

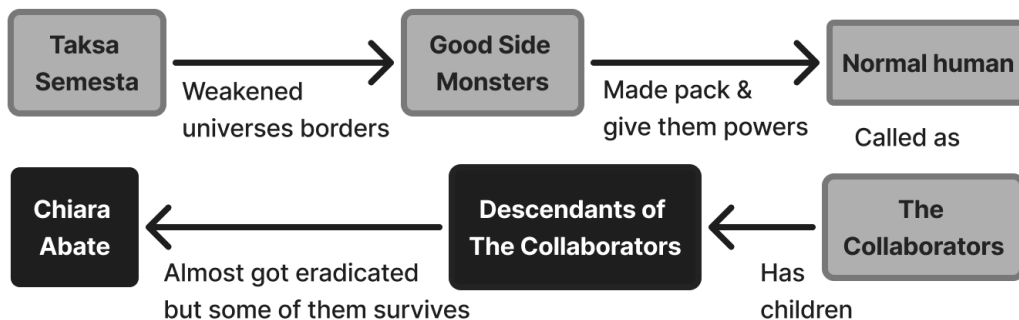
FUTURE SIREN

“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

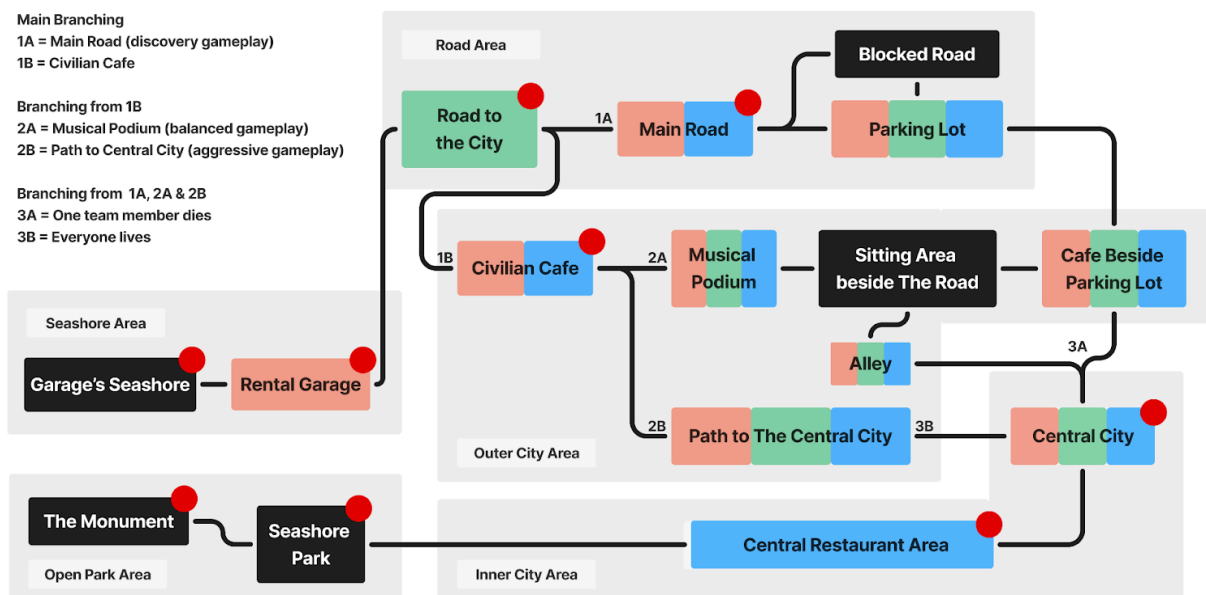


City Flowchart Version 2 III

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





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.

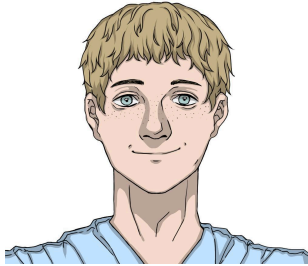
Character Barks (Aldo)			
Location	Gameplay Context	V.O. Direction	Cue
Garage Rental	Player interact with him after asking his thought	Respectful, honest	Can I help you, captain?

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

FUTURE SIREN

Third-Person Shooter, Mystery, Action, Choice Matter

Raden Nurhasanah Umar Saputra

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!