

Lightmatter\_13-12-2019

Written by

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## HOW TO READ

PC stands for Player Character.

In-betweeners are pieces of dialogue that are triggered either when the player spends extensive time in a puzzle or during specific gameplay moments.

All dialogue that is not an in-betweener is triggered according to the action line before it.

NOTE: If there are many pauses in a paragraph, it's to make isolating and editing certain lines easier.

### LOGO INTRO

1

FADE IN:

The word LIGHTMATTER stands in 3D text in the center of the screen and is lit up by a bright lamp that hangs from above. Everything but the text and the floor beneath it is entirely dark. You can see dust particles in the light cone.

You hear a loud noise of wreckage, almost like an explosion. The screen, as well as the lamp, begin to shake and flicker while dust starts to fall down from above. The sound of wreckage continues until the lamp sparks and goes out.

The word LIGHTMATTER is now in complete darkness, with white outlines. The floor beneath it suddenly reflects the letters, as if the floor has turned into dark, thick tar. For a few seconds, there is silence. Slowly the dark floor begins to tremble, more and more as you hear an oddly morphed low-pitched sound, almost as if we're underwater.

An object from above falls down with the sound of a heavy thump.

CUT TO: BLACK

FADE IN:

### START EVENT - SERVER ROOM

2

The PC sits on the ground against a wall filled with servers that blink and beep. Without control from the player, the PC looks up, and it is revealed, that one of the large server-racks is leaning onto the wall just above the PC's head. The PC looks down again to reveal an abundance of computer parts scattered on the floor. The PC crawls out from beneath the rack and stands up. The player now has control of the PC.

The PC exits the room through a vent.

START EVENT - FACILITY ENTRANCE

3

The PC drops down from the vent and into a foyer.

The facility's intercom is making static noise until it suddenly switches on.

1

ANNOUNCER VOICE  
Attention, evacuation in progress. Final  
tram leaving in two minutes.  
(malfunction sounds)

The PC walks past offices, security checkpoints, and hallways. On the way, the PC sees a tram with people inside move out of the facility.

2

ANNOUNCER VOICE (CONT'D)  
(malfunction sounds)  
Please leave the facility.  
(malfunction sounds)  
Thirsty? Have a glass of champagne and  
help us make a toast to a future made  
brighter by Lightmatter.  
(malfunction sounds)

The PC walks by an area with balloons, confetti cannons, champagne, and souvenir bags.

3

ANNOUNCER VOICE (CONT'D)  
(malfunction sounds)  
Goodbye!  
(malfunction sounds)  
The CEO of Lightmatter Technologies  
would like to welcome bankers, investors  
and all of those who have doubted him to  
this launch event. To those of you on  
the public tour, hello.

The PC walks by a room with round tables, more champagne glasses, big cameras, and a rostrum. Afterwards, the PC sees an open wall panel and walks into it. After walking through small, narrow hallways, the PC drops into a lab.

4

ANNOUNCER VOICE (CONT'D)  
Now entering the stage - Virgil. He  
needs no introduction. He is the beating  
heart of this mountain.  
(malfunction sounds)  
He is the greater of two minds, and the  
man who sacrificed his leg for  
Lightmatter.  
(malfunction sounds)

The PC walks out of the lab.

START EVENT - CORE

4

The PC enters a vast cylinder-shaped room that is lit up by a giant beam of light in the center. But the beam is concealed by a giant tower and walls surrounding it.

By following the instructions in the following paragraph of dialogue, the PC moves around the beam, while it being slightly concealed, and ultimately the PC gets to an elevator.

The PC moves into a small room with a view to the tower. There is movement inside the tower, and a human-shaped silhouette comes forth.

5

VIRGIL

Unbelievable. There's more of you.

(sighs)

Were you a part of the public tour? If so, I have just evacuated your tour guide - don't panic. Now, your inability to follow evacuation orders is truly astounding, but I need you to pay attention. First off, walk through that door.

The PC walks through a door to the right of the tower.

6

VIRGIL (CONT'D)

(PC walks through door)

Excellent, you have already exceeded my expectations.

The PC walks over to a open glass door with complete darkness on the otherside. The door closes in the PC's face.

7

VIRGIL (CONT'D)

Wait, it's dark in there...

(mumbling)

... you might trip. Let me light your path.

(gates open and light shines through)

The door requires two people to re-open. Proceed to my security manager's office.

The PC walks up stairs and sees a control panel with a red button. There is a view to the door Virgil just closed.

8

VIRGIL

Now I presume you know how buttons work?

9                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (if PC waits 10 seconds  
                                   without pushing the button  
                                   in the security manager's  
                                   office)  
                                   Please push the button.

The PC pushes the button.

10                                   VIRGIL (CONT'D)  
                                   Impressive, if you continue like this, I  
                                   might just hire you to mop the floor.  
                                   Now, scurry along and you will reach the  
                                   elevator to the exit. It's simple.

The PC walks through the newly opened door walks past the  
 CORE, heading towards the elevator.

11                                   VIRGIL (CONT'D)  
                                   I know it's difficult not to stare at  
                                   the scientific wonder that is  
                                   Lightmatter, but the launch event is  
                                   over.  
                                   (pause)  
                                   (the facility shakes)  
                                   Don't worry, my facility is sturdy.  
                                   (facility shakes again)  
                                   Get to the elevator.

12                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (if PC waits 10 seconds  
                                   without getting into the  
                                   elevator)  
                                   Did you have too much champagne? Get in  
                                   the elevator.

The PC walks into the elevator and pulls a big red lever to  
 to activate it. Its gates close and it starts moving upwards.

As the elevator goes up, the PC can look through the gratings  
 and gain a better view to the CORE. There is a giant crystal  
 at the top of the beam.

13                                   VIRGIL (CONT'D)  
                                   Excellent, the elevator will take you  
                                   directly to our outpost. When you get  
                                   there, journalists will immediately try  
                                   to put words in your mouth.  
                                   (CORE starts going crazy,  
                                   Virgil speaks quickly)  
                                   But stand strong and tell them that  
                                   Virgil, the CEO of Lightmatter  
                                   Technologies saved your life and that  
                                   the side effects are under control.  
                                   Goodbye!

The CORE emits a sharp flare of light and the whole room shakes. The shake is accompanied by loud rumbling sounds, and the screen shakes. The elevator comes to a full stop. It makes a noisy, squeaky sound and crashes downwards while sparks flies around the elevator.

The PC falls backwards onto the elevator floor.

CUT TO BLACK

MINE START

5

The PC wakes up inside the elevator. The elevator is tilted, the shaft is broken open, and the grating is bent. The light inside the elevator is still on, but in front of the elevator there is a large cavern. The room is pitch black. Big drilling machines stand in the dark against the rocky walls.

Everything on the dark rock surface in front of the PC seems to reflect the rest of the room as if it's tar. The ground trembles as it emits an oddly morphed low-pitched sound. Almost as if it's underwater.

The PC vaults over the elevator's side grate, which is bent open, and lands onto a lit-up rocky ledge. The PC walks on a narrow path that is in the light, and confined on the sides by pieces of rock. The PC can hear radio static in the distance. The PC exits the room through a hole in the wall that leads to a hallway with concrete floor panels and metal wall panels.

14

VIRGIL (ACTUAL RECORDING IN STUDIO)

Can you hear me?

(taps microphone)

Is this even on?

(grunts)

Be careful. The shadows are dangerous,  
stay away from the shadows...

(grunts)

Let me fix this.

15

VIRGIL (POST EDIT) (CONT'D)

(intercom static)

..hear me? .. Is this even.. shadows are  
dangerous.. fix this..

The room shakes and loud rumbles can be heard because of intense quakes. The quakes occur frequently throughout the game.

The PC heads to a door at the end of a hallway. The door opens automatically. This type of door will occur in most of the forthcoming puzzles and act as the PC's goal: the exit of the room.

CANT WALK IN SHADOW

6

Location: Mining storage room.

Puzzle: Simple lights moving around in the darkness. The PC needs to jump from light to light to reach the door. The PC can die in the shadows for the first time.

If the PC walks into shadows, darkness takes over the screen and the PC is back to a few moments before he died.

While in the room, you can hear the intercom turn on now and then. All that the PC can hear is static noise, clicks and things being moved around.

SHADOWING BRIDGE

7

Location: Mineral cleansing room. This is the first puzzle that the PC encounters.

Puzzle: The PC has to interact with buttons that move platforms.

The PC enters the room.

16

VIRGIL

(intercom static and  
feedback sound)

Excellent, it's working.

(pause)

So, simple is no longer an option,  
neither for you nor for me. This was a  
monumental failure on behalf of my  
elevator technicians. But, don't worry,  
you will reach the exit of this facility  
and they will reach the end of their  
employment.

(pause)

An escape plan is in development. Until  
then, keep in mind that the shadows can  
kill you. Think "the floor is lava" just  
with shadows that absorb organic  
material.

17

VIRGIL (IN-BETWEENER) (CONT'D)

Everything around you might look bizarre  
through your eyes, but it all has a  
purpose. In this room, we wash crystals  
with over a thousand bars of pressure.  
If it helps your comprehension, you may  
call it the power shower.

18                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC clicks buttons a lot)  
                                   If you think moving a platform is  
                                   fascinating, you'll faint when you see  
                                   what else I've built.

RAILTRACK SHIFTERS

8

Location: A hub for railtracks and minecarts.

Puzzle: Buttons that move platforms.

The PC enters the room.

19                                   VIRGIL  
                                   Alright now, here's the plan. The  
                                   elevator dropped you to the center of  
                                   the mountain, and the only functioning  
                                   exit is at the top. Follow the green  
                                   exit signs and you'll get there.  
                                   (pause)  
                                   Just do exactly as I say and you will be  
                                   fine. If you want to complain about  
                                   that, well, I can't hear you. Just  
                                   realize how fortunate you are. You've  
                                   extended your tour through Lightmatter  
                                   Technologies.

20                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   It's unfortunate that the board voted  
                                   against installing microphones  
                                   throughout the facility. Their main  
                                   concern being "ethical ramifications".  
                                   (pause)  
                                   Good thing we still have cameras.

21                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC turns platforms a lot)  
                                   You seem to enjoy turning things. So how  
                                   about turning this situation around and  
                                   getting out of there?

