

Ancient Utopia (Cutscene)

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OPENING CUTSCENE

EXT. MARS - DAY

The CAMERA PANS across a vast lifeless red desert.

FOUR HUMANISH FIGURES emerge from a thick cloud of red dust. The figures stop. Checking out their surroundings as the dust clouds settle around them. The sun shines on the four figures' steel bodies sending rays of white blinding light.

AI GENERAL
Stop here, soldiers.

The largest steel machine holds up his metal- sheathed arm stopping the three steel soldiers in their tracks.

AI SOLDIER
(in a robotic voice)
Shouldn't we go after them?

AI GENERAL
They won't last long out there on
their own. They will be too far
gone by the time we get back to the
ships.

The general and soldiers watch as a small birdlike spacecraft rises from the sand and vanishes into the above.

INT. HUMAN SPACECRAFT - DAY

PLAYER ONE, a female human, is bent over gasping for breath. PLAYER TWO, a male human, sits at the spaceship's control, watching the murky black depths of space flash by.

PLAYER TWO
Are you gonna live?

Player one stands up with her arms up in the air.

PLAYER ONE
I just need a minute to catch my
breath.

PLAYER TWO
Oh, that does not look good.

Player Two points to a giant black hole that is beginning to appear.

PLAYER ONE

Looks like we might be in for a
rough ride.

Player one sits down in a seat near the command chair where
player two sits. She sits in the chair and closes her eyes.

PLAYER ONE (CONT'D)

Wake me up when this ride is over.

GO TO GAMEPLAY

