SCARLET VIPER

Game Script

by

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CUTSCENE:

Close up of Markus' closed eye. It opens and looks around.

Pan out to reveal he is lying on a bare mattress on the floor of a wooden shack.

Follow as he slowly gets up and stands. Opens to door to the shack.

Outside, he sees his parents Damien and Lily outside in a clearing in the forest, cooking breakfast over a fire while sitting on moss-covered logs. The two turn to him.

LILY
Morning, sunshine! Did you get your forty winks?

MARKUS
(absentmindedly)
I think it was a bit like thirty.

LILY
Ah well, there's always the next night.

DAMIEN
I hope you've got enough to help me with something, Markus.

MARKUS
Yeah, what is it?

We see an axe leaning against the side of the shack.

DAMIEN
We need a bit more firewood. Can you grab that axe over there and chop some up? There's a good boy.

GAMEPLAY:

Markus collects the axe, finds a nearby tree and chops it down. He places the now chopped-up wood on the fire.

CUTSCENE:

Shot of the now roaring fire. Pan up to the family together on the logs, eating. Markus is staring out into space.

LILY
Something on your mind, Markus?

MARKUS
(in a bit of a panic)
Oh, no, no, it's just- I mean... Why are we here?

LILY
Here?

MARKUS
Like, this place. This shack. It feels a bit-

Damien has is head in his hands and is heavily breathing.

DAMIEN
We don't talk about this, Markus...

MARKUS
What's up with Dad?

Lily leans in to separate Damien and Markus.

LILY
It's just- Something happened a while back, and

Markus looks down, dejected but understanding the situation.

MARKUS
Oh, right.

Lily reassuringly puts her hand on Markus' shoulder.

LILY
Well, I'm sure you'll find out when you're older. Besides, I was thinking of taking you into the city tomorrow.

Markus looks up quickly, eyes lighting up.

MARKUS
Really?

LILY
Yeah. Think of it as our own little treat.
(whispering)
Don't tell Dad.

DAMIEN
I'm right here, you know!

Markus and Lily share a brief laugh together. The family continues eating as the camera zooms out and fades to black.

CUTSCENE:

That night...

Move with someone wearing a dark hood on horseback, moving swiftly through the forest under the cover of the night.

Wide shot. They quietly approach the back of the shack.

The hooded figure dismounts and takes something out of a sack on the horse's back.

Shot of the figure standing in front of shack.

Close up of their hands to reveal what they are holding: a flint and steel. They strike it once and it makes a brief spark.

Inside the shack. All asleep except Markus, who has his eyes open and staring around.

Markus POV: Staring at the wall, which suddenly goes up in flames!

Eyes wide open, he sits up and urgently shakes his parents awake.

MARKUS
Mum! Dad! Wake up! Quickly!

They yawn, rub their eyes, etc. until they see the fire which has now spread to half of the ceiling. They all hurriedly get up. Quick close up of Damien's horrified face.

DAMIEN
They came for me...

MARKUS
Come on!

They rush to the door. Markus in front. A beam falls from the ceiling onto Damien and Lily's legs and they fall over, yelling. Markus quickly turns round to see them.

MARKUS
Mum! Dad!

LILY
Markus, you need to go!

MARKUS
I- I can't just leave you there.

DAMIEN
(sarcastically)
You wanna come and try lifting this firey log?!

LILY
Listen. Find Uncle Robin in the city. He'll take care of you.

MARKUS
But I can't-

LILY
You've got to. You can do this. We believe in you.

Markus notices the fire is even closer than before. It's engulfed the roof and three of the walls. He hesitates.

DAMIEN
Just run! Get out of here!

Eyes full of tears, Markus starts to turn and run.

LILY
(shouting after him)
We love you!

Markus continues running deep into the forest, not looking back. Wide shot of the shack, now entirely engulfed in flames, as if finally collapses.

Smash cut to a young boy leaning next a tree on the outskirts of the forest. The hooded figure and his horse emerge from the forest and approach the boy.

HOODED FIGURE
You there. Return to Lady Ophelia.
Tell her that the deed is done.

With the quick bow, the boy turns and races towards a city in the distance.

CUTSCENE:

SUPER ON BLACK: 3 Years Later...

