

DOOMSDAY
Master Script Sample

Version 0.1.2

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for Amazing Media

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The City

StateTable CT1 12 Levels

{ Level 1 = The City, Act One }

Room ALA: Apartment Lobby A

Room ALB: Apartment Lobby B

Room ALC: Apartment Lobby C

Room ALD: Apartment Lobby D

Room BRN: The Brewery North

Room BRS: The Brewery South

Room CGN: Corner Grocery North

Room CGS: Corner Grocery South

Room CSA: Construction Site Room A

Room CSB: Construction Site Room B

Room CSC: Construction Site Room C

Room CSD: Construction Site Room D

Room CSE: Construction Site Room E

Room CSF: Construction Site Room F

Room ELA: Elevator A

Room GSN: Gas Station North

Room GSS: Gas Station South

Room HLA: Hospital Hallway A

Room HOL: Hospital Lobby

Room HPH: Hospital Pharmacy

Room NWS: Newsstand

Room OLA: Office Lobby A

Room OLB: Office Lobby B

Room PDD: Police Department

Room PLA: Paul's Apartment

Room PLO: Paul's Office

Room PWN: Pawn Shop

Room SCR: Subway Car

Room SPA: Subway Tunnel at Platform A

Room SPB: Subway Tunnel at Platform B

Room SPC: Subway Tunnel at Platform C

Room SRA: Sewer A

Room SSA: Subway Station a

Room SSB: Subway Station b

Room STA: Studio Apartment (Start)

Room STN: Subway Tunnel

Room X01: Adler Avenue Firewall; Subway Station Access
Room X02: Love Street Station Access
Room X03: Alley North End
Room X04: Alley South End
Room X05: Bradbury Blvd Crevasse
Room X06: Bradbury Blvd and Grocery Alley
Room X07: Adler Ave and Bradbury Blvd
Room X08: Bradbury Blvd; Prophet's Spot
Room X09: Bradbury Blvd Dead End
Room X10: Love Street Strip
Room X11: Adler Ave at Pawn Shop
Room X12: Love Street; Paul's Apartment Building
Room X13: Freeway West End
Room X14: Freeway Access
Room X15: Freeway Crosses Love Street
Room X16: Love Street at Police Department
Room X17: Love Street at Belle Hospital

State Variables

{ All Object Properties and their initial states. }

Items

{ All Items and their initial locations. }

Timers

{ Times are listed in seconds. }

ClickCheck1 1 End

ClickCheck2 2 End

ClickCheck3 3 End

SCR (Subway Car)**CODE****{§}****ROOM SCR LEVEL 1****Camera 01****Camera 02****Subview Cab SCR01Z****Subview StarShape SCR02Z****End**

CAMERA 01**View North SCR01N****View South SCR01S****View East SCR01E****View West SCR01W****OnEntry****Audio On Async "Double Doors Sliding Shut"****SetVariable *EgressAvailable* = 0****SetVariable *Doing* = 0****End**

VIEW NORTH SCR01N**{ Windows clean }****OnEntry****Condition *EgressAvailable* = 1****Audio On Async "Door Sliding Shut"****SetVariable *EgressAvailable* = 0****End****Condition *SubwayEngineRunning* = 1****Audio Looping "Subway Engine Running"****End****End**

VIEW SOUTH SCR01S

```
OnEntry
  #define DOUBLE_SLIDING_DOORS # # # # End
  Condition EgressAvailable = 1
    Audio On Async "Door Sliding Shut"
    SetVariable EgressAvailable = 0
  End
  Condition SubwayEngineRunning = 1
    Audio Looping "Subway Engine Running"
  End
End
OnMouseUp DOUBLE_SLIDING_DOORS
  Condition EgressAvailable = 1
  {i.e., the doors are open, revealing a station, and player clicked on the opening, }
  Move CurrentStation 01 South
  { Remember: OnEntry there, Audio On Async "Door Sliding Shut" }
  Else
    Picture On "Doors to Station Sliding Open"
    Audio On Sync "Doors Sliding Open"
    SetVariable EgressAvailable = 1
  Condition SubwayEngineRunning = 1
    Audio Looping "Subway Engine Running"
  End
  End
End
```