22                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC jumps a lot between  
                                   machines)  
                                   Don't waste all of your energy jumping  
                                   around. You will be doing some heavy  
                                   lifting shortly.

PORTABLE LAMP INTRODUCTION

9

Location: Another hub for railtracks and minecarts.



The first portable lamp puzzle. It's a lamp that the PC can pick up and walk with, but not jump with. Also it can only light up anything in front of the PC. Not beneath him.

Puzzle: The first portable lamp puzzle. The PC also has to interact with buttons that move platforms.

The PC enters the room.

23

VIRGIL

Ah, excellent. Do you see that lamp down there? Pick it up.

PC picks up the lamp.

24

VIRGIL (CONT'D)

Handy, isn't it? Focus groups called it heavy and clunky. I called them weak and stupid. In the hands of a capable miner, that lamp turns into one of their finest tools.

The PC exits the room.

25

VIRGIL (CONT'D)

Listen, I know that the shadows might look intimidating to you. A deep black obsidian-like tar that will devour you whole.

(pause)

But they are just simple gravity bound anomalies - a temporary side effect of Lightmatter. You see, all of mankind's greatest breakthroughs had their kinks and these kinks are manageable.

(pause)

If they weren't, I wouldn't be here in the facility, fixing them.

#### PORTABLE LAMP TUTORIAL

10

Location: Simple cave.

Puzzle: Portable lamps.

The PC crosses a gap in the middle of the room. Shortly after this, the PC picks up a lamp.

26

VIRGIL

You know that I was the first to wander through these caves? Although I came here with my former partner Arthur, I was the one who discovered the photon crystals. You might have heard that the side effects of those same crystals cost me my leg. Wrong. I conquered a mountain for the first photon crystal. Sheer persistence and willpower cost me my leg. A small price to pay for Lightmatter.

27

VIRGIL (IN-BETWEENER) (CONT'D)

(PC walks around corner  
and needs light)

Missing something?

(chuckles)

Remember, light is not your only resource. You also have your brain.

(sighs)

Let's hope it's enough.

### SIMPLE BRIDGE

11

Location: Large cave. This giant room has a view to a giant beam of light. The beam streams in from a hole in the rock ceiling and hits a large crystal at the bottom of the room. The PC is on a platform close to the beam, at middle height.

Puzzle: Portable lamps.

The PC enters the room.

There is a shake, and the giant light beam emits a strong flare of light.

28

VIRGIL

Ah, there it is... Now, since you missed your tour - that giant beam of light you see is Lightmatter. The source of that beam we call the CORE, a collection of massive photon crystals. It is so powerful that it shakes the very foundation of this facility. I still remember my first succesful prototype. The beam seemed so solid it looked like light had become matter. I built on that and now look at it! A sustainable and renewable energy source that will save humanity.

(intense quake)

Yes, the launch today failed. But these shadows will not deter me from bringing Lightmatter into fruition!

10 seconds later, Virgil chimes in again.

29

VIRGIL

Now that I think about it, where were you during the launch event? All guests were taken directly to the tram. So you must have snuck away somehow... Hmm, what exactly were you doing?

(pause)

Wait, are you a health and safety inspector?

(chuckles)

The irony that you didn't notice the blaring sounds and flashing lights. That's the problem with safety procedures, they can never be... idiot-proof.

30

VIRGIL (IN-BETWEENER) (CONT'D)

Inspector, I regret that during the launch event, bankers, investors and government officials died. But there are things one cannot predict. Shadows devouring people being one of them.

31

VIRGIL (IN-BETWEENER) (CONT'D)

(intense quake)

I know what you're thinking, inspector and no this is not the natural state of the facility. Making assumptions is the act of the misinformed and the paranoid.

32

VIRGIL (IN-BETWEENER) (CONT'D)

(PC spends a long time and looks at CORE)

Yes, I know. Lightmatter is absolutely stunning to look at. But try to focus on getting out of there.

### MOVING WALL

12

Location: Minecart station. This room has a large machine that moves back and forth in the player's path.

Puzzle: Portable lamps + moving obstacle.

The PC enters the room.

33

VIRGIL

So, health and safety inspector, let me do your job for you. You see that giant piece of metal moving back and forth? It's a top-grade mineral decontaminator. I installed it as soon as I heard that my employees were losing their hair. Once installed, cellular degradation fell by thirty-seven percent.

34

VIRGIL (IN-BETWEENER) (CONT'D)

For your information, saving humanity puts a lot of stress on my workers. As do my thirteen-hour work days - twelve and a half - they get a half an hour for lunch. Point is, there are many reasons for hair-loss.

35

VIRGIL (IN-BETWEENER) (CONT'D)

Inspector, I installed a fence around that decontaminator, twice. My employees keep tearing it down to bet money on how many times they can run back and forth before the decontaminator closes. One of them bragged to me about his record of six. I told him that I was impressed and fired him.

TILGODEBEVIS

13

Location: Cave with a bridge to other parts of the facility.

Puzzle: Portable lamps + buttons that move platforms

The PC enters the room.

36

VIRGIL (IN-BETWEENER)

(Portal reference)

Be careful with my lamps. At Lightmatter Technologies, we treat our inanimate objects with respect. Not like those monsters at Aperture Science.

37

VIRGIL (CONT'D)

Excellent, our time together is almost at an end. There's a bridge right around the corner. Cross it and you will be on a direct path to sunshine, and my security manager James. Oh yes, he was evacuated as well.

(chuckles)

I wouldn't dare risk his health and safety.

38                   VIRGIL (IN-BETWEENER) (CONT'D)  
If you are wondering why I built a lab  
inside a mountain. Resilience. It was  
here before me and it will be here after  
me. Just look around you, inspector. We  
had an unprecedented event and this  
living, breathing monument to science  
still stands.

39                   VIRGIL (IN-BETWEENER) (CONT'D)  
Before meeting James, don't be too  
intimidated by his physique. He is the  
human equivalent of this mountain. Well  
built, dependable, and resilient.

40                   VIRGIL (IN-BETWEENER) (CONT'D)  
You know, James is a useful man. During  
the evacuation, he was tossing people  
over shadows to safety. Yes, risks were  
involved, but he saved people. We share  
the same philosophy in that regard.

41                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC spends a while in the  
                  puzzle)  
Try using the right side of your brain!  
If you have one.

42                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC spends a long time in  
                  the puzzle)  
I see that you've slowed down. Did  
hearing me tell you to use your brain  
rob you of motivation? You should be  
honored. I've acknowledged that you have  
half a brain, which is more than most  
inspectors.

43                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC solves the puzzle)  
Ah, you found a solution. Excellent.  
You'll leave and I'll be able to focus.

As the PC nears the end of the puzzle, he pushes a button to  
activate a bridge, leading to the exit. However, the bridge  
collapses upon pressing the button.

44

VIRGIL (CONT'D)

(grunts)

The bridge collapsed!

(sighs)

That's why I don't trust you inspectors.  
I built it up to code - to what was  
legally required of me. Yet, what good  
did it do?

(picks up a phone)

Let me figure out your options.

(starts to dial on the  
phone)

I really don't have time for this.

(phone starts calling)

A new door will be open soon enough.

(phone starts calling)

(phone is picked up on the  
other end)

A moment, inspector.

(turns away from the  
microphone)

Yes James, this is Virgil. I need...

(sighs)

James... calm down James! Just... punch  
something! We will find your cat later.  
Now focus.

(pause)

I need details for a new evacuation  
route. The inspector didn't make it  
across the bridge - it collapsed. Must  
have pushed the button too hard.

(pause)

Yes... uh huh... I thought so. Plan out  
the rest of the route - and do it faster  
than last time. Goodbye James.

(presses button)

(door in puzzle opens)

(turns back to the  
microphone)

Inspector, the door is open. Run along  
now.

The PC exits the room.

BINARY GAPS

14

Location: Cave with large machinery moving back and forth.

Puzzle: Portable lamps + moving platforms

The PC makes it halfway through the room.

45

VIRGIL

Alright inspector, your failure to push a button has resulted in a change of plans. You will be taking a detour... to another elevator.

(grunts)

Now, show some gratitude for the amount of effort I put into keeping you alive. Keep an eye out for James' cat, Lux - James wants to know that he's safe. You see, James can't function properly when he's sad.

46

VIRGIL (IN-BETWEENER) (CONT'D)

Much like you, these machines work at a painfully slow pace. The difference is that they are being productive.

47

VIRGIL (IN-BETWEENER) (CONT'D)

You have the luxury of owning two well-functioning legs. Now use them to get out of there!

(sighs)

As the PC exits the room.

48

VIRGIL (CONT'D)

Listen, I have a limited amount of patience, and this detour is exhausting it. Lightmatter demands my attention.

(gets up from his chair  
and it squeaks. A metal  
thump can be heard on the  
ground as he stands on his  
metal leg)

So you'll be on your own for a little while. Just know that I admire your persistence. With everything you've been through, I would hate my life if I were you.

(pause)

Now, you'll survive as long as you stick to the green exit signs. Good luck.

### LIGHT BRIDGE

15

Location: Simple cave.

Puzzle: Portable lamps + buttons that move platforms.

The PC gets to the exit door, and it opens up, but the path is blocked by tiles and pipes that have fallen from the ceiling.

The PC finds an alternative route through a hole in the wall. The PC enters an area that is lit up in red. The PC navigates through a narrow space and enters a new room.

The PC sees a tape recorder.

49

ELLEN - TAPE

(breath in)

My name is Ellen, and things here are...

(sighs)

Okay, first off I am really proud to be an engineer at Lightmatter Technologies. But, I don't know what the truth is anymore.

(pause)

People are getting sick left and right, tape recorders have been banned, and... Now, until launch, all outside communication is prohibited. Not only that, leave permits are invalid...

(sighs)

Virgil and Arthur, the pioneers of science! I can't believe they're doing this. They've been fighting each other for weeks, so I knew something was wrong. But I never thought they would lock down the facility like this.

(pause)

I guess... whoever is listening to these tapes, if you're in the facility... please keep them hidden. Just until we can get them away from here. To someone who can help spread the truth

(pause)

when I find it.

BROKEN FAN ROOM

16

Location: Ventilation chamber. Both beneath and above the player are massive fans.

Puzzle: Portable lamps + buttons that move platforms.

