

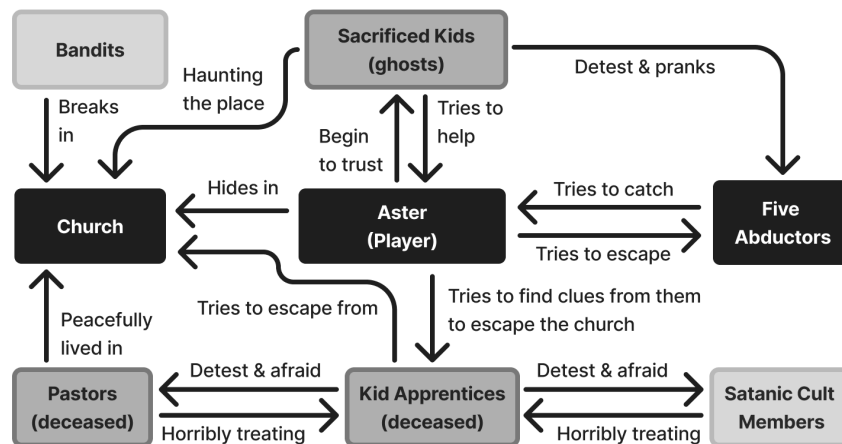
# Don't Go Back

*“A dark escape-exploration game with immersive narrative investigation through the eyes of a child escaping abduction revolves around a satanic cult and human trafficking loop.”*

Genre: Mystery, Suspense, Psychological, Drama.

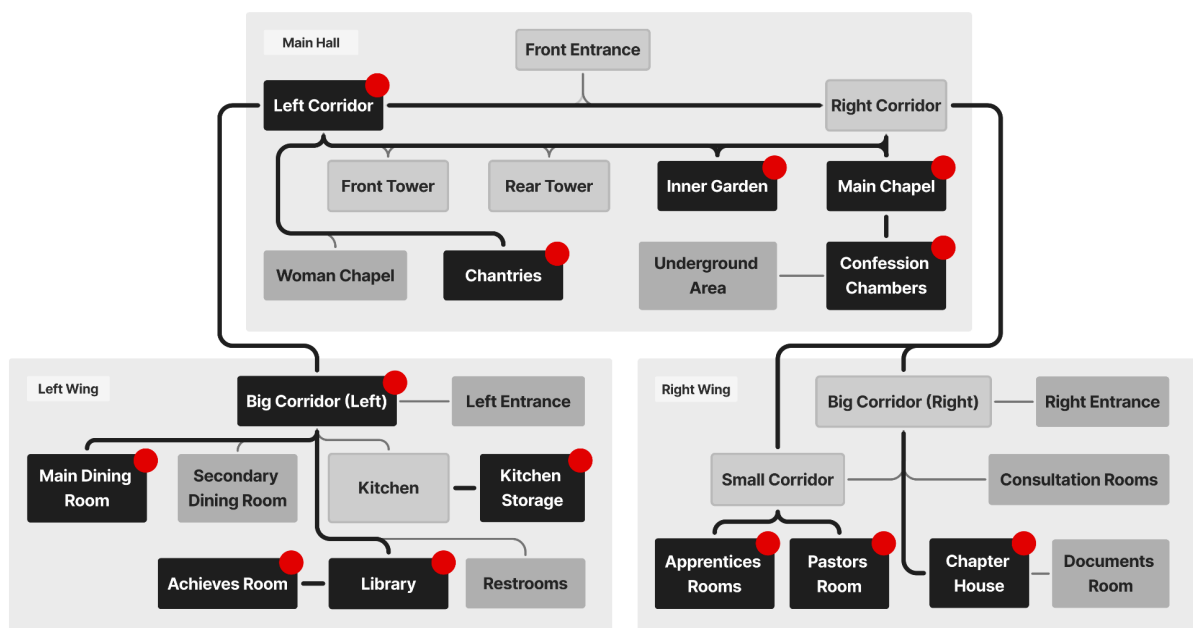
A kid is kidnapped into international human trafficking, he escapes before reaching the border and hides in an abandoned church. In there, he finds clues that reveal the dark history of the place—a satanic church that sacrificed children in the secret underground area. The player is this kid, and he must escape while staying alive from the abductors who are trying to capture him.

## Relation Between Key Characters & The Church



## Church Flowchart Version 5 III

● Important Event ■ Main Explorable Area □ Only Passed By Area ▒ Unexplorable Area



DON'T GO BACK

Mystery, Suspense, Psychological, Drama

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Original Script

1. EXT. DEEP FOREST, RURAL COUNTRIES BORDER - DAY

ASTER (13) is running barefoot through the bushes, his wounded arms are covered in rope marks. Four men, disheveled-looking, are cursing- chasing after him.

JAY (32), a bit drunk and fallen behind, throws his beer bottle to Aster.

JAY

Stoph rig't t'er!

The bottle hits a tree and shatters- the glass shards leaves a long bleeding cut on Aster's left cheek.

ASTER (INNER MONOLOGUE)

No...

A memory of a skinny corpse of a boy flashes into his mind- teeth plucked out and torture marks on his entire body.

The same four men who are chasing him now, stand behind the corpse. They smiled, thick ropes on their hands.

ASTER (CONT'D)

...I don't want to die.

A gunshot cuts his right calf, slowing him down a bit.

The tall man who shot it, HANS (30), inserts other bullets into his revolver.

A skinny man with cut wounds on his arms, GIBBS (34), throws a knife to Aster's- it cuts below the gunshot wound.

GIBBS

Hit his right, I'll do left!

HANS

Got it!

Aster reaches the end of the forest- a tall cliff with forest area on the bottom. He sees the men are three meters behind him, and there's a tree trunk leaning towards the edges.

Buffed men with sleeveless shirts, PAUL (36), reach out his hand to capture Aster.

He dodges it, runs to the tree trunk, and uses it to slide through the cliff.

The four men are breathless- furious.

PAUL

Find a way down! That asshole is our biggest bid!

CUT TO:

## 2. INT. KITCHEN STORAGE, LEFT WING, ABANDONED CHURCH

Aster hides between the food sacks, trembling, biting his fingernails until it bleeds out.

ASTER  
(whispers to himself)  
I don't want to die, I don't want  
to die, I don't want to die.

He remembers when he entered this old church's entrance, the four abductors were twenty meters behind him.

