

Anamnesis

written by

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FADE IN:

EXT. BLACK SCREEN - NIGHT

We are shown a black screen. We hear mud being STEPPED IN, RAIN, and FAST FOOTSTEPS as the PROTAGONIST runs through the rain. The Protagonist GRUNTS in frustration.

NARRATOR (V.O.)

Almost there, city slicker! Just a little further...Watch out for that

-

SPLASH.

NARRATOR (V.O.) (CONT'D)

Puddle.

FADE IN:

INT. FLINT FOREST: CABIN INTERIOR - CONTINUOUS

The black screen lifts and we are greeted with a rustic, small cabin interior.

To the right, closest to the door, is a small kitchen and circular dining table that seats two. Further down is a door to the bathroom and toilet. To the left is a wall lined with a pin board, framed photographs, a coat hanger and a shoe shelf. There is also a fireplace. In front and further in is a bed next to a large window.

The Protagonist steps out of their muddy shoes.

PROTAGONIST

What a storm, should probably get some rest.

NARRATOR (V.O.)

Agreed, there'll be a bit to do tomorrow!

The player is prompted to interact with the bed to sleep.

INT. BLACK SCREEN - CONTINUOUS

FADE IN:

INT. FLINT FOREST: CABIN INTERIOR - EARLY MORNING

The next morning, the Protagonist awakens with a big stretch, ready to get stuck into work. About to head out, the NARRATOR stops them.

NARRATOR (V.O.)

I dunno about you, but I wouldn't
wanna walk out there barefoot.

PROTAGONIST

Forgot about that. Should be some
spare shoes by the door.

On the shoe shelf near the door lie a pair of brown boots that the player interacts and puts on.

FADE TO BLACK.

The Protagonist GRUNTS while slipping the shoes on and tying the laces.

FADE IN:

INT. FLINT FOREST: CABIN INTERIOR - CONTINUOUS

We can see the cabin interior once more, the Protagonist now has the boots on. Our entire view suddenly becomes black & white. The sound of a PROJECTOR turning on is followed by the DISTANT VOICES of the Narrator and Protagonist talking to one another in a memory.

MEMORY

PROTAGONIST (V.O.)

Ok, here it is!

PAPER RUSTLES as the Protagonist hands the Narrator a wrapped box.

NARRATOR (V.O.)

Uh, my birthday was a few months
ago.

PROTAGONIST (V.O.)

I know that! Just open it?

NARRATOR (V.O.)

Nuh-uh, what happens if it's
something embarrassing?

PROTAGONIST (V.O.)
Then it'll go with your aesthetic
perfectly! Now c'mon!

NARRATOR (V.O.)
You're so mean to me. But alright,
I give.

The Narrator RIPS the wrapping paper off and GASPS at the shoebox in his hands. Opening it, he pulls out the boots the Protagonist has put on just moments ago.

NARRATOR (V.O.) (CONT'D)
Do you know how expensive this
brand is?! Are you sure this is for
me?

PROTAGONIST (V.O.)
Yeah, of course.

NARRATOR (V.O.)
These are amazing! You're amazing!

PROTAGONIST (V.O.)
Alright, don't get all soft on me.
I just hated sitting next to you
with your broken shoes. Made us
look broke.

NARRATOR (V.O.)
Oh I'm sure that what's pushed you
to buy me these. But seriously,
thank you so much!

PROTAGONIST (V.O.)
It's nothing, really.

NARRATOR (V.O.)
Nope! They're so cool, I'm gonna
wear them everywhere I go!

PROTAGONIST (V.O.)
Ok, if that makes you happy. Wait!
Don't put them on now, people might
see! Wait!

Their VOICES and LAUGHTER drift away as the memory ends and the screen is revived with colour. The Protagonist SIGHS wistfully then leaves the cabin.

EXT. FLINT FOREST: CABIN EXTERIOR - CONTINUOUS

Outside of the cabin, the grass is a vibrant green, the sun beats down and birds chirp while the wind rustles the leaves of the trees. There is also a small shed to the left of the cabin.

