

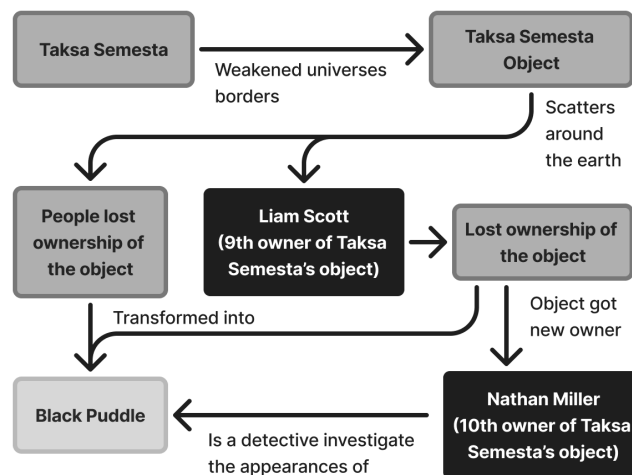
# BLACK PUDDLE

*“A survival detective game interwoven with deep depth of Indonesian culture, wrapped in layered narratives, eerie combat, and dark-psychological atmospheric gameplay.”*

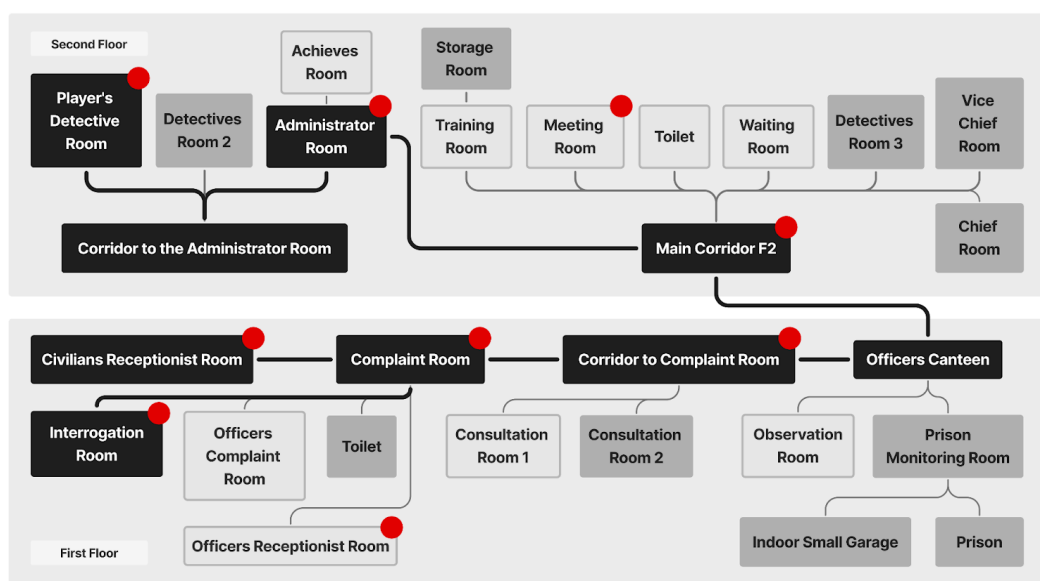
Genre: Third-Person Shooter, Mystery, Thriller, Psychological.

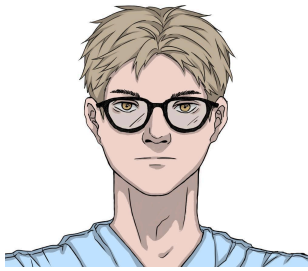
The story takes place in the early 2000s, when the borders between the Taksa Semesta universe and the Earth are broken. Taksa Semesta monsters are trying to obliterate humans by killing them and turning them into other Taksa Semesta monsters. The player is a detective who's investigating the Black Puddle Case, which is directly related to those monsters. He must stop the monsters from destroying the world while he himself slowly succumbs to madness.

