

Multiplayer FPS Tut Script

written by

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Genre: Asymmetric Multiplayer 1st/3rd Person Shooter

Game Summary: This sample is the introductory tutorial sequence of a multiplayer game where you work as a Processor for the Archive of Personnel. Processing a file requires standard FPS gameplay in a surreal endless office environment while relying on astral Projections, your two other teammates. While Projections have special reality hacking abilities, the only person who can communicate and perform certain mission-needed actions is the Processor. No one finds out which role they are until the match begins.

[CINEMATIC STARTS]

EXT./INT. - ARCHIVE OF PERSONNEL - CLOUDY AFTERNOON

Gray sky over middle-of-nowhere Pennsylvania forest. Dirt roads lead to a compound of high security cement. Rows of employee cars parked and gathering dust.

An entrance road descends down into cut rock towards the mouth of a large tunnel.

PROCESSOR (V.O.)
We're told not to dwell on entry,
but I sometimes imagine it. The
road leading in.

Close up on the dark shadow of the tunnel, a dim yellow light at the end.

PROCESSOR (V.O.) (CONT'D)
That shadow. Not really a shadow.
The first something that you'd know
was something else.

The dim yellow light comes from the window of an immense freight elevator. The doors rattle open.

PROCESSOR (V.O.) (CONT'D)
The ride.

The elevator descends slowly, then very quickly.

PROCESSOR (V.O.) (CONT'D)
It smells in there. Sometimes it
takes hours or days getting to a
file. Some people pass out for a
while.

The elevator slows down. A rectangle of intense light beams in different shades across the elevator wall.

Outside the window are views of the Archives. Warehouse sized levels with rows upon rows of filing cabinets in different styles. Most look similar except for minor changes, like the color of the light. Others reveal impossible environments.

- An archive with a washed up whale in it
- An archive radiating with heat, the cabinets melting
- An archive overflowing with sand dunes
- An archive where the cabinets are endlessly falling upwards in an fountain-like collapse

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

It's been months since entry. It's comforting to imagine it. Like it was just an hour ago. Time is weird here.

A humming sound grows.

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

They're bound to call a good file soon. They're not all rotten. Good to remind myself of that too.

Humming turns into a urgent zapping.

INT. OFFICE

The Processor Agent, the Player, is staring at a blank section of wall with a crack in it, lost in boredom in a small average office. Their head snaps to attention as a cloud of electricity gathers around a stone plinth in front of their desk.

PROCESSOR

This feels like it. Like something new.

[CINEMATIC ENDS]

[Player now has control over movement and item interaction.]

PROCESSOR (CONT'D)

Don't want to get hit by the blast. Better get behind the desk.

[Player tut on how to crouch.]

[Player takes cover.]

There is a small explosion on the plinth. The smoke clears revealing a dark red manila folder.

PROCESSOR (CONT'D)

A new file.

Close up on it.

PROCESSOR (CONT'D)

I better get myself ready before I touch it. No telling when I'll see this place again.

[Mission update: Get ready for processing.]

[Player tut for armor, weapon, equipping, inventory. All items found in office.]

[Mission update: Read agent memo.]

[Memo found on desk] PROCESSOR AGENT MEMO 26 - ARCHIVE OF PERSONNEL: Dear Processor 700000098. Welcome back to the Archive. We thank you for your continued work in processing files. Please remember these updated guidelines while processing:

1. All files need to be processed in the order they are received.
2. In the event of an Intolerable File, submit for a File Arbitration Directive to Index Command.
3. Projection retrieval is reliant on individual privacy.
4. The Archive knows its Processors.

[Mission update: Don't forget your ID.]

Near the office sink is an antique porcelain toothbrush. An alert above the item reads: Projection ID.

[Player gets the Projection ID.]

PROCESSOR (CONT'D)

Definitely need this. Too much gets lost in there as it is.

[After acquiring Projection ID, player's mission updated: Process the file.]

[Player interacts with red file.]

PROCESSOR (CONT'D)

Alright. Time to punch in.

[CINEMATIC START]

Processor lays hand flat on the file while clutching their Projection ID to their chest. Their hand sinks into the file, the floor tilts back gently, and then there is an explosion of red smoke.

INT. ELEVATOR - DESCENDING

The Processor opens their eyes in the elevator descending past levels of the Archive. Two exact clones of the Processor are in the elevator, their Projections [Player 2 and 3]. The Projections hold their own toothbrushes, just like yours.

[CINEMATIC ENDS]

PROCESSOR (V.O.)

I wish the Projections would speak to me. I am basically them after all, right? Should check that old ref page I still have.

[Memo style tut page about Projection] ARCHIVE OF PERSONNEL - ALL PROCESSOR MEMO: Beginning immediately the Index will utilize Projection for all file processing. Projections are generated from an objective self but are Temporary Staff that are dissolved after file processing. Slight memory challenges might come with expanding your psyche. Please do not forget your Projection ID for this reason. Projections may exhibit temporal and material behavior outside of the standard, and should use these abilities to help you throughout your work in the Archive.

[Further instructional detail about the mechanic differences between a Processor and a Projection role.]

PROCESSOR

(quietly)

Hey guys.

The Projections barely take notice, look at one another, look out the window.

PROCESSOR (CONT'D)

Alright.

PROCESSOR (V.O.)

I would pay a million dollars for a normal conversation. How's the weather? Are you bored down here? I am.

(MORE)

PROCESSOR (V.O.) (CONT'D)
Can you remember entering the
Archive too or do you take those
pills they offer you? I remember
it.

Black out.

INT. ARCHIVE - MISSION 1

[CINEMATIC START]

The screen fades back in. All three are standing outside in
an Archive, the elevator doors shutting behind them. They're
all a bit stiff, like they've been sleeping on the floor. The
Processor rubs their head.

[CINEMATIC END]

[Start of Mission 1]

PROCESSOR (V.O.)
Another standard archive. Have I
been here before?

There's something making a bumping noise far off.

PROCESSOR
Move quietly. We don't want to
interrupt.

[Weapon tut and multiplayer level gameplay begins!]

END OF SAMPLE

**(Ended here to keep to a reasonable sample length. Full
mission script available upon request.)**