



# City Zone: CLOUD-GATE BRIDGE & THE VISTA

The Cloud-Gate Bridge is Echo City's most iconic modern structure: a sweeping suspension bridge of glimmering alloy arcs, designed to emulate the shape of ocean spray frozen in time. Spanning the **Echo Bay** inlet, it offers not only a vital transport link but a tourist experience in its own right.

At the halfway point stands the **Cloud-Gate Vista Platform**—a semi-circular observation deck complete with:

- A small upper-level car park,
- Public toilets of questionable cleanliness, and a tourist boutique & cafe,
- A popular cluster of gourmet food trucks operating under the banner "Cloud Dining." serving everything from artisan tacos to nitrogen-dipped pastries, and Flippy-themed fish sticks ("Dolphin Candy") - particularly well-loved by the under-sevens.
- A small souvenir kiosk selling postcards, Thunderhawk keychains & Thwack-bats, and inflatable Flippys in three sizes.

## Activities Of Note:

**Bay Dive** - The Cloud-Gate bungee experience. Cast yourself (or a family member) into the void.

**Suicide Selfie** - Walk the plank (with safety chain & anklet) to obtain the ultimate danger-pose selfie.

**Location:** Cloud Gate Bridge (3:57 pm)

**Event frame:** Holiday from hell

*Through the windshield, the family gets a perfect cinematic view of the dark ocean below—a view that is interrupted only by the motorcyclist still slowly flailing on the hood - blood dripping through his cracked visor as he clings desperately to the windscreen wiper, emitting increasingly wet gurgles.*

*From the point of view of said motorcyclist all he can see, staring at him from the back seat of the SUV, are the crazed, lifeless eyes of an inflatable dolphin bearing silent vinyl witness to his last few moments of existence - eyes that seem to bore into his soul with judgmental malice and say: "Yes - your whole life was a mistake..."*

*A seagull alights on the bonnet of the car and, for a brief, horrified moment, no one moves. Then the screeching of metal against metal as the barrier slowly buckles and the car begins to dip dangerously forward*

*Someone, whispers the obvious: "We need to lose some weight...or we're all going to die."*

*Everyone stares at the motorcyclist and then at the windscreen wiper control lever.*

*Flippy the Inflatable Dolphin lets out a comically prolonged wheeze, deflating like a punctured lung, as his mutant fin is subconsciously squeezed, issuing another asinine sound bite:*

**"Let's go swimming!"**

*The wipers swish, the seagull flies off with a caw, and the screams of the motorcyclist, as he plunges to his certain death hundreds of meters below, blends in with the screams of others running doo-lally upon Cloud-Gate Bridge - apparently, it would seem, dodging laser beams, and giant mechanical claws.*

*From across the bay a sickly green mist billows out from the mothership that hovers low over the skyscraper skyline, a mist that rolls over the city and begins surging towards the bridge like a tidal wave of industrial-strength mouthwash.*

*All within the car stare dumbfounded in silence, transfixed by the unfolding events...but rudely brought back to the moment as a googly eyed hover helmet bangs suddenly against the rear driver side window, and the child, faced pressed against the glass and holding Flippy, screams involuntarily, startled backwards in fright, squeezing Flippy's fin again in the process.*

**"Let's get out of here before the sharks come!"**

*The helmet bounces a second time then, seemingly sensing a hapless victim elsewhere, zooms off.*

*The parents in the front turn to stare at each other, a certain accusational glare forming in one of their sets of eyes: "I told you this holiday was a mistake!"*

## Group identity: A FAMILY

### Suggested character roles:

- Stressed Parent (Driver, blaming everyone else.)
- Tired Parent (Passenger seat, full of regret.)
- Teen Sibling (Cynical, always recording.)
- Younger Child (Holds Flippy, emotionally unstable.)
- Optional In-Law or Unwanted Guest (Annoying or over-helpful.)

### Narrative Levers: (Teller/Fate Tools)

- For additional characters, an external agent can be leveraged such as a policeman or random member of the public who can be introduced immediately through a “get out of the car!” situation as they open a door and encourage the family to evacuate...and potentially follow them. For more inexperienced Players this agent could be played as an NPC by the Fate.
- Other NPC's could be dazed Vendors who have stumbled from the Vista or characters from vehicles like a Taxi Driver for example.
- Environmental challenges such as unstable barriers, tipping vehicles, burning cars, subsiding asphalt, whipping cables etc.

