Fade in:

INT. JONATHAN'S WORK STATION - NIGHT SKY

JONATHAN is an older man. Salt and pepper hair. The body of
someone who did a lot of manual labor. The type of guy who
looks intimidating, but wouldn't hurt a fly.

Dark sky with stars visible outside window. JONATHAN is
sleeping at his terminal.

                    DISEMBODIED VOICE
          Wake up. JONATHAN, it's time to
          wake up.

JONATHAN stirs in chair and eventually stretches and wakes
up.

                    JONATHAN
          Terminal - Activate security feeds
          for Sectors 1 through 4.

Terminal flashes a series of lights a grainy video shows up
on screen.

                    JONATHAN
          Where the hell is everyone?
          Terminal, activate security feeds
          for Sectors 4 through 10.

Terminal flashes again, but the feeds are all empty.

                    JONATHAN
          Terminal, initiate total
          bioanalysis of Sectors 1 through
          10.

JONATHAN paces the room as the terminal works through the
analysis. Terminal beeps when completed.

                    JONATHAN
          Terminal, read off your findings.

                    TERMINAL
          Bioanalysis complete. There are
          life signs for thirteen of 327
          crew members. Of the remaining
          crew members only four have their
          Omnicron bracelets activated.
          There are a number of unauthorized
          organisms on board the station.
          The station is curren-

JONATHAN
          Terminal, provide further…
                    (MORE)
                    JONATHAN (CONT.)
          Information on unauthorized
          organisms.

Terminal lights up and whirs.

                    TERMINAL
          No available information on
          unauthorized organisms aboard the
          station.

                    JONATHAN
          Terminal run station wide
          analysis.

Terminal starts analysis, but stops suddenly. The room
fills with red light. The words, "STATION REACTOR COOLANT
LEVELS LOW! REACTIVATE COOLING CYCLES," flashes across the
screen.

JONATHAN stops pacing and looks at screen.

                    JONATHAN
          What the hell? Terminal, where are
          reactor staff?

Terminal is silent

                    JONATHAN
          Terminal, where are reactor
          staff?!

Terminal is silent. JONATHAN stands silently for a few
seconds. Then walks towards the door and leaves the room.

                                        FADE OUT:

FADE IN:

INT. STATION CORRIDOR

GAME TUTORIAL PROMPT: Move the left analog stick to move.

JONATHAN is walking slowly through the corridor.

                    DISEMBODIED VOICE
          Hello, JONATHAN

JONATHAN jumps a bit, clearly startled.

                    JONATHAN
          H-hello? Who's there?

                    DISEMBODIED VOICE
          You have been slumbering for eons.
          They know you are awake. They will
          come for you.

                    JONATHAN
          Who is coming for me? Who are you?

                    DISEMBODIED VOICE
          The ones between the cracks, the
          fault lines, and the rime. This
          place has kept them contained, but
          these measures will not hold much
          longer.

The lights in the hallway flicker. There is a clicking
sound coming off screen from a different intersecting
corridor.

GAME TUTORIAL PROMPT: Move the right analog stick to move
the camera.

                    JONATHAN
          What is that?

                    DISEMBODIED VOICE
          The beings that exist on the
          periphery. Between the space of a
          blink. The shapes in the shadows.
          You must hide.

                    JONATHAN
          What am I hiding from?

The flickering gets stronger and the sound louder.

                    DISEMBODIED VOICE
          Unlike man, the weaker ones cannot
          revel in the light. Look for a
          light source.

GAME TUTORIAL PROMPT: Use the L3 button to sprint.
Sprinting uses stamina. Watch your stamina bar.

JONATHAN walks down the hall a bit and finds an open
emergency kit on the wall.

GAME TUTORIAL PROMPT: Press the triangle button to interact
with the environment. Press X to select objects to go into
your inventory.

Inside is a flashlight, a few batteries, a glowstick, and
a fired flare gun. The emergency kit has something
scratched into it: STAY IN THE LIGHT. THE ONLY SAFE
DARKNESS IS SLEEP.

                    JONATHAN
          The only safe darkness - is sleep?

JONATHAN puts the items in his pockets and keeps walking.
THe lights are still flickering and the sounds are getting
closer.

                    DISEMBODIED VOICE
          Sleep is the safe darkness. The
          shadows are not safe, for it is
          where they lurk with their gaping
          maws and many eyes. Not even the
          darkness of death offers solace
          once they roam. In death, man
          slips through the cracks and is
          immersed in their world - where
          all must bow to their whims and
          dark follies. In sleep, man is
          between the cracks. Hovering
          between two liminal spaces. It is
          safe, but only barely.

                    JONATHAN
          Stop talking in riddles! I don't
          understand what is going on. What
          does that have to do with everyone
          on the station and wh-

The chittering sound gets closer.

GAME TUTORIAL PROMPT: Use the directional pad to select the
glow sticks. Use the L2 to break the glow stick, which
offers portable protection. Press R2 to throw it behind you
to create a buffer.

JONATHAN breaks and throws the glow stick. In the glow
there is the silhouette of a beast chittering loudly. The
player starts to sprint down the corridor.

JONATHAN reaches the door to the bridge, in the background the glow stick has died and there's a black shape rushing towards him. He uses his keycard to get in, right before the thing bangs into the door. The banging goes on a for a moment then it fades away.

JONATHAN collects himself and looks up. His breath hitches and he walks to a window. Outside the window is Earth, but parts of it look aflame and infected.

Music starts - Title Screen: VOID/EXISTENCE

                                                    FADE OUT: