

Death With Butterfly Wings

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FADE IN: THE PLAYER IS WEARING AR GOGGLES THAT FILL THE ROOM WITH SURREAL LOOKING NATURE: GRASS THAT CHANGES COLOR, WATERCOLOR CLOUDS ON THE CEILINGS, ETC.

In front of the player, they see someone in a black cloak with the hood up, so their face is hidden. The figure points to a black and white, transparent family sobbing on the ground, standing over a motionless dog.

Watch.

walks over to the family and kneels before the dog. They place a hand over the dog's heart and a glowing stream of particles moves from the dog into their hand. Suddenly, a beautiful golden retriever with thick, blonde fur appears and there are black butterflies surrounding him. opens and closes their hands to summon different objects until they summon an old tennis ball. They play fetch back forth until the dog is calm, and the butterflies have disappeared.

draws a pattern in the air with their hand and a door appears. The dog walks happily inside and the door disappears.

(CONT'D)

The butterflies are from Nowhere.
They're dangerous, and will take
the stuck ones. But the souls
won't go if they're not ready.

The family disappears while the room changes. It is similar, but the shapes are colors are new. points to the dead robin surrounded by black butterflies on the player's left.

(CONT'D)

Like I showed you.

gets into position next to the bird to mimic the actions they took with the dog, so the player can copy their movements to learn the controls. The player can summon different items to soothe the bird: worms for somewhat happy, a snake to freak them out, and a bird bath to make them calm. The player's hands will look like skeleton hands. If the player freaks out the robin too much, black butterflies will surround it and it will disappear forever. If this happens, new small animals will spawn so the player can try again. The player cannot move on until they get one animal to go through the door.

If the player helps the bird feel good, **it will glow emit particle effects. The player will copy** 's hand movements to open the door so the robin can fly inside. Then, the door will disappear.

Once again, the room changes similarly to how it did before. It is always surreal but never the same.

(CONT'D)

Help him.

vanishes.

BLUE

The player hears someone behind them crying. They turn around to see a transparent man on the ground in a fetal position. He is clutching a picture frame. Someone from their right GREEN walks over BACK TO BLUE and sits in front of him. This new man looks confused and frightened. Black butterflies flutter calmly over him. ORANGE He looks around the room and more butterflies join him.

NESHMA

What the fuck is happening?

Upon seeing the player BLACK

NESHMA (CONT'D)

Holy shit, who the fuck are you?!
Wait, are you...? There's no way,
I can't be -

Neshma trails off as his eyes land on the urn next to the crying man.

NESHMA (CONT'D)

- dead...

Neshma looks at the player.

NESHMA (CONT'D)

How did I die?

The player can summon a pillow, a car, or an anatomical heart that no longer beats. No matter what the player picks, Neshma will feel disheartened. A tear rolls down Neshma's face as he goes to touch his partner, but his hand phases through instead.

NESHMA (CONT'D)

I'm so sorry baby.

The player can summon a baseball hat, movie tickets, or a picnic blanket. No matter what the player picks, Neshma's response will be different variations of the following.

NESHMA (CONT'D)

(Neshma chuckles and
wipes his tears)

Chaim and I loved having picnics
and walking in the park. He's
always been a health nut. guess
it didn't matter for me because
I'm... dead.

ORANGE Slowly, more butterflies appear above Neshma's head.

There's a knock on the door (which is mapped to whatever door is in the room). When Neshma looks up, the butterflies stop.

CHAIM

Who is it?

???

It's me. Open up.

Chaim wipes their tears from their face and places the picture down while he gets up. He takes a deep breath in and opens the door.

??? (CONT'D)

Hey, how you doing?

This simple question absolutely breaks him and he immediately starts sobbing again.

??? (CONT'D)

Let me come in, we can talk.

Chaim lets them in and collapses back onto the floor. The new person goes to hold him.

NESHMA

Wow, is that... Our buddy Maav?

CHAIM

I don't understand Maav, why did
he have to leave me?

MAAV

He didn't mean to. How could he
leave someone like you?

NESHMA

(looking towards the
player)

I wouldn't have left if I had a
choice!

MAAV

He loved you so much. You were
great together.

CHAIM

(in between sporadic
sobbing breaths)

We were. He was amazing.

Maav wipes Chaim's tears away and their faces are suddenly
really close to each other. More butterflies slowly come into
view from all sides.

NESHMA

Whao whao whao, FUCK. No.

MAAV

(in a whisper)

I think you're amazing.

Chaim looks up and Maav goes in for a kiss. Their lips
connect for only a second, but it's enough to push Neshma
over the edge. He violently floats up from the ground and
screams, butterflies coming in more aggressively from all
sides.

CHAIM

Maav, I can't -

Chaim tries to speak but suddenly, Chaim and Maav hear glass
breaking all around them and feel loud wind throughout the
house.

MAAV

(having to shout)

What's happening?!

CHAIM

I don't know! I -

Chaim looks toward the middle of the room and seems to be
putting it together.

CHAIM (CONT'D)

Neshma...?

Neshma uses his new ghost powers to RED fling Maav across the room, pinning him to the wall, a few feet off the floor. They're gasping for breath and grabbing at their throat, as if they can pull off the hands that aren't even there.

The player must do what they can to calm Neshma down. They can summon a wide array of spiritual objects now. They can summon things to remind Neshma of the loving moments he shared with Chaim. Neshma destroys each object and speaks with anger.

NESHMA

How dare he! How could he move on
so quickly!

Throughout this scene, the player must figure out objects make Neshma calm. Some objects will make Neshma more angry, and some will calm him.

If Neshma ends up too angry:

Neshma lifts Maav up even higher off the ground, sending a swarm of butterflies down his throat. He seizes violently and his eyes roll back as he slumps to the ground. Chaim screams, which snaps Neshma out of his dark trance. He whispers Chaim's name just before the butterflies take him to Nowhere.

If Neshma calms down:

After choosing the last happy item, Neshma says a variation of the following.

NESHMA (CONT'D)

That was our favorite day
together... We'd gone to the
beach and he tried teaching me
how to Rollerblade. I was
terrible at it, but he made this
for me to remember those moments.

He looks around with an awed expression, as if he just noticed what he was doing for the first time. He drops Maav and collapses to the floor.

NESHMA (CONT'D)

(in between sobs)

What have I done? I...

He looks up as Chaim runs to Maav. This is the first time he's been off the floor today, other than to open the door.

CHAIM

Oh my god, are you OK?!

MAAV

I, uh... yeah, I'm...

They touch foreheads.

CHAIM

We can't do this Maav.

MAAV

Chaim, if you can't let each other go, you'll never be able to move on.

NESHMA

(looking at the player)

Oh crap....

Chaim sheds a few tears.

NESHMA (CONT'D)

Ah fuck, hey creepy reaper thing? Can you help me communicate with them?

The player can summon several different modes of communication. Most are written but some are audio based. If the player picks audio, Neshma will make the recording and drop the device in front of them. If the player picks a written form, like a pen or paint brush, Neshma will write on the back of Chaim's picture of them together and drop it in front of him. In either case, Neshma will say:

NESHMA (CONT'D)

I love you so much. I'm so sorry. Be happy, even if it's with someone else. Goodbye babe.

After watching Chaim get the message, he seems to look where Neshma is standing and smiles. Neshma finally turns to the player, glowing calmly with tears of relief.

NESHMA (CONT'D)

I'm ready as I'll ever be.

The player taps the pattern to summon the door. As Neshma turns around for one last look at the man he loved in life, he looks at the player and says "thank you" before walking through.