The PC exits through a door and enters a different part of the ventilation chamber.

The PC sees a tape recorder.



50

ELLEN - TAPE

Ellen here. I don't know what to do. I was sleeping in the lab when suddenly... I felt something on my head. I open my eyes and Arthur, is standing over me... in the dark... holding a... vial... Before I could do or say anything, he just said "it's for the better".

(pause)

What? How EXACTLY, is pouring liquids into my hair for the better?

(sighs)

I wish I'd said that. But there he was, Arthur, the CTO of Lightmatter Technologies, the man I spent years working with, the man I am helping to save the world... I could barely recognize him.

### RUNDT PÅ GULVET

17

Location: Ventilation chamber continued.

Puzzle: Portable lamps + buttons that move platforms.

The PC exits the room through a narrow vent. The vent collapses.

The PC sees a tape recorder.

51

ELLEN - TAPE

I can't stop Arthur. Nobody believes a man of that status would poison people like that. And apparently... losing my hair at the age of thirty one isn't proof enough.

(pause)

I need to take more drastic measures.

### TOO SENSE TO GATES

18

Location: Scrap crusher room.

The first photon power cell puzzle (the cells activate doors, platforms and other machinery with hit by light).

Puzzle: Portable lamps + photon power cells that move obstacles in front of the player.

The PC enters the room by falling from the ceiling.

52

VIRGIL

(is eating something,  
coughs)

How did you get all the way over there?

(finishes chewing,  
swallows food)

(pause)

Hmm, impressive - you realised how much of a waste of time you are and took a shortcut. You're much closer to the elevator. So, well done inspector.

(pause)

Now... you're not supposed to be in that part of the facility... But nevermind - you will be taking what you see here to your grave. Don't worry, it's just a standard non-disclosure agreement.

10 seconds later, Virgil chimes in again.

53

VIRGIL (IN-BETWEENER) (CONT'D)

Hmm, you must have gone through the ventilation chambers... Wait, did you wear a breathing mask?

(sighs)

Those chambers are littered with microcrystalline particles. Expected, since they are the lungs of Lightmatter Technologies. But instead of focusing on the years of life you've just lost, let's focus on the happy fact that your shortcut saved us...

(jibberish math mumbling)

A couple of hours.

54

VIRGIL (IN-BETWEENER) (CONT'D)

(PC lights up a power cell)

Fascinating, you can understand my technology, even though your brain is slowly decaying from crystalline particle poisoning.

55

VIRGIL (IN-BETWEENER) (CONT'D)

I'm actually glad to show you this room. This is where we crush our scraps into reusable metal. I built many things with it. Lamps, furnaces, and even my leg.

(metal clang of leg)

- 56                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC spends a lot of time  
                  in puzzle)  
Your progress has stalled. That's the  
problem with complimenting government  
workers. Once you do, they stop working.  
                  (pause)  
James, on the other hand, would have  
taken that compliment in his stride.
- 57                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (if PC encounters terminal  
                  in the free to try version  
                  of the game)  
Do you see that terminal? It's time to  
contribute to my employee quality of  
life services. All of the proceeds from  
this toll go to rewards for my  
employees. Usually, it's fruit, coffee,  
burgers and the sort. But thanks to you,  
the next reward is going to be a new  
elevator. Your reward will be exploring  
more of this scientific paradise.  
                  (pause)  
And getting out of here alive. If you're  
interested in that, then empty your  
pockets at the terminal.
- 58                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC is not paying)  
Are you still considering if your  
survival is worth a few coins?  
Understandable, I would too if I were  
you.
- 59                   VIRGIL (IN-BETWEENER)  
                  (PC is still not paying.  
                  Goes back to the puzzle he  
                  just solved + pickus up a  
                  lamp)  
You do know that I have other  
technological wonders in store for you?  
                  (sighs)  
Very well - simple minds, simple  
pleasures.

As the PC exits the room.

60

VIRGIL (CONT'D)

Inspector, I admire competence and you've shown... some. So let me tell you a bit about my technology.

(pause)

The panels that you've lit up to power machinery, those are the photon power cells.

(pause)

You see, my former partner, Arthur, designed this part of the facility. And when he did, he used primitive copper for wiring. Once I increased the voltage, it melted. So, I bypassed that idiocy by retrofitting doors, lifts, etcetera, with photon power cells. Those power cells function as both energy converters and switches. Clever, but you'll realize their true purpose once Lightmatter makes its way into the world.

UNO DOS ELEVATOS

19

Location: Cargo room with large lift.

Puzzle: Portable lamps + buttons that move a lift up and down + photon power cells that open doors.

The PC enters the room.

10 seconds after the PC enters the room, Virgil chimes in again.

61

VIRGIL (IN-BETWEENER)

You know, when Arthur's wiring overloaded, I was "fortunate" enough to get stuck in an elevator with my engineers. But I make the most out of bad situations. So, we had an hour long conversation, much like this one. I talked and they listened.

62

VIRGIL (IN-BETWEENER)

(PC clicks button)

Buttons, what a sad relic of the past. At the moment, it isn't cost-effective to connect power cells to everything. That is why we are forced to buy these scarlet abominations. But we aim to undercut our suppliers and produce everything in-house. Here at Lightmatter Technologies, we stick it to the middleman.

63 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC has three lamps on the  
 elevator)  
 (chuckles)  
 Look at you "managing" those lamps. I  
 know that being in charge can feel  
 incredible, but this is sad.

64 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC uses elevator a few  
 times)  
 Inspector, include in your report that  
 you've used this elevator extensively  
 and you have found no problems with it.

WALL

20

Location: Storage room.

Puzzle: Portable lamps + a photon power cell that opens a  
 door.

The PC enters the room.

65 VIRGIL  
 Inspector, let me enlighten you. To  
 invent, you need a good imagination and  
 a pile of junk. Conventional solar cells  
 were a pile of junk until I got my hands  
 on them. I improved upon them using  
 photon crystals and created  
 photoelectric cells that were actually  
 efficient. Of course, when I succeeded,  
 a cabal of my competitors, journalists,  
 and windmill enthusiasts formed to try  
 and undermine my achievements.  
 (pause)  
 Why did I expect any  
 different? Competing with me is like an  
 ant competing with a boot. Overwhelming.

66 VIRGIL (IN-BETWEENER) (CONT'D)  
 Allow me to clear away any doubts you  
 might have about my photon power cells.  
 For my initial test, I took an elevator  
 to the top of the mountain on a sunny  
 day. I had a coffee machine in each  
 hand. One powered by a solar cell, the  
 other powered by my photon cell. Within  
 one minute, I was drinking delicious  
 black photon cell powered coffee. It  
 tasted like victory.  
 (slurps his coffee)

67                   VIRGIL (IN-BETWEENER) (CONT'D)  
                   (PC opens door a lot with  
                   power cell)  
 You seem intoxicated by opening and  
 closing that door. Is this the first  
 time you've held real power in your  
 hands, inspector?

68                   VIRGIL (IN-BETWEENER) (CONT'D)  
                   (PC accidentally closes  
                   door)  
                   (chuckles)

The PC exits the room.

69                   VIRGIL (IN-BETWEENER) (CONT'D)  
                   (PC solves puzzles)  
 Impressive, you're the smartest  
 inspector I've ever met. A low bar,  
 sure, but a bar none the less.  
                   (phone rings)  
 Oh, hold on...

SENSOR FACE

21

Location: Compressor room.

Puzzle: Portable lamps + photon power cells that open doors  
 and move platforms.

The PC enters the room.

70                   VIRGIL  
 What an interesting phone call. My  
 security manager James just got a hold  
 of our government contacts. They told  
 him that we were not scheduled for an  
 inspection today. And since you were not  
 on the guest list, James doesn't know  
 who you are. But I do. It's obvious.  
 You're a journalist.  
                   (pause)  
 It fits! Your kind always goes to such  
 extremes for your stories. I would like  
 to remind you that freedom of the press  
 does not extend to trespassing. We'll  
 have a talk once you get out.

71                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Hmm, a journalist... I've had my fair  
 share of experience with your kind.  
 Always trying to make me show a sign of  
 weakness. So let this be a reminder. I  
 have none.

- 72                   VIRGIL (IN-BETWEENER) (CONT'D)  
                   (PC closes door with power  
                   cell a few times)  
 For the record, I really enjoy seeing a  
 door being slammed in your face.
- 73                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Tell me, what sort of publication do you  
 work for, journalist? Science?  
                   (evil chuckle)  
 I doubt that. You have solved problems,  
 but wandering through a room is not  
 science.
- 74                   VIRGIL (IN-BETWEENER) (CONT'D)  
                   (PC spends a lot of time  
                   on the puzzle)  
 As a journalist, how would you describe  
 your process right now? Methodical? Or  
 slow?

The PC exits the room.

- 75                   VIRGIL (CONT'D)  
 Since you're a journalist, you must be  
 here to investigate the merits of  
 Arthur's accusations. Yes, I read the  
 papers. I like to keep myself  
 misinformed.  
                   (pause)  
 Do you know what makes his lies so  
 convincing? The small amount of truth he  
 uses. Yes, Lightmatter caused hair-loss  
 and other minor side effects, but I  
 solved all of that with the mineral  
 decontaminators. And what did Arthur do?  
 He poisoned our employees! Exaggerating  
 those side effects in his crusade to  
 destroy me!  
                   (sighs)  
 Jealousy can be so ugly. It can be so...  
 all consuming. It consumed our  
 partnership, it consumed our friendship,  
 and it almost destroyed this entire  
 facility.

MEXICAN ROUNDABOUT

22

Location: Room with big pipe junction.

Puzzle: Portable lamps + a button that spins a platform + a  
 photon power cell that opens a door.

The PC enters the room.

