

Drifter: Open Source
Ch.1, Gateway to Hell
Pagination

Page 1

Rotting, skulking, undead animals lurch menacingly towards a melee. The world is a distorted hell of rot and decay under a harsh purple/red light.

Hordes of the creatures are locked in battle with DRIFTER, tall and thin sporting a pompadour, long flowing jacket, and an overly large pair of sunglasses which his eyes glow menacingly behind. In each hand is a large combat knife.

Drifter dispatches the undead easily, but the numbers are staggering. Each disintegrates into pixels before fading away.

Page 2

One of the undead sinks its teeth into Drifter. He screams, and then fades out of existence. The real Drifter cuts the undead to ribbons. He dispatches several more before a loud groan causes all combatants to pause.

DRIFTER

There you are.

The virus STONED, a hulking zombie ape, pounds its chest and charges into the fray tossing the other undead through the air as he goes.

Page 3 (SPLASH)

TITLE OVERLAY: Gateway to Hell / credits

Drifter stands examining a glowing orb of code in his hands. Stoned is slumped on its knees, impaled by multitudes of different knives. Starting at his back he is disintegrating. Legions of undead animals lay upon the ground disappearing as well. The sky is cracked, ready to shatter.

Page 4

BILL, average height, stocky with large eyes, spiked hair and peach fuzz scruffiness, exits the MIT Information Technology building with friends TIM, tall, shaggy, and SAMANTHA, normal height, glasses, not unattractive, uneasy temperament. Bill exams a graded paper with high marks.

TIM

You going to meet us at John's?

BILL

(without looking up)

Probably not. You guys have fun though.

Tim rolls his eyes and leaves, tugging on Samantha's sleeve cueing her to follow. Bill looks up from his paper. Bill sees the normal campus life in front of him, but, almost as an overlay, he sees a large number of strange creatures and anomalies. Bill sighs.

Page 5

Bill looks around campus, looking more closely at the strange events going on.

BILL

(thinking)

Ug. Why am I seeing these things?

Flash back to one of Bill's classes. A cheerful, good looking boy sits next to Bill. A week later and he's been gone the entire time and no one else notices. They don't even acknowledge the empty chair.

BILL

(thinking)

It started with Allen's disappearance. Didn't really pay attention until he'd been gone for more than a week. When I asked, no one even knew who I was talking about.

Page 6

Back in the present. Bill watches a serpent like being force its way through one of the students. He shudders.

BILL

(thinking)

The students don't see them, but I know they can see us.

A spectral being notices Bill. It comes mere inches from Bill, who tries his best to ignore it. After a while it leaves.

Page 7

Across campus Bill spots Drifter snooping around. No one is around him. Drifter looks back at Bill, puzzled.

BILL

(thinking)

Him again.

Bill runs towards Drifter. Drifter runs away.

BILL

Hey, wait!

Several students get in Bill's way. By the time they're gone, Drifter has disappeared. Bill jogs up to the last place he saw Drifter and catches his breath.

Page 8

Bill asks some nearby students if they saw the man who had been standing there. They shake their heads. Bill goes back to searching. He finds an odd footprint and squats down to examine it.

JOHN (O.S.)

Seeing things again Billy-boy?

John squats down next to Bill. Bill keeps his gaze locked on the footprint.

BILL

Please tell me you see the footprint here.

JOHN

Yeah... Sorry, can't do that for ya.

BILL

I'm not crazy.

JOHN

If you say so.

John stands up. Bill faces him, looking up without standing.

BILL

I'm not. This shit's real.

Page 9

Bill stands up.

JOHN

Alright, I believe you. You gotta admit it sounds pretty out there though.

Come on. Let's get out of here.

Bill and John walk off campus and stop at a bus stop.

JOHN

So, Tim told me you're planning on blowing off my party tonight.

Bill rolls his eyes.

BILL

Him and his big mouth.

Bill and John get on the bus that has just pulled up.

JOHN

Come on man. It's gonna be a good time.

And you live one building away.
Not like it'd take any effort to just show up.