### Relation Between The Player & Taksa Semesta



**Building Flowchart Version 2 III**    ● Important Event    ■ Main Explorable Area    □ Optional Explorable Area    ■ Unexplorable Area





**Player Name: Nathan Miller**

Age: 28 years old

Nathan is a promising detective with high-analytic thinking and meticulousness. He doesn't have good social skills, but he's very good at handling strategic-related jobs behind the scenes, leading him to always handle reports and coordination from the police station for his team members on the field.

- He's to the point, confrontational, and sarcastic, causing some people to openly hate him, especially the older men who are full of themselves.
- Being overworked with handling behind-the-scenes jobs alone for a long time, causing him to be very efficient and hate people who can't do their work properly.
- He's good at shooting and handling fights, but he prefers to avoid physical confrontation and do a more strategic approach before fighting.
- He's wary and observant, always connecting the dots of clues inside his head, but he keeps his thoughts to himself and is not hasty to make a decision.

Character Barks (Nathan)			
Location	Gameplay Context	V.O. Direction	Cue
Detectives Room	Interact with player's messy desk	Exhausted, annoyed	Tch, headache maker
Detectives Room	Interact with teammates' desks	Understanding	Guess they'll be staying at the crime scene again
Administrator Room	Interact with Eva after chief's doc	Secretly attentive	I better not disturb them
Storage Room (Administrator Room)	Interact with the boxes filled the entire room	Dry, glad it's not his duty	Must be hell to move everything here
Waiting Room (F2)	Enter the room	Sarcastic	Smells like politics and injustice
Training Room	Enter the room	A bit guilty, responsible	Right, I forgot about the meeting. Are there any notes?
Training Room	Read the meeting conclusion paper	Pleased	I see
Some locked rooms (F2)	Interact with door	Nonchalant	It's locked
Woman Restroom (F2)	Interact with door (not enter)	Uninterested, respectful	Nope
Canteen	Look at dirty plates	Disgusted	Nasty old men

Character Barks (Nathan)			
Location	Gameplay Context	V.O. Direction	Cue
Canteen	Try to open the prisoner's door	Realization	The guard is out, he locked the door
Locked Consultation Room	Try to open the door	Nonchalant, approval	Good, they locked it for once
Opened Consultation Room	Interact with the desk	Disappointed but not surprised	Yeah, of course
Officer Complaints Room	Read today's civilian report of missing people	A bit shocked	Shit, that's a lot
Interrogation Room	Interact with the table before interrogate Liam	Nonchalant	The soundproofing wall is broken, I must keep everything under control.
Officer Receptionist Room	Interact with Owen before interact with Liam	Secretly attentive	I shouldn't bother her
Civilian Receptionist Room	Interact with Liam before talk with Owen	A bit bemused	He really doesn't notice me
Civilian Receptionist Room	Try to open the entrance door (before transformation)	Decisive, feel responsible	I can't go out now
Interrogation Room	Interact with the Black Puddle (after transformation)	Horried, shocked, panicked	Shit, shit
Civilian Receptionist Room	Try to open the entrance door (after transformation)	Panics, feel responsible	No, no, I should check the others
-	70% health combat	Reactive from pain	Ugh!
-	50% health combat	Panting, exhausted	Dammit
-	10% health combat	Weak, barely conscious	I... can't die here

BLACK PUDDLE

Third-Person Shooter, Mystery, Psychological,  
Thriller

Raden Nurhasanah Umar Saputra

Original Script (Taksa Semesta Universe)

1. INT. DETECTIVES ROOM, 2ND FLOOR, RURAL POLICE STATION - NIGHT

Noises from old ventilation and a mechanical keyboard fill the silence in this messy 4-detective room.

NATHAN (28), an overworked officer who's in a foul mood, is making a report of his team's investigation.

REPORT

(old mechanical keyboard  
typing sound)

April 6, 2002. A runner and his dog found a black puddle in the forest because the dog barked non-stop in the puddle's direction. One police officer who has hyperosmia, very sensitive to smells, vomited at a 10-meter radius from it. He said it smelled like a pile of feces.

