

GAMERS

OUTLINE/TREATMENT 2017 V6

By Mike Boas

ACT ONE

Jessica is a graduate student working on her degree in particle physics. She and her team have a breakthrough in the lab, discovering a new way to detect neutrino particles, which according to String Theory, can theoretically pass between dimensions. She and her advisor go out to celebrate and bring the device with them. Jess and her advisor discuss when to publish. Jess wants to be taken seriously, but is always waiting for someone else to push the ball forward, take the credit. (Either the advisor is trying to take credit, or he's encouraging her not to let another student do that.)

On the device, Jess notices a high reading of neutrinos surrounding Trevor and his friends -- who introduce themselves as Irish soccer players travelling through town.

The next day Jess improves on the detector, building it into a pair of goggles. It gives her a heads-up-display of otherwise invisible beams of neutrinos. She follows one particularly strong beam back to the bar (or other location?), where she happens to meet Trevor again. Suddenly, a fistfight breaks out between Trevor's crew and another group. Jess is accidentally knocked out (put in danger?)

ACT TWO

Jess wakes up in a field. Trevor is there. He tries to explain that he saved her, but she runs off, confused. She sees (but doesn't understand) many clues that she is, in fact, in another dimension. In a coffee shop, she sees a sports news broadcast featuring Trevor. He talks about how the latest round of "the game" is going. The broadcast talks about the discovery of dimensional travel and how the ALPHA and BETA universes compete once a year in the game. Stunned, Jess absent-mindedly pays for a coffee and gets yelled at for using counterfeit money (from another world, of course). Trevor catches up in time to "rescue" her and pay with proper currency.

Trevor gives back Jess' goggles, which she had lost, and she puts them on. She starts to believe in the parallel dimension when she takes some readings. She quizzes Trevor about the science, but he doesn't have much to say. He only knows enough to play the game, and takes the rest on faith.

Jess wants out. "Take me back." Trevor reluctantly agrees -- he was breaking the rules just being in her dimension, a non-interference zone. But the beams don't go back there directly -- the one they took to get here was one-way. They'll go to a junction point. There are some dimensions with more beam connections than others, called Junctions. Some theorize that there's a Nexus -- one dimension that can touch all others -- but it hasn't been found yet.