

Brink of War

BINATE BLITZ

PORTFOLIO

Narrative Descriptive Passage

1.1 Day Break

(**Interactive cut scene:**) Dead of night at a grand mansion. All should be well, but there is an eerie sense of pending disaster in the atmosphere. Aleks, 21, crown prince of Eigenland, is asleep in his four poster bed. Rushed footsteps sound from the hallway, then his door creaks open.

(*Button prompt: 'Draw weapon'; triggers IGC.*) Aleks flings a dagger in the direction of the intruder, who easily sidesteps the weapon and continues on. Aleks then recognises him as his lover Tamass who explains Aleks' parents have been killed. He is quiet then, clearly unsure how to follow up that statement. With a "shit!" Aleks throws himself out of bed. He gets dressed in a hurry, inquiring about his family. Tamass answers as he starts moving about as well, packing clothes, toiletries, money. When Aleks asks if anyone knows where they are, Tamass reminds him they better not stay to find out. Then Aleks starts packing too. (*Interactive, button prompts to catch and toss items between Aleks and Tamass.*) A flurry of fabrics, books and artefacts ensues as the two pack their bags.

Aleks orders Tamass to prepare for their getaway, and says he'll be right behind. Tamass takes the luggage and hurries out the room and down the stairs. Slipping his dagger into his boot, Aleks decides to take one more item, something small and light to remember his parents by.

New objective: Choose a token.

(**Gameplay:** *the player gains control over the camera and Aleks, the Playable Character (PC). Move around the room to pick 1 of the interactive items. Choose between a spyglass - which will give the player a scope and zoom on future firearms; a compass - which will give the player a mini-map on-screen; and a pocket watch - which will give the player the remaining time displayed on-screen during timed events. It will be possible to acquire the other features later on.*)

New objective: Find the kitchen.

(*Heading for the door triggers flickering, unsteady light falling through the windows. Short IGC intercuts **Gameplay** to draw attention. The lights become gradually brighter. The sound of voices grows stronger, and stronger until almost intelligible. If player chose the pocket watch earlier, they'll see a timer. If either other object was chosen, the lights and sound is their indicator of time. Prompt for crouching appears on screen. While crouched, the player will be able to enter stealth-mode: this makes the edge between the light and shadows extra clear – claire-obscure – and has the PC sticking to walls automatically. While remaining in the shadows, the player must make their way through the hallway, down the stairs and into the kitchen.*)

New objective: Pack provisions.

(Prompts for opening cupboards appear. There is money and food [health] to be collected and button prompt for inventory menu appears. Opening a third cupboard triggers the shattering of a window, and the voices reach their peak, turning into shouts.)

(IGC. Cut to:) A mass of people has formed in front of the mansion. Some hold torches, some carry blunt weapons or bricks. They are attacking the building, defacing the fountain in front of it and trampling the flower beds surrounding it.

(Cut to:) Tamass comes up behind Aleks, grabs his hand and pulls him out of the kitchen, into the garage, urging him to follow, as there isn't any time to waste.

(Gameplay: Controls kick back in. Button prompt for sprint appears.) New objective: Escape.

Player follows Tamass to the nearest Walker (War machines. Some are heavy tanks, some fast track, or long distance runners, some are even entire battleships. Walkers come in many shapes and sizes, but all have 'legs' and walk, hence the name.)

(Button prompt to enter Walker appears.) Aleks accepts the boost offered by Tamass (button prompt), and first hoists himself, then Tamass (button prompt), into the cabin of the two-seat co-pilot Walker. (Co-pilot Walkers require a person on the steering controls and another on the weapon controls. Later on, the player will be able to switch freely between the two with the NPC taking controls of the unused mode. This being the first encounter, there's a tutorial. Steering controls are explained first. A waypoint will appear for the player to head to. Once they reach the point, there's a wall in the way. A prompt to switch to weapon control will appear. The controls are on screen and the player will have to blast a hole in the wall. The button prompt to switch controls appears again. Another waypoint appears.) Player guides Walker to waypoint.

(Prompt for switching on headlights appears. Switching them on triggers dialogue between the two men. Aleks is angry and confused about the fact that Tamass seemed to have a plan prepared he didn't discuss with Aleks. Tamass explains it was all the late King's idea, which upsets Aleks even more. He recounts a conversation they'd had with the King, in which he had to refuse for them to get married. Aleks finds it absurd his father would then confide in Tamass with an escape plan. Tamass reminds him they are adults capable of separating private matters professional ones. All throughout, the player is still in control.) They have a heated argument about Aleks' father and about the two of them. Aleks has to settle for defeat this round, but can't help but slip in a few more snide comments. (Reaching waypoint triggers IGC of Walker treading further along, and ending of level.)

Script

INT. GRAND MANSION - IGC Dead of night. PRINCE ALEKS, asleep in the master bedroom. Beyond the door, RUSHED FOOTSTEPS grow louder. Aleks' hand shoots out to the other side of the bed: deserted.

