

# Grimm Brothers Story – Script

- Possible sound effects for the transitions between environment (to be discussed during the meeting)
- Non realistic sounds

Synopsis: A VR interactive story that allows the audience to assume the character of Jacob Grimm. He explores his dying brother’s subconscious through five interactive environments. They are filled with fragments of the fairytales the two brothers collected and memories from their lives. Each environment represents one of the five stages of grief, and through his exploration of them, Jacob is finally ready to accept his brother’s passing.

Characters: Jacob Grimm (the VR perspective character, an old man), Wilhelm Grimm (Jacob’s younger brother, more outgoing but often sick from childhood, currently dying), Jacob and Wilhelm Grimm as children, Wilhelm Grimm and his wife in their middle ages\\

Voice Actors Needed: Jacob Grimm (adult man, player character), Wilhelm Grimm (adult man), Wilhelm’s Wife (adult woman), Young Jacob (male child), Young Wilhelm (male child)

Key: Blue = Voices from Characters (will need to be directional), Red = Specific Sound Effects Triggered by Objects, Interactions, or Characters, Green = Ambience and Soundscape etc.

PART 1: CABIN INTERIOR (DENIAL)		
Load into the world. The cabin is modest and made mostly of wood, with wooden furniture. You are JACOB, and you are (in the VR world) sitting by the bedside of your younger brother, WILHELM.		Crackling sounds of dying embers in fireplace (reference: <a href="https://www.youtube.com/watch?v=rPEOVQzQlfQ&amp;ab_channel=SoothingChannel">https://www.youtube.com/watch?v=rPEOVQzQlfQ&amp;ab_channel=SoothingChannel</a> )
WILHELM	(Coughing and wheezing heavily)	Dialogue
JACOB	Have some water.	Chair squeaks (if the player character moves)
WILHELM	I’m fine, Jacob. You worry too much.	Wooden floorboard creaks (if the player character moves)

<p>JACOB                    Then at least get some rest.</p> <p>WILHELM                There's nothing I've been able to do besides that, right?</p> <p>                                 An awkward moment of silence.</p> <p>WILHELM                You should get some rest, too. You've been looking after me all this time.</p> <p>JACOB                    ... Fine. But don't try to stay up. I want you to get better soon.</p> <p>WILHELM                ... I'll try my best. ... But let me read you a story first. Like when we were kids. Indulge an old and dying man's last wish.</p> <p>JACOB                    I'm older than you, and you're not dying.</p> <p>WILHELM                If you say so, big brother. Could you pass me that book from the table?</p> <p>                                 WILHELM waits for you to bring him the book from the shelf/table (TBD). He takes the book from you, taking his time to settle himself.</p> <p>WILHELM                Now settle down.</p> <p>                                 In the same slow, relaxed manner, he flips through the book, landing on a page somewhere in the middle, and begins to read.</p> <p>WILHELM                Once upon a time...</p> <p>                                 Fade to black.</p>	<p>Whatever foley that cloth makes (because Wilhelm is sitting in bed covered by blanket)</p> <p>Sound of book opening, book pages being flipped, as Wilhelm opens the book</p>
<p>PART 2: DARK FOREST (ANGER)</p>	<p>Footsteps on forest terrain for when the player character walks</p>

The world resolves itself from darkness to colour. You are standing in a forest clearing. It is dark, and you are surrounded by trees. A crow lands on one of the nearby branches, watching you.

JACOB        What...what is this place? Where am I? Wilhelm? Wilhelm are you there?

You hear the voices of children playing in the distance. Running footsteps. The sound gets closer until you can hear what they're saying.

YOUNG JACOB        Don't run so fast, Wilhelm. I don't want you to get hurt.

YOUNG WILHELM        I won't! My legs are stronger now. Mama and the doctor said so. You're the one that has to keep up!

YOUNG JACOB        But...

A vision of a memory appears. It is two little boys running through the forest: the YOUNG JACOB and YOUNG WILHELM playing together.

YOUNG WILHELM        There is no but! We have to play properly, before they send us away to school again.

YOUNG WILHELM slows down, coming to a stop. YOUNG JACOB catches up and stops as well. A brief pause ensues, as it seems the brothers are doing something, somewhere beyond the bushes and trees where you can't see.

YOUNG WILHELM        Let's leave this here. We can dig it up and play again when we come back.  
Okay?

YOUNG JACOB        Okay.

JACOB        Our wolf toy? But how can this be?

(dry and grass)

Water stream

Screeching owls

Wind

Forest ambience

(big)

Dialogue from memory (brothers as children)

Wolf footsteps on forest ground  
(dirt, moss, dead leaves, twigs,  
etc. – will confirm with you later)

YOUNG WILHELM and YOUNG JACOB run off again; you hear their footsteps leaving. You hear, in its place, something else coming towards you.

The WOLF stops in front of you. It is snarling and angry.

Upon interacting with it (such as petting its head to soothe it, etc) it drops something on the ground in front of you. You may pick up a WOODEN WOLF TOY.

The forest begins to disintegrate around you, transitioning to the next environment.

JACOB     \*Gasps\* What's happening?

Wolf snarling and panting

### PART 3: TOWER ROOM (BARGAINING)

You are in a tower. In the tower, there is a spinning wheel, and from the spinning wheel, a web of golden threads. A spiral staircase winds around the walls, leading up and down, but you are unable to ascend or descend. The crow is perched at one of the windows on your level. Above you, there are voices, and someone's silvery memory...