ASTER  
They'll find me in no time, they  
must be guarding that entrance, but  
there should be another exit-

His arm touches an old paper sticking out between the sacks.  
He takes it- a map with a teenager's handwriting.

OLD NOTES  
It's this church map. Put it back  
after you memorize it for the  
other's turn. I promise to get us  
out of here. Eras.

ASTER  
A map...

He observes the map while matching it with his memory when he passes some areas: double main entrances, H-shaped main hall, branching corridors, and statues in the Left Wing Hall.

ASTER  
(disbelieved)  
It's accurate.  
(sees other entrances)  
That means, I can use another door  
to escape-

There is a NOTE below the map, it has the SAME HANDWRITING.

OLD NOTES  
I hid daggers in a loose floor on  
the Main Dining Room. ONE FOR EACH  
PERSON, ALWAYS CARRY IT WHEREVER  
YOU GO.

ASTER  
Dagger... I can use it to defend  
myself, but why should they-

Subtle men's voices come from afar. He puts the map into his pants pocket and gets up.

ASTER  
Brain, stop. I must escape. But I  
should take the dagger first.

3. INT. LEFT WING HALL, ABANDONED CHURCH

Aster peeks between the partition and sees three abductors frantically looking for him. Jay tries to open the left entrance but fails.

JAY  
'ey! It's loc'ed.

GIBBS (O.S.)  
The outside is locked too!

JAY  
'aigt! Boss, it's fully loc'ed!

PAUL  
(screams)  
Scout the outer building and every  
room in here! I'll guard the hall!

GIBBS (O.S.)  
Got it!

HANS  
Yeah!

JAY  
Aye!

Hans runs towards the Library, Jay runs to the Secondary Dining Room, and Paul stays at the center of the hall-circling the central statue.

Aster looks at the partition wall in front of the Main Dining Room, it's not far from the statue.

ASTER (INNER MONOLOGUE)  
I can hide behind the statue and  
run to the partition.

JAY (O.S.)  
Hesn't here!

PAUL  
Search the room in front of it!

ASTER (INNER MONOLOGUE)  
I only have one chance.

He takes stances to run and waits for Paul to face the other direction. A thud sound comes from Jay's direction.

JAY (O.S.)  
Hol'up! My clothe's stuck!

Paul stops in place, scratches his head.

PAUL  
Hurry up, dumbass!

ASTER (INNER MONOLOGUE)  
Now!

He silently runs to the statue- hiding across from Paul. Paul glances in his direction.

PAUL  
What?

Paul walks towards Aster's initial place while he crouches in the opposite direction. When Paul stops, Aster sprints and hides behind the wall partition.

JAY  
(walks to Paul)  
Wha're u doing, boss?

PAUL  
...Nothing.  
(point out Kitchen's door)  
Go checks that room.

JAY  
'aight.

Aster controls his breathing and enters the Main Dining Room.

#### 4. INT. MAIN DINING ROOM, LEFT WING, ABANDONED CHURCH

ASTER  
(scans his surroundings)  
Where's the loose floor at?

He nudges the floor tiles using his feet until he finds a moving tile near the big statue.

He kneels and pulls out the tile- revealing a dusty sheathed dagger underneath the dirt.

ASTER  
Yes!

He takes it and ties it to the rope on his waist.

A letter is peeking out from the soil. He picks it up and reads it, it has the same handwriting as before.

OLD NOTES  
 ALWAYS HIDE THE DAGGER INSIDE THE  
 TROUSER YOU'RE WEARING, THE PASTORS  
 CHECKS OUR ROOMS AND DIRTY  
 UNDERWEARS EVERYDAY. USE THE DAGGER  
 CAREFULLY, IT'S BRITTLE.

ASTER  
 (disguised)  
 The pastors... Checks underwears?

OLD NOTES  
 Alex stole the Right Entrance key,  
 Helen and Felicia will duplicate  
 it, and I will distract the  
 Pastors. We won't let juniors like  
 you guys become senior apprentices  
 like us. For now, I'll give info  
 through notes in your room. I will  
 use slanted-reversed words to  
 disguise the real meaning. Eras.

ASTER  
 Entrance key...

He remembers when Jay and Gibbs checked the left entrance  
 key, they said, 'It's locked.'

ASTER (CONT'D)  
 ...I can use it to escape. If they  
 left a spare dagger, they must've  
 left another spare key. But, where?

He puts the paper in his pocket and closes the floor tile. He  
 walks towards the door, DETERMINED.

ASTER  
 Junior Apprentices Room, there  
 might be some clues there.

## 5. INT. LEFT WING HALL, ABANDONED CHURCH

When Aster exits the room, the three abductors are talking  
 near the central statue.

HANS  
 No one there, just books.

JAY  
 'eah, same.

PAUL  
 That fucker didn't come here, huh.

Aster walks away. His dagger's sheath accidentally scratched  
 the floor- making a weak sound.

PAUL  
(to Aster's direction)  
Who's there?!

Paul walks in Aster's direction, he hides beside a statue after the corridor turn.

Paul stands beside the wall partition in front of the Main Dining Room- inspecting every direction.

PAUL  
Hey!

Aster remains still, holding his breath.

Some moments pass before Hans walks to him.

HANS  
Boss, you okay?

PAUL  
(hesitated)  
Yeah, guess I'm hearing things.

JAY (O.S.)  
You'r gett'ng old, boss.

PAUL  
(walks back)  
Fuck off.

Aster runs away- he's hyperventilating.

ASTER (INNER MONOLOGUE)  
Hi- hide, I need- a place to hide.

CUT TO:

6. INT. CHANTRY, MAIN HALL, ABANDONED CHURCH

Aster leans weakly against the wall next to a statue. His wounds sting, his stomach is grumbling- his whole body trembles.

ASTER  
(controls his breath)  
I'm okay, I'm okay, I'm okay.  
(remembers the letter)  
That letter... What's happening here? Why must the apprentices carry weapons? Why do they want to escape...

His low blood pressure recurs.



ASTER (CONT'D)  
 ...Ugh, It's not the time to think  
 about it. I must escape before I  
 passed out.

He opens the map, observes the route to the Apprentices Room.

ASTER  
 I can use the front corridor while  
 checking the entrance, if it's  
 empty, I can escape right away.

He stands up, holds the wall while regaining his balance, and  
 walks out of the room.

7. INT. LEFT CORRIDOR, MAIN HALL, ABANDONED CHURCH

He walks cautiously through the front tower, trying to hear  
 everything around him. There is a sharp clashing sound from  
 the entrance where he came from.

