

CONTROL - SIDE MISSION SPEC SCRIPT

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Control is a game by Remedy Entertainment.

Gameplay area: Executive Sector - Human Resources Department, Federal Bureau of Control Headquarters.

Side mission title: Friendly Fire

Overview/logline: Jesse faces an apparently sentient variation of the Hiss, the paranormal phenomenon that has devastated the FBC and taken over its employees.

Primary objective: get FBC employees to the safety of Central Executive.

Trigger location: Emergency shelter door near the blocked entrance to the Human Resources department.

Unlock conditions: player shoots the hiss nodes blocking the emergency shelter door. No other conditions attached.

Narrative summary: Jesse is confronted by three FBC executives that appear to have been taken by the Hiss, but still act sentient and human. The interaction suggests that the trio sees a reality different than what Jesse sees. Which reality is the objective one? Jesse tries to get them to safety, but the Hiss completes its takeover, triggering a boss battle. The ambiguity about reality is never solved.

Narrative design note: a piece of found narrative at the scene suggests that the trio's HRA devices may have been tampered with by Darling as an unofficial, unauthorized experiment, conducted out of scientific curiosity and professional spite. That may have delayed the Hiss takeover, resulting in an appearance of sentience.

Characters:

Jesse Faden

Emily Pope (NPC, temporary companion)

Clarice James (NPC, new, FBC Human Resources Lead)

Leon Guevellou (NPC, new, FBC Risk Assessment Lead)

Moira Pascal (NPC, new, FBC Mental Health Officer)

Mission arc:

Part 1 - Jesse finds what appears to be sentient Hiss.

Part 2 - Jesse discusses the subject with Emily Pope. What could the discovery mean for the current crisis?

Part 3 - Jesse and Emily try to reach the sentient Hiss, but the situation changes. The duo fights a Hiss boss.

Part 4 - Jesse and Emily debrief. Mission completed.

Rewards: 3 Ability Points, 1 Weapon Mod, 1 Personal Mod, crafting material.

PART 1**INT. EXECUTIVE SECTOR - HR DEPARTMENT ACCESS - DAY**

Player controls Jesse.

Jesse finds a corridor to FBC's HUMAN RESOURCES DEPARTMENT. It's bent out of shape, impossible to enter. There is an EMERGENCY SHELTER nearby, locked by HISS NODES.

The player shoots the nodes, releasing the door and its ACCESS BUTTON.

Once the button is pressed, the door opens and three HISS CHARGED fly towards Jesse from within - she has never found Hiss inside a shelter before.

The player shoots at the Hiss Charged. After the first shots:

[INSERT] FORMER DIRECTOR TRENCH points the Service Gun at his own head.

[INSERT] An INVERTED PYRAMID looks ominous against a red sky.

[INSERT] Jesse stares directly into the camera.

SMASH CUT TO:

INT. EXECUTIVE SECTOR - HR DEPARTMENT ACCESS - CONTINUED

Player controls Jesse.

Jesse finds herself face-to-face with THREE SURVIVORS inside the shelter. They have standard HRAs on their chests and behave like humans. However, they LOOK TAKEN OVER BY THE HISS: otherworldly skin, distorted anatomy, unusual Physics.

There is a disconcerting cognitive dissonance between how they behave and what they look like.

Jesse has just shot SURVIVOR 3. The victim falls back and knocks over some props. The other survivors duck for cover.

SURVIVOR 1
Hold your fire! Hold your fire!

SURVIVOR 2
Director? ARE YOU INSANE?

Jesse lowers her weapon.

Player remains in control, but can no longer shoot them.

JESSE (V.O.)
(inner voice)
What the hell?

JESSE
You can speak?

SURVIVOR 2
Have you completely lost it,
Trench?

Survivor 1 runs to the wounded to check on her.

SURVIVOR 1
Moirra, are you ok?

Survivor 3, the wounded one, is MOIRA.

MOIRA
<groans in pain>

SURVIVOR 1
This looks bad.
(to Survivor 2)
We need to take her to Medical.