### Quirks:

- **"Are we at the theme park?"** - Is having difficulty coping with reality.
- **"Just a moment I need to freshen up."** (Takes a swig from a bottle of mouthwash [it's whiskey] held in the pocket of their bathrobe) - Depressed, low functioning, poor self-esteem; has had to be dragged from resort room in rush for airport.
- **"Oh god, my bandage/plaster is itching!"** - A recent accident victim: could be burns, a broken limb, deep flesh wound, etc.
- **"Whow! Are you guys getting this?"** - Livestreaming to a follower count of seven.
- **"I'm going to kill that fucking dolphin!"** - Highly stressed, a culmination of a shite week-long holiday.
- **"That sushi was definitely dodgy..."** - Ate something questionable at the hotel buffet and is now regretting everything.
- **"I really need to pee."** - Desperately needs the toilet but refuses to go outside.

- **"Did I take my meds this morning?"** - Forgot or lost essential medication and is starting to spiral.
- **"Did you see that? Someone just jumped!"** - Convinced they saw someone leap off the bridge voluntarily and won't shut up about it.
- **"Whatever happens, I am NOT letting go of this bag."** - Smuggling something illicit (possibly fireworks, possibly cheese) and unwilling to abandon it no matter what.

### Flippy Quotes:

(Suggested additions to his phrase bank...)

- **"You've got me: hook, line, and sinker!"**
- **"There's always room for one more!"**
- **"Can I smell fish?"**
- **"It's okay to be different!"**
- **"Let's stick together through thick and fin!"**
- **"If I'm good, can I get a kipper?"**
- **"Kaakaaakakakakaaa!"** [pure dolphin speak]
- **"Don't let them sink their claws into you!"**



### Additional Notes...

Inflatable Flippy is a mandatory presence and may be played by either Teller, Fate or Players. If Flippy is played by the Fate, it may be useful for the Teller to give the Players a line in counters and for the Players to cast a counter everytime they want Flippy to utter an asinine quote. This will provide creative licence and responsibility to the Fate, whilst also keeping the Fate on their toes!



# Predictive Unfolding:

## Holiday from Hell

(A Fate's 'Narrative sketch' – not to be viewed by Players)

Scene:

*Inside a dangerously teetering SUV on the precipitous Cloud-Gate Bridge – barely hanging on to a buckling aluminium side barrier.. The city air raid siren, screams and doom sounding clankings echo in the immediate distance. The engine ticks. Green mist is rolling across the bay. Smoke billows. SEAGULLS caw. HAPLESS VICTIMS run like headless chickens.*

**CAMILLA**

I told you this holiday was a mistake!

**PETE**

It wasn't a mistake, YOU'RE mistaken!

**CAMILLA**

Was *this* in the brochure?! I guess we'll have to (*air quoting*) 'pay extra' for this too!

**ARNIE**

(*slightly dazed and confused*)

Mum are we at a theme park?

**UNCLE BARNY**

(*to ARNIE*)

You know at times like these it's always best to have clean teeth (*he takes a swig of whatever liquid is in his mouthwash bottle and begins to gargle*).

**ARNIE**

I need to pee.

**UNCLE BARNY**

(*to no one in particular*)

Whoopsies, swallowed it...

**PETE**

(*hands white-knuckling the wheel*)

Will you just—just let me think for a second!

**CAMILLA**

(*tight, accusatory*)

Oh, *now* you want to think? After driving us directly into an alien invasion on a bridge with no off-ramp?

**PETE**

Really!? *This* is my fault?

**FLIPPY**

I'll be your friend!

**PETE**

(*snarling*)

Shut that little fucker up!

**ARNIE**

That mist is really green...why is there smoke everywhere?

**CAMILLA**

YES! It's ALL your fault!

*The car lurches suddenly once more, the sound of grinding metal on metal. ALL SCREAM except FLIPPY and UNCLE BARNY*

**FLIPPY**

It's time for aquabatics!

**BETH**

(*panicked, exasperated, and at the end of her tether – initially speaks almost silently, before rage shouting*)

Are we going to get out of here or what?! COS I SWEAR TO GOD if you two don't stop arguing I'm just going to get out myself and let the...