He sticks to the wall and peeks to the entrance.

Gibbs, guarding the entrance, skillfully juggles six combat  
 knives like a magician.

ASTER (INNER MONOLOGUE)  
 He's here, that means there's no  
 other door open. I must find  
 another way.

He hides in the front tower and analyzes the map.

ASTER  
 (points to front tower)  
 I'm here.  
 (points to inner garden)  
 I can go through here, it connects  
 right to the dorm area.  
 (looks to inner garden in  
 front of his hiding spot)  
 No, it's too open, too dangerous.  
 (points to the rear tower)  
 I can detour through the rear  
 tower. It's farther from that Gibbs  
 guy, so it's safer.  
 (puts back the map)  
 Okay, let's do it.

Just before he passes the chantries, the three abductors walk  
 right in front of his eyes. They turned right from the Left  
 Hall- the direction of the rear tower.

Aster hides beside a pillar, chest pounding like crazy.

HANS

Maybe he enters the other corridor,  
boss.

PAUL

Maybe. But we must inspect every  
room. That fucker is a rat.

JAY

He's stewpid ain' he?

PAUL

The opposite. You think why those  
scientists bid him like crazy?

JAY

Dun' knew? Tel' me.

HANS

They're obsessed with his brain.

They enter the Woman Chapel. Aster immediately runs past it,  
as he runs, he sees the Main Chapel's door is open.

ASTER (INNER MONOLOGUE)

That door is open, noted.

He runs through the corridor and enters the dorm.

# 8. INT. JUNIOR APPRENTICES ROOM, RIGHT WING, ABANDONED CHURCH

He enters the room and sees three notes at the top of the  
table. He picks up one of it.

OLD NOTES

You guys okay? We heard someone  
crying from our room next door. We  
understand it's hard to become an  
orphan and live with people you  
don't know. We, seniors, also  
experienced that. You can always  
talk to the pastor and go to their  
room, they're kind. Eras.

As the last letter said, some words look a bit slanted.

ASTER

Reverse the meaning of the slanted  
words, so it'll be...

(point his finger to the  
sentences while reading)

You can't talk to the pastors and  
go to their room, they're cruel.

(uncomfortable)

What...?

He continues to the next notes.

## OLD NOTES

Hey guys! How's your first month here? We know you guys enjoy it since it's the most prestigious church in the west! Who's your favorite pastor? PSST, don't tell anyone, but we agree that Mother Vanessa and Father Morgan are the kindest of them all! Eras.

## ASTER

Okay, so it's...  
 (re-read the notes)  
 We know you guys hate it, Father Morgan and Mother Vanessa are the... Cruellest of them all.  
 (frowned)  
 Are the pastors... Torturing the apprentices?

He shakes his head and reads the next notes.

## OLD NOTES

Tomorrow will be six weeks and six days since you guys are here, so we'll be having a feast! It'll be attended by the donators, pastors, and all apprentices! It's a sacred and pure event since we've always implemented God's preachment! Eras.

## ASTER

Okay, so it'll be...  
 (re-read the notes)  
 A cursed and impure event since we've never... Implement God's preachment.  
 (confused)  
 And what's with the date? Six and six? Sixty-six?

He continues to read the last notes.

## OLD NOTES

Happy two months! I noticed you guys looked down lately, so I asked Mother Anne to give us time to play in the inner garden, and she accepted it! From today, we can use it from 4-5 pm. It'll be fun since we can't go outside! Eras.

## ASTER

(observes the notes)  
 Huh? There are no slanted words here.  
 (MORE)

ASTER (CONT'D)  
 (re-read the notes)  
 But does that mean they're trapped  
 here? That's why they tried to  
 escape? And, where's the clue about  
 the entrance key?

He flips all notes but finds nothing. He puts all of it in  
 his pocket.

ASTER  
 Did they hide it? I must find it  
 before those men come.

He checks the room but finds nothing.

ASTER  
 Not good. Where did they hide it?  
 Think, think...

The image of the dagger's letter flashes into his mind:  
 ...THE PASTORS ALWAYS CHECK OUR ROOMS...EVERYDAY...

ASTER (CONT'D)  
 (snaps back to reality)  
 ...they can't leave anything,  
 that's why Eras asked for playtime  
 to talk directly to them.

He looks into the walls of the next room.

ASTER  
 I should go to the seniors room.

#### 9. INT. SENIOR APPRENTICES ROOM, RIGHT WING, ABANDONED CHURCH

Aster walks straight to the table. There's only one note.

OLD NOTES  
 1. Handling documents, books, and  
 archives: Alex (Male, 16), teaches  
 Gill (Male, 10).  
 2. Handling social celebration and  
 food: Helen (Female, 14), teaches  
 Becky (Female, 9).  
 3. Handling religious routine and  
 ceremonies: Felicia (Female, 17),  
 teaches Richard (Male, 11).  
 4. Handling donators, negotiation,  
 and communication: Eras (Male, 15),  
 teaches Jasmine (Female, 12).

ASTER  
 Everyone is a minor, has different  
 ages, and... Orphans. Why?

He puts the note in his pocket and scans his surroundings.

ASTER

It's the senior's room who knows  
more about the pastors, there's no  
way they leave anything here.

(pondering)

I should go to the pastor's room.

Just before he exits the room, he hears the abductors voices  
from the Right Corridor.

HANS (O.S.)

We wasted time checking that  
chapel.

Aster hides beside the door- holding his breath.

JAY (O.S.)

A'ye, I'm trin' to follow ou'r  
boss, that Aster's a rat, ain' he?

HANS (O.S.)

Rather than checking the benches  
one by one, it'll be better if we  
block the rooms we've checked so  
that kid can't hide there.

JAY (O.S.)

He'y-

PAUL (O.S.)

Jay, go block the room we've  
visited.

JAY (O.S.)

Re'llly, boss-

PAUL (O.S.)

Shut your dumb fucking mouth. Do it  
or I'll kill you.

JAY (O.S.)

(irritated)

Yeah, fin'.

Jay leaves, Paul and Hans enter the dorm, and Aster quickly  
runs into the pastor's room.

ASTER (INNER MONOLOGUE)

(anxious)

I must hurry.

# 10. INT. PASTORS ROOM, RIGHT WING, ABANDONED CHURCH

ASTER (INNER MONOLOGUE)

Where is the clue? Anything,  
please.

