

Wribly Summary

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Stage 1.

A homeless woman breaks into a single businessman's house while he's on vacation -- and takes up residence. When he returns, she doesn't leave; she continues living in the shadows, just out of site. Over time, she falls in love with him while he grows increasingly paranoid that something is very wrong here...

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Stage 2

Stasis - Stacy Garret, a 20-year-old hot bikini model, is at yet another grueling photo shoot in some out-of-the-way place (perhaps an exotic location?). She's bored with herself, her long line of hot boyfriends, the mindless sex, the drugs and the alcohol, the binges, the diets, and her life. She goes through the motions of posing in various states of undress. On her lunch break she strolls about and has an illegal smoke away from prying eyes and cameras – one of her only real private pleasures in life. She hates being stared at, and wishes she never went down the empty career path of model.

Surprise, - A tall man in a yellow suit passing by, and speaking nonsense in a foreign tongue, offers her a smoke, after seeing she's smoked her final one. She accepts and passes out on the first drag of the unfamiliar brand.

The Quest, - Stacy wakes up at midnight a few weeks later, naked and cold and accompanied by inquisitive rats, in an alley in an unknown abandoned city. She can't speak the language on the signs, and doesn't know what to do. She sees a reflection of herself in a window and screams. She's covered in obscene tattoos, scars, and extreme piercings. Her beauty is forever marked. She can never go back to the model life she once had. On her arm runs a list of instructions in English... which seem to shift and change as she reads them. 1) HI, STACY, FOLLOW THE MAN IN THE EMERALD GREEN SUIT, ON FOOT. 2) BREAK INTO HIS HOUSE WHEN HE LEAVES ON VACATION. 3) LIVE IN HIS HOUSE AND LEARN... 4) KEEP HIDDEN AT ALL TIMES WHEN HE RETURNS.

Surprise, - She follows each instruction as it appears on her arm and finds the painful tattoos disappearing slowly. Each time she disobeys an instruction – no matter how small or ridiculous – the painful tattoos return. By the time the man in the emerald green suit returns from his holiday, she has learned a new language from watching the 3-D Interactive TV, and started to think of ways to get out of her tricky situation. Still naked (as instructed) and covered in tattoos, she has nowhere else to go. Her latest instruction: 176) SPY FOR US, DO FOR US, AND WE MAY LET YOU GO IN THE END.

Critical Choice, - The tattoos are becoming more insistent and demanding. They instruct her to scrawl messages on his bathroom mirror, to flush the toilet at odd times, to turn the motion detectors off, to use the extra remote to mess with his sound system and aircon, basically to 'haunt' him. He starts to slowly lose his sanity. Mr. Emerict Bozngroft is a good-looking man and Stacy can't help but feel sorry for them both – victims of somebody's vindictive game of revenge. She has no choice but to play along to someone else's rules, until her arm tattoos tell her to kill Emerict by poisoning his coffee with drain cleaner. She simply cannot do it. Her tattoos grow more hideous and painful with every hour she refrains from doing the murder. Even the piercings feel bigger and heavier and more numerous.

Climax, - She exposes herself to Emerict and confesses everything to him in her broken foreign language as the tattoos burn into her skin like acid. He's shocked and rushes to the phone. She begs him to help her. Emerict goes crazy, pushes her away and pulls out his gun. The instructional tattoos on her arm are starting to smoke. He ignores them (because he doesn't see them) and cocks the gun as he makes a phone call. She tries to stand. He hits her with the gun. She stands up again. He fires. She falls to the floor, a bullet in her stomach, bleeding on his expensive white living room rug. He fires again and again, emptying the gun into and around her still body as the police arrive. He's still shaking the gun and pulling the trigger when they break into his house and handcuff him.

