

ECOS DO CERRADO

BEFORE OPENING YOUR EYES

A small question can reveal a lot about
the person asking it.

CINEMATIC GRAPHIC PROLOGUE

**NARRATION**

01:17. The living-room window is open.

**NONOLHO**

I closed that.

**THORANICO**

Local log: closed at 22:06. Opening detected at 00:58.

NONOLHO

Good. Now we have a question.

**NARRATION**

Before an answer, he looks for what did not happen.

**NARRATION**

Keys, cap, jacket. Nothing is missing.

**THORANICO**

Door intact. No movement recorded.

**THORANICO**

Hypothesis: someone came in?

NONOLHO

A hypothesis does not become fact just because it appeared first.

**NARRATION**

He is not hunting for a culprit. He is testing explanations.

**THORANICO**

Strong gust at 00:57.

**NONOLHO**

Wind?

**THORANICO**

Compatible. Not conclusive.

NONOLHO

No percentage to hide the uncertainty.

**NARRATION**

The wood answers before memory does.

NARRATION

Worn screw. Latch giving way.

**THORANICO**

Mechanical failure probable.

**NONOLHO**

Probable. Not certain.

**THORANICO**

You would rather not solve it?

NONOLHO

I would rather not invent it.

**THORANICO**

Final log?

NONOLHO*Window open at 00:58. Worn latch. Compatible gust. Cause undetermined.***THORANICO**

That is not much.

**NONOLHO***It is everything we know.***NARRATION**

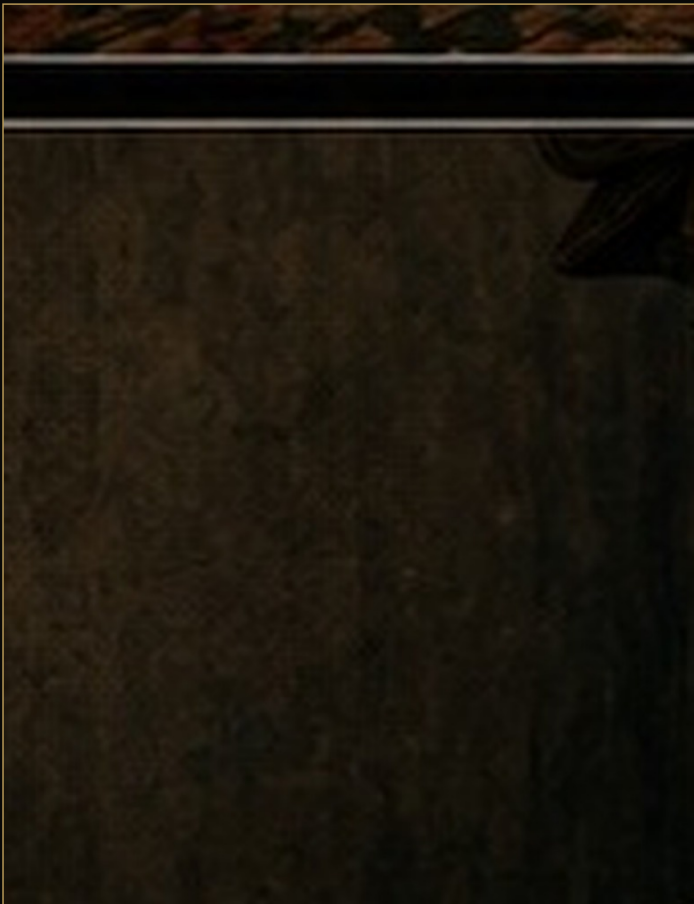
Uncertainty gets smaller when it is named correctly.

**THORANICO**

Do open questions bother you?

NONOLHO

Questions closed too early bother me more.

**NONOLHO**

Turn off the light.

THORANICO

I do not have hands.

**THORANICO**

Then good night, Nonolho.

**NONOLHO**

Good.



NARRATION

The house becomes just a house again.

NARRATION

A pipe. The wind. A distant engine.



NARRATION

06:31.

THORANICO

1 reminder for today.



ECOS DO CERRADO

THE GAME BEGINS HERE.

NARRATION

06:32. Nonolho opens his eyes.