He goes straight to the desks- found nothing, goes to the wooden chest- can't be opened, and there's nothing on the bed frames.

Gunshots come from the Juniors room, followed up by the slamming sound of a wooden chest.

PAUL (O.S.)  
Stop hiding!

ASTER (INNER MONOLOGUE)  
(panics)  
Hurry, hurry!

He examines his surroundings and sees a paper on top of the fireplace. He runs to it and reads it.

OLD NOTES  
These rascals have become more rebellious since the feast. We need to talk, especially about the useless 'playtime' Anne gave. Chapter House, tonight, 8 pm.

ASTER (INNER MONOLOGUE)  
This is it! Chapter House! I must go there now!

He puts the note in his pocket and runs towards the door-

A crashed wooden sound echoed- angry footsteps going in his direction.

PAUL (O.S.)  
Fuck! Where is he?!

Aster hides behind the doorframe- his hearing sense sharpens.

The footsteps stop in front of the Seniors Room.

PAUL (O.S.)  
Go check that room, I'll check this!

HANS (O.S.)  
Got it, boss.

Steady footsteps and bullet rifling sounds get closer to the Pastors Room.

Aster covers his mouth- deeply sticks his back to the wall.

The footsteps stop right behind him, he hears someone's breathing.

A clank sound from the pistol-

PAUL (O.S.)  
 Fuck! Hans, shoot open this old  
 fucking chest!

The pistol sound stops, followed by a sigh.

HANS (O.S.)  
 (walks to Seniors Room)  
 Coming.

Aster is hyperventilating. He grips his chest- tries to control his breathing.

ASTER (INNER MONOLOGUE)  
 (panics)  
 One sheep, two sheep, three  
 sheep...  
 (deep inhales)  
 It's okay, it's okay, everything is  
 gonna be okay.  
 (controlled breathing)  
 I must run fast, right when the  
 gunshot covers my footsteps.

Mumbling voices came from the Seniors Room, followed by a deafening gunshot. Aster runs.

CUT TO:

# 11. INT. CHAPTER HOUSE, RIGHT WING, ABANDONED CHURCH

This meeting room is big. He starts by attentively inspecting the right side before continuing to the left. In front of the Documents Room's door, papers are scattered on the floor. He runs towards it.

There are six pages with different numbers. He lines them up from the smallest number to the largest.

He starts to read from the smallest number.

## OLD DOCUMENT

1.  
 Issue: Misbehaving Junior  
 Apprentices.  
 Summary: Since they underwent the  
 holy feast, they don't want to be  
 touched and are throwing tantrums  
 at the pastors, one of them even  
 bit Father Joseph's hand until it  
 bled.  
 Solution: Gives them cold water  
 baths (refer to page 37 of the  
 Disciplinary Book) at 01:00 am for  
 five days consecutively.  
 Person in charge: Father Morgan.

ASTER

What? Cold water baths are...  
Torture. Back in the 17th century,  
it only used to punish insane  
asylum patients. And, 1 AM? It's  
crazy.

(looks to the PIC)

...Father Morgan, he's one of the  
cruellest based on Eras's letter.

He continues to read the next document.

OLD DOCUMENT

2.

Issue: Apprentices Playtime in the  
Inner Garden.

Summary: Without discussing with  
three other pastors, Mother Anne  
gave the apprentices one hour of  
playtime every day in the Inner  
Garden. It does make them appear  
happier to the donators, but it  
forces the Pastors to cover their  
job desks.

Solution: Makes them clean the  
entire garden so we don't need to  
hire any gardener or pay them. Only  
when the garden is clean do we stop  
their playtime and punish them with  
cold water baths.

Person in charge: Mother Anne.

ASTER

They used the apprentices to clean  
the garden for free? And they'll  
punish them afterwards? What...

He reads the third document.

OLD DOCUMENT

3.

Issue: Donator's Special Request

Summary: Mr. Fredich Hamstone (a  
loyal donator from House of  
Hamstone) wants someone from a  
rebellion family to join as a core  
member of the society. He's willing  
to give us the west route for human  
transportation, permission to use  
their city's underground tunnel,  
and pays 5x of up-front fees. He  
will go back here two weeks from  
now.

Solution: It's contradicting with  
our fundamentals, but we're in a  
dire position to refuse it.

(MORE)



## OLD DOCUMENT (CONT'D)

It is also a once-in-a-lifetime opportunity to use the tunnel, which they never settled any agreement with us. After discussing with all pastors, we decided to take that offer.

ASTER

(confused)

Core member of the society? Human transportation? Underground tunnel? Are they...

He reads the fourth document.

## OLD DOCUMENT

4.

Issue: Disappearance of Left Wing Entrance Key.

Summary: Father Clement is the person responsible for the building's keys. He lost the left wing entrance key after a local's marriage. We suspect one of the guest had taken it since we found nothing after daily checking all apprentices and their rooms. Solution: We'll change the door lock after we make an agreement with Mr. Fredich. In the meantime, we'll block the door from inside using benches.

Person in charge: Father Clement.

ASTER

(excited)

This is it! Okay, so they have two weeks to escape? Did they do it? Where's the next document?

He reads the fifth document.

## OLD DOCUMENT

5.

Issue: Inner Garden Cleaning Equipment

Summary: The devoters sees the apprentices clean the Inner Garden barehanded and pities them. So, they donated money to Mother Vanessa to buy garden equipment. Solution: Since the devoters will be suspicious if we don't buy any equipment, we will buy the cheapest tools so the leftover money can be used for us.

Person in charge: Mother Vanessa.



ASTER (CONT'D)

(looks to second document)

Mother Anne accepts Eras's request... Is it out of pity?

(looks to sixth document)

Because church devotees notice the apprentices depressed behaviour...

(looks to second document)

Then, the pastors forced the apprentices to clean the garden so they don't have to hire a gardener.

(looks to fifth document)

The church devotees donated money to buy gardening tools for the apprentices, so they buy them.

(looks to fourth document)

After that, the entrance key went missing, and the pastors cannot find it even though they always did physical and room examinations of the apprentices...

His eyes widen.

ASTER (CONT'D)

..they hid the key in the Inner Garden.

The sound of a gun's steel barrel echoed through the room- it's coming closer to the Chapter House.

ASTER

(startled)

It's the gunman- I must hide.

He briskly puts the papers into his pocket and hides beside the fireplace. He takes an oil bottle and a matchbox on his feet and puts them between the papers in his pocket.