The footsteps reach their crescendo as the door is swung open.

In a fluid motion, Aleks reaches for a dagger under his pillow and flings it at the intruder standing in his doorway.

The figure sidesteps the lethal weapon with seeming ease and continues unfazed.

TAMASS

Aleks!

Recognition relaxes the prince.

ALEKS

For fuck's sake, Tamass, don't sneak up on me, I almost killed you.

TAMASS

Hardly.

ALEKS

Why are you out of bed?

Tamass stands by the bed, unsure.

TAMASS

Aleks, it's as your father predicted. The coup has been set in motion. Your parents... They were assassinated just an hour ago. I'm so sorry.

ALEKS

Shit!

He jumps out of bed, rushing into some clothes, seemingly unfazed by his parents' murder.

ALEKS (cont'd)

My sisters?

TAMASS

Safe. Already on their way to the meeting point.

CONTINUED: (2)

Tamass drags several suitcases out from under the bed and starts packing clothes, books, artefacts. Aleks stops him.

ALEKS

Wait, wait, do we really have to leave? I mean, who even knows we're here?

TAMASS

Would you like to stay and find out?

ALEKS

Good point.

Together, they pack quickly, handing items back and forth. Clearly, there's a system; they've done this before.

After the last case is snapped close, Aleks ushers Tamass out the door.

ALEKS (cont'd)

Get the engine running, I'll be right behind you.

With a nod, Tamass is off carrying all their luggage. Aleks pries his dagger out of the wall, slips it into his boot, and looks around the room.

INT. GRAND MANSION - GAMEPLAY

ALEKS

Maybe I should take something to remember them by.

He chooses one of three items: a spyglass, a compass, or a pocket watch.

Turning to the door to follow Tamass, Aleks is disturbed by the faint sound of CRUNCHING GRAVEL and flickering lights.

EXT. GRAND MANSION - CUTSCENE

A mass of people, some of whom carrying torches, is making its way up the long driveway.

INT. GRAND MANSION - IGC

Aleks ducks out of sight. Sticking to the shadows he slips into the hallway.

INT. GRAND MANSION - GAMEPLAY

Maintaining a stealth approach, crouched and sticking to the shadows, Aleks makes his way down the marble staircase and into the dark and sober kitchen, clearly only intended for servants.

ALEKS

Fuck, we don't have any provisions.

He starts rummaging through the cupboards, but items are scarce. Cans of preserved food, stale bread and some coins are all he can find.

A loud CRASH, and LOUD VOICES interrupt him.

EXT. GRAND MANSION - IGC

The crowd has made it to the front of the mansion and is throwing everything they can find at the windows, all along screaming:

CROWD

Burn the collaborationist pigs!

INT. GRAND MANSION - IGC

Aleks stands frozen, cans in hand.

Tamass comes up behind him, clasps his shoulder, turns him around. Cans CLATTER on the floor.

TAMASS

Food, really? There isn't any time or need! Come on!

Tamass drags him out of the kitchen, through the back door.

EXT. GRAND MANSION - GAMEPLAY

They enter a courtyard, surrounded by stables and a garage. In the middle, a few meters away, a heavily armed WALKER hums, engine running.

Closing the distance, Tamass boosts Aleks in, who hoists him in next.

INT. CO-PILOT WALKER - IGC

Right as they buckle up, people start rounding the house.

They turn on their heels, heading for the south wall and the forest beyond.

INT. CO-PILOT WALKER - GAMEPLAY

The solid wall comes into view.

TAMASS

Man the gun, clear us a path!

Aleks switches to the rocket launcher and easily blasts a hole in the wall. The sound may have drawn the attention of the crowd, but Aleks and Tamass are long gone.

ALEKS

Seriously, we need to stay unnoticed and you decide to take a fucking Walker out for a stroll? And why on earth did you make me drop the provisions?

TAMASS

Your father had her stashed here. Just strong enough to last in battle, but not too much armour to compromise speed. In case, you know...

ALEKS

Right.

TAMASS

We've got provisions to last us a few weeks. We planned it all out.

ALEKS

Wait? You were in on this, you talked to him? Was this before or after our disastrous little tete-a-tete?

TAMASS

After.

ALEKS

Oh, that is just beautiful! Do you see the irony in him trusting you with my life when it means my 'safety', but not when it's my 'hand in marriage'?

TAMASS

Protecting you is my job. I thought it was quite impressive, the way he was willing to separate work and private matters. Hell, you know we never could.

CONTINUED: (2)

ALEKS

Yeah, well, I wouldn't hold your
breath on your last payslip.
Pretty sure I'm as poor as the
suckers who just vandalised my
country home. Hope you weren't
with me for my money.

TAMASS

Crazy as it sounds, I actually am
with you for you.

ALEKS

And look where that got you.

EXT. FOREST - IGC

They laugh, albeit halfheartedly.

The Walker trots further along the dirt track, shielded
by towering pine trees.