

THE SNARFLOX

By William Lee

CHARACTERS

The Journalist

The Journalist is the protagonist of the story and the character that the player controls throughout the game.

The Journalist grew up in the suburbs of Luma. The Horizon Labs facility was a constant presence in the town's collective psyche and rumors abounded as to what kind of experiments might be taking place within its opaque gray walls. This pervasive air of mystery fueled their imagination and led them to pursue journalism as a way to find answers.

Since the blackout, the abandoned facility has become an urban legend in the town. The journalist has become obsessed with it and hopes to be the first to uncover the truth of what really happened there.

The Snarflox

The Snarflox is a small, adorable alien whose Dimension Hopper pod was pulled into our reality by the powerful magnetic field of the Archimedes Laser. He is curious, intelligent, and a bit skittish by nature.

Lost and frightened when he first appeared in our reality, the Snarflox ultimately wants to find his Dimension Hopper and return to his own universe. He spent the first few weeks of his captivity quietly observing the Horizon staff and trying to figure out his surroundings. He quickly learned how to sneak out of his cage and snoop around the labs.

Once he realized it was the Archimedes Laser that was responsible for trapping him, he began to formulate a plan to overload the laser and use it to escape. His first attempt to hotwire the laser ended badly, however, causing a surge that knocked out power in the entire town.

Although he still desperately wants to return to his own dimension, the Snarflox is afraid of using the laser again. He doesn't want to hurt anyone in the process and is worried about what the consequences could be if he made another miscalculation.

Dr. Madison Maxwell

A renowned physicist and head of research on the Archimedes Laser System. Dr. Maxwell comes from a military family and grew up in a household of rules and expectations. She was at the top of her class in high school and joined the Naval Academy after graduation. There, she majored in applied physics.

Dr. Maxwell is skeptical of the Snarflox at first. While she's amazed at his existence, she doesn't believe the tiny alien to be particularly intelligent. Her opinion changes, however, when she discovers that he can easily remember complex patterns. She also notices that he actively tries to spend as much time as possible near the Archimedes. This eventually leads her to believe that the creature was sent to warn them that their research might be dangerous.

Security Chief Jordan Gray

A former CIA operative and head of security at the Horizon Labs facility. He is trained to analyze situations for danger and is exceptionally good at noticing small details.

During his time in the field, Jordan experienced a close call when an SUV he was supposed to ride in exploded a few feet away from him. After he was released from the hospital, he was transferred to a division that monitored UAPs. There he saw several things which greatly alarmed him because, in the end, they couldn't be entirely explained.

Deep down, Jordan wants to believe there is good in the world, but his experiences have left him with a compulsive need to double-check his surroundings for any signs of a threat. He is highly suspicious of the Snarflox and doesn't believe it's safe to trust him. He reprimands Dr. Moreno whenever he sees him letting the creature out of his cage.

Dr. Kendra Hale

A psychologist and behavioral scientist who was brought on-site when the Snarflox appeared. She has spent her career studying how people communicate and often works with children with learning disabilities. She also has a fascination with how people react to the unknown and how the mind tries to rationalize what it can't explain.

Dr. Hale initially observes that the Snarflox is extremely guarded around her and the other staff members. The more time she spends with him, however, the more she becomes impressed with the Snarflox's ability to understand human emotions. She believes that he comprehends much more than he's letting on. She speculates that this deception is not out of malice or ill will, but simply because the creature doesn't know whether it can trust them or not.

Dr. Carlos Moreno

A biologist and medical doctor working with the Archimedes team, his initial function was to monitor the rest of the staff for signs of radiation. Once the Snarflox arrived, however, he quickly took an interest in the creature and spends most of his time trying to understand and empathize with it.

Dr. Moreno grew up in Mexico City and knew from an early age that he wanted to help people. He attended the School of Medicine, UNAM, where he earned his MD with a focus in physiology. He then spent ten years as part of Doctors without Borders, traveling around the world and helping people in a variety of crises. During this time in his life, Dr. Moreno came to the belief that kindness and compassion are the most important traits a person can possess. If someone in a refugee camp can still find a reason to be kind, what excuse does he have?

Dr. Moreno believes that the Snarflox is like a scared animal adapting to a new environment. He feels the need to try and placate his anxiety, even though he doesn't initially believe the Snarflox to be highly intelligent. As time goes on, however, Dr. Moreno notices that the creature seems to remember all sorts of little details about both the rest of the staff and him in particular.