

**BLINDED:
DO YOU ALWAYS BELIEVE WHAT YOU SEE?**

TITLES UP: **Baltimore, 1967.** [Black background with white titles.] The words quickly dissolve. Squeaky sounds, the player hears someone walking down the corridor. A murmur, people talking. CUT TO:

ONBOARDING SCENE (PART 0)

**1 INT. HOSPITAL ROOM -- DAWN -- ONBOARDING SCENE #1.1, 3.P.V. 1
[THIRD-PERSON VIEW]**

Faint, dim lights. An almost gory sight, blood stains, decrepit furniture. Stench. The player sees a teal hospital room with two hospital beds. One for HARLIE, a blind CAT, the other for CHESTER, a HAMSTER without legs. A DOCTOR (a vet) and NURSE #1 ENTER the room. They both wear GLASSES.

GAME MECHANICS:

MOUSE navigation through the dialogue. Onboarding: Introduction to the context.

DIALOGUE UI:

Different dialogue shade or color for humans and animals.

[Dialogue UI #1]

DOCTOR
Let's start with the new one.

NURSE #1
As you wish.

They both WALK TOWARD HARLIE.

DOCTOR
Let's check her eyes.

NURSE #1
Poor thing, I feel so sorry for her!

DOCTOR
Yeah, this one had a really rough time.

He pauses for a moment. NEW DIALOGUE BOX [Usually indicated with CONT'D.]:

DOCTOR (CONT'D)

But she's healing. The sockets are now dry. She stopped bleeding.

NURSE #1

Do you need me to prepare anything for her?

DOCTOR

No, just give her another dose of morphine sulfate, otherwise she'll start feeling pain again.

NURSE #1 APPROACHES HARLIE and gives her the morphine sulfate.

DOCTOR (CONT'D)

I think that'll do for now. Let's check the other one.

They BOTH WALK TO CHESTER. NURSE #1 checks CHESTER.

NURSE #1

Oh, aren't you a courageous little hamster!

DOCTOR

How's he doing?

NURSE #1

Wonderful, if you ask me. The scars are almost completely gone.

DOCTOR

That's good.

NURSE #1

Doctor, I never asked, but what are we going to do with him? No one's going to want him like this, without legs.

DOCTOR

I don't know yet. . . I'm afraid we might to keep him here. One of us might have to take him. Otherwise, . . .

NURSE #2 ENTERS the room.

NURSE #2

Doctor! We need you urgently!

NURSE #2 (CONT'D)
A dog has been brought to the
Emergency Room! Barely breathing!
Hit by a car!

NURSE #1
Oh no!

DOCTOR
Bring me to the patient.
Immediately!

They ALL (DOCTOR, NURSE #1, NURSE #2) leave the hospital
room.

FADE TO BLACK. It is as though the light in the room flickers
for a very short moment.

2 INT. HOSPITAL ROOM -- DAWN -- ONBOARDING SCENE #1.2, 3.P.V. 2

[Dialogue UI #2]

HARLIE
Ouch. . . My eyes. . .

CHESTER
Hey, how are you feeling?

HARLIE
I-I can't see anything. . .

CHESTER
You must have had a terrible
accident! What happened?

HARLIE
I don't know. . .

HARLIE (CONT'D)
I-I don't remember anything. . .
Where am I?

CHESTER
You're. . . In an animal hospital.
In Baltimore. Do you remember your
name?

HARLIE
Harlie. . . Who are you?

CHESTER
I'm Chester.

HARLIE
Nice to meet you. . .

CHESTER
Nice to meet you, too.

CHESTER (CONT'D)
I'm sorry you have to go through
this.

HARLIE
. . . .

CHESTER
If it makes you feel any better, I
have no legs. They brought me here
and chopped them off.

HARLIE
!!!

CHESTER
But it's alright, I'm almost as good
as new now.

HARLIE
I'm sorry to hear about your legs. .
.

CHESTER
No worries, and thank you for your
compassion.

CHESTER (CONT'D)
Would you like me to describe you
the room we're in? You must be
curious to know how it looks like.

HARLIE
Yes, please!

CHESTER
Okay, let's start!

