

The Soyjak Movie Bible

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The Hero's Journey

Call to Adventure

- Nate discovers The Organization and is introduced to Thrembo from the Sharty thread. The thread is quickly deleted, and he goes on with his day, thinking it was innocuous.
- Throughout the day, he begins to experience unusual occurrences related to his knowledge of Thrembo. His paranoia starts to rise as he realizes he's not supposed to know about it. He is assigned a group project with Troonella, and they ride home together.
- His paranoia reaches a climax as he fails to find more information on Thrembo due to external means, such as parental controls on his computer. He and Troonella run to Chud's house to use his computer, but all three are raided and taken by Agent 'Plier and his goons.

Meeting the Mentor

- Now in a van headed toward the Soysylum, the three make a daring escape. They trivially overtake 'Plier while he's distracted. His goons try to run the trio, now in control of the van, off the road, but fail and cause them to crash into the basement of the Soysylum.
- They explore the basement, having fearful encounters with its patients, and almost meeting Rapeson, but they are saved by Dr. Soyberg. He takes them up to Dr. Soystein.
- On their way up the elevator, he lets Nate and his friends interrogate him a bit. He gives some minor exposition needed for the rest of the plot.

The Road of Trials

- Dr. Soystein begins his interrogation of Nate after the others leave his office. Meanwhile, in the basement, 'Plier and his gang release all the patients and rig up a gas leak.
- With the facility in panic mode, Nate and Soystein watch the security cameras. They see Rapeson and a few other patients sneakily approaching Chud, Troonella, and Soyberg. They swiftly dart out of the room in an effort to save them.
- When they get there, they are already surrounded by the group of escapees. In a moment of intense stress, Nate accidentally harnesses his powers to save the three in peril. A shock wave flies across the room, paralyzing the patients, but leaving his allies intact.
- Now rebelling against The Organization, Soystein asks his secretary about the status of the last digit of Thrembo. She says that Admin 6 will receive it very soon. The gang can escape via helicopter amid all the chaos, and the facility explodes behind them.

The Final Ordeal

- They arrive at The Organization's headquarters, in a hurry to intercept the package. 'Plier is waiting there with a legion of Jartycucks, but is quickly trampled by them. Soystein sends the other four inside to retrieve Thrembo while he stays back and fights.
- They formulate a plan to sneak inside, involving grabbing the package and hoisting themselves up to Admin 6's office. They find a large conveyor track used for sorting incoming mail. Using some quick thinking, they find and steal the package and head to Admin 6's office.
- Now with all the digits, they head to Admin 6's office. Nate and Admin 6 are almost equally matched, but Nate beats him in the end. During their battle, they cause much destruction and traverse many parts of the building with their similar powers. It all culminates with the building becoming ruins, Admin 6 trapped under them. They all manage to escape alive.

Returning with Thrembo

- After leaving the building, they reunite with Soyberg. A sappy ending with comedic banter ensues. They all decide to go home.
- A short epilogue where everything is mostly back to normal, but Nate still has his god powers.

Nate Higgers

Bio

Age: 16

Birth Date: September 20th

Residence: Lives with Mother, Father, and Brother

Arc: Immature; Given Responsibility; Grows Up and Becomes Brave

Personality

Nate is a naive and immature teenager who serves as the straight man and stand in for the viewer. He actively connects his new discoveries on his journey with the Soyjak meme itself and the site to the confusion of those around him. On his journey, he learns responsibility, seriousness, and bravery. When he learns about Thrembo, he is taken in by its power and becomes obsessed. Because of Thrembo, he regularly enters subconscious trances where he does things out of character or is driven to discover more about the truth. At the end of the movie, after his journey, he finally learns responsibility and vows to use his new powers for good.

Relationships

With Chud

Chud is Nate's best friend. While not as extreme, Nate and Chud's political beliefs moderately align. They often get in trouble together, especially when messing with Troonella. Chud has never browsed the Soyjak Party, he instead prefers 4cuck's /pol/. Nate counters Chud's cynicism and skepticism, part due to Thrembo and part due to his personality.

With Troonella

Troonella and Nate's personalities generally contrast each other, but not to the same degree as between him and Chud. They often get into petty squabbles, sometime over Nate's wrongthink – his distrust of The Organization and conflicts with their manufactured ideologies. Nate acts as a foil to Troonella's cowardice and apprehension.

With His Family

Nate himself generally has a good relationship with his family, however they believe Nate is immature and unable to grow up, partly due to the negative influence of his friend, Chud.

Chud Crusius

Bio

Age: 16

Birth Date: April 20th

Residence: Lives with Mother and Stepfather

Arc: Nihilistic and Cynical; Gets a Win; Becomes More Positive

Personality

A similarly aged teenager who proves quite valuable on their adventure. He carries around a trusty pocket knife that gets the three out of a few jams, along with occasional brave determination when motivated. His routine browsings of 4cuck's /pol/ have left him cynical, conspiratorial, and paranoid of the "glowies." He also tends to be an autistic dweeb, lacking meaningful social skills. Early on, like Troonella, he just wants to go home but instead because he believes he's powerless. Nate and his Thrembo powers quickly prove him wrong.