Fade up inside a brick-built house on a close up of a wooden training dummy. It is quickly sliced in half by a sword.

We pan to see the sword's welder: a slightly older Markus. Standing behind him is Robin, Markus' uncle.

ROBIN
Very good, Markus! You form might need a bit of work, but I think you've got the hang of it.

MARKUS
(out of breath)
You... You think so? After, what, 20 tries?

ROBIN
Practice does make perfect, after all.

MARKUS
(dismissive)
Yeah, yeah, whatever. Look, I did you silly little warm up. Now what is it you wanted to tell me?

ROBIN
Ah yes. Well, as you know, I have trained you for the last three years in the ways of the assassin.
(MORE)

ROBIN (cont'd)
And during that time, there was one question I would not stop hearing: "When can I go and kill someone?"

MARKUS
(dejected)
Yeah, I know. I just wanna-

ROBIN
Well, luckily I have something for you! Consider this your first proper job as an assassin.

MARKUS
Really? Great! What have you got for me?

ROBIN
His name's Guildford. Dudley Guildford. President of The Guildford Group. Turns out he has a serious case of worker exploitation. Employees from his factories keep coming out looking tired. And then there's those who just can't take it anymore and... Well, anyway, here's your chance to dispatch him. You get into the head office, go up to the top floor, kill him and get out of there. No noise, no fuss. What do you say?

MARKUS
(winking)
I think you already know my answer, uncle.

ROBIN
Of course, I should have foreseen it! So, here's everything else I know...

GAMEPLAY:

Markus is outside the head office of The Guildford Group. He must sneak into the building and make his way up to the head office on the top floor.

CUTSCENE:

Markus bursts into the extravagant head office, where Dudley is sitting at his desk, reading a paper. He quickly looks up as Markus strolls nonchalantly towards him.

DUDLEY
Hey, who are you? Don't you have an appointment?

MARKUS
(sinisterly)
Buddy, this is the last appointment you'll ever get to make.

Markus unsheaves his sword. Close up on Dudley's now horrified face.

DUDLEY
Oh my gosh!
(shouting)
Security! Get in here, now!

He bangs on his desk. Several guards fill the room.

DUDLEY
If you want me, you'll have to get past them.

GAMEPLAY:

Markus fights the guards off and then eventually Dudley in a mid-boss fight.

CUTSCENE:

Dudley lies on the side of a wall, clutching his chest.

DUDLEY
Grr. Never though I would be killed by the hands of Forrester's son...

At this mention, Markus sharply turns to look at Dudley.

MARKUS
You what?

DUDLEY
Oh yes, I knew your parents. Good business partners they were. Shame they had to die on that day, in the hands of... In the hands of...

MARKUS
(desperate)
Who? In the hands of who?!

DUDLEY
That... wretched...

Dudley breathes his last breath.

MARKUS
No, no! NOOO!!

He angrily swipes Dudley's desk, sending papers flying off. The sound of thudding footsteps are heard. Quickly;y, he unceremoniously slams a calling card on the desk and bolts out of the office.

CUTSCENE:

Robin is sitting on an armchair by a fire in his house. THe door swings open and Markus enters. Robin puts down his newspaper to face him.

ROBIN
Back so soon, Markus? How did it go with ol' Dudley, eh?

Markus thrusts the tip of his sword towards his throat.

MARKUS
Who was he?

ROBIN
I beg your pardon-

MARKUS
Who the hell was he, uncle?! That man I just killed? You knew all along. You knew that he wasn't just some company president. Companies exploit workers every day! What's so important about that one?

ROBIN
Come now, Markus. This isn't any way to treat your uncle, isn't it?

MARKUS
This is no way to treat your nephew, lying to him! Dudley told me he knew who killed my parents, but he died by my hand before he got to tell me. You didn't want him dead for worker exploitation. You wanted to silence him. So I would never know.

ROBIN
Enough of this! I would never do such a thing!

MARKUS
Oh really?

ROBIN
And besides, I don't think you're ready to know that yet.

MARKUS
(exploding)
Not ready? Not ready?! I've had three years to get ready, so don't you dare give me that!

ROBIN
Now listen here, Markus-

Markus turns for the door.

MARKUS
No, I've had enough. If you won't tell me, I'll find the truth myself, without you.