VIEW EAST SCR01E

```
OnEntry
  #define SLIDING_DOOR # # # # End
  Condition EgressAvailable = 1
    Audio On Async "Door Sliding Shut"
    SetVariable EgressAvailable = 0
  End
  Condition SubwayEngineRunning = 1
    Audio Looping "Subway Engine Running"
  End
End
OnMouseUp SLIDING_DOOR
  Condition EgressAvailable = 1
    SetVariable SubwayFacing = 1
    Closeup Cab SCR01Z
  Else
```

```

    Picture On "Door to Cab Sliding Open"
    Audio On Sync "Door Sliding Open"
    SetVariable EgressAvailable = 1
    Condition SubwayEngineRunning = 1
        Audio Looping "Subway Engine Running"
    End
    Condition Camera = 02
        Audio On Async "Leopardhead Says Hey"
        SetVariable Doing = 1
        Condition SubwayEngineRunning = 1
            Audio Looping "Subway Engine Running"
        End
    Move SCR 02 North
    End
End
End
End

```

VIEW WEST SCR01W

```

OnEntry
    Condition Doing = 1
        Picture On "Leopardhead and Ferals facing you"
        #define LEOPARDHEAD # # # # End
        Timer ClickCheck2 Start
    Else
        #define SLIDING_DOOR # # # # End
        Condition EgressAvailable = 1
            Audio On Async "Door Sliding Shut"
            SetVariable EgressAvailable = 0
        End
    End
    Condition SubwayEngineRunning = 1
        Audio Looping "Subway Engine Running"
    End
End
OnMouseUp LEOPARDHEAD
    Condition ClickCheck2 < 2
        Timer ClickCheck2 Abort
        Timer ClickCheck2 Start
        Video On "Leopardhead Overrides You"
        Audio On Sync "Leopardhead Overrides You"
        SetVariable LeopardheadRespect + 1
        SetVariable LeopardheadMood - 1
    End

```

```
        Condition SubwayEngineRunning = 1
            Audio Looping "Subway Engine Running"
        End
    End
End
OnTimer ClickCheck2
    Video On "Leopardhead Monologue"
    Audio On Sync "Leopardhead Monologue" { Include Door noises for his exit. }
    SetVariable Doing = 0
    SetVariable MetLeopardhead = 1
    Condition SubwayEngineRunning = 1
        Audio Looping "Subway Engine Running"
    End
End
OnMouseUp GUN
    Condition Doing = 1
        Timer ClickCheck1 Start
    End
End
OnTimer ClickCheck1
    Video On "Ferals Blast You 1"
    Audio On Sync "Ferals Blast You 1"
    Condition SubwayEngineRunning = 1
        Audio Looping "Subway Engine Running"
    End
    SetVariable Health - 5
    Call UpdateHealthDisplay
    SetVariable Energy - 5
    Call UpdateEnergyDisplay
    Picture On "Blood Splatters All Over"
    Condition Health > 0
        Video On "Ferals Blast You 2"
        Audio On Sync "Ferals Blast You 2"
        SetVariable Health - 5
        { Run END GAME Sequence }
    End
End
OnMouseUp SLIDING_DOOR
    Condition EgressAvailable = 1
        SetVariable SubwayFacing = 0
        Closeup Cab SCR01Z
    Else
        Picture On "Door to Cab Sliding Open"
        Audio On Sync "Door Sliding Open"
```



```

    SetVariable EgressAvailable = 1
    Condition SubwayEngineRunning = 1
        Audio Looping "Subway Engine Running"
    End
End
End
OnExit
    Condition ClickCheck2 < 2
        Audio On Async "Ferals Blast You 1"
    SetVariable Health - 5
    Call UpdateHealthDisplay
    SetVariable Energy - 5
    Call UpdateEnergyDisplay
    Picture On "Blood Splatters the Cab Door"
    Condition Health > 0
        Audio On Sync "Ferals Blast You 2"
        SetVariable Health - 5
        Move END 01 Ahead { End Game Sequence }
    End
End

