

SCRIPTWRITING SAMPLE

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Written for a videogame

Confidential Document

1- INT. AKRATYA'S SEWERS

Starting with Theronne, the game`s first playable character, the player explores the underground of the fallen city of Akratya.

During the exploration of this level, the player finds a corpse belonging to a woman. It's the deceased Anna Lepus.

The body shines indicating they can interact with it.

After interacting, several rays of blue light cross from her body until they invade Theronne's.

BLACK

ANNA

(V.O.)

I'm Anna Lepus of the Egisiromi people, worshiper of Our Mother, Goddess Life.

FADE IN:

1- EXT. STARTING AREA

The player enters Anna's Reverie, a void of recollected memory fragments, in control of ANNA LEPUS, the game's second playable character, a 26 years old Latina woman.

They observe the same pattern common to all Reveries: several connected islands floating at an endless black abyss through which mysterious lights intersect, converging towards a luminous vortex on the horizon.

2- EXT. EGISIROMI CELEBRATION

The player follows a path towards the first island until they encounter a vast plateau. The surroundings are completely deserted, aside from a campfire.

Although the place seems empty, a FESTIVE ROMANI-LIKE MUSIC, with violins and the like, can be heard coming from somewhere.

As the players draws near, an entire EGIRIROMI ENCAMPMENT appears before them.

It's a night of celebration. Musicians play, people dance with a glass of brandy in hand, children run around, others CLAP to give rhythm to the music... People seem very happy and free. Glad to be alive.

A small group gathers around the campfire. One of them, an old man named DANIOR, stands up and raises his mug:

DANIOR

I would like to propose a toast!

The music stops and people look at him with respect.

DANIOR (CONT'D)

As you all remember, last winter has taken a toll on all of us. We lost many of our comrades to famine and cold. Zoltan, Hilda... Today, as this summer begins, Goddess Life grants us once again with love and fertility. If we can celebrate here today is because one person kept us all together during those trying times.

DANIOR (CONT'D)

(louder)

Let`s drink in her honor! To our leader, Anna Lepus!

Others too raise their drinks in celebration, clapping and cheering.

A voice comes from deep in the crowd.

ANNA

(O.S.)

Cut this crap, Danior.

People react in shock. The excitement from before ceases. Eventually, everyone remains silent.

The owner of the voice reveals itself. It`s Ana Lepus. Her specter emerges from among the men and women dancing around the fire.

ANNA (CONT'D)

I love how you flatter me, but if we are here today is because each and every one of you helped me build this community from scratch. Hilda, Zoltan... Even your wife Genevieve. They would like to be remembered with joy.

Anna hugs the old man.

ANNA (CONT'D)
Let us keep their memories alive by
rejoicing in the pleasure of being
here, now, together.

Anna raises her mug.

ANNA (CONT'D)
(louder)
Blessed be our days!

The crowd around her claps and celebrates.

A few seconds later, the people in the campfire vanish out of thin air.

The partying folks and the music continues, though, as the player makes their way to the stone stairs on other side.

Near the island's exit, a specter materializes sitting by the stairs: a young man, around 17 years old, named THYNE. The ghost of Anna Lepus appears behind him.

THYNE
Don't you ever worry, chief?

ANNA
Don't call me chief, lad... But tell me: worry about what?

She seats by his side.

THYNE
The threat from the Church grows worse every day... I'm just afraid something might happen.

ANNA
Don't waste your life in fear of what may come. That's when they win, you know?

Anna opens her arms, showing the rest of the clan celebrating.

ANNA (CONT'D)
Life's to be lived, today.

THYNE
What if there's no tomorrow?

ANNA
Exactly!

ANNA (CONT'D)
 Word to the wise? Go for the booze.
 That's what I do.

THYNE
 Hahaha...

As the memory ends, the player may go on to the next memory island. While he is at it, he can hear Ana Lepus voice:

ANNA
 (V.O.)
 For us Egisiromi, Life is not a mission, a burden, or some debt you have to pay.

ANNA (CONT'D)
 (V.O.)
 It is a celebration. Or at least it should be.

3- EXT. EGISIROMI CARAVAN

As the player progresses, he approaches a narrow road on a hillside. A new memory appears, all made of blue spectral light.

Three carts filled with Egisiromi travelers crosses down the road until they are pulled to a halt. In the front seats of the first cart are ANNA, THYNE and DANIOR. Right in front of them, blocking the way onwards, is a small platoon of DEATH SOLDIERS.

DEATH SOLDIER
 Hey, sarge! Just from their looks you can tell they're non-believers.

