






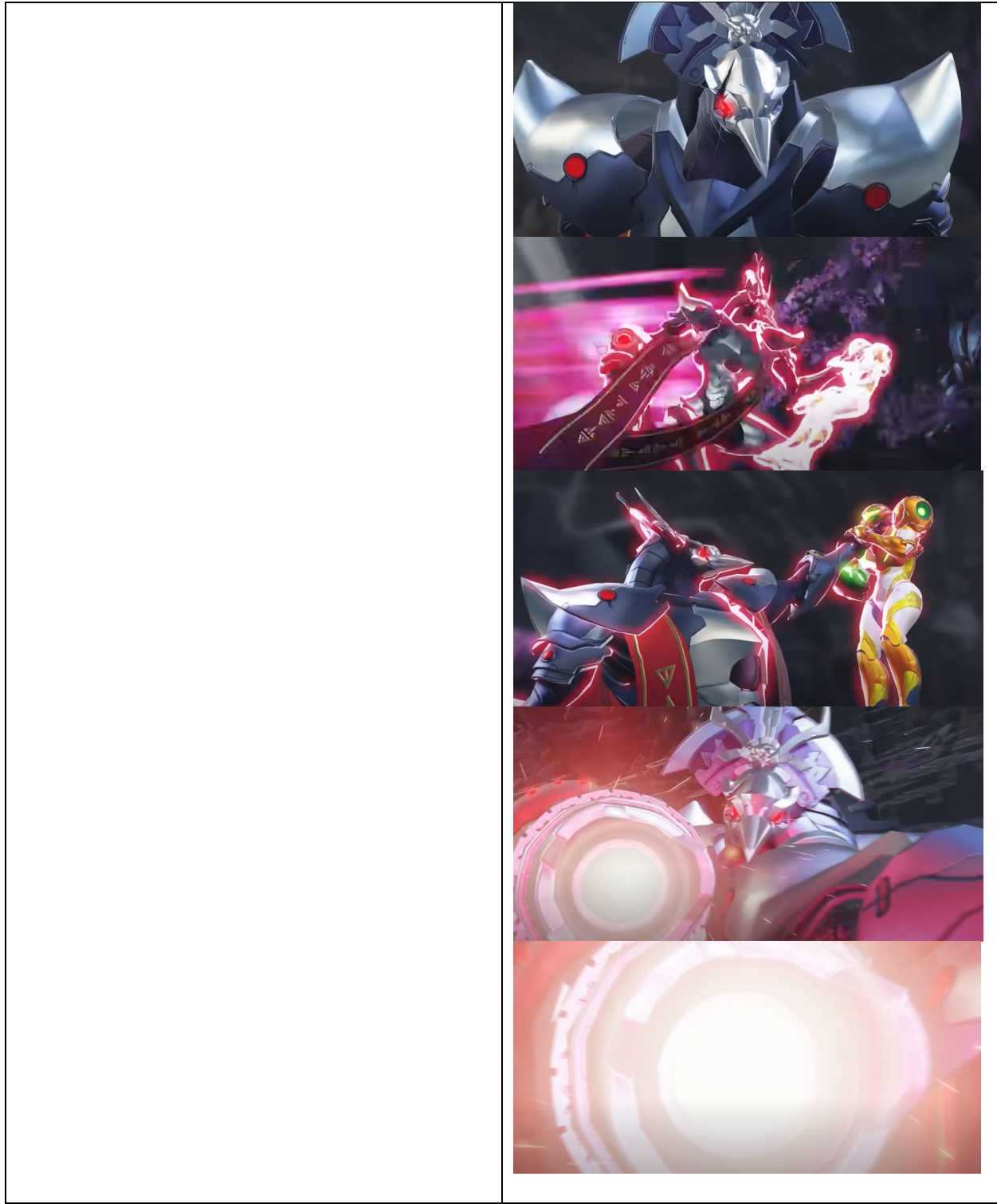
Project Name	The Story of Samus's Survival – Mock Script
Details	Duration: 2 minutes, 43 seconds VO: One narrator

