

EXT. DESERT ROAD - SUNSET

A quirky space themed van drives down a lonely road in the middle of a desert at sunset. An **ASTRONOMER** and an **ALIEN TEEN** travel together in the van. It's a red, dry and hostile looking environment outside, filled with prickly cactuses to reflect the ALIEN TEEN's prickly mood.

The ASTRONOMER speaks formally and doesn't use much slang. The ALIEN TEEN rarely uses punctuation and does not capitalise their sentences, the speed of their dialogue is used to emphasise emotion.

ASTRONOMER (WHITE SPEECH BALLOONS):
So, kid... ran away from home, huh?

ALIEN TEEN (PINK SPEECH BALLOONS):
yeah...

ASTRONOMER:
Want to talk about it?

ALIEN TEEN (SLOWER TEXT SPEED):

. . .
(BEAT)
no.

ASTRONOMER:
That's fair.
(BEAT)
How about some stargazing instead?

EXT. DESERT CLEARING - SUNSET

The ASTRONOMER and the ALIEN TEEN stand in front of a telescope aimed at the night sky, sharp-looking cacti surrounding them, the van humming in the background.

ASTRONOMER:
Oh, this one's a beauty!
(BEAT)
Want to have a look?

ALIEN TEEN (SLOWER TEXT SPEED):

. . .
(BEAT)
whatever

EXT. OUTER SPACE - VOLCANO PLANET

An angry looking volcanic planet, ready to erupt, is seen through the telescope. The player can interact with the planet by spinning it around and pressing X to probe it. If you probe the planet, chunks of the surface separate and drift into space. As you get under the surface of the planet the ALIEN TEEN also opens up to the ASTRONOMER.

First probe interaction. When the ALIEN TEEN speaks, the planet rumbles angrily.

ASTRONOMER:

So... what are space teens into these days?

ALIEN TEEN:

i dunno.

like music and hanging out and stuff

ASTRONOMER:

How delightfully vague!

ALIEN TEEN:

as if you care anyways

ASTRONOMER:

Who? Me?

ALIEN TEEN:

yeah - or my parents - or any adults

(BEAT)

you just don't want us to have any fun

A chunk of the planet separates and drifts into space.

Second probe interaction.

ASTRONOMER:

Did your adults stop you from having fun?

ALIEN TEEN:

always.

ASTRONOMER:

What kind of fun?

"Music and hanging out and stuff"?

ALIEN TEEN (SLOWER TEXT SPEED):

. . .

(BEAT)

i was just out with my friends,
it wasn't even that late and they
lost their minds!

Another chunk of the planet drifts into space.

Third probe interaction.

ASTRONOMER:
What happened?

ALIEN TEEN:
i missed dinner
(BEAT)
as soon as i got through the
door they're screaming at me
(BEAT)
i didn't even get a chance to explain!

The final chunk of the planet drifts into space. The planet
has completely opened up at this point.

EXT. RAINY ROAD - DUSK

The van drives down a lonely road in the middle of desolate
forest at dusk. It's a bleak, misty and sad looking
environment outside, filled with dead trees that have lost all
their leaves to reflect the ALIEN TEENS emotions around
feeling sad and lost.

ASTRONOMER:
That sounds like an
uncomfortable situation.

ALIEN TEEN:
it sucked
(BEAT)
i was even staying out
late to study!
(BEAT)
we have this big physics
test next week

ASTRONOMER:
Oh! I love physics!

ALIEN TEEN:
heh... you're probably the
only one who cares

ASTRONOMER:
What do you mean?

ALIEN TEEN:
they never ask about things
(BEAT)
they're always too busy with
my younger siblings
(BEAT)
it's all 'do this, do that'
(BEAT)
whatever...
(BEAT)
It's not like i wanted
to tell them anyway

EXT. RAINY CLEARING - DUSK

The ASTRONOMER and the ALIEN TEEN stand in front of a telescope aimed at the night sky, surrounded by mist and dead-looking trees, the van humming in the background.

ASTRONOMER:
I think I understand.
(BEAT)
My adults kinda sucked
as well.

ALIEN TEEN:
yeah?

ASTRONOMER:
But it got better.

ALIEN TEEN:
really?
(BEAT)
how?

ASTRONOMER:
Hm... how about this-
(BEAT)
-you tell me a bit more about
the (emotional) variables-
(BEAT)
-and maybe I can offer some
(scientific) wisdom?

ALIEN TEEN (SLOWER TEXT SPEED):

. . .
(BEAT)
ok

EXT. OUTER SPACE - WATER PLANET

A cloudy and sad-looking water planet with dark thunderclouds is seen through the telescope. The player can interact with the planet by spinning it around and pressing X to probe it. If you probe the planet, the clouds will rumble and then dissipate, leaving clear skies behind as to resemble the ALIEN TEENS mood.

First probe interaction. When the ALIEN TEEN speaks, the clouds rumble and flash angrily.

ALIEN TEEN:
they never listen to me..

ASTRONOMER:
Can you expand on that?

ALIEN TEEN:
it's like-
(BEAT)
whenever i try to say
something they cut me off
(BEAT)
they interrupt - i get louder
and then i get told off!
(BEAT)
like!! what about you?!?

ASTRONOMER:
Ah, Of course.
(BEAT)
That's hypocrisy.
(BEAT)
Hypocrisy sucks.