Hans enters the room. He tries to open the wooden planks in the Documents Room's door, stops right away, and walks in Aster's direction.

He stops in front of the fireplace- right beside where Aster hides. Hans leans to the fireplace, pointing his gun to the inner part of the chimney, and shoots it.

The bullet breaks open the rooftop, making debris fall to the base of the fireplace. Seconds later, something heavy falls from the Documents Room.

Hans runs to the blocked door, forcefully pulls the planks while screams at the top of his lungs.

HANS

Boss, he's here!

PAUL (O.S.)  
(screams)  
Hold up!

Running sounds coming closer to the room, shortly after, Paul enters the room.

PAUL  
Where is he?!

HANS  
Something fell after I shot the chimney, he must've been hiding inside!

PAUL  
(runs and helps to open the planks)  
Got it!  
(screams louder than Hans)  
Jay, get your ass over here!

Jay replies from distances.

JAY (O.S.)  
Wher' U, Boss?

PAUL  
The deepest room straight from where you came, pigass!

JAY (O.S.)  
Stra'gh? Yeah, 'be there!

Jay and Hans standing at both ends of the planks, widen their stances to make a sturdy posture and grip the plank.

PAUL  
One, two, three, pull!

Aster peeks from his hiding spot and sees them pull the planks in synchronized motion- easily pulls it apart.

ASTER  
(inner monologue)  
They'll open it in no time, find out it's empty, and search this room. I must get out now.

Aster runs to the back of the chairs, crouching towards the door- minimizing his sounds by matching his movement with Paul and Hans, and sneaks out without raising any suspicion.

Right when he exits the room, he meets Jay.

Jay startles, opens his mouth to scream-

Aster panics and kicks his balls- Jay falls to the floor.

JAY  
(wailing)  
Fu'k... You...

PAUL (O.S.)  
Jay, hurry up!

JAY  
(tries to scream)  
Boss! He's-

ASTER (INNER MONOLOGUE)  
Stop!

Aster kicks his testicle as hard as he can- blood bleeds out from Jay's pants, causing him to groan in pain.

HANS (O.S.)  
(concerned)  
Jay?

PAUL (O.S.)  
Fuck. Go check on him.

HANS (O.S.)  
Got it.

Aster runs- cold sweats running through his neck.

12. EXT. INNER GARDEN, CENTRAL HALL, ABANDONED CHURCH

The sunlight blinding Aster's eyes, forcing him to squint his eyes to see the surroundings.

This large rectangular garden has become an unkempt land full of bushes and grass- he can barely see the ground.

ASTER (INNER MONOLOGUE)  
(overwhelmed)  
Where... Did they hide the key?

PAUL (O.S.)  
(furious screams)  
Hans, check that garden! I'll check the left wing!

HANS (O.S.)  
Got it!

PAUL (O.S.)  
Fucking rat! You'll pay for this!

ASTER (INNER MONOLOGUE)  
I must hide!

He hides between the bushes next to the stairs.

Right after that, Hans enters from where Aster's entered- he is standing right above his hiding spot.

HANS  
(shouts)  
Come out or I'll shoot!

Aster doesn't move- holds in his breath.

Hans shoots six big bushes- one of them deeply cuts Aster's left upper arm. Blood flowing out from the wound.

Aster tries to stop it by giving it pressure- he bites his tongue to stop himself from making a sound.

Hans inserts new bullets and starts checking the area.

The pain makes Aster unable to move. He sticks to the corner of the bottom stairs- locking his eyes on Hans.

ASTER (INNER MONOLOGUE)  
Oh god, don't let him come here,  
please, please.

Hans checks the area with the highest bushes- opposite of Aster, then continues in a clockwise direction.

Aster's agitated state sharpens his hearing sense, making the sound of bushes from Hans's scouting fill his head.

As he gets closer to Aster, Aster tightly grips the dagger in his rope belt. His hands getting colder due to adrenaline. He observes Hans without blinking an eye.

13 steps closer, 10 steps, 8 steps, 4 steps, 2 steps-

PAUL (O.S.)  
(loud scream)  
He's here! He runs to the kitchen!

Hans runs to the door above him and leaves the garden.

HANS  
(screams)  
I'm coming!

Aster falls to the ground- strength has left his body.

ASTER (INNER MONOLOGUE)  
(panting)  
That... was close.  
(controls breathing)  
But, a kid who looks like me? Who?  
And how does he get here?

He remembers horrible things the abductors did to him. His body responds to his trauma- he got badly nauseous.

ASTER (INNER MONOLOGUE)  
They'll kill him. I... I must help  
him. I can't let him die.  
(doubtful)  
But... How? I don't even know where  
the key is. Can I... even escape?

He looks at his wounds, begins to feel great pain in them.

ASTER (INNER MONOLOGUE)  
Can I do it? In... this state?

He imagines facing all of the abductors at once.

ASTER  
Can I... Really do it?

The wind caressing his hair, pushing him deeper in his  
thought. In that moment, he hears a voice in his head.

VOICE  
You can do it, you'll be okay.

He looks up. Under the yellowish sunlight, a boy in a white  
hospital gown is standing on the podium in the middle of the  
garden. He's smiling, lifts up his hand, and points to the  
right corner of the front tower.

Aster is too stunned to speak. After he blinks, that boy has  
disappeared.

ASTER  
Huh...?

He looks to all direction but can't find that boy.

ASTER  
Who... Is that?

He looks at where the boy points out.

ASTER  
And why was he pointing that way?  
(gulps)  
I should check it.

He searches through the bushes and finds an unnatural lump of  
soil. He digs it and finds a closed glass bottle with a  
letter inside. He pulls the letter out and reads it.

OLD NOTES  
Get out from this place  
IMMEDIATELY. It's a satanic church  
disguised as a normal church.

Endure the sexual things the  
pastors and donators do to you, or  
they will torture you until you're  
half dead. DON'T commit suicide  
because your friends will be  
punished until one of them dies.  
I've lived in here for 6 years, and  
4 of my friends died because of it.  
If you're still junior apprentices,  
the inauguration to senior position  
happens when two of your female  
friends gave birth and sacrificed  
their babies in the ritual. Make  
sure to escape before it happens.  
We, senior apprentices, duplicated  
all door keys and hid them in a  
small space between the table and  
the walls in the archives Room. Use  
them however you like.  
If you read this letter, the keys  
are still there, and it's either we  
managed to escape or the pastors  
has killed us. Eras.

