

Project Smog

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SCENE ONE: RECRUITMENT OFFICE

John is in building, propaganda posters line the walls, chairs are placed around the room. in one of the chairs sits a woman filling out a form. a recruitment officer is sitting behind a desk with a pile of forms next to him typing away at a computer.

RECRUITMENT OFFICER

(Turning to face John as he approaches desk)

Can I help you? (and after a short pause). That's okay; no need to say anything, look if you wanna join just fill out one of these forms."

He picks up a form and slides it across the desk.

Press e to interact prompt appears, when player presses e John picks up clipboard he then finds a seat and sits down, as he does so the woman stands up suddenly.

WOMAN

(Shouting)

What's this about cybernetic implants!?

RECRUITMENT OFFICER

It's just a formality, some so-called purists are against cybernetic implants, something about messing with their "chi" or some Dar.

WOMAN

And I agree with them!

RECRUITMENT OFFICER

Well you can get over it, or you can get out. The military is not gonna pay for years of rehabilitation just because some Voraskar don't know Ra'hak.

WOMAN

(suddenly quiet)

Then I guess there's no place for me here.

Woman leaves recruitment center after dropping clipboard on the floor.

recruitment officer watches her leave then turns to face John

(CONTINUED)

RECRUITMENT OFFICER
(Apologetic)
Sorry about that, please continue.

camera shifts to form where the player fills in various information about john

when player finishes form camera shifts back to john, once player goes back to recruitment officer john hands form over

RECRUITMENT OFFICER
Thank you sir, we'll just set a date for your medical and your application will be processed. now what about Thursday...

Recruitment officer fades out as screen goes white.

SCENE TWO: MEDICAL CENTER

John is sitting on a medical bed in a small room, on the walls there are various posters, there is also a variety of medical machines, a Cor'Lah enters the room through the door to the front left.

COR'LAH NO.1
Hi there, I'm Cor'Lah Frolel Alek, and you are...

Alek looks at form in hand before placing it on desk

COR'LAH NO.1
John, that's right isn't it? Well John this is the Zarconian military army medical examination, I'll be testing your vision, hearing and other such physical examinations.

Alek removes a small pen light from his medical cloak

COR'LAH NO.1
okay first I'll just test your pupil dilation.

Alek shines light into John's eye screen goes to brightness altering screen. once player exits.

COR'LAH NO.1
okay now i'll do some cranial nerve testing, follow my finger with your eyes whilst keeping your head in one position.

(CONTINUED)

after test, an option appears to change sensitivity,

COR'LAH NO.1

okay that seems smooth and
coordinated, now let's test your
hearing, (hands John a slider)
adjust this till the following
sound seems normal; not too loud,
not too quiet.

average volume sound plays whilst player adjusts volume.

after play adjusts volume, alek looks at slider then places
it on desk

COR'LAH NO.1

that seems normal, if you ever want
a check-up you can reach me at this
number:

Hands John card with options menu on it, once player has
finished settings screen fades out.

SCENE THREE: WAKING SCENE

John opens eyes suddenly after water sound is heard, John
blinks several times as he falls out of the bottom bunk of a
bunk bed, breathing ragedly with both hands in view on
floor.

John is pulled to his feet and is turned to face Voras'Sark
Per'Air

VORAS'SARK PER'AIR

what the Ra'hak do you think you're
doing boy!? when i say 0500 hours I
mean 0500 Hours! Now FIREZ-KO!

John stands to attention and salutes, when Per'air isn't
looking he looks around and see's others also standing at
attention wearing military pajamas

VORAS'SARK PER'AIR

Despite recruit 3.0.2.1.7's late
rising we will continue with our
planned... activity, today we will
be firing a new weapon...

per'air reaches into case and removes an XK - 9

VORAS'SARK PER'AIR
 this is the XK - 9 a fully
 automatic, drum fed weapon which
 uses electromagnets to propel one
 thousand gram, twenty mill solid
 steel tungsten carbide tipped slugs
 at one hundred and twenty rounds
 per minute with a muzzle velocity
 of seven thousand meters per
 second. the standard drum can hold
 twenty rounds and fully loaded the
 weapon weighs forty kilograms. any
 questions?

SQUAD
 NO, VORAS'SARK!

VORAS'SARK PER'AIR
 Then get equipped and let's fire
 this puppy.

SQUAD
 YES, VORAS'SARK!

John turns to kit as screen fades out.

SCENE FOUR: WEAPONS TRAINING

Group is standing in line in full military uniform at
 attention, holding rifles from right hip to left shoulder in
 a desert like outdoor area.

VORAS'SARK PER'AIR
 alright, you liver-lillied
 voraskar. let's see if you got what
 it takes to be a man... COR-TA!

Entire squad crouches, prompt appears informing player how
 to crouch, voras'sark yells abuse at John, then starts
 beating the crap out of John until player dies, this happens
 whenever player take too long in this scene.

VORAS'SARK PER'AIR
 COR-KE!

Squad all prones, prompt appears informing player how to
 prone.

VORAS'SARK PER'AIR
 ZER-TORC!

Squad all aims down sights. prompt appears informing player
 of how to aim down sight

(CONTINUED)

VORAS'SARK PER'AIR
TOR-KA!

Squad fires weapon, some fall over, prompt appears informing player of how to fire weapon.

when John fires weapon the recoil causes it to hit him in the face demolishing his nose instantly and fracturing several parts of his face, he is knocked backwards, near death screen is on and the sun fills most of the screen.

Voras'kar can be heard to say to a nearby soldier:

VORAS'SARK PER'AIR
(Whispering)
Get a Cor'Lah...

then he appears leaning over John in player's vision

VORAS'SARK PER'AIR
(Shouting)
What the Ra'hak do you think you're doing Voras'kar!?

JOHN
(Groans and mumbles)
Ugh ahh

VORAS'SARK PER'AIR
(Shouting)
DID I NOT SAY ONE KILO SLUG!? DID I NOT TELL YOU THE MUZZLE VELOCITY!? WHAT IN ZAR'T NAME DID YOU THINK THE RECOIL WAS GOING TO BE LIKE!? RA'HAK VORAS'KAR!

sun's glow extends and screen fades to white.

SCENE FIVE: PRE-WAR PARADE GROUND