

Mind Rip Video Game Proposal

Philrose Productions

BACKGROUND

The independent horror feature *Mind Rip*, currently in development, has a story that lends itself to other media including gaming and comics. Philrose Productions is interested in expanding the scope of *Mind Rip* to create a transmedia, cross-platform experience for the horror audience.

The movie's plot concerns a town overrun by nightmare creatures. Their mysterious origin is connected to the main character, David Endicott, and his brother Jack, who he believes died years ago. As the mystery unfolds, it is revealed that these creatures are psychic projections from a comatose Jack, who is actually the subject of an unethical scientific experiment. The creatures themselves come from Jack's subconscious and are manifestations of monsters from the horror comics the brothers once collected.

GAME OVERVIEW

The proposed *Mind Rip* game falls within the horror genre, but with humorous elements. As with the movie, the visuals are meant to recall old school horror of the 70s and 80s. This can be reflected in set design, lighting, even status displays. The game is presented in first-person for combat, but can break out into third-person or top-down for levels involving exploration, puzzle-solving, racing, or dancing (yes, dancing).

The player's objective in *Mind Rip* is to navigate David Endicott through the labs of GreyTech Industries, past a series of living nightmare creatures to find and release his brother from psychological torment.

STORYLINE OVERVIEW

As the game begins, David has just discovered that his brother Jack is alive, but held in the custody of the nefarious GreyTech Industries. Their laboratories are hidden at the center of the A. E. Newman building, a run-down former sanatorium on the edge of town. David must gain access to the building and make his way to the sub-basement in order to free his brother from their neurological experiments. At the same time, Jack's night terrors are manifesting in reality, serving as a defense mechanism.

Proposed Levels:

1) THE CEMETERY. Next door to the Newman building, the dead are rising from their graves. David must fight his way past the living dead, building to the moment when he fights SKULLY, an uber-monster made up of the flesh of corpses. In a climactic moment, David is actually absorbed INTO Skully. Before his air runs out, he must cut himself free using whatever weapons he can find from other absorbed men.

2) THE LOBBY. David enters the building to find the floors rotting and wallpaper peeling. The former sanatorium still contains equipment and decor from years ago. A display on the wall is marked with the names of antique surgical tools -- but the display is empty. Suddenly David is accosted by a flying, slicing, deadly animated creature made up of said tools. David must defeat it before moving on. New weapons for this level: a broken board and a length of pipe.

3) HALLWAYS. David crosses paths with a fleeing lab tech named Bernard, who gives him some vital information and a set of keys. David proceeds through a labyrinth of hallways, trying to find the secret lab while fending off nasty phantasms from Jack's subconscious.

4) THE LAB. David gains entry to the lab and finds Dr. Hamilton, the amoral scientist who has been experimenting on Jack for years. Hamilton has concluded that Jack's psychic resonance is out of control and must be shut down. Monitors show Jack's status, but he's not there -- he's several floors down in the sub-basement. When the computer doesn't respond, Hamilton flees, leaving David to deal with the overload. This prompts a mini-game, David versus the computer.

4) BOILHEAD. Once the power is in check, David heads toward the sub-basement to find his brother. On the way, he crosses paths with Boilhead, a Big-Daddy-Roth-style hot rod monster with wagging tongue and bulging eyeballs. Boilhead challenges David to a race, and it's not a challenge to be taken lightly. He hops on a nearby GreyTech Segway and the race is on. The hallways make for a tight race course, full of right-angle corners and piles of debris.

5) HAPPY JACK. Boilhead is defeated. David makes his way down the stairs, where he encounters a stuffed toy bunny named Happy Jack. This was Jack's favorite toy as a child, but now it has a manic sense of humor and razor sharp teeth. "Do you know the Lindy Hop?" Happy Jack asks. With that, an impromptu dance competition is under way. Too many bad steps, and David could get a neck full of teeth. Dancing mechanics are based on call and response: see Happy Jack dance, then repeat the moves through controller actions. A short tutorial here teaches the player the dance vocabulary.

6) THE TANK ROOM. Happy Jack concedes the dance contest and runs off. David reaches the sub-basement and finds what is left of his brother strung up in a tank, wired to machines. David's hopes of a successful escape are dashed -- there's no happy ending for Jack. It looks like Hamilton was right after all, the most humane thing is to terminate the experiment. David moves to activate the self-destruct, but he is cut off by Happy Jack once more. "What are you doing, brother?" the stuffed toy asks. "I'm trying to end your nightmare," is David's reply. Happy Jack's form erupts into a monstrous Jack Monster, a multi-armed, fanged beast with large floppy ears. David must defeat this final boss before releasing his brother from existence.

STORY CONCLUSION

The Jack Monster is down for the count, and David activates the self-destruct. He runs for the exit, a secret tunnel that leads back to the cemetery through an ancient crypt. Behind him, the tank room goes up in flames. Jack is at peace at last.

FURTHER INFORMATION

The ideas for Mind Rip come from an amalgamation of sources. Movies such as Phantasm, Re-Animator, and Evil Dead 2 are influential. The artwork and stories from E.C. Comics like Tales From the Crypt and The Vault of Horror are also an inspiration. While Mind Rip is surely of the horror genre, its sci-fi/fantasy elements place it in a more stylized world where absurd humor can have deadly punchlines.

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