

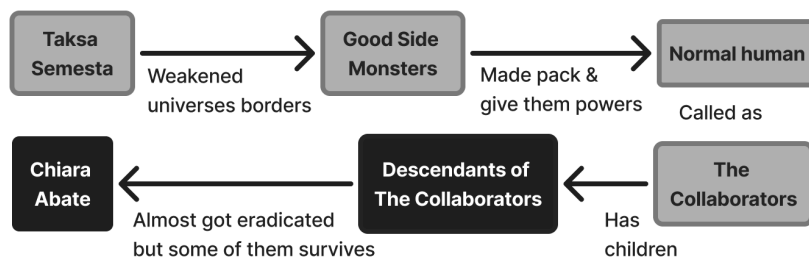
# FUTURE S!REN

***“A branching survival game entwined with supernatural powers, fast-paced combat, and dark psychological depth of Indonesian culture, designed for memorable replayability.”***

Genre: Third-Person Shooter, Mystery, Action, Choice Matters.

The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. The Black Puddle Case was happening all over the world. A siren voice tells the Taksa Semesta monsters to kill people for their ritual preparation. The player is a female detective who suddenly got supernatural powers and is the only one who can hear the siren voices. She must stop the monster's ritual before it destroys the whole city.

### Relation Between The Player & Taksa Semesta



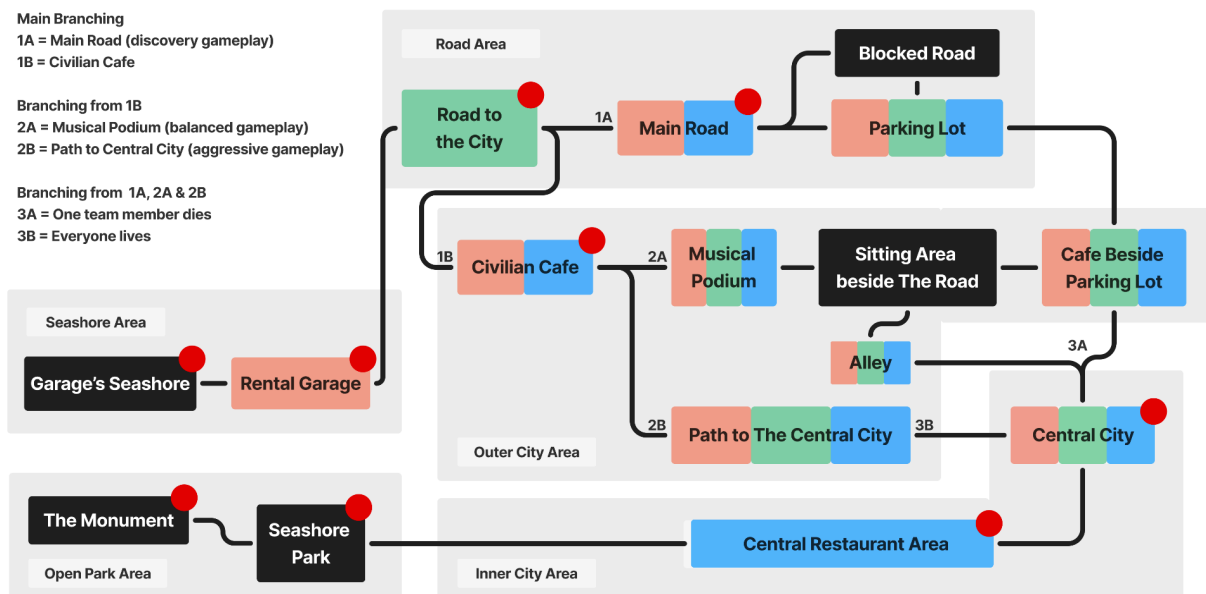
## City Flowchart Version 2 III

● Important Event   ■ Narrative focused   ■ Fast Run focused   ■ Shooting focused   ■ Telekinesis focused

**Main Branching**  
**1A = Main Road (discovery gameplay)**  
**1B = Civilian Cafe**

**Branching from 1B**  
**2A = Musical Podium (balanced gameplay)**  
**2B = Path to Central City (aggressive gameplay)**

**Branching from 1A, 2A & 2B**  
**3A = One team member dies**  
**3B = Everyone lives**



FUTURE SIREN

Third-Person Shooter, Mystery, Action, Choice Matter

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Original Script (Taksa Semesta Universe)

1. EXT. GARAGE'S SEASHORE, SEASHORE AREA - NIGHT

In the furthest side from the entrance, two police officers stand beside a long police line, separating them from a large black puddle.

A female police captain, CHIARA (32), neat and well-dressed, looks at the liquid that is being inspected by forensic officers.

Beside her, a weary-looking local policeman, GILBERT (35), reads the report in his hand.

GILBERT

This liquid was found two hours ago by a local. The forensic team hasn't sent the sample to the lab, but they're certain it shares the same characteristics as the Black Puddle Case.

CHIARA

That international case?

GILBERT

Yes.

CHIARA

If it's true, it'll be its first case in this country?

GILBERT

That's right, captain.

CHIARA

Okay, tell them to send the liquid sample to the lab. We need immediate confirmation.

GILBERT

Got it.

Gilbert runs to the forensic team. Chiara observes the liquid in front of her.

CHIARA (INNER MONOLOGUE)

So this is the Black Puddle? The one HQ said as 'the devil's tar'?

(sniffs)

They said it smells awful. But I don't smell anything. Why?

Gilbert runs back to Chiara.

GILBERT

Once again, thanks for coming to this remote town, Captain.

CHIARA

Relax, it's only a one-hour trip.  
By the way, how does this liquid  
smell to you?

GILBERT

It's awful, like an old toilet  
sewer. Need a mask?

CHIARA (INNER MONOLOGUE)

So he does smell something.

CHIARA

It's fine. Thanks Gilbert, inform  
me if there's progress.

GILBERT

Okay.

Chiara looks at the forensic team, they're busy with their  
work. She walks towards a fierce-looking police officer,  
CLEMENT (34), who's standing under a streetlamp.

He stops monitoring the forensic team when she stands before  
him.

CLEMENT

Don't talk.

(takes a deep breath)

Yes, I do think this is the Black  
Puddle Case. No, I don't have any  
idea of how or why this happened.  
Yes, it smells terrible, like  
stinky shoes. And, yes, you can go  
ask the other's opinion now.

CHIARA

Hey, I haven't said anything.

CLEMENT

We've been working together for  
five years now, you're an open book  
to me.

CHIARA

Well, thanks, book reader.

CLEMENT

(annoyed)

Yeah, yeah. Just go to those  
newbies. I hope they don't get  
starstruck when talking with you.

CHIARA

Me? Starstruck? Why?

CLEMENT

You solved the 30-year murder case that has been terrorizing their hometown. I heard they think of you as their savior or something.

CHIARA

Ahh, I see... Okay, talk to you later.

She walks towards two young police officers standing next to the rock wall- she hears their conversation.

A sloppy officer, REMO (25), talks with excitement while the expressionless officer, ALDO (24), answers calmly.

REMO

It's Black Puddle, right? The case that broadcasted everywhere?

ALDO

Looks like it, I can't believe it'll be our first case.

REMO

Yes! And we're working under Captain Chiara and Vice Captain Clement! The best duo regional detectives for three years straight! They're the real deal!

ALDO

I know, I can't believe it. We must work hard, we can't let them down.

