Cell Casters: Tutorial Level

By

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FADE IN:

EXT. CELL CITY SECONDARY, TRACK FIELD — DAY

A large crowd of students is gathered at the track field of Cell City Secondary. The school is large and has a modern appearance, indicating the fact it was built recently. There's not a cloud in the sky as a group of young athletes prepare for the qualifying race of the school district's Track and Field tournament. A grade 10 student named VICTOR (16, he/him) is busy preparing for the race. He stretches his arms while talking to his Track and Field coach, COACH BROWN. We hear the voice of NOVA (they/them), the leader of the Cell Casters, narrating the scene.

NOVA [V.O.]

It's the Track and Meet Qualifying Round at Cell City Secondary. A chance to show your speed and athleticism and prove that you deserve to compete at the District Championships.

From over VICTOR'S shoulder, we see a blonde-haired teenager named SEBASTIAN speaking with COACH BROWN. SEBASTIAN has a reputation for being an excellent runner.

COACH BROWN favours SEBASTIAN and speaks with them more enthusiastically than he did with VICTOR. VICTOR begins stretching more aggressively, visibly frustrated by SEBASTIAN receiving more attention from COACH BROWN than VICTOR did. VICTOR hears a voice calling to him from the crowd.

DIMITRI [O.S.]

Come on, Victor! Don't let the competition get to you!

We see VICTOR'S best friends cheering from the sidelines. DIMITRI (16, he/him) is the grade 10 class clown, and ERICA (16, she/her) is a quiet and artistic grade 10 student.

ERICA

We believe in you!

DIMITRI

Run so fast that it makes gravity jealous!

VICTOR gives them a thumbs-up before stretching his legs.

NOVA [V.O.]

I'm not a great runner, but Victor is already a pro. It's a good thing he's the one racing and not me. I've got another job to do.

DISSOLVE TO:

INT. CELL CASTERS HEADQUARTERS — DAY

We zoom into VICTOR's pancreas to reveal NOVA inside a biopunk lab. The interior resembles a superhero hideout, like the Batcave or Tony Stark's home workshop. NOVA stands at their main control panel as they monitor the status of VICTOR's body.

With Nova are the rest of the Cell Casters. RUSTY (he/him) is tinkering with a cartoony sci-fi blaster weapon. GIA (she/her) is looking over a map of the human body, pinpointing the exact locations of insulin receptors. LYSA (she/her) is carrying a stack of large metal crates. MITO (he/him) is relaxing with a juice box in the corner.

NOVA [V.O.]

My name's Nova. I'm part of the Cell Casters, an elite team of scientists and technicians that power the Beta Cells in Victor's body. We produce insulin proteins that help glucose, or "blood sugar," enter the cells to be used for energy.

RUSTY polishes the blaster and hands it over to GIA.

RUSTY

Alright, I fixed the glitches that were messing up the transport vesicles! I also upgraded your blaster to hold more Insulin Proteins at once.

GIA

Did you adjust the velocity settings as I requested?

(MORE)

GIA (CONT'D)

We'll see a large wave of glucose spikes this weekend. I want to ensure we get as much Insulin out the moment they start.

LYSA jumps into the frame, no longer carrying the crates she had before. She puts her arm around GIA's shoulders.

LYSA

(confident)

I'm not sure why you're so worried, Gia. You're so good at protein targeting we'll break that glucose down in no time flat!

MITO

Our proteins will move so fast, we'll have to call it "fast-acting insulin"!

GIA, LYSA, RUSTY (IN UNISON)

Mito!!!

The room is filled with red light as a siren starts blaring. The monitor NOVA is standing at says, "URGENT WARNING! INCOMING TRANSMITION!"

NOVA

Settle down, Cell Casters. Commander Cortex wants to have a word with us.

