

FADE IN: INT. BEDROOM - EARLY MORNING

VR camera starts all dark.

FADE OUT: INT. BEDROOM - EARLY MORNING

The player can see nothing except a small glowing ball floating in front of them.

When the player selects and moves that ball to their eye socket, they can see the world.

FADE IN: INT. BEDROOM - EARLY MORNING

VR camera is positioned in first person perspective. The player will be the main character - Z. The Player can't see their body but can see their hands during the experience.

Forward POV - The player can see the full interior of the bedroom. There is a carpet under the bed and a closed box in the corner.

Right POV - There is a night table beside the bed and a desk in front of the night table.

Left POV - There is a wardrobe by the wall and we can see a door in front of the wardrobe.

Reverse POV - There is the rear part of the bedroom with the bed, with some pillows and cushions on the bed.

Z wakes up and blinks his eyes.

He knows it's a new day and he needs to go to work as usual. When he sits up from the bed and finds something different. There are suddenly lots of advertisement windows regarding state-of-the-art synthetic body technology appear in front of him. He tries to reach out to touch these windows but finds that these windows are virtual and floating in front of his eyes and he cannot get rid of them.

(Z is confused and talks to himself in a mumbling voice.)

(V.O.)

"What's that? Whatever. Never mind."

Z tries to ignore those windows and this weird situation then and goes out to work.

EXT. STREET - MORNING

VR camera follows the character walking on the street.

FORWARD POV - There is a crossroad, and shops with signs on the street are stacked with virtual advertisements.

RIGHT POV - The street on the player right with different shops.

LEFT POV - The apartment where the players just come out.

REVERSE POV - The street on the player back with different shops.

Z leaves his apartment and walks on the street. While he is walking, he starts thinking about why he can see those advertisement windows. He finds that the shops on the street are not the same as before, there are different virtual advertising layers attached to the physical signs.

*** The sound of different jingles and advertisement slang mix together ***

There is suddenly a big promotion window zooming out and occupying his whole view, which says 'be free to see the freedom.' in an eye-catching way, and there is a smaller line below, which says 'try the perspective function out for free for 3 hours.'

The player starts to hear some exciting sound effects. They can watches and interacts with those advertised windows, they can select and move to zoom in and zoom out, also they can rotate the virtual figures in advertisements.

FLASHBACK & CUTSCENE: EXT. STREET - EVENING

VR camera follows the character walking on the street.

FORWARD POV - The street is leading to the apartment.

RIGHT POV - The street on the player right with different shops.

LEFT POV - The street on the player left with different shops.

REVERSE POV - The street that the players just walk through.

When Z was returning home from work a month ago, there was a mysterious man wearing all black handing him a box

(Mysterious man was talking to Z.)

(V.O.)

"Hey look. If you want to change your life, you really need it."

Z thought he is a salesman and didn't want to respond to him.

(Mysterious man kept talking.)

(V.O.)

"Trust me. This is from a amazing scientist, though it's still a prototype now. But it still works! You should give it a shot!"

Z continued walking.

(Mysterious man kept talking.)

(V.O.)

"Okay. You know what. Just keep it or pass it on. We will see. Cheers!"

Then he shoved the box into Z's arms and ran away without a word. Thus Z had to take the box home and leave it but he never thought to open it to see what was in it.

EXT. STREET - MORNING

VR camera follows the character walking in the middle of the street.

FORWARD POV - The street is leading to a casino.

RIGHT POV - The street on the player right with different shops.

LEFT POV - The street on the player left with different shops.

REVERSE POV - The street where the player just walked through.

Z doesn't know what's going on but he sees there is a casino nearby and he suddenly got something.

(Z is talking to himself.)

(V.O.)

"Maybe this time it'll be different."

Then the player can click the 'yes' button to try the perspective function out immediately.

INT. CASINO - MORNING

VR camera follows the character walking into the casino.

FORWARD POV - We can see the interior of the casino. There is a big game table with a lot of people at the centre of the room. And there are some people playing at a blackjack table in the left corner and also playing Baccarat in the right corner.

RIGHT POV - The player can see several people playing slot machines.

LEFT POV - The player can see several people playing slot machines.

REVERSE POV - The gate where the player just walked through.

When Z gets into the casino, he finds out the world he can see is different than before.

When he passes and looks around the tables, he can even see the number on the back of the card, it seems like his eyes were like an X-ray machine.

But he still wonders whether only he could see cards like that. He decides to watch a few games first and try to observe everyone. He feels like he is looking at these games from the perspective of God, and finds it is true that only he can see the game through that perspective.

(Z is talking to himself in a very low voice.)

(V.O.)

"Don't be fooled by the trick, man!
It's just a 3. That guy just wants to scare you!"

Then Z decides to join the games.

The player will then select and play cards, they will see a transparent card and see the figure behind the card.

Z wins a lot without a doubt. But he knows it is unwise to always win. That is why he loses at some games on purpose. Overall, he still catches a decent sum of money and everyone just thinks today is his lucky day.