Chiara silently stands between them- they startled.

CHIARA

(laughs)

You guys okay?

REMO

Y-yes, captain! We're as bright as day!

ALDO

We're okay, captain. Thanks for bringing us along.

CHIARA

That's good to hear. You two are promising young detectives, I hope you guys learn a lot.

(gesturing to the Black Puddle)

Now, tell me your observation from that thing.

Remo looks nervous, so Aldo speaks first.

ALDO

From my observation, the liquid color, consistency, spreadingness, and the smells are identical to Black Puddle. It also marked off the criteria where it was always found at places people passed by.

CHIARA

That's a keen observation, Aldo. What about you, Remo?

REMO

Uh, um, it smells pungent, like rotten chicken in the summer.  
(sniffs)  
And the smell easily spreads in the air.

ALDO

I agree.

CHIARA (INNER MONOLOGUE)

They can smell it from this far?

CHIARA

That's interesting. What do you smell from it, Aldo?

ALDO

Ah, for me, it smells like spoiled milk. It confirms another trait where it smells different for each person.

CHIARA (INNER MONOLOGUE)

So I'm the only one who doesn't smell anything.

CHIARA

(looks to Remo)

Okay, Remo, it's good to focus on one thing at a time, but you also need to analyze the bigger picture of everything.

LOOKS TO ALDO

Aldo, your critical thinking and observation skills are top-notch. But until the lab result is out, we can't make any conclusions, okay?

(looks to both of them)

Understand?

ALDO

Yes, captain.

REMO

O-okay.

CHIARA

And also—

A high-pitched static noise fills her head.

CHIARA (INNER MONOLOGUE)

What... is this?

The noise disappeared, but it left her a massive headache.  
She feels lightheaded.

ALDO

You okay, captain?

REMO

Yeah, you suddenly look pale.

CHIARA

I'm fine, the noise caught me off guard.

REMO

Huh? What noise?

CHIARA

Huh? The static noise just now?

They look at each other, confused.

ALDO

No, I didn't hear it.

REMO

Me neither.

CHIARA

Wha—

The static noise comes back, way worse than before. Slowly,  
it changes into a siren noise with someone talking in a  
hoarse voice— FUTURE SIREN.

FUTURE SIREN

Preparation.

Chiara gasps.

REMO

Captain?

CHIARA

That... someone said preparation? You  
guys hear it?

ALDO

No, it's very quiet here.

CHIARA (INNER DIALOGUE)

Black Puddle doesn't have any noise-related trait, are we facing a different case? But... This effect is worse than the Black Puddle. I must inform the HQ.

REMO

Are you sick? I have some painkillers.

CHIARA

I'm okay, keep up the good work. See you guys later.

REMO

Okay!

CHIARA (INNER DIALOGUE)

I can use the radio in the car to directly contact the HQ.

Chiara walks towards the stairs that lead upstairs. Strong breezes from the sea accompany her steps.

CHIARA (INNER DIALOGUE)

Or is this the effect of my insomnia? Should I ask another person?

(looks to the higher ground)

Dante is guarding upstairs, I should ask him.

The voice comes back, and it's giving her a headache.

FUTURE SIREN

Wheels. Four. Destroy

CHIARA

Ugh-

The ground shakes. Loud crashing sounds come from upstairs, followed by an explosion sound, screams, and a man shouting between the uproar.

DANTE (O.S.)

Don't panic! Get away from the main road!

REMO

W-what is happening?!

Chiara quickly assesses the situation and gives order.



CHIARA  
Aldo, Dante, and Clement, we'll go upstairs! Gilbert and the forensic team stay here and guard the crime scene!

ALDO  
Understand!

GILBERT  
Got it!

She runs to the stairs- the three others follow her.

FUTURE SIREN  
Human. Running. Kill

CHIARA (INNER MONOLOGUE)  
Kill... the human?

As he reaches the stairs, explosion sounds come from above, followed by gunshots.

DANTE (O.S.)  
Take cover between the buildings!  
Get down!

Four of them run through the stairs.

CLEMENT  
Dante, what happened?!

CHIARA  
Dante!

DANTE (O.S.)  
Get down! Now!

CHIARA (INNER MONOLOGUE)  
Shit, he can't hear us!

CHIARA  
(takes out gun)  
Prepare your gun!

ALDO  
Okay!

They reach the top of the stairs and enter the Garage Rental.

## 2. EXT. RENTAL GARAGE, SEASHORE AREA

They see the chaos and stun in place.

Crashed car, people screaming and running everywhere, black smoke in the air, and half-dead-looking gigantic monsters chasing after the civilians.

DANTE (29), with disheveled looks and bleeding wounds from all over his body, is shooting one of the monsters.

REMO  
(shouts)  
W-What is that?!

DANTE  
(notices them)  
These monsters came out of nowhere!  
They're destroying the cars and  
trying to kill people!

CHIARA (INNER MONOLOGUE)  
(confused)  
What? It's the same as the voice  
said?

CLEMENT  
(slaps Chiara's shoulder)  
Focus! We need to evacuate the  
people and kill the monsters!

CHIARA  
Right!  
(shouts authoritatively)  
Aldo and Remo will evacuate the  
citizens to the lower ground!  
Clement, Dante, and I will kill the  
monsters!

ALDO  
Okay!

DANTE  
Got it!

They scatter and carry out the plan. The combat team does coordinated attacks to fight against the monsters.

FUTURE SIREN  
Wheels. Four. Destroy.

CHIARA (INNER MONOLOGUE)  
Four... wheels? Car? Destroy the  
cars?

A monster throws a car- stacked it above another crashed car, activating the car's alarm.

CHIARA (INNER MONOLOGUE)  
They really do it!

CHIARA  
Watch out, they're targeting the  
cars!

ALDO

Everyone, stay away from the car!

REMO

Go to the lower ground! Hurry!

The fight continues. They manage to defeat the third monster and evacuate half of the citizens to lower ground.

FUTURE SIREN

Disruption. Human. Bullets.  
Prioritize. Kill.

CHIARA (INNER MONOLOGUE)

Prioritize... to kill humans with  
bullets? Us?

The monsters who were chasing the civilians now attack the combat team.

CHIARA (INNER MONOLOGUE)

I was right!

CHIARA

They're targeting us now!

CLEMENT

Got it!

CHIARA (INNER MONOLOGUE)

Are they controlled by the voice?

FUTURE SIREN

Human. Bullets. Kill.

CHIARA (INNER MONOLOGUE)

I think so. But why am I the only  
one-

The monster attacks her, but Clement pulls her back before it hits her.

CLEMENT

Focus! Don't think of anything!

CHIARA

(gulps)  
Yeah!

CHIARA (INNER MONOLOGUE)

Yes, focus. It's not the time to  
think about it.

After a long fight, they finally kill all of the monsters. Remo and Aldo run from downstairs to join them.

REMO

We finished evacuating the people!

CLEMENT  
(controls breathing)  
Good. Gather around, we need to  
discuss this whole thing.

DANTE  
(out of breath)  
Timeout- I need- to breath-

FUTURE SIREN  
Plan. Change. City. Human.

CHIARA (INNER MONOLOGUE)  
People... in the city...?

FUTURE SIREN  
Must. 40. Humans. Kill.

CHIARA (INNER MONOLOGUE)  
Shit.

CLEMENT  
Okay-

A big explosion comes from the city's direction. The ground  
shakes violently like a 7-magnitude earthquake.

