

# SNOW CHURCH

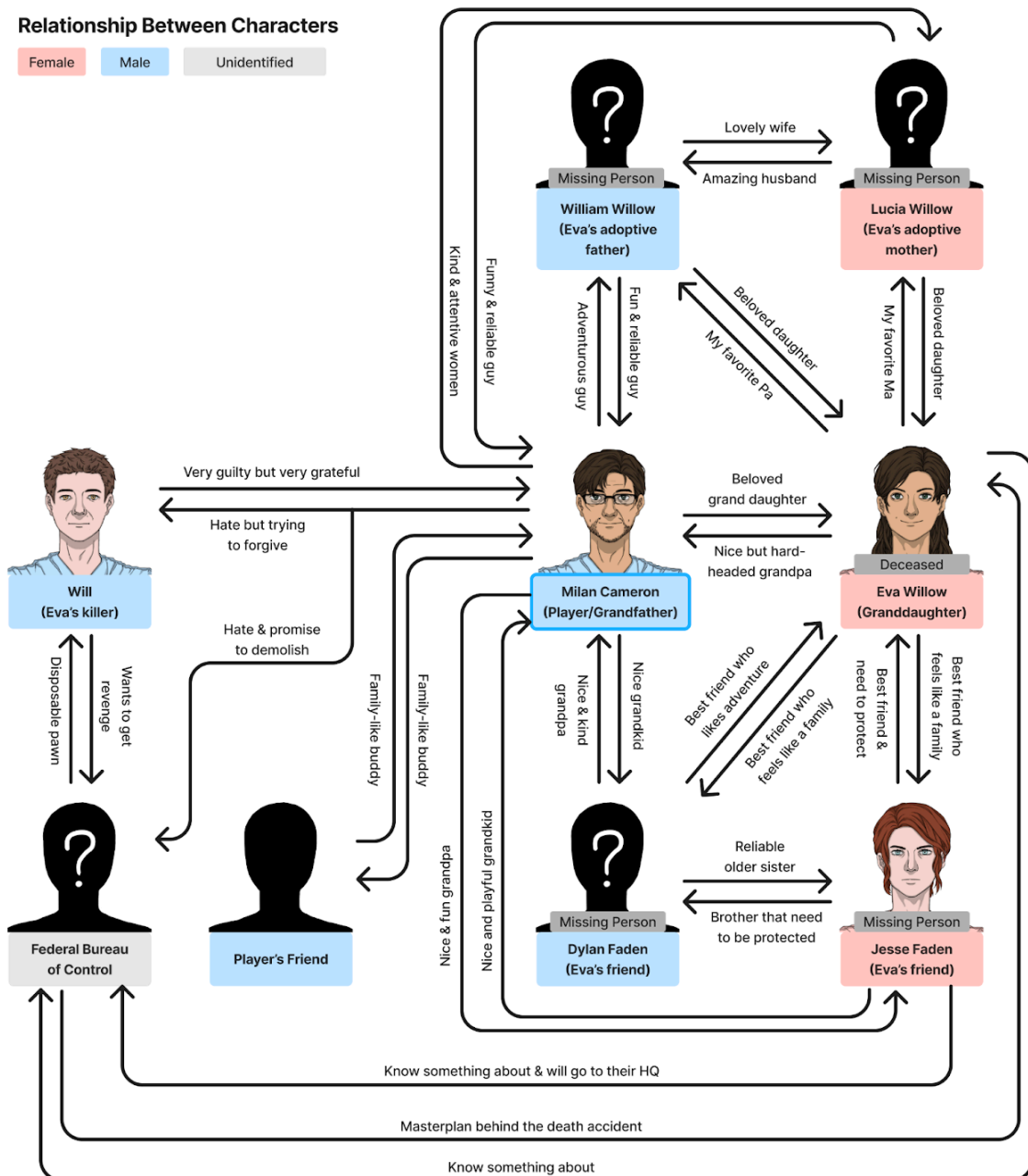
*“A fan project spin-off of Control by Remedy Entertainment. It’s a cinematic adventure game with crime investigation flashbacks, delivered from the perspective of a grandfather with photographic memory and mental illness.”*

Genre: Detective, Story-Rich, Suspense, Drama.