COMMANDER CORTEX (he/him) appears on screen. He is the Cell Caster's boss and operates VICTOR's brain. He is dressed as a military commander and sits at a desk decorated with various human body-themed knick-knacks, office supplies, and a large microphone. The Cell Casters gather around the monitor to watch the transmission.

COMMANDER CORTEX

This is Commander Cortex speaking. We have an incoming glucose we need you to take care of as soon as possible.

Several images of VICTOR appear on the screen. Some show him preparing for the race, others show him tired after practice, and some photos are of the inside of VICTOR's body, showing how glucose affects energy levels.

COMMANDER CORTEX [O.S.]

Victor ate a banana one hour ago. We'll need you to produce 7.2 x 10^18 insulin proteins. That's 2 Insulin IU units to break down its glucose and give Victor the energy he needs to win the race.

The images on the screen are minimized, and the display returns to the COMMANDER CORTEX at his desk.

COMMANDER CORTEX

This should be easy work for the Cell Casters, but don't forget that Victor needs all the energy he can get for the qualifiers. Now, get Victor to first place by doing what you do best. Best of luck! This is Commander Cortex signing off.

The transmission ends. The display on the monitor returns to normal.

NOVA

You heard the boss; let's get casting!

The group strikes a triumphant team pose before running to their stations. This concludes the opening cutscene. A TEXT PROMPT appears on the screen, explaining the basic gameplay mechanics. The first prompt displays the Insulin Protein Count Meter.

TEXT PROMPT - INSULIN PROTEIN COUNT

The goal of each level is to create enough Insulin Proteins to offset an incoming blood sugar spike. Reach the required Insulin Protein Count before the party reaches 0 Energy.

The following prompt displays the party Energy Meter and images of leftover protein structures.

TEXT PROMPT – ENERGY & PROTEIN STRUCTURES

> The party has a maximum of 50 Energy. Leftover protein structures in the cell will cause damage over time.

The following prompt has images of a full and an empty Action Meter for the player's reference.

TEXT PROMPT – ACTION METER

> Each player takes turns playing mini-games to activate abilities. Press START when your Action Meter has filled to begin your turn.

A TEXT PROMPT with character-specific instructions will appear on the screen when a player activates their ability for the first time during this level. NOVA's prompt includes an image of their character on the left.

TEXT PROMPT – NOVA: NUCLEUS

> Nova controls the Nucleus. They start the process of insulin synthesis by transcribing the gene encoding insulin DNA into insulin mRNA (messenger RNA). Transcription is the process of making an RNA copy of a DNA sequence.

A looped video of NOVA's mini-game is on the left of the prompt.

TEXT PROMPT – NOVA: TRANSCRIPTION

> A row of button prompts will appear on the screen. Input the same sequence to create X Insulin proteins for RUSTY before time runs out.

RUSTY's prompt includes an image of his character on the left.

TEXT PROMPT – RUSTY: ROUGH E.R.

> Rusty controls the Rough Endoplasmic Reticulum.

(MORE)

TEXT PROMPT – RUSTY: ROUGH E.R. (CONT'D)

He helps translate and process insulin mRNA into the insulin precursor polypeptides, preproinsulin, and proinsulin. Proinsulin is added to transport vesicles that get sent to the Golgi apparatus.

Images of the tRNA blocks appear on this prompt.

TEXT PROMPT – RUSTY: TRANSLATION (1)

Match tRNA blocks from the top of the screen with the mRNA on the conveyor belt below. A is paired with U, and G is paired with C.

A looped video of RUSTY's game is on the left of the prompt.

TEXT PROMPT – RUSTY: TRANSLATION (2)

Press left and right to change the order of the tRNA's letters. Press A with the correct tRNA sequence to place it on the mRNA. Matching three sets of blocks will send modified proteins to GIA.

GIA's prompt includes an image of their character on the left.

TEXT PROMPT – GIA: GOLGI APPARATUS

Gia controls the Golgi Apparatus. Inside the Golgi apparatus, proinsulin is converted into its mature insulin form.