FUTURE SIREN  
Total. Countdown. Start.

ALDO  
A bomb?!

DANTE  
That came from the city!

REMO  
So the monsters are there too?!

CLEMENT  
Everyone, calm down!

FUTURE SIREN  
2. Killed. Human.

CHIARA (INNER MONOLOGUE)  
Damn it.

Chiara changes her empty magazine- looks at her team members  
in the eyes.

CHIARA  
We're going to the city and protect  
the people! We'll run, they might  
still be targeting the cars!

DANTE  
Got it!

CHIARA  
Okay, follow me!

FUTURE SIREN  
5. Killed. Human.

CHIARA (INNER MONOLOGUE)  
We must hurry!

Chiara leads the team as they enter the inclining road full of crashed cars.

### 3. EXT. ROAD TO THE CITY, ROAD AREA

The overhead lights from the streetlamps light up the surrounding- small monsters come from the higher ground and attack her team.

CHIARA  
Kill them! Don't let them get close  
to the evacuation area!

They easily kill the monsters, but their number keeps increasing- preventing them from passing through.

ALDO  
We can't stop here! Someone must go  
to the city!

DANTE  
(looks at Chiara)  
He's right, give us an order!

CHIARA (INNER MONOLOGUE)  
I must divide the team-

Chiara looks at her team members, swiftly assessing each one's shooting skills.

CHIARA  
Clement and Remo stay here, Aldo  
and Dante follow me to the city!

DANTE  
Got it!

CLEMENT  
Be careful!

Chiara, Aldo, and Dante slip between the monsters and run as fast as they can.

FUTURE SIREN  
8. Killed. Human

CHIARA (INNER MONOLOGUE)  
No, no.

Chiara's run is overtaken by Aldo and Dante, so the monsters focus on attacking her. One of its attacks cuts Chiara's arm, Dante turns his back and shoots it dead.

DANTE

You okay?!

CHIARA

Yeah, thanks!

Right when Aldo is back on his track, a monster slips behind him and attacks Chiara. Chiara dodges it, but it makes her stay further away from them.

ALDO

(looks at Chiara)

Captain!

She dodges another attack and shouts at them.

CHIARA

I'll catch you up! Just go ahead!

DANTE

(push Aldo forward)

Got it!

She shoots some of the monsters and runs through their corpses, but it's not fast enough for other monsters to block her again.

CHIARA (INNER MONOLOGUE)

Faster, faster.

Chiara dodges their attacks, sees Aldo and Dante five meters ahead of her and takes stances to sprint.

FUTURE SIREN

12. Killed. Human.

CHIARA (INNER MONOLOGUE)

I must run faster!

She runs faster than she's ever been- catches them up in no time.

CHIARA (INNER MONOLOGUE)

Huh?

DANTE

You're fast!

CHIARA

(confused)

No, I-

She looks at her feet- it feels light as a feather.

ALDO  
(screams)  
Captain, watch out!

She looks ahead, a monster is right in front of her- she shifts her body to her side, dodges it, and realizes she has outrun Aldo and Dante.

DANTE  
(shoots the monster)  
Go ahead! We'll catch you up!

CHIARA  
Okay! Be safe!

CHIARA (INNER MONOLOGUE)  
Why do I run so- no, it's not the time to think about it, focus!

She arrives at the intersection. Monsters are everywhere, smoke from crashed cars rising into the air, people screaming and running in fear.

Chiara connects her walkie-talkie to Gilbert.

CHIARA  
Gilbert, can you hear me?!

GILBERT (O.S.)  
Yes! Anything I can help?!

CHIARA  
Use the patrol car's radio to request military backup! Stay at the Rental Garage's entrance and guide the civilians to evacuate! My team will send them to you!

GILBERT (O.S.)  
Got it!

CHIARA  
Okay, out!

FUTURE SIREN  
15. Killed. Human.

CHIARA (INNER MONOLOGUE)  
Shit!

Chiara changes the walkie-talkie connection to her entire team.

CHIARA  
Change plan! Clear the road from the monsters and instruct people to go to the Rental Garage! Gilbert will guide them there!

DANTE (O.S.)

Got it!

CLEMENT (O.S.)

Will do!

She cuts the connection and looks around- 15 meters from her are people trapped in cars with a monster coming to get them (1A) and people frantically running from a monster chasing them (1B).

Branching option: (1A) Main Road (below) & (1B) Civilian Cafe (page 20).

#### 4. EXT. (1A) MAIN ROAD, ROAD AREA

Chiara locks eyes with someone from the front passenger seat- a badly wounded mother holding close a baby to her chest. The baby's forehead is bleeding and crying hysterically.

The mom is on the verge of passing out, she stares pleadingly at Chiara, her lips uttering broken words: h-e-l-p.

Chiara runs to them, but a monster is already standing right beside the driver's door. It stares at the mother.

FUTURE SIREN

18. Killed. Human.

CHIARA

(screams)

Deadass! Look at me!

It ignores her. She aims her gun at the monster, but it's too close to the car.

CHIARA (INNER MONOLOGUE)

Shit, the car will explode if I miss. But that thing will kill them, what should I do?!

The monster grabs the top of the car and crushes it, people inside it scream.

CHIARA

(screams)

Stop!

She reaches out her hand- a rock hits the monster's head. It gets angry and turns to where the rock was thrown- Chiara.

CHIARA (INNER MONOLOGUE)

Huh? Did I just...?

The monster walks to her. She stops in place, reaches out her hand like before.



CHIARA (INNER MONOLOGUE)  
 If I imagine grabbing an object and  
 swinging it at that monster...

A rock levitated and hit the monster, just like what she  
 imagined. The monster screams in pain and runs to her.

CHIARA  
 What?! How?!

The walkie-talkie connects with Chiara's team.

DANTE (O.S.)  
 Me and Aldo are at the  
 intersection, where do we go now?!

CLEMENT (O.S.)  
 We're almost there, all monsters on  
 the road are killed!

FUTURE SIREN  
 21. Killed. Human.

CHIARA  
 Keep the teams like it's now!  
 Clement's team goes to the central  
 city, Aldo's team goes to the outer  
 city. I'll handle the main road!  
 Hold out until the military backup  
 arrives!

DANTE (O.S.)  
 Got it!

CLEMENT (O.S.)  
 Will do! Out!

The connection ends. Chiara manages to kill the monster and  
 proceeds to fight another one, using her new power to bail  
 them further away from the civilians and dodging its attack  
 with her quick feet.

CHIARA (INNER MONOLOGUE)  
 I don't know why I have these  
 powers, but I'll take them.

Chiara fights the monster while shouting to people around  
 her.

CHIARA  
 (shouts authoritatively)  
 Go to the Rental Garage! Stay away  
 from the city!

FUTURE SIREN  
 23. Killed. Human.

The road leads her to a big intersection- the road to the left is completely blocked by tall, glowing pillars.

CHIARA  
The hell is that?

She runs to check it.

5. EXT. (1A) BLOCKED ROAD, ROAD AREA

The closer she is to the pillar, the more nauseous and visual illusions she gets.

CHIARA (INNER MONOLOGUE)  
Is this... the effect of these  
pillars?

She walks around the pillars and observes them- they're strong enough to withstand the force of the cars that crashed into them without any damage.

She walks away and connects the walkie-talkie to Gilbert.

CHIARA  
Gilbert, how's the situation there?

