

"CHARACTER DEMO"

For

Michelle Lyllia Tan

By Randy Greer

HFAAudio@gmail.com

Characters in this Script: Player, Foodie, Companion, Ghost kid, Baddie,

FADE IN: MINESHAFT WORKSTATION

MINERS RECENTLY BORED INTO A NEST OF CREATURES WHO ATTACKED AND KILLED SEVERAL WORKERS. THIS CHARACTER TRIED TO RUN BUT FELL AND HID. THEY WANT TO AVENGE THEIR FALLEN FRIENDS AND ESCAPE WITH OTHER MINERS

QUE

PLAYER 1: GRAVE, APPROACHING REMORSE

"We drilled into a thresher nest. They told me to run, but I hid."

QUE

PLAYER 2: OVERCOMING REGRET, PUTS HANDS ON PERSON'S SHOULDER URGENTLY

"There's more of us deeper in the mine. But we have to clear the nest before they can escape."

QUE

PLAYER 3: MUSTERING RESOLVE

"I'll help. I know these tunnels and I'll make those creatures pay."

TRANSITION TO: MID BATTLE

SCENE: CONFRONTING SOMEONE FROM YOUR PAST, YOU ADDRESS THEM ACROSS THE BATTLEFIELD IN YOUR WAR MACHINE

QUE

BADDIE 4: CHUCKLING, BEGRUDGINGLY

"As if I chose a side in this war. That's rich, but where were you for the burnings?"

QUE

BADDIE ⁵: BITTER

"Nazca took me in, not you, not Elysium. You left."

QUE

BADDIE ⁶: FINAL, RESOLUTE

"Now answer for your crimes against the forgotten."

TRANSITION TO: GHOST CHASE

SCENE: GHOST HUNTERS BEING CHASED DOWN BY A HELL HOUND ARE SAVED BY YOU, A FRIENDLY GHOST

CHASE MUSIC

REVERSE REVERB BARKING

GHOST KID ⁷: GRABBING ATTENTION

"This way, hurry!"

GHOST KID ⁸: URGENTLY URGING

"Right here, just crawl through. The Hell Hound can't fit, just keep moving!"

GHOST KID ⁹: FRIENDLY

"You're safe now. Just remember not every ghost in this house is here to hurt you."

TRANSITION TO: SCENE

SCENE: IMAGINING HOT POT, TELLING A FRIEND ABOUT IT

QUE

FOODIE ¹⁰: LOVESTRUCK, SMITTEN

"[OM]*sigh* I'm in love. I've always loved... hot pot."

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FOODIE ¹¹: FANGIRLING, TASTEBUDS TINGLE

"The swirling symphony of unlimited flavors. Each ingredient magically merges in the stock. The aroma turns my house into heaven."

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TRANSITION TO: ENEMY CAMP

SCENE: YOU MUST PASS THROUGH A SLEEPING CARAVAN. YOU SPOT A FAMILIAR GUARD AND ENCOURAGE THE PLAYER TO LET YOU USE YOUR MAGIC

NOTE: .

WOODLAND NIGHT SOUNDS

SNEAKING FANTASY MUSIC

COMPANION ¹²: MISCHIEVOUS, NONCHALANT

"Not that you will, but you could break your oath against magic this once."

TWINKLING

COMPANION ¹³: WHISPERED

"No one would know, they're all aslee-Ooh is that the guard that arrested you?"

SNOOZING

COMPANION ¹⁴: PREPARING TO ACT

"I'll cast levitate on him, he'll wake up in that tree and never know it was you... I mean me."

End

Deliverable spec:

.WAV mono

48000 Hz 24bit

Include:04-:10 of room tone silence