He kneels to the ground, his stomach acid rises and causes  
him to vomit. He looks back to that letter, trembling.

ASTER  
(nauseous)  
Satanic church... Sex parties...  
Babies- ugh.

He punches his chest- trying to change his mental shock to  
the pain he's inflicting on himself.

ASTER  
Don't lose control. Don't lose  
control. Don't lose control.

He manages to calm himself down. He reopens the letter,  
ignoring the nauseousness and his trembling hands.

ASTER  
Focus. Focus. This letter just  
gives me more reason to escape.  
(looks at the duplicate  
keys paragraph)  
They duplicated all keys. Maybe  
they tricked the pastors by only  
banishing the left entrance key.  
And since I found this letter...  
(continues to read)  
The keys are still there.

He opens the map and finds the Archives Room location, it's a  
small room inside the Library on the Left Wing.



ASTER  
It's here.

CUT TO:

13. INT. LEFT WING HALL, ABANDONED CHURCH

Just when Aster enters the hall, Hans comes out from the kitchen. The partition wall blocks his vision, so Aster hides behind the central statue.

PAUL (O.S.)  
(angry)  
Where is that rat?!

HANS  
No one's here, Boss, I'll search  
the other rooms.

PAUL (O.S.)  
I fucking saw him go here! Keep  
your ass looking there!

HANS  
(displeased)  
Yeah, okay.

Aster peeks and sees Hans walks back to the kitchen.

ASTER (INNER MONOLOGUE)  
There's no place to hide there, why  
can't they find the kid? And who's  
that kid? Why is he here?

JAY (O.S.)  
(shouts)  
He's here! He runs towards the back  
tower!

PAUL  
(shouts)  
He's in the kitchen, fuckass!

JAY (O.S.)  
(shouts)  
No! I see him now, he's here!

ASTER (INNER MONOLOGUE)  
(confused)  
Huh? That kid is in two places?

PAUL  
(shouts)  
Then catch him by yourself,  
asshole!

JAY (O.S.)  
 (shouts)  
 I can't! My balls still hurt! Boss,  
 I swear on my life he's here!

PAUL  
 Fuck! Jay, help him!

HANS  
 Okay!

Hans runs to Jay, passing Aster without noticing him.

HANS (O.S.)  
 Where is he?!

JAY (O.S.)  
 He runs to the right hall!

ASTER (INNER MONOLOGUE)  
 What's happening? Why do that kid-

PAUL  
 (enters the Kitchen)  
 Fuck! Come out, asshole!

Aster shakes his head and looks to the Library's on the far end of the corridor.

ASTER (INNER MONOLOGUE)  
 Focus. I should use this chance.

He runs to it.

#### 14. INT. LIBRARY, LEFT WING, ABANDONED CHURCH

Aster looks to the far end of the corridor and sees a room, its door is blocked with wooden planks.

ASTER (INNER MONOLOGUE)  
 That's the room.

He walks to it and realizes few planks have been reattached to the door frame.

He remembers the time when the abductors came to the Apprentices Room, the time they said to 'block the doors'.

ASTER (INNER MONOLOGUE)  
 That man re-blocks it. I must open it without making any sound.

He carefully takes off the planks until it's big enough for him to enter.

ASTER (INNER MONOLOGUE)  
 Finally.

He crouches and enters the room.

15. INT. ACHIEVES ROOM, LEFT WING, ABANDONED CHURCH

It's a long, narrow room with shelves full of books on both sides of the wall. There's a table in the far left corner.

ASTER (INNER MONOLOGUE)  
That must be it. Okay, small space  
between the table and the walls.

He inspects that area and finds the keys- every one of them has the room names on it.

Happiness overflows him, he hugs it like a Christmas present.

ASTER (INNER MONOLOGUE)  
Finally!

A note falls in his foot. He picks it up and reads it.

OLD NOTES  
There's a tunnel to a village in  
the Underground Satanic Cult's  
area. If you haven't gone there,  
you can enter it through the  
furthest door in the Confession  
Rooms.  
ONLY use it as the LAST RESORT to  
escape. My two friends died when  
they attempted to do it.  
And, use the keys CAREFULLY, we  
used brittle iron to make it. Eras.

ASTER (INNER MONOLOGUE)  
Underground tunnel through the  
confession rooms...

He opens the map and finds the rooms.

ASTER  
(points to Confession  
Room)  
It's inside the Main Chapel.

A big hand grips his shoulder and throws him to the shelves-  
fallen books hit the wounds on his body.

Paul walks towards him and sees the keys on his hand.

PAUL  
You're trying to escape, huh?!

He snatches and throws it to the wall- it shatters to pieces.

PAUL  
You want to die?!

He looks at the keys in his hand and sees the room names on them.

He hits Aster like a punching bag. Even when bruises have covered all of Aster's body, he doesn't stop.

ASTER  
(pleading)  
Stop! Please stop!

PAUL  
(furious)  
Shut the fuck up!

Aster wailing in pain, his arms hurt from covering his face from getting hit. The punches don't stop- most of them directly hit his open wounds.

PAUL  
I will kill you if it wasn't for  
that money! Fucking bastard!

The punches keep getting stronger, one of them hits Aster's head, making him light-headed.

ASTER (INNER MONOLOGUE)  
He'll really kill me...

Images of Eras's notes and documents fill his head- the tortures from the pastors, their escape attempts, and '...My two friends died when they attempted to do it.'

His paranoia producing noises and negative thoughts in his head. And, when he reaches a conclusion, his eyes darken.

ASTER (INNER MONOLOGUE)  
Ah, I'm... The same as them. Sooner  
or later, they'll kill me.

A soft whisper talks to his subconscious mind.

VOICE  
Is that the ending you want?

ASTER (INNER MONOLOGUE)  
No, I don't want to die. I want to  
go back to my family. I saw them  
were looking for me.

VOICE  
They really love you, right? And  
you love them back?

ASTER (INNER MONOLOGUE)  
Yeah, I really love them.

VOICE  
Then you realize, if they caught  
you here, you will never see them  
again?

ASTER (INNER MONOLOGUE)

Yeah...

VOICE

Is that what you want? Letting your father frantically search for you every day? Seeing your mother weep, wishing you'll come back home? Then, making your grandpa beg to see you before he died? Can you bear that guilt?

ASTER (INNER MONOLOGUE)

No, no!

VOICE

But that will happen, and you know it.

ASTER (INNER MONOLOGUE)

Stop it!

VOICE

That's the price of your death, you can't do anything about it.