An ex-detective is investigating the death accident of his granddaughter, who was a news reporter. Turns out, it was a planned murder by the FBC because she knew something about them. To bring justice for her death, he’ll expose this evil organization to the public. But, first, he needs to rescue his grandkid’s friends, who were abducted by the same organization. He must save Jesse and Dylan before the FBC does the same thing to them.

## Relationship Between Characters

Female Male Unidentified



**Player Name: Milan Cameron**

Age: 62 years old



Milan is everyone's favorite grandpa because he's fun, attentive, and kind. But because he's an ex-cold case detective, he's very critical, detail-oriented, and hardheaded about everyday-related things. He's very sentimental for people he cherishes. He also has photographic memory that lets him remember everything in great detail.

- Curious and an overthinker by nature, so he has a tendency to need to know everything before analyzing things.
- Milan is old so he can't do fast-paced activities like young people, but his intelligence and memory are as sharp as his prime.
- Haunted by the guilt of his granddaughter's death because she probably wouldn't have died if she hadn't investigated the ordinary case alone.
- Has deep emotional attachment to his late child and grandchild, so he tends to get emotional if there's something that triggers his memory.

Character Barks (Milan)			
Location	Gameplay Context	V.O. Direction	Cue
Graveyard	Interact with a tree	Relaxed	The tree you've planted has become taller than me, bud
Intersection Road	Interact with tree trunk on blocked roads	Decisive, casual	No, I won't leave now
Intersection Road	Interact with small shrine	Observant, attentive	Dylan like to hide here when you three were playing hide and seek
Central Monument	Interact with big monument	Forgetful, just remember	Ah, Jesse once asked who's that figure. I'll search it later
Hidden Shrine	Interact with fox statue	Fond, nostalgic	I'll come again with Jesse and Dylan
Long Path	Near the japanese gate before kids tree	Exhale in nice anticipation	Good, I'm getting near
Sunflower Field	Interact with the snow (after inspect it)	Serious, calculative	There's no signal, I can't call my friends
Path to the Church	Walking through the snow	A bit shivering from the cold	This snow is really heavy
Church's Yard	Walking in middle of the yard	Shocked, stare at the church	I'm not high, it's not a hallucination

SNOW CHURCH

Detective, Story-Rich, Suspense, Drama

Raden Nurhasanah Umar Saputra

Fan Project Spin-Off of Control by Remedy  
Entertainment

1. EXT. GRAVEYARD, LOWER MOUNTAIN AREA - DAY (PRESENT)

Between the flourishing valley, an old Japanese cemetery stood on its lowest ground, which was taken over by nature.

Under a tall tree beside the graves, an old, tired, neat-looking man is leaning against its trunk. He is MILAN (60's).

He takes a deep breath and talks to himself.

MILAN

Hey, guess who turned 62 last week?  
Care to sing me a birthday song?

(laughs)

Sorry. It's been a while since I've been here. I'm a bit ecstatic.

(chuckles)

I'm here to tell you things that happened in the past five years, Eva.

He opens a rugged paper. It's a physical ward form filled with his identity, the backside contains a list of his suicidal attempts.

MILAN

My friends put me in an asylum without my consent. They got mad after I almost died 12 times.

He remembers when he and his granddaughter, EVA (24), visited this place. She always smiles at the scenery.

But the image of her lifeless face inside the casket takes over his memories.

MILAN

Those 'doctors' said I have PTSD, and my photographic memory makes it worse.

Eva's casket was lowered onto the ground. Milan, who stood right beside it, gave a sorrowful look- the same look as his face right now.

MILAN

I also need to let go of my guilt.  
They said...

(paused)

Your death... was not my fault.

He goes silent before laughing in anger.

MILAN

YOU'D BE HERE IF I STOPPED YOU,  
YOU'D BE HERE IF I HELPED YOU!

(MORE)



MILAN (CONT'D)  
 I'M YOUR GRANDPA, BUT I'M THE ONE  
 WHO LET YOU DIE! IT'S ALL MY FAULT.  
 HOW CAN THOSE BASTARDS SAY IT'S  
 NOT?!

His heart rate shoots up- he tries to control his breath.

