



The Era of the New Moon

High Concept

Logline:

After becoming an intern for the 1970 space exploration program, you discover that cultists have liberated an alien from the moon that seeks to alter the minds and feast on the bodies of humanity.

Synopsis:

When the US first sent astronauts to the moon, they never could have known what would be brought back.

Unbeknownst to the public, a cult has infiltrated the United States Space Exploration Program. Using the technology developed for the moon landing, they have transported an alien creature back to earth under the belief that it is a god.

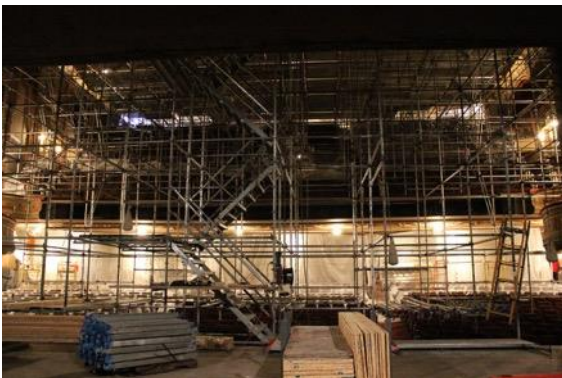
The creature emits a pheromone that instills a hypnotic power over those who get too close. It fills their minds with vibrant, copacetic visions. Only once this trance is broken can one see the true carnage and destruction taking place.

As a new intern for the space exploration program, you are unaware of the dangers that lurk inside the training facility. You must navigate through the building while evading the cult members and resisting the hypnotic influence of the entity. Will you be able to resist the visions and escape the facility? Or will you succumb to the entity, ultimately ushering in the Era of the New Moon?

Beat 1/The Queue

Entering the Base

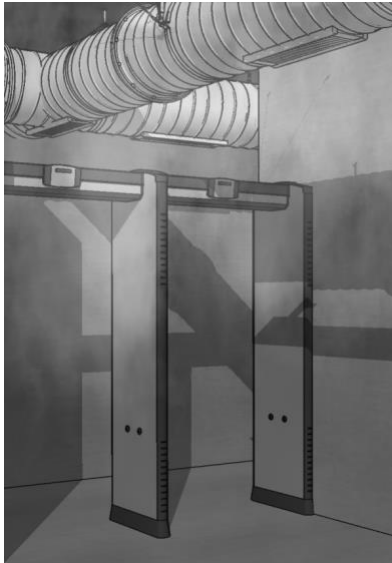
You and your fellow interns are approaching a building that seems to be under construction. As the line leads up to the building, you notice a plethora of “No Trespassing” and “Warning” signs indicating that you are on government property. Old box-style televisions are placed strategically on pieces of scaffolding and play a video to give you the lowdown on your new job and the recent successful moon landing. Occasionally the training video cuts to static - though you can’t be sure - you think that you can see ominous figures and symbols in the distorted image.



Beat 2 – Sanitation Room

A Sterilizing Welcome

You pass through a metal detector to a room with stark white walls and emergency wash basins. Loud voices crackle over an intercom, directing you to “keep on steppin’” and to keep your hands raised for decontamination. The lights continuously flicker, but you can make out hazmat suits lining the walls. As you walk through, a mysterious substance that distinctly smells like citrus sprays at you from the HVAC units above. With each spray, the bleak walls of the facility are illuminated with psychedelic flora - almost as if the scent itself is slowly putting you in a trippin' out trace....



Beat 3 – Conference Room

Conference Room Confusion

After your decontamination, you find yourself in a dilapidated conference room. Pieces of broken furniture litter the floor, motivational posters hang askew, and electrical wires and air conditioning ducts hang from a torn-up ceiling. Miraculously, the sound system has remained intact and pumps in some soft disco. But you are not alone – some of these government workers are trippin'. They stand and sit among the wreckage in some sort of euphoric trance. Some take no notice of you, but the ones that do jump up and enthusiastically greet you with "the power of the moon." Their faces seem distorted by disturbingly large grins.



Beat 4 – Surveillance Room

Control Room Chaos

You move into the surveillance room, which is in the same state of disrepair. Remarkably, the monitors and screens still look stellar, untouched by the destructive force that moved through here. The screens flicker intermittently through a series of images – the moon, carnage and death, an astronaut with a mysterious vessel, the facility, and other psychedelic visuals. Occasionally the arms reach from the screen, lunging at you, The effect is dizzying to the max.