- 76 VIRGIL (IN-BETWEENER)  
 Journalist, Arthur's poison project severely damaged moral. My employees weren't just losing their hair, they were losing their identity. So, besides installing the decontaminators, I ordered a container full of wigs. It was a success, everyone started using them, except me. I don't try to cover up facts.
- 77 VIRGIL (IN-BETWEENER) (CONT'D)  
 Do you know how I lost my leg? Before the facility, Arthur and I were climbing this mountain as it started shifting around us. The quakes mangled my leg beyond recognition and that coward left me there to die. But I went deeper into the mountain and came back with a photon crystal.  
 (pause)  
 Add that to your article.
- 78 VIRGIL (IN-BETWEENER) (CONT'D)  
 You know, when Arthur started working against me, I needed loyalty. I found that in James. A miner who crawled his way up the food chain. Not the brightest but the most dedicated. Don't let his title as security manager distract you from his role as my right-hand man.
- 79 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC presses button to spin pipe junction a couple of times)  
 All of that spinning reminds me of Arthur's stories. Pointless and confusing.
- 80 VIRGIL (IN-BETWEENER) (CONT'D)  
 (Portal reference)  
 Are you aware that astronauts are on the verge of going extinct? Yes, and soon homeless people too... You see, some scientists, are completely unhinged when it comes to testing on human beings. I don't like to point fingers, but if you should investigate anybody, it should be Cave Johnson. While I try to push science forward, he tries to push science in front of a speeding train.  
 (pause)  
 The man should go back to selling shower curtains.



81                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC walks on pipes)  
                                   Be careful on those pipes. You do not  
                                   have the physique of a plumber.

The PC exits the room.

82                                   VIRGIL (CONT'D)  
                                   So, journalist. You will soon be out of  
                                   here. But before you write a hit-piece  
                                   about the quote unquote deadly shadows  
                                   of Lightmatter, let's get the facts  
                                   straight. The shadow anomalies are not  
                                   spreading beyond the facility. They are  
                                   local to the CORE.  
                                   (pause)  
                                   Also, we have had countless test runs on  
                                   the CORE before today and there have  
                                   never been any signs of shadow  
                                   anomalies. There is a simple  
                                   explanation for that. You see, my  
                                   engineers desperately strive to impress  
                                   me. So during the launch event, one of  
                                   them turned up the CORE's energy output.  
                                   (pause)  
                                   Understand, for every hundred megawatts  
                                   I spend powering the CORE, I normally  
                                   receive a hundred and seven megawatts.  
                                   And today that number increased to a  
                                   hundred and eleven megawatts. But I take  
                                   full responsibility for my engineer's  
                                   wrongdoing. I'm finding a solution, and  
                                   he's finding a new career.  
                                   (pause)  
                                   Actually, he's probably dead.

NO JUMPERINO

23

Location: Tall room with big doors.

Puzzle: Portable lamps + photon power cells that open doors  
 and move a lift.

A minute after the PC enters the room.

83                                   VIRGIL (IN-BETWEENER)  
                                   When you write about these shadows, be  
                                   mindful of the words you choose. What  
                                   changes nuclear power from a weapon to  
                                   an energy source? Words. Think about  
                                   that, journalist.

84 VIRGIL (IN-BETWEENER) (CONT'D)  
 Journalist, you must admit that the shadow anomalies are fascinating. Think about the applications. Organic waste disposal, mold removal, pest control. The possibilities are endless.

85 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC solves first part of the puzzle)  
 Walking sideways with a lamp. Clever solution.  
 (pause)  
 For a journalist.

86 VIRGIL (IN-BETWEENER) (CONT'D)  
 Are you afraid of the dark? I'm not. Of all the fears I've tamed, from darkness to clowns to death - taming them made me stronger. These shadows could make the whole world stronger - force them to face their fear of darkness.  
 (pause)  
 And become more like me.

As the PC exits the room there is another shake.

PRODUCTION INTERSECTION

24

Location: A foyer with 3 doors. 1st door, where you came from. 2nd door, behind a closed off high security area. Contains view to multiple small beams of light behind a glass. 3rd door, open - leads to the next room.

87 VIRGIL  
 There we are, the entrance to research and development. I know that you're eager to explore more of Lightmatter Technologies. But you overstayed your welcome, long ago. If it's any consolation, I'll let you write an exclusive about me. How does that sound? Just remember that non-disclosure agreement we discussed. Also, you are trespassing and I have a legion of lawyers.

88 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC waits in front of door)  
 Don't worry about what's behind that door. You wouldn't understand anything you see in there anyway.

KVADRATISK PRAKTISK GOD

25

Location: Square shaped room with two floors. Each floor has its own puzzle. Lamp painting area.

Puzzle: Portable lamps.

89

VIRGIL

So, journalist. Our time together is sadly at an end. The elevator is just upstairs. Listen, I know that I mentioned lawyers earlier. It's just that a man like me needs to be careful. I understand the need for journalists. People in power need to be held accountable. I am no exception. I just hope you're fair, when you write about me.

90

VIRGIL (IN-BETWEENER) (CONT'D)

You know, I actually enjoy reading newspapers. They get it wrong most of the time, but when they get it right, they shine a spotlight on the idiots that surround us.

91

VIRGIL (IN-BETWEENER) (CONT'D)

(PC presses button for platforms)

These platforms, they move fast don't they? I have James race them. It forces my security manager to be in top physical condition. You see, I nurture the talents of my employees.

92

VIRGIL (IN-BETWEENER) (CONT'D)

I've thought of something. When you write that exclusive, make sure to mention James. He'll be very pleased about that. Standing in my shadow isn't always easy.

93

VIRGIL (CONT'D)

Journalist, here's something for your exclusive. As you can probably imagine, I was a smart child. I built a calculator when I was seven and made it solar powered when I was eight. But the most I could ever get from my father was a halfhearted grunt of acknowledgement. Some would call that neglect. I call that motivation.

The PC reaches a flight of stairs and gets to the next floor. The elevator can be seen at a distance.

94                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Listen, I don't want to put words in  
 your mouth, but without me you would be  
 lost forever. So, here's an idea for  
 your front page: "Leader Shows Me The  
 Light In a Moment of Darkness".  
 (pause)  
 Write it down.

95                   VIRGIL (IN-BETWEENER) (CONT'D)  
 I know you're tired. But once you're out  
 of here, James will take you to the  
 outpost. There will be food, a warm  
 shower, everything you need until I come  
 over for our talk.

96                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Hmm, I finally understand why you are so  
 slow. The facility is distractingly,  
 stunningly, overwhelmingly beautiful.  
 And you'll get to write about it.

97                   VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC spends a long time in  
 the puzzle)  
 I admire the way you solve problems. You  
 always see them from so many different  
 perspectives. It gives me hope that you  
 will see things from mine.

The PC reaches the elevator

98                   VIRGIL (CONT'D)  
 Well done, journalist. When you meet  
 James, ask him to check the time, and  
 tell him that I won.  
 (chuckles)  
 See you on the other side!

The PC presses the button in front of the elevator. The  
 elevator comes down from above. It accelerates dangerously  
 and passes right by the PC. It crashes loudly at the bottom  
 of the elevator shaft.

99                   VIRGIL (CONT'D)  
 (Intercom turns on with  
 loud thump. Virgil grunts  
 and swipes the table.  
 Intercom turns off.)

A few seconds pass.

100

VIRGIL (CONT'D)

(Intercom turns on with a loud thump again. Virgil smashes the room)

It's out of control! It's completely out of control!

(keeps smashing and yells. Virgil breathes out. After a few seconds, Virgil grunts and walks towards the microphone with his metal leg.)

Listen.. I'll... I'll think of something. Start heading back. I'll tell you when to stop.

The PC walks through a vent and sees a tape recorder.

101

ELLEN - TAPE

I just snuck into Arthur's office and.. It's worse than I thought.

(There is a sound outside)

Arthur is trying to sabotage Lightmatter. It's not just poisonings. I found the schematics for his experiment on the CORE. He's not trying to improve it, he's trying to overload it. If he manages to do that, we are all going to die! I am NOT going to let Arthur ruin our future. I have to get to Virgil.

(She stops breathing and hears something really close, starts speaking quickly)

Arthur is after me. Whoever finds this, if it's not too late, tell Virgil that Arthur needs to be stopped.

The PC re-enters the puzzle and solves it backwards in order to get to back to the intersection room.

PRODUCTION INTERSECTION - REVISIT

26

The PC re-enters the room. All doors are locked.

102

VIRGIL

Alright now, pay close attention. It seems that when it comes to you, nothing can ever be simple. That elevator was your quickest way out. But, I have an idea and it involves making this partnership mutually beneficial. You are going to be my assistant. Try to contain yourself.

(pause)

You will be moving deeper into the facility through our research and development department. Before I allow you in, I would like to make something abundantly clear. Be careful with what you touch, and no photographs.

103

VIRGIL (IN-BETWEENER) (CONT'D)

(PC takes a screenshot)

I said no photographs!

Virgil opens up the closed off high security area and gives the PC access to a new room. The PC walks towards the new room.

104

VIRGIL (CONT'D)

I'll tell you more about the plan as I work out the details. Do not make me regret this and remember to do EXACTLY as I say.

Intense shake before PC enters the next room.

105

VIRGIL (CONT'D)

So assistant, this is where we develop our photon connectors. Everything you see here is confidential, expensive, and fragile. Don't treat it like you treat my elevators.

(pause)

Or bridges.

#### LIGHTBEAM TUTORIAL

27

Location: Photon connector production facility. Pistons that move up and down.

The first photon connector puzzle. The photon connector is a lamp that creates beams of light if it is in line of sight to a mother source.

Puzzle: Photon connectors.

The PC enters the room.

106

VIRGIL  
 (PC sees photon connector)  
 Behold, a photon connector.

The PC picks up a photon connector and walks in front of a mother source.

107

VIRGIL (CONT'D)  
 (PC connects first photon  
 connector with a mother  
 source)  
 Ah, a beam of light so magnificent, it  
 almost looks like matter being created  
 before you.

The PC walks around the mother source.

108

VIRGIL (CONT'D)  
 Fascinating, isn't it? The connectors  
 suspend photon crystals over  
 electromagnets. As long as they're in  
 line of sight to what I call a mother  
 source, they create a powerful beam of  
 Lightmatter. A beam so powerful that it  
 produces a surplus of energy. Although  
 the connectors are just prototypes for  
 the CORE, they display the very essence  
 of Lightmatter.

The PC gets close to the exit of the room.

109

VIRGIL  
 Know this, without the technology behind  
 the connectors, photon crystals would be  
 no better than diamonds. Boring and  
 devoid of function.  
 (pause)  
 The crystals posses great power. But  
 it's my technology that releases and  
 tames that power.

### BEAM SLINGSHOT

28

Location: Atmosphere testing for the photon connectors.

Puzzle: Photon connectors and buttons that move platforms.