(enter button sound)

April 16, 2002. A local fisherman found an entire lake's water turned completely black. It smelled like rotten flesh, every animal in that lake died and floated on the surface. The area got isolated, and the civilians who lived nearby had been evacuated on the same day.

(enter button sound)

April 23, 2002. A park cleaner found a black puddle around a 3-meter diameter under a picnic table in the central park. The area got isolated, but civilians from the street said they smelled something awful, and each one of them smelled different things.

(enter button sound)

The National Forensic Department confirmed the liquids from those three cases are the same. This liquid has never been discovered, so it'll take some time to know what it actually is.

(enter button sound)

Progression report of The Black Puddle Cases Investigation by Arthur Team.

(enter button sound)

Written on April 24, 2002, at 20:30.

NATHAN

(clicks the enter button)

And, send.

He sips his coffee- looking at the computer screen.

NATHAN

Unknown black liquid that spreads  
like a plague? What's next? UFO?  
(mockingly)  
And why doesn't the FBI handle  
this? Man, we're just police from a  
small town.

The office phone in his desk rings. Nathan picks it up.

NATHAN

Detective Nathan here.

OWEN (V.O.)

(relieved sigh)

Nathan, it's Owen. There's a man  
who knows where the black liquid  
came from, and he wants to speak to  
you. He's in the Receptionist Room.

NATHAN

(doubtful)

Really? Did he explain what this  
black liquid is?

OWEN (V.O.)

Ah, he did. He said it's thick,  
heavy, slimy, and spreads easily.

NATHAN

Where does he find it?

OWEN (V.O.)

In a central park, under the picnic  
table. It's around 3 meters and  
smells terrible like rotten meals.

NATHAN (INNER MONOLOGUE)

It's the same as one of the  
reports. Did he see when it  
appeared? The first eyewitness from  
eight cases? I can't let him go.

NATHAN

Okay, I'll be there. Wait- what is  
his name?

OWEN (V.O.)

Got it. His name is Liam Scott.

NATHAN

Okay, thanks.

The connection ends, Nathan puts back the phone.

His tired eye looks at the scattered case files on his desk.  
He takes a deep breath and gets up from his chair.

NATHAN  
(sarcastically)  
Unpaid overtime for two weeks in a  
row. Amazing.

He walks and looks at a paper pinned to a corkboard. It's a task list for members of his team, led by Arthur. Nathan is in charge of documents and coordination from the office.

NATHAN  
Writing reports. Everyone's  
favorite.

He opens the door and enters the corridor.

2. INT. CORRIDOR TO ADMINISTRATOR ROOM, 2ND FLOOR, RURAL POLICE STATION

The corridor is filled with renovation tools and paint cans. Nathan walks and sees a renovation notice on the wall.

NATHAN  
There's still a long time to go.

Another detective's room at the end of the corridor is locked. A pinned paper notes they're working in the field.

NATHAN  
Guess other squads also work  
overtime.

He enters the room on his right.

3. INT. ADMINISTRATOR ROOM, 2ND FLOOR, RURAL POLICE STATION

A disheveled officer who's frantically typing on her computer notices him and calls him out. She is AVA (27).

AVA  
(enthusiastic)  
Oh, Nathan! Yes! Come here!

NATHAN (INNER MONOLOGUE)  
What now?

AVA  
Hurry!

He walks through boxes full of documents and stops in front of her desk.

Ava puts a document in front of him. Her eyes fill with hope.

AVA  
O Nathan, I humbly ask you to  
convey this trophy-

NATHAN

No.

AVA

It's urgent-

NATHAN

I'm not a mailboy, Ava.

AVA

Please! It's an important document,  
and the chief will use it in his  
meeting five minutes from now!

NATHAN

I have my own errands. Just get  
your ass off for two minutes.

Nathan turns his back, but Ava grips his wrist to stop him  
from leaving.

NATHAN

(irritated)

Get. Your hands. Off. Me.

AVA

Please! We can't leave, we're  
making urgent reports right now!

NATHAN

That's your own damn business.

Another female officer beside Ava's desk laughs at them. NOAH  
(28), calm and well-dressed.