Copy	Notes
<p><u>Shot 1</u></p>	<p><u>Shot 1 (0:01)</u></p> <p>[The Nintendo Switch (Switch) opening logo animation plays.]</p> 
<p><u>Shot 2</u></p> <p>NARRATOR (serious and somber): You've waited long enough to hear what comes next in this tale...</p>	<p><u>Shot 2 (0:01-0:10)</u></p> <p>[Audio: Once the Switch animation fades, the song "Opening" from the Metroid Dread (Dread) OST plays against a black background for 0:03 seconds to set the mood. Narration VO starts once the image appears on screen.]</p> <p>[Visuals: Fade in from black. Cutscene of Samus from the "opening recap" section of Dread appears. This is a 2-D image with accompanying animation. Visuals zooms out, then fades to black.]</p> 
<p><u>Shot 3</u></p> <p>NARRATOR: ...of what became of the bounty hunter Samus Aran...</p>	<p><u>Shot 3 (0:10-0:18)</u></p> <p>[Audio: "Opening" from the Dread OST continues from the shot 2. The music plays for 0:07 seconds, swelling into a tense crescendo before suddenly stopping in time with the visuals. Narration VO starts when the visuals fade onto the screen.]</p>

	<p>[Visuals: Fade in from black. Image of Samus facing off against SA-X from the “opening recap” section of Dread appears. This is a 2-D image with accompanying animation, then cuts to black in sync with the music stopping.]</p> 
<p><u>Shot 4</u></p> <p>NARRATOR: ...savior of our galaxy.</p>	<p><u>Shot 4 (0:18-0:23)</u></p> <p>[Audio: No music. Narration VO starts as the accompanying visuals fade in.]</p> <p>[Visuals: Black screen with text fades in— “Savior of Our Galaxy.” Holds for 0:03 secs., before cutting to shot 5.]</p>
<p><u>Shot 5</u></p> <p>NARRATOR: You may have heard stories of her facing fearsome beasts.</p>	<p><u>Shot 5 (0:23 -0:32)</u></p> <p>[Audio: “Samus’s Theme” from the Dread OST starts from the beginning of this shot and will play for the next 0:47 seconds. The haunting buildup to Samus’s triumphant refrain is setting the mood for the next three shots. Narration VO begins with visuals (as Samus is pointing her weapon at the screen).]</p> <p>[Visuals: Screen cuts in from black. A cinematic shot from the Corpius battle. Samus is pointing her arm cannon. She shoots a missile, and it hits Corpius. The beast shakes it off, Samus does an impressive maneuver to get out of its range of</p>

	<p>attack, then prepares to fight. Shot 5 fades into shot 6.]</p> 
<p><u>Shot 6</u></p> <p>NARRATOR: Relentless encounters with new foes and old.</p>	<p><u>Shot 6 (0:32-0:41)</u></p> <p>[Audio: "Samus's Theme" continues to play from shot 5. Narration VO begins from the first frame (as Samus is standing, looking up at the camera).]</p> <p>[Visuals: A cinematic shot from the Kraig boss-battle introduction. Samus is looking up at something out of frame. The camera moves behind Samus, and we see Kraig emerge from the</p>

	<p>darkness, but he is stopped by the restraints on his neck and arms. He then roars in her face.]</p> 
<p><u>Shot 7</u></p> <p>NARRATOR: How desperately they want her to fall.</p>	<p><u>Shot 7 (0:41-0:51)</u></p> <p>[Audio: "Samus's Theme" continues to play from shot 6. This shot will end right before the refrain from Samus's theme plays. Narration VO starts as Raven Beak points his arm cannon at her face.]</p> <p>[Visuals: A section of the opening cutscene plays from Samus's first encounter against Raven Beak. He lunges forward, seizes Samus by the throat, and points his arm cannon at her. Screen fades to white.]</p>



Shot 8

NARRATOR (serious, yet inspired):
Yet she never waivers. Her resolve is unmatched;
her instincts, honed.


