

The Soyjak Movie Beat Sheet

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Beats

Act 1

Scene 1

Nate wakes up, ready to start his day like any other. He gets ready for school, but before he heads for the bus he decides to browse the Sharty. He comes across a mysterious thread speaking of some massive organization controlling the world with unknown motivations, piquing his curiosity. Before dismissing it as a total schizorald, he skims the long post quickly, reading out fragments of unsettling details. (Details which are explained later in the story.) At the bottom there is one long number which the thread calls, "The God Number", A.K.A. Thrembo. In a trance, he begins to read it out, digit after digit, all the while he starts to feel a sense of tense urgency and an almost numbing high. Before he can finish, however, the thread is 404'd and Nate's mom then calls him to the bus; He slams his laptop closed, and leaves.

Scene 2

On the bus, Nate sits by Chud, and they start chatting. (Room for some miscellaneous world-building and jokes.) They then start talking about their frenemy, Troonella. (Introduction to the character.) Chud and Troonella both have a test in P.E. today. The bus grinds to a stop and lets off. As they walk to the entrance of the School, Nate starts hurrying the conversation, trying to ask Chud about the thread; He hopes Chud would know more about it given his knowledge of governmental conspiracies. He is merely brushed off, however, as neither of them want to be late to class.

Scene 3

In Nate's first period, the teacher hands out a worksheet to be filled in as they watch a video, a video about soy. The video describes soy as a "wonder ingredient" capable of preventing all diseases, all disorders, keeping your body healthy, and protecting you of unorthodox thought. (This is a lie, the real purpose of soy is described later in the movie.) The video starts to fade out, and the scene focuses on Nate scribbling on his paper; He starts to scribble the digits of Thrembo he read, his writing getting more frantic and sloppy as he goes on. He snaps back to reality as the video ends and lights undim. Nate looks down at his paper and sees what he has subconsciously scribbled to his visible shock. The teacher goes around collecting papers; As he collects Nate's he looks at it for a second, and puts it in the stack with the rest. As he does this, to Nate's eyes, he starts to glow. The teacher then announces students are to do a group project, writing an essay and presentation on why soy is necessary and a gift to humanity. The teacher announces the pairings and says that Nate will work with Troonella, to Nate's despair and Troonella's enjoyment.

Scene 4

The bell rings, and it is now the middle of the day, after Nate's third period. Nate strolls through the halls with a feeling of paranoia as he stares at the security cameras now tracking his movement. Chud and Nate both reconnect in the hallway, and Nate asks about how Chud's P.E. test with Troonella went. They begin to talk when Nate gets distracted by some of the people around him starting to glow green and seemingly staring at him. His heart and mind start racing thinking of their possible motives. He assumes it's because they're spies or secret agents for the organization. He asks Chud about it and Chud likens him to Terry Davis, taking it as a joke. Chud offers some quick theory, but is rushed for time. Nate is brushed off again as Chud has to get to lunch; his takes place after Nate's.

Scene 5

It is now the end of the school day. The bus arrives in front of Nate's house, and he and Troonella get off. Troonella is discussing things about the project, but Nate has something else on his mind; finding out more things about the organization and Thrembo. When they get inside, Troonella asks which one of them will research or write. As he grabs his laptop from his room and brings it to the kitchen table, Nate says he would do the research, but he does not intend to research for the project. He starts looking up vague terms like "Thrembo" and "The Organization", but as he clicks on a link, the site gets blocked by parental controls to his surprise, as he did not have parental controls on his computer earlier. He keeps trying and trying, one new link after another in a frenzy, all while Troonella looks on contently from the other side of the table, but all of the links are blocked. He yells to his mom questioning where the parental controls came from and she says, "a man came and informed us of the DANGERS of unrestricted internet access." (That man was a glowie trying to stop Nate from figuring it out.) He darts out of the house in hopes of using Chud's computer. Troonella, surprised, leaps out of the table running to catch up. "What about the project?!" he screams.

Scene 6

Nate bursts into Chud's bedroom, startling him. Nate pushes him out of the way to hop on his computer. Chud warns him about looking up such things, jokingly hinting that the CIA or FBI could raid them at any moment. The door then bursts open again, but it's neither, just Troonella. He expresses anger with Nate leaving him behind. Nate dismisses him then uses Chud's computer in another one of his distracted trances. The other two then start to notice the sound of a fleet of cars pulling up to the house. They look out the window, the trio now were being raided by the CIA; more specifically Agent 'Plier and his goons. They hear the footsteps of heavy boots coming up the stairs as they desperately shake Nate to awaken him from his dreamlike state. Just as he gets up from the computer, he realizes the purpose of Thrembo; "It's not just a number, it's a path. A path to-" but before he can finish, the door is quickly knocked down. Nate and Chud try to fight back but are quickly left unconscious. As the three's bodies are being lifted up and taken, the officers go around smashing things in the house, especially any technology. They are all loaded up into a mysterious black van. Chud's stepfather goes out and asks about what is happening but 'Plier takes out a device and memory wipes him saying, "you saw nothing!"