Relationships

With Nate

Nate's soyspeak confuses Chud, as he knows very little about the Sharty. Due to his political beliefs, people believe he is a bad influence for Nate, and Nate is aware of this. Chud often rattles his conspiracies and political rants to Nate, Nate just nodding along in apathy. Nate sometimes distances himself from Chud when he thinks his beliefs are getting too extreme.

With Troonella

Chud hates Troonella, as they have conflicting ideals. He believes Troonella is the number one supporter of the kike-machine, due to his politically-orthodox thought. He often plays pranks and bullies him for his amusement. Nate plays along, but to a lesser extent and more jokingly. Like Nate, Chud counters Troonella's cowardice and apprehension.

Troonella Ackberg

Bio

Age: 16

Birth Date: November 3rd

Residence: Lives with Mother and Father along with their Polycule

Arc: Skeptical of The Organization; Witnesses the Truth; Reevaluates His Life

Personality

Compared to Nate and Chud, he is the outlier of the group, and also the most indoctrinated by The Organization. Because of this, he ends up being their punching bag and ideological target. He is apprehensive towards their adventure and just wants go home and continue living like normal. It takes convincing for him to truly join Nate and Chud's side and believe in Thrembo. He is cowardly, often lagging a step or two behind his companions. At the beginning, he is the prime example of goodthink, perfectly subservient to The Organization.

Relationships

With Nate

Unlike Chud, Troonella thinks Nate can be “saved.” That’s why he makes an attempt to interact with him. Nate is very opposed to this, especially after he discovers Thrembo. Troonella is aware of the Soyjak Party but believes it’s for “alt-right groypers.” He sometimes manages to identify Nate’s soyspeak, but classifies them as “right-wing dogwhistles.”

With Chud

Troonella is vehemently against Chud’s use of 4chan for all the reasons you would expect. They are the most ideologically opposed out of the group. Troonella tries in vain to get Nate away from him, since he thinks Chud is too far radicalized to be “saved.” When left alone, he and Chud fall into the same cycle of engaging in neurotic debates over sex and gender.

Dr. Soyberg & Dr. Soystein

Bio

Ages: Senior and Middle Aged respectively.

Arc: Contrasting Morals; Learn to Appreciate Eachother's Methods and Character

Personality

Soyberg is the nicer of the two doctors, he is wise, honest, welcoming, and jolly. Compared to Soystein, he has the most moral backbone. He tries to protect the main three against the dangers of the Soysylum. He was the discoverer of Thrembo, and now faces guilt for what it has caused to The Organization and the wider world. He is older than Soystein, being one of the founding members of The Organization. Soyberg is very thoughtful, thorough, and passionate in his pursuit to keep all patients calm.

On the other hand, Soystein means business. He is cold, calculated, witty, invested in his work, and a man of few words. He only starts to doubt The Organization once they start interfering with the patients and his work. He is often level-headed, but when under increased stress he is subject to angry outbursts. He is physically fit and a master at containing the patients, but often times overlooks their well being, even when they are agitated.

Relationships

With Eachother

Soystein views Soyberg as a simpleton due to Soyberg's genuine care for his patients and more upbeat and extroverted demeanor. The administration seems to believe this too, promoting Soystein to head doctor over Soyberg, despite him being a founding member. Soystein often excludes Soyberg from meetings and projects, leaving him to do the dirty work, distributing meds to the patients. Soyberg pays no mind to this, as it is his favorite part of the job anyway. Soyberg doesn't hold many adverse beliefs about his counterpart's character. He disagrees with his methods, and fights for his patients' humane treatment, but is completely ignored.

With Nate, Chud, and Troonella

Soyberg assumes a mentor role for Nate, who he technically forced into this adventure in the first place. Soyberg wasn't assuming he'd bring his friends along – or that he'd even be a teenager – but he accommodates them just the same. He makes an effort to act professional, but still personal around them. He knows the immense scale and stress of this quest, and tries to make it as easy for them as possible (which is not that possible.) At first, Soystein is dismissive of Nate, in disbelief how three teenagers could topple The Organization's reign. After he and the Soysylum are betrayed by The Organization, however, he switches sides and decides to aid Nate and co. on their journey. While allied, he mostly takes a backseat, letting Soyberg do all the emotional interaction with them while he focuses on the technical aspects.

Agent 'Plier

Personality

Bad guy or however the un is finished.

Relationships

With The Doctors

Etrgrhy5r

With Nate, Chud, and Troonella

srefergeg

Soysylum Patients

Rapeson

Regegegegrterguwhd

Impish

Regegegegrterguwhd

Feral

Regegegegrterguwhd