

Marina Xenofontos

I heard that there are many things in life that we can go beyond

May 14 – June 25, 2022

La Plage, Paris

Lvl six: Yellow Daisy Field

01a (The boy climbs out of the tree house and Twice follows him down with the hammer. Twice turns to the boy and says.)

Twice: “I had a friend that liked to light fires. Every summer in class, she would take a magnifying glass and point it at a piece of paper. We would all wait staring as the paper went from brown to black. Then a wisp and it would catch fire.”

Boy: “I want to light a fire.”

Exploration: None

Option a: “What about the yellow daisies?” (continue below, 02a)

Option b: Help the boy light a fire (skip to lvl seven)

Option c: Help the boy light you on fire (go back to lvl two)

01b (The boy climbs out of the tree house with the hammer and Twice follows him down. The scan floats down to the other end of the field where a small fire seems to have just started burning.)

Twice: “Summer fires. I had a friend that liked to light fires. Every summer in class, she would take a magnifying glass and point it at a piece of paper. We would all wait staring as the paper went from brown to black. Then a wisp and it would catch fire.”

(As she says this the scan slowly burns in the fire, leaving just a wisp of smoke behind it.)

Boy: “I’m going to light you on fire.”

Exploration: None

Option a: “What about the yellow daisies?” (continue below, 02b)

Option b: Help the boy light a fire (skip to lvl seven)

Option c: Help the boy light you on fire (go back to lvl two)

02a (The boy smashes a daisy with his fist.)

Exploration: None

Option a: smash a daisy with the hammer (continue below, 03a)

Option b: give the hammer to the boy (switch to 02b)

02b (The boy smashes a daisy with the hammer.)

Exploration: None

Option a: smash a daisy with your fist (continue below, 03b)

Option c: take the hammer from the boy (switch to 02a)

03a (Twice smashes a daisy with the hammer.)

Exploration: None

Option a: smash another daisy with the hammer (replay title card 03a)

Option b: give the hammer to the boy (switch and go back to 02b)

Option c: smash however many daisies you want with the hammer (continue to 04a)

03b (Twice smashes a daisy with her fist.)

Exploration: None

Option a: smash another daisy with your fist (replay title card 03b)

Option b: take the hammer from the boy (switch and go back to 02a)

Option c: smash however many daisies you want with your fist (continue to 04b)

04a (Twice is free to smash daisies with the hammer. If she smashes all the daisies, continue to lvl seven. If she smashes the boy with the hammer, the boy falls to the ground and bleeds out, Twice starts crying, her tears fill the screen and she goes back to lvl two. If you find the magnifying glass skip to 07)

04b (Twice is free to smash daisies with her fist. The more daisies she smashes, the bloodier her fist gets. If she smashes all the daisies, the bleeding out animation plays, she faints and goes back to lvl two. If she smashes the boy her fist, continue to 05. If you find the magnifying glass skip to 07)

05 (The boy starts crying. Twice drops the hammer to the ground and tries hugging him but he flinches, pushes her away, and says,)

Boy: "I can still feel my arm and that hurt me."

Exploration: None

Option a: Ask the boy if he wants to light a fire with you (skip to lvl seven)

Option b: Tell the boy he can smash you back (continue to 06)

06 Boy: "I don't want to smash you. I want to light this whole field on fire."

Exploration: None

Option a: Look for a magnifying glass (continue to 07)

Option b: Give the boy the hammer (skip to 09)

07 (Twice and the boy go searching for a magnifying glass in the field. They start out slowly scanning the surroundings, then veer off from each other in separate directions, pick up pace, eventually run. The angle from which we view them moves back and up, until we see them from a birds-eye view.

Exploration: Move (the player is moving the boy not Twice)

(Twice and the boy start panting. They meet again in the middle of the field and Twice passes the boy the hammer.)

Option a: The boy throws the hammer at his tree-house (skip to 09)

Option b: The boy throws the hammer at Twice (continue to 08)

08 (The view is still birds-eye. Twice falls to the ground.)

Dead End

09 (The boy throws the hammer at his tree house and it falls apart.)

Exploration: None

Option a: Run to the broken tree house (continue to lvl seven)

Option b: Run back home and into bed (go back to lvl one)

– Marina Xenofontos and Aris Mochloulis



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