SURVIVOR 2
We also need to know what is GOING
ON. Trench?

JESSE
My name is Jesse. Who are you?

Survivor 1 and Survivor 2 exchange glances, their supernatural skin glowing.

SURVIVOR 1

He's not making sense. The AWE must've got to him.

SURVIVOR 2

(to Jesse, loud, as if talking to a child)

Director Trench? I'm Leon Guevellou, FBC's Chief Risk Assessment Officer, remember? That--
(points at Survivor 1)
--is Clarice James, Chief Human Resources Officer.

Survivor 1 is CLARICE, Survivor 2 is LEON.

LEON

The person you just shot, director Trench, is Moira Pascal, a FBC Mental Health Officer. You may have been affected by an AWE, do you understand what I am saying? Why don't you have your HRA on, director, can you tell me?

JESSE (V.O.)

(inner voice)

Why can you talk, can you tell me?

MOIRA

<groans in pain>.

CLARICE

Leon, she needs a doctor NOW.

JESSE

Medical is gone.

CLARICE

(to Jesse)

Then fly someone in! Be the FBC director, for goodness sake.

JESSE

The building is in lockdown.

JESSE (V.O.)

(inner voice)

Because of YOU.

LEON

Shit.

JESSE

Look. I think I know someone who can help. I'll be back, ok?

LEON

You better be. This is on YOU, Zachariah.

[UI TEXT] *"Mission start: Friendly Fire. Current objective: talk to Emily Pope in Central Executive."*

*Before leaving, the player can find in the shelter the Collectible: **Pencil Procedures** (see p.11).*

If the Player takes the item:

LEON (CONT'D)

Are you kidding? Go!

JESSE

Sorry. On my way.

JESSE (CONT'D)

(inner voice)

Did I just apologize to the Hiss?

PART 2

INT. EXECUTIVE SECTOR - CENTRAL EXECUTIVE - DAY

Player controls Jesse.

Jesse reaches Emily Pope in the Board Room.

Player interacts with Emily to trigger the conversation.

Jesse doesn't sit down to talk this time.

JESSE

Emily, I need you to come with me.

EMILY

Of course, director--I mean, Jesse. I'm sure it's something important, if you want me to stop my research.

JESSE (V.O.)

(inner voice)

Huh. A hint of rebellion?

JESSE

I think I found sentient Hiss.

EMILY
What? That has no precedent.

JESSE
Exactly.

EMILY
(growing excited)
That could mean--It could mean so many things! Is there a level of consciousness before complete takeover? Can it help us reverse it? Or is it some kind of camouflage? Are they a new species? Is this a first contact situation?

JESSE
Focus, Emily. I need you. Meet me at HR.

EMILY
(giddy)
I'll definitely be there.

JESSE
Bring your gun.

EMILY
(dead serious)
Right. Yes.

Jesse leaves.

[UI TEXT] *Mission update: meet Emily Pope in the HR Department.*

PART 3

INT. EXECUTIVE SECTOR - HR DEPARTMENT ACCESS - DAY

Player controls Jesse.

Jesse meets Emily in front of the closed shelter. Emily came with TWO FBC SOLDIERS with her. All three have their HRAs on.

JESSE
They're in there.

EMILY
How many?

JESSE

Three. One of them is wounded, or appears to be.

JESSE (CONT'D)

(inner voice)

Because I shot her.

EMILY

I'll use first contact protocol, at least until we have more data.

JESSE

We'll figure this out, but be careful. It's the Hiss, Emily. Don't forget that.

Player activates the door to the shelter.

INT. EXECUTIVE SECTOR - HR DEPARTMENT SHELTER - DAY

Player controls Jesse.

The survivors are nowhere to be seen and the shelter no longer looks like a shelter. It stretches beyond sight in a long, twisted version of FBC's Human Resources department.

[ONSCREEN TEXT OVERLAY] HUMAN RESOURCES

[UI TEXT] *Mission update: explore the HR Department.*

Jesse, Emily and the grunts enter.

JESSE

It didn't look like this before.

