

me=Kat

## Prologue: A Walk in the Woods

FOLLOWING MG

- (paper sim) (paragraph spacing off, though) (full justify)
- glove found in snow (we're in Arica, <sup>over</sup> sister) (Torne)
- keep or toss glove? (odd how computer apostrophes, stuck out badly in the context)
- lost a woods + following 2 sets of footprints
- find blood (investigate, continue, turn back?)
  - ↳ a dark shape, interrupted by man in cone + rifle

## §1: The Older Man + the Younger Man

- lost - he wants coats + phones. (by the time y get to town we'll be long gone)  
(give coat; Refuse; Convince phone in car)

No phones → (he sees glove, but we can lay it?)

→ Arica has pot. (but keeps lighter)

→ car keys in coat bag → someone by the car!

(man in black cowboy hat + black duster; purses that were in trunk by his feet, driver's side window smashed.)

{ Confront; run back into woods + circle? }

↳ he has a stick thing + he already spotted us.

↳ he blocks door in his body + states purses in cone. "Y can't go until my son comes back".

Try aggression, but he handles both of us, + 1<sup>st</sup> guy arrives, called 2<sup>nd</sup> man "Dad".

{ Jump in car; Run for highway }

↳ not clear; Arica runs younger guy shadows, another car approaching.

{ the horn rings, Turn on car, Jump out + run }

↳ not good.

(I suspect we couldn't win this at all.)

## §2: In the Dark

- wake up in darkness i Arina; Arina used lighter to see the sun.

{ arm chain; to right; chain; railing; ceiling }

↳ family portrait (parents + 2 dau.) search more (find a gun)

{ keep gun; give to Arina; wipe + re-hide it }

Give to Arina (she's better at it) - retreat to checkerboard corner?

Both men are in basement now. { Ask w/2 things; Stay quiet; Tell them off }

(Silent) → of course, our IDs are in purses.

We're Katarzyna + Arsenka Nezdval. Arina <sup>(10% "error")</sup> mleshermee.

{ Grab cane; Grab medical bag }

(Com) → Arina chained to chair; I'm moving fast.

§3: On Your Own { front door; or thru kit to back door? }

(back) → (box under covered input) → generator off??

{ hide in shed; grab axe; cut fence to trees? }

climb (don't actually follow them, deep snow, see graves, <sup>now y</sup> run into woods!)

{ follow trail? hide off-trail? } (follow trail) → then I hide away.

start to emerge (shot masses in, y swim, runny again)

- he's running on purpose to force me somewhere { run left or right? }

(right) Now he's yelling at me to stop, we get into shelter in cliff, he phones his Dad

(something's wrong there) we jump while he's distracted, avalanche

we pass out, wake, after us i the truck! run to ice-ove lake

{ cross lake to road; left to shore? } (cross) → it cracks!

He rescues me from drowning (he cut kelloe?) but ~~he~~ cracks me out.

§4: Pagine, Dr. Kat

Wake in truck on passenger side near dawn; duct-tape on wrists, elbows, mouth  
but it's not sticking well (wet) <sup>chose</sup> ~~Weapon~~? [cigarette lighter; cellphone]

Lighter → repeats the idea; go with cellphone

{leave phone for later; distract by try to escape; distract by talking}

try escape → and, but have phone. back at house (3-story, by cabin; balcony has colleague?)

blat. We go out. Lights are off. "Dad" is on couch, now trashed,

ye med bag tossed to you. ("You fuckin' + y can go. Both of y.")

{How did this happen?} Both of us? {Ye sided with this. He was on porch covered in blood.

{And of Jeffrey?; Aris...} Aris is alive but in back steps & locked up out back.

"Dad" has neck wound + gaping hole in abdomen. (he was hit by pc of railing)

{What happened; lights} lights - cut; ye sis broke them; the fusebox is smashed up.

flashlight? he kicks it over to me. hot water + towels? No water.

alcohol? (y had scuffed in back, slip pther under couch, noises from porch?)

(yay return i bowl, vodka, + whiskey) find D chain ("Dad" is diabetic)

{kill him with insulin; put needle down} put needle down

he gets ready to kill me; y grab flashlight, deka gun (Aris gets rifle + wants + shatter)

{grab Aris + gun; try to knock him out} try to knock him out (with A, we succeed)

(move both men to basement + secure door i pther) we escape THE END.

link to design materials

→ fm design materials. weebly. com

/uploads/1/5/1/6/15169462/extra-materials.zip

(contains cover art + scene node diagrams)