PROTAGONIST

Alright, let's get started. What's first to do on the list?

NARRATOR (V.O.)

Now that's more like it! Get to it, city slicker.

The door shuts behind the Protagonist and they dig into their pocket to pull out a BLUE JOURNAL that is threatening to fall apart.

PROTAGONIST

This journal is a mess. How has it not fallen apart by now?

The player is prompted to open up their JOURNAL and flick over to the objective tab. There is a list of tasks to be done. The first is to check on the wooden bridge.

PROTAGONIST (CONT'D)

Alright, better find this bridge.

The player can now explore the area.

EXT. FLINT FOREST: FOREST - CONTINUOUS

As the Protagonist explores the forest, the Narrator pipes up.

NARRATOR (V.O.)

Just as beautiful as I remember.

PROTAGONIST

Wow, he wasn't kidding. It really is peaceful.

NARRATOR (V.O.)

So, how're the boots on you?

PROTAGONIST

Damn things keep slipping. How are they so heavy too?

NARRATOR (V.O.)
 Would you rather go barefoot,
 Tarzan?

The Protagonist GRUNTS in annoyance.

On one of the trees in the forest, a hook has been nailed into the tree trunk, and hanging upon it is a bit of ROPE.

IF the player interacts with the rope hanging on the tree:

PROTAGONIST
 Weird place to leave some rope.

NARRATOR (V.O.)
 There is no method to the madness
 of an outdoors-person, my young
 apprentice.

PROTAGONIST
 Actually, it makes perfect sense
 that he'd leave it here.

NARRATOR (V.O.)
 Hey!

ALL VERSIONS PICK UP HERE:

EXT. FLINT FOREST: RIVER BEND - CONTINUOUS

The Protagonist comes to a stop at a river bend, the water rushes downstream and the tall reeds lean in the wind. The Protagonist peers into the water.

PROTAGONIST
 I wonder how deep it is...

NARRATOR (V.O.)
 Too deep for your chicken legs to
 cross. That's what the bridge is
 for.

PROTAGONIST
 Right, the bridge.

The Protagonist straightens and spots the bridge with a GASP. The bridge in question has sunk into the water, one of the stilts keeping it up has come loose from the earth and the rope attached to it has come free.

NARRATOR (V.O.)
 Seriously?! It hasn't been long
 since the last visit. How'd it come
 free?

PROTAGONIST
 All that hard work...

Assessing the bridge, the Protagonist recalls a conversation between themselves and Narrator. Our entire view becomes black & white. The sound of a PROJECTOR turning on is followed by -

MEMORY

The Narrator LAUGHING as he begins talking.

NARRATOR (V.O.)
 All jokes aside though, it is good
 to see you. The only conversation I
 get out there are birds squawking.

The Protagonist responds with a mute laugh.

PROTAGONIST (V.O.)
 You'll become a bird-brain the
 longer you stay up there.

NARRATOR (V.O.)
 Nah, I'm more of a Snow White.

PROTAGONIST (V.O.)
 Of all the animal tamers to choose
 from.

The Narrator CHUCKLES.

NARRATOR (V.O.)
 I don't make the rules, city
 slicker.

The Protagonist goes to laugh again but stops when they spot deep, RED MARKS on the Narrators hands.

PROTAGONIST (V.O.)
 What happened to your hands?

The Narrator follows the Protagonists concerned stare and rubs his hands together awkwardly.

NARRATOR (V.O.)
 Oh it's nothing. Just some work I
 did at the cabin.

PROTAGONIST (V.O.)
That looks painful! Did you at
least wear gloves?

The Narrator rubs the back of his head sheepishly.

PROTAGONIST (V.O.) (CONT'D)
You need to be more careful! No one
else is up there with you. What
were you doing anyway? Wrestling a
bear?!

NARRATOR (V.O.)
Calm down! I was actually wrestling
with some ROPE and WOOD. I strung
up a few bridges so I could go
across the RIVER easier. The stilts
were a pain to keep steady, but a
few hits with a HAMMER did the job.
Anyway, I thought it was about time
I set up traps further out, ya
know?

