

CODE ROGUE (CUTSCENE 001)

Written by

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OPENING CUTSCENE

FADE IN:

EXT. CASTLE OF THE ABYSS KING - NIGHT

The silhouette of a sprawling, spiked castle looms tall against a backdrop of dark blue and violet hues. A thin scratch of a crescent moon glows between two towers.

NARRATOR (V.O.)

The Skull Chasm seems a wretched place. Its nights stretch on much longer than its days.

Broad-shouldered GUARDS wielding polearms and battleaxes march around the castle perimeter. One passes a bush and spooks a bird, which flies away from the castle.

NARRATOR (V.O.)

The Abyss King rules with an iron fist. His people suffer as he hoards supplies and leaves them to face the wilds alone.

The bird flies up, up, passes in front of the moon. It glides above a forest of dying trees, where a lone figure shifts amongst gnarled roots.

NARRATOR (V.O.)

Perhaps the end of his reign would spell freedom for his people.

THE HERO, armored in light silvers and carrying a sword, slinks in and out of shadow. They make it out of the forest and dart towards the castle.

With swift motions, they incapacitate a guard and disappear into the castle undetected.

NARRATOR (V.O.)

Surely he is cruel and uncompromising and deserving of every death that awaits him.

DISSOLVE TO:

INT. THRONE ROOM - NIGHT

The doors burst open and the Hero storms in, sword bloodied.

Skull-themed sconces line the walls of a dark, ominous throne room. Tapestries depicting battles and bloodshed fill the spaces in between.

The narrator--DESMOND, ambiguous beneath a menacing cloak--sits on the throne.

DESMOND (V.O.)
At least, that's what I imagine
they say about me.

The perspective spins from over the Hero's shoulder to over Desmond's shoulder.

DESMOND (V.O.)
I suppose I don't know for certain.
There's never much time to ask.

THE HERO
Finally. There you are. I'm going
to set this land free!

DESMOND (V.O.)
But what they do say still seems...
Well, telling enough.

Desmond pushes himself to his feet and lifts a scepter. Dark purple energy collects at its tip.

DESMOND
I'm afraid you'll never get the
chance. Your quest ends now, Hero!

Desmond pushes the scepter forward and the energy surges towards the Hero, who dives out of the way. They charge the throne with a shout and cleave their sword through the air.

It connects with Desmond's torso and sends him flying through the air. He crashes clean through a pillar but sticks the landing on the wall behind it. He pushes off and lunges for the Hero.

DESMOND (V.O.)
It might not be so bad if it
weren't for this part.

GO TO DESTROYED
THRONE ROOM
GAMEPLAY