NOAH

That's not the way you ask for  
help, Eva.

AVA

(annoyed)

Noah!

NOAH

Yeah, yeah.

(turns her chair to face  
Nathan)

I understand you have things to do,  
but can you help us, Nathan? I  
promise it'll only take five  
minutes, we're not in the position  
to deliver it by ourselves now.

Nathan looks at Noah and lets out a heavy sigh. He snaps out  
from Ava's grips and takes the document.

NATHAN

Coffees. And pizza.

AVA  
(joyful)  
Yes, yes! Iced black coffee, right?

NATHAN  
(nonchalant)  
Yeah.

NOAH  
And Ultimate Cheese Pizza from  
Phil's?

NATHAN  
Yeah.

AVA  
Got it!

NOAH  
Thanks, Nathan. We'll deliver it to  
your room later.

NATHAN  
Yeah, yeah.

Ava and Noah go back to their reports. Nathan holds the document in his arm and leaves the room.

4. INT. MAIN CORRIDOR, 2ND FLOOR, RURAL POLICE STATION

NATHAN (INNER MONOLOGUE)  
Chief office, right.

Nathan walks to the intersection and turns right.

NATHAN (INNER MONOLOGUE)  
So the vice chief handles the  
conference and the chief handles  
the cases here, huh. They're always  
efficient.

He arrives in front of the chief room and knocks on the door.

NATHAN  
Excuse me, I'm Nathan. I brought  
the document you asked for from the  
Administrator Room.

CHIEF LOGAN (O.S.)  
Just put it in the box beside the  
door, I'm having a call.

Nathan does it as instructed.

NATHAN  
I've put it, I'll take my leave  
now.

CHIEF LOGAN (O.S.)  
Thanks. Ah, can you tell people in  
the Meeting Room I'll be there in  
10 minutes?

He takes a moment before answering it.

NATHAN  
Okay.

CHIEF LOGAN (O.S.)  
Thanks.

NATHAN  
No worries.

NATHAN (INNER MONOLOGUE)  
Okay, this is the last time I'll  
become a mailboy.

After he passes the T-junction to his room, he hears two men  
ranting from afar. It's getting clearer the closer he gets to  
the Meeting Room.

OLLY  
Damn overtime. Does that idiot  
'chief' think we're not busy?

JODY  
Yeah. And you know what? While  
we're working five cases at a time,  
Arthur's team is only handling one  
single fucking case.

NATHAN (INNER MONOLOGUE)  
These voices... Olly and Jody.

OLLY  
Fuck, those bastards always get  
golden treatment.

JODY  
And they never make any progrees on  
it. Real idiots.

NATHAN (INNER MONOLOGUE)  
The fuck?

OLLY  
They're just blabbering nonsense.

JODY  
Right, bet they'll say aliens will  
invade the earth tomorrow.

NATHAN (INNER MONOLOGUE)  
Those old fuckers...

Nathan arrives in front of the Meeting Room and slams the door open. He stares at them like they're insects.

NATHAN  
Chief Logan will be here in ten minutes.

Jody rolls his eyes, Olly arrogantly folds his hands on his chest.

OLLY  
You think you can act to your superiors like that?

Nathan spits air out of his mouth.

NATHAN  
You're welcome.

Their faces turn red as he slams the door closed.

NATHAN  
Pigass.  
(deep breaths)  
Okay, breathe, focus. I must go to the receptionist.

Nathan walks to the stairs that connect to the canteen on the first floor.

##### 5. INT. CANTEEN, 1ST FLOOR, RURAL POLICE STATION

Dirty ceiling, peeled-out wall paint, and messy objects are all over the room. This room has been used as storage since the renovation started.

NATHAN  
(coughs)  
Ugh, dust.

As he walks, he sees a paper pinned next to the door to the prison area.

NATHAN  
What's that paper? It wasn't there before.

He goes towards it and reads it. It's a note saying the ventilation system has been repaired, so the prison guard is returning the air purifiers they've used for the three prisoners.

