

Script

*A person logs into SecondLife and realizes that they are now their character.
The person now has to figure out the basics of maneuvering around,
meeting new people, and exploring an area as they travel through The
Hero's Journey.*

Scene 1

*Character 1 is sitting at their computer in their room in real life.
Escape to Anywhere by Like Saturn plays.*

Character 1 clicks on the Second Life icon on their screen and logs in.

When the game loads everything turns white.

Scene 2

*White screen fades to reveal a first-person view of Character 1 in Second
Life in ArcaneVixen's Honors cabin during the morning.
2091 by Like Saturn plays.*

Character 1 looks around to see what is going on before starting to move around.

Character 1 goes about learning how to move around (walking, jumping, flying) and looking around (moving camera and changing perspectives).

Scene 3

*Character 1 wanders around the areas of study before meeting Character 2
in the Information Technology area around Midday.
Never Ending Road by Like Saturn plays.*

Character 2 offers to show Character 1 how to rez items.

Character 2 offers to bring Character 1 to a store and they go.

Character 2 gives Character 1 a landmark to go and shows them how to Teleport.

Scene 4

Character 1 and Character 2 enter the store and look around at around dusk.

Stemmed Out by Like Saturn Plays.

Character 1 buys a piece of clothing.

Character 1 unpacks the clothing before going to change outfits.

Afterward, Character 2 walks around with Character 1 to look around at other stores.

Scene 5

Character 2 walking around with Character 1 to look at other stores around night time.

Levitation Spell by Like Saturn plays.

Character 2 shows Character 1 around the other shops.

After exploring a bit more, Character 2 shows Character 1 how to set a landmark and log out.