

Lands of Azadi

Scene	Duration	Panel	Duration
2	05:12	1	02:18



Script

OPENING CINEMATIC:
The camera fades from black into a view from space, showing a nearby planet.

Scene	Duration	Panel	Duration
2	05:12	2	02:18



Dialog

RADIO: (crackles into a friendly female voice)
Sharpening up your skills, eh?

Script

As the camera moves up and pans down we can see the back of a spaceship.

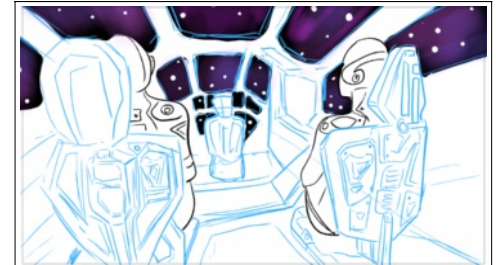
Scene	Duration	Panel	Duration
3	03:05	1	03:05



Script

The camera slowly moves forward and enters the spaceship, showing the cockpit and the player.

Scene	Duration	Panel	Duration
4	02:14	1	02:14



Dialog

Just killing time; I've been preparing for years.

Script

The camera slowly moves forward and enters the spaceship, showing the cockpit and the player.

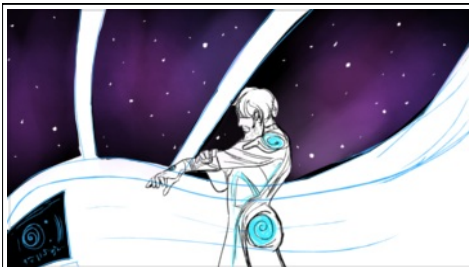
Scene	Duration	Panel	Duration
1_B	04:00	1	02:00



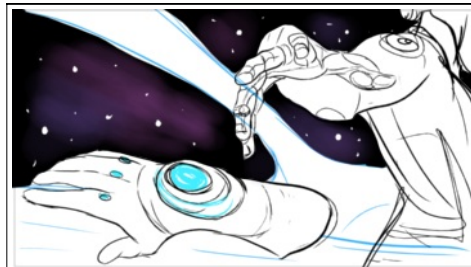
Action Notes

The Player retracts his holographic sword which is extending from a tool resembling a VR glove.

Scene	Duration	Panel	Duration
1_B	04:00	2	02:00



Scene	Duration	Panel	Duration
1_C	03:05	1	01:00



Action Notes

He takes the glove off and puts it away as he moves into the cockpit.

Scene	Duration	Panel	Duration
1_C	03:05	2	02:05



Script

The camera continues zooming in on the player.

Scene	Duration	Panel	Duration
1_A_1	02:00	1	02:00



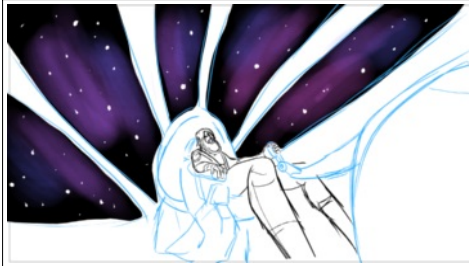
Dialog

RADIO: (more serious tone)
Buckle up, you are approaching Azadi. Prepare for landing procedures.

Script

The PC is sitting in the driver's seat (with a control panel in front of him).

Scene	Duration	Panel	Duration
1_A	03:00	1	03:00



Scene	Duration	Panel	Duration
1_A_2	05:00	1	01:00



Script

The display screen (or window) in front of him shows the planet of Azadi quickly approaching. It is a lush green and blue planet dotted with many islands. Orbiting the planet are 4 moons that the Player can see.

Scene	Duration	Panel	Duration
1_A_2	05:00	2	02:00



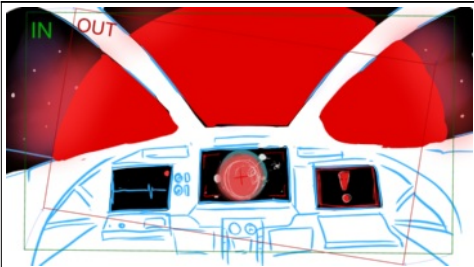
Dialog

PLAYER:
Affirmative. Landing protocols enga- *electric noises*

Script

Then one of the four moons (the Red Moon) comes into view and the ship starts shaking, first slowly, then quickly ramping up.

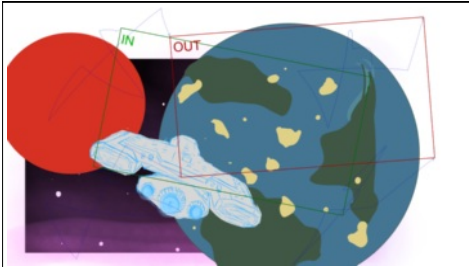
Scene	Duration	Panel	Duration
1_A_2	05:00	3	02:00



Script

A red light takes over the space outside the ship. Sounds of electrical circuits overloading.