```

VIEW CAB SCR01Z

```

OnEntry
    #define POWER_BUTTON # # # # End
    #define ENGAGE_BUTTON # # # # End
    Audio On Async "Door Sliding Shut"
    Condition SubwayEngineRunning = 1
        Picture On "Power Button Lit"
        Audio Looping "Subway Engine Running"
    End
End
OnMouseup POWER_BUTTON
    Condition SubwayEngineRunning = 0
        SetVariable SubwayEngineRunning = 1
        Picture On "Power Button Lit"
        Audio On Sync "Subway Engine Starting"
        Audio Looping Async "Subway Engine Running"
    Else
        SetVariable SubwayEngineRunning = 0
        Picture Off "Power Button Lit"
        Audio On Async "Subway Engine Dying"
    End
End
End

```

OnMouseup ENGAGE_BUTTON**Condition *SubwayEngineRunning* = 1****Picture On "Engage Button Lit"****Video On "Subway Accelerating"****Audio On Sync "Subway Accelerating"****Video On "Subway Traveling"****Audio On Sync "Subway Traveling"****Condition *SubwayFacing* = 0****Condition *CurrentStation* = "SSA"****Video On "Subway Smashes into Collapsed Tunnel"****Audio On Sync "Subway Smashes into Collapsed Tunnel"****Move END 01 Ahead {End Game Sequence }****End****Else****Condition *CurrentStation* = "SSD"****Video On "Subway Smashes into Collapsed Tunnel"****Audio On Sync "Subway Smashes into Collapsed Tunnel"****Move END 01 Ahead {End Game Sequence }****End****End****Video On "Subway Pulls Into Station" {and stops }****Audio On Sync "Subway Pulls Into Station"****Condition *SubwayFacing* = 0****Condition *CurrentStation* = "SSD"****SetVariable *CurrentStation* = "SSC"****End****Condition *CurrentStation* = "SSC"****SetVariable *CurrentStation* = "SSB"****End****Condition *CurrentStation* = "SSB"****SetVariable *CurrentStation* = "SSA"****End****Else****Condition *CurrentStation* = "SSA"****SetVariable *CurrentStation* = "SSB"****End****Condition *CurrentStation* = "SSB"****SetVariable *CurrentStation* = "SSC"****End****Condition *CurrentStation* = "SSC"****SetVariable *CurrentStation* = "SSD"****End****End****SetVariable *SubwayFuel* - 1**

```
    Picture Off "Engage Button Lit"
    Audio Looping Async "Subway Engine Running"
Else
    Audio On Async "Failure Sound"
End
End
OnExit
    Condition SubwayEngineRunning = 1
    SetVariable SubwayFuel -1
    { NOTE: UpdateStory will decrement SubwayFuel every few minutes if
    the player leaves here with SubwayEngineRunning = 1. My current
    estimations suggest starting SubwayFuel at 20 or 30. }
End
End
```

CAMERA 02

```
View North SCR02N
View South SCR01S
View East SCR01E
View West SCR01W
OnEntry
    Audio On Async "Double Doors Sliding Shut"
    SetVariable EgressAvailable = 0
    SetVariable Doing = 0
End
```

VIEW NORTH SCR02N

```
{ Same art as SCR01N with 8-pointed star-shape on window }
OnEntry
    #define STAR_SHAPE # # # # End
    Condition EgressAvailable = 1
        Audio On Async "Door Sliding Shut"
        SetVariable EgressAvailable = 0
    End
    Condition SubwayEngineRunning = 1
        Audio Looping Async "Subway Engine Running"
    End
    Condition Doing = 1
        Move SCR 02 West
    End
End
```

OnMouseUp STAR_SHAPE
 Closeup StarShape SCR02Z
 End

VIEW SOUTH SCR01S
 { Same as Camera 01 }

VIEW EAST SCR01E
 { Same as Camera 01 }

VIEW WEST SCR01W
 { Same as Camera 01 }

VIEW STARSHAPE SCR02Z
 { Closeup of 8-pointed star, badly done, scratched into window on north wall of Car. }

SCR (Subway Car)

ART

Diagram 1: Subway Car Layout

CAMERA 01

Interior of subway car. The walls are free of graffiti (this will be added in other shots). There are SLIDING DOORS at each of the East and West ends, leading to the Cab Zooms. There are DOUBLE SLIDING DOORS in the South side only, as all platforms embark and debark from the south; the North side of the car possesses only seats and windows.

