

Ancient Utopia (Cutscene)

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OPENING CUTSCENE

EXT. MARS - DAY

A vast lifeless red desert appears in the distance. As a small black spacecraft emerges, red dust obscuring part of the spacecraft from view.

PLAYER ONE (O.S.)

Alora, we must go. No time to say goodbye.

ALORA (O.S.)

I won't ever see my sister again. Please...

PLAYER ONE (O.S.)

Do you see who is following us?

SAMUEL (O.S.)

Alora, we will be back to save our families. I Promise.

PLAYER ONE

Don't make promises you can't keep. Get us out of here now, Samuel.

REGAN

Get this damn show on the road already. I am not gonna miss those metal creeps.

EXT. MARS - DAY

ONE STEEL FIGURE, Emerges from a thick cloud of red dust. Followed by three more identical figures. They stop to check out their surroundings.

The sunbeams glint on the four figures' steel bodies sending out rays of white blinding light.

AI GENERAL

Stop here, soldiers.

The GENERAL, largest of the steel machines, holds up his metal-sheathed arm, stopping the steel soldiers in their tracks.

AI SOLDIER

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

AI GENERAL

They won't last long on their own.

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

INT. HUMAN SPACECRAFT - DAY

PLAYER ONE, a female human, 25, dressed in a black skin-tight leather space uniform, is bent over. She tries to catch her breath.

SAMUEL, a male human, 25, dressed in a loose-fitting black space uniform sits at the spaceship's control panel. He watches the murky black depths of space flash by.

ALORA, a female human, 25, dressed in a skin-tight white leather space suit, watches a small screen with blinking lights flash off and on.

Regan, a male human, 25, dressed in a white loose-fitting space uniform, dozes in a chair at the back of the ship.

SAMUEL

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.

SAMUEL

Oh, that does not look good.

Samuel points to a giant black hole that appears in front of the ship.

PLAYER ONE

It looks like we might be in for a rough ride.

Player One sits down in a seat near the command chair where Samuel sits.

PLAYER ONE

Wake me up when the ride is over.

Player One dozes off.

INT. SPACECRAFT - LATER

Player One wakes up to find the other team members staring at her.

PLAYER ONE
What are you staring at?

Player One peers at the teammates with an irritated look.

PLAYER ONE
Did I sleep too long?

SAMUEL
You were knocked out during the
crash landing.

ALORA
We were worried you weren't going
to wake up.

SAMUEL
Regan did not make the landing. He
hit his head.

PLAYER ONE
Is everything still working on the
ship?

SAMUEL
All the communications should work.

ALORA
The engine thrusters may be too
damaged to fly again.

Player One stands up, swaying as she makes her way over to the control panel. Blue and red lights interspersed between all the silver buttons flash and blink.

PLAYER ONE
This doesn't look good.

The cord to the communications system is torn apart. Player One holds up the ripped wires.

ALORA
We need to decide what to do and
quickly.

SAMUEL
Maybe we should eat first and then
decide.

PLAYER ONE

We should go explore. It's probably a good idea to know where we are.

ALORA

It's more important to fix the wires and send a message back to our families.

PLAYER ONE

We don't have time to think about food or our families right now.

SAMUEL

Why don't I stay here to get the wires fixed. While you two go...

ALORA

You just want an excuse to stay here and eat.

Alora glares at Samuel, making her way to the control panel to stand next to Player One.

ALORA

I am a tech expert. Shouldn't that be my job?

PLAYER ONE

That's enough. We are all going to look around outside.

SAMUEL

Fine! Let's get moving.

PLAYER ONE

Here goes nothing. Be prepared for anything.

The team grabs their packs equipped with weapons and flashlights. They exit through a small door at the bottom of the ship.

As they drop from the ship one by one, they land on a bed of lush green grass.

EXT. MYSTERY PLANET - DAY

As far as the eye can see is a sea of green grass with small patches of multicolored flowers. Lush trees spring up in random spots among the grass.

BARBARIAN (O.S.)
Don't move. Put your hands in the
air.

Samuel and Alora look to Player One, who immediately puts her
arms in the air, so they follow suit.

PLAYER ONE
We crashed our ship can you help
us?

A group of FIVE BARBARIAN MEN, dressed in animal skins
sporting large gleaming spears, surround the team.

BARBARIAN
You can seek refuge here on one
condition.

A GIANT MAN, 50's, wearing striped furs and a feather
headdress, steps out from the group.

He shoves the point of his spear at Player One's chest.

BARBARIAN
You must destroy everything you
brought with you.

PLAYER ONE
How are we to leave if we do that?

BARBARIAN
You won't be going anywhere.

The barbarians move in closer to surround the group jabbing
their spears at them.

BARBARIAN
If you want to be accepted here,
you must obey.

SAMUEL
Looks like we have no other choice.

ALORA
We must try to escape.

PLAYER ONE
Let me handle this and do the
talking.

The leader of the barbarians grabs ahold of Alora, who tries
to free herself.

BARBARIAN

We do not trust you. We must take you as prisoners.

The barbarians take the team's weapons and packs.

EXT. MEADOW - DAY

They are lead away from the ship, down a dirt path through a green meadow overflowing with wildflowers.

PLAYER ONE

This seems a little harsh. Can't we discuss this further?

BARBARIAN

We have lived in peace for thousands of years, undisturbed by outsiders.

PLAYER ONE

We come in peace. We just need some food and help fixing our ship.

BARBARIAN

Our peace cannot be put at risk. You must stay and accept your new roles in our community.

ALORA

We have families who need us. We can't stay.

The barbarian leader jabs at Player One in her side with his spear. Player One tries to dodge the spear.

She loses her footing. Trying not to fall, she grabs ahold of the leader, dragging him down with her to the ground.

The barbarian leader lands on top of Player One, smothering her.

PLAYER ONE

Get off.

Player One tries to squirm out from under the barbarian leader.

BARBARIAN

Patience woman.

Thinking their leader is being attacked. They draw their spears, preparing to attack Player One.

BARBARIAN

Trying to get your team killed
already.

PLAYER ONE

My team's survival is of the utmost
importance. Our future existence
depends on the team.

CUT TO GAMEPLAY