Reversal, - Stacy wakes up some time later. She's covered in bandages and some kind of cool goo. She is too weak to move or speak. She falls asleep again. There are two men sitting in a chair watching over her. When she wakes up strong enough to sit up and talk, one man approaches her. He looks familiar. Emerict? No, someone in an emerald green suit that looks a lot like him. Amarinthe Bozngroft is Emerict's much younger brother. The other man wears a yellow suit and is smoking something. He smiles at her. Stacy was caught in the middle of a hostile takeover – an unwilling ally in pushing Emerict over the edge. Emerict was declared mentally incompetent and Amarinthe became the new CEO of Ample Enterprises, a company specializing in the implantation of subcutaneous monitoring and control devices. Ever since terrorism made the whole world a possible target (the early 21st century), governments secretly implanted every common citizen (the 99%) at birth with a monitoring/controlling device somewhere under the skin around the skull. The rich bought their way out of this insult to humanity and freedom. Stacy was in the 'right' place at the 'right' time to be forced to bring down an 'evil' man intent on exposing

the secrets of Ample Enterprises and similar companies to the world, to the public... Amarinthe thanks her again and leaves her to recover from the shooting.

Resolution, - A shocked Stacy still can't believe the tattoos and piercings were just projections on her mind's senses to control her and force her to do whatever they wanted. She realizes that she knows too much now and that she will probably be next in line for the madhouse or the mortuary. She sees a scalpel on the table and knows just what to do about that subcutaneous implant... somewhere on her head... or was he lying about the placement? She stares in horror at the tattoo appearing on her arm. 1) HI STACY, WE HAVEN'T FORGOTTEN ABOUT YOU. 2) PUT THE SCALPEL DOWN. 3) GO TO SLEEP AND JUST FORGET ABOUT EVERYTHING THAT HAPPENED... 4) WE'RE WATCHING YOU AND WILL USE YOU AGAIN IN THE FUTURE... 5) WELCOME TO AMPLE ENTERPRISES. 6) RETIREMENT IS NOT AN OPTION.

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Stage 3.1

Stacy Garret is the latest in a long line of 'model' orphans. Children who grow up in these 'underground' schools are the product of careful illegal genetic engineering via black market fertility clinics (a gray area, as the world fertility rates have plummeted). As such they are the product and the property of these 'orphanages', generating priceless revenue in the most 'elite' and demanding of professions – such as prostitution, politics, entertainment, science experimentation, pornography, modeling, and more. To control, manipulate, and keep track of their 'orphan assets' the 'orphanages' implant them all with the latest parasitic biochips that, once activated, turn the wearer into unknowing and manipulate-able slaves. The world governments are on the brink of activating these biochips en masse (unknown by the general population who have all been implanted with these chips at birth over the last 2 generations), as part of so-called world health and population movement monitoring. Only the wealthiest and corruptly wise are exempt from these biochip implantations and activations. They know the biochip's ability to control wearers because of the radical mind-perception-sense-altering functions. We follow Stacy Garret's rise among the ranks of supermodels; she auditions and gets the "Ample Enterprises" photo shoot gig. We also follow her rise in private; wasted relationships, mindless sex with strangers, drug and alcohol abuse, extreme physical regimes to keep in shape and binges and diets and more. This is important back story – because later we have to question if she chose these experiences or were they implanted desires in her mind to try and force the nature of her character later into being an amoral assassin, and her use as an unknowing prostitute – were those guys and those strangers really her chosen partners/boyfriends/lovers or did they 'buy' time with her via her biochip? Of course we find out this information during the course of this modelling shoot we see her at. With every flash of the camera we

could be seeing brief flashbacks of her past, and perhaps her glancing at newspaper headlines, or reading things about the world she lives in online or whatever. We need to know more than she does. Feeling a little ill, she takes a short bathroom break – and we see her watching herself as someone is watching her through the biochip monitoring setting. Back at the shoot, she starts an interior monologue with herself; the usual questions of insecurity build in tandem with the flashbacks and then it is lunch time. By now she's shaky and in need of a smoke. She takes a walk and finds a hidden private place (all planned through the biochip by creating a nicotine craving) to light her last smoke. The one thing the biochip cannot do is read minds, and we see Stacy starting to examine herself and question her identity and her actions throughout her short life. We start to sympathize with a woman who's been portrayed so far as a thrill-seeking selfish user of others for her own advancement and benefit, shallow shallow shallow! But we know things are not as they seem. Stacy Garret is more than just a pretty model – she's smart and we're rooting for her to buck the system we know is intrinsically unfair and goes against everyone's human rights. "All human beings are born free and equal in dignity and rights. They are endowed with reason and conscience and should act towards one another in a spirit of brotherhood." This is a world not of Stacy's choosing and we want it brought down somehow. Those biochips everyone wears should not be activated – once they are we are all doomed as Stacy seems to be at this point.