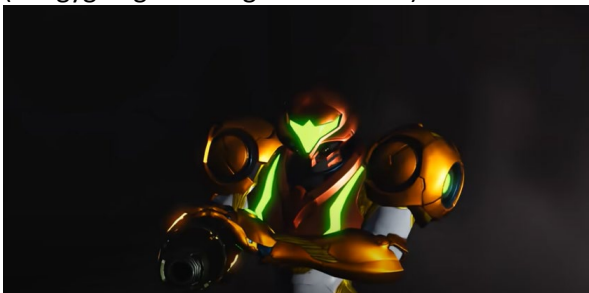
Shot 8 (0:51-1:04)

[Audio: "Samus's Theme" continues to play from shot 7. The refrain from her theme plays at this point. It's triumphant and inspiring. Narration VO

starts right after the visuals appear on the screen.]

[Visuals: Cinematic shot cuts in of Samus looking up at Kraig, unfazed by his aggression. She holds her charged shot up at him then fires. Leads into gameplay footage of her battling Kraig.]



<p><u>Shot 9</u></p> <p>NARRATOR: She calculates her move...then strikes.</p>	<p><u>Shot 9 (1:04-1:43)</u></p> <p>[Audio: The refrain from “Samus’s Theme” ends in shot 8, and the song transitions into “Samus Determination” from the Dread OST. The song follows a similar structure to Samus’s theme, but the refrain suddenly cuts before the melody can complete the call-and-response. At the end, the mood shifts from inspirational to tense. Narration starts with the footage of the gold Chozo fight (marked below).]</p> <p>[Visuals: Various gameplay footage starts, focusing on cinematic combat from Dread.]</p>  <p>(Droggy fight footage ~5 seconds)</p> 
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(Arriving in Elun footage ~7 seconds)



(Experiment No. Z-57 footage ~6 seconds)



(Gold Chozo Soldier footage ~6 seconds.
Narration VO plays here.)


	 <p>(Navigating Artaria collapsing ~7 seconds)</p>  <p>(Samus's Metroid powers getting stronger ~8 seconds. Cuts to black in time with the abrupt cut to silence in the music.)</p>
<p><u>Shot 10</u></p> <p>NARRATOR (text 1) (serious and foreboding): But something stirs within her that she cannot control—a force that others seek to claim.</p> <p>NARRATOR (text 2): Will the hunter survive being the prey?</p>	<p><u>Shot 10 (1:43-2:10)</u></p> <p>[Audio: Audio from the “White E.M.M.I Encounter” cutscene plays in tandem with the cutscene visuals. Narration text 1 VO plays while the cutscene from the White E.M.M.I encounter fades in. Narration text 2 VO plays when Samus tries shooting the E.M.M.I with a missile (marked below).]</p>

[Visuals: Starts off on a black screen, duration 0:02 seconds, then “White E.M.M.I Encounter” cutscene fades in. Samus is unaware of the E.M.M.I presence above her until it starts to move. She aims her arm cannon and fires but inflicts no damage. The E.M.M.I takes a more aggressive stance, and Samus fires a missile. Realizing that it also doesn't do any damage, Samus spots an escape and makes a run for it. The E.M.M.I chases her. The visuals cut to black as the E.M.M.I tries to reach out for Samus, just as she escapes out of reach.]



(Narration text 1 VO plays as cutscene fades in.)



	 <p>(Narration text 2 VO plays here.)</p>
<p><u>Shot 12</u></p> <p>NARRATOR: You may think you know this tale...of a warrior haunted by her past. But listen well...</p>	<p><u>Shot 12 (2:10-2:18)</u></p> <p>[Audio: "DREAD" from Dread OST begins. Narration VO plays as the visuals fade in from black.]</p> <p>[Visual: Footage from the "Chozo ruins" cutscene fades in. We are looking at the full mural, watching as the animation zooms in on Raven Beak. We switch to Samus looking up the mural, holding that for a few seconds before zooming</p>

into her face. She's squinting at the camera. Cut to black.]



Shot 13

NARRATOR: This is only the beginning.

Shot 13 (2:18-2:43)

[Audio: "DREAD" from Dread OST continues from shot 12 to 13. Narration VO plays while the screen is black.]

[Visuals: Closing footage from the Dread trailer plays. Screen is black while red, futuristic lines move across the background. The lines create a pattern that turns into a red sphere, then it vanishes as the Metroid Dread title appears on

screen. Samus is displayed prominently in the center, and Raven Beak emerges in behind her. After, the Nintendo logo is displayed.]