ASTER (INNER MONOLOGUE)

I can! I won't let them go through that!

VOICE

How?

ASTER (INNER MONOLOGUE)

B-by...

Aster goes silent- confused.

The faces of his family appear in his mind, they're smiling from eye to eye- looking at him with deep affection.

Everything changes like a broken cassette. They're kneeling beside Aster's grave, weeping, bawling their eyes out- Aster sees them from his casket underneath.

Their tears fall onto his face.

ASTER (INNER MONOLOGUE)

I... Can't die.

They're wailing out his name.

VOICE

So, what will you do?

Aster forces his casket open, reaches out his hand, and his family grabs it- they pull him out and hug him.

Slowly, Aster's eyes widen, he clenches his fist.

ASTER (INNER MONOLOGUE)  
I must live.

The voice softened- reassuring.

VOICE  
That's right. Fight back. You have  
a family to go back to.  
(paused)  
Live, Aster.

The voice disappears. Aster's head goes silent, all noises disappear. And, he knows what he must do now.

PAUL  
You're scared now, huh?!

Aster takes a deep breath and leans his body to the side.

ASTER  
(pleading in pain)  
I'm sorry! I won't do it again!

Aster covers his upper body with his knees- blocking Paul's eyesight from his dagger.

PAUL  
Shut up! You must be punished!

Aster unsheathes the dagger while hiding it behind his knees.

Then, Aster looks to the ceiling behind Paul and screams- terrified like seeing a ghost.

ASTER  
W-what's that?!

PAUL  
What-

Paul instinctively looks in that direction, Aster uses this chance to slit open Paul's neck.

Blood splatters on Aster's face. Paul holds his neck, weakly lies on the floor- groans without making a sound.

Aster's eyes follow the overflowing blood from Paul's neck. It drips to the floor- slowly forming a puddle of blood below his body.

Paul's eyes, which always see Aster with hatred, now look at him with pleading eyes. He spells something with his trembling lip.

PAUL  
(inaudible)  
Sa... Ve... Me...

Paul's trembling stops. His body lying motionlessly on the floor- ironically framed in his own blood.

Aster, still holding his dagger, looks away and sees the keys, which are now shattered into pieces.

ASTER  
It's... unusable.

He kneels beside Paul's corpse, takes his army knife, and ties it beside his dagger sheath.

Aster stands up and walks out from the room- tightly gripping the dagger in his hand.

ASTER  
I'll live.

16. INT. RIGHT WING HALL, ABANDONED CHURCH

Aster meets Jay in the central statue, Aster doesn't run away and Jay has become sober.

Jay grips the pan he took from the kitchen, cautiously looks at the blood on Aster's and the dagger in his hand.

JAY  
(guarded)  
Whose blood is that?

Aster glances at his shirt and stares at him.

ASTER  
(nonchalant)  
Your boss.

JAY  
You... Killed him?

ASTER  
Sort of.

Jay's face goes raging red, he runs towards Aster- ready to hit him with the pan.

JAY  
Crazy brat!

Aster got beaten up one-sidedly. His unskilled close-combat ability makes his attacks easily avoided by Jay. And, Jay doesn't give him any chance to land any attack.

ASTER (INNER MONOLOGUE)  
It won't do, I must get closer-

Aster slips- the back of his head hits the statue's base. Jay hits his frontal lobe with a pan- full force.

Aster almost goes unconscious. But he forces himself to stay awake- his head badly rings, and his sight is in full blurs.

ASTER (INNER MONOLOGUE)  
I... can't pass out now...

Jay screams at the top of his lungs- it echoed through the hall.

JAY  
Gibbs, Hans, come to the left hall!  
I caught him!

A weak scream comes from the front corridor direction.

GIBBS (O.S.)  
On my way!

Jay picks Aster's dagger and throws it to the far end to the left entrance door- it makes a loud broken sound.

JAY  
Damn church, it even has a dagger.

Before Jay examines Aster's body, Aster uses Paul's army knife to stab him in the stomach. Before he can respond, Aster continues to stab him in the same place.

Jay falls, he sees Aster with eyes full of rage.

JAY  
You... Cunning rat.

Aster gets up and looks at the dagger in front of the entrance's door- it has broken into two.

ASTER (INNER MONOLOGUE)  
I can't use that anymore.

He sees the corridor to the front area- the direction where Gibbs answered Jay's scream.

ASTER (INNER MONOLOGUE)  
That knives guy will have left his  
guarding duty and passed that  
corridor, that'll be my only chance  
to escape.

He runs towards the corridor to the back tower.



## 17. INT. CENTRAL HALL, ABANDONED CHURCH

Aster hides beside the Chantries room, sticking closely to the wall while keeping eyes towards the front tower.

ASTER (INNER MONOLOGUE)  
Gibbs will left his guarding duty  
and passed that corridor, that'll  
be my only chance to escape.

He looks at the wounds all over his body.

ASTER (INNER MONOLOGUE)  
I don't stand a chance to fight him  
or that gun guy.  
(gulps)  
I mustn't get caught.

He hears footsteps from the front tower. Then, Gibbs appears from its corridor- he's looking around.

GIBBS  
Jay? Where are you?

Jay doesn't answer. Aster prepares to make a run.

GIBBS  
Jay?

A pan hit the wall right behind Aster's hiding place- Jay threw it from his crawling place before he passed out.

Aster jumps in surprise- avoiding the wall that was hit by it.

Gibbs sees him- they lock eyes from a distance.

In a second, a sharp knife grazed Aster's ear- Gibbs throws one of his knives from where he is standing.

GIBBS  
(screams)  
He's here, guys!

Aster runs to the rear corridor- adrenaline rushing.

ASTER (INNER MONOLOGUE)  
I should use the rear corridor and-

After he passes the Woman Chapel, he sees Guner is walking towards him from the rear tower- they see each other.

ASTER (INNER MONOLOGUE)  
Shit-

HANS  
(screams)  
Gibbs, he's here!

GIBBS (O.S.)  
Yeah, I see him!

Aster glances at his surroundings and realizes he can only go to the Main Chapel- one of its doors is wide open.

Wasting no time, he runs towards it.

HANS  
Stop, you brat!

ASTER (INNER MONOLOGUE)  
There are two entry doors to the Main Chapel, I'll confuse them inside and escape from the other door.

GIBBS  
Wait, Hans! Jay is bleeding! I'll check on him, cover me up!

