The Pipeline Pinball Energy Thrill Ride Game
A Little Theatre in a Serious Game
By Lori Shyba

Script and Storyboards

Figure 1: The Lori character describing the game action, "Talking Head" variation.
Figure 2: The Lori character describing the game action, "Alter Ego" variation.
Figures 3 and 4: Imagine a pinball game as big as a wall.

SCRIPT EXCERPT #1

FADE IN:
EXT. MONTAGE OF STILL PHOTOS, PIPELINE WORKERS AND WELDERS

                      SUPERIMPOSED TEXT
      Sure. You can make THEATRE into a COMPUTER GAME
      You just have to FIRE UP a PLAN.
      For better or worse.
      Here is my PLAN.
      CONFIDENTIAL

INT. PROFILE CLOSE UP on Narrrator.

               NARRATOR AND SUPERIMPOSED TEXT
      The Pipeline Pinball Energy Thrill Ride Game

INT. CLOSE UP on Lori alternating between colour "talking head shot" (TH) view and black and white "alter ego shot" (AE) view. SFX throughout.

LORI

(TH)Imagine. A computer pinball game as huge as a wall. Bright shiny, bells and buzzers. Where you can score Alternative Fuel Points or Fossil Fuel Points. I'm Lori Shyba and I'm the designer of The Pipeline Pinball Energy Thrill Ride Game. (AE)It's a little theatre in a game. (TH) Now I'm not one to stuff messages down anyone's throat, but maybe by playing this game we'll find out (AE) If we can convince ourselves ... (TH) as individuals and as a society ... (AE) to keep alternative energy off of the back burner. (TH) Lets see how it works.
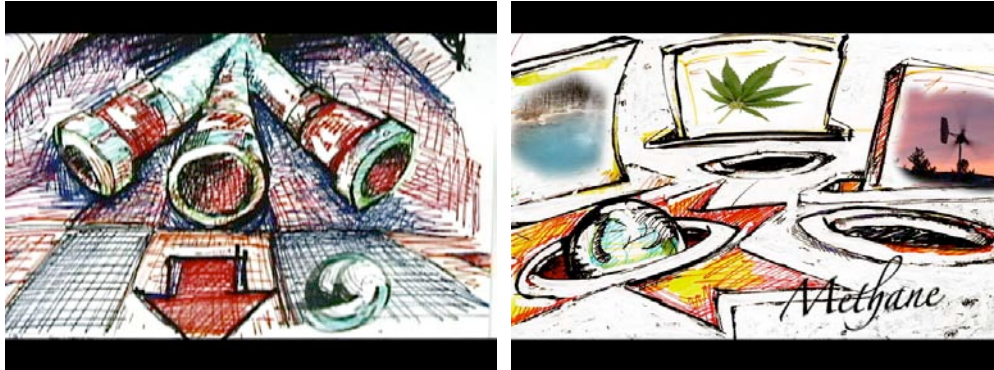

Figure 5: The three open pipeline chutes.
Figure 6: The alternative energy targets; methane, hemp, and wind

SCRIPT EXCERPT #2

INT and EXT. MONTAGE OF "MOCK-UP" ANIMATIONS REPRESENTING SIMULATED GAMEPLAY

NARRATOR AND SUPERIMPOSED TEXT

Generate Energy Diversity

LORI

The player first needs to plunge the energy ball through each of the three open pipeline chutes to activate them. Bumpers, representing hydrocarbon deposits and refineries, keep the ball in motion. Flippers, lined up along the borders, keep the energy ball in Canada.

NARRATOR AND SUPERIMPOSED TEXT

Shift Your Resources

LORI

Once the three pipeline chutes have been activated, the three alternative energy target holes light up. These represent bio-fuel hemp crops, wind generators, and geo-thermal gas hydrate methane reserves.
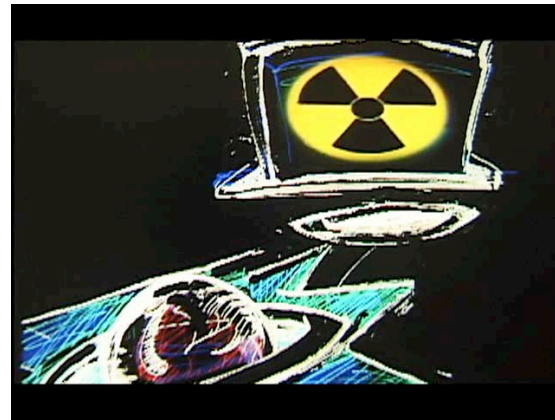

Figure 7: Planning the opening of the MacKenzie Valley Pipeline
Figure 8: The Pipeline Target Holes
Figure 9: The Global Clients │ Figure 10: The nuclear target hole

SCRIPT EXCERPT #3

INT and EXT. CONTINUTING MONTAGE OF "MOCK-UP" ANIMATIONS REPRESENTING SIMULATED GAMEPLAY

                    NARRATOR AND SUPERIMPOSED TEXT
The Alberta Oilsands

                    LORI (VO)
Once the balls are locked, this opens up the MacKenzie Valley Pipeline and the Oil Sands. The player needs to plunge the energy ball down through the pipeline and then back up through the loop and into the oil sands target hole. Once the energy ball travels through the loop, the global energy markets open and five clients appear as popup targets.

                    NARRATOR AND SUPERIMPOSED TEXT

Build it and They Will Come

           LORI (VO)
The player needs to activate each global market by knocking down each of the five clients. Knocking down the clients lights up the nuclear target hole. The player needs to lock the energy ball into the nuclear hole.

Out take: (This next section was edited out from the final cut of the video because of time and pacing constraints.)

If these balls are not played skillfully and end up in the gutter too soon due to bad flipper action, or if the game is tilted, a nuclear meltdown occurs and the whole game interface explodes. However, if the balls are played skillfully, the game goes into black-light radioactive mode.

Figure 11: The spies in the oilpatch | Figure 12: Dancing caribou

SCRIPT EXCERPT #4

           LORI (VO)
Now, three pop-up enemy spies show up in place of the global energy clients.

           NARRATOR AND SUPERIMPOSED TEXT
Spies in the Oilpatch

Once the spies are knocked down, the animals light up. Conformity or diversity point gain.
When the animals light up, the whole game is ablaze with bells and flashing lights signaling the climax of the game. The player needs to activate the birds and the caribou and at the end the birds flap and sing and the caribou spin and dance. Diversity point jackpot gain. The final reward is that if folssil fuel points are greater, the Voiceover says "You are still enforcing hydrocarbon conformity, try again." The map dissolves and fades away to black.

However, if alternative points are greater, the Voiceover says, "You have succeeded in energizing the world in ways you cannot imagine. You are a national treasure."

Figure 13: "Let's Go Alberta! | Figure 14: The Spies say, "What does she know?"

SCRIPT EXCERPT #5

INT. CLOSEUP OF LORI.

LORI
(Ironically) Let's go Alberta. Let's exploit our existing hydrocarbon resources, the Alberta Oil Sands for example, but let's make sure we've got some kind of energy fuel to peddle when it's all gone.

SFX and cut to:

SPIES ANIMATIONS AND SUPERIMPOSED TEXT
What does she know about all the bitumen sittin' on the planet?

SFX and cut to:

LORI
There are spies in the oilpatch and whose side are you on?

CREDITS, SUPERIMPOSED TEXT

Game Voiceover Dude: Collin Ward MacDonald
Game Drawings: Rich Theroux, Jon Griffiths, Russell Everett
Photography: Paul W. Andrews, Jamie Zebedee
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Lori Shyba, 2005