3 INT. HOSPITAL ROOM -- DAWN -- ONBOARDING SCENE #1.3, 3.P.V. 3
[THIRD-PERSON VIEW]

GAME MECHANICS:

POINT AND CLICK on ITEMS. The items that the player can click on are HIGHLIGHTED in-game. The player EXPLORES the room.

ITEM: A PAINTING showing a CITYSCAPE on the WALL. The city in the painting is BALTIMORE.

CHESTER

There's an old painting on the wall.
It's been there ever since they
brought me to the hospital.

HARLIE

What's in the painting?

CHESTER

Baltimore. From what I gather, this
is one of the first. . . animal
hospitals in the city.

ITEM: NEEDLE on the FLOOR.

CHESTER

Every now and then you'll find a
needle on the floor. The hospital
staff drops them. They're
contaminated, so I would keep my
paws off of them.

ITEM: WINDOW.

CHESTER

Looking through the windows saddens
me. It's a grim reminder that. . .
We'll probably be suck in this place
forever.

HARLIE

That sounds. . . Awful.

ITEM: BLOOD STAIN on the FLOOR.

CHESTER

There are blood stains all over the
place.

HARLIE

!!!

HARLIE (CONT'D)

That's scary!

CHESTER

It is. You better avoid them. Just
like the needles, the blood's

usually contaminated.

ITEM: PAIN RELIEVER #1.

CHESTER

You'll also find some pain relievers scattered around the place. With your wounds, I would make sure to collect them.

INTERCUT:

When the player is DONE EXPLORING, NURSE #1 ENTERS the room.

GAME MECHANICS:

MOUSE navigation through the dialogue.

[Dialogue UI #1]

NURSE #1

Oh, silly me! I knew I dropped it somewhere here.

Nurse #1 APPROACHES the NEEDLE on the FLOOR, COLLECTS it, and LEAVES the room.

**4 INT. HOSPITAL ROOM -- DAWN -- ONBOARDING SCENE #1.4, 3.P.V. 4
[THIRD-PERSON VIEW]**

[Dialogue UI #2]

CHESTER

That. . . Monster.

CHESTER (CONT'D)

Listen, Harlie. There's something you should know.

HARLIE

What. . . What is it?

CHESTER

I hate being the one having to tell you this. . .

HARLIE

Just. . . Tell me.

CHESTER

Okay.

CHESTER (CONT'D)
Harlie, this place. . . It isn't
what it seems.

HARLIE
What do you mean?

CHESTER
The hospital staff. . . The doctor,
the nurses. . . They're all using
us.

HARLIE
U-using us?

CHESTER
Yes. This facility we're in. . . It
isn't a hospital. It. . .

CHESTER (CONT'D)
They use it for their filthy
experiments. They gather use here.

CHESTER (CONT'D)
Wounded, helpless.

CHESTER (CONT'D)
We're. . . We're the best material
they can use for their experiments.

HARLIE
I. . . don't understand.

CHESTER
Harlie, this is an animal
experimentation facility.

HARLIE
!!!

CHESTER
The humans, they're monsters. They
have no compassion, no empathy for
us. Nothing.

HARLIE
I. . . I. . . No! This can't be!

CHESTER
I am so sorry you were brought here.
. . You don't deserve this.

CHESTER (CONT'D)
But. . .

CHESTER (CONT'D)
There's a way out.

HARLIE
There. . . Is?

CHESTER
Yes.

CHESTER (CONT'D)
The Doctor, the one that was in the
room earlier. . . There's a tunnel
connected to his cabinet.

CHESTER (CONT'D)
A group of animals uses it to
smuggle out of the hospital.

CHESTER (CONT'D)
If we can get to it, we can escape.

HARLIE
But. . . How can we get to the
cabinet like this? I can't see. . .

HARLIE (CONT'D)
And you. . .

HARLIE (CONT'D)
You can't walk. . .

CHESTER
But you can.

CHESTER (CONT'D)
And I can see.

CHESTER (CONT'D)
You can carry me.

CHESTER (CONT'D)
You can lend me your legs. And I can
lend you my eyes.

END ONBOARDING SCENE (PART 0)

