

A COOKIE KINGDOM MUSEUM ESCAPADE

SFX:

<Walla from in front of you begins.>

<Soft background jazz plays.>

FADE IN:

INT. MUSEUM - DAY

A large, open space scattered with different exhibits, filled with humanoid and treat people alike. The walls and decor are plain to emphasize the displays.

ABOVE: CEILING

Very high graham cracker ceilings with subtle icing borders for decoration. Two large, slowly spinning braided marshmallow ceiling fans are on each end.

BELOW: FLOOR

Dark red, glossy, hard candy floor. Not sticky.

AT 11 O'CLOCK: MUSEUM ATTENDANT

Standing directly at your 11 o'clock, only a few feet away, is a MUSEUM ATTENDANT with light blue skin and a white head of curly hair in a nice black suit.

MUSEUM ATTENDANT

Hi there! Welcome to The Cookie Kingdom's one and only museum. Let me know if I can do anything for you.

AT 10 O'CLOCK: ARCHITECTURE

Past the Attendant on the wall, intricately iced chunks of cookie crown molding hung on the wall. An ornate candy door stood on a platform, hard candy-stained glass, etc.

A tall WOMAN (late 20s) with lilac skin and dark pink hair holds the hand of a smaller carbon copy of herself, pointing at the door much taller than she.

AT 9 O'CLOCK: POTTERY

A tiered display featuring a wide array of pottery. Each stand has a tiny "do not touch" plaque.

A VIEWER, a woman with strawberry red skin, freckles, and bright green hair (early 20s), hovers by the podiums. Her companion, a MAN with pale skin and bright red hair (20s), stands behind her and nods at whatever she's saying.

AT 8 O'CLOCK: GIFT SHOP ENTRYWAY

The entrance is labeled "gift shop." A pullable cookies and cream emergency alarm is on the side of the entryway closest to you.

//INTERACTIVITY: You can point and click to pull the emergency alarm.//

IF YOU DO NOT PULL THE ALARM IN TWO MINUTES, THEN:

BEGIN NORMAL MUSEUM DAY BRANCH:

The alarm doesn't go off, and you can explore the museum as a normal paying customer.

AT 12 O'CLOCK: GALLERY WALL

A large, worn painting of a gummy bear king in an ornate frame is the center focal point. Many smaller, yet still just as elaborate, frames fill the space around it. Mostly portraits of nobility with various landscapes sprinkled in.

A line of people stand in front of the gallery wall, trying to soak it all in while not blocking anyone else's view.

AT 1 O'CLOCK: WEATHER SIMULATOR

Protruding from the corner is a large peppermint enclosure, almost like an added room. There is a door that blends into the pattern on the front.

//INTERACTIVITY: You can point and click or walk to the door to enter the weather simulator.//

IF YOU CHOOSE TO ENTER THE WEATHER SIMULATOR, THEN:

BEGIN WEATHER SIMULATOR BRANCH:

<Walla fades out.>

<Jazz fades out.>

INT. WEATHER SIMULATOR - CONTINUOUS

FADE IN:

You are transported to a room that looks and sounds just like the cotton candy forest. There are tall trees with fluffy pink tops and swinging red licorice vines in every direction.

<Wind blows.>

<Birds chirp.>

<Insects chatter.>

ABOVE: SKY

Bright blue sky peeks through fluffy pink cotton candy treetops.

BELOW: FOREST FLOOR

Crumbly chocolate cookie dirt with patches of fallen cotton candy. An occasional gummy insect or critter crawls along the floor past your feet.

AT 12 O'CLOCK: MENU

Layered on top of the trees is a WEATHER MENU.

*//INTERACTIVITY: Point and click to choose a weather event:
Chocolate Milk Thunderstorm or Syrup Lava Cascade.//*

IF YOU CHOOSE CHOCOLATE MILK THUNDERSTORM, THEN:

BEGIN THUNDERSTORM BRANCH:

<Bird chirps fade out.>

<Thunder claps.>

<Wind whispers.>

ABOVE: SKY

The bright blue of the sky turns gray, and the room darkens. The clouds randomly spark with lightning. Pure chocolate milk rain begins to fall from the clouds. The puffy cotton candy treetops begin to sag.

<Rainfall.>

AT 2 O'CLOCK: LICORICE VINES

The red licorice vines swing in the wind.

BELOW: FOREST FLOOR

Chocolate milk puddles begin to form on the forest floor.
Small creatures gather around them and drink from them.

<Thunder rumbles.>

FADE OUT.

END THUNDERSTORM BRANCH

IF YOU CHOOSE THE SYRUP LAVA CASCADE, THEN:

BEGIN SYRUP LAVA BRANCH:

FADE IN:

INT. WEATHER SIMULATOR - CONTINUOUS

You spawn onto a black licorice mountaintop. There are mountains all around in the distance, capped with powdered sugar snow.