EMILY

This is so exciting!

JESSE

Emily.

EMILY

Right.

INT. TWISTED HR DEPARTMENT - CONTINUOUS

Player controls Jesse.

Accompanied by Emily and the two grunts, Jesse explores the twisted HR department.

Several FBC AGENTS AND OFFICE CLERKS float around. There are FBC motivational posters everywhere, and many desks with CUPS UNNATURALLY FILLED WITH PENS AND PENCILS.

There is a DESK WITH CAKE, BALLONS and LETTERING that says "HAPPY BIRTHDAY!". On a wall is a list of "THIS MONTH'S BIRTHDAYS". Jesse's name is the only one, repeated endlessly.

Next to it is a BASKET FILLED WITH FBC FLIP-FLOPS and a sign: "Flip-flop fiesta! Take one, it's your birthday!"

Jesse, Emily and the Grunts face groups of Hiss.

Jesse's group moves forward until they reach a wide room with walls that stretch upwards, no ceiling in sight.

INT. TWISTED HR DEPARTMENT - ENDLESS ROOM - CONTINUOUS

Player controls Jesse.

There are many floating agents and clerks here.

THREE DESKS form a ground-level line at the center of the room, and stoically sitting behind each is one of the survivors: Moira, Clarice and Leon.

They still look red and distorted, but now they are HOLLOW where their HRAs should be.

JESSE

It's them.

JESSE (V.O.)

(inner voice)

But they're gone.

EMILY

(to the Hiss trio)

Greetings. My name is--

CLARICE-LEON-MOIRA

This. Is. On. You. TRENCH!

The trio of survivors has their voices distorted and take turns with each word to form their sentences.

Clarice-Leon-Moira and their desks float up to the air as a single entity.

As they do so, the TWO GRUNTS that accompany Jesse and Emily are grabbed by an invisible force and float too. They rise in synchrony with Clarice-Leon-Moira.

Clarice-Leon-Moira move their hands and the grunts have their necks broken mid-air.

Then Clarice-Leon-Moira THROWS THE GRUNTS towards Jesse and Emily, who jump to the sides to avoid being hit. It triggers a BOSS FIGHT.

[UI TEXT] *Mission update: defeat The Council.*

[BOSS FIGHT] CLARICE-LEON-MOIRA, A.K.A. THE COUNCIL

The boss is a variation of the Hiss Warped and has three skills, one from each survivor:

> Clarice's skill: she can use telekinesis to grab FLOATING AGENTS AND CLERKS and throw them against Jesse and Emily. It is a variation of Jesse's telekinesis power.

> Leon's skill: he forms a SHIELD MADE OF BIRTHDAY FLIP-FLOPS. It can be disrupted by throwing objects at it. It's a variation of Jesse's shield power.

> Moira's skill: she uses a SWARM OF PENS AND PENCILS to try and flay Jesse and Emily. The swarm moves around like a starling murmuration and stays on ground level. It is a Hiss-infected variation of the Astral Spikes.

During the fight, the desks change order and, as the boss loses its health bar, their movements become more radical, forming patterns like a twisted dance number.

Jesse faces The Council with the help of Emily Pope.

At intervals, The Council grabs Emily with telekinesis and raises her from the ground, like it did with the grunts. The player has to attack to stop them and release her. If Emily dies, it is game over.

As the fight progresses and The Council loses health, it "sheds" its members. Their desks fall to the ground and it can no longer use the corresponding power, in the following order: Moira, Leon, Clarice.

Once The Council is defeated:

[INSERT] Jesse points the Service Gun at her own head.

[INSERT] Emily Pope looks Hiss-possessed.

[INSERT] Three desks aligned and copies of Jesse sitting behind each.

[**INSERT**] Clarice, Leon and Moira are dead inside the shelter. They look like normal - and sad and tragic - corpses.

SMASH CUT TO:

PART 4 - EPILOGUE

INT. EXEC. SECTOR - HR DEPARTMENT - DAY

Player controls Jesse.

