

THE MEMORY ARCHIVE

Interactive Narrative Sample

SCENE: MEMORY EXTRACTION - SUBJECT 07

SYSTEM INTERFACE - BLACK VOID

A soft HUM fills the silence.

Fragments of light flicker like broken glass suspended in air.

A voice emerges, calm, artificial.

SYSTEM (V.O.)

Memory link established.

Subject 07 unstable.

Proceed with caution.

CHOICE PROMPT:

 Enter memory

 Abort session

IF PLAYER CHOOSES: ENTER MEMORY

INT. CHILDHOOD HOME - EVENING

Warm light fills a small living room.

A CHILD (8) sits cross-legged on the floor, drawing.

Soft laughter echoes from another room.

Peaceful.

Too peaceful.

PLAYER POV:

You are not seen.

You are not present.

You are observing.

The child pauses.

Looks up.

Directly at you.

CHILD

(whispers)

You're not supposed to be here.

SYSTEM (V.O.)

Warning.

Memory awareness detected.

The room flickers.

Walls distort.

The laughter becomes... wrong.

CHOICE PROMPT:

👉 Stay and observe

👉 Intervene

IF PLAYER CHOOSES: STAY

The child stands slowly.

Eyes darken.

CHILD

They told me someone would come.

The lights SNAP OFF.

Darkness swallows the room.

A new voice,

Deeper.

Not the child.

ENTITY (V.O.)

You shouldn't look into memories that fight back.

The walls CRACK.

The memory begins collapsing.

SYSTEM (V.O.)

Critical instability.
Forcing extraction,

GLITCH.

IF PLAYER CHOOSES: INTERVENE

You step forward.

The world RESISTS you.

Like pushing through water.

PLAYER (first voice input option)

Who are you?

The child smiles.

Not innocent anymore.

CHILD

I'm what's left.

The room SHATTERS.

Glass. Light. Sound.

Everything breaks at once.

SYSTEM (V.O.)

Memory corruption detected.

Suddenly,

You are no longer in control.

ENTITY (V.O.)

Now you stay.

CUT TO BLACK
