

The future is a strange place... it's like a sharp new outfit that doesn't quite fit. Everyone looks great but absolutely nobody is comfortable. We were promised everything: no more waiting, no more boredom, no more sickness—everything was supposed to be awesome all the time. But then they got real strict about who we were supposed to be. I don't mean like our jobs and stuff—those went the way of the dinosaur long before the social roles were handed out... little divisions for each of us to occupy with our own set of rules for how we were supposed to behave. The machines had determined the most efficient and effective way for every single one of us to act right down to the bad habits and Idiosyncrasies —or else. We were prescribed personalities, handed-out blueprints for our thoughts and feelings, and for those of us that decided it was more important to be ourselves? Well, we ended up on the inside.

Play Opens: Arcade with 3 people about to play "Inside the Box"

the scene starts with them coming towards the stage

(P1)Paddington- "which game do you want to try next?"

(P2)Puck- "Hmmm... how about that one?"

(P3)Pepper- *looks at the side of the arcade* "Inside the box... it looks like a prison escape game"

Paddington- "Oooooo i'm good at these *slots a coin in and boots it up*

Scene 2: Prison Cell, Conversation with Neighbour, First Escape Attempt

the scene then cuts to P1 and the NPC

NPC- "Hey kid you seem new around here, if you need some help don't be afraid to ask for a hand or two"

Paddigton is given the option to play the tutorial which he immediately skips

Paddington- "no thank you, a pro like me doesn't need to know the controls"

NPC- "okay... anyway, how did you end up here, let me guess you wanted to be what you always dreamed of, that's how all of us end up here anyway"

A cutscene starts to play (or stage light is only on the NPC)

NPC- This world used to be an awesome place, with new and exciting things happening, no one

had a boring day, and sickness became a myth. But then *in a annoyed or angry voice* **THEY** got strict with what they wanted and here we are, in a place where people's dreams get locked

away behind bars" *annoyed sigh*.

Paddington- "ok I've gotta get outta here before I get sad or somthin' because of reflective magee over here"

The gates open up as a guard (or guards) come out and yells

Guard- "Dinnertiiiiimmmme! get a move on before we make ya!"

Paddington- "they don't look so tough, should iiiiii... screw it"

Paddington grabs the nearest object and starts swinging

Paddington- "Bring it on you donut lovin-"

Guard pulls out a taser outta his (seemingly empty) pocket and shocks P1

Paddington- "agahagahagahagahag" *drops on floor*

Game over screen (or just noise) appears

Paddington- "well I should've saw that coming"

end scene

Scene 3: Player 2 in Cell, Conversation, Escape Number 2

New scene cuts to the arcade or the lights go out

Pepper "come on Paddington, you have to focus on a way to escape if you wanna get out"

Paddington- "I was it's just, the guards were just in the way, you know *defeated sigh*

Puck- "here lemme show you how it's done" *the scene in the game begins again but...

Puck- "I'm just gonnaaa"

the character they play as pulls outta controller and starts hitting a button

the npcs dialogue gets cut off

clicking noises cuz they are skipping

then the gates open up to the guard again saying

Guard- Dinnertiiiiimmmme! get a move on before we make ya!"

The NPC and the player then get moving to the cafeteria and the scene changes (they could both walk in a funny video game motion).

the scene changes to the cafeteria (probably)

Puck-"there's gotta be a easy accesses point to slip past and escape outta this place"

Puck sees an open vent in behind the canteen bars

Puck-"bingo, this will be a cake walk"

Puck "stealthily" avoids the guard(s) and gets in the vent

Puck- "now all I have to do is crawl to the outdoor vent annnnd-"

the vent shakes (or bends)

Puck-"oh n-" *An alarm goes off (and dogs bark) *

end scene

Scene 4: Player 3 in Cell, Conversation, Mention having a Visitor

Needs to start the same way...

Pepper fidgeting with something pretty loudly

NPC "Hey, what's up with ya?"