NATHAN  
i see. That's why the air doesn't feel damp anymore.  
(MORE)

NATHAN (CONT'D)  
 (remembers)  
 Ah, I should check if someone is  
 using the Interrogation Room.

6. INT. OBSERVATION ROOM, 1ST FLOOR, RURAL POLICE STATION

The room is in full darkness, accentuating the big tinted glass which shows the well-lit Interrogation Room on the other side- it's empty.

NATHAN  
 Okay, good.

A paper is pinned next to the tinted glass, it tells about the unfunctional soundproof walls in the interrogation room.

NATHAN  
 Got it. Now, to the Receptionist Room.

7. INT. COMPLAINTS ROOM, 1ST FLOOR, RURAL POLICE STATION

It's a big corridor with waiting sofas at the far left, accros from it are chairs in front of officer desks to make complaints.

NATHAN  
 Ugh, just the idea of handling  
 people's complaints here already  
 makes me sick.  
 (thinks)  
 Ah, I better observe the eyewitness  
 first. Since he's in the Civilians  
 Waiting Room, I can peek through  
 the Officers Room.

He walks through the room and enters the Officers Receptionist Room.

8. INT. OFFICER RECEPTIONIST ROOM, 1ST FLOOR, RURAL POLICE STATION

OWEN (30) is the only one here. She's sitting on the right side of the front receptionist desk- fixated on her computer.

NATHAN (INNER MONOLOGUE)  
 She'll get mad if she sees me enter  
 without permission again, I better  
 stay silent.

Nathan sneaks up behind her and looks to the half-wall tinted glass in the receptionist desks, it shows the entire Civilian Receptionist Room. There is only one man there, and he is standing right in front of the broken TV.

NATHAN (INNER MONOLOGUE)  
Is that him? The eyewitness? Why  
does he stand that close to the  
broken TV? Is he crazy?  
(shakes head)  
No, I shouldn't make an assumption.

Nathan walks out of the room and enters the Civilian  
Receptionist Room.

9. INT. CIVILIAN RECEPTIONIST ROOM, 1ST FLOOR, RURAL POLICE  
STATION

Nathan loudly closes the door, waiting for his response- but  
gets nothing.

NATHAN (INNER MONOLOGUE)  
He's really focused.

Nathan walks to the receptionist desks and snaps his fingers  
beside Owen's computer.

Owen blinks, sees Nathan, and smiles happily.

OWEN  
(lowers her voice)  
Nathan! You're here!

NATHAN  
(also lowers his voice)  
What? Did something happen?

OWEN  
(points with her eyes)  
No, but, you see that man?

NATHAN  
Yeah?

OWEN  
He's Liam Scott, the one who wants  
to see you. And, um, he acts  
kinda... strange.

NATHAN  
Really? What did he do?

Owen takes a glance at Liam, leans forward to Nathan,  
whispering.

OWEN  
Uh, you know, he acts and talks  
like a drug addict.

NATHAN (INNER MONOLOGUE)  
Dang it.  
(MORE)

NATHAN (CONT'D)

(nods)

Got it. Is there anything else?

OWEN

Yes. Can you go easy on him? He looks fragile and can't handle confrontation.

NATHAN

You know him?

OWEN

No, but I've met people like him. It'll be harder for you if he goes on a rampage, right?

NATHAN

That makes sense, okay.

OWEN

I know you're a good person, nathan.

NATHAN

Nah. Talk to you later.

OWEN

Yeah, good luck.

NATHAN (INNER MONOLOGUE)

She's really Mother Maria.

Nathan walks to Liam, stands beside him, and greets him.

NATHAN

(politely)

Hello, Liam. I'm Detective Nathan. I heard you want to talk to me?

No response. Nathan waits for a few moments before tapping his shoulder.

Liam aggressively turns his body to Nathan- pale skin, hands stutters, shrunken pupils.

LIAM

(scared)

W-what do y-you want?!

NATHAN

(softly)

Sorry, Liam. I called you earlier, but you didn't answer. I'm Detective Nathan, the one investigating the black liquid. The receptionist said you want to talk to me?