MILAN  
 (fast breath)  
 Sorry- I didn't mean- to- leash it  
 out- on you...  
 (tries to calm himself)  
 ...I want to tell you- me and my  
 friends- continuing your solo  
 investigation...  
 (controlled breathing)  
 ...And, yes, we found where Jesse  
 and Dylan are.  
 (deep breath)  
 I'll explain everything while we  
 walk around, okay? Just like the  
 old days.

He gets up and looks upwards, remembering the big statue on  
 the higher ground.

MILAN  
 Is the big monument still intact?

He vividly imagines Eva (11), JESSE (11), and DYLAN (10),  
 happily running around the intersection above him.

MILAN  
 Remember when I brought you, Jesse,  
 and Dylan here? You guys were  
 really overjoyed.  
 (shakes his head)  
 I'm talking like an old man.

He walks to the higher ground.

## 2. EXT. INTERSECTION ROAD, LOWER MOUNTAIN AREA

He imagines the three kids collecting tree branches and  
 pretending to grill marshmallows on a bonfire. He sees  
 himself joining them to keep the fire burning.

MILAN  
 Remember when we pretended to camp  
 here? Then, when we came home at  
 midnight, Lucia scolded us, and  
 William promised to camp the next  
 time we came here.

His imagination changes, it's only him and Eva now. She grips  
 Milan's hand tightly, eyes puffed from crying.

MILAN

But that never happened. They all disappeared. We're the only ones who came back here.

He recalls his memories with Eva here. When she's still a child, she always cries- bawling her eyes out. When she became a teenager, she held herself from crying. When she became an adult, her expression became unbreakably tough.

MILAN

You always talk about how you miss them- your adoptive parents and your two best friends.

(bitter)

You kept asking me to help your solo investigation to search for them, which I always refused to.

When Eva was in her casket, she didn't shed any expression.

His imagination stops. He walks to the right that leads deeper into the mountain.

MILAN

And that decision always haunts me since your death.

### 3. EXT. U-TURN PATH, LOWER MOUNTAIN AREA

He walks through the narrow path to the higher ground, the tall trees on his left filtering the sun rays. His memories play like he's reliving it.

CUT TO:

### 4. EXT. EVA'S GRAVE, CHURCH GRAVEYARD - DAY (FLASHBACK)

Eva's casket was opened, revealing the lifeless body of a well-dressed, brown-haired woman with stitches on her face.

MILAN (V.O.)

You see, my photographic memory makes me remember everything just like playing a video.

The pastor finished reciting prayers. He lets the guests give their final farewell to her.

Milan became the last person to do it. He walked closer, knelt beside her casket, stroked her head, and said goodbye.

Rain poured down as Eva's casket was laid into the ground- concealing the tears from Milan's eyes.

MILAN (V.O.)  
So, the day you died plays in my  
head for a year.

5. INT. MILAN'S ROOM, MILAN HOUSE - NIGHT (FLASHBACK)

Milan's friends were banging on his locked door- shouting.  
Police behind them took over and forced open the door.

They saw pill bottles across the room, and Milan was lying in  
his bed- white foam came out from his mouth.

MILAN (V.O.)  
And guess what? I know tons of ways  
to unalive a human.

In his half-conscious state, he saw the police run him into  
the ambulance.

6. EXT./INT. EMERGENCY ROOM, HOSPITAL - NIGHT (FLASHBACK)

Nurses rushed him to the ER, the heart monitors beeped  
loudly- not detecting his heartbeat.

MILAN (V.O.)  
From 24 attempts, half of it sent  
me straight to the ER.

He saw the doctors bring him back to life before his sight  
went dark.

MILAN (V.O.)  
(laughs)  
Unfortunately, I never died.

7. INT. TREATMENT ROOM, ASYLUM - DAY (FLASHBACK)

Milan woke up in a Treatment Room with a nurse beside him.  
Two hours later, his friends came to visit him.

MILAN (V.O.)  
Then, my friends put me in an  
asylum. They're jerks, but they  
visited me once a week.

After he got discharged, he kept attempting suicide- caused  
him to repeatedly enter the Isolation Room.

8. INT. ISOLATION ROOM, ASYLUM - NIGHT (FLASHBACK)

Milan wore a straightjacket, cautiously observed everything,  
and gave aggression every time someone tried to get close.