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Stage 3.2

Stacy feels a strong craving for a cigarette. She follows the smell only to find a mysterious man sitting in a secluded spot. She asks for a cigarette. He doesn't speak English, but understands her signs, and offers her one. With shaky fingers she takes it, lights up, sucks a few times, and passes out cold. She wakes up in a cramped room with a single slit of light beaming into her eye. She feels grouchy, as though forcibly woken from a deep sleep, and steps out of the compartment clumsily. Outside of the room she looks down to see herself naked. Then she realizes that she is in an unknown house with unknown surroundings. Stacy is too scared to scream for help and decides to venture out. She closes the door to - a secret compartment in the wall - and steps to the hallway. As soon as she steps outside she feels an excruciating pain in her arm. She looks at it and realizes that it is covered in tattoos. They crawl on her skin and she reads them. HERE LIVE YOU. STAY. WAIT. HIDE. LISTEN OR... She feels the same excruciating pain as before and screams before falling to the floor. QUIET.

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Stage 3.3

Stacy finds herself in a large mansion, all alone. She soon realizes that she is a slave of the tattoos, and starts following all the silly instructions that start piling up in her arm. They are all numbered, and whenever a new instruction appears, she can feel a slight pain in her arm. For 3 weeks she lives in this house alone, exploring every corner as instructed. Emerict Bozngroft had been running AMPLE enterprises for the last 6 years, after his father, Jazblen Bozngroft passed away. AMPLE makes most of its money selling the Mindteck 3000; an apparatus designed for paraplegics and spinal cord injury patients, in order to control wheelchairs and robotic limbs wirelessly via brain implants. However, for the last couple of years, his company has been bleeding money. The high cost of research, and the surge of Chinese-made knockoffs of the Mindteck 3000, has meant a steady decline in income. Emerict, and his brother Amarinthe, the second in command at AMPLE, are invited to speak to the president of the United States of America. 40 years back, when their dad, Jazblen, had just started the business, he was contacted by the government with a plan: to implant with a version of the Mindteck 3000 every child born from then onwards. The claimed goal was to monitor the mental health of the population. The large sum of money offered convinced Jazblen to do it, but his only condition was to keep the exact workings of the machine a secret. The government officials didn't know the potential of the Mindteck 3000: not only to read minds, but also to manipulate it. Given the precarious financial situation of AMPLE, Amarinthe contacted the government, behind Emerict's back, to let them know about this. This meeting was created to convince Emerict to sign the multibillion-dollar contract. But Emerict knew that by signing this contract he would be selling out millions of people's freedoms to the government, so he declines. This sets in motion Amarinthe's plan to get rid of Emerict. Back at Emerict's home, the tattoos had warned Stacy that he was coming back, and she was instructed to leave everything as if she had never been there, and hide. By now she knows the layout of the house like the back of her hand, and she is able to move around, without being noticed. When Emerict arrives, he notices nothing. He is too distressed about his brother betraying him. Soon after a woman arrives. She is Maldina, Emerict's long-term girlfriend. They haven't seen each other in 2 months, so she hugs him very tight. Emerict tells her everything, while Stacy listens. During the rest of the week, Stacy is instructed to do small things to play with Emerict's head: hide or move things like toothbrush, cell phone, laptop, etc One day the phone starts ringing. Emerict is not home. A new tattoo emerges: ANSWER PHONE, DON'T SAY ANYTHING, JUST LAUGH. And so she does. She can hear Maldina asking who that was. She then hung. That night, when Emerict comes back home, Stacy can hear him fighting with Maldina in the phone. He promises her that he is not cheating, but she won't believe it, and breaks up with him. Stacy feels very sorry for him.