JACOB     Why does this place feel familiar?

JACOB    A Spinning Wheel! Why...I was just writing about one the other day...for our book.

A MAN and WOMAN are arguing.

WILHELM       I don't want to talk about this any more.

WIFE        But it is strange, Wilhelm. You might not want to admit it, but that doesn't change the facts. We're married now. It is unusual for him to still be living with us. At his age, for so many years—

Footsteps on stone floor for when the player character walks

Rusty squeaking from spinning wheel  
Echoey in sound

Dialogue from memory (brother as an adult and his wife)

WILHELM            He is my brother

WIFE                He is your brother, yes, but he should have a life of his own. We should have a life of our own. People in the village are beginning to talk—

WILHELM            Then let them talk. I am the only family he has left. He is the only family that I have left. Besides, you know about our work.

WIFE                Oh, yes. The Grimm Brothers, and their wondrous book. Wake up and see the real world, Wilhelm. No one cares about your silly stories!  
if

A strained silence.

WILHELM            He is my brother, and that is final. My brother will always be welcome in my home.

JACOB            I never realised how hard he fought for me...

JACOB            If only I could find a way to leave this tower. I need to get home, to Wilhelm.

JACOB            A key! Perhaps this will unlock that door.

JACOB            What's happening now?!

Key in turning in lock

#### PART 4: LIFELESS GARDEN (DEPRESSION)

You find yourself in a garden. It is clear no one has come here in a long time. The foliage is overgrown, and there are strange mounds in the landscape. Upon inspection, you may realise that these are bodies. Slumbering, but otherwise still, as though nearly dead. Brambles grow over their bodies, as though the garden itself is reclaiming them. The crow from before lands on the nearby bird bath, watching you.

Footsteps on dirt/moss/grass terrain for when the player character walks  
Heavy breathing (from sleeping bodies) voice actor?

JACOB     Where am I now?

Jacob notices the bodies on the floor

JACOB     Wilhelm! Wilhelm can you hear me? Wake up brother! I just want to go home.

JACOB     This looks like the juniper tree from one of our stories...

WILHELM     (Coughing and wheezing heavily)

Distant voices; the voices of two adult men discussing something.

Their voices phase into clarity until you can hear what they're saying.

It's the memory of two men. WILHELM and JACOB, though this time, it is WILHELM trying to catch up to JACOB, but is unable to, due to his failing health.

WILHELM     This treatment... It's useless. Like all the others.

JACOB     You don't know that.

WILHELM     I do.

JACOB     We'll try a different doctor.

WILHELM     That won't make a difference! Not a different doctor, not a different treatment. We've tried everything at this point. I don't think anything is going to change.

A strained silence.

WILHELM     I'm tired, Jacob. I'm beginning to wonder what the point is. ... I'd rather that we just focus on finishing our book instead. Okay?

JACOB     Okay.

Dialogue from memory (brothers as adults)

<p>You pick up a book that is at the base of a tree to the side of you, triggering the environment to change.</p>	
<p><b>PART 5: CABIN IN THE SKY (ACCEPTANCE)</b></p> <p>You find yourself outside your cabin. You're not able to go inside, but you can look through the window. You can see yourself as well as WILHELM, as you were at the beginning: you are in a rocking chair by WILHELM's bedside, and WILHELM is resting peacefully in bed, with his eyes closed.</p> <p>JACOB            Ah! Our cottage! Finally I'm home.</p> <p>Eventually, when you turn around, you see that the landscape opens up to a cliff with open sky beyond. A figure is sitting at the edge of the cliff, with its legs dangling over the edge. It is WILHELM. You may take a few steps towards him, but you will not be able to reach him (he is beyond the VR boundary box).</p> <p>JACOB            But this isn't home...is it?</p> <p>JACOB            Wilhelm. You've been lying to me this whole time.</p> <p>WILHELM          What do you mean? Nothing has changed. I've been dying this whole time. You just didn't want to see it.</p> <p>JACOB            You're giving up? After all this time? But there's still so much we haven't done. We haven't even finished the book. You can't leave. Not yet.</p> <p>WILHELM          <u>You</u> will finish the book. You'll do it for the both of us.</p> <p>JACOB            Never mind the book, then. You can't leave me. It's always been the two of us. The Brothers Grimm.</p> <p>WILHELM          And that won't change, now or ever. You'll always be my brother. You'll grieve, but grief isn't forever. You'll miss me, and I'll miss you too. But a story doesn't vanish just because it's over. ... As for finishing the book, you have everything you need already with you.</p>	<p>Footsteps on grassy terrain for when the player character walks</p> <p>Wind chime</p> <p>Wind sounds (because they're on a mountain top)</p> <p>Dialogue between brothers</p>

JACOB                    I'm sorry. I was a burden to you. Our whole lives—

WILHELM                You were never a burden. You are my brother.

Wilhelm walks to the edge off the cliff, and turns back to face you.

WILHELM:              We'll see each other again, one day. But not too soon. Our story is in your hands, now. I hope you make the ending something you're proud of.

Wilhelm dissolves into the same silvery dust-form as the memories from the previous scenes, becoming a memory, before being carried away by the wind.

What shoes do characters put on?

- Smart shoes, small heel (1 inch), traditional mens shoe, flat

Footsteps rhythms - 4 footsteps

What kind of material of cloth? - Textured cotton, soft materials, leather shoes

Music arrangement? Length?

Memory dialogue reverb+delay? Realistic or ~?