The PC enters the room. The PC can hear the sound of the giant light beam, like the one he heard in Simple Bridge.

110

VIRGIL

Assistant, I think a lot about the future. In these labs, I've spent years testing the prototypes under various conditions. All to ensure the success of the CORE. You see, although the photon connectors have a hundred point two percent conversion efficiency, I've reached a hundred and seven percent with the CORE. I achieved critical mass!  
(chuckles)

And Arthur wanted to stop at the prototype. Madness. He was so certain that the laws of physics were unbreakable. That, is where we differed - where he saw laws, I saw suggestions!

111

VIRGIL (IN-BETWEENER) (CONT'D)

(PC looks at tunnel)

In that tunnel, we expose the photon connectors to wind, water and hail. These tests ensure that the CORE, no matter the weather, will survive. You are no crystal but you should be able to handle a couple of rounds through it.

112

VIRGIL (IN-BETWEENER) (CONT'D)

(PC goes through tunnel a lot)

Abusing yourself to wind, water, and hail will not make you superior to the CORE, assistant.

113

VIRGIL (IN-BETWEENER) (CONT'D)

(PC holds connector)

You're lucky. Only the richest and brightest on this planet have held a photon connector. They enjoy holding great power in their hands. I like to call them my friends. Do not include yourself amongst them, assistant.

114

VIRGIL (IN-BETWEENER) (CONT'D)

I can see the spark of science in your eyes as you wander through these labs. You must feel like a scientist.

(pause)

You're not.

115

VIRGIL (IN-BETWEENER) (CONT'D)

(PC reaches the end of the puzzle with too little light)

Assistant, less trial and error, more trial and success.



116

VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC goes through tunnel  
 and solves the puzzle)  
 Excellent, you have overcome an obstacle  
 and been baptized in the waters of  
 Lightmatter. I can almost imagine the  
 stench of journalist fading away.

TRIFORCE LIGHTBEAM

29

Location: Photon connector range testing. View to the CORE -  
 a giant beam of light in a vertical cylinder-shaped room.

Puzzle: Photon connects + buttons that move platforms.

The PC enters the room.

117

VIRGIL  
 Ah, the CORE. No matter how many times  
 we see it, it leaves us in awe! Doesn't  
 it, assistant?  
 (pause)  
 This is everything Lightmatter  
 Technologies has built towards. Every  
 power cell, every connector, all of them  
 combine to create this!  
 (pause)  
 By using photon power cells to collect  
 the energy from a large-scale beam of  
 Lightmatter, I built a perpetual motion  
 machine! Facts are facts. The energy is  
 clean, infinite and is about to usher in  
 the next scientific revolution.  
 (The CORE emits a bright  
 flare. Intense quakes  
 follow)  
 Others will stand on my shoulders and  
 see further than they ever have before.  
 THAT will be my legacy.  
 (The quakes get more  
 intense. Things rumble  
 around in Virgil's room.)  
 We will fix the side effects!  
 (Something falls down in  
 Virgil's room. Sound of  
 fluid being spilled.  
 Virgil turns off the  
 intercom)

10 seconds later, Virgil chimes in again.

- 118                                   VIRGIL (CONT'D)  
 Let us ignore the quakes for now.  
 Imagine at the center of a city, a CORE  
 - providing sustainable and renewable  
 energy to millions. That is the future  
 we are striving for.
- 119                                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Now, you probably have your own ideas  
 about the applications of Lightmatter  
 but there's no need to write them down.  
 We have given a small-scale prototype to  
 a test town of five hundred inhabitants.  
 For the first time, these townspeople  
 have access to a steady energy source.  
 They are now thriving.
- 120                                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Do you know what inspires absolute  
 loyalty, assistant? Quality of life. I  
 provide it to my townspeople and they  
 build statues of me. Large statues.
- 121                                   VIRGIL (IN-BETWEENER) (CONT'D)  
 I'm still thinking about those statues  
 of me.  
       (chuckles)  
 You know, the children in my town even  
 used photon connectors to create a web  
 of light in my image.
- 122                                   VIRGIL (IN-BETWEENER) (CONT'D)  
       (PC spends a long time in  
       puzzle)  
 If you're still in there because you are  
 writing down words to describe the CORE,  
 I can help: magnificent, transcendent,  
 rebellious, unreal, boundless, endless,  
 awe-inspiring, infinite - LEGENDARY.

BEAM LABO

30

Location: Office space.

Puzzle: Photon connectors

The PC enters the room.

123

VIRGIL

Assistant, I now have the plan. To get you out, we are shutting down the CORE. When I left earlier, my path down there was blocked. And since I'm limited by my body but not my mind, I wasn't able to get around the obstacles. As you have the opposite problem, you'll play a part in this. The CORE is very delicate, so I'll be up here in my control room, managing the shutdown. As my assistant, you'll be the one pulling the lever.

(pause)

Hmm, when I told James of this plan..

(chuckles)

He seemed jealous.

124

VIRGIL (CONT'D)

(PC makes it halfway through the room)

You might be wondering why there are photon connectors inside an office space. Well, moral was low because of the rampant hair loss. So, I implemented a "photon fun hour". During their breaks, employees were allowed to play with the connectors. Productivity rose by twelve percent.

125

VIRGIL (IN-BETWEENER) (CONT'D)

So, James just called me. He's worried that since you've been weightlifting pens all your life, you have too frail a constitution to pull a lever. Let's see if he's right.

126

VIRGIL (IN-BETWEENER) (CONT'D)

By the way, I must thank you. Your position as my assistant has pushed James towards becoming more creative with his insults. In the beginning you were as slow as a rock. Now? You're as slow as a solar cell.

(chuckles)

He's learnt how to tailor to his audience.

127

VIRGIL (IN-BETWEENER) (CONT'D)

(PC spends a long time in the puzzle)

You seem tired. You need a photon fun hour!

BADEBRO

31

Location: Mineral inspection room. Mineral transport in the middle of the room. It looks like a giant spider.

Puzzle: Photon connectors + buttons that move the spider-looking machine back and forth.

The PC enters the room.

128

VIRGIL

Assistant, you need to know what will happen after the TEMPORARY shutdown. Once the CORE is off, the quakes and shadow anomalies will subside, allowing you to walk your fragile little head out of here. But more importantly, observing the shutdown will provide me the information I need to fix the side effects permanently. The CORE will re-power and it will shine eternally!

129

VIRGIL (IN-BETWEENER) (CONT'D)

(Portal reference)

Do you want to hear a secret? Aperture Science has an artificial intelligence prototype. They tested it by having it create the perfect cake recipe. It succeeded. But the first iterations of that recipe used neurotoxin as the primary ingredient. As a human being, I'm worried.

130

VIRGIL (IN-BETWEENER) (CONT'D)

This mineral inspection chamber makes me nostalgic. Before I discovered this mountain, Arthur had a mineral collection. He called me over one day to show off a particularly rare example he had found, a photon crystal. I could see the potential immediately.

(chuckles)

And Arthur thought it was just a rare crystal. I thought he was brain damaged.

131

VIRGIL (IN-BETWEENER) (CONT'D)

(PC activates mineral transporter)

That mineral transporter was the first thing I designed after Arthur's betrayal. He always was afraid of spiders.

132                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC moves connectors  
                                   around for a little while)  
 Look at you weaving a web of Lightmatter  
 around the spider. Even for simple  
 minds, Lightmatter sparks creativity.

More intense shakes as the PC exits the room.

ROUND THE CORNER

32

Location: Plant area with several giant doors.

Puzzle: Photon connectors + buttons that move giant doors.

Intense quake as the PC enters the room.

133                                   VIRGIL  
                                   (PC sneaks through first  
                                   door)  
 Impressive, with that agility and  
 complete disregard for your own safety,  
 one could easily mistake you for a cat.  
 I like cats.

134                                   VIRGIL (CONT'D)  
                                   (PC walks past plants)  
 Look at the plants around you,  
 assistant. We planted them yesterday.  
 You see, Lightmatter accelerates  
 photosynthesis and makes them grow at an  
 incredible rate. Imagine applying this  
 technology to cultivation throughout the  
 world. Famine, mass deforestation,  
 floods... All of these relegated to  
 history.  
                                   (pause)  
 Lightmatter will not only brighten the  
 world, it will give life.

135                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC walks past plants)  
 Nothing can stop these plants while they  
 are exposed to Lightmatter. Understand,  
 the accelerated photosynthesis also  
 allows them to regrow lost stems in a  
 matter of minutes. It sparks the  
 imagination, doesn't it?  
                                   (pause)  
 My engineers are already trying to grow  
 back my leg.

136 VIRGIL (IN-BETWEENER) (CONT'D)  
 You know, assisting me with the CORE will be the single most important thing you will ever do in your life. Around the world, hundreds of millions of people aren't connected to the power grid. We think ourselves so enlightened but we are surrounded by a sea of darkness. To bring light, sacrifices must be made. By all of us.

137 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC moves connectors around a lot and spends a lot of time)  
 I'm glad that the photon connectors can bring such joy to your life. But remember we have work to do, assistant.

138 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC spends a lot of time in puzzle)  
 Keep on moving at this pace, and my plants will reach the CORE before you do.

The PC exits the room.

139 VIRGIL (CONT'D)  
 Assistant, by now you must understand the significance of Lightmatter. So it's about time you learn how Arthur almost destroyed it.  
 (pause)  
 Three months, and a lot of hair ago, Arthur went to the board of directors behind my back. He proved to them that Lightmatter was causing minor side effects. It was humiliating, but I solved the problem by installing the decontaminators.  
 (pause)  
 That is when Arthur started poisoning people. Later, that vermin of a man had the nerve to use that as further proof to the board. While we were investigating the matter, one of my employees discovered his plan to overload the CORE and destroy the entire facility.  
 (pause)  
 Luckily, James and I stopped him before it was too late... Arthur paid for what he did, but nothing can redeem betrayal.

ROTERENDE SLANG

33

Location: Plant area. Large room with rotating platform in middle.

Puzzle: Photon connectors + buttons that rotate platform.

140

VIRGIL (IN-BETWEENER)

Let me explain what betrayal is. In the mountain, before this facility, Arthur and I would work together weeks on end to finish the first photon connectors. All those cold dark nights and suddenly - breakthrough! A web of light surrounded us. It was mesmerising.