The nurses, doctors, and pastors kept treating him with kindness. Irritated feelings weighed him down until he complied with the treatments.

MILAN (V.O.)

In my second year there, I stopped attempting suicide. I hate to see people act like prophets more than the death itself.

9. INT. RECREATION ROOM, ASYLUM - DAY (FLASHBACK)

Milan spaced out while looking to the sky. He was woken up by a nurse, which then led him to another room.

10. INT. PRIVATE VISITATION ROOM, ASYLUM - NIGHT (FLASHBACK)

Just when he entered the room, an old policeman greeted him. They sat across from each other and talked, then he gave Milan a large box full of random objects.

MILAN (V.O.)

One day, a policeman gave me your belongings from the car accident. I never pick them because... stuff.

Lifelessly, he checked the things in the box. Every object triggered his memories, and he didn't like it.

MILAN (V.O.)

Anyway, I checked it out. We used the same car, so I knew every item in there.

He emptied it out but didn't find a document nor a briefcase.

MILAN (V.O.)

Everything was there except your briefcase, which was filled with your 10 years of solo investigation files. I knew you would protect it with your life, so where did it go?

He asked the officer about it, which soon turned into an argument. The officer left angrily.

MILAN (V.O.)

Strangely, the officer insisted those were everything they'd found.

Milan's eyes widened as he stared at the box.

MILAN (V.O.)

And it struck me. Maybe that was the reason for your death.

(MORE)

MILAN (CONT'D)  
Maybe you found something, and  
someone silenced you by a traffic  
accident.

He gripped his knuckles.

MILAN (V.O.)  
That was the start of everything.

11. INT./EXT. VARIOUS ROOMS, ASYLUM - DAY (FLASHBACK)

Weeks went by, and his behavior changed into saintlike-  
causing him to become the best patient of the month.

MILAN (V.O.)  
I can't do a thing when I'm there,  
so I ate my ego and did everything  
to get good reports.

As he kept his saint-like mask, everyone continued to treat  
him with kindness.

12. INT. PRIVATE VISITATION ROOM, ASYLUM - DAY (FLASHBACK)

At visitation day, he acted like a holy being towards his  
friends. They didn't receive it well.

MILAN (V.O.)  
And guess what? My friends think I  
really went crazy.

He showed them Eva's belongings and explained everything.  
They attentively listened before shaking their heads.

MILAN (V.O.)  
So, I explained everything and  
asked them to let me out. They  
didn't allow it.

Months go by, his friends took turns to visit him, and all of  
their visitations always ended in shouting arguments.

MILAN (V.O.)  
Stonehead was an understatement to  
describe them.

Six months had passed on the calendar. All of his close  
friends were gathered in this visitation. With a helpless  
expression, they finally agreed to Milan's request.

He packed his belongings and Eva's box, then left the asylum  
in his friend's car.

MILAN (V.O.)  
But, after six months, they gave  
up. I regained my freedom.

13. INT. INVESTIGATION ROOM, MILAN HOUSE - NIGHT (FLASHBACK)

Milan opened a long curtain- revealing a large corkboard on the wall. He wrote keywords related to Eva's accident on sticky notes and pinned them on the corkboard.

MILAN (V.O.)  
And so, I started to investigate  
your death accident.

FADE OUT:

14. EXT. CENTRAL MONUMENT, MIDDLE MOUNTAIN AREA (PRESENT)

Milan walks through the bushes and sees a big stone monument up ahead- majestically lit up by the sun rays that are leaking through the tree leaves.

He vividly imagines the trio kids are smiling from ear to ear while playing with the monument. Then, they chase each other, their bodies passing through Milan.

He walks and stops in front of the monument- laughs bitterly.

MILAN  
It's hard being the only one alive.

He imagines Jesse tucking his shirt, smiling, pointing to where Dylan and Eva are- signaling him to follow them.

Jesse runs to them, Milan smiles weakly and follows her.

MILAN  
Yeah, I'm coming.

FADE IN:

15. INT. INVESTIGATION ROOM, MILAN HOUSE - NIGHT (FLASHBACK)

MILAN (V.O.)  
In no time, I found the first  
anomaly.

Empty cups of coffee aligned beside an interrogation transcript of Eva's accident, close to it were two official police officers bios- highlighted in different areas.