Act 2

Scene 7

We see the van cruising down a road in the New Mexico desert. Agent 'Plier is inside the cab, driving toward the Soysylum, listening to music while dancing to it like a lunatic. At the back of the van, Chud uses his pocketknife to lock-pick the back doors in an effort to escape; 'Plier is too preoccupied to notice. After the door is open, the trio lift each other up on top of the van. They crawl to the front cab, break its windows, open the doors, and throw 'Plier out, leaving him for dead on the side of the road. Nate grabs control of the wheel and they speed off with "Plier in the rear-view mirror, desperately trying to catch up in the sweltering heat. During this, Nate quickly enters one of his Thrembo-induced frenzies. His friends plea with him to turn around and take them home, but he continues speeding even faster toward the Soysylum, which can be seen in the distance, eager to see whether it will have answers or not. (Keep in mind the trio do not know the exact purpose of the place yet. It's mostly the temptation of Thrembo guiding him.) Chud attempts to steer away, but Nate doesn't let go, he only presses down on the pedal even harder, heading for the heavily guarded entrance of the building. They continue struggling for the wheel. Realizing this will result in imminent death, Troonella makes a frantic attempt to jerk the wheel away from Nate and Chud's alternating grip, causing the van to veer off the road towards a less guarded wall of the Soysylum. They crash through it and tumble into the basement below violently.

Scene 8

Now in the Soysylum's basement, where all the patients and monsters roam free, the trio awaken from the smoldering ruins of the van. Troonella and Chud wake up to find Nate lying down, face-first into the concrete floor. Worried he is dead, they quickly rush over to him and turn him around. He is muttering something about Thrembo before snapping out of his daze. The other two snap at Nate, saying he almost killed them with his recklessness. Nate confesses he has no recollection of how they even entered the building, other than that 'Plier (who he does not know the name of yet) was driving them there. He explains that he lost consciousness the last two times he entered his trance yesterday. Before they can finish arguing, Troonella is mauled by a fingerboy, but it is mostly harmless and Chud quickly stabs it dead. Then, a whole cluster of fingerboys rush across the hall. The trio think they're coming for them, but they are in fact running from something else, something much bigger: Rapeson. After catching a glimpse of him in the dark distance, they start running with the rest of the pack, eventually finding a room that is presumably safe to hide in. They quickly enter it and barricade the door, stopping to take a rest. Before they get too comfortable, Feral jumps from the shadows and tries to rip Nate to shreds. Chud runs up to stab him, but he grabs his pocketknife and throws it across the room, breaking it. He turns his attention to Chud, giving Nate the chance to grab a shard of glass on the floor and stab him, stunning him. They quickly run out of the room, going the opposite way that Rapeson went as to not meet up with him.

Scene 9

As they continue running down the hallway looking for an escape, they have many tense and horrifying encounters with patients, monsters, and anomalous creatures and materials. (Will be written in more detail separately.) Eventually, after navigating many branching hallways and rooms while fleeing, they finally make it to a hallway with an elevator at the end. Just as they reach the end of the hallway, Rapeson suddenly appears behind the trio, paralyzing them with fear. He slowly creeps down behind Nate, bending down to his level. He licks his lips in anticipation for what's about to come. He extends his hand as to put it on Nate's shoulder, but confusingly, he stops midway through the action, distracted at something off-screen. It's Dr. Soyberg, who was on his way to the elevator after delivering meds and Sproke to a patient. Rapeson quickly flees the scene. "My god! What are three children doing here!?" he says, before realizing who they are. He then cross references Nate to a picture on his clipboard. "Why, you're the kid who was on his way with Agent 'Plier! You must see Dr. Soystein at once!" He presses the button on the elevator, they hop in, and the door closes behind them.

Scene 10

As they take the long ride up the elevator to the top floor, where Soystein's office is, Nate grills Soyberg in an all-out interrogation. He first asks about Thrembo. Soyberg explains that much like how computers are never truly random, reality isn't either. The complete value of Thrembo is the value that all supposed "randomness" is based off of. With it you can calculate the probabilities of anything, including your own luck. Knowing it grants omnipotence; awareness of all truths in the universe. But Thrembo also has a curse: the more digits you comprehend, the more you crave the rest, until the temptation drives you mad. This is why Nate has become obsessed, slipping into trances. However, once you know all of Thrembo, the madness goes away.