Scene	Duration	Panel	Duration
2_A	09:09	1	09:09



Dialog

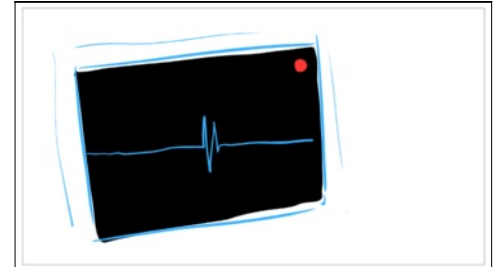
RADIO: (worried tone)
What was th- *static* we're los-
PLAYER:I can't hear you!RADIO:
static
PLAYER: (starting to show more emotion)
Hello? Hello?!

Script

Shaking strongly, the ship leans to

the side flying very unstably, closing in on Azadi.

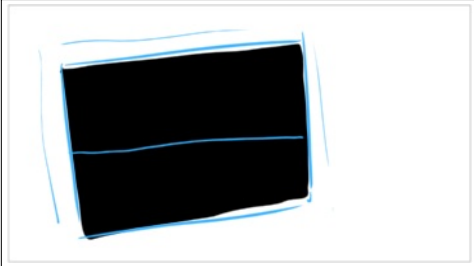
Scene	Duration	Panel	Duration
2_B	02:00	1	01:00



Dialog

RADIO:
static we're losing contact-

Scene	Duration	Panel	Duration
2_B	02:00	2	01:00



Script

the engines cut off abruptly and the ship goes dark.

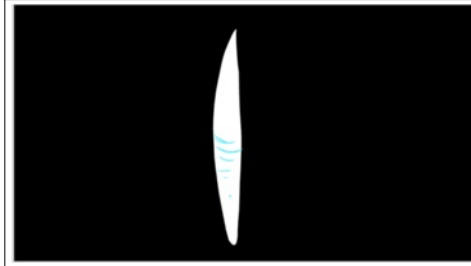
Scene	Duration	Panel	Duration
1_A_3	13:09	1	13:09



Script

BLACK SCREEN

Scene	Duration	Panel	Duration
1_A_4	07:06	1	02:02



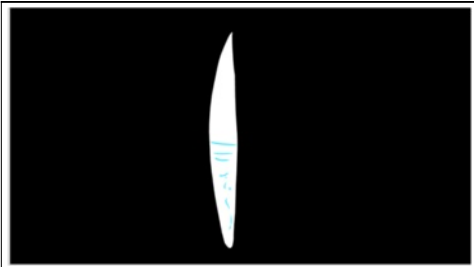
Script

From a first person perspective, the camera fades as if eyes were opening

Scene	Duration	Panel	Duration
1_A_4	07:06	2	02:02



Scene	Duration	Panel	Duration
1_A_4	07:06	3	02:02



Scene	Duration	Panel	Duration
1_A_4	07:06	4	01:00



Scene	Duration	Panel	Duration
1_A_5	16:17	1	03:21



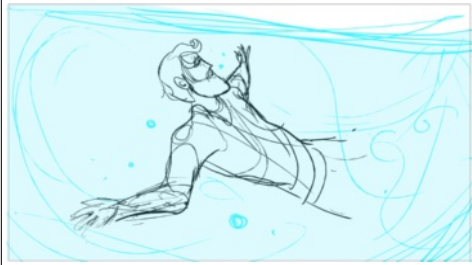
Script

seeing a nearby shore with plane wrecks all over, some of them burning, camera laying side on the ground.

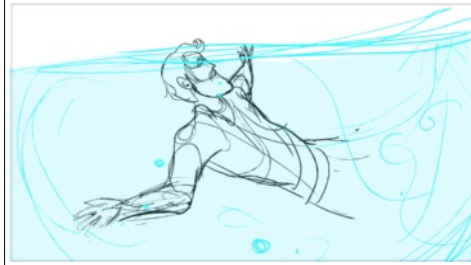
Scene	Duration	Panel	Duration
1_A_5	16:17	2	02:09



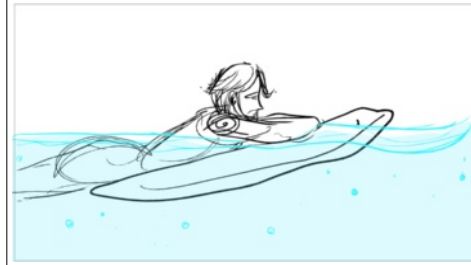
Scene	Duration	Panel	Duration
1_A_5	16:17	3	00:19



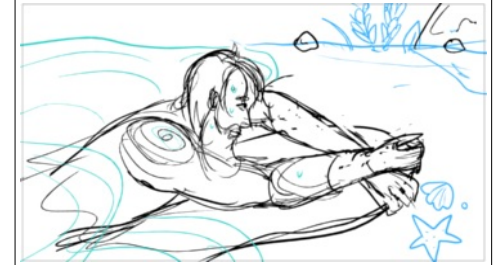
Scene	Duration	Panel	Duration
1_A_5	16:17	4	00:22



Scene	Duration	Panel	Duration
1_A_5	16:17	5	03:21



Scene	Duration	Panel	Duration
1_A_5	16:17	6	01:00



Script

The camera switches, showing the player floating semi-unconscious on a piece of wood from the table shown in the very beginning, approaching the shore.

Scene	Duration	Panel	Duration
1_A_5	16:17	7	03:21



Scene	Duration	Panel	Duration
1_A_6	02:13	1	02:13



Script

TITLE OVERLAYING THE SCENE

Script

As the title fades, the camera approaches the actual third person view, camera position of the game. The gameplay starts