Views	Egresses	Zooms
SCR01N: The side facing away from the platform; seats facing left and right (seen from the side); windows facing north reveal a motionless tunnel wall.		

<p>SCR01S: The side facing the platform; DOUBLE_SLIDING_DOORS (closed); seats on either side of doors facing left and right (seen from the side).</p>	<p>DOUBLE_SLIDING_ DOOR S lead to SSA01 S, SSB01 S, SSC01 S, or SSD01 S (dep. on <i>Curre ntStat ion</i>)</p>	
<p>SCR01E: The end facing East; SLIDING_DOOR; seats on either side of aisle facing forward and back.</p>		<p>SLIDING_DOOR leads to SCR01Z (Cab Zoom)</p>
<p>SCR01W = SCR01E: The end facing West; SLIDING_DOOR; seats on either side of aisle facing forward and back.</p>		<p>SLIDING_DOOR leads to SCR01Z (Cab Zoom)</p>

SCR (Subway Car)

Art

Animation: Doors to Station Sliding Open

The "natural" graphic of the Car's south wall is painted as though the doors were open, revealing the station beyond. The Doors themselves are a separate sprite which covers that area. When the doors "open," they are an animation with a transparent section in the middle, again revealing the "outside" portion of the View.

Animation: Doors to Station Sliding Shut

See above.

Animation: Doors to Cab Sliding Open

Similar to the double doors described above, but this door slides in only one direction.

Animation: Door to Cab Sliding Shut

See above.

SCR (Subway Car)

Art

CAMERA 02

Interior of subway car, later in game. The only difference is that there is now a weird-looking eight-pointed star scratched into a window on the north wall.

Views	Egresses	Zooms
SCR02N: The side facing away from the platform; seats facing left and right (seen from the side); windows facing north reveal a motionless tunnel wall; there is a STAR_SHAPE scratched into one of these windows.		STAR_SHAPE leads to SCRO2Z (StarShape)
SCR01S	DOUBLE SLIDING DOOR S lead to SSA01 S, SSB01 S, SSC01 S, or SSD01 S	

	(dep. on <i>Curre ntStat ion</i>)	
SCR01E		SLIDING_DOOR leads to SCR01Z (Cab Zoom)
SCR01W		SLIDING_DOOR leads to SCR01Z (Cab Zoom)

Picture: Leopardhead and Ferals Facing You

Leopardhead stands in front of a small pack of Ferals, in the subway car. The Ferals have guns drawn and pointed toward you. Leopardhead just stares at you menacingly. NOTE: This is Leopardhead's "prime" position for this scene.

Animation: Blood Splatters All Over

Bloodsplots splatter all over the seats and floor in this animation.

Animation: Blood Splatters the Cab Door

Similar to the above, except that this is for when the player gets shot in the back while facing the cab door. Bloodsplots fly up and cover the View.

SCR (Subway Car)

AUDIO/VIDEO

CAMERA 01

No Action.

SCR (Subway Car)

Audio/Video

CAMERA 02

Audio: "Leopardhead Says Hey"

Sometime later (once you know how to use the subway train), you enter the car and turn toward the cab. As soon as you click on the door to the cab, however, Leopardhead and several Ferals enter the car behind you.

<u>Leopardhead</u> Hey!

Your POV turns around to face Leopardhead and the Ferals. You are unarmed, because you would have had to put away your gun in order to use the door.

Video/Audio: Leopardhead Overrides You

If you click on Leopardhead directly, he responds as if you tried to interrupt him -- and he's NOT happy about it. NOTE: This dialogue segment MUST be shorter than 2 seconds.

<u>Leopardhead</u> (Moving as if to push your hand away from him) No -- YOU listen to ME, punk! (Returning to his "prime" position)

With or without this "Override" segment, the scene then continues with the following...

Video/Audio: Leopardhead Monologue

Leopardhead lets you know who he is and says that he's watching you. He finishes saying his piece and leaves with his entourage in tow. You may now continue whatever you were doing.