By the midpoint of the ride, Nate's interrogation starts to pick up the pace as the scene gets more tense. Nate presses him on who runs The Organization. Soyberg has no answer other than a name, Admin 6; nobody has seen him in decades. He shifts focus to The Organization itself. Their research started when soy was discovered in minerals mined from a site in Sweden, near where The Organization is headquartered. Initially trying to deduce the abilities and practical uses for soy, it later became the cover for a more devious project, Thrembo, which was discovered by Soyberg himself. They later found out soy could be used to pacify people by use as an ingredient in food, ensuring Thrembo remained known only to Admin 6. When the elevator nears the final floors, Soyberg starts sweating.

Each ding as the floors go up seems to make him talk faster. Nate finally mentions the thread, wondering why someone on the Sharty could possibly know so much confidential information, and how Soyberg seems to already know about it. Soyberg made the thread at the beginning specifically so someone could find it, become god with Thrembo, and end The Organization. He did it out of guilt after witnessing the moral decay that turned the Soysylum from a research facility, into a mental asylum, and finally, a soy black-site. The elevator dings and Soyberg straightens his coat. He tells them to keep quiet about what he told them. Nate isn't given much time to think; he hesitates before stepping out into the room before him.

Scene 11

The four enter Soystein's office, he's wrapping up a meeting with the rest of the Doctors. They have finally finished calculating the entirety of Thrembo save for one digit. Interrupted by the elevator, he turns around, looks at Nate, grasps the situation, and dismisses the rest of the Doctors. They swiftly make their exit. At first, Soyberg and Nate's friends stay in the room, but Soystein tells them he needs to talk alone. Once they leave, Nate takes a seat in front of his desk, silent in Soystein's intimidating presence. There's a slight pause; Nate's heart is racing. Soystein eventually cuts the thick air and talks to Nate, asking how he even got into the building without Agent 'Plier. Nate awkwardly relays the events of the van takeover. Soystein commends him for his bravery and skill, in an effort to flatter him. Nate sees right through him and commands him to get to the point. "Well, you weren't even supposed to be up here;" he says, "you were supposed to go to our special 'interrogation rooms' –but I'm glad you're here, I just had to see the kid who was supposedly going to 'topple our regime', in the words of Agent 'Plier."

The scene cuts to 'Plier and his goons, charging down to the basement. The clattering of their boots and the recklessness of their destruction much like the raid at Chud's house. Their target: breach containment and release Rapeson. 'Plier reaches the end of a dimly lit hallway with a fuse box. He takes out a taser-like device and shocks the fuse box, supercharging all the lights in the basement, causing them to realize a harsh blinding flash before burning out with a spark. This audibly riles up all the patients in their cells. He walks down the hallway, giving the viewer a glimpse of the pent-up energy building behind each door.

In Soystein's office, the lights flicker for a moment, pulling his attention from Nate.. "Where was I... oh yes," he says, eyes narrowing, "your newfound obsession with Thrembo." "How do you know about that?" Nate snaps. "You don't think we were watching you, Nate? We can do everything but read minds," Soystein replies. "That's the point of this little interrogation, to fill in the gaps of our knowledge. Your internet activity suggests you know very little, correct?" Nate starts to turn red and sweat appears on his forehead; he knows he can't let Soystein know about what happened in the elevator. "Yes" he barks out, with a slight crack. Soystein gains an unenthused look on his face. "I can't read minds but I can tell when you're lying." Suddenly, he gets a notification on his computer. He swiftly shifts his focus to it; its about the activity in the basement.

Back in the basement, 'Plier is now at the opposite end of the hallway. He whips out his mind control device and it broadcasts an ear-piercing screech. All of a sudden, every patient and monster is filled with insurmountable rage, their screams echoing all throughout the building. The patients all break out of their cells, smashing the doors until they're unrecognizable. All around the building, alarms and lights start flashing a blinding red. People start evacuating the building in mass hysteria. 'Plier then slips away to Rapeson. In Rapeson's cell, he takes out his device again, points it towards Rapeson's eyes, and it emits a quick burst of light, stunning him. 'Plier quickly slips away behind a corner. Rapeson now has one mission: kill Dr. Soyberg. All the patients rush toward the exit upwards into the building while all the Doctors fry to flee out of any exit they can.

Scene 12