

# TREATMENT

## EPIISODE 1. A DREAM DISCOVERY.

Claire, a scientist, and CEO of a research center, works with her team on the prototype of a **revolutionary headset invention that allows the wearer to travel to the oneiric world.**

Claire's daughter Abbie, a 17-year-old teenager, arrives at school. She learns that **a collection is being taken up for a teacher** she had a couple of years ago who died in a car accident along with her two children.

Michael, the teacher's husband and a subordinate engineer to Claire has organized a collection to create a memorial in her honor. Abbie passes by as she owes money to another student. As she is about to repay the debt, the bully, Paul, takes it from her and leaves with the money despite Abbie's complaints. She chases after him, but he goes it in the memorial donation box to spite her.

In the face of Michael's defiance, standing by the box, Abbie dares not claim the money. **"Would you destroy the goodness created just because it was achieved through a bad deed?"**

Throughout the week, **several teachers and students enter a dream from which they do not wake up.** The local press christens it "Morpheus lethargy." The police close the center, and they are forced to teach all classes remotely. They do not know if it is a virus or an environmental agent, perhaps from the staff room. Even Michael disappears; they find his camping tent but not his body. Maybe he went into torpor in the middle of the mountain and fell, or maybe in the forest?

**Could Claire's research cause what is happening** to the teachers and students since her invention allows her to alter and influence people's dreams?

One day, one of the hundreds of headsets takes a knock in the middle of the tests and stops working, and Claire takes it home to repair it. That same night, Claire argues with Abbie at dinner, as their mother-daughter relationship is not too strong. To make matters worse, Abbie's younger brother Bob takes her mother's side. In a fit of adolescent temper tantrums, Abbie leaves and locks herself in the attic in a fit of teenage temper tantrums.

There, in Claire's studio workshop, she discovers the headset. Angry, Abbie throws it on the floor, but it starts up. It is fixed. Abbie, curious, puts on the headset. **She's now in the oneiric world.**

It is a strange place. It resembles the real world but, at the same time, quite different. It is as if it was made of little modular pieces of our dimension, but it is only defined and detailed in the area she looks at; the rest fades and reconstitutes when she is not looking. Where there used to be a wall behind her back, there is now a pool, and if she dives into it and enters a submarine, then when she turns around, it turns out to be the inside of an airplane.

## What secrets will this world hide?

### EPISODE 2. THE ONEIRIC WORLD.

**Abby is awakened in the real world** by her brother Bob. He has come to see her to apologize for taking his mother's side in the argument. Abbie angrily storms off with the headset to her room.

Another horrible remote school day passes as Paul, the bully, sends memes of Abby to the rest of his classmates. Abbie decides to put the headset back on at night, unable to sleep because of her anger. **In the oneiric world, she meets Paul**, boxing against an opponent. Abbie, from the stands, throws tomatoes and rotten fruit at him.

The next day, **Abbie shares her discoveries with her friends**, Mandy and Anthony. When she is about to show them the headset she keeps under her bed, she is surprised to find Bob wearing it. Abbie wakes Bob, who, in his usual eagerness to surprise his sister, explains in more detail how the headset works. Bob has a natural facility for navigating through the oneiric world. He tells them that if they want to meet someone in their dreams, all they have to do is think of that person by putting the headset on their head.

Several days pass, and **Abbie, Mandy and Anthony play and experiment with the headset for their benefit**, although they don't quite master the device and make many mistakes. Abbie nags Paul as much as she can, even though Anthony tries to persuade him to go out on a date, as he is in love with the bully. They discover that even Paul changes his attitude toward Abbie in real life: he doesn't mess with her as much anymore. In addition, our protagonist also uses the headset for other causes, such as preventing trees from being cut down.

As for Mandy, being a terrible student, she discovers an excellent opportunity to get into her teachers' dreams and get hold of the questions for the upcoming exams.

Anthony tries to influence Paul to fall in love with him but is unsuccessful in his campaign, as the bully is uninterested in him. In fact, Paul perceives these dreams as if they were nightmares.

Bob, who keeps stealing his sister's headset when she is away, enjoys free ice cream in the real world on several occasions thanks to his influences in his nightly visits to the oneiric world.

Meanwhile, **the cases of people entering lethargy continue to increase** and are no longer strictly limited to people from high school. **The FBI comes looking for Claire**, Abbie's mother, to help collaborate. Will Claire be involved in any way in the lethargy cases?

**A terrifying, giant beast appears one night** as Anthony prepares to leave Paul's dream. It is a deformed creature. It looks like a human but with upside-down joints. It has no eyes or nose, just a big mouth. The beast chases Paul, and although Anthony tries to stop it, **it pounces on the bully**.

