"CHARACTER DEMO"

For

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By Randy Greer

.wav 48000hz 24bit mono

Characters in this Script: Inventor, Scout, Princess, Prisoner,
Sister, Explorer,

Fade In: Spaceship interior

Youve been captured by war-loving aliens. They need you to develop weapons to defeat their sworn enemies.

SHIP INTERIOR AND INTERFACE SOUNDS

INVENTOR 1: BUILDING EXCITEMENT

"Nevermind that you won't kill me! If you're telling me I get to use all your advanced tech. I'M IN!"

ZIPPING PAST TO GIZMOS

INVENTOR ²: FANGIRLING

"I can use this one right? And this one? Oooh what about this thing? I bet it-"

DETONATION

IINVENTOR 3: MATTER OF FACT/NERVOUS SMILE

"We should get someone to clean this."

Transition to: Deep sea Submersible interior, pressure creaks, alarm drones

Scene: 5 miles beneath the sea, your small vessel has encountered a large life form, pitch black outside

CINEMATIC ARP PULSE, PERCUSSION, LUMBERING BRASS, HIGH RHYTHMIC STRINGS

MOVEMENT IN WATER OUTSIDE

EXPLORER 5: PANICKED BREATHING, IN FEAR, FRANTIC

"It's too dark. Atlas, respond! I can't see.
Whatever it is but it's pissed."

Hull CREAK, CRUNCH

EXPLORER 6: FUMBLING SUIT/GEAR

"*under your breath* Shit I can't wait."

Helmet on mid line 7

EXPLORER 7: LOSING COMPOSURE

"I'm suited to breach. *hitched breath* 4,000 fathoms."

SEA MONSTER GROANS/CLICKS

EXPLORER 8: SNAPS MAYBE SOBBING/YELLED

"The door's jammed!"

Transition to: house interior scene, bedroom

Scene: confronting your overachieving sister for making your life harder

BEDROOM DOOR SHUTS

SISTER 8: TRYING NOT TO BE TOO LOUD, DISTRESSED

"Why are you always like this? You know she gauges me off of you."

SISTER 9: LISTING PROBLEMS

"I can't keep up. I don't play sports, I don't date, my grades suck. I'm not like you."

SISTER 10: READY TO GIVE UP, PASSIONATE

"How am I supposed to live up to mom's expectations when all she sees you?"

SWAP IN: HIKING IN THE WOODS

Scene: you're sweaty, tired, hungry and your feet and back hurt. But you might see Moth Man.

^{*}NATURE SOUNDS, BIRDS, MAYBE STREAM OR POND*

SCOUT 12: VERY MELODRAMATIC

"I'm so tired. My feet hurt. My back... I'm gonna die."

CHURCH BELL

SCOUT 13: SO DETERMINED

"But I didnt hike this far to give up!"

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SCOUT 14: CONFIDENT UP CLOSE, NARROWED EYE SHOT

"I'm the best cryptid catcher there is. The Moth Man is as good as mine."

BRANCH CRACK

SCOUT 15: STARTLED

"*OM Scream*. WHAT WAS THAT?"

Transition to:

Scene: CONTEXT

Note:.

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PRINCESS 15: PROMPT

"You're not here for stealing. I could care less for crimes against the "Kingdom""

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PRISONER 16: PLEADING FOR LIFE. EXHAUSTED

"Then please, let me go!"

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PRINCESS 17: PROMPT

"*tisk* 'fraid not. "

HARNESING PRISONER

Prisoner 16: Prompt

"...!"

PRINCESS 15: CRAZED, ENAMOURED WITH POUR

"Opening Zamul's gateway requires...more... souls."

End