(pause)

Betrayal is knowing that moment meant nothing to him.

141

VIRGIL (IN-BETWEENER) (CONT'D)

Arthur...

(pause)

Nine out of ten of his ideas were useless. But that tenth idea? World changing genius. He thought of using Lightmatter to accelerate photosynthesis. It is a shame that great ideas do not excuse betrayal.

142

VIRGIL (IN-BETWEENER) (CONT'D)

(PC jumps over gap)

Mind the gaps. You are more useful to me as an assistant than fertilizer.

143

VIRGIL (IN-BETWEENER) (CONT'D)

(PC spins platform a lot of times in a row)

Are the plant fumes affecting your brain, assistant?

The PC is close to the exit of the room.

144

VIRGIL (CONT'D)  
 (intense quakes)  
 Alright now, you are getting close to  
 the CORE, but the quakes are getting...  
 (phone rings)  
 Hold on.  
 (picks up phone)  
 Yes James?  
 (pause)  
 (takes deep breath)  
 James, you have brawn, not brains. My  
 new assistant and I have the situation  
 under control. Stay at the outpost, keep  
 everyone safe. Goodbye.  
 (hangs up phone)  
 (sighs)  
 You know assistant, I'm starting to  
 enjoy your company and the qualities you  
 possess. You are persistent,  
 replaceable, and silent.

The PC walks onto a bridge that starts collapsing. The PC  
 lands on the ground beneath him.

145

VIRGIL (CONT'D)  
 (sighs)  
 You need to handle bridges with more  
 finesse, assistant.  
 (pause)  
 Well at least you still have your legs.  
 Let's see...  
 (moves away from the  
 microphone)  
 Hmm, yes - you are moving into my newer,  
 more experimental labs. Communication  
 systems and cameras are non-existent.  
 Now, that area is dangerous, so stick to  
 the exit signs! We're in this together.  
 See you soon.

The PC walks through narrow corridors and reaches a door  
 leading him to the next puzzle.

LET IT BEAM

34

Location: Secret lab area.

Puzzle: Photon connectors + photon power cells

The PC sees a tape recorder.



146

ELLEN - TAPE

Ellen here.

(deep sigh)

I'm having these intense splitting headaches. They only seem to go away when I stare directly into light - and I'm not the only one. We're all slowly turning into moths - staring at lamps for hours on end. Not only that, people are still losing hair and now fingernails.

(pause)

It doesn't make any sense. It's been weeks since Virgil and James... handled... Arthur, and still things are getting worse. I don't care what Virgil says, the decontaminators are clearly not working. And just handing us wigs isn't helping.

(pause)

I need to figure out exactly what Arthur was doing - and why.

The PC exits the room through a door with a green exit sign.

The PC sees a tape recorder.

147

## ELLEN - TAPE (CONT'D)

Ellen here. Virgil has tightened the security into Arthur's office, but I managed to get in. I'm having a closer look at his overload schematics. And... his experiment could really multiply the CORE's output by several magnitudes. Makes sense why Virgil is still tinkering with it. Greedy old man...

(pause)

What else is in here?

(sound of opening a couple of drawers and grabbing a bunch of paper)

Hmph...

(flips through pages)

Arthur had a theory... based on... oh, he built prototype of his experiment on the CORE. It says something about... shadows? Strange. But let me see, multiple mother sources, the crystals are overcharged, and... within a certain radius... "equilibrium"?

(pause)

The results just say "stopped". What stopped?

(flips through more pages)

(noise in background)

(picks up paper)

... my God... cellular degradation, stopped.

(raises voice)

He found a solution!

(noises + a voice is heard

vaguely in the background

- click from recorder)

(inhales sharply)

Someone's here.

BEAMARANG

35

Location: Secret lab area.

Puzzle: Photon connectors + photon power cells

The PC cannot reach the next door with a green exit sign. Instead, he goes through a vent to exit the room.

The PC sees a tape recorder.

148

ELLEN - TAPE

I've gone through Arthur's theory. The CORE is not a perpetual motion machine. It's the shadows. The crystals draw energy from them. They draw energy from us!

(pause)

Virgil knew and he did nothing. If he activates the CORE, shadows will not only decay us, they will DEVOUR us.

(pause)

Arthur... this doesn't change what he did, but I need to finish his work.

PUZZLE WITH MULTIPLE MOTHERS

36

Location: Secret lab area.

The PC jumps through a hole in the vent and enters the room. The room is almost completely dark.

The PC activates a button that opens a door, turns on the light and the intercom.

149

VIRGIL

(intercom turns on)

Assistant, get out of there! That's Arthur's...

(grunts)

Nevermind, it's not safe! Hold on, I'll open the nearest exit door for you. Do not touch anything.

The PC goes through the newly opened door and enters a lit-up control room. Through safety glass, you can see a larger, darker room with an exit door. There is an open door between the control room and dark room, but it's so dark that the PC can't enter it.

In the control room, there is a locked door to the PC's left and a control panel in front of the safety glass. The PC goes to the control panel and pushes a red button. The doors leading into to the big dark room close.

A mother source turns on in the middle of the large dark room room. There are 3 others in the room. They turn on one by one as they connect to each other.

150

VIRGIL (CONT'D)

Did you not hear what I said? You're not qualified for that! Do you remember when I told you about the power of Lightmatter? You are currently quadrupling that power! --

(static cuts Virgil out)

All mother sources connect and all lights and glass in both the control room and big room blow out.

The PC stands in complete darkness and for the first time doesn't die in the shadows. Also, for the first time, the shadows don't look like thick tar. It's just pure darkness.

The PC walks past several obstacles in the darkness to reach the exit door that he couldn't reach before. As he gets near the exit of the room, there is a hard line on the floor and dusty particle effects surrounding it. All darkness beyond that hard line has the thick tar look. If the player jumps into the darkness past that line, he dies.

The PC goes through the broken glass into the big room and walks through the exit door that he couldn't reach before.

DOOMROOM

37

Location: Maze-like architecture with an abundance of doors.

Puzzle: Photon connectors + photon power cells

The PC enters the room.

151

VIRGIL

JOURNALIST!

(pause)

I know you are ambivalent about your survival and so am I. But I will feed you to the shadows before I allow you to destroy Lightmatter.

(deep breath)

That explosion... Understand that blast injuries can be quite serious. They can cause cochlear damage, retinal failure and most commonly - hallucinations. Keep that in mind.

(pause)

Now, you must do as I say. We need to fix the shadow anomalies - not kill ourselves.

152

VIRGIL (IN-BETWEENER) (CONT'D)

Journalist, you will still be pulling that lever, but your little experiment cost you your title as my assistant. I, on the other hand, still maintain the title of CEO, also known as the person who knows what he's doing.

- 153                           VIRGIL (IN-BETWEENER)  
 Tell me, journalist. In your day to day  
 life, do your bosses hate you? Based on  
 your recent behavior, you seem to be  
 extremely impatient, unable to take  
 orders, and have a ridiculous urge to  
 push buttons.
- 154                           VIRGIL (IN-BETWEENER) (CONT'D)  
                           (PC opens/closes doors a  
                           lot)  
 Yes, feel free to continue pointlessly  
 opening and closing these doors.
- 155                           VIRGIL (IN-BETWEENER) (CONT'D)  
 I would like you to know that I take  
 immense pleasure in watching you being  
 defeated by doors.
- 156                           VIRGIL (IN-BETWEENER) (CONT'D)  
                           (PC spends a lot of time  
                           in the puzzle)  
 You look confused. I understand that.  
 But try to rise above being a rat in a  
 maze.
- 157                           VIRGIL (IN-BETWEENER) (CONT'D)  
                           (PC solves the puzzle)  
 I am not impressed. Commitment to the  
 cause would impress me.

The PC exits the room.

TO PUNKTS VENDING

38

Location: Office space combined with prototype heat  
 treatment.

Puzzle: Photon connectors, portable lamps, and buttons that  
 move platforms

The PC enters the room.

158

VIRGIL

Journalist, I have an idea. Do you remember that exclusive we talked about a while back? We are going to pivot. You will be writing about Arthur.

(pause)

Do you know how many people he would have killed if he succeeded in overloading the CORE? The initial blast would have killed two hundred and ninety workers in the facility. The ensuing rockslide would have killed another eighty at the surrounding outpost. In total, three hundred and seventy, dead. All by Arthur's hand.

159

VIRGIL (IN-BETWEENER) (CONT'D)

Now that I think about it... I hope you're a tabloid journalist. I can imagine the headline now: "Light Matters as Truth Shines On Shadowy Arthur"

(pause)

Find a pen.

160

VIRGIL (IN-BETWEENER) (CONT'D)

You know, I have read the journalist's creed, journalist. It needs an update. Accuracy, fairness, and a distrust of Arthur are the fundamentals to good journalism.

161

VIRGIL (IN-BETWEENER) (CONT'D)

When you almost killed yourself with that explosion earlier... Keep in mind Arthur built that makeshift suicide machine. So, in a few years when you've lost your hearing, eye sight, and mind, just remember you have Arthur to thank for that. And yourself.

162

VIRGIL (IN-BETWEENER) (CONT'D)

You know, Arthur was obsessed with dangerous experiments. But I trusted it was for the better. So I once flew in a team of nurses to follow him around. It helped. Until he started ruining their hair. I didn't know it was his fault, so I ordered them a box of wigs.

(pause)

They refused and went home.

- 163                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC presses button a few  
                                   times)  
 As you might have noticed, this is my  
 newest version of photon fun hour. I  
 turned it into a team sport.  
 Productivity rose by another eight  
 percent.
- 164                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (Portal reference)  
 I wish you were more like James.  
                                   (phone rings)  
 Hello, James? Wait, Cave?  
                                   (pause)  
 You know very well how the launch event  
 went.  
                                   (pause)  
 No, my hair hasn't grown back. Enough  
 about me, how's the... hello?  
                                   (grunts and slams the  
                                   phone)  
 That smug, moonrock poisoned, astronaut  
 killing, shower curtain salesman.  
                                   (grunts and slams phone  
                                   again, but harder)
- 165                                   VIRGIL (IN-BETWEENER) (CONT'D)  
 Yes, journalist. I know. You're in your  
 natural habitat, the office. But please,  
 control your insatiable desire to sit  
 down and play with words.
- 166                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC presses button a lot  
                                   of times)  
 Journalist, now is not the time for  
 photon fun hour. We still have to fix  
 the CORE.
- 167                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC spends a lot of time  
                                   in the puzzle)  
 If you stay there any longer, one could  
 mistake you for the office furniture.

