

INTRO

The player is in an interstitial screen, like a blindfold. They see motes of light flitting about.

TRIGGER: GAME START

The blindfold fades away, revealing a young woman bustling around a bare room.

TITLE CARD
Playtime for Punctum

Over the next few moments, the title card fades away.

She is putting things in boxes - toys, clothes, kids' books - she is packing up her childhood bedroom. Most of the place is cleaned out now. Cardboard boxes are stacked against the wall. *[the orientation of the boxes serve as spikes for some of the virtual elements that the actor will need to interact with]*

The woman, ABBY, 19, does not seem aware of the player.

As she packs, she moves some papers, and goes still. She has revealed a small stack of three smooth stones, painted with childish artwork. After taking a moment to consider the stones, she says out loud, as if realizing something long forgotten.

ABBY
Punctum!

She pulls in a breath and looks up, directly at the player. She approaches.

ABBY
Hi Punctum! It's me, it's Abby. Do you remember me?

PUNCTUM
[Player has a chance to respond]

ABBY
Punctum, my imaginary friend. Wow, I haven't thought of you in years. When I found the stones you gave me, it all came rushing back.

Abby runs back to the stones and gathers them in her arms. One by one she puts the stones down on a table near the player.

ABBY (CONT'D)

We'd make up games together, and then I'd find stones, and I'd paint the games we played. It was our thing.

She smiles. It stops being a memory of a childish fancy and becomes truth again.

ABBY (CONT'D)

The game stays in the stone. Like a memory.

She gets an idea.

ABBY (CONT'D)

I can't stay much longer. I have to finish packing. But before I go, want to play again? For old time's sake?

She puts her hand on one of the stones.

ABBY (CONT'D)

When we both hold the stone, the game comes out. Remember?

PUNCTUM

[Player has a chance to respond]

ABBY

Which do you want to play first?

Whichever the player selects, they lay their hand on it. Abby does too [*making sure that the stone doesn't move*].

CASTLE

Castle, trees, rocks appear.

Abby rushes over to the boxes.

ABBY

I loved this one! I would make forts out of boxes and blankets and pretend that I was trapped in a tower.

She points at the rocks near Punctum.

ABBY (CONT'D)

And you were a giant! You'd toss

boulders at the castle until you
knocked it down and set me free!

She hops into the castle, raising her arms!

ABBY (CONT'D)
Get me out! Knock it down! Toss
those boulders, giant Punctum!

She laughs with joy as Punctum
struggles to knock the tower down.
There is some banter if/as Punctum
picks up trees or knocks the tower
down with their hands.

TRIGGER: END GAME

There is a sound as the scenery fades away. Abby picks up
the stone and cradles it.

ABBY
You always got me out. I was so
lucky to have a friend like you
back then.

Tenderly, she takes the stone to her suitcase and tucks it
inside.

[PUNCTUM chooses a new stone]

HIDE & SEEK

The room is filled with tall grass, a hollow log, a large
ball, and a big bucket.

ABBY
I didn't play much with the other
kids, but I loved playing Hide and
Seek with you, Punctum!

She walks off into the grass.

ABBY(CONT'D)
We'd pretend we were tiny, running
between blades of grass, hiding
under rocks and twigs!

Once she has enough distance, she calls back:

ABBY(CONT'D)
Come find me, Punctum!

She tries to stay out of sight as Punctum fumbles around. Eventually, she hides underneath the bucket
[or, if the bucket has been moved, inside the hollow log]

ABBY

You found me! You always found me.

TRIGGER: END GAME

The scenery fades away. Abby picks up the rock and cradles it.

ABBY

No matter where I was, you were always there to find me if I was lost.

She carries the stone like a precious object to her suitcase and tucks it away.

[PUNCTUM chooses a new stone]

FINGERPAINTING

Three narrow paint vessels appear near the player.

Abby claps her hands in delight.

ABBY

I loved fingerpainting together! It was so much fun to scribble and get messy.

She lifts a single finger, demonstrating.

ABBY (CONT'D)

Remember how we used to do it? Dip your finger in the paint, then reach out and make a mess!

Punctum has some time to get comfortable with it

ABBY(CONT'D)

Can you put me in the picture? How should I stand?

PUNCTUM

[Has a chance to direct Abby]

Once Punctum is happy with the image:

ABBY

Let's take a picture! I always painted the stones, but now you've painted something! I want to remember it.

Abby shows Punctum how to take a picture.

ABBY (CONT'D)

Ready? 3... 2... 1...

TRIGGER: Screenshot, then the painting disappears.

Abby goes to the stone and carefully packs it.

ENDGAME

After all the games have been played and all the stones are packed, Abby turns back to Punctum.

ABBY

I'm glad I found the stones! It was nice to remember you.

She glances at the suitcase where the stones are packed.

ABBY (CONT'D)

Listen, Punctum. I don't know when we'll get a chance to play together again. But you being with me helped me when I was little, and I want you to know, I won't forget you again.

A stone begins to appear in Punctum's hand.

ABBY (CONT'D)

You used to give me stones with our games. So I'm going to give you one now. Hold it tight and remember my promise. I'm not going to forget you. You'll be close to me as long as I live.

The stone appears. It has the screenshot that was taken during the painting game.

TRIGGER: GAME END

The scenery begins to fade away, all except for the stone. Abby turns to leave.

ABBY
See you soon, Punctum.