

StrayStars 2

StrayStars 2 is the unproduced sequel, set in the same universe as [StrayStars](#). Ash and Taylor, lifelong best friends, are tasked with escorting the colony ship back to Earth while the colonists enter hibernation. Their routine mission shatters when they wake to a bloody slaughter in the hibernating chambers. The horror quickly turns personal: CCTV footage points directly to Ash, framing him as the murderer.

INT. POD ROOM - NIGHT.

A brightly lit room with metal panels filled with sleeping pods. People are getting in the pods. We see a teenager with black hair, tied into a short ponytail, in a blue uniform. They stand in front of their family, who are ready to get into the pods.

LITTLE SISTER

Take care, Ash! Don't miss us
too much!

MOM

I can't wait to be home
again...it's been too long.

DAD

Hey um... Stay safe. It's going
to be years before we get to
talk again. I don't want my
child to turn into some weird
freak. So make sure you
exercise a lot-

ASH

Dad, I won't turn into a weird
freak. Stop it.

DAD

Alright alright. Well, see you
on the other side.

Cutscene. They get in the pods, lights dim. Ash is all alone now.

ASH

Goodnight, Mom, Dad, sis.

ASH
I should probably meet up with
Taylor next door and check up
on the resource rooms.

INT. POD ROOM HALLWAY - NIGHT.

A hallway constructed entirely with metal planes. It leads to other pod rooms. A young man with brown hair, in a blue uniform, is spacing out, leaning on the metal planes.

TAYLOR

...

ASH
Hey Taylor!

TAYLOR

...

ASH
Taylor?

TAYLOR
Oh! Hey! Sorry. I spaced out.
Are you ready to go?

ASH
You know you can tell me
anything.

TAYLOR
(Sighs)
Ash, I'm- I'm kinda scared.

ASH
Of what?

TAYLOR
I'm scared of the hibernation,
of "home", of this...journey.

ASH
(player will be able to go
through all the options)

Option A: Hibernation?

Option B: Home?

Option C: The journey?

Option A:

TAYLOR

We are going to spend years
awake while our family sleeps.
We might become...another person
when they wake up. What if they
don't even recognize me
anymore?

ASH

Taylor, I know you. You aren't
going to change into another
person. And I know your family!
They will love you regardless.
I promise.

TAYLOR

If you say so...

Option B:

TAYLOR

I have never been on Earth
before. I don't really know
this "home"! What if people on
Earth hate us? What if they
don't remember us? What if
there aren't any fried alien
squid legs?

TAYLOR (CONT'D)

I already miss Planet-17032.

ASH

I heard there are normal squid
legs on Earth, if that makes
you feel better.

TAYLOR

No, it doesn't!

ASH

Well, I'm sure we have some in
the lounge.

Option C:

TAYLOR

Years and years of traveling in
space alone...doesn't that just
scare you?

ASH

We aren't alone! I am right
here!

TAYLOR

I'm thankful for you being
here, really. But... ugh. I don't
know. It's probably just me.

Option 2

TAYLOR

Okay, I'll follow you.

Players are free to move to other rooms. Once they enter, they have to interact with at least 1 item, or else this dialogue appears.

TAYLOR

Hey Ash, I know you want to go,
but we aren't done here yet!

INT. GARDEN ROOM - NIGHT.

A large garden with automatic planters. Alien plants growing in sheltered pots. The bioluminescent plants light up the room with blue and green hues. The other end of the garden leads to a door labeled "Cryo Room".

ASH

(interact with planters)
Just some harmless species
samples collected from
Planet-17032. Most of them are
even edible.

TAYLOR
Maybe we should have some for
dinner.

ASH
(Interact with lockers)
Some gardening supplies and
soil. We gotta upkeep this
garden somehow!

ASH
(Once finished with both items)
Everything looks good!

TAYLOR
We should check the cryo room
in the back. That's where they
keep the important samples.

INT. CRYO ROOM - NIGHT.

Cryo room inside the garden. It is freezing cold in there, we can see the breaths of Ash and Taylor. A panel that monitors its contents hangs from the middle of the room. There are jars of submerged, cryo-ed alien species on the metal shelves.

ASH
(Interacting with jars)
This is over 30 years of hard
work on Planet-17032! Go us!

TAYLOR
You know, something about this
room really freaks me out.

TAYLOR (CONT'D)
Just alien species floating in
jars.

ASH
(Interact with brain-looking
jar)
That's the "Frowner". An alien
animal that looks like a brain.

It is mostly harmless,
just...unsettling to look at.

ASH
(interacting with Glowly jar)
This bioluminescent animal is
deadly poisonous, but they
glow! It could be a great type
of renewable energy...or
something.

TAYLOR
Why are you talking like I
don't know this already, Ash?

ASH
Oh, nothing, I was thinking out
loud.

INT. WATER ROOM - NIGHT

A long hallway with glass windows on one side that look down on the water tanks. An electric panel and a door are located at the end of the hallway.

ASH
The life source-water!