ALIEN TEEN:
it totally sucks!

ASTRONOMER:
Have you told them how it makes
you feel when they interrupt you?

ALIEN TEEN (SLOWER TEXT SPEED):
no..

ASTRONOMER:
Maybe you can try?

ALIEN TEEN:
maybe.

An area of thunderclouds dissipates and leaves a small patch of clear skies.

Second probe interaction.

ALIEN TEEN:
it's like they're not interested in
what i'm doing at all

ASTRONOMER:
What makes you feel that?

ALIEN TEEN:
i try to tell them what i'm into
but they barely notice
(BEAT)
they never ask follow up
questions
(BEAT)
they just switch the
subject to-
(BEAT)
-to if i have eaten or am wearing
enough clothes or something!

ASTRONOMER:
Ah! Surviving essentials!
(BEAT)
My adults were like that as well.
(BEAT)
It can be frustrating.
But it comes from a place of care.

ALIEN TEEN (SLOWER TEXT SPEED):
. . . .
(BEAT)
i guess...

Another area of thunderclouds dissipates and leaves a small patch of clear skies.

Third probe interaction.

ALIEN TEEN:
i just...
(BEAT)
i just don't feel seen by them.

ASTRONOMER:
That must be hard.

ALIEN TEEN:
i hate it.
(BEAT)
it's like they just forgot about
me after they had my younger sibling
(BEAT)
they don't even care that i'm gone

ASTRONOMER:
Wait... but how can you know that?

ALIEN TEEN (SLOWER TEXT SPEED):

. . .
(BEAT)
i guess i can't.

The rest of the thunderclouds dissipate and leave the entire planet with clear and sunny skies.

EXT. FOREST ROAD - NIGHT

The van drives down a forest road at night. It's green and lush outside, filled with a variety of healthy-looking pine trees to reflect the ALIEN TEENS emotions around feeling a bit more hopeful.

ASTRONOMER:
You know, I relate.
(BEAT)
It's really hard growing up,
especially when it feels like
the people around you don't
understand.
(BEAT)
But it can help to try and
understand their P.O.V as well.
(BEAT)
We do that with experiments
all the time!
(BEAT)
Maybe they don't listen because

they are stressed out and on
autopilot.

(BEAT)

Maybe they don't understand what
you are talking about but feel too
embarrassed to ask you.

(BEAT)

And maybe they do see you,
but they just don't know
how to show it.

ALIEN TEEN (SLOWER TEXT SPEED):

. . . m a y b e

(BEAT)

i hadn't thought of it that way..

EXT. FOREST CLEARING - NIGHT

The ASTRONOMER and the ALIEN TEEN stand in front of a
telescope aimed at the night sky, in a cosy-looking clearing
surrounded by fireflies, the van humming in the background.

ASTTRONOMER:

It's not always easy to see
things from a different perspective.

(BEAT)

Both for us and for others
(like your adults).

(BEAT)

Sometimes it takes a litter
effort to make things work.

(BEAT)

You know, if you look at things
from a stars perspective, we're
all just tiny ants. We're disconnected
and all alone until the gravitational..

(dialogue trails off)

EXT. OUTER SPACE - SHATTERED PLANET

A pink (a similar shade of pink to the ALIEN TEENS skin) and
alien-looking planet, completely shattered and torn apart, is
seen through the telescope. The player can interact with the
planet by spinning it around and pressing X to probe it. If
you probe the planet, the planet chunks will rumble and then
reassemble, leaving a repaired planet in the end. This mirrors
the ALIEN TEENS emotions around rebuilding broken bonds.

First probe interaction. As the dialogue plays, the planet chunk shudders and lowers back down to rebuild the planet, chunk by chunk.

ALIEN TEEN:
so... what do i do?

ASTRONOMER:
You try to communicate.
(BEAT)
When you feel ready.

Second probe interaction. As the dialogue plays, the planet chunk shudders and lowers back down to rebuild the planet.

ALIEN TEEN:
i don't feel like i can go back...

ASTRONOMER:
You can always go back.
(BEAT)
They are your family.
(BEAT)
And they are probably worried sick.

Third probe interaction. As the dialogue plays, the planet chunk shudders and lowers back down to rebuild the planet.

ALIEN TEEN:
ugh... does it have to
be so complicated?

ASTRONOMER:
It's not easy...
(BEAT)
It's actually quite hard
most of the time.
(BEAT)
But all you can do is try.
(BEAT)
Try to talk to each other.
(BEAT)
And try to listen as well.

Fourth probe interaction. As the dialogue plays, the planet chunk shudders and lowers back down to rebuild the planet.

ASTRONOMER:
And if you ever need
someone to talk to-
(BEAT)

(or look at stars with)
(BEAT)
-you can always come
hang out with me.

ALIEN TEEN:
thanks.

At this point the entire planet is rebuilt, like a spherical jigsaw puzzle.

EXT. FOREST CLEARING - NIGHT

The ASTRONOMER and the ALIEN TEEN still stand in front of a telescope aimed at the night sky.

ALIEN TEEN:
i think i'm ready to
go home now

ASTRONOMER:
I'm glad to hear that.

ALIEN TEEN:
thanks for the chat

ASTRONOMER:
Take care, kid.

ALIEN TEEN:
see you around