

Scene 1

S.S. Broca in view. The Repo song is playing. The player is on the bottom row and moves right. Board edge tricks. As the player moves right, every few spaces the board switches. Music continues playing. We zoom out away from the Broca. When it disappears from view we are shown various views of objects in space.

Scene 2

The camera settles on a planet. We zoom in on the planet. As we get zoomed in we see the shape of a large house. We see a shot of the Georgian mansion.

Scene 3

Inside the mansion. Text message says "1 WEEK EARLIER" [time frame could be changed]. We witness an interaction between a child and a parent [or someone else? A friend?] An upcoming science project is discussed. "I know, why don't you just contract a gigpad [insert good slang here]? There's tons of ancient probes around that never got collected and people love that stuff." Board: looking at a tablet. They do a quick boogle search [whatever] and learn about phoebus. "Yeah that sounds perfect!"

Scene 4

The child presents the data to their class. There's a big poster that says "FEEBIS PROJECT." "As you can see, the chem-chemometers recorded some data that show [insert some kind of nonsense]. Someone asks "but what does it mean???" The child shrugs.

[may need some transition here]

Scene 5

The player is back on what looks like Phoebus [is this even the name of the planet???] It's dark. There are drums beating. There's a single path to explore. [2-3 boards?][replays of nightmares???] Board loading overlay trick. The player sees a projection of LBC hanging from cables but as they approach it the image disappears with the torchlight. When they reach the object's location they are warped to the image of LBC the marionette. After a few moments (enough to get a good look) the player is warped away with a duplicator.

Scene 6

Black screen???