

All Quiet of the Western Front - The Shell Hole

OPENING: The desolate and muddy expanse of No Man's Land lies silent except for the light whistling of the wind. Its population is disfigured corpses.

French soldiers in blue uniforms are packed tightly together in a trench. A WHISTLE is sounded. Men flood over the edge and charge. Many are cut down by bursts of machine gun fire and mortar explosions. One soldier trips and falls. They frantically crawl forward into a shell hole. Camera zooms in on the back of the soldier's head.

FADE IN:

VIEWER POV: The camera with eyeline 14" from the lip of the crater.

SFX:

<Bursts of machine gun fire, explosions, and the screams of men>

EXT. SHELL HOLE - NO MAN'S LAND - DAY

A rough muddy, hastily dug conical hole, reminiscent to a crater, partially filled with water.

AT 12 O'CLOCK: FAR WALL OF THE HOLE

<bursts of machine gun fire>

<Men screaming>

ABOVE: THE SKY

It is overcast around 4pm.

<Bullets whiz past>

BELOW: WAIST-DEEP WATER

The water is a cloudy light brown color that obscures the player's feet.

AT 9 O'CLOCK: WALL OF THE HOLE

<screaming of men charging and dying>

<explosions>

<sporadic gunfire>

AT 3 O'CLOCK: WALL OF THE HOLE

<screaming of men charging and dying>

<explosions>

<sporadic gunfire>

AT 6 O'CLOCK: CLOSEST WALL OF THE HOLE

<charge whistle fades out>

//INTERACTIVITY: Player has a Lebel Model *bolt-action rifle*
they can shoot using their controller. //

**IF THE PLAYER ATTEMPTS TO LEAVE THE HOLE AT ALL, THEN:
BEGIN BRANCH #1:**

As the player's line of sight rises above the lip of the crater, three bullets will whiz past.

**IF THE PLAYER DOES NOT RETREAT INTO THE HOLE, THEN:
BEGIN BRANCH #1A:**

Player's POV flashes dark red.

FADE TO BLACK.

DISPLAY TEXT: "Player Name": 1897 - 1916.

EARLY ENDING

END BRANCH #1A

END BRANCH #1

SFX:

<The sound of screaming, gunfire and explosions subsides>

<faint sounds of men cry, yelling and screaming in the distance>

AT 6 O'CLOCK: WALL OF THE HOLE

<machine gun fire>

AT 12 O'CLOCK: FAR WALL OF THE HOLE

<the charge of men, yelling>

<sporadic gun fire>

A young German soldier (19) ducks into the crater. The soldier sees the player and yells with fear. He charges the player with his bayonet.

**IF THE PLAYER DOES NOTHING TO DEFEND THEMSELF, THEN:
BEGIN BRANCH #2:**

The German soldier stabs the player in the chest with the bayonet. Player loses control of their avatar. The German soldier extracts the bayonet and looks at the player horrified. Reluctantly the German soldier fires their rifle aimed at the player's face. POV flashes white

FADE TO BLACK.

DISPLAY TEXT: "Player Name", 1897 - 1916.

DEATH BY INACTION ENDING**END BRANCH #2****IF THE PLAYER SHOOTS THE GERMAN SOLDIER, THEN:
BEGIN BRANCH #3:**

The German soldier falls back, dropping his weapon. He lies on the far wall of the hole gasping for air, gargling on blood.

**IF THE PLAYER DOES NOTHING, THEN:
BEGIN BRANCH #3A:**

The German soldier begins to shed tears as they drown from internal bleeding. Over the course of 30 seconds, the German soldier dies. His eyes remain open.

END BRANCH #3A

**IF THE PLAYER SHOOTS THE GERMAN SOLDIER AGAIN, THEN:
BEGIN BRANCH #3B:**

The German soldier dies. He does not scream, he ceases to move or make noise.

END BRANCH #3B

**IF THE PLAYER GOES THE GERMAN SOLDIER'S SIDE WHILE HE IS
ALIVE, THEN:
BEGIN BRANCH #3C:**

The German Soldier will look at the player and weakly gurgle:

GERMAN SOLDIER
(in German)
It hurts. Please...

The German soldier dies. His eyes glazed over, looking to the sky.

END BRANCH #3C

END BRANCH #3

If the player looks away from the German soldier's face, his eyes will realign to be looking the player in the face. While player is looking at the German soldier's face, the eyes will remain still and open. The yellow buttons of the German soldier's uniform gain a noticeable glowing shine.

//INTERACTIVITY: Player can unbutton the German soldier's jacket.//

**IF THE PLAYER DOES NOT OPEN THE JACKET FOR 2 MINUTES, THEN:
BEGIN BRANCH #4:**

FADE TO BLACK.

DISPLAY TEXT: "Player Name" - French Infantry, soldier

SOLDIER'S BAPTISM ENDING

END BRANCH #4

**IF THE PLAYER OPENS THE JACKET BEFORE 2 MINUTES, THEN:
BEGIN BRANCH #5:**

Inside the jacket, the player sees a pocket watch with a metal covering, and a notebook.

//INTERACTIVITY: Player can pick up an examine the German soldier's pocket watch, and notebook.//

**IF THE PLAYER LOOKS INSIDE THE NOTEBOOK, THEN:
BEGIN BRANCH #5A:**

The player can find sketches of:

- an exploded tree
- a dead horse
- a church
- an amateur portrait of another soldier
- a gathering at a campfire

On the last page is a written letter addressed to "Mutter" (Mother) signed by "Paul Bäumer".

END BRANCH #5A

**IF THE PLAYER OPENS THE POCKET WATCH, THEN:
BEGIN BRANCH #5B:**

The player can see that the glass over the clock face is cracked. Stowed inside the metal cover is a photograph of an older woman, likely the soldier's mother.

END BRANCH #5B

**IF THE PLAYER OBSERVES BOTH ITEMS IN THE JACKET, THEN:
BEGIN BRANCH #5C:**

FADE TO BLACK.

DISPLAY TEXT: Paul Bäumer, 1816-1916

REMEMBRANCE ENDING.

END BRANCH #5C

END BRANCH #5