Their SERGEANT stands near Anna's carriage, while one of his men inspects the rear. He sees that their cargo is not actually cargo, it's just people. They're nomads.

SERGEANT
 Cultists, eh? Price just went up. One hundred crowns and I'll look the other way.

DEATH SOLDIER
 If you don't have the coin, however, no bother: we could always arrest you.

DANIOR

One hundred? For passing through?
That's preposterous!

ANNA

Why the hostility, sir? We're just
merchants, that's all.

DEATH SOLDIER

Merchants my ass!

SERGEANT

Safeguarding the roads against scum
like you doesn't come cheap.
Consider it a... donation for the
Church.

ANNA

Donation for the church... Or for
you? Sorry, I don't make deals with
you lifeless bastards.

SERGEANT

You're out of line, missy! Get
them!

At the end of the conversation, Anna's ghost and the caravan
disappear and the soldiers turn red, indicating hostility.

A battle begins, causing the player to face the soldiers
using Anna Lepus' skills. To continue, all enemies must be
killed.

After emerging victorious, the path opens up and the player
can move on.

Once the last enemy dies:

ANNA

(V.O.)

The Church of Death has a name for
all the other cultures that don't
follow their sad, pitiful ideology.

ANNA (CONT'D)

(V.O.)

The "Cult To Life", they like to
call us - to them, we're all the
same shit.

4- EXT. ANNA`S TENT

As the player approaches the entrance of a new area, the sound of a baby crying can be heard.

Inside a tent, Anna is lying on the floor, with a blanket over her body. By her side, is UHURA, a woman of approximately 60 years old, holding a baby. Around are other members of the clan.

UHURA

Here, Anna. Your son.
May Goddess Life bless him with
strength to win all battles.
Power to survive trying times. And
vision, to see the beauty beyond
the darkness.

Uhura delivers the newborn into Anna's hands.

ANNA

He`s so tinny... My son. You shall be
named... Marik, the undying.

Looking at her people, smiling, she adds:

ANNA (CONT'D)

The son of the clan.

Ana looks back at her son, whispering to him.

ANNA (CONT'D)

Life on the road may not be easy,
and we may not live forever... But
I`ll teach you to enjoy it to the
best of your ability.

Noises begin outside the cave: screams and the sounds of battle.

Ana gets up with difficulty because of her recent labor.

ANNA (CONT'D)

What`s going on out there?!

A Crusader of Death enters the tent where Anna is. He points a sword at Anna. Behind him are other soldiers.

CRUSADER

Anna Lepus, you`re under arrest for
leading a criminal organization and
worshiping a false goddess.

The soldiers try to hold her. Ana resists, but they manage to take the baby out of her hands.

ANNA

What are you doing here? Keep your fucking hands off my son!

With a sword blow, one of the guards kills Uhura.

Ana falls to her knees, crying in anger and despair.

ANNA (CONT'D)

Uhura!

CRUSADER

You better stay in line or your people may suffer the consequences, cultist.

A soldier enters the tent carrying Thyne, in shackles.

CRUSADER (CONT'D)

Thank this little vermin here for tipping you off. He was so afraid to die that he was willing to sell out his leader. Pathetic.

ANNA

Thyne... How could you?!

THYNE

I'm sorry, Anna, they tortured me, I had no choice!

The Crusader points at Anna.

CRUSADER

Take her. Ohh... And that kid of hers too.

He looks back at Anna with a creepy smile.

DEATH SOLDIER

Don't worry. The Church is going to take good care of him.

The scene vanishes, and the player proceeds.

ANNA

(V.O.)

I lost everything that day. Sometimes I still wonder how the best day of your life can turn into your worst nightmare.

(MORE)

ANNA (CONT'D)
 My people, my freedom, my child..
 All taken away from me.

4 - EXT. DUNGEON OF THE CHURCH OF DEATH

The player goes through a cave and sees at it is transformed into the memory of a dungeon. Inside one of its many cells are two prisoners: Anna Lepus and HELENA.

Helena sits on the ground, while Ana is near the bars talking to a Death Soldier outside.

DEATH SOLDIER
 So you're the famous Anna Lepus..
 You're kinda nice yourself. I bet
 we are going to have a good time.

ANNA
 I'd rather die. Ohhh, wait. That`s
 how you make your prisoners beg for
 death?

DEATH SOLDIER
 Bitch! Humph... Don't worry. The
 Church schedule a public execution
 for you tomorrow. You'll have your
 wish in no time.

The Death Soldier walks away. He stays on guard in a corridor ahead, backwards to the prison cell.

HELENA
 Bold move, dangerous one too. You
 know he'll come back, right?