ABOVE: SKY

Bright blue sky littered with puffy white clouds.

BELOW: LICORICE MOUNTAIN

The hard, black rock of the licorice mountain.

AT 10 O'CLOCK:

A large crater at the highest point of the mountain begins to glow. After a moment, thick, dark maple syrup begins to bubble out of the elevated rock.

It takes a moment to boil over, but once the syrup breaches, it begins to flow down from the top of the mountain toward you.

<Syrup bubbles and rumbles.>

BELOW: HOT SYRUP

The syrup lava takes over the mountain where you're standing. It begins a river at your feet, bubbling and popping underneath where you stand.

AT 4 O'CLOCK: DOWN THE MOUNTAIN

Syrup flows down the mountainside.

FADE OUT.

END SYRUP LAVA BRANCH

END WEATHER SIMULATOR BRANCH

AT 3 O'CLOCK: RELICS

In the center of the area stands a large sword on a pedestal behind glass. It is reminiscent of an incredibly well-decorated gingerbread house, just in sword form. The hilt is covered in various colors and patterns of frosting.

There are surrounding pedestals with other things: gingerbread knives with similar designs, antique cookware, and fragile bubble gum sculptures.

There is a red button on the pedestal. There are a few cupcake people around the sword admiring it, but none blocking the way to the button.

//INTERACTIVITY: You can press the button to learn about the sword.//

IF YOU PRESS THE BUTTON, THEN:

BEGIN SWORD LESSON BRANCH:

BRITISH MALE VOICE (V.O.)
This is the sword that King Georges
The First used in reclaiming the
Cookie Castle against the Red
Licorice Village. It had been lost
for nearly three decades, but just
recently, Princess Madeleine
returned from a quest with this
very sword, restoring its honor to
her family and this fine
establishment.

END SWORD LESSON BRANCH

AT 8 O'CLOCK: GIFT SHOP ENTRYWAY

An open entryway that leads to a room full of fun, useless things.

//INTERACTIVITY: You can choose to enter the gift shop.//

IF YOU CHOOSE TO ENTER THE GIFT SHOP, THEN:

BEGIN GIFT SHOP BRANCH:

INT. GIFT SHOP - CONTINUOUS

<Cha-ching.>

AT 12 O'CLOCK: CASH GRAPHIC

As you enter, a large graphic depicting "+\$50" flashes in front of you, indicating money you can spend.

ABOVE: SAME CEILING

BELOW: SAME FLOORING

AT 4 O'CLOCK: SMALL GEMS

Smaller versions of some of the larger gems on display, as well as Rock candy on a stick, gummy insects hardened in amber syrup, and a few larger, more expensive gems.

//INTERACTIVITY: You can click on any item in the shop to put it into the shopping cart.//

AT 7 O'CLOCK: CHILD-FRIENDLY COMIC BOOKS

Rows from floor to ceiling are stacked shallowly with various comic books. The covers are overly vibrant and busy. It's a wall of overstimulation.

AT 9 O'CLOCK: TOYS, GADGETS, GIZMOS

Typical museum gift shop items: various candy-themed decks of cards, a jawbreaker Newton's cradle, a white and dark chocolate chess set, candy bar Lincoln logs, and bubble gum clay to create your own sculpture.

AT 12 O'CLOCK: PRINTS AND REPLICAS

Smaller versions of the paintings and relics on display. A wire rack pushed up against the wall is filled with plush gingerbread swords.

AT 2 O'CLOCK: THE REGISTER

A small counter with one woman behind a register.

//INTERACTIVITY: You can point and click or walk over to check out any of the items you choose.//

IF YOU CHOOSE TO CHECKOUT, THEN:

BEGIN CASHIER BRANCH:

CASHIER
Hi! Ready to checkout?

//INTERACTIVITY: Click the shopping cart icon at the top right corner to open the cart. Select everything you want to purchase.//

The money will automatically be deducted from your total, and the items will be added to your inventory, which is a small backpack icon now fixed to the top left of your vision.

CASHIER (CONT'D)

Thanks for supporting the museum!
Come back anytime!

END CASHIER BRANCH

//INTERACTIVITY: Point and click or walk to exit to complete.//

The door opens.

FADE TO BLACK.

END GIFT SHOP BRANCH

END NORMAL MUSEUM DAY BRANCH

IF YOU CHOOSE TO PULL THE ALARM, THEN:

BEGIN PULLED EMERGENCY ALARM BRANCH:

<Siren begins.>

The fluorescent lights turn off and are replaced with dark red emergency lights. A voice comes over the intercom.

INTERCOM (V.O.)

An emergency has been reported.
Please calmly walk to the nearest
exit. (beat) An emergency has been
reported. Please...