### EPISODE 3. THE NIGHTMARE.

The next day, it is discovered that **Paul has gone into torpor**. Could it have something to do with the headset and the fact that they have been entering his dreams? Who is this beast, and how is it related to what is happening?

The gang decides to investigate as things are starting to get serious. They try to experiment so they can all enter the oneiric world simultaneously. **The plan is to find the beast that was chasing Paul.**

Failing to do so, Abbie swallows her pride and asks her brother Bob for help for once. He, happy to be helpful, reveals to them how they can accomplish what they seek to do. **Bob joins the mission.**

The vast majority of coma cases have to do with high school. **The gang begins to stand guard over the dreams of different classmates**, in which they comically uncover their most hidden secrets until Abbie encounters the beast and follows it one night.

**The beast leads her to its master, who turns out to be Michael**, the missing engineer who works for Claire and who is preparing the memorial for the teacher.

### EPISODE 4. THE SECOND LEVEL.

The boys discover that Michael decided to steal some of Claire's equipment after losing his wife and children in a car accident. Thanks to that, he abducts consciousnesses from the oneiric world. **The beast captures people in their dreams and takes them to Michael**, who connects them to a series of machines in the oneiric world.

Thus, he can access a second oneiric world within this one (a meta-oneiric world), in which, through the sum of the memories of all the people, he has managed to recreate a world in which his wife and children are still alive. For this reason, he dedicates himself to kidnapping and **inducing a coma in everyone who had a relationship with his deceased family** when they were still alive.

The boys hatch a plan **to get into the dreams of FBI agents** to go after Michael since they don't know where he is in the real world.

After giving them the slip, **Michael fights back by influencing the FBI to arrest Claire and seize the headset in her house**. At that time, the gang was in the second level of the oneiric world (meta-oneiric world), investigating why Michael had created it.

Due to the police raid, Bob is left behind and does not escape the oneiric world, so **he is left in a coma.**

### EPISODE 5. THE CHASE.

The boys are accused of playing with technology they don't understand. Claire is angry with Abbie for endangering her brother. **Abbie and her friends are held and interrogated.**

The boys, determined to rescue Bob, **end up on the run from the FBI thanks to Mary**, an agent who wants to believe Mandy. Mary helps them escape on the condition that they cooperate with her.

Michael looks for new alternatives when the news of their escape becomes public. He begins to manipulate the subconscious of the abducted people, **turning them into zombies** that chase the gang.

**Abby and her friends sneak into the research center** where Claire and Michael work to steal headsets and escape without being found.

However, **they can't even trust their own parents.** How can they tell who is a zombie under Michael's orders and who isn't?

### EPISODE 6. THE SHOWDOWN.

To catch Michael, Abbie's gang splits into two groups. They don't know where he is, **but they must simultaneously entertain him in the oneiric and real worlds**; otherwise, he will continue to escape. They can't trust anyone either; they even doubt each other, as everyone is asleep, and zombies might have as well replace them.

Abbie and Anthony go to the oneiric world. They can only locate Paul since Anthony saw him being captured. Once freed, the beast comes for them, but when they explain to Paul that they are not in the real world, he takes control of the situation. **Anthony and Paul work together to eliminate the beast while Abby rescues Bob in the oneiric world.** Unfortunately, Paul does not come out of it well.

In parallel, Mandy and Mary hatch a plan to **find Michael in the real world.** Since he controls the minds of half the city, they plan a diversion. Mary deals with it in an ice cream truck, causing a chase that ends in an accident.

Thanks to this, they realize that two zombies never leave a van. Michael must be hiding inside.

Mary and Mandy plan to infiltrate laughing gas into the van to give them a head start, as Mandy is the daughter of two dentists. Although they injure Mary, Mandy manages to go through with the plan after stabilizing the agent.

They can't afford to wake Michael up before he has been gagged. The fumes also affect him, making him mentally more unstable and chaotic, **somewhat favoring the gang in their confrontation in the oneiric world.**

**Michael fights with the imagination and processes of an adult.** For example, to catch them, he deforms buildings to create a maze or builds up logistics to distribute trucks with

weapons among his imaginary army. **The boys**, on the other hand, more accustomed to video games, **use more lateral thinking**, touching the maze wall and turning it into removable legos, pressing a button to get an instant level up, or transforming the combat zone into a battle royal with a score so that the enemy's army fights each other instead of them.

Ultimately, Michael kills his family by mistake in the meta-oniric world. **Abbie and Bob manage to get out, and Michael is trapped in a coma in the real world**, having ended the only way to be with his wife and children.