GILBERT (O.S.)  
I'm guiding people as you  
instructed, and the monsters don't  
appear again!

CHIARA  
Good. Instruct the people to stay  
there and ask the HQ to send air  
support, the road is blocked by  
indestructible pillars.

GILBERT (O.S.)  
Dammit, okay.

CHIARA  
Okay, out.

FUTURE SIREN  
24. Killed. Human.

She connects the walkie-talkie to her team.

CHIARA  
The main road is blocked by glowing  
pillars. These things are  
indestructible and make you  
nauseous, stay away from them.

DANTE (O.S.)  
Dammit, is it the monsters doing?

CHIARA

I think so, it wasn't here when we came.

REMO (O.S.)

B-but the military can destroy it, right? They'll save us, right?

CHIARA

I've asked for air support. In the meantime, just focus on protecting each other, okay? Out.

She takes a deep breath and runs to the next monster.

6. EXT. (1A) PARKING LOT, ROAD AREA

FUTURE SIREN

27. Killed. Human.

In the midst of her fights, the walkie-talkie reconnects.

REMO (O.S.)

(trembling)

T-the monsters s-swallowed dead people!

DANTE (O.S.)

Hey, it's not the time to joke around!

REMO (O.S.)

I-it's true! When I was moving a corpse, a monster ran to it and s-swallowed it like a snake!

ALDO (O.S.)

Don't fuck-

CLEMENT (O.S.)

He's not lying, I saw it too. Maybe that's why there's no single corpse around.

Chiara gets stunned, and the monster knocks her a few meters back. She endures the pain and runs to create some distance.

CHIARA (INNER MONOLOGUE)

He's right, we missed that detail. That means if we die here, the monster will... eat us? Others can't even retrieve our corpse?

FUTURE SIREN

30. Killed. Human.

The walkie-talkie emits a long static sound, extending the tension in the air.

CLEMENT (O.S.)

(coughs)

Hey, it's crazy, but we can't back down. We have our family, so do those people. We're gonna protect them and get out of here alive, okay?

(clears his throat)

Let's do barbeque for Aldo and Remo's welcome party, it's on me.

There's a short silence before Dante chuckles.

DANTE (O.S.)

Three years working under you, and it's the first time you're this kind, Clement.

CLEMENT (O.S.)

Shut up, I'm trying to be nice.

DANTE (O.S.)

Woow, what an admirable act.

CLEMENT (O.S.)

Shut up.

ALDO (O.S.)

Thank you, vice captain. I'll gladly take that offer.

REMO (O.S.)

M-me too! I can't wait for the barbecue! Right, Captain Chiara?

DANTE (O.S.)

Yeah, you must come too, Chiara.

CLEMENT (O.S.)

It's a deal then. Now, focus on the enemy. Out.

Her thought has calmed down. She takes a deep breath, aiming her gun at the monster with a steady grip.

CHIARA (INNER MONOLOGUE)

Thanks, guys.

After she kills all the monsters around, she sees glowing pillars blocking the entrance to the Seashore Park.

The walkie-talkie reconnects, but it's unstable.

REMO (O.S.)

...elp ...monsters!... fountain...

CHIARA  
 (panics)  
 Clement, Remo?! What happened?!

No answer.

FUTURE SIREN  
 33. Killed. Human.

CHIARA  
 Shit! Aldo, Dante, back them up now!

DANTE (O.S.)  
 ...kay!

CHIARA (INNER MONOLOGUE)  
 Think, think. I sent them to the central city, so I must enter the city.  
 (looks to pillars on her left)  
 There must be another way in.  
 (looks to the sidewalk on her right)  
 There it is!

She runs to a sidewalk that leads to Cafe Beside Parking Lot.

7. EXT. (1A) CAFE BESIDE PARKING LOT, OUTER CITY AREA

The monsters outnumbered her, attacking her from all directions. She tries to attack and dodges while looking around.

CHIARA (INNER MONOLOGUE)  
 Fountain, where is the fountain?

After scanning her surroundings, she sees a big fountain in the center of the city.

CHIARA (INNER MONOLOGUE)  
 There it is!

She connects the walkie-talkie to her team.

CHIARA  
 I'll be in the fountain soon! Where are you guys?!

No answer.

CHIARA  
 (cuts the connection)  
 Shit!  
 (looks at the monsters)  
 I must kill them quickly!

FUTURE SIREN  
35. Killed. Human.

The fight continues until the monster corpses are lying around her. In between her breaths, she directly runs to the fountain.

CHIARA (INNER MONOLOGUE)  
Remo, Clement, be safe!

(1A) branch ends here and continues to (4A) Central City Area (page 31).

8. EXT. (1B) CIVILIAN CAFE, OUTER CITY AREA

Monsters are chasing people. People are terrified, screaming, and running in her direction.

CHIARA  
(screams to the people)  
Follow the road down, it's safe  
down there!

Far ahead of her, two kids are trampled in the chaos, hugging each other, their cries are diluted in the havoc. A monster is standing a few meters from them. One of the kid's eyes meets with Chiara's- pleading for help.

FUTURE SIREN  
18. Killed. Human.

Chiara aims the monster's head- the trajectory is covered by people coming her way.

CIVILIANS  
(screams in fear)  
Don't shoot! Don't shoot!

She gets out from the waves of people and shoots the monster's face. It works, but that makes it furious and throws a chair in her direction.

CHIARA (INNER MONOLOGUE)  
Fuck!

One second before it hits her, she reaches out her hand.

CHIARA  
(shouts)  
Stop!

The chair stops, changes direction, and hits the monster right in the face- just like what she wants.

CHIARA (INNER MONOLOGUE)  
Huh? Did I just...?

The monster throws another chair, she reaches out her hands to it, and it stops, just like before.

CHIARA (INNER MONOLOGUE)  
It really is... So if I imagine  
grabbing and swinging it at that  
monster...

The chair hit the monster's face just like she imagined.

She quickly runs to the monster and shoots its head at point-blank distance- killing it instantly.

CHIARA (INNER MONOLOGUE)  
I don't know why I have these  
powers, but I'll take them.

She runs to the children and helps them to stand.

CHIARA  
Are you okay? Can you run?

CHILDREN  
Y-yes.

CHIARA  
(points to the road ahead)  
Good. Follow the road down, you'll  
meet a policeman who'll guide you  
to a safe place, got it?

CHILDREN  
Y-yes! Thank you so much!

FUTURE SIREN  
21. Killed. Human.

The kids run. She stands and observes her surroundings- lesser monsters in the place to her left (2A) and numerous monsters on the wide road ahead of her (2B).

Branching option: (2A) Musical Podium (below) & (2B) Path to Central City (page 26).

#### 9. EXT. (2A) MUSICAL PODIUM, OUTER CITY AREA

She turns left and attacks the monster using her gun and her new power. Between the monster's attacks, she connects the walkie-talkie to her team.

CHIARA  
Tell me where you guys are now!

DANTE (O.S.)  
Me and Aldo are at the  
intersection, where do we go now?!

CLEMENT (O.S.)

We're almost there, all monsters on the road are killed!

FUTURE SIREN

24. Killed. Human.

CHIARA

Keep the teams like it's now!  
Clement's team goes to the central city, and Aldo's team goes to the outer city. I'll handle the main road! Hold out until the military backup arrives!

DANTE (O.S.)

Got it!

CLEMENT (O.S.)

Will do! Out!

