

**Logline:**

Use mind reading abilities to work with a cast of strange teenage characters to escape from an abusive rehab summer camp.

**Overall narrative goal:**

ESCAPE!

**Overall dramatic tension (hope that they will, fear that they won't):**

Can Blake successfully escape? Not just physically, but mentally? And what about all the other kids trapped there?

**Mechanical loop that demonstrates dramatic tension:**

- Exploration via point & click interaction
- Mind reading via surviving bullet hell sequences

**Overall themes / messages you are trying to achieve:**

- The TTI (Troubled Teen Industry) is an abusive disaster!
- Mentally ill kids need unconditional love, AND scientifically backed therapy that addresses their specific struggles.
- Trauma is complicated!!!

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**ACT ONE**

INTRO CUTSCENE shows how protagonist Blake was kidnapped and taken to a "girls only" rehab summer camp in the middle of nowhere, Utah.

GAMEPLAY OPENS to Blake having just unpacked in one of the nasty dormitories. There are a few other kids in here, but only one, named Alanna, will acknowledge him.

Blake introduces himself, explaining that he was put here unnecessarily after being outed to his parents as trans, and is planning escape. As she is a DID system, Alanna and Blake have a

heart to heart about their so often fundamentally misunderstood identities.

Blake exits the room into a disheveled living room and yard, realizing that this camp is located in a regular house.

Head Counselor Michael watches over the living room like a hawk as he leans against a locked door. There are a variety of kids in both the living room and yard. There is also a Counselor in the yard- barely any more than a teenager herself, who signed up for the job with no idea what she was getting into.

When Blake tries to talk to any of the kids in the living room, Michael yells at him. But from the kids in the other rooms, Blake learns (among other things) that the locked door is to the kitchen, that one kid knows how to pick locks, and that the syringes of sleep drugs that the counselors sometimes use on "misbehaving" kids are kept in the kitchen. With all of that in mind, Blake formulates his escape plan.

Blake **reads Michael's mind** to figure out a way to get him to temporarily leave his spot. He learns more about Michael's past- how he grew up extremely religious and conservative, how his own parents were terrible to him, and how he genuinely believes that tough love and conversion therapy are genuinely the best way to handle the youth (whom he hates). Blake also learns that Michale's wife recently divorced him, and that Michael is still upset about it.

Equipped with this information, Blake tells Michael that when he was in the yard, he saw a woman with Michael's ex wife's physical description come up to the steps of the place holding flowers, then change her mind and drive away.

Stunned, Michael hands the reins to the other Counselor as he leaves momentarily for a "family emergency".

**ACT TWO**

If the player now chooses to talk to the others in the living room, Blake is able to bond and get earnest opinions from them. Among the assortment of information he gathers, he hears multiple rumors of a "punishment room" within the camp for the biggest rule-breakers.

As the kitchen lock is picked, Blake informs the others of his plan to use the sleeping drugs on the remaining Counselors in charge so that everyone can escape.

But upon entering the kitchen, he realizes one of the campers is prepping food in the disgusting kitchen. She says she has to report him, so he has no choice but to **read her mind** to find a way to convince her otherwise.

Blake learns that although her parents abuse her, she was sent here by a distant but well meaning aunt. She's been made to prepare the food as some sort of messed up punishment for her eating disorder, even though it's only solidified her resolve not to eat anything here as a way of fighting back. Knowing now that she does have that spark of resistance in her, Blake carefully explains his plan and she agrees to let him follow through with it so long as he takes all the responsibility if things go wrong.

And go wrong they do- The player is able to click around the kitchen and explore everything hidden there, but just as they find the sleep medication, Michael returns, furious. Although Blake has the drugged syringes in his grasp, instead of using this opportunity to take out Michael, he freezes up in fear. Michael snatches the drugs back, and before Blake can even comprehend what just happened, stabs one into him.

### **ACT THREE**

Blake wakes up groggy and shivering in what he correctly estimates to be the "punishment room".

It's a solitary confinement chamber so small that Blake wonders if it was originally a closet, or maybe a laundry room. Hard to tell, because it's pitch black in here. Bugs crawl around and Blake can feel out scrapes and scratches from previous campers. He doesn't know how long Michael plans to trap him here for, but has a hunch it'll be the all-time record.

An unknown but lengthy amount of time passes. Starving and exhausted, Blake goes from talking to himself to outright hallucinating. The player is now able to have Blake **read the mind of... himself.**

This reveals more of his backstory revealing the depths of the trauma he's experienced, explaining why he froze up earlier. He'd spent the game pretending to be more mentally stable and optimistic than he truly feels. But after being open with himself about his true feelings, he is able to refocus and cry out for help with all his strength.

At first, it seems like there's no response to Blake's cries. But after a while, and the sounds of a scuffle, the door unlocks, with all the other campers on the other side.

Blake, 43, wakes up. He's tired of these nightmares about his past, but expects them never to go away, especially since the camp is still open and abusing kids. Still, he's living a nice life. He is relatively at peace. The End.