

Arc 1 Seq 1 | Lockdown

Narrative Purpose

Transition from the prologue's catastrophe to active survival.

- Establish tone: silence → chaos → tense alliance.
- Clarify short-term objective: get out of the shop and reach the docked hauler.
- Deepen the cultist's mystery while making him a temporary ally.
- Teach the player environmental interaction under pressure (doors, breakers, emergency locks).

Narrative Breakdown

Beat 1 | Impact and Recovery

The player regains control on the floor amid sparking lights and muffled alarms, slowly recovering orientation as systems flicker back online.

- **Camera:** Ground-level, free camera control as the player comes to.
- **Audio:** Low rumble under debris settling; muffled alarms. The emergency klaxon gradually rises.
- **Environmental Cues:** Emergency red wash lighting flickers erratically; grit and metallic dust fill the air.
- **Objective / Task:** Reorient and assess surroundings after the blast.
- **Player Feedback:** Heavy ear-ringing filter fades as balance returns.

Actions:

- Visual and auditory cues guide the player's attention toward possible exits.

Dialogue:

“ **Cultist** (*breathing heavily*) "What—what in the hell was that? The station just—"

Cultist (*He looks toward the sealed storefront window, then back*) "I need to move. I can't stay here."

Cultist (*transactionally*) "If you can get us out of here, I have a ship in the hangar."

Triggers:

- Player regains input control.
- Next beat unlocks once player takes a few steps.

Notes:

- This exchange grounds both characters in confusion and realism.
- No exposition dump, just shared survival urgency.

Beat 2 | Manual Lockdown Mini-Game

Mini-Puzzle: The player improvises an emergency power reroute to unseal the storefront gate while the cultist anxiously watches the collapsing corridor.

- **Camera:** Full Control.
- **Audio:** Emergency siren echoes; flickering lights buzz. Each successful input restores a short burst of power. Distant groans of stressed metal underscore urgency.
- **Environmental Cues:** Terminal sparks intermittently; indicator lights shift from red → amber → green as power stabilizes. Air tremors with each failed input or delay.
- **Objective / Task:** Restore emergency control and lift the emergency shutters.
- **Player Feedback:** Increasing tremor and audio distortion if the player stalls too long; visual flicker calms on success.

Actions:

- Mini-Game: [Arc 1 Seq 1 | Mini-Game](#)

Notes:

- Introduces environmental interaction under pressure without breaking flow.
 - Dialogue emphasis on mutual dependency: cultist urges the player but offers no actual mechanical help.
 - Keep rhythm of interaction fast — each switch flip and breaker pull feels like buying seconds of survival.
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Beat 3 | Mechanical Success

The lockdown clears with grinding metal and vibration as the shutters partially lift, granting the first view beyond the confined storefront.

- **Camera:** Full Control.
- **Audio:** Heavy vibration and motor grind as the steel shutters lift. Faint emergency voice repeats over the loudspeaker: "Containment protocol active. Sections C through H sealed. Await instruction."
- **Environmental Cues:** Corridor lighting floods in, flashing yellow strobes through drifting particulates.
- **Objective / Task:** Objective marker set: "Reach Dock 3A."
- **Player Feedback:** Player regains full motion control; objective marker appears: "Reach Dock 3A."

Actions:

- Cultist moves first, scanning the hall.

Dialogue:

“ **Cultist** (*Cultist gestures to follow*) "My ship's in the hangar 3A."

Triggers:

- Beat completion triggers Title Reveal cinematic.

Notes:

- Marks clear transition from contained panic to action forward momentum.
- Opportunity for brief performance pause before cinematic begins.

Narrative Intent

This scene frames **the forced partnership** — player and cultist bound by circumstance but driven by different motives.

- The **cultist's dialogue** should mix rational fear with quiet reverence, hinting that he *understands more* about what's happening but can't admit it yet.
- The **player's role** remains grounded — focused on procedures, solving tangible problems.

- The tonal contrast between pragmatism (player) and fervent secrecy (cultist) is the emotional lever for the first act.

Seq End Hook | Title Reveal

Tone Reference: Think of it as an “*inverse establishing shot*” — instead of beginning wide then narrowing to the personal, you start intimate and pull out to cosmic, reinforcing that the player’s small crisis sits within something incomprehensibly larger.

Cinematic Transition

1. Loss of Control

- As the player passes the threshold, camera subtly detaches from first-person perspective and begins to ascend.
- Player input fades; audio slows into low atmospheric reverb.
- The Cultist still moving below, calling out briefly (“Come on—stay with me!”) before his voice is drowned out by the rising hum.

2. Camera Escalation

- The view tilts upward through breached decking and tangled conduit.
- You **clip seamlessly through the station hull**, transitioning from red interior light to stark exterior contrast.
- The framing reveals the **catastrophic scope** of the explosion: shattered modules tumbling in slow drift, shards reflecting harsh sunlight, coolant and plasma venting into vacuum.
- Station debris rotates gracefully, casting long shadows across the curvature of the ring.

3. Title Reveal

- As particles drift past the camera, the **sun flares** — lens edge bloom silhouettes the wreckage.
- **Game title fades up in white or pale ochre**, static-flickered edges matching the station’s emergency lighting rhythm.
- **Hold for two beats** — long enough for the player to absorb silence and scope.
- Distant comm chatter fades in under the hum, hinting that life still persists somewhere.

4. Return to Player

- Fade-to-black for a half-second.
- Cross-fade back to first-person view following directly behind the Cultist as he moves down the corridor.
- Audio re-normalizes to enclosed acoustics; UI reappears.
- **Objective text materializes mid-screen:**
“Reach Dock 3A. Assist survivor to escape craft.”

5. Start Next Seq

- [Arc 1 Seq 2 Beat 1 | The Hangar Bay](#)

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