A looped video of GIA's mini-game is on the left of the prompt.

TEXT PROMPT – GIA: PROTEIN TARGETING

A cursor will move back and forth along a meter displayed on the screen. Press A when the highlighted target and the cursor are lined up to send off Insulin proteins into VICTOR's body.

LYSA's prompt includes an image of their character on the left.

TEXT PROMPT - LYSA: LYSOSOMES

Gia controls the Lysosomes in the cell. She uses their enzymes to digest macromolecules into smaller pieces, such as turning proteins into amino acids.

A looped video of LYSA's mini-game is on the left of the prompt.

TEXT PROMPT - LYSA: DIGESTING

Press A rapidly to fill the bar displayed on the screen. As the bar fills up, leftover protein structures will be dissolved, reducing the incoming damage to the party.

MITO's prompt includes an image of their character on the left.

TEXT PROMPT - MITO: MITOCHONDRIA

Mito controls the Mitochondria, the powerhouse of the cells. They produce energy for the cell by moving electrons through the Electron Transport Chain to create the nucleotide ATP.

A looped video of MITO's mini-game is on the left of the prompt.

TEXT PROMPT - MITO: ATP SYNTHESIS

Rings will shrink around circles along the electron transport chain and ATP Synthase. Press A when a ring and circle are aligned to move to the next one. Match eight in a row to restore 10 Energy to the party.

The tutorial level concludes when the team reaches their insulin protein count. Large text on the team's primary monitor says, "VICTORY!" Each Cell Caster strikes a victory pose at their stations as a victory jingle plays in the background.

FADE OUT:

INT. CELL CASTERS HEADQUARTERS — DAY

The Cell Casters gather around the primary monitor to watch VICTOR during his race. The scene zooms onto the screen, bringing the display into focus.

ZOOM IN:

EXT. CELL CITY SECONDARY, TRACK FIELD — DAY

VICTOR and SEBASTIAN are next to each other amongst a row of other competitors. They take their starting positions as they prepare to sprint. COACH BROWN is at the end of the row with his hand in the air. He begins counting down while the crowd distance watches with anticipation.

COACH BROWN

On your marks, get set, go!

COACH BROWN quickly swipes his arm down to indicate the race has started. Everyone begins running. SEBASTIAN quickly takes the lead. VICTOR is focused on the finish line, expressing a mix of nerves and determination on his face. We then see a small animation of insulin receptors taking in insulin proteins and converting glucose into energy. A bar at the bottom of the screen titled "ENERGY" rapidly fills up. It begins to spark and glow once it has filled up completely. VICTOR is then seen running faster, looking more confident, eventually zooming past SEBASTIAN. COACH BROWN and DIMITRI look shocked while DIMITRI and ERICA cheer on.

DIMITRI

Let's go, Victor!!!

VICTOR reaches the finish line, making it in first place with SEBASTIAN as the runner-up. The Cell Casters are seen inside their headquarters celebrating. VICTOR receives a first-place ribbon from COACH BROWN. SEBASTIAN is in the background, sulking with his second-place ribbon. An unknown third-place winner is happily waving to the crowd. DIMITRI and ERICA run up and bring VICTOR into a group hug.

CUT TO:

INT. CELL CASTERS HEADQUARTERS — DAY

The scene concludes with a still image of the Cell Casters racing along a racetrack in VICTOR's Pancreas. COMMANDER CORTEX presides over the race in the background. MITO is in the lead with a big smile across his face.

GIA and LYSA are seen neck and neck in second place. GIA appears calm, while LYSA is looking at GIA with an intense gaze. Both are sweating heavily. NOVA is a few paces behind GIA and LYSA with a stiff, focused expression on their face. RUSTY is far behind, looking exhausted as he sweats profusely. At the bottom left of the screen, the word "Congratulations!" is displayed in large text.

FADE OUT.

THE END