While running, she sees an empty alley to her right and proceeds to fight the monsters near the Musical Podium.

She dodges the food carts thrown at her when the walkie-talkie reconnects.

ALDO (O.S.)

Big glowing pillars are blocking the main road, it'll be impossible to enter or exit this city! It also makes you sick, so stay away from it!

REMO (O.S.)

There's nothing like that before!  
But, the military can enter, right?!

DANTE (O.S.)

I don't know. These things withstand car crashes without a scratch.

REMO (O.S.)

S-so they won't save us? W-we're alone?

CHIARA

I'll ask for air support. For now, focus on protecting each other.  
Out.

Chiara changes the connection to Gilbert.

CHIARA

Gilbert, how's the situation there?



GILBERT (O.S.)  
 I'm guiding people as you  
 instructed, and the monsters don't  
 appear again!

CHIARA  
 Good. Instruct the people to stay  
 there and ask the HQ to send air  
 support, the road is blocked by  
 indestructible pillars.

GILBERT (O.S.)  
 Dammit, okay.

CHIARA  
 Okay, out.

She cuts the connection. The monster becomes more aggressive,  
 so she runs to create some distance. She gets close to the  
 railing and sees the Main Road.

That wide unpaved road is filled with empty crashed cars-  
 smokes coming out of their machines.

CHIARA (INNER MONOLOGUE)  
 It's worse than I thought.

She refocuses herself on the monsters and fights back. In the  
 midst of it, the walkie-talkie gets reconnected.

FUTURE SIREN  
 27. Killed. Human.

REMO (O.S.)  
 T-the monsters s-swallowed dead  
 people!

DANTE (O.S.)  
 Hey, it's not the time to joke  
 around!

REMO (O.S.)  
 I-it's true! When I was moving a  
 corpse, a monster ran to it and s-  
 swallowed it like a snake!

ALDO (O.S.)  
 Don't fuck-

CLEMENT (O.S.)  
 He's not lying, I saw it too. Maybe  
 that's why there's no single corpse  
 around.

Chiara gets stunned, and the monster knocks her a few meters  
 back. She endures the pain and runs to create some distance.

CHIARA (INNER MONOLOGUE)  
 He's right, we missed that detail.  
 That means if we die here, the  
 monster will... eat us? Others  
 can't even retrieve our corpse?

The walkie-talkie emits a long static sound, extending the  
 tension in the air.

CLEMENT (O.S.)  
 (coughs)  
 Hey, it's crazy, but we can't back  
 down. We have our family, so do  
 those people. We're gonna protect  
 them and get out of here alive,  
 okay?  
 (clears his throat)  
 Let's do barbeque for Aldo and  
 Remo's welcome party, it's on me.

There's a short silence before Dante chuckles.

DANTE (O.S.)  
 Three years working under you, and  
 it's the first time you're this  
 kind, Clement.

CLEMENT (O.S.)  
 Shut up, I'm trying to be nice.

DANTE (O.S.)  
 Woow, what an admirable act.

CLEMENT (O.S.)  
 Shut up.

ALDO (O.S.)  
 Thank you, vice captain. I'll  
 gladly take that offer.

REMO (O.S.)  
 M-me too! I can't wait for the  
 barbecue! Right, Captain Chiara?

DANTE (O.S.)  
 Yeah, you must come too, Chiara.

CLEMENT (O.S.)  
 It's a deal then. Now, focus on the  
 enemy. Out.

Her thought has calmed down. She takes a deep breath, aiming  
 her gun at the monster with a steady grip.

FUTURE SIREN  
 29. Killed. Human.

CHIARA (INNER MONOLOGUE)  
Thanks, guys.

She kills the monster and runs to the next.

10. EXT. (2A) SITTING AREA BESIDE THE ROAD, OUTER CITY AREA

The monsters are fewer than before, so she kills them in no time. While catching her breath, she looks at the main intersection road- glowing pillars are blocking the whole area, and cars are crashed into it.

CHIARA  
It's really there... But I don't  
feel nauseous, is there a certain  
distance for the effect to work?

FUTURE SIREN  
30. Killed. Human.

Suddenly, people are screaming from two directions: Cafe beside the Parking Lot and the Alley she's passed before. She sees Aldo and Dante almost enter the Cafe, so she runs to the Alley.

CHIARA  
They'll arrive in no time, I should  
go to the alley.

As she passed the Musical Podium, the walkie-talkie reconnects, but it's unstable.

REMO (O.S.)  
...elp ...monsters!... fountain...

CHIARA  
(panics)  
Clement, Remo?! What happened?!

No answer.

FUTURE SIREN  
33. Killed. Human.

CHIARA  
Shit! Aldo, Dante, back them up  
now!

DANTE (O.S.)  
...kay!

CHIARA (INNER MONOLOGUE)  
Oh god, please be safe!

She sprints and enters the Alley (below).

## 11. EXT. (2A) ALLEY, OUTER CITY AREA

She shoots the monsters while shielding two civilians, gesturing for them to move away.

CHIARA

Go to the Rental Garage, it's safe there! Don't go to the main road!

CIVILIANS

Y-yes! Thank you!

After they leave this narrow alley, she uses her telekinesis power and shoots the monsters- killing them.

CHIARA (INNER MONOLOGUE)

Fountain, where is the fountain?

She sees a big fountain at the end of the alley.

FUTURE SIREN

35. Killed. Human.

CHIARA (INNER MONOLOGUE)

There it is!

(runs towards it)

Remo, Clement, be safe!

(2A) branch ends here and continues to (4A) Central City Area (page 31).

## 12. EXT. (2B) PATH TO THE CENTRAL CITY, OUTER CITY AREA

Chiara sprints straight ahead and uses her telekinesis to throw the pot plants and benches to the monsters.

CHIARA (INNER MONOLOGUE)

I don't know why I have these powers, but I'll take them!

She runs from one place to another, avoiding attacks, throwing things and shooting the monsters relentlessly.

FUTURE SIREN

25. Killed. Human.

The walkie-talkie reconnects to her team members.

DANTE (O.S.)

Me and Aldo are at the intersection, where do we go now?!

CLEMENT (O.S.)

We're almost at the intersection, all monsters on the road are killed!

CHIARA

Keep the teams like it's now!  
Clement's team goes to the outer  
city, Aldo's team goes to the main  
road. I'll handle the central city!  
Hold out until the military backup  
arrives!

DANTE (O.S.)

Got it!

CLEMENT (O.S.)

Will do! Out!

The monsters are stronger, more aggressive, and sturdier,  
causing her to fight without catching a breath.

The walkie-talkie connects back to her team.

ALDO (O.S.)

Big glowing pillars are blocking  
the main road, it'll be impossible  
to enter or exit this city! It also  
makes you sick, so stay away from  
it!

REMO (O.S.)

There's nothing like that before!  
But the military cars can enter,  
right?!

DANTE (O.S.)

I don't know. These things  
withstand car crashes without a  
scratch.

REMO (O.S.)

S-so they won't save us? W-we're  
alone?

CHIARA

I'll ask for air support! For now,  
focus on protecting each other!  
Out!

FUTURE SIREN

28. Killed. Human.

Chiara changes the connection to Gilbert.

CHIARA

Gilbert! How's the situation there?

GILBERT (O.S.)

I'm guiding people as you  
instructed, and the monsters don't  
appear again!

CHIAARA

CHIARA

Good! Instruct the people to stay there and ask the HQ to send air support, the road is blocked by indestructible pillars!