<Intercom continues in the background.>

<Walla intensifies.>

AT 2 O'CLOCK: EMERGENCY EXIT

Only a couple of people scream and run. For the most part, everyone calmly walks to the exit, where the museum attendant motions everyone out of the door.

The door shuts behind the attendant as he gets the last person out.

<Door slams shut.>

<Walla ceases.>

<Intercom ceases.>

<Sirens cease.>

<Door opens.>

TWO MEN, dressed completely head to toe in black with big backpacks on, enter through the emergency exit. The one on the left speaks first.

ROBBER 1

Dude, I was worried you backed out there for a minute.

ROBBER 2

No way, we've been planning this for months. I knew they wouldn't do that to us. (beat) I'll take the gift shop!

AT 8 O'CLOCK: GIFT SHOP ENTRYWAY

Robber 2 disappears into the gift shop.

AT 9 O'CLOCK: POTTERY

Robber 1 begins to gently place the pottery in his bag.

//INTERACTIVITY: A 'steal' option now appears when hovering the controller over any exhibit.//

IF YOU CHOOSE TO STEAL, THEN:

BEGIN HEIST BRANCH:

A small backpack icon is now fixed to the top left of your vision.

AT 12 O'CLOCK: GALLERY WALL

A large wall filled with variously sized canvases.

//INTERACTIVITY: Any painting you choose to steal will prompt a button-mashing mini-game to successfully remove the painting from the frame and roll it up. After the mini-game, it will be added to your inventory.//

AT 5 O'CLOCK: GEMSTONES

Small gems sit behind glass, but larger ones are free on podiums due to their weight.

//INTERACTIVITY: Any larger gemstone not behind glass will require a "call for help" action. Press the button on your controller to engage. One of your Robber friends will run over and help you. After this, the item will be added to your inventory.//

AT 3 O'CLOCK: RELICS

There are several podiums with many different relics kept behind a box of glass.

//INTERACTIVITY: There is a "break glass" option when hovering over items behind glass cases. Click to break the glass.//

IF YOU DO NOT BREAK THE GLASS, THEN:

BEGIN RESPECTFUL ROBBERY BRANCH:

You can finish taking any items you'd like; you just have to keep completing the mini-games. Once his bag is full, Robber 1 will head to the emergency exit and wait for you to be done.

ROBBER 1
C'mon, let's go this way. It leads
right out to the parking lot.

FADE TO BLACK.

AT 12 O'CLOCK: FINAL SCORE

FADE IN:

<Upbeat music fades in.>

Animated, donut-themed text appears as an overlay on top of the cotton candy forest: MUSEUM HEIST HIGH SCORE.

All of the things you stole will be listed in front of you and assigned points, then added up to give you your high score.

The final score flashes largely in front of you.

FADE TO BLACK.

END RESPECTFUL ROBBERY BRANCH

IF YOU CHOOSE TO BREAK THE GLASS, THEN:

BEGIN BREAK THE GLASS BRANCH:*<Glass shatters.>**<Frantic alarm begins.>*

All the fluorescents turn back on.

ROBBER 1 (CONT'D)
Bail, dude! Bail!

The item you broke the glass for is added to your inventory.

*//INTERACTIVITY: You can walk over to or point and click to
choose a door to exit from: the main entrance or the
emergency exit.//*

IF YOU CHOOSE THE MAIN ENTRANCE, THEN:**BEGIN MAIN ENTRANCE BAIL BRANCH:****AT 6 O'CLOCK: MAIN ENTRANCE**

When you open the door, the museum attendant and a GUARD will be menacingly waiting on the other side.

FADE TO BLACK.**AT 12 O'CLOCK: FINAL SCORE****FADE IN:***<Upbeat music fades in.>*

MUSEUM HEIST HIGH SCORE: Anything you stole will be listed in front of you and assigned points, then added up to give you your high score.

Which equals 0 because you got caught, and you don't get to keep any of it.

FADE TO BLACK.**END MAIN ENTRANCE BAIL BRANCH****IF YOU CHOOSE THE EMERGENCY EXIT, THEN:****BEGIN EMERGENCY EXIT BAIL BRANCH:****AT 2 O'CLOCK: EMERGENCY EXIT**

You open the door to darkness.

FADE TO BLACK.

AT 12 O'CLOCK: FINAL SCORE

FADE IN:

<Upbeat music fades in.>

MUSEUM HEIST HIGH SCORE: Anything you stole will be listed in front of you and assigned points, then added up to give you your high score.

The final score flashes largely in front of you.

FADE TO BLACK.

END EMERGENCY EXIT BAIL BRANCH

END BREAK GLASS BRANCH

END HEIST BRANCH

END PULLED EMERGENCY ALARM BRANCH

THE END