

SCENE 1 - OPENING MONOLOGUE

HOST stands in front of green screen.

HOST

Hello everyone and welcome to the
Brick Zone. Everything before your
eyes exists here. We've got a
little experience for you here
today, but first, to set the stage:

CUT TO:

EXT. SCHOOL HOUSE

Pan up from school exterior.

HOST

In a world where the living dead
have surged upon the world,
survivors of the zombie outbreak
have holed up in an abandoned
school, and you...

CUT TO:

INT. SCHOOL HOUSE

Zombies are marching through the hallways.

HOST

Are not one of them. You're a
member of the horde trying to catch
the last living human inside the
school. Think of it like a game of
tag, for keeps.

CUT TO:

INT. SCHOOL HOUSE

Human looking around worried.

HOST

Your goal is simple, catch up to
the human as fast as you can while
maintaining your numbers.

Human realizes zombies are approaching and jolts, and begins
to run away.

HOST (CONT'D)
You control part of the horde, if
you hit a wall you'll get stunned,
losing some of the horde and
letting the human get further away.

Human runs through the halls while Zombies are marching.

HOST (CONT'D)
Be wary, the human will try
everything in their power to stop
you from reaching them.

CUT TO:

GREEN SCREEN ROOM

Host stands in front of Green Screen

HOST
The stage is set, the pieces are in
play. You may begin your chase in
3, 2, 1!

SCENE 2 - FIRST CHASE SEGMENT

During this segment, the Host provides color commentary over the gameplay. This is commentating on the choice of skin a player might be using and trying to wrap it into why they would be chasing the human, zombies running into walls or maintaining a good speed, or any other fun observation they may observe.

As the zombies reach the area with the first obstacle...

CUT TO:

SCENE 3 - FIRST OBSTACLE

INT. SCHOOL HOUSE

The Host pretends to notice the human speeding up all of a sudden.

HOST
Wait, what's this?

The human looks around before grabbing something and throwing it down on the ground.

HOST (CONT'D)
The human just threw a [object] on the ground! It's going to act like a barricade, but it looks like you have two options.

CUT TO:

GREEN SCREEN ROOM

HOST
The first is trying to brute force your way through the barricade, but you could lose some of your zombies. The other option is to go the long way around, but you might fall further behind. The choice is up to you.

The host then provides commentary based on what decision they made.

SCENE 4 - SECOND CHASE SEGMENT

Much like the first chase segment, the Host provides color commentary over the gameplay. This is commentating on the choice of skin a player might be using and trying to wrap it into why they would be chasing the human, zombies running into walls or maintaining a good speed, or any other fun observation they may observe.

As the zombies reach the area with the second obstacle...

CUT TO:

INT. SCHOOL HOUSE

Host pretends to notice human speeding up again.

HOST
Wait what's happening?

Human reaches another set of stuff that they can throw down.

HOST (CONT'D)
Oh no, not again.

Human throws down the second barricade.

HOST (CONT'D)
Looks like the human's threw down
another blockade, this time it's
[object]. It looks nastier than the
first one too.

CUT TO:

GREEN SCREEN ROOM

HOST
Like last time, you have two
choices here. Option A, go through
the barricade and sustain heavy
losses. If you go around you'll
keep your numbers up, but the human
might gain an even bigger advantage
in distance over you. As always,
the choice is yours.

Once again, the Host then provides commentary based on what
decision they made.

SCENE 5 - THIRD CHASE SEGMENT

For the third time, the Host provides color commentary over
the gameplay. This is commentating on the choice of skin a
player might be using and trying to wrap it into why they
would be chasing the human, zombies running into walls or
maintaining a good speed, or any other fun observation they
may observe.

As the zombies reach the area with the third obstacle...

CUT TO:

SCENE 6 - FAILED TRAP

INT. SCHOOL HOUSE

Host notices human run on ahead.

HOST
Oh no, not again.

Human tries to throw down another trap, but stumbles and
falls.

HOST (CONT'D)
Wait, wait! They whiffed it! They
couldn't get it down in time.

CUT TO:

GREEN SCREEN ROOM

HOST
You're in the home stretch! You'll
surely be able to get them now!

SCENE 7 - FINAL CHASE SEGMENT

This time around the host is more encouraging now, constantly
providing encouragement as the zombies approach the human
until finally...

SCENE 8 - CATCH

The zombies run up and catch the human.

HOST
Bravo! You did it! Now let's see
what happens.

CUT TO:

INT. SCHOOL HOUSE

The human runs into a dead end, and turns around in horror as
a tidal wave of zombies crashes down on them.

SCENE 9 - ENDING

GREEN SCREEN ROOM

HOST
Well done everyone! You sure showed
that human what for. Now I'd like
to shout out a couple of folks real
fast. First, there's [name] who the
first of your group to reach the
human. Second there's [name] who
bumped into walls the fewest.
Overall, you all did [comment about
overall play].
(MORE)

HOST (CONT'D)

Now think about why this happened,
[vague socio-emotional core stuff,
did you listen to each other, were
you shouting over each other,
etc.]. In any case, every choice is
an opportunity to learn. All of us
here thank you for taking a step
into, the Brick Zone.