PIANO LESSONS

39

The PC enters the room.

168

VIRGIL

You are approaching the CORE. When you get there, control yourself. I know failure comes naturally to you, but this time we cannot afford it. If anything goes wrong, you will not only put me and yourself at risk. Everyone at the outpost, including James, will also be in peril. The CORE is powerful - do not underestimate it.

169

VIRGIL (IN-BETWEENER) (CONT'D)

I have been observing you for a while now. You have the mindset for problem solving. You take in your environment, study it, and find a solution. There were times where you got stuck, yes, but you were persistent. This gives me hope that you understand the importance of Lightmatter.

170

VIRGIL (IN-BETWEENER) (CONT'D)

Listen, although you have done well, I have not forgotten the time you failed me. It has made me think about loyalty. You see, James follows my every word without question. It's not that he can't question it, it's that he won't. Because he knows that humanity is doomed without Lightmatter.

171

VIRGIL (IN-BETWEENER) (CONT'D)

Now that we're getting to the end, remember that James will be waiting outside. He is a boulder of a man with rock chips embedded into his skin. So please, when he restrains you for your own safety, do not resist. Arthur tried and that did not end well.

172

VIRGIL (IN-BETWEENER) (CONT'D)

Whatever happens journalist, know that I am not the only man behind Lightmatter. Supporting me I have conglomerates, banks, investors, governments, there is not a hand I have not shaken. Only Lightmatter can compare to the power that we possess combined. You're not just facing me. You're facing all of us.



- 173                                   VIRGIL (IN-BETWEENER) (CONT'D)  
Journalist, fire created the tempered  
steel that surrounds you. The pillars  
that hold up this facility and my leg  
share that same steel.  
                                  (pause)  
Lightmatter and I. We are one and the  
same.
- 174                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                  (after intense quake, evil  
                                  chuckle)  
These quakes are the last rumblings of  
the laws of physics... Desperate to hold  
on to its old ways.
- 175                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                  (PC is close to oven)  
Don't touch anything that's red or  
glowing. We need your hands for pulling  
that lever.
- 176                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                  (PC activates oven a lot  
                                  of times)  
That oven is not a toy to be played  
with. You are not challenging my  
assumptions of your suicidal nature.
- 177                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                  (PC spends a long time)  
Journalist, I find your lack of  
progression disturbing. Are you getting  
nervous? I know shutting down the CORE  
will be the height of your career, but I  
need you to ignore your insecurities.

The PC exits the room and takes an elevator upwards with a view to the CORE, which is in a giant vertical cylinder-shaped room. This time you see a giant crystal fastened by metal in the middle of the room. There are two streams of light flowing from the crystal, upwards and downwards, and into two large holes.

178

VIRGIL (CONT'D)

(cat meow + sound of  
buttons being pushed  
randomly)

James... Calm yourself James! Just grab  
a lamp and create a safe zone for  
everyone at the outpost.

(pause)

(sighs)

James... Listen. We have hours before  
the shadows reach the nearest city...

(pause)

What?! I don't care that it's a  
solution! Why would you even suggest  
that?! You disappoint me, James.

(pause)

Good. This will all be over soon. The  
journalist is almost... Wait, why is  
this on?

(grunts)

James, I'll call you back.

(hangs up phone)

Journalist, what you just heard...

(pause)

Remember who I am and what I've  
sacrificed. Lightmatter cost me my leg,  
my friend and my reputation. But that is  
nothing. I am willing to sign my checks  
in blood for Lightmatter. I am a man of  
obsessions - do not make yourself one of  
them.

#### CORE CONTROL ROOM

40

The PC enters a small control room filled with control panels  
along side the walls. There are two doors in the room, and  
the PC just entered through one of them.

As the PC enters the room, both doors close.

In front of the PC is a big window into the CORE.

In front of the window there is a mother source (mother  
source #1) that is currently activated. It's shooting a beam  
of light into the center photon crystal.

Furthermore, there are 3 platforms alongside the walls of the  
CORE room. Each on its own level and with a mother source  
that has a line of sight to the giant photon crystal. These  
mother sources are currently off.

The quakes are intense.

179

VIRGIL  
 (sounds come from Virgil's  
 control panel)  
 I've prepared the shutdown procedure.  
 Now, pull the lever.

The PC pulls the lever and deactivates mother source #1. The entire room around the CORE goes dark. But the PC still stands in a small light in the control room.

180

VIRGIL (CONT'D)  
 Excellent, it worked.  
 (the beam charges up again  
 and the CORE reactivates  
 itself)  
 Wait, how can...  
 (chuckles)  
 It's completely self sustaining!  
 Magnificent! Journalist, are you seeing  
 this? Even without the mother sources,  
 the CORE can power itself!  
 (speaks to self, lowers  
 voice)  
 Let's see, crystals - stable, energy  
 levels - stable, although slightly  
 decreased, and... hmm, the shadow  
 anomalies have not subsided....  
 (pause)  
 However... yes.  
 (breathes in)  
 Listen, we have exhausted all your  
 options for exiting the facility. But  
 since I now know what steps to take, I  
 will fix the shadow anomalies.  
 (pause)  
 Now, I do not trust you around the CORE,  
 so you are staying in that room. If  
 you're hungry, well, the human body can  
 survive twenty-one days without food.  
 And as for water, I can turn on the  
 sprinklers.  
 (pause)  
 Goodbye journalist.

5 seconds of silence. The player then hears a sound of some electrical equipment turn on. The cameras in the room power down.

181

ELLEN - TAPE (ACTUAL RECORDING)

(doing science sounds)

Whoever is listening to this - the CORE can't be shut down - it needs to be destroyed. Get to the control rooms surrounding the CORE and you'll be able to overload it. It will neutralize shadow anomalies everywhere. I tried to do it myself, but the CORE is surrounded by guards. And Virgil is on to me.

(pause)

Nobody here is facing reality. They are ready to follow Virgil off a cliff. No one is willing to help me. But I hope you will.

(pause)

First off, you need to reactivate the CORE. Once it's on, a sequence I created will give you access to the other control rooms. Don't worry, you won't be seen. When this recording triggered, it also deactivated most cameras surrounding the CORE. I know overloading it sounds dangerous. But, trust me... you'll survive. Good luck.

182

ELLEN - TAPE (EDITED) (CONT'D)

(doing science sounds)

Whoever is listening to this - the CORE  
can't be shut down - it needs to be  
destroyed.

(broken tape sounds)

control rooms surrounding

(broken tape sounds)

neutralize shadow anomalies everywhere

(broken tape sounds)

tried to do it myself but

(broken tape sounds)

and Virgil is on to me.

(broken tape sounds)

Nobody here is facing reality. They are  
ready to follow Virgil off a cliff. No  
one is willing to

(pause mixed with broken  
tape sounds)

But I hope you will.

(broken tape sounds)

you need to reactivate the CORE.

(broken tape sounds)

a sequence I created will give you  
access to the other control rooms.

(broken tape sounds)

Don't worry

(broken tape sounds)

deactivated most cameras surrounding the  
CORE.

(broken tape sounds)

overloading it sounds dangerous. But,  
trust me... you'll survive. Good luck.

The mother source re-charges and the PC can now pull the  
lever again.

183

VIRGIL

(alternate ending: If the PC waits for 20 minutes)

Listen, there is no easy way to say this, but... once the shadows reached beyond this mountain, they started spreading exponentially. The entire planet is now engulfed by the shadow anomalies, and billions are dead... which is tragic, but also an opportunity.

(pause)

Just think about it, human overpopulation and reckless energy consumption were some of the greatest challenges this planet ever faced. And now those challenges are relegated to history. Yes, civilization has collapsed, but it will be rebuilt with Lightmatter as its foundation!

(pause)

Now, you have proven yourself to be a loyal assistant, so I'm opening the doors. Join me in my office. Your promotion awaits.

184

VIRGIL (CONT'D)

(continued alternate ending)

(PC walks into hallway - fade out)

(show text: "in loving memory of James" + employee of the month poster)

(sound of door opening)

Ah, at last we meet. Before we continue our partnership, I will now baptize you.

(water bottle opening, pouring sounds)

As James.

(pause)

The future is in our hands, James. Together, we will shape the world...

(pause)

In my image.

If the PC doesn't experience the alternate ending and pulls the lever, the mother source starts charging up.

185

VIRGIL (CONT'D)

(mild grunt)

Are you already that bored? What exactly  
are you expecting to achieve?

(pause)

Wait, why are the cameras...

(pokes the glass screen a  
few times)

Nevermind. I'm sick of looking at your  
journalistic face anyway. Listen, if my  
control room bores you, then write an  
article about it. I have work to do.

(door opens)

Once the mother source connects with the CORE again, a big  
burst of light emits from the CORE accompanied by a massive  
shake.

A new door opens. The PC follows the newly opened path that  
leads the PC behind the walls into a new area.

DEXTERITY SECTION #1

41

The PC enters an area with red lighting and large  
intimidating machinery.

The movement of the machinery causes shadows that the PC must  
avoid to progress. There is a series of challenges like this.

186

VIRGIL

(cat miaws)

(sound of pen writing on  
paper)

(cat paws walk on table)

(Virgil speaks to self,  
away from microphone)

Hmm, no - that won't work...

(grunts)

Not now Lux!

(hits Lux)

(loud and shrill miaw)

(cat stumble around on  
buttons)

After surpassing a few obstacles, the PC re-enters the CORE  
room and stands before another control panel.

The PC activates it, and the entire facility shakes. The CORE  
also starts emitting more powerful light in different colors.

NOTE: In the following, some of the monologue will be cut out  
with static interference sound effects to give the idea that  
overloading the CORE is destroying the facility. This will be  
added in post production.

187

VIRGIL (CONT'D)  
 NO! How did you...?  
 (grunts)  
 You vermin! I am NOT letting you destroy  
 Lightmatter! If you proceed ANY further,  
 I will annihilate you in ways you could  
 never imagine!