MILAN (V.O.)

A week after your incident, two patrol officers who reported your incident retired and moved to different cities.

Large city maps were pinned on the wall, two red pins far from each other and one pin between them.

MILAN (V.O.)

It took me a week to track them down and contact them.

Milan grabbed his coat and went outside.

16. INT. VACANT FAMILY CAFE, RURAL CITY - DAY (FLASHBACK)

The two police officers sat across from him. He showed them Eva's photo. They looked obviously frightened.

MILAN (V.O.)

At first, they refused to talk about your incident.

One hour passed until they were willed to talk- anxious.

MILAN (V.O.)

But after some time, they told me everything.

FADE IN:

17. EXT. ROAD CLIFFSIDE - RAINY, DAY (FLASHBACK)

The two police officers were in the same car, patrolling through the drizzling rain to a desolate cliffside area.

MILAN (V.O.)

It was raining when they did their usual patrol. Lots of accidents had happened on that road, so they did a second detour to make sure everything was okay.

After they passed a sharp turn, they saw a car crashed into the railing- almost fell into the cliff. A man, holding a suitcase, stood in front of the car.

He was wearing a black ski mask, black clothes, and black gloves that covered every inch of his body.

MILAN (V.O.)

They found your car crashed into the railing. A man stood in front of your car, holding a suitcase.

The officers got out of the car, pointing guns at the man-ordered him to back down.

The man didn't comply. He ran towards them and hit them with a stun gun- causing them to faint on the spot.

MILAN (V.O.)

They ordered the man to back down,  
but he hit them with a stun gun.

They woke up under the heavy rain, alone- the car had fallen into the ravine.

MILAN (V.O.)

When they woke up, he was already  
gone, and your car had fallen.

Their cellphones rang at the same time- both came from their wives. When they answered it, their wives were hysterical.

MILAN (V.O.)

Then, their wives called them,  
crying. Guess what happened, bud?  
Their families were abducted.

18. INT. ABANDONMENT GARAGE - RAINY, DAY (FLASHBACK)

The two police's family members were tied up, black duct tape covered their mouths, thick black fabric covered their eyes, and sharp hunting knives were held up at their throats.

MILAN (V.O.)

Groups of fully black-clothed men  
abducted their entire families.

Their wives repeated the abductor's words to the phone- each sentence filled with fear.

MILAN (V.O.)

The abductors ordered the officers  
not to say anything, then quit  
their jobs after seven days and  
moved to different cities.

One of the abductors shot the wives right beside their ears.

MILAN (V.O.)

Or, they'll kill their families.

19. EXT. ROAD CLIFFSIDE - RAINY, DAY (FLASHBACK)

The officers looked at each other- petrified.

MILAN (V.O.)

They didn't have a choice, bud.



FADE OUT:

## 20. INT. VACANT FAMILY CAFE, RURAL CITY A - DAY (FLASHBACK)

The two officers hold Milan's hand, begging. Milan held back their hands and calmed them down.

MILAN (V.O.)

They begged me not to report it,  
and I agreed not to. They're  
victims, just like you. And I know  
who I should search for. The man  
who stole your suitcase.

The officers told him all of his characteristics. Then, they  
moved their left hand like a kid learning to count numbers.

MILAN (V.O.)

He's a well-built adult who counts  
numbers with his left hand.

FADE OUT:

## 21. EXT. HIDDEN SHRINE, MIDDLE MOUNTAIN AREA (PRESENT)

Milan walks through the narrow road full of bushes and sees  
an old fox statue at the end of it. Jesse and Eva touch it  
like it's a strange object.

But, Dylan adores it. He treats it like it's a dog.

MILAN

Dylan loves that fox. So, you and  
Jesse made fun of it.

Jesse and Eva make weird pantomimes, causing Dylan to cry.

MILAN

(chuckles)

And you guys fight.

The two girls confused. Eva points to the higher ground and  
runs past Milan. Jesse holds Dylan's hand and follows Eva-  
leaving Milan behind.

Milan walks to the statue and strokes its head.

MILAN

You and Jesse try to distract him  
by continuing to search your  
three's 'perfect basecamp'.  
(looks up at 1 o'clock)  
And you've found it. A meadow that  
only exists in fairy tales.

FADE IN: