Echoes Game Script

Player 1 (controlled by a sighted player): Allen, a soldier equipped with radar.

Player 2 (controlled by a blind player): Lina, a scout equipped with a drone.

Story Background

In the year 2145, unusual activity in the Earth's core causes frequent earthquakes, drawing worldwide attention. An Earth exploration team is formed and sent to investigate an area with intense seismic activity.

Just after the team arrives, the scout Lina uses her drone to detect strange low-frequency sound waves coming from inside a nearby mountain.

Opening Scene

Captain: Listen up, everyone. This is a difficult mission, and the unknown risks are extremely high. Stay alert. Allen, hold on to the radar for me, and bring your weapon. Be ready to move out at any time. Lina, use your drone to scout the surrounding area first.

Allen: Yes, Captain.

Lina: (Operates the drone to scout the area. The drone sounds an alarm.) The drone has detected an unusual signal... What's going on? That location... is it inside the mountain? (Anxiously.) No, I have to take a look.

(The tactile panel rises and falls.)

Allen: (Notices Lina moving away.) Lina, where are you going? Wait for me!

Lina and Allen arrive at the location where the drone detected the anomaly.

Allen: Lina, what are you doing here?

Lina: The drone detected something strange nearby, so I came to investigate. Why did you follow me?

Allen: How can you be so reckless? You came here with nothing but a drone! It's too dangerous. I have to come with you.

Lina: Shh, be quiet. Something is moving nearby. (A low monster sound.) What's that? (Steps forward. Footsteps.)

Allen: Watch out!

(The ground collapses with a loud rumbling sound. Both characters fall.)

Allen and Lina: Aah!

(The screen goes black. After a brief pause, the image returns. They are underground. Allen and Lina struggle to get up.)

Allen: (Turns on a light. A 3 x 3 map appears on both the computer and the tactile panel.) Lina, are you all right? Damn it, where have we fallen?

Lina: I'm okay. I sense danger nearby. We need to find a way out of here first. Let me use the drone to scan the surrounding terrain. Luckily, this tactile panel can display our position and the surrounding environment in real time. Let me feel it.

(The cell occupied by the characters vibrates. Player 2 explores the terrain by touch.)

Allen: That's great. Go ahead and feel it.

(Guide Player 2 to touch the tactile panel. After the touch interaction is completed, provide corresponding feedback: the colors on Player 1's screen change.)

Lina: Oh no, the drone seems to have been damaged in the fall. It can only show the terrain immediately around us now. At least it can still detect the size of the entire space. It looks like we're in the upper-left corner of that space. Our position is the center cell of the 3 x 3 terrain grid displayed on the map. It vibrates when touched. Let's look around nearby first. Let me feel the paths around us again.

Touching a location on the tactile panel directs the drone to investigate it. Press and hold the corresponding cell, and the drone will stay at that position.

(Touch a cell lower than the characters' current cell. A sound plays of a stone falling a long way down. The same position on the computer turns red to indicate that it cannot be traversed.)

Allen: It looks like we'd fall to our deaths if we went down there.

(Touch a cell with a height difference. The same position on the computer turns orange, accompanied by the sound of a stone falling to a lower level.)

Allen: It looks like we can go this way. Whether we'd get hurt is another matter, though.

(Touch a traversable cell. Footsteps and a slight swaying sound play. The same position on the computer turns green to indicate that it can be traversed.)

Allen: Phew, the drop here is smaller. It looks safe to proceed.

Lina: I've held down the cell to send the drone to the place I want to go. Do you think we can move there? If you agree, follow me!

Allen: All right, let me see how to move. (The computer indicates that clicking the mouse moves the characters forward.)

[If Player 1 remains inactive for a long time] Lina: What are you waiting for? Let's go.

Allen: Huh? Oh, I'm coming. (The computer indicates that clicking the mouse moves the characters forward.)

(The displayed cells have three classifications. Green means safe: the characters can move freely. Orange means dangerous: they can enter, but lose health and need time to recover. Red means death: entering the cell results in a fatal fall.)

(Guide Player 1 through the computer controls. The player may freely test which surrounding cells are traversable, so provide an appropriate response for each action.)

If Player 1 insists on entering a red cell, Lina:
"Watch out! You'll fall to your death down there!"
"You can't go that way!"
"What's going on? Am I dreaming?"

If Player 1 moves toward an orange cell, Lina: This is so high. I feel like we'd get hurt if we jumped down. Are you sure we have to go this way?

Entering an orange cell injures the characters and puts them in a weakened state. If they enter another orange cell within the next two turns, they die. If they move only into green cells for both turns, they return to their normal state at the start of the third turn and can enter an orange cell again.

If Player 1 moves toward a green cell, Lina: This looks safe. We can go this way.

If Player 1 clicks a corner cell of the 3 x 3 grid, Lina: We can't get there yet.

If Player 1 selects a different cell from Player 2, Lina: Are you planning to split up and go without me?

Lina: It looks like the drone really is broken. It can only show our immediate surroundings now. (The tactile panel changes as the characters' position changes.)

Allen: Then let's explore a little at a time. We'll find a way out eventually. I'll leave it to you to decide where we go next.

Lina: Don't worry. This is my area of expertise. Let me investigate. (Player 2 feels the traversable route. Green movement areas appear on Player 1's screen.)

Allen: Slow down. It's hard to get up here with this weapon on my back. Wait for me to climb up. (Enter the climbing sequence.)

(The computer prompts the player to press the Space bar rapidly and repeatedly. The exact controls may be adjusted later. For example, several dots could appear on screen, requiring repeated mouse clicks to complete the climb.)

Allen: Phew, I finally made it up.

Lina: Let's keep moving.

(Player 2 feels the area around the characters' position. Player 1 selects a cell to move into.)

After Allen and Lina Complete One Move

Allen: Hey, Lina, I just realized I still have a scanning radar in my pocket. I was holding on to it for the other team members. Maybe we can use it to find the exit! I've never used this thing before, though. Do you have any idea how it works?

Lina: That's great news. Let me see. This seems to be a new model, and it's encrypted. It requires biometric authentication from your team members before it can be used. Try turning it on first. This model should be fairly easy to use.

Allen: Hmm, let me see. Activate scanning mode...

[A pop-up appears on Player 1's side: "Press and hold E to turn on the radar."]

Player 1 action: Press and hold the E key on the keyboard.

[A circular progress indicator appears around E on screen. It fills as the key is held down. When it is full, proceed to the next step.] [If Player 1 releases E, the progress is canceled and the circular indicator returns to its initial state.]

[A charging sound plays, followed by a success sound when activation is complete.] [Player 2's entire tactile panel vibrates lightly with the charging sound, followed by a brief vibration of medium intensity with the success sound. (Review the combined sequence to check whether there is too much vibration.)]

Lina: It looks like it still turns on properly. There should be instructions next. Follow the prompts, and you should be fine.

[A bordered pop-up appears in Player 1's radar interface: "Press Space to send out a radar scan. The radar produces noise during use. Operators should take protective precautions. Earplugs are recommended."] A narrator reads the prompt aloud so that both players can hear it.

Allen: Noise?! What does that mean?

Lina: Oh no, I remember now. This series of radar units is very sensitive, but it makes an extremely loud noise when used. My friends in engineering said you can hear it from more than 100 meters away. Without protection, it could even damage your hearing. We don't have earplugs right now, though. Send out the scan, and remember to cover your ears!

Allen: All right, I'm pressing it. Cover your ears!

Player 1 action: Press the Space bar. [Player 2's tactile panel gives a brief, strong vibration.]

Audio feedback: A very loud sound. Allen / Lina: That's so loud!

Audio feedback: A monster sound effect plays.

Lina: What?! Did the sound attract that thing? Stay alert! Stay alert!

Insert the monster combat tutorial here.

If the Operation Succeeds

Lina: That was close. We survived. It looks like the radar's noise attracts monsters. We'll have to be careful when using it. I don't want to experience being pounced on and killed by a monster again.

System voice prompt: Scan complete. Energy response detected at your five o'clock.

Allen: We've got a result! It looks like that's the exit. At five o'clock...

[An arrow flashes continuously at the five o'clock position along the edge of Player 2's screen. The text "Direction of energy response" appears beside the arrow and flashes with it.] (On the blind player's side, vibration at a position around the 7 x 7 area indicates the direction.)

Lina: Five o'clock? Then let's head that way. We're still in the upper-left corner of the area. It's a long way to the exit.

[Player 2 feels the entire map.]

Insert the movement controls here.

If the Operation Fails

Allen / Lina: Wow!

Allen: Was I just dreaming?

Lina: Was I just killed by a monster?

Allen: We had the same dream?!

Lina: It felt so real. I don't want to go through that again! Absolutely not!

Allen: So, where are we in the process now?

[A bordered pop-up appears in Player 1's radar interface: "Press Space to send out a radar scan. The radar produces noise during use. Operators should take protective precautions. Earplugs are recommended."] A narrator reads the prompt aloud so that both players can hear it.

Allen: Confirm radar scan. If I remember correctly, sending out a scan immediately attracts monsters. This time we'll prepare in advance. We have to survive!

Lina: Absolutely. My finger is already on the stun button. As soon as the monster appears, I'll immobilize it. You'll need to act quickly too.

[Guide Player 2 to place their right hand on the stun button and prepare their left hand to feel where the monster appears.]

Repeat the previous actions.

Act One Detect and Lock On to the Monster

(The monster's movement triggers an earthquake sound effect.)

Lina: (The tactile panel suddenly vibrates.) "Allen! The drone shows signs of a living creature in the northeast corner...! Perhaps the noise we made was too loud!"

Lina: (The tactile panel gradually rises and falls in response to the monster's movement.) "The target is coming toward us! It's getting closer and closer! The raised area is moving closer!"

Lina: (Her fingers move rapidly across the surface.) "I've worked out the monster's position! Let me press the round button to lock on... (Presses the round button with her right hand. The round button also vibrates to indicate the position.) Now!"

Allen: "Where's the monster?! Tell me its position!"

Lina: "The monster is in the lower-right corner! Look at my tactile panel!"

Allen: "All right! I'll quickly press F to lock on to it!" (Computer prompt: Press F.)

(Quickly press F.) A ray projects from the center of the main character on the computer screen, indicating the attack range.

Allen: "Try moving the mouse to change the ray's direction. Aim it at the monster's locked position, then left-click to kill it!"

Player 1 can move the mouse to control the direction of the ray. Once the direction is set, press the left mouse button to attack.

Act Two The Final Confrontation

Successful Kill

(A direct hit. A success sound effect plays.)

Lina: "The resonance frequency has dropped to zero... Its core is destroyed!"

Allen: "We only managed to defeat it because you worked out its exact position!"

(The cave begins to collapse.)

Allen: "The cave is collapsing! Get out, quickly! I'll cover you..."

Lina: "A safe passage has opened. Let's go!"

(The monster is successfully defeated. Proceed to the next level.)

Attack Failure

(The attack fails. A failure sound effect plays.)

Lina: "It's not in that direction! It read our lock-on pattern and has started moving again!"

Allen: "The aiming ray is distorting! (The button malfunctions.) We need new coordinates!"

Lina: (Hurriedly feels the tactile panel.) "We can't locate it again until the next turn. There's no time!"

(The control guidance is interrupted. Repeat the previous actions.)