

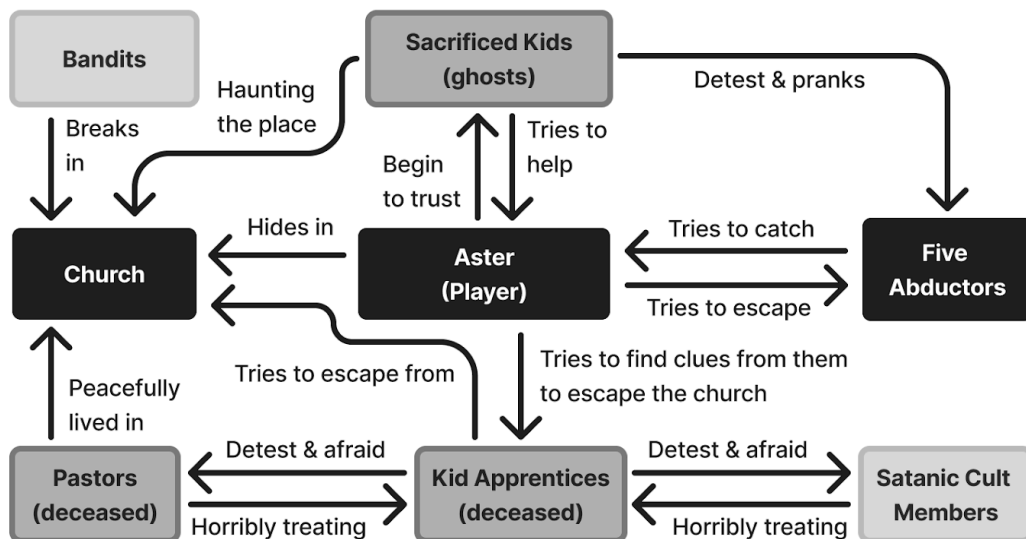
Don't Go Back

“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.”

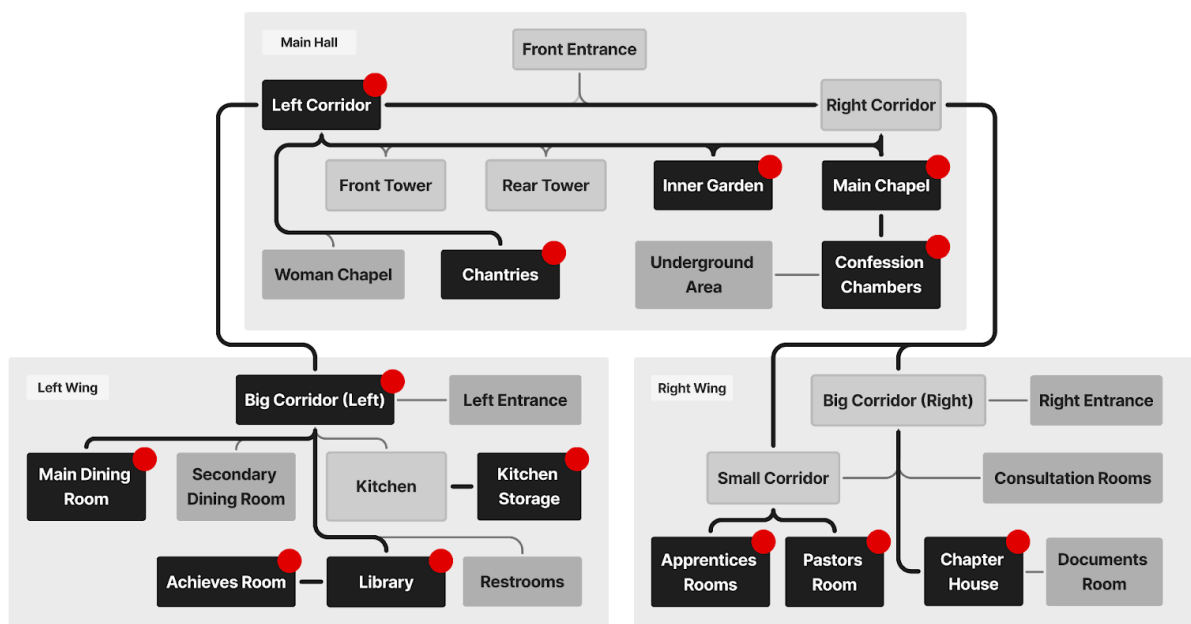
Genre: Mystery, Suspense, Psychological, Drama.

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



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

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.