DEXTERITY SECTION #2

42

The PC goes through a hallway where the walls start closing  
 in front of him, casting shadows the PC must avoid.

188

VIRGIL  
 You have left me with NO other choice. I  
 will feed you to the shadows!

After the hallway, the player moves towards a large spinning  
 machine, casting giant shadows in front of the PC.

189

VIRGIL (CONT'D)  
 You're not a journalist! Tell me, what  
 were you doing before I first spotted  
 you? Stealing photon crystals? Stealing  
 data from our servers? I know what you  
 are, SPY!

The PC enters a new area with giant fans casting shadows for  
 the player.

190

VIRGIL (CONT'D)  
 Did Arthur send you? Is your loyalty  
 that blind? Think about that night he  
 tried to overload the CORE. What if HE  
 caused the shadow anomalies? And all of  
 that complaining about how I can't  
 control the shadows.  
 (Virgil slams the table)  
 Well I can't control the shadows and  
 that's because of him! It's all because  
 of Arthur!

191

VIRGIL (IN-BETWEENER) (CONT'D)  
 (static)  
 You're just like Arthur! So ignorant of  
 reality. So blinded by your false sense  
 of moral superiority!  
 (static)

The PC approaches another mother source.



192

VIRGIL

Who cares if the shadows destroy a couple of cities? Without Lightmatter, we won't just lose cities... We'll lose our future!

The PC activates the mother sources and it charges up, causing the facility to shake even more. The CORE starts emitting more powerful light in different colors.

193

VIRGIL (CONT'D)

(grunts)

I am going to shove you into a hole so dark even photon crystals won't be able to reach you. Do you hear me, SPY?!

The PC walks on light coming through a window. The curtains start rolling down and the PC must jump onto a part of the floor that is hit by a different light.

DEXTERITY SECTION #3

43

The PC moves towards a bridge to the next control panel.

194

VIRGIL

Not so fast!

A giant robotic spider falls down above the PC, crashes into the bridge in front of the PC and obliterates it.

The PC jumps onto a platform next to the bridge, allowing him to progress.

195

VIRGIL (CONT'D)

Mark my words, spy. Before this is over, my shadows will disintegrate you ATOM BY ATOM!

(The phone starts ringing.

Virgil picks it up.)

(Moves away from microphone)

JAMES, what took you so long?!

(pause)

What? Who is this?

(pause)

In the facility? When did he leave?!

(pause)

(throws phone)

(Moves back to microphone and grabs it. Feedback noise.)

JAMES! Where are you James?! The spy is almost at the final switch! Get down there and stop this! NOW!

The PC jumps through a vent in the wall and reaches a large storage room in which the ceiling starts closing, causing the room to be covered in shadows.

The PC reaches a new area in which he must jump between robotic spiders that are being transported both vertically and horizontally.

196

VIRGIL (CONT'D)

Listen SPY! Your crusade is over! James will FIND YOU. He will CRUSH YOU. He will RIP YOU APART, one limb at a time. And it won't be quick. NO! You will SUFFER and you will BEG. BEG for my shadows to ERASE YOU from your miserable EXISTENCE!

197

VIRGIL (IN-BETWEENER) (CONT'D)

(static)

Wherever you are SPY - this is far from over!

(static)

198

VIRGIL (IN-BETWEENER) (CONT'D)

(loud rumble)

(static)

Do you hear that?! This entire mountain is fighting against you, SPY!

(static)

The PC jumps onto a robotic spider that is moving back into the CORE room. Light shines through a gate in front of the player.

199

VIRGIL (CONT'D)

(evil chuckle)

You're trapped. Our time together is finally at an end. Now watch as I close the gate and relegate you to darkness.

(the gate starts closing)

Ah James, you made it. You're just in time to watch this vermin get devoured by the shadows. Pest control - the applications for Lightmatter truly are-

(loud rumble coming from James' position)

James, what are you doing?

(a louder rumble coming from James' position)

No James, don't!

(the gate stops closing, a patch of light is still shining through)

JAMES... you... you traitor! I... I thought you were better than this... better than Arthur... better than all of them! I trusted you!

(static)

The spider continues and scrapes against the gate. As it does, the spider starts breaking down and tears lose from the track. The PC falls off the spider and lands on the floor a story down.

The PC gets up, slowly. The final control panel is in the PC's view, but because of the fall, the PC walks slowly towards it.

200

VIRGIL (CONT'D)

You, don't pull that lever. Do you want money? Power? Please, I'll give you anything! And Arthur... he can have Lightmatter! Just think about what you're throwing away! We could power the world! We could save humanity from pollution! We could save humanity from itself!

201

VIRGIL (IN-BETWEENER) (CONT'D)

(if PC waits in front of lever)

(static)

I beg you! Please don't do this!

(static)

The PC reaches the final control panel and activates it.

202 VIRGIL (CONT'D)  
 (yells)  
 NO! You have doomed us all!

CUT TO: BLACK

EPILOGUE

44

The screen remains black and for the first time, we hear Virgil's voice completely clean without the distortion of the facility's intercom system.

203 VIRGIL  
 Lightmatter... is ruined. I do not have the resources to set up another operation...  
 (sighs)  
 Last year, two hundred thousand died from floods, two point five million died from pollution, three point four from starvation.  
 (pause)  
 Yes, I was reckless. But I was reckless for them. Every shortcut I took, every moral I compromised was for their benefit. Yes, Lightmatter had issues, but now I'll never know if I could have solved it. I was never given a chance to see if I could have solved it. Their deaths are on you.

THE END. FADE OUT. CREDITS ROLL.

INDEPENDENT IN-BETWEENERS

45

In-betweeners which don't belong to a specific level.

204 VIRGIL (IN-BETWEENER)  
 (PC looks at huge poster of a big and strong man)  
 You see that picture? My employees had a joke once. They made a poster that named James as the "employee of the month". I liked the idea so I had a bigger one printed.

205 VIRGIL (IN-BETWEENER) (CONT'D)  
 (PC looks at huge book)  
 Oh, you found the employee handbook, written be me. Let me give you a quote.  
 (flips through pages)  
 Before anything else, preparation is the key to success. End quote.



211                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC looks at cat bowl)  
                                   (Virgil grunts)  
                                   (cat meows)  
 Lux! Sit!  
                                   (buttons are pushed)  
                                   (microphone licked)  
 Don't eat that! Come here!  
                                   (cat hisses)  
 Where is that toy...  
                                   (fumbling)  
 There it is.  
                                   (rattling)  
                                   (careful rattling)  
 Luuuuux, who's a clever cat... yeah, you  
 are... Now fetch!  
                                   (rattling goes through  
                                   room, collides with  
                                   furniture)  
                                   (cat meows)  
                                   (buttons are pushed  
                                   frantically)  
 Good boy!

212                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC looks at poster of man  
                                   with plants coming out of  
                                   his face)  
 Ignore that sign. As I've told you  
 before, all groundbreaking technology  
 has its kinks.

213                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC spends a long time)  
 Judging from your lack of progress, did  
 you by any chance hit your head as an  
 infant?

214                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC spends a long time)  
 You look frustrated. Just know it's okay  
 to cry. I will think less of you, but it  
 is okay.

215                                   VIRGIL (IN-BETWEENER) (CONT'D)  
                                   (PC spends a long time  
                                   after intersection)  
 Hmph, I have realised that something CAN  
 be simple when it comes to you - your  
 mind.

- 216 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
(chuckles)  
Watching you struggle with my technology  
is like watching a caveman struggle to  
understand that a wheel spins.
- 217 VIRGIL (IN-BETWEENER) (CONT'D)  
You know, I understand if you're  
confused by all the titles I have given  
you during our time together. It's just  
that incompetence can take many forms.
- 218 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
Whatever you're doing in there... Try  
doing something else.
- 219 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
Do you need motivation? Alright. In  
every comparison to James, you are the  
lesser.
- 220 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
You know, we have an in-house  
neurologist.
- 221 VIRGIL (IN-BETWEENER) (CONT'D)  
Have you considered doing something else  
with your life? I've seen the look of  
astonishment on your face while moving  
through my facility. So remember this -  
a man is the sum of his creations.
- 222 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
Remember this, you have not failed. You  
have just found a hundred ways to do it  
wrong.
- 223 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
Here's a quote from the employee  
handbook that fits your situation.  
Energy and persistence conquer all  
things. I live by those words. So should  
you.
- 224 VIRGIL (IN-BETWEENER) (CONT'D)  
(PC spends a long time)  
Don't give up now. Genius is one percent  
inspiration, ninety-nine percent  
perspiration... For most people.

- 225                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC spends a long time)  
I understand that constantly being stuck  
must be difficult, but keep in mind that  
the solution often turns out more  
beautiful than the puzzle.
- 226                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC spends a long time)  
                  (sighs)  
Do you know the difference between  
genius and stupidity? Genius has its  
limits. Just think about that.
- 227                   VIRGIL (IN-BETWEENER)  
                  (PC spends a long time)  
Don't stop now. Find deep inside you,  
that obsession. The obsession that  
resides within all of us. Once you do,  
apply it.
- 228                   VIRGIL (IN-BETWEENER) (CONT'D)  
You know, people often ask me how they  
can be more like me. Well, my greatest  
ideas come to me in solitude. So, my  
advice is: be alone, that is the secret  
of invention.
- 229                   VIRGIL (IN-BETWEENER) (CONT'D)  
As you walk through my facility and look  
at my technology, can you imagine some  
have said that nature cannot be fooled?  
Well, they simply haven't tried hard  
enough.
- 230                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC jumps or vaults a lot)  
Don't spend all of your energy. You're  
not a photon crystal.
- 231                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC looks at camera)  
You know, my cameras are top of the line  
- they are sensitive to any human  
motion... And some bats.
- 232                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC looks at camera)  
Stop staring at the camera... I don't  
enjoy looking at your face.
- 233                   VIRGIL (IN-BETWEENER) (CONT'D)  
I don't have time for staring contests  
and neither do you. Stop looking at the  
camera.



- 234                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC looks at camera)  
Yes, I've been watching you make a  
complete fool of yourself.
- 235                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC stands still for a  
                  while)  
Nothing happens until something is  
moved.
- 236                   VIRGIL (IN-BETWEENER) (CONT'D)  
                  (PC stands still for a  
                  while)  
Hmm, either my cameras have frozen or  
you have stopped working.