

The I'm Bored, Let's Explore series began as a jam game about friends exploring a dead mall and reflecting on their past within it. It has since expanded to a dungeon crawler starring a pair of siblings and a game about a couple spending one last evening at a park where they had their first date...and complaining about the whole thing.

The following is an excerpt from I'm Bored, Let's Explore (Mall). The story follows two unnamed friends as they explore the ruins of their childhood mall and contemplate the reality of the structure vs their nostalgic memories of what it was.

FRIEND A and FRIEND B have broken in and are now exploring an abandoned mall.

EXT MALL - EVENING

The two friends stand outside the MALL ENTRANCE.

FRIEND A

Oh wow, this place is spookier than I remember. You sure it's still unlocked?

FRIEND B

Yeah! I broke the lock off myself. How'd you think I got in last time?

INT MALL - EVENING

Looking at a directory (INTERACTION 1)

FRIEND A 3

Hmm...this place really went downhill before they shut it down. Didn't this sword place used to be a Thirdcoast Video?

FRIEND B 2

At one point, yeah. Was also a Navy recruitment office. But the space died selling anime wall scrolls. And swords.

Looking at a directory (INTERACTION 2)

FRIEND B

Still can't believe they turned the sporting goods store into a Homegoods.

FRIEND A

Wasn't this watch store a toy store at one point?

FRIEND B

INT MALL EVENING

General commentary while exploring the mall. Each of these happen in sequence as the player walks over specific points in the area.

FRIEND A

What happened to this place?

FRIEND B

I'm not sure. I mean, the internet happened for sure; other than that though...

FRIEND A

I get that malls are inherently built to fall apart over the years as owners pass the burden of upkeep to another sucker willing to pay for it. But This place seemed more like a community center than soulless tomb of commercialism.

FRIEND B

I don't know man...malls are just museums now. To what though, who knows...