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I want to propose here a major restructure of the storyline to make sense of the events so far. Jazblen founded AMPLE together with his younger brother Preston many years back. Since the early days Jazblen and Preston had disagreements about the purpose of their products: Jazblen thought it should be exclusively a health-monitoring device, while Preston saw it as a way to create a utopia on Earth, by controlling everyone's minds. Jazblen, being the older brother, prevailed. However Preston, behind Jazblen's back, created an underground research facility (the orphanage where Stacy comes from). Fast-forward to the present day: Emerict, Jazblen's only son runs AMPLE along his dad's vision, while Amarinthe, Preston's only son, is the second in command. Both Jazblen and Preston have passed away. Before passing away, Preston gave Amarinthe control of the orphanage to continue with the research. Now, back to the original story line, where Amarinthe is trying to take over AMPLE to allow the deal with the US, which Emerict opposes. He releases Stacy, the 'experimental' subject in the orphanage that they are best able to control. Stacy has a twin sister, who left the orphanage many years back, and Stacy doesn't know anything about her whereabouts. We later learn that Maldina, Emerict's fiancée, was actually Stacy's (identical) twin sister, mind-controlled to make Emerict fall in love with her. Now, on to this submission: After the breakup with his fiancée, Emerict is badly shaken. In addition, the dire finances of AMPLE had him on the edge. He couldn't sleep well, couldn't concentrate (he didn't know because of the drugs introduced into his bottled water by Stacy). He was misplacing things, and things around his house seemed weird. He started fearing he was losing his mind. After the meeting with the US president, he started suspecting that Amarinthe may be plotting something. Emerict gets some threatening phone calls, and he starts fearing for his life. He decides to start carrying a gun just in case. Stacy got a new instruction; POISON COFFEE DRAIN CLEANER. After months of getting to 'know' Emerict, Stacy has come to care about him. But if she doesn't do it, the pain will be terrible, and she might even die. She pours some drain cleaner in the cream container that Emerict uses every day. The next morning, as Emerict is making his coffee, Stacy starts having second thoughts. She realizes she won't be able to live knowing she killed an innocent man. As Emerict is about to have a sip of the deadly coffee, Stacy runs out of her hideout. The moment she steps out the pain becomes unbearable, making her fall to the ground before she reaches Emerict. She can see her skin boiling and the smoke covering her. All Emerict can see is a crazy screaming person running towards him. He quickly reaches for his gun, and shoots a single shot into her stomach. The burning stops, the tattoos disappear, and Emerict can see her face: Maldina? As Stacy fainted in the floor, Emerict stayed next to her, holding her and crying. When the police arrived, he was still holding her bleeding body.

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Stage 3.5

Two years later, Stacy finds herself in a photo shoot. With the scar in her stomach masked by her outfit, she was back to her old ways. But under the surface, things had changed. Since her 'incident' she had more questions than answers. Did she really have a mental breakdown as the doctors said? She knew this was not the whole story. With every flash of the camera, memory flashes rushed to her head: the scars, the pain, Emerict, the bullet in her stomach. Stacy feels a strong craving for a cigarette. She follows the smell only to find a mysterious man sitting in a secluded spot. He looks familiar. Deja-vu. She asks for a cigarette. He doesn't speak English, but understands her signs, and offers her one. With shaky fingers she takes it, lights up, sucks a few times. She feels better now. Her gaze is attracted to the cover of the newspaper. There she can read the headline: "Under president Amarinthe Bozngroff's rule crime rate plummets!" She stared at the picture of the president and got a strong sense of familiarity. Yes, he looked like Emerict. Just as she realized this, an all too familiar pain reappeared in her arm. Slowly, and with horror, she uncovers her arm to read: 1) WE HAVEN'T FORGOTTEN ABOUT YOU. 2) WE'RE WATCHING YOU AND WILL USE YOU AGAIN IN THE FUTURE... 3) RETIREMENT IS NOT AN OPTION.

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Comments Section

Comments Stage 2

Camilo Libedinsky

Oh man. I couldn't stop reading! Great submission. What do you think of this change: Emerict thinks he was not implanted at birth, but Amarinthe wants to fool him into believing that he was implanted. The only way is to mess up with his head 'old style'. He ends up believing he was implanted. After shooting her, he starts digging his head to find the implant. When the police arrives and sees him doing this, the confine him to a mental institution. just an idea :) I will extend tonight the allowed length of each submission

Annie Thomas

Yay! you used my idea!!! :D

Quenntis Ashby

@ Camilo - sure, I think that some tweaking would work - anything we throw at Emerict to drive him further insane is a great idea. She could talk about the tattoos on her arm - he thinks she's crazy - he mentions implants - she suggests he has them - they fight - he 'proves' her wrong by pulling the trigger on the so-called 'imaginary' gun (which is real), almost killing her... @Annie - thanks for the idea!