**CAMILLA & PETE**

(*in sync – shocked back now to the reality of the situation*)

Don't you dare!

**ARNIE**

(*staring out the window speaking almost to himself*)

Are those Aliens real? They're really good...Mum when we get home can

we get a pool for Flippy? I really need to pee...

**BETH**

Well!!?

**UNCLE BARNY**

*(staring ahead, unblinking)*

This is fine. This is all perfectly fine. *(swigs from a bottle)* Mouthwash calms the nerves. That's why they give it out in hotels.

**PETE**

Okay! Okay. We're coming. Camilla, back seat. Go.

**CAMILLA**

You go first!

**PETE**

I swear to God—! Beth open the door honey.

**PETE & CAMILLA**

*(both)*

But don't get out!

*The car lurches again, the grinding sound reaches excruciating levels but beneath this an ominous deep impact BOOM that shudders and vibrates through the whole bridge, shaking the already precariously purchased car.*

**PETE**

*(to Beth, who opens the rear passenger side door)*

Hurry! Arnie quickly now, climb over Uncle Barny, that's it.

*PETE folds back the driver's seat, and taking off his seatbelt begins climbing into the back.*

**UNCLE BARNY**

*(with stoic resolve)*

Just climb upon me. Like a ladder of trust. You see if not for me there would be no counter balance I HAVE AGENCY!

*UNCLE BARNY tips the bottle into his mouth again. Squeezes Flippy by accident.*

**FLIPPY**

There's always room for one more!

**PETE**

Okay Beth out you go – quickly. Camilla you now - come on. That's it. Arnie give Flippy to Uncle Barny just for the moment! Okay out you go...Oh my god it's going to tip. Quickly quickly quickly!

*Camilla clambers awkwardly into the back seat. Shouts, scrambling—and one by one they spill onto the twisted deck of the bridge. Amidst billowing smoke and screaming chaos. The silhouettes of figures running hither and thither can be seen flitting, whilst the occasional flash of orange laser light pierces the smoke.*

*UNCLE BARNY, last to exit, slams the door behind him only to notice his robe caught in it... He looks down, aware that the car is toppling over, clearly believing this is his last moment and he is going to get pulled to his doom.*

**UNCLE BARNY**

Go on without me. *(Quoting a certain wizard on a certain bridge):* Run you fools run! Tell the minibar I loved her.

*But with a comic tug, the bathrobe tears away flapping as the car plummets off the bridge, leaving Barny with his now empty mouthwash bottle in one hand, Flippy tucked under his other arm, standing with nothing on, other than a red polka dot set of boxershorts and his stolen hotel slippers.*

**FLIPPY**

Get ready for a surprise!

**HAPLESS VICTIM**

*(on fire, runs past screaming...)*

Aaaaargghhh!

*...disappearing into billowing smoke, the dismembering of their body by a sudden squirt of laser fire, heard only but not seen. Splerch!*

*UNCLE BARNY tries to swig from his bottle, looks at it suspiciously as nothing has come out (it's empty) then shrugs and tosses it over his shoulder, before a look of dread descends upon his face and he clutches his stomach with both hands.*

**UNCLE BARNY**

Oh, I think that sushi wasn't good...



**ARNIE**  
*(with a slight tone of creeping desperation)*  
I need to pee.

**CAMILLA**  
We all need to pee honey.

**BETH**  
I don't need to pe – WATCH OUT!

*A huge mechanical form looms above the billowing smoke as something explodes behind it casting it into silhouette – shrapnel zooms past and the family dives to the ground, all with the exception of BETH, who climbs up onto the hood of an abandoned vehicle, its boot open, suitcases broken and scattered upon the asphalt. BETH takes out her phone.*

**BETH**  
Fuck! I'm filming this! *(begins livestreaming)* I'm standing on the Cloud-Gate Bridge it's just gone four in the afternoon and there's fucking aliens! *(She begins to laugh)* Can you believe this shit?!

**PETE**  
Beth get down from there!

**CAMILLA**  
*(screaming - a HOVER HELMET buzzing low has made a bee line to her and is attempting to place itself on her head).*  
Aaarghh! Pete, Pete!