Jesse and Emily are back at the shelter entrance. Everything seems normal. No sign of the survivors or Hiss. On the floor, in a row like The Council's desk, are three HRA devices.

EMILY

That... was exhilarating.

JESSE (V.O.)

(inner voice)

I'd say tragic and dangerous, but you do you, Emily.

JESSE

I'm just glad it's over.

EMILY

Yeah. I can't wait to write my report. Meet you back at Central, director Trench.

JESSE (V.O.)

(inner voice)

What did she call me?

JESSE

What did you call me?

EMILY

(nonchalant)

Sorry. Old habits die hard.

*The player can find a Collectible outside of the shelter: **Guevellou: About Darling (see p.12).***

[**UI TEXT**] *Mission update: Mission completed.*

CONTROL - "FRIENDLY FIRE" SIDE MISSION

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Biscuit Boy Pencil (HS27-HM)

ID: Pencil (HS27-HM)

ACQUISITION DATE: 06/05/1985

CONTAINMENT LOCATION: Panopticon - Floor
08, Unit 02

CONTAINMENT PROCEDURE:

Item remains inert when watched.
No unique containment material required.

DESCRIPTION/ALTERED EFFECT:



A yellow pencil with eraser. The words "Biscuit Boy" are printed on its side.

When not under surveillance, the item moves, flipping itself longitudinally. How it achieves its motion is unknown. If it finds an obstacle, it simply "climbs" over it. It may take detours to avoid larger obstacles and bodies of water. The direction is corrected if the item is relocated. Further field study is required to determine its destination.

If seen when moving, the item assumes an inert state (the following have been tested: video camera, mirror reflection, sound scanner, [REDACTED], [REDACTED]). It resumes its motion once it senses itself unseen.

Touching it in its immobile state has no apparent effect. Subjects who touched it during the mobile phase lost consciousness for 2~3 minutes and have demonstrated partial speech loss upon awakening. They appear to no longer know the words [REDACTED], [REDACTED], [REDACTED] and [REDACTED]. Severe altered behaviour has been observed when they try to recall the missing lexicon. An extensive study could determine further vocabulary loss and its effect on other Languages (see file HS-27-HM.C for details).

NOTE: if you encounter an individual who cannot remember the words [REDACTED], [REDACTED], [REDACTED] and [REDACTED], please notify security immediately and evacuate to a nearby shelter.

NOTE: "Biscuit Boy" may be related to a flour brand that went out of business in 1825 (see file HS-27-HM.D for details).

FEDERAL BUREAU OF CONTROL

To: Director Zachariah Trench
From: Leon Guevellou, Chief Risk Assessment Officer
Subject: Darling



Director,

Your golden problem child Darling is a sociopathic menace. I will not take the fall when the Bureau is torn apart by the latest phenomenon caused by his eagerness to “see what happens”. What happens is: people die.

The FBC has the highest casualty rates among all USA government agencies, and while we rack our stupid mundane brains trying not to be turned inside out by the latest parafart coming from f knows where, Darling tugs his silly bowtie and ignores the most basic of common sense, “in the name of science”.

The latest Darling delusion was to dismiss my order to hold research on the OoP known as Grandma’s Hair Roller. It has caused no end of incidents at the Panopticon and it has a side effect, a change in Physics and Optics for every agent who has worked on it. No matter how much Darling wants to “see what happens”, those delayed shadows are reason enough to foresee danger.

The subjects’ shadows – and make no mistake, the agents are now subjects – take 1.8 seconds to catch up with what would have been an expected shadow behavior. I have no idea what the hell the roller does to the curls of existence, but we need to know there’s no danger. Darling won’t see that. Of course he won’t. I wouldn’t be surprised if he tampered with the equipment around here just to “see what happens”, even if that meant putting other agents at risk. He’s a sadistic science voyeur. And I’m beginning to think you are too.

Please reinforce my department’s authority over his, Director. Please help the bastard see he is not God and even he can die – or worse – because of his lack of common sense. Him and you too. You enable him, Trench. This is on you.

Chief Risk Assessment Officer, Leon Gevellou