GILBERT (O.S.)

Dammit, okay!

CHIARA

Okay, out!

She cuts the connection and continues fighting.

Over time, she's getting tired and unconsciously lowers her guard- the monster throws her to the building's wall.

Chiara flinches in pain, forces her trembling legs to stand, but stumbles to her side. She falls right in front of a dead person's body- a monster screams and runs to her.

CHIARA (INNER MONOLOGUE)

Oh no-

She throws a pot of plants to the monster. It dodges and stops right in front of her. Its daunting head stood above her, both of its arms hanging around her shoulder, and its torso that goes up and down in chaotic rhyme.

She holds her breath in, terrified.

She closes her eyes, waiting. After a while, she feels nothing. She opens her eyes and sees the monster swallowing the corpse behind her.

CHIARA (INNER MONOLOGUE)

What...?

The monster stays in place while swallowing it like a snake-right in front of her eyes.

CHIARA (INNER MONOLOGUE)

Fuck, fuck, fuck, they eat dead people?!

She uses the last bit of her strength to move away and starts hyperventilating. She connects the walkie-talkie to her team.

FUTURE SIREN

32. Killed. Human.

CHIARA

(trembling screams)  
T-the monsters are eating dead people!

REMO (O.S.)

Chiara, it's not the time to joke around!

CHIARA

No! I'm seeing it right now! A monster is swallowing a corpse like a snake!

ALDO (O.S.)

But-

CLEMENT (O.S.)

(authoritative tone)

Stop. I think she's telling the truth. Maybe that's why there's no single corpse around.

She freezes in place.

CHIARA (INNER MONOLOGUE)

He's right, we missed that detail. That means if we die here, the monster will... eat us? Others can't even retrieve our corpse?

The walkie-talkie emits a long static sound, extending the tension in the air.

CLEMENT (O.S.)

(coughs)

Hey, it's crazy, but we can't back down. We have our family, so do those people. We're gonna protect them and get out of here alive, okay?

(clears his throat)

Let's do barbeque for Aldo and Remo's welcome party, it's on me.

There's a short silence before Dante chuckles.

DANTE (O.S.)

Three years working under you, and it's the first time you're this kind, Clement.

CLEMENT (O.S.)

Shut up, I'm trying to be nice.

DANTE (O.S.)

Woow, what an admirable act.

CLEMENT (O.S.)

Shut up.

ALDO (O.S.)  
Thank you, vice captain. I'll  
gladly take that offer.

REMO (O.S.)  
Me too! I can't wait for the  
barbecue! Right, Captain Chiara?

DANTE (O.S.)  
Yeah, you must come too, Chiara.

CLEMENT (O.S.)  
It's a deal then. Now, focus on the  
enemy. Out.

The monster has swallowed the corpse, and its focus comes  
back to her. She takes a deep breath, aiming her pistol at  
the monster with a steady grip.

CHIARA (INNER MONOLOGUE)  
Thanks, guys.

She stands and continues the never-ending fight. As fatigue  
wears her out, it's getting harder to face all of them alone.

FUTURE SIREN  
35. Killed. Human.

CHIARA (INNER MONOLOGUE)  
Not good, I can't handle this  
alone.

She sees a big fountain at the center of the city and  
connects the walkie-talkie to her team.

CHIARA  
I need backup! Central fountain,  
fast!

DANTE (O.S.)  
Okay! Fuck, dodge!

REMO (O.S.)  
One sec!

The connection transmits shooting sounds before it ends.

CHIARA (INNER MONOLOGUE)  
It'll take a while for them to  
come, I must survive until then.

She takes a deep breath and shoots.

The area ends here and will continue to (4B) Central City  
Area (page 34).



## 13. EXT. (4A) CENTRAL CITY, INNER CITY AREA

Chiara, Aldo, and Dante enter the area at the same time-  
seeing each other from a distance.

ALDO  
Captain!

DANTE  
You're safe!

CHIARA  
Yeah!

Remo, who's shooting monsters right beside the fountain,  
notices them.

REMO  
Guys, help-

A monster throws a bench at him.

DANTE  
(looks to Remo)  
Watch out!

Chiara dashes in front of Remo, stops the chair with her  
telekinesis power, and throws it back to the monster.

Everyone sees it- baffled.

DANTE  
What?! How?!

ALDO  
Captain?!

REMO  
H-h-how do you do that?!

Aldo and Dante arrive near Chiara and Remo.

FUTURE SIREN  
38. Killed. Human.

CHIARA  
We'll talk about it later!  
(looks to Remo)  
Where is Clement?!

Remo's eyes widen, he lets down his gun and moves his body to  
his right.

Clement is lying motionless on the floor. The blood from his  
cracked-open head widely spread on the white cement floor.

Chiara, Aldo, and Dante freeze in place. Remo keeps looking  
down, his whole body is trembling.

REMO

R-right before a m-monster hit me,  
he pushed me and t-take my place,  
s-so...

Chiara's eyes become hot, she bites her lip until it bleeds.  
She headshots a monster- killing it instantly.

CHIARA

(war cry)  
Kill all of these monsters! Don't  
let Clement's sacrifice be in vain!

Aldo and Dante grit their teeth and shoot wildly at the  
monsters- their eyes are red, holding in tears.

ALDO

Fuck! Die! Die!

DANTE

Burn in hell, asshole!

They team up to fight against the monsters. The monster's  
cries attract other monsters from the restaurant area,  
causing it to become an endless battle.

FUTURE SIREN

39. Killed. Human.

After numerous near-death experiences and bruises all over  
their bodies, they successfully kill all the monsters.

They stand between the sea of monster corpses, drenched in  
sweat and blood. Their heavy breathing becomes the only sound  
in the silence.

Chiara breathlessly walks to Clement's corpse. Aldo, Dante,  
and Remo follow her. They kneel around his body and align it  
into a proper burial position. After doing a prayer, they  
gather beside the body. Dante and Aldo glare at Remo-  
furious.

CHIARA

Hey-

Dante pins Remo to the ground- violently assaults him.

Before Aldo joins Dante, Chiara manages to hold him back.

ALDO

Fuck off! He killed vice captain!

CHIARA

It was the monsters, not him!  
Dante, stop it!

DANTE  
(keeps punching)  
Fuck! Die! Die!

REMO  
I didn't kill him! Stop!

CHIARA  
Dante-

ALDO  
You're weak, so he must die to  
protect you! You killed him!

REMO  
N-no! I didn't!

DANTE  
Shut your fucking mouth! Clement  
will be here if he's with Aldo or  
me, but he died because of you!

CHIARA  
Stop-

ALDO  
You kill him, you kill him!

REMO  
N-no! Stop it!

FUTURE SIREN  
40. Human. Killed.

CHIARA (INNER MONOLOGUE)  
Shit, there's still a monster left-

DANTE  
Die asshole-

FUTURE SIREN  
Condition. Fulfilled. Start.  
Preparation.

For a brief second, everything turns green. A loud siren  
comes from all directions. Aldo and Dante fall down, lying on  
the floor. Three of them are gasping for air, their bodies  
trembling uncontrollably.

Chiara is unaffected- panics.

CHIARA  
Shit!  
(shakes their bodies)  
Hey, can you hear me?!

They're not answering. White foam is starting to come out of  
their mouth like a seizure.

CHIARA (INNER MONOLOGUE)

Fuck! It must be because of the monster! I must kill it!