*A loud and sudden B-Doom! As a huge mech foot drives down onto the roof of the car that BETH is standing on and the MEGA MECH BOT SUIT suddenly comes into view, some strange green alien form half visible within. In one giant mechanical arm it holds a screaming HAPLESS VICTIM, which it throws with a Splat! Onto the asphalt. BETH falls backwards, still clutching her phone, and rolls off the hood of the car.*

**BETH**  
*(screaming – A CAPTURE BOT landing by the car, its pincer tendrils extending out to pull her in).*  
Aaaarghhh! Dad, dad!

*PETE stands between the two looking this way and that, completely unable to make a decision as to who to help.*

**UNCLE BARNEY**  
*(running into the fray)*  
Have no fear! I'm completely drunk!

**UNCLE BARNEY** launches himself up and grabs hold of the Hypno Helmet, wrestling with it as CAMILLA rolls away. Pete still stands looking between each of the women in his family. As UNCLE BARNEYS polka dot pants slowly descend revealing an ever expanding ass crack as he is bucked and shaken mid-air by the helmet's movement.

**FLIPPY**  
*(dropped and deflated on the asphalt)*  
Always stick together through thick or fin!

**ARNIE**  
*(spotting a Thunderhawks Thwack Bat in the abandoned tourist luggage, picks it up and runs screaming at the Capture Bot)*  
I need to pee. I need to pee, I NEED TO PEE! I NEED TO PEEEEEE!

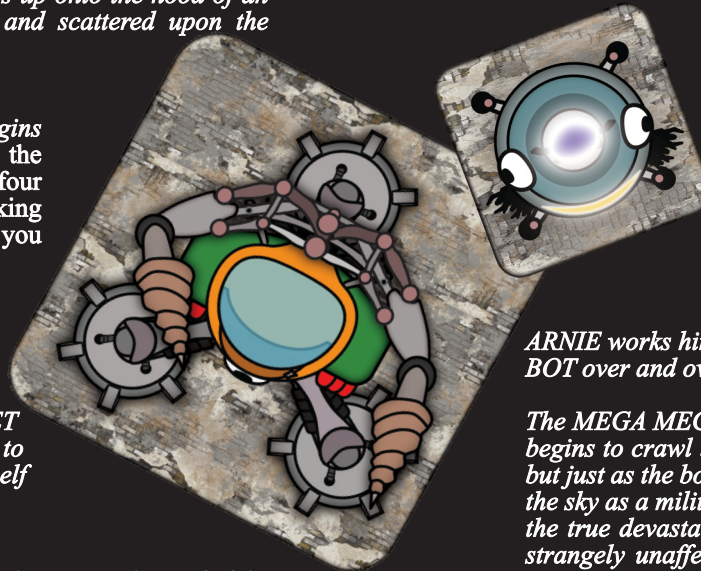
*ARNIE works himself up into an enraged psychotic frenzy, hitting the CAPTURE BOT over and over, with no real effect except to switch its attention to him.*

*The MEGA MECH BOT SUIT turns its attention to the spreadeagled BETH who begins to crawl backwards using her elbows and legs in an attempt to get away but just as the bot suit's claws begin to close in on her: a sudden tearing sound in the sky as a military fighter jet rips low, clearing the smoke in its wake, revealing the true devastation on the bridge as off to one side the mysterious green mist strangely unaffected by the air currents creeps closer and closer. The MEGA MECH BOT SUIT turns its attention to the jet, rising into the air on thrusters, turning slightly and emitting another arc of laser fire which catches one of the jet's engines, causing it to twist, drop and then nose dive into the suspension bridges H frame about 200 yards ahead, exploding in a massive ball of flame.*

*Silence...*

*...followed by the pin prick sound of snapping of cable lines: P-ding...P-ding...P-ding! that whistles through the air.*

*The entire family find themselves lying on the asphalt, the Aliens and Bots have vanished...and not for no reason...the bridge emits a horrendous groan, cars and bodies begin to slide, a cable released from its tension whips past, tearing a line*



*in the road, slicing through a car and then whipping back over head, twisting and wrapping itself on the crumbling H frame...*

*Pete comes to his senses and scrambling to his feet, helps up BETH and ARNIE as UNCLE BARNY pulls CAMILLA to her feet and scoops up FLIPPY.*

**PETE**

RUN! That way to the stantion!

**CAMILLA**

What's a stantion?!

**PETE**

It doesn't matter! Just run for goodness' sake!

