SAMANTHA PINE (V.O.)
By entering the Vault, the users returned home, completing the simulation, restoring their memory, and leaving Sarabella Falls behind…forever…

200_Enc-2 [Life in the bunker] Dialogue

INT. SIMULATOR ROOM

Cut to the Simulator room after teams from season 1 have just completed the simulation. We see a wide shot of the simulator room before cutting to our first dialogue video with PROGRAMMER MARCUS greeting the leaders of each team who have just woken up from the simulation.

Introducing PROGRAMMER MARCUS (male officer, 50). He is in charge in the bunker and head of the Sarabella Falls Program. His speaks like someone with something to hide. When he speaks he will be accompanied by a slightly mysterious sound track adding to this feeling.

PROGRAMMER MARCUS
Welcome home teams! You made excellent time, some of the best scores we've seen out of the simulation yet!

CLEO
Uh… huh? So all of that was just a dream?

PROGRAMMER MARCUS
Not to worry, Cleo, that's just the Mind Wipe, it'll wear off in a few hours. You've been asleep for three months!

Introducing CLEO – Red Owl Team. She is independent, cool, and not afraid to question authority.

CLEO
Uhh… is that all? Judging by my breath I'd say it was two years. Where's the bathroom?

Introducing ANTON – Green Warthog Team. Anton is funny, friendly, and gentle with a healthy appetite.

ANTON
Forget the bathroom, where's the cafeteria? Is this how you welcome heroes? With no cheeseburger in hand?

Introducing ZACK – Blue Shark Team. Zack is cocky, competitive, and snarky.

ZACK
Hey Anton, why don't we check the final scores before you start calling yourself a hero. You wanna bet Sharks had the best score of all time?

ANTON
Don't talk to me about scores, Zack. Not till I have something in my stomach that isn't simulated.

INT. CAFETERIA

Introducing LULU — Yellow Tiger team. Lulu is warm and bubbly. I can't help but imagine a southern accent.

LULU
It's so weird to be back. It still feels like Sarabella Falls is home.

Introducing MAYA — Purple Elephant team. Maya is intelligent, sharp, and nerdy, interested in details and facts. She's happy to share information.

MAYA
It's just the Mind Wipe, short term memory loss from the simulation. It should clear up before our next competition.

LULU
Uh, Maya, we just woke up. Why would I want to rush off to another competition?

Introducing REN — Black Spider Team. Ren is intense and serious. He does not joke, exclaim, or get excited.

REN
Allow me to refresh your memory, Lulu. Because teams are everything down here. Teams are how we decide

(MORE)
REN (CONT'D)
who will be the future leaders when we return to the surface. Every simulation, every challenge, every choice our team makes shows if we are ready.

LULU
(sarcastic)
Ah, thanks Ren. Team pride. It's all coming back to me now.

200_Enc-3 [Marcus Address] Basic

Attention is turned to Programmer Marcus who addresses the room from the second floor of the cafeteria. He looks somewhat like a dictator addressing his subjects.

PROGRAMMER MARCUS
May I have your attention please. We would all like to welcome back our most recent Survivors of the simulation. You have accomplished something extraordinary—surviving on your own, working together in your teams to rebuild a collapsed society. These are all skills you will one day need to put to use when we go above ground to reclaim the planet. And for one of these teams here today, it will be your destiny to lead us. I hope this is something that drives you in every contest your team takes part in.

200_Enc-4 [Trouble] Dialogue

Back to Cafeteria Tables

ZACK
What are they waiting for, just tell everyone we're the winners. Don't worry, I think you'll all look good in Shark blue.

CLEO
It's still too close to call last I checked. Besides, think of how good these rooms would look with Red Owl banners draped on every wall.