HANS  
What?! Fuck, okay!

Gibbs runs to Jay, leaving the front corridor empty.

ASTER (INNER MONOLOGUE)  
It's my chance!

Just before Aster runs back, Hans shoots right in front of Aster's face to block him.

HANS  
You're not going anywhere!

ASTER (INNER MONOLOGUE)  
Dammit!

Aster runs to the Main Chapel.

GIBBS (O.S.)  
Hans, he kills Jay!

# 18. INT. MAIN CHAPEL, ABANDONED CHURCH

Sunlight from behind the altar illuminates the grandiosity of this big chapel- there are four rows of praying benches and walking corridors on the left and right sides of the room.

For a second, Aster is mesmerized by the view, but he snaps himself back to reality.

He runs to his left, recalling the map in his head.

ASTER (INNER MONOLOGUE)  
Focus! There should be a door next to this!

Right before he reaches the other door, a gunshot grazed his left armpit- only few centimeters from his heart.

ASTER (INNER MONOLOGUE)  
(flinches)  
Ugh!

HANS  
Crazy brat!

ASTER (INNER MONOLOGUE)  
Oh shit, go back! Go back!

Aster runs back to the door where he came from. A few meters from it, he sees Gibbs running- blocking his way out.

GIBBS  
I'll fucking kill you, brat!

Gibbs throws his knife to Aster while Hans shoots him right when he dodges- he dodges them by only small margins. Their coordinated attacks continue- forcing Aster to run deeper into the Main Chapel.

ASTER (INNER MONOLOGUE)  
Distraction won't work, and hiding  
only makes them easier to kill me.  
(panics)  
Dammit, what should I do?

Image of the keys notes appears on his mind. Then, the layout of the chapel.

ASTER (INNER MONOLOGUE)  
The... Underground tunnel at the  
Confession Rooms.

He sees the right Confession Room's door is open.

He runs towards it, avoiding the bullets and the throwing Gibbs by using benches and walls partition as shields.

#### 19. INT. CONFESSION ROOM, ABANDONED CHURCH

The room is narrow with two doors on its right side.

ASTER  
The farthest door of the room...

He enters the farthest door, it leads to a one-person-wide corridor that splits into two: the pastor's side of the Confession Room and a long staircase leading underground.

Aster, breathing heavily, stares at the stairs- scared.

ASTER

That's... the satanic cult's area.

And... The tunnel to outside.

(remembers the keys notes)

Two Aster friends who tried to  
escape through here... Died.

(anxious)

Will I... Die too?

Gibbs screams come from outside of the confession room-

GIBBS (O.S.)

Stop running, brat!

Aster glances in Gibbs's direction, and when he looks back to  
the bottom of the stairs, he sees a kid standing there. It's  
the same kid with the one he saw at the Inner Garden.

Then, the same whisper enters his head.

VOICE

It's okay, we'll help you.

That kid smiles.

VOICE

Come.

That kid runs and enters the underground area.

Aster clenches his fists and runs to follow him.

END OF INTRO TO ACT 1.

**Player Name: Aster**

Age: 13 years

Aster is an intelligent kid from a rural town. He doesn't go to school to help her parents with their field, so he's very close to his family. A rough childhood leads him to mature faster. He had been kidnapped once, and it traumatized him until he got dissociative identity disorder (DID) and memory loss, but his family hid it from him.

- Being tricked by other people trains him to be calculative and cautious of new people, so he's fast at catching people's emotions.
- Working in the field trained his body and stamina, so he's more resilient than his peers. But he has asthma and low blood pressure.
- He isn't the leader of his peers, but he's the one who makes sure everyone is safe; he'll only take charge if the situation forces him to.
- His other personality is unempathetic and solely focused on surviving because it was created to protect his past self when he was kidnapped and helpless.

Character Barks (Aster)			
Location	Gameplay Context	V.O. Direction	Cue
Kitchen	Interact with dusty cast irons	Studious	It's sturdy but too big, I can't take it
Kitchen	Interact with old firewood	Attentive, questioning	They still used firewood? How old is this church?
Main Dining Room	Inspect floor near the door (before found the dagger)	Anxious, try to calm down	No, it can't be moved
Main Dining Room	Inspect floor under the table (before found the dagger)	A bit rushed	Not this one
Main Dining Room	Inspect the floor on the corner of the room (before found the dagger)	Hold in the panic	Goddammit, where is it?
Chantries	Interact with one of chantry's bench	Observant	Is this the grieving room?
Left Hall	Try to go to Front Entrance (after spotting Gibbs)	Fully reject the idea	No, he's gonna kill me
Left Hall	Interact with the window facing the Inner Garden (after spotting Gibbs)	Cautious	It's too open, they'll notice me right away
Left Hall	Getting near the door of Woman Chapel (after Jay, Hans, Paul passed by)	Extremely wary & alert	Left foot, right foot. Don't make sound
Left Hall	Interact with the door of	Calculative,	It's not the way to the

Character Barks (Aster)			
Location	Gameplay Context	V.O. Direction	Cue
	Main Chapel (after Jay, Hans, Paul passed by)	making mental notes	Apprentices Room
Junior Apprentices Room	Interact with wooden chest (before read notes)	Think fast	There's nothing, I must check other place
Junior Apprentices Room	Interact with bed (before read notes)	Irritated, a bit panic	God, where is it?
Pastors Room	Interact with table (before fireplace)	Hurried	Nothing here
Pastors Room	Interact with bookshelf (before fireplace)	Click tongue, a bit rushed	Not here either
Pastors Room	Interact with fireplace (after table & bookshelf)	Rushed, panics	I must get out of here now
Chapter House	Enter the room	Hurried, hopeful	Where is the clue? Anything, please
Inner Garden	Staying too long after read the buried letter	Realization, determined	I must go to the library now
Left Wing Hall	Staying too long behind the central statue	Tense, heart beating fast	He'll see me, I must go now
Library	Inspect the bookshelf	Observant, assessing	Everything is book, there's no hidden keys or clue
Library	Inspect the table	Observant, assessing	Nothing on here either
Achieves Room	Interact with pool of blood (after killed Paul)	Detached, unemotional	Burn in hell
Achieves Room	Interact with broken keys (after killed Paul)	Irked, cold	I don't care, I will make my own escape
Left Wing Hall	Try to walk further away from the left hall (after defeated Jay)	Strategic, logical	I can't wander around now
Confession Room	Staying for too long inside the room	Full panics	I must move, now