She turns her head everywhere and sees a monster gulping down a human corpse in the Central Restaurant area. She aims her gun at it and pulls the trigger- it runs out of bullets.

CHIARA

Dammit!

She rummages through her team member's uniforms but finds no magazine- their guns are completely empty.

The monster swallows the corpse and turns its head to Clement. Chiara's face boils with anger, she runs to the monster, using her telekinesis power to fight it.

CHIARA

Not on my watch!

(4A) branch ends here and continues to Central Restaurant Area (page 37).

#### 14. EXT. (4B) CENTRAL CITY, INNER CITY AREA

The monsters here are far stronger than the monsters she'd encountered, it forced her to run around the entire area- maximizing her telekinesis and fast run powers.

After she defeats the third monster, her team members come from the Cafe Beside the Parking Lot and Alley.

DANTE

Chiara, we're here!

REMO

We're here, too!

CHIARA

Yeah! Be careful, these guys are tough!

CLEMENT

Got it!

Aldo and Dante who come from the Alley, arrive first and help her. Just when Clement and Remo almost arrive, a monster comes from Remo's blind spot and attacks him. Clement notices it and pushes Remo aside, changing the target of the attack into himself- right to his head.

DANTE

Clement!

Chiara runs to them and uses her telekinesis power to throw a bench at that monster, saving both Clement and Remo.

Everyone sees it- baffled.

CLEMENT  
(laughs)  
Interesting!

DANTE  
Whoah?!

ALDO  
C-captain?!

REMO  
H-h-how do you do that?!

Clement and Remo get back to their feet and get close to the three others.

FUTURE SIREN  
38. Killed. Human.

CHIARA  
We'll talk about it later! For now,  
just focus on killing them!

The monster's cries attract other monsters from the restaurants area- causing it to become an endless battle.

FUTURE SIREN  
39. Killed. Human.

After numerous near-death experiences and bruises all over their bodies, they successfully kill all the monsters.

They stand between the sea of monster corpses, drenched in sweat and blood. Their heavy breathing becomes the only sound in the silence.

Chiara breathlessly gesturing the others to go beside the fountain. They gather in a circle.

CLEMENT  
(regulates breathing)  
Before we discuss anything, care to  
tell us about your powers, Chiara?

CHIARA (INNER MONOLOGUE)  
So he notices the run too.

Chiara looks at the others, they're nodding in agreement.

CHIARA  
(regulates breathing)

Since the monsters came, I can run very fast, do telekinesis...

CHIARA (INNER MONOLOGUE)  
Should I tell them about the voice?

CLEMENT  
And?

CHIARA  
I... hear voices that control the  
monsters.

DANTE  
That's why you know they're  
targeting the cars and the city?

CHIARA  
Yeah.

CLEMENT  
As I thought so.

REMO  
Wait, what? I don't get it.

ALDO  
(ignores Remo)  
This voice, what else did they say?

CHIARA  
They need to kill... 40 people to do  
their ritual.

DANTE  
Crazy bastards.

CLEMENT  
Did they accomplish it?

CHIARA  
No, the count stops at-

FUTURE SIREN  
40. Human. Killed.

CHIARA  
(panics)  
They finished it! There's still a  
monster left!

ALDO  
Wait, where?!

CLEMENT  
Can you pinpoint it?!

CHIARA  
I can't! I can only hear the  
voices!

FUTURE SIREN  
Condition. Fulfilled. Start.  
Preparation.

CHIARA (INNER MONOLOGUE)  
Damn-

For a brief second, everything turns green. A loud siren comes from all directions. Four of them fall down, lying on the floor. They're gasping for air, their bodies trembling uncontrollably.

Chiara is unaffected- panics.

CHIARA  
Shit!  
(shakes their bodies)  
Hey, can you hear me?!

They're not answering. White foam is starting to come out of their mouth like a seizure.

CHIARA (INNER MONOLOGUE)  
Fuck! It must be because of the  
monster! I must kill it!

She turns her head everywhere and sees a monster gulping down a human corpse in the Central Restaurant area. She aims her gun at it and pulls the trigger- it runs out of bullets.

CHIARA  
Dammit!

She rummages through her team member's uniforms but finds no magazine- their guns are completely empty.

The monster swallows the corpse and turns its head to her team members. Chiara's face boils with anger, she runs to the monster, using her telekinesis power to fight it.

CHIARA  
Not on my watch!

(4B) branch ends here and continues to Central Restaurant Area (below).

#### 15. EXT. CENTRAL RESTAURANT AREA, INNER CITY AREA

Chiara runs to that monster and fights it. Just before she kills it, everything turns green. The loud siren noises are happening again. This time, the surroundings don't change back to normal.

FUTURE SIREN  
Preparation. Complete. Ritual.  
Start. No. Enter.

Suddenly, from the middle and the back rows of the table area, big black circles appear- monsters come out of those.

CHIARA (INNER MONOLOGUE)  
What's happening?!

FUTURE SIREN  
Katanya, rancangannya telah  
diciptakan lebih tua dari umur  
waktu.

CHIARA (INNER MONOLOGUE)  
What? What language is that?

FUTURE SIREN  
Semesta melindungi-dan  
memenjarakannya-dengan amal budi.

FUTURE SIREN  
Mereka bersembunyi di bawah cahaya,  
menyanyikan pujian-pujian sebagai  
bentuk perlindungan.

The monster lets out painful screams and charges at her.

CHIARA (INNER MONOLOGUE)  
These are effects of the ritual?  
And it's only the beginning?  
(determines)  
I must stop them.

She fights the monsters only using telekinesis powers- it's taking a huge toll on her body. But she doesn't stop.

CHIARA (INNER MONOLOGUE)  
(looks to the seashore  
park direction)  
They really protect that place, the  
ritual must've happened there.

She forces her way in that direction- running, dodging, and using telekinesis to kill those monsters- causing the place to become an absolute chaos.

She's exhausted and outnumbered. But she kills all of them. Wasting no time, she runs in the direction where the monsters were protecting.

FUTURE SIREN  
Kemudian, pita-pita suara itu  
menjeritkan nama kebajikan.

FUTURE SIREN  
Terbalas, terbalas, terbalas.



## 16. EXT. SEASHORE PARK, OPEN PARK AREA

As soon as she enters the area, she sees glowing pillars and levitating glowing boxes everywhere. These things make her head buzz like crazy- causing her to feel badly nauseous and see visual distortions.

She pushes herself to walk through the area- searching for the monster's ritual.

FUTURE SIREN

Kelahiran yang diberkati jiwa-jiwa berdosa.  
(The birth consecrated by the sinner's souls).

CHIARA (INNER MONOLOGUE)

(laughs)  
I understand them now? Am I going crazy?

FUTURE SIREN

Dan kepulangan yang tidak dirangkul tangan surga.  
(And the homecoming that wasn't embraced by heaven's hand).

CHIARA (INNER MONOLOGUE)

I... don't care anymore. I must stop the ritual before it's finished.

FUTURE SIREN

Puja-puji nama yang dilupakan oleh sejarah.  
(Plaudit for the eponym that has been left to oblivion by history).

She scouts the entire park but finds nothing, except the long staircase to higher ground with some glowing pillars on its steps.

CHIARA

The pillars are... leading upstairs. Does that mean... the ritual happens there? I... must check it out.

She climbs the staircase.