Leopardhead

In case you don't know already, they call me Leopardhead (lowers head to show tattooed skull) -- I'm the one person even the Ferals won't fuck with. (Lights a cigarette, inhales deeply.)

I've been keeping tabs on you and your friends, and I know what you're trying to do. I'm here to tell ya that you're not going to succeed -- because that priveledge belongs to ME -- but I'm not taking my eye off you either. I have a feeling that you and I might even find some mutually beneficial use for each other, somewhere down the line...

Ferals, (snaps his fingers) OUT! (He turns and departs, with the Ferals following.)

(NOTE: Mix in Audio for Door Sliding Open, characters exit, Door Sliding Shut.)

Video/Audio: Ferals Blast You 1

The Ferals attack you while Leopardhead grins and departs.

Leopardhead

Stupid punk... (exits)

Ferals (Group)

(Shouting as they fire their guns)

Video/Audio: Ferals Blast You 2

The Ferals attack you again, finishing the job...

Ferals (Group)

(Shouting as they fire their guns)

SCR01Z: Cab Zoom**ART**

Interior of Subway Cab, facing out the driver's window. The track is visible stretching out before you. There is a seat to your right, and two large buttons can be seen on the console in front of you. One button is marked "Power," and the other is marked "Engage." Both buttons are dark in their natural state; they light up when pressed and darken if pressed again, but the Engage button will not light up unless the Power button is on. When the engine is powered up and the Engage button is pressed, the Car will begin moving down the track.

Picture: Power Button Lit**Picture: Engage Button Lit**

SCR01Z: Cab Zoom

AUDIO/VIDEO**Audio: Subway Accelerating**

2 seconds long.

Audio: Subway Traveling

8 seconds long.

Audio: Subway Pulls Into Station

2 seconds long.

Audio: Subway Smashes into Collapsed Tunnel

3 seconds long.

Video: Subway Accelerating

This Movie is 2 seconds long, and displays the track as it begins moving toward you first slowly, then faster.

Video: Subway Traveling

This Movie is 8 seconds long. It is formed from the same section of track movement looped seamlessly several times in a row, and displays the track and lights flying past you at a good clip.

Video: Subway Pulls Into Station

This Movie is 2 seconds long. It displays a Subway approaching from the distance, coming up on the right-hand side of the track until it stops with your POV slightly past the far edge of the Platform (the Platform is now adjacent to the side door of the Car behind you).

Video: Subway Smashes into Collapsed Tunnel

This Movie is 3 seconds long. It shows a collapsed section of tunnel coming flying up toward you faster than you can do anything about it. The subway car smashes into the rubble and explosive effects are seen for a flash before the game is over (you're dead).

SCR02Z: Star Shape Zoom

ART

Closeup of 8-pointed star-shape, badly done, scratched into window on north wall of Car. If you have any idea what you're looking for, it looks like it was probably a failed attempt to draw the Octahedron. It appears to have been done with a key or a knife, and many of the lines appear in multiple versions, with the most "correct-looking" ones re-emphasized by repeated scratchings.
SCR02Z: Star Shape Zoom

AUDIO/VIDEO

No Action.

Design and Context Notes

{§}

NOTE 1: There are two Cameras which may occur in the Room as designed; the Views in these Cameras represent the Subway Car at two different stages in the game. When the player clicks on the open doors of the Subway Car from the Station Platform, the following code appears:

```
Condition VirusInfoTotal < 6 or SubwayUsed = 0
  Move SCR 01 N
Else
  Move SCR 02 N
End
```

In other words, as long as the player (A) has very little Virus Info OR (B) has never driven the Subway Car, they'll get Camera 01 (the "clean" version). As soon as the player has at least 6 pieces of Virus Info AND has moved the Subway Car, they'll get Camera 02 (the one with the star etched in the window). It is here that Leopardhead may appear. Forever after that, they'll still get Camera 02, but no other encounters will occur here.

NOTE 2: The position of the subway car on the map is stored in the Variable *CurrentStation*. After the player has met Leopardhead, the subway car can be moved around while the player is away from it, i.e. as a random event.

END SCR