*Pepper-"..what?"

NPC you're being loud

Pepper: i'm just kinda nervous

NPC: how come you're nervous?

Pepper: My sister is coming to visit me and I have a feeling she is mad at me for breaking the law. She's kind of like that. She overreacts a lot more than she should.

Npc: you should be lucky that someones **actually** coming to visit you. Most outsiders forget about us in this hell hole. Like why would **anyone** remember people they'll never see again? I dunno, it's just that I've never had a visitor in **years**.

Add a little more dialogue here

Scene 5: Conversation with Visitor

*Pepper is sitting on an uncomfortable stool behind a thick square of plastic; the room is dimly lit, and Pepper has a smile on their face. Directly across from them behind the see-through sheet sat an

NPC, Pepper's sister.*

Pepper "So.. Uh.. How's life in the outside world?"

Sister "You.. Ugh, I don't understand why you went against the rules! You're in jail for"

Sister's voice turns angry, almost as if they were yelling. "LIFE now! You're so stupid!"

Pepper looked down at the blandly designed table, visibly frowning.

Pepper "Okay, Okay! I get it! Just.. Just stop shouting at me, I didn't *want* this!!" *Frustrated sigh.*

Pepper "I've been *trying* to get out. I really have been! It's just.. It's hard, okay!?"

Sister pinches the bridge of their nose, mumbling unintelligible words under their breath.

Sister "Fine. I'm sorry. But.. Look, I just can't see you widdle your life away in this place. So listen closely. Perhaps, working by yourself isn't the greatest of ideas. We need you back out in the open, You're innocent; You don't have to spend the rest of your days like this, only cause you did one little thing that **they** didn't like."

Sister huffs, before a pop up drops down in front of the table, reading Continue Multiplayer or Continue Singleplayer?

The stage lights all shut off except for the spotlight on the pop up.

*Voiceover of IRL P1, P2, and P3

Pepper: "Woah.. This game is multiplayer?! Dude.. You two grab the other controllers!"

The curtain closes, and all the stage lights shut off. The sound of a loud buzzer is heard, while a guard yells out "Alright, time is up!!"

Once the

Scene 6: Escape Attempt 3 (Multiplayer) Success

The scene is set inside of the cell, however this time player 1, 2, and 3 are all together inside.(?)

*Pepper is sitting on the floor, with P1

Pepper: "I'm so sick of this place! I want to get out! I swear it's cursed."

Paddington: "Why don't we all try to escape tonight after the guards get sleepy?"

Pepper: "Okay..... But what about the security cams?"

*silence

Puck: *Snaps fingers "I GOT IT! I got an Idea.."

*Pepper shoots their head up, eyes wide as they stare at cellmate 2.

Pepper: "What?!? What's the idea?!?"

*Puck rips both sleeves off of the uniform and ties them around the security cams

Paddington: "ohhoHO! I see where this is going.. Follow me!"

*takes a right turn and then a left

Pepper: "Look, there's the laundry room! *gasp* we should put on the guards uniform!"

*sneaks into laundry room, grabs the uniforms, and puts them on over orange coveralls

*sees sleeping guard

Puck: "let's go ask for the keys."

*walks up to sleeping guard

Pepper: "Excuse me sir, can I use your keys."

The Guard slowly opens their eyes, groggily lifting their tired head up to face the three, not fully conscious.

Guard: "What do you.. Oh.. New on the job, are you..? *Yawn* Oh... Right.. Yeah, sure..

Pepper: *visibly shocked* Thank you!

*sneakily walks to outside door and unlocks it

*opens door and exits quietly

*shuts door

all three people: yay!!! wahoo!!! Let's go!! we're free!

*curtain drops

*level two loading

*kids who are playing the arcade game: finally!!! we beat the level!!!

*arcade game slides tickets out

Paddington: wanna try level two?

Puck: let's do it!

The End