FUTURE SIREN

Petunjuk yang dinaungi lautan salju dan utusan yang terlahir darinya.  
(The clue harborage by the sea of snow and the envoy that was born from it).

## FUTURE SIREN

Bunga Wijaya Kusuma bermekaran  
menyambut kehadirannya.  
(The flowers of Wijaya Kusuma  
efflorescence to hail his  
presence).

Her lungs are out of air.

## CHIARA

Just... a bit more...

## FUTURE SIREN

Dan para penjaga laut menyanyikan  
sanjungan dari masa depan.  
(And the chaperones of the sea  
choiring plaudit from the future).

## 17. EXT. THE MONUMENT, OPEN PARK AREA

The ground has been covered in Black Puddle and glowing  
pillars, while the sky is filled with big glowing boxes-  
causing the horizon to look shorter than it actually is.

In front of her, multiple rows of 2 meters tall monsters  
covered in red clothes are facing in the monument's  
direction.

Chiara drops to her knees and vomits- she can barely breathe.

## FUTURE SIREN

Matikan cahaya dan bacakan sajak-  
sajak dari pelayat lama.  
(Halt the light and recite the  
verses from the senile mourner).

## CHIARA

I... must... stop... it... for...  
everyone...

She uses the last bit of her energy to crawl through the  
Black Puddle, squeezing herself between the monsters.

## FUTURE SIREN

Kehidupan terlahir, moral terbelah,  
kejatuhan utusan suci.  
(Life is begotten, moral break  
apart, fall of the holy prophet).

## FUTURE SIREN

Semesta berputar, kunci terbang,  
genggaman terkurai.  
(Universe pirouette, key dispose,  
grip unravels).

## FUTURE SIREN

Mata angin terpecah, rotasi  
membeku, ilalang menjerit.  
(Cardinal points sever, rotations  
freeze solid, underbush screech).

## FUTURE SIREN

Ilusi semantika, persepsi simpatik,  
manipulasi holistik.  
(Semantic illusions, sympathetic  
perception, holistic manipulation).

She reaches the middle area and sees the monument. Monsters  
are standing next to it, forming a line of worshipers.

## FUTURE SIREN

Lalu, sebut namanya dalam kehampaan  
ruang.  
(Then, proclaim his name within the  
void of space).

## FUTURE SIREN

Pembebas, pembebas, pembebas.  
(Liberator, liberator, liberator).

Everything turns white.

## 18. EXT. EMPTY DARK ALLEY - DAY

A cat is trying to throw off a portable radio from the edge  
of the barrel. But it runs when the static noise changes into  
the sound of a news anchor.

## NEWS ANCHOR

Back to the breaking news, the  
sudden disappearances of people  
from a rural seashore city. The  
National Police Department and  
Ministry of Defence said they got a  
military backup request from the  
famous Chiara and Clement's team.  
But when they arrived, they  
couldn't find a single person in  
the entire area. They will continue  
the investigation since it involves  
the lives of dozens of people. 3W  
News reports from the press  
conferences.

Chiara, with her lousy appearance, black hoodie, and jeans,  
blankly stares at the radio.

She puts it inside her pocket and walks towards the deeper  
side of the alley.

END OF INTRO TO ACT 1



**Player Name: Chiara Abate**

Age: 32 years old

Chiara is a top-tier police captain who's well-known for solving an unsolvable cold case. She is smart, strategic, reliable, and supportive to her team members. But she tends to overthink and freeze under overwhelming pressure, causing her to be prone to doing hasty things and needing others to calm her down.

- She's loyal, always makes sure no one is left behind, and tries to keep everyone aligned, causing her to be a very inspiring leader for her subordinates.
- Being a captain trains her observation and problem-solving skills that focus on efficiency, so people depend on her to make fast and calculated decisions.
- She takes her job very seriously and always stays professional around people she doesn't know that well, but she'll loosen up more to people she knows.
- She's protective of her people and will go miles for them, and it also causes her to become more emotionally triggered if something happens to them.

Character Barks (Chiara)			
Location	Gameplay Context	V.O. Direction	Cue
Seashore Cliff	Interact with the Black Puddle	Observant, attentive	I shouldn't touch it, the report said it's killed animals
Seashore Cliff	Interact with the forensic team	Considerate	Not now, they're working
Garage Rental	Getting close to the stacked cars	Frustrated	Dammit, they can even throw cars
Civilian Cafe	Civilians passed through the player	Scream, authoritative	Go down the road! Stay away from the city!
Main Road	Helping civilians get out of the cars	Scream, authoritative	Be careful! Follow the road down!
Blocked Road	Interact with glowing pillar	Nauseous, light-headed	Ugh, these things make me sick
Blocked Road	Interact with car crashed into the glowing pillar	Shocked, unbelieving	Hell, it can withstand the car crash?
Seashore Park	Getting near the glowing pillars	Massive headache	Fuck, my head...
The Monument	Walk between Penyembah	Almost passed out	Just... a bit more.

Character Barks (Chiara)			
Location	Gameplay Context	V.O. Direction	Cue
-	Got heavy hit attack from the monster	Groaned in pain	Dammit!
-	50% health	Panting, exhausted	I must dodge faster
-	10% health	Weak, barely conscious	I... must live

### Vice-captain: Clement D'Andrea

Age: 34 years old

Personality: straightforward, cold, but thoughtful



Clement is an introverted type of guy who is ignorant and cold to people he's not close with, but he's attentive and sensitive to people he considers important. He's sarcastic but knows how to read the room. Very smart but doesn't show because it's troublesome.

Character Barks (Clement)			
Location	Gameplay Context	V.O. Direction	Cue
Garage Rental	Player interact with him after asking his thought	Cold, dismissive	Don't talk to me like you have nothing to do

### New officer 1: Aldo Leone

Age: 24 years old

Personality: analytical, loyal, self-centered



Aldo is a stiff and deep-thinking person, so he likes to analyze everything; his cold and straightforward approach often makes people feel uncomfortable. He's getting ahead of himself a lot and tends to be self-centered. But he's very loyal and helpful.

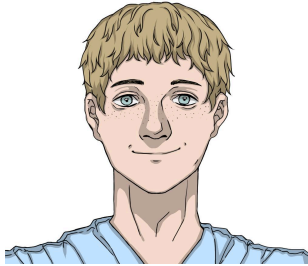
Character Barks (Aldo)			
Location	Gameplay Context	V.O. Direction	Cue
Garage Rental	Player interact with him after asking his thought	Respectful, honest	Can I help you, captain?

### New officer 2: Remo Napoli

Age: 25 years old

Personality: clown in the circus, kind, talkative

Remo is not the smartest person in the room, but he's the kindest one. A little bit slow in terms of analytical thinking but has high social skills, his warm and friendly personality makes him a fun person to be around but unreliable.



Character Barks (Remo)			
Location	Gameplay Context	V.O. Direction	Cue
Garage Rental	Player interact with him after asking his thought	Casual, perceptive	You okay? Need painkiller?

### Local policeman: Gilbert Santucci

Age: 35 years old

Personality: considerate, responsible, polite

Gilbert is a diplomatic and hard-working guy; he understands hierarchy and knows how to position himself when facing different people. Sometimes he becomes indecisive, so he's more of a follower and not someone who can make strategic decisions.



Character Barks (Remo)			
Location	Gameplay Context	V.O. Direction	Cue
Garage Rental	Player interact with him	Informative, gesture to the forensic team	Relax, I'll keep my eyes on them