Beat 5 – Biohazard Room

Research Gone Wrong

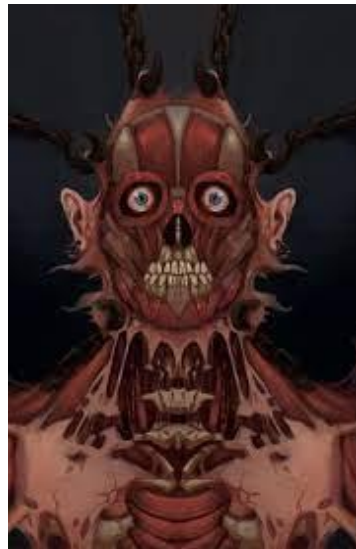
As you move into the next room, you find yourself surrounded by tables covered with far-out scientific paraphernalia. Barrels of hazardous materials line the walls, each marked with a crescent moon. From behind the tables and barrels appear scientists wearing gas masks and hazmat suits. They lunge at you, screaming, “No! Don’t go any farther! It’s not safe! Don’t breathe anything in! Join the resistance! GET OUT!” Why are they so bugged out? And what’s wrong with the air?



Beat 6 – The Break Room

Bodies... Bodies Everywhere

Ignoring the scientists, you book it to the former break room. Tripping employees are using the tables to flay and dismember corpses while eyeing you up for size. The ground is littered with organs and entrails – totally bogue. Above you, a shadowy figure feasts on the mangled bodies. The sound of the breaking of bones and the ripping of flesh fills the air. The figure is mostly obscured, but you can make out the shape of its bony fingers and hauntingly brilliant smile. As you are drawn closer to the creature, you find yourself entering a portal, enveloped by the same citrus scent from the sanitation room.



Beat 7 – Tunnel of Stars

The Portal

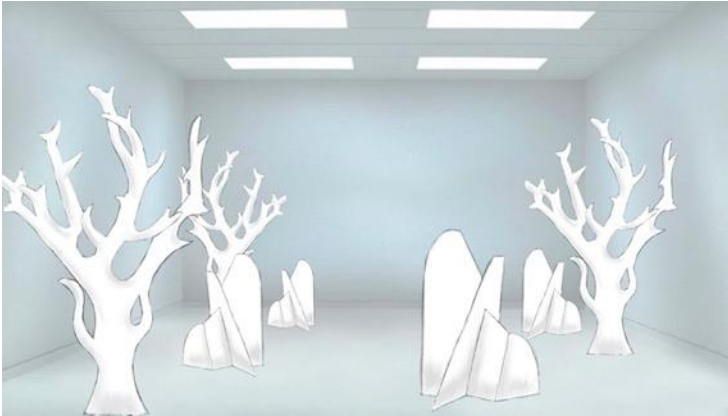
Now you're the one trippin' as fog fills the air and the floor shifts beneath you in a tunnel of stars. As you make your way through the void, you can make out images through the stars. You recognize these images as familiar places and people, but as you pass them, they distort into pictures of carnage and horror. You also see the same darkened, smiling face from the room before, but the face brightens to become disturbingly vibrant and terrifying. A voice calls from the void: "I am the future. I am the light. I am all things new. Join me and usher in the era of the New Moon."



Beat 8 – Psychedelic Forest

The Creature Attacks!

You emerge from the dark tunnel to find a funky, unearthly landscape. It pulsates, shifting between dazzling and foreboding psychedelic visuals, mirroring the two faces of the creature you saw in the star tunnel. You can hear the same disco music from inside the facility, but now it's distorted and trippy. The creature appears from behind every corner. Sometimes it is in its vibrant form and other times it is dark, but each form is freaky deaky and unsettling.



Beat 9 – The Throne Room

Before the Throne [choice point]

The entity fills the space, rotating between its two psychedelic forms and lunging at you. The citrus scent is overwhelming. To your left, delusional employees reach for you, begging you to join them. They gesture for you to follow them through a door encased in blue light, telling you that it's time to purify yourself for their god. To your right, the masked scientists wave to you and yell that they've found an escape, but you must follow them through a red-lit door. You must decide who to follow – that's heavy, man.



Beat 10 – Ending Option 1

The Trap!

You find yourself in paradise – groves of citrus trees grow around you and pulsate with light. The face of the entity appears and disappears above you. Light, joyous laughter surrounds you, coming from every direction although no one is in sight. Without warning, the lights cut to pure black, and with a blood curdling scream, the floor gives way beneath you to an infinite void. Just as suddenly, the grove is re-illuminated and you hear, “Welcome to the Era of the New Moon.”



Beat 11 – Ending Option 2

Escape!

You're thinking it's time to skedaddle. Following the advice of the scientists, you move into a hall that resembles the sterilization room. The room is bare except for a giant television screen on the wall. The screen is running a news broadcast covering the disappearance of new interns for the Space Exploration Program. As you watch the screen, you see your picture appear along with the other interns who entered the building with you. With a flash, your picture distorts to reveal a large, bloody smile. Moving out of the room, you wonder about the fate of those who chose the other door.