PROTAGONIST (V.O.)
Do you even know what lives out
there? You could get eaten!

NARRATOR (V.O.)
Eaten, seriously? You watch way too
many movies. You should come with
me next time!

PROTAGONIST (V.O.)
So you can sacrifice me to a bear
that tries to eat you? No thanks.

NARRATOR (V.O.)
Whatever you say, city slicker.

Their MINDLESS CHATTER fades and distorts as the memory ends.

EXT. FLINT FOREST: RIVER BEND - MOMENTS LATER

The Protagonist GRUMBLES as the player regains control. The
shed back at the cabin is now unlocked.

IF the player has already collected some rope:

PROTAGONIST
Alright, I've already got the rope.
Just need to find a hammer. I
wonder if it's in that SHED back at
the CABIN?

NARRATOR (V.O.)
 Good thinking, city slicker! You
 just might be cut out for this
 life.

IF the player has yet to collect the rope:

PROTAGONIST
 Alright, I'm gonna need a hammer
 and rope.

NARRATOR (V.O.)
 I think there was some rope nearby!

The player resumes control.

EXT. FLINT FOREST: TREELAND - CONTINUOUS

NARRATOR (V.O.)
 There's the rope. Go grab it!

IF the player interacts with the rope hanging on the tree:

PROTAGONIST
 Weird place to leave some rope.

NARRATOR (V.O.)
 There is no method to the madness
 of an outdoors-person, my young
 apprentice.

PROTAGONIST
 Actually, it makes perfect sense
 that he'd leave it here.

NARRATOR (V.O.)
 Hey!

IF the rope is collected after the memory:

NARRATOR (V.O.) (CONT'D)
 C'mon, you just need the hammer
 now! Where could it be?

PROTAGONIST
 Maybe the shed?

ALL VERSIONS PICK UP HERE:

INT. FLINT FOREST: SHED INTERIOR - CONTINUOUS

The player can now interact and enter the shed. The shed interior is tiny, littered with cobwebs and gardening tools. The Narrator SNEEZES.

NARRATOR (V.O.)
 Sorry, seeing all this dust makes me sneeze. You work hard to keep a place clean...

The hammer is amongst the miscellaneous items:

NARRATOR (V.O.) (CONT'D)
 Looking good there, Thor.

PROTAGONIST
 Yeah, he'd definitely say something stupid like that.

NARRATOR (V.O.)
 Did you wake up on the wrong side of the bed this morning?

EXT. FLINT FOREST: CABIN EXTERIOR - CONTINUOUS

Upon exiting the shed, the player now has all the items they need to fix the bridge.

NARRATOR (V.O.)
 Good sleuthing! Now I hope you're ready to get wet.

PROTAGONIST
 Dammit.

EXT. FLINT FOREST: RIVER BEND - CONTINUOUS

Back at the river, the player can now fix the bridge by dragging and dropped the hammer and rope icons on the bridge.

FADE TO BLACK.

We hear a hammer HITTING wood, then a rope is TIED around the loose bridge stilt. The Protagonist GRUNTS in exertion.

EXT. FLINT FOREST: RIVER BEND - CONTINUOUS

The bridge is now repaired and the Protagonist hums in celebration.

PROTAGONIST

I dunno how he did this all the time.

NARRATOR (V.O.)

Well done! I'm more amazed you didn't fall in. Now what?

The player is prompted to check what the next task is in their journal.

PROTAGONIST

"Tend to the garden." Alright, shouldn't be as difficult as this bridge was.

EXT. FLINT FOREST: GARDEN - CONTINUOUS

Across the bridge, the Protagonist arrives at a thriving vegetable and flower garden. Near the bridge is a tree stump.

Behind the two garden beds are endless trees. One tree in particular, has foliage overgrowing in front and around it.

PROTAGONIST

Wow! It's so beautiful.

NARRATOR (V.O.)

Damn right it is! At least this place hasn't fallen to pieces.

PROTAGONIST

All these plants, reminds me...

Seeing a plant in within the garden triggers another memory for Protagonist. Our entire view becomes black & white. The sound of a PROJECTOR turning on is followed by -

MEMORY

Another CONVERSATION between the Protagonist and Narrator.

PROTAGONIST (V.O.)

Ok, enough beating around the bush. Why are you acting so weird today? Please don't tell me you've done something stupid?

NARRATOR (V.O.)

Hey! I'll have you know I am a capable individual.

PROTAGONIST (V.O.)
Mhm, still doesn't answer my
question.

NARRATOR (V.O.)
Alright, alright. Just-just wait
here, yeah?

PROTAGONIST (V.O.)
Uh, ok. I can do that.

The Narrator WALKS AWAY then returns a few beats later. As
the Narrator walks back, he begins RAMBLING.

NARRATOR (V.O.)
Now, I wasn't sure what you'd like
but I thought this would be a nice
thing to have. If you don't want
it, it's ok, I know these kind of
gifts aren't for everyone and end
up being more of a responsibility
than something to just put on a
shelf and forget about but I-

PROTAGONIST (V.O.)
Can you stop rambling and just show
me whatever you've got behind your
back?

NARRATOR (V.O.)
Y-yeah of course! Uh...Here.

Something RUSTLES before the Protagonist GASPS as they take
something in their hands from the Narrator. There are a few
beats of silence before the Narrator talks again.

NARRATOR (V.O.) (CONT'D)
So, I know it's outta the blue for
me to do this kind of stuff. But I
wanted to give you something for
these boots you got me. But I also
got you this as a thank you for
always being there for me. I know I
can be a stubborn-ass sometimes,
but you were the one who pushed me
to follow my dreams and get that
cabin.

NARRATOR (V.O.) (CONT'D)
You always listened to me go on and
on about the fireplace and the
bridge and took the time to get me
something that helped me out there.
(MORE)

NARRATOR (V.O.) (CONT'D)
 I wanted the plant to show just how far I've come thanks to you. I and the plant have gotten to grow a lot because of you...So uh, thank you. For it all.

There are a few more beats of silence.

PROTAGONIST (V.O.)
 I never took you for such a softie.

NARRATOR (V.O.)
 C'mon, don't shoot me down like that.

PROTAGONIST (V.O.)
 No, I'm...I'm grateful and I love the plant. It's beautiful and I'm so happy that I could help you. That I could even inspire you surprises me. Ironic too.

NARRATOR (V.O.)
 How so?

PROTAGONIST (V.O.)
 Well, you inspire me! You've always been the type of person to put their all into whatever they do. Every time I see photos of the land and how happy you are now...It makes me wonder if I'm not listening to myself.

NARRATOR (V.O.)
 Well, when I didn't know where to go you helped me. So, if you're ever unsure, turn to me, yeah?

PROTAGONIST (V.O.)
 Yeah, I can do that.

The two hug.

PROTAGONIST (V.O.) (CONT'D)
 So, how do I actually keep this thing alive. I'm no plant whisperer like you.

NARRATOR (V.O.)
 That's why I got you a succulent.

PROTAGONIST (V.O.)
 Know me so well, don't you?

NARRATOR (V.O.)
Of course! What kind of friend
would I be if I didn't?

The two LAUGH and their VOICES fade away as the memory ends.

EXT. FLINT FOREST: GARDEN - CONTINUOUS

The player resumes control as the Protagonist sighs deeply.
The Narrator hums in a agreement.

NARRATOR (V.O.)
Alright c'mon, let's get back to
it. You've taken care of a plant
before, so this should be a walk in
the park. Right?

PROTAGONIST
Watering regularly and giving the
soil some fertilizer should keep
things going.

The player can now pick up the garden shears and empty
watering can.

Watering can interaction:

PROTAGONIST (CONT'D)
Damn, empty. Gotta fill it up.

Gardening shears interaction:

PROTAGONIST (CONT'D)
These look sharp. Ow!

NARRATOR (V.O.)
Are you serious? How old are you,
five?! Be careful!

IF the player approaches the overgrown bushes:

NARRATOR (V.O.) (CONT'D)
They only fixed it up a few weeks
ago, how did the bushes grow so
quick?!