ANNA
 I don`t plan to stay long.

Ana looks around and starts picking the lock.

HELENA
 Even if you escape, how are you
 planning to take them down?

Ana manages to pick the lock and the door opens.

ANNA
 I`ll figure it out. Wanna help?

HELENA
 Here, I was saving it for a special
 occasion.

Helena gets up and takes something hidden inside a hole in the wall. It's a pair of knives. She hands one to Ana.

ANNA

Sweet. Let's get out of this shithole.

Anna and Helena sneak out of their cell, each carrying a shiv.

Suddenly, the ghost of Anna disappears: the player is meant to take her part in this.

ANNA (CONT'D)

It's now. Get ready.

The player follows as they approach a duo of unaware GUARDS.

HELENA

I've got the one on the right.

The player then learns about Anna's ability to strike from behind and performs a stealth kill.

Helena follows the lead and does the same with the guard on the right.

After they escape the dungeon, filled with other cells and prisoners they must leave to their fates, Anna's ghost reappears.

HELENA (CONT'D)

Never thought we would get out of there in one piece. What are your plans now? Exited to go home?

ANNA

Home... That's a funny word. A wise man I knew once said "home is where your heart is". My heart was taken with the people I loved. So I don't think I have one anymore.

HELENA

A heart or a home?

ANNA

Neither.

HELENA

Well, if you ever decide to settle down, you can always come meet me in Akratya. Ask for Helena.

The scene inside the dungeon fades away.

As the player continues his path:

ANNA

(V.O.)

After I scaped jail, finding my son was my only goal. It wasn't easy. Eventually, I lost count of how many people I killed trying to track him down.

ANNA (CONT'D)

(V.O.)

Years went by, and I chased the life of a lonely assassin, working as a killer for a hire.

ANNA (CONT'D)

(V.O.)

I told myself it was like hunting. No thoughts. Just pull the trigger and shoot. It helped me forget.

5 - INT. HOUSE OF ANNA'S TARGETS

The player reaches an enclosed space that materializes into a bedroom. Two people, a MAN and a WOMAN, stand against the wall, terrified.

The player may kill the man or the woman in any order. Here, they learn to use and reload Anna's ranged weapon.

Option 01 - If the player kills the woman first:

When the player approaches the woman:

FEMALE VICTIM

Please, please, I beg you! Spare us! I have a son!

After shooting the woman:

ANNA

No, I do.

MALE VICTIM

Karine! No, what did you do?! You fucking cultist thug! Don't you have a heart?

After the first target is dealt with, she answers the second

ANNA
 You kidnapped my son! So no, I
 don't.

Option 02 - If the player kills the man first:

When approaching the man:

MALE VICTIM
 Get off here, cultist, the
 authorities are already on their
 way!

After shooting the man:

ANNA
 Too late.

FEMALE VICTIM
 (crying)
 No...! Please... don't you have any
 pity? Spare my son, at least! Spare
 my little Brendan.

ANNA
 He's not your son! His name is
 Marik!

After killing the couple, we can hear an infant's CRY coming from the end of a long corridor where a door at the end opens for the player.

As soon as the player enters through the door, the figure of a child appears kneeling before an altar dedicated to Goddess Death.

It's Marik, Anna's son, now with 10 years old. He prays and cries.

As we approach him, the ghost of Anna materializes.

She's staring at him uncertain about what comes next. After a few seconds, she touches his shoulder. He turns at her, scared.

MARIK
 Where's mom and dad? Did you hurt
 them...?

ANNA
 What? No- It's me Marik! Mom! Your
 real mom! Don't you remember me?

Anna opens her arms trying to hold her son. The child screams and cries in fear.

MARIK
 (crying)
 Stop! Let go of me! I just want my
 mom...!

Anna backs off, guilty.

ANNA
 I'm sorry... That's not how I
 imagine... I-

MARIK
 Leave me alone! Mom! Dad!!
 Please... Help!

The memory fades away. In its place appears an orb shining in blue light. It's an absorbable Essence.

When player interacts with it, Anna falls to her knees, screaming. Then everything goes black.

BLACK

ANNA
 (V.O.)
 I thought only Death could erase
 ones existence... To witness the
 life of those we love slip away in
 front of our eyes...
 That day I realized there is
 something worst they can take away
 from us... Our identity.

The reverie ends.

6 - INT. AKRATYA'S SEWERS

Back inside the sewers of Akraya, the player is now in control of Anna Lepus, that stands beside her own dead body.

The player may now change between Anna's and Theronne's characters at will.

How she ended up dead or how they got intertwined, however, is still a mystery.