SAMPLE #2

CINEMATIC AND COMBAT

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CUTSCENE

EXT. AQUAMARINE, THE DOCKS - DAY

A large galleon ship pulls into port. The bow cuts through
vibrant waters, and nestles against a sturdy boardwalk which
protrudes into the island. A soft wind beats against the
ship's sails, and a small ramp drops from the deck above.

A close up shot on DERIK JAMES, the player character, who
steps onto the boardwalk. He carries a suitcase, and wears a
long grey trench coat and a fedora. He is a very noir-esque
looking figure.

Several disheveled merchants are gutting fish. Seagulls call
to each other and fly over the cluster of shacks and market
stalls.

                    MERCHANT 1
      Fresh fish? I give you two for the
      price of one, sir!

                    DERIK
      No thank you.

                    MERCHANT 1
        (urgent)
      Three for the price of one, sir!

Derik ignores the persistence of the seller and travels down
the boardwalk.

He looks at an old merchant sitting on the floor. Wooden
barrels overflowing with fish circle him. Their eye contact
lingers as the old merchant lifts a finger and scratches the
head of the exotic bird perching on his left shoulder.

Through the man's thick white mustache and wrinkles, Derik
sees a frown. The exotic bird cocks its head to the right and
squawks.

                    BIRD
      Go away. Go away.

Cut to an establishing shot as Derik enters The Docks, the
poorest district in all of Aquamarine. Crowds of starving
people carry nets and fishing poles back and forth. Their
clothes are torn, mere rags clinging to their bodies.

<u>*COMBAT SEQUENCE*</u>

Thief 1 grabs Derik by the arm, stopping him.

<u>*GAMEPLAY RESUMES*</u>

The player will initiate a <u>hand to hand combat</u> scenario. This is the first and will serve as a tutorial.

It starts with a quick time event. Press a key button on the console or PC system in the time limit to make Derik dodge Thief 1's initial attack.

If successful, Derik is able to avoid the hit, launching him into battle. If Derik is unsuccessful, he does not avoid the hit and takes initial damage before he begins the fight.

The mayor's bodyguard will join Derik, however crumbles in defeat instantly from a punch by the Thief Leader.

The fight will be strategic. Derik will have a health bar. If it depletes, Derik's adversary will knock him out and the fight will start over.

<u>PLAYER FIGHT OPTIONS:</u>

1. Gut Punch

2. Upper Cut Swing

3. Dodge

This is also the introduction of the *Scanning Mechanic*, a key ability throughout the game, which highlights objects of interest to investigate.

For this scenario, it will highlight weapons in the thieves' arsenal. The player can command Derik to strike, neutralizing each target beginning with Thief 1.

Derik does not carry a weapon, so strategy is important!

The player has the option to defeat Thief 2 and the Thief Leader in any order, but must memorize a unique combination attack to subdue the Thief Leader, who is of a larger stature.

<u>COMBINATION ATTACK:</u>

1. Throat Punch + Kick to the Groin

The combination attack will be visible on screen for the player to learn. It will be a series of buttons or keys. A rapid click.

Overall the player must apply an attack and defense strategy.

The encounters begin with Derik circling his target. If Derik is struck, the thieves will taunt him.

>   THIEF 2
>   Just stay down!

>   THIEF LEADER
>   Is that all you got?!

If the player manages to land a hit, the thieves become anxious.

>   THIEF 1
>   Ow!

>   THIEF LEADER
>   Why can't I hit you?!

>   THIEF 2
>   That hurt!

>   DERIK
>   Do you want to continue?

>   THIEF LEADER
>   Shut up!

Mayor Lorren encourages the player from the sidelines. She hides behind a wooden crate, a passive bystander.

>   MAYOR LORREN
>   You got him!

>   MAYOR LORREN (CONT'D)
>   Watch out!

Once Derik defeats all the thieves, success! The encounter ends and the player can now rejoin Mayor Lorren, who rises out of hiding.