

**INT. INTRODUCTION BAY - TIME IRRELEVANT (INTRO)**

Everything is black. A MECHANICAL VOICE is saying something but it is too far away and masked by too much STATIC to make out.

The uncertainty is brief as— like a connection righting itself— a sterile, white room soon glitches into view and the voice comes into focus. [Player] begins to lift their hand to their head only to realize they have become some sort of vaguely human shaped entity made of energy. They examine their hand with curiosity before looking up to begin examining the rest of the room.

**EXPLORING THE SPACE (INTERACTIVE)**

The player is now free to move as they please. If it is THE FIRST TIME the player is experiencing the scene, the announcement that has been droning on in the background becomes more prominent.

**MECHANICAL VOICE (V.O.)**

Hello, explorer, and thank you for your attention. We know you have many microcosms at your disposal, so thank you for choosing Indicium's. Before we proceed, please select and enter an official soul encasement.

The voice continues on ad noseum, but its chattering sounds softer as it has been thrown to the back of the player's mind.

To their left [Player] finds five pods each holding an eerily familiar looking body suspended in liquid. To their right, a firmly closed door. A look immediately upwards or downwards reveals the two ends of a cylindrical teleportation device in the middle of the room— where they had been when they first found themselves in this room.

If [Player] still has not moved after 30 seconds, an energy screen pops up instructing them to use the WASD or arrow keys to move. The screen disappears after the player successfully moves.

**[SELECT SCENE]**

Examine the door.  
Examine the pods.  
View info of (x) body.  
Select (x) body.  
Repeat scene "Exploring the space."

EXAMINE THE DOOR

[Player] stands back and examines the door. It is a solid block of an unknown metal- no knobs, no handles, no escape. They approach the door to try and touch it but are stopped by a shimmering barrier that materializes out of nowhere. The player steps back and the barrier returns to nothing.

[Player] receives an Energy Barrier INFORMATION CARD the FIRST TIME they complete this scene.

[Repeat scene "Exploring the space".]

EXAMINE THE PODS

Walking over to the pod on the far left, the player carefully scrutinizes it before tentatively reaching out to poke it. [Player]'s body relaxes, more than pleased that the the pod has not exploded on contact, and begins to study the pod in earnest. They observe the pod from all angles before getting up and walking back to their initial position.

[Player] receives a **complete** Soul Encasement INFORMATION CARD the FIRST TIME they complete the scene .

[Repeat scene "Exploring the space".]

VIEW INFO OF (X) BODY (INTERACTIVE)

The player looks closely at the relevant body's information screen. The screen contains a rundown of the body's characteristics and images of the body's face and full body.

After reviewing the information, the player can then choose to enter the selected body or not.

[IF player chooses to enter the body, THEN go to scene "Body is selected".]

[IF player chooses not to enter the body, THEN repeat scene "Exploring the space".]

SELECT (X) BODY

The player's human shaped body immediately loses its shape and condenses into an orb. Tendrils of dark mist emerge out of the body in the pod reaching towards [Player]; the player's body begins to extend tendrils of its own. The tendrils meet, interlock, and the [Player]'s

orb of a body is slowly drawn towards the body in the pod. A bright light flashes obscuring the screen as soon as the bodies touch. Only the body in the pod remains when the light dies down.

MECHANICAL VOICE (V.O.)

Congradulations, explorer, on acquiring an official soul encasement. Please exit straight ahead and proceed to the Identity Bureau at the end of the hallway to generate your new, legally recognized identity.

The liquid drains from around the player's new body and the pod's lid opens with a HISS. In the remaining pods, the bodys are slowly disintegrated skin, muscle, and bone until nothing is left. [Player] clambers out of their pod, ready to continue their adventure.