*All about them the bridge is disintegrating, more HAPLESS VICTIMS can be seen struggling to survive, plunging to their deaths, being hit like bowling pins by sliding cars or tumbling detritus, some are caught by whipping wires, sliced in two or buffeted, screaming into the ocean. Miraculously the family make it to the H frame just as the road surface gives way beneath them.*

**PETE**

*(spotting the single dangling life line  
– the hanging suspension wire)  
Jump!*

*All five find themselves swinging from a single snapped suspension line, like conkers on a string, the green mist having eventually arrived- again strangely unaffected by the evening breeze. A seagull GULL(1) caws, then alights on the crumbling remains of the concrete H-beam that the line is wrapped around. Beneath them, their ocean fate appears clear...*

*BETH attempts to film their predicament, only to fumble her phone in her one free hand and watch it tumble into the froth below, bouncing once, shattering off a concrete piling.*

**ARNIE**

*(sobbing – before unleashing a cascade of urine that trickles over his legs and drops onto each of the others below)*

I need to pee – I can't hold it in any longer.

*UNCLE BARNY coughs, then sneezes as the urine hits his face, pooling in his moustache. The sneeze triggers a gag reflex. He vomits slowly and audibly—the contents of the hotel buffet, chunks of half-digested sushi—plopping onto PETE's head below, sliding down his face then descending onto CAMILLA*

**UNCLE BARNEY**

*(moaning)*

Urrghh. That sushi was definitely dodgy.

*From beneath PETE, his wife snarls as the bodily fluids begin to seep and tangle into her hair.*

**CAMILLA**

Do you agree with me now?!

**FLIPPY**

*(enthusiastically – as UNCLE BARNY's coughing squeezes his fin)  
Can I smell fish?*

**PETE**

*(dripping, furious, broken)  
I'm going to kill that fucking dolphin!*

*Above them, another Gull lands - GULL(2) , and another - GULL(3). Each GULL looks at the other and then down at the suspended family as if coming to some collective decision. GULL(1) lets out a raucous CAW then poops, a slimy oily mass that lands on the cable, just above BETH's hand, and slowly sides down, encircling and oozing into the skin around her thumb and first finger.*

**BETH**

*(gulping, as her hands begins to lose grip and she begins to slide, her weight bearing down upon ARNIE...who in turn...)  
Oh no...I'm so sorry...*

*...And there they go, one by one, dropping into the ocean. Like screaming turds into a toilet bowl. Oh the blessed life of a HAPLESS VICTIM...*





## Narrative Structuring:

### Directed Outcome:

- If characters survive long enough, the bridge must ultimately collapse.

### Suggested Objectives:

- Escape the car without leaving anyone behind (or... maybe leave someone behind).
- Get to the other end of the bridge by any means necessary.
- Convince someone not to jump (or push them).
- Get hotdogs for all the family.

### Beats:

- A mega mech bot suit arrives.
- A bridge train screeches to a halt below, sparks flying.
- A fighter jet roars past overhead.
- A car explodes hurling suitcases into the air, which break open scattering their contents.

### Triggers:

- If Players' characters are running away from the tide of alien bots then it may be useful to have prepared some interesting set pieces which can be triggered, such as: the dying mother with baby, the mini-van of trapped nuns lying on its side, the dog inside the burning car...etc... just in case the Players don't think of these themselves.
- If anyone screams or shouts this will attract a capture bot within 20-30 seconds.

### Alternative framings:

- Similar scenarios could be set with a start point at "The Vista", providing a variety of additional interactions with vendors and vendor related machinery and produce.
- Entering the bridge in the opposite direction (i.e. from the airport) with a family or some returning group coming back from a vacation/business trip/wedding etc. could provide for a different emphasis: a group of nuns, for example, returning from a sabbatical (or skiing holiday) in a minivan might provide ideal comedy gold!

## Additional ideas:

- Most bridges of scale either have some sort of below-the-road walkway or an actual tunnel structure directly beneath the roadway which is accessible at various points. This could provide an additional route and change the pace and atmosphere of the event if utilised.
- Remember the bridge carries a train line - again most likely to be below the road structure, so there are some fascinating events and action that could be explored.
- Remember also the facility to involve helicopters & fighter planes, possibly boats travelling beneath the bridge.