TAYLOR
We should really pay extra
attention to this. Remember
when the water tank on
Planet-17032 leaked and almost
killed everyone?

ASH
Not a fun time, for sure.

ASH
(Interact with terminal)
Water level is normal.
Evaporation rate is normal.
Tank maintenance request...0!
Nothing out of the ordinary.

TAYLOR
We need to check the tank
status regardless.

ASH
Yep, let's go.

INT. WATER TANK ROOM - NIGHT

A room with huge water tanks placed side by side, leaving barely enough room for one to walk through. Each tank has a tube that connects to the ceiling, and a panel that reflects its status.

ASH
(interacting with water tank)
Made by the sturdiest material
on Planet-17032. We learned our
lesson.

ASH
(interacting with more water
tanks)
Percentage filled: 97%
Water Reserving mode: On.

Once they finish checking in all the rooms.

ASH
We are all done! Taylor,
feeling like a drink tonight?

TAYLOR
For sure, we should check if
there are fried alien squid
legs leftover...

ASH
We do. I made them for you
before we left.

TAYLOR
REALLY? Oh my god Ash!! You're
the best!!!

ASH
(blushing)
Ahem... alright, to the lounge we
go!

FADE IN. CUTSCENE. INT. LOUNGE. - NIGHT

The lounge is lit in dim yellow light, much like a comfortable jazz bar. There is a sofa, some bookshelves, a bartop table with utensils to cook, some barstools, and a huge window that lets you look into the endless universe. The other side of the room has a door that leads to the bedrooms. It is the definition of a cozy living quarter. Taylor and Ash are sitting next to each other at the bartop table.

TAYLOR
(chewing on food)
Mmm... maybe this isn't so bad
after all!

ASH
Says the one who was just
panicking about everything.

TAYLOR
Hey! Can you really blame me?
This IS scary!

ASH
I am always here for you. There
is no need to be scared.

TAYLOR
Yeah, just like when we were
kids.

ASH
Just like when we were kids.

ASH
Hey, want a drink? You turned
18 a while ago, right?

TAYLOR
Hell yeah! I bet they got some
nice alcohol in there...Let's
see...

TAYLOR
(hands Ash a bottle of alcohol)
Here you go. Cheers to us!

ASH
Cheers to us! Cheers to going
home!

Fade to black.

Fade In. INT. BEDROOM - DAY

There are two beds in the room, two desks, bedside tables, etc. A huge window looks out to the infinite space. Ash and Taylor are sleeping in their own bed.

ASH
Ugh...My head. We drank way too
much last night.

TAYLOR
My head is pounding...this sucks...
I need some more sleep..

ASH
As much as I would love to stay
in bed, we should really get
up.

TAYLOR
Oookay...

INT. LOUNGE - DAY
A faint siren sound echoes.

Taylor
Why is the siren going off?

ASH
This is bad. We gotta go.

INT. HALLWAY. - DAY
Siren echoes through the hallway. Every light is pulsing red.

ASH
Warning level A. We need to
head up to the control room
NOW!

Taylor
I am praying to God that it's
NOT the water tanks!

INT. CONTROL ROOM - DAY

Faint siren sounds, the room is filled with monitors, and the light from the monitors washes the room blue.

ASH
(Interacts with control
station)
Warning coming from Pod room
2B... I will go check! Taylor,
stay here and stay safe, okay?

TAYLOR
Okay. I will turn off the
warning for now.
*(Siren sounds and red light
fades.)*

INT. POD ROOM - DAY

Pods are open, bodies lie lifelessly in them, with huge wounds in the chest area.

ASH
Oh God...

ASH
A blood trail...heading out.

ASH
(examining bodies)
A deep slash killed the victim.
Their innards exposed in the
air.

ASH

(examining pods)
Name: Grant Johnson
Age: 43
Status: Deceased

ASH
Who did this? Everyone should
be in hibernation! How is this
possible? Who would do this?
Why? ...Shit!

ASH
I need to get back to Taylor.
We can think about what to do
together.

INT. Control Room - DAY
Taylor is facing the monitors. Ash runs in.

ASH
Taylor, you won't believe-

TAYLOR
I saw it.

ASH
What?

TAYLOR
(pulls out a gun)
YOU BLOODY MURDERER!

ASH
What are you talking about?
Taylor! Calm down! Please!

TAYLOR
STOP ACTING LIKE YOU DON'T KNOW
WHAT I AM SAYING. YOU MONSTER!

TAYLOR
YOU WENT IN POD ROOM 2B LAST
NIGHT AND CAME OUT COVERED IN
BLOOD! IT IS ON THE CCTV!

ASH
WHAT!?

ASH
There is no way! I was with you
last night! For the entire
time!

TAYLOR
M-Maybe you went after I fell
asleep!

ASH
Why would I do such a thing?
You have known me all my life.
You know I have no reason to do
that! Taylor, put down the gun!
Please!

TAYLOR
(hesitates, but puts down the
gun)
...I don't know why you'd do
that, but it is on the CCTV.

ASH
Okay, show me.

Cutscene. Ash is exiting Pod room 2B, covered in blood.