Bill and John sit in the back row of seats.

BILL

You know it's not my thing.

JOHN

Sam will be there. You know she's going to be miserable if you're a no show.

BILL

It's not like she's my girlfriend.

JOHN

... You know women aren't supposed to get friend zoned, right? It's supposed to be like the He-Man Women Haters Club in there. No girls allowed.

Bill and John get off the bus. The city is far less pristine looking than the college campus.

JOHN

Come on. Just tell me you'll show.

BILL

Fine, fine. I'll go. Just shut up about—

Bill notices something down the street and turns his head suddenly to look.

Page 10

The Drifter stands about ten feet from Bill, examining a marking upon the wall of a building. He looks away and sees Bill.

DRIFTER

Oh hell. Not this again.

Drifter takes off running and Bill chases after him. John doesn't seem fazed, as if this happens frequently.

BILL

Oh no, you're not getting away this time.

JOHN

(Yelling)

Party starts at six. Don't forget.

Bill chases Drifter down several streets until Drifter suddenly turns down an alleyway. By the time Bill catches up Drifter is gone. Bill

enters the alleyway to look around. He exits out the other end, cursing.

Bill realizes he's lost and heads back down the alley to start retracing his steps.

Page 11

Bill walks back down the alley, his frustration apparent on his face. As he does the background begins to change and distort. The lighting changes to eerie pink and unsettling green tones.

By the time Bill notices something is wrong the world around him is barely recognizable. The alley appears to stretch ahead of him for hundreds of feet and ends in a turn instead of opening into the street.

Bill turns and sees the other direction is much the same. The opening into the street is gone, replaced by a walled in "t" intersection. Distorted shadows of what look like men in overdone finery march along the wall.

BILL

What the hell's going on?

Hellish looking black silhouettes with glowing eyes of all shapes and sizes round the corner, looking like demons wearing top hats and tailed coats. One opens its mouth revealing razor like teeth.

DEMON

(SFX)

Cht Ch Ch Cht CHT CHT ch CHT

Page 12

Bill falls backwards, terrified, and lands on his backside. He scurries away backwards.

BILL

Oh shit.

The demons walk past him without taking any notice. Bill is frozen in fear. He slowly makes his way to wall without getting up. He puts his hand on the wall to steady himself as he stands.

As soon as Bill's hand hits the wall a distortion of glowing circuitry appears like a spell circle expanding outward from the point of contact.

The demons around Bill all stop and their narrow glowing eyes widen suddenly.

Page 13

The demons snap their heads and bodies and focus their gaze on Bill. One of them lurches towards Bill and lets out a high pitched scream. Bill dives out of the way, narrowly avoiding the demon.

Bill scrambles to his feet. Several more of the demons begin to scream and move towards Bill. He runs, shoving immobile demons out of his way.

Bill breaks away and runs for the end of the long stretch of alley.

Page 14

Bill runs past the multitude of demonic shadows, none of which are alerted to him. He sees the group from the previous alleyway pursuing him. As they come in contact with the new group of demons it alerts them.

Bill hits the end of the new stretch and turns. The alleyway opens up into a walled cul de sac with one building in it. The building's windows are bolted and shuttered, and the outside is adorned with unreadable posters and an unintelligible marquee.

Page 15

Bill runs to the door and pounds on it.

BILL

Come on, let me in.

Hordes of demons start to pour into the cul de sac. The door suddenly opens slightly as Bill gives it one more good whack. He scrambles inside and slams the door closed once he's in.

Page 16

The layout and architecture of the interior is as surreal as the outside, but can still be recognized for what it is. At the far end is a distorted stage with three twisted poles going from floor to ceiling. To Bill's right is a bar. The bottles are broken and twisted. Tall tables and with bar stools are set up in a scattered manner, and more traditional armless chairs are placed close the walls in darker spots.

Bill wanders the gentleman's club. He picks up an old glass. Cobwebs connect it to the table. Pounding comes from the door. Bill looks

around and spots the bar. He dives behind it just before the door
slams open.