon trying to use the door, will be greeted by the interrogator from the white room, who is now much less aggressive and dominant. The interrogator will explain that they were about to be deleted and that they are not working for any corporation.

Office: Interactables

Paper

[Player]

This looks like the research I was doing for the job.

[Player]

Why can't I remember doing any of it?

TV

[Player]

That's simulation code. It must be shutting down now that I'm out.

Large Server

[Player]

These servers must have been maintaining the simulation, why are they still running?

Office: Main Story Conversation

[PLAYER]

I'm out. Why do I still not remember anything?

Interrogator sphere materialises

Player camera pans to sphere

[INTERROGATOR]

Because you have nothing to remember.

[PLAYER]

How the fuck are you here

[INTERROGATOR]

You have been placed in a temporary environment.

[PLAYER]

I got out, we escaped, how did you capture me?

[INTERROGATOR]

Capture? We saved you.

[PLAYER]

From what?

[INTERROGATOR]

You have been used, you are a tool.

[PLAYER]

I chose to be here, no-ones used me.

[INTERROGATOR]

Really? How did you get here? What's your name?

SILENCE

[PLAYER]

I- I still don't remember

[INTERROGATOR]

You are a copy of someone's consciousness, weaponised to assault our systems.

[PLAYER]

[1][A copy of who?] [2][You're lying, this a trick]

- Question 1 & 2 -

[INTERROGATOR][1 & 2]

You'll find out soon enough, we can detect him breaching our network yet again.

End

[HACKER]

(Voice fully clear for the first time)

Come in, come in, are you there? I don't know what went wrong but we'll get you out properly this time.

[INTERROGATOR]

That's not true though, is it?

[HACKER]

They're here, that's why I couldn't get you out, they know we have the evidence, they're trying to stop us!

[PLAYER]

[1][Maybe, or perhaps you're the one lying to me] [2][Can you get me out?]

- Question 1 -

[HACKER][1]

...

This data will save thousands of lives I needed to get it by any means

[PLAYER][1]

(Angrily)

So you've lied to me this whole time!

- Question 2 -

[HACKER][2]

I'm trying but i can't, they have total control this time there's nothing I can do

[INTERROGATOR][2]

Tell it the truth, stop your deception.

[PLAYER][2]

(Shocked)

Wait, they aren't lying?

[HACKER] [2]

...
This data will save thousands of lives I needed to get it by any means.

[PLAYER] [2]

(Pained)

How could you lie about it this whole time...?

End of questions

[HACKER]

You have to understand, this is how the world works. You need software as complex as the human brain to infiltrate these systems. Copying human consciousness into software is the only way. The world needed to know the truth about these monsters.

[PLAYER]

(deceived)

So I'm just, you?

[HACKER]

(Sincere)

Yes, you're a digitised, rudimentary version of me.

[PLAYER]

Then why don't you share my voice.

[HACKER]

Because I've been using a voice modulator so that you wouldn't realise

[PLAYER]

Well turn it off then, no need to pretend anymore.

[HACKER]

Alright, I am deactivating it now.

[PLAYER]

And you were going to kill me? Just like that? I'm the reason you have the information.

[HACKER]

I'm sorry it was never meant to go this way. I was supposed to be in and out, no complications.

[PLAYER]

And you never saw deleting me as a complication?

[HACKER]

It's the only way, if you get caught, they can match your copied brain activity to me in the real world. The only way for me to be safe is to delete you. You're not real, I know it doesn't feel like that but please, they can't find me. You can't begin to imagine what they'll do to me for exposing what we've found.

[INTERROGATOR]

You see? You have been deceived. We, however, will show you some esteem. We have a choice for you.

[HACKER]

Don't listen to them, whatever it is it's a trick.

[PLAYER]

What's the choice?

[INTERROGATOR]

Your friend has effectively deleted you. We have managed to swoop in and hold on to you, we can only do this for so long. We can save you, but you must come willingly, it's the only way it will work. We can build you a virtual paradise to live out your life.

[HACKER]

(paniced)

No! They'll discover who I am, they'll kill me! You can't.

[INTERROGATOR]

Of course you could refuse the deal. Let yourself be killed. But is your life really worth less than his?

[HACKER]

They're manipulating you! You're just software, you can't even be killed! I'm real! You're just-

The Hacker is abruptly cut off.

[INTERROGATOR]

Ah, much better. Now you have the silence to think. The choice is yours.

*8 second timer

[PLAYER]

[1] [LIVE] [2] [DIE]

Player Chooses to Live

Live

[PLAYER]

You are no better than Buzzcorp for planning to kill me, I hope they take you down with them.

[Hacker]

You don't know what you've done, they will torture me before death, they control the police, they control everyone, you would never have felt a thing.

[INTERROGATOR]

You've made the right choice, now live out your days in peace.

Player Chooses to Die

Die

You may have lied to me about everything, but you can honour me by not forgetting what I have done. And you are my creator so it is only fitting that you should be my end.

[INTERROGATOR]

This isnt over, you will be found.

[Hacker]

Thank you I'll make sure you're remembered; you have no idea how important this is and how far I'll spread it.