The Protagonist lets out a sad sigh.

NARRATOR (V.O.) (CONT'D)
Look, let's worry about that later.
The garden is our main focus right
now, yeah?

ALL VERSIONS PICK UP HERE:

EXT. FLINT FOREST: RIVER BEND - CONTINUOUS

PROTAGONIST
I could fill up the watering can
here!

The player can interact with the river to fill up the can.

FADE TO BLACK.

WATER SPLASHES as the can is dipped into the river to be filled.

EXT. FLINT FOREST: RIVER BEND - CONTINUOUS

The watering can is now full.

NARRATOR (V.O.)
That should be more than enough
water, don't spill any of it!

IF the player hasn't got fertilizer:

PROTAGONIST
Alright, just need to find some
fertilizer.

IF the player has collected fertilizer:

NARRATOR (V.O.)
Looks like we're good to go, city
slicker!

EXT. FLINT FOREST: CABIN EXTERIOR - CONTINUOUS

Arriving at the cabin, the player will find a slumped bag of fertilizer in between a barrel and wheelbarrow.

Fertilizer interaction:

The Protagonist HUFFS as they lift it.

PROTAGONIST
Heavier than it looks!

NARRATOR (V.O.)
You got this noodle arms!

PROTAGONIST

He must've traded a lot of his intelligence for strength to do all this.

NARRATOR (V.O.)

So mean.

IF the player hasn't filled watering can:

PROTAGONIST

Alright, just water now.

IF the player has collected water:

NARRATOR (V.O.)

Looks like we're good to go, city slicker!

EXT. FLINT FOREST: GARDEN - CONTINUOUS

Returning to the garden, the player can now water and fertilize the garden beds by dragging and dropping the bag of fertilizer and watering can onto the garden beds.

FADE TO BLACK.

The Protagonist HUMS while POURING water from the watering can onto the two garden beds. The Protagonist then continues to HUM as they THROW fertilizer onto the soil.

When both tasks are done:

NARRATOR (V.O.)

Good work! That'll keep them going for a little while. You're a natural after all.

PROTAGONIST

Just one more thing to do.

The Protagonist looks over at the overgrown foliage.

NARRATOR (V.O.)

Oh. Guess we couldn't avoid it forever.

PROTAGONIST

Better get some flowers from the garden, blue should do.

NARRATOR (V.O.)
 Flowers? Isn't that a little too
 formal?

The player can now collect blue flowers by using the shears to cut them.

FADE TO BLACK.

Shears SNIP away as the Protagonist hums a sombre tune.

EXT. FLINT FOREST: GARDEN - CONTINUOUS

A bouquet is added to the inventory. The Protagonist will approach the foliage.

PROTAGONIST
 Time to finally see you again, huh?

NARRATOR (V.O.)
 There's no rush, ya know? I
 understand.

PROTAGONIST
 No, no more hiding.

The player can now interact with the foliage.

FADE TO BLACK.

The shears SNIP at the foliage as leaves RUSTLE. The Protagonist GASPS.

EXT. FLINT FOREST: GARDEN - CONTINUOUS

The grave of the Narrator is revealed and the Protagonist takes off their shoes, placing it with the bouquet in front of the grave. CALMING MUSIC plays as the grave is superimposed on a black background.

PROTAGONIST
 Hi, I thought I'd give the place a
 bit of a touch-up before I saw you.
 I can see why you love this place
 so much. It really is beautiful...
 I'm sorry I didn't come see you
 right away. I was, well I was
 scared.

PROTAGONIST (CONT'D)

But after taking care of the place...I can see why you put so much work into it. If anything, it made me feel closer to you.

PROTAGONIST (CONT'D)

I might keep coming up here ya know? Keep it up to scratch for you. That way, we can make more memories together. Even if you're not here with me. Next time though, I'll bring a spare pair of boots so I don't have to steal yours. How's that sound?

The Narrators voice is soft, warm and a little teary as he BREATHES in deeply.

NARRATOR (V.O.)

Sounds good, city slicker. You're gonna be alright. Thank you.

END.