Bryan Pope

This fits the bill. All of the components from the prompt are there without feeling forced. The ending works. Well done! I did have a few ideas though. Instead of making the world one where the implants are already in all citizens could we make it to where we are on the cuff of this decision? Emerict is against forcing the implant into every citizen because of moral ethics (or the like) so he is being ousted by the board of directors. This or the citizens do have the implants but they only have monitoring capabilities so far. Either an "upgrade" or "functionality" to control the citizens has not been switched on yet in which the approval is pending Emerict's decision is what started this. This could be going on in the news during the Stasis part and/or comes up while Stacy is in the house. It could also provide for some nice tension when Stacy is having to mess with Emerict and change his decision (Inception qualities by chance?). Easter egg, the corporation was funding the photo shoot in the beginning. (I don't know why but I just thought I would include this idea.) Something that I thought when I read the ending is that this is the beginning of how Dollhouse started. Maybe rename the company "Rossum" and make them a medical research entity. I don't think it needs to be this as I am sure we don't want to make a fan fiction but something similar would be interesting. The ending goes the point of view of the Amarinthe with the board of directors discussing the plans of making this a widespread thing as a "for hire" black market business/government agency.

Camilo Libedinsky

Two small things. 1) I fixed the submission and 2) Many of the ideas Brian is proposing could be implemented in future stages... in other words, for some of this things it is not necessary to state them all in this stage. Stage 3 is composed of 5 sub-stages. In sub-stage 1 we expand the stasis to 1 full page, sub-stage 2 we expand the trigger and quest, and so on. You can get an idea of how that would look like here: <http://blog.wribly.com/example-wribly-story/>

Quentis Ashby

@ Bryan - Thanks for those great ideas - I like the way they link everything together... and bring a greater unity to the whole... I definitely think the world of the story can be explore in more detail, with some fine tuning - overhearing a new broadcast, Stacy doing a photo shoot for the actual company, and upping the tension... all do-able. @ Camilo - Thanks for fixing the submissions lengths. I'll leave this story as is and incorporate Bryan's ideas in later drafts (if the story is chosen of course... hehehe...).

Camilo Libedinsky

haha, yeah. Now we wait and see which one moves on :)

Comments Stage 3.1

Camilo Libedinsky

Excellent submission! We still need to decide on a reason why she is selected in for the job though! It may be good to decide that at this point (although later is also fine).

Annie Thomas

Like Like Like +1 +1 +1 Model orphans!! fantastic. @Camilo: The obsession of the bad guy with the girl fits with this story as well. With the genetic selection she is probably very very beautiful, and he's just head over hills obsessed.

Bryan Pope

(@Camilo if I remember correctly you said we are only doing 10 pages for the whole story, is this correct?) First off - I love this idea. Second off - This might be difficult to pull off for just the Stasis part + there is a lot just here as is. Would the stasis be following her party/lust to the photo shoot which leads to...? I do have a small issue with this idea though which I will not get into for sake of completing this stage. My main question is where we are with Stacy's beginning' or 'normalcy'?

Todd Arrington

Agree with Brian with his assessment. Great idea, but hard to include in a 10 page story.

Camilo Libedinsky

@Brian and Todd. I think that it is a good idea to settle in this stage some of the plot lines that are related to the character (as the submitter has done here). Even though these things need not surface in the early pages of the story, it is good to have them in the back-burner. So, for Stage 4, the stasis could just be the photo-shoot and here and there some facts about her past. And maybe develop in further pages the rest of the ideas expressed in this submission. This is a bit of an experiment... there is nothing set in stone, so whatever works to create the best final product, works for us right?

Quenntis Ashby

Thanks for comments everyone - I know this is a lot of info-dumping going on here - just trying to build a world with details - which can be hinted at and not directly told (ie the whole show not tell thing). as to why Stacy is chosen - it could be that hers is the first activated biochip that actually works properly. she responds exactly as they wish and so becomes a 'reliable' assassin... we could describe Stacy at this stage as being a bit of an airhead who follows directions exactly. Only later do we get the info on her biochip and her starting to fight it, realising something is wrong with her - "am I going crazy?' kind of thing...

Comments stage 3.2

Quenntis Ashby

I like this. Precise and dramatic - leaving the viewer hooked onto what's going to happen next... and why why why?

Camilo Libedinsky

Yes, I like it too... interesting merger of previous entries.