ROBIN
Fine, be my guest!

Robin blocks the way, with a sword in his hand.

ROBIN
But first, prove yourself. Prove to me you are strong enough to survive.

GAMEPLAY:

Boss battle against Markus and Robin.

Note

Going to skip ahead to the actual gameplay we will be making.

CUTSCENE:

Night at Lady Ophelia's mansion on the day of her party. We see guests arriving outside in carriages.

Then we see Markus sneaking along the side of the wall outside. Wearing his mask and thief attire, sword sheathed.

He sneaks up to a small window to a bathroom with a lock on it.

GAMEPLAY:

Picking the lock of the bathroom window.

CUTSCENE:

The window swings open. Markus jumps up and climbs into the window, clumsily falling through the other side onto the floor. Gets up and heads for the door.

From in the hallway, the door to the bathroom slowly opens and Markus pokes his head through the gap.

Markus POV: He looks left and right. Spots guards standing watch.

Slowly shifts out, ensuring to close the door quietly behind him.

GAMEPLAY:

Stealth gameplay. Markus must make his way up to the study without alerting guards. If he gets caught, the player must restart from the last checkpoint.

CUTSCENE:

Markus enters the study and closes the door.

Markus POV: Surveys the room, looking for his target. Notices safe in the corner in the room.

Markus starts towards the safe, but stops dead in his tracks. We hear footsteps outside. Lady Ophelia and an informant, Fred, are talking outside.

FRED
And then there's the whole ownership issue of Langdan Woods.

LADY OPHELIA
What is your concern? It is simply woodland.

As this happens, Markus quickly slips between a gap between the safe and a bookshelf.

We see the door rattling and then opens. Lady Ophelia and Fred enter.

FRED
My concern is that no one knows who owns it. All documents regarding this situation mysteriously vanished a few weeks back.

LADY OPHELIA
In that case, this is an ample opportunity to take it. I have a land deed in this room, which I will present to court tomorrow.

FRED
Very good ma'am.

LADY OPHELIA
However, there is one thing. I hear that the son of Forrester has returned.
(with a hint of panic in her voice)
That night, three years ago. Are you sure there was not a single thing left?

FRED
Nothing, ma'am. I am sure of it. It was completely leveled to the ground. Should be nothing left.

LADY OPHELIA
It better be that way.
(MORE)

LADY OPHELIA (cont'd)
(quietly)
If this gets found out, I am ruined.

Markus cranes his neck to see the two of them talking.

Markus POV: Focuses on the necklace Lady Ophelia is wearing.

Close up on him. Eyes wide. He flashbacks.

We see a young Markus staring in distress as a wooden shack in the middle of the woods is engulfed in flames. Two figures, his mother and father, are trying to escape the burning building, and his mother is shouting at Markus to run. She is wearing a necklace: the same one that Lady Ophelia is wearing. Back on Markus as he sheds a tear.

Back to the present. Markus sneaks back into the gap, but hits the bookshelf with his arm. A book falls off onto the floor. Lady Ophelia and Fred both quickly turn to the bookshelf.

LADY OPHELIA
(sharply)
Who's there?

The two slowly approach the bookshelf. Close up on Markus breathing heavily and looking scared. Suddenly, there's a knock on the door.

ATTENDANT
(offscreen)
Lady Ophelia, ma'am? You're needed for your address!

The two stop. Lady Ophelia turns to Fred.

LADY OPHELIA
It appears that the time has come. Go, and ensure that the guests are assembled in the main foyer.

FRED
Yes ma'am. Right away.

Fred does a quick bow and hurries out of the room.

Looking around the room with an unamused expression, Lady Ophelia picks up the book on the floor, places it on the desk in the middle of the room and exits.

Markus breathes a sigh of relief. He notices a key on the desk, next the book that was just placed there.

GAMEPLAY:

Get the key, explore the study (if the player wishes to) and unlock the safe.

CUTSCENE:

The safe door swings open. Inside is a document; the land deed. Markus swipes it, closes the safe and pulls a lever next to it. The right side of the bookshelf he was just leaning against shifts to the right, revealing a secret passage in the wall. He stands at the entrance to the passage.

MARKUS
(to himself)
I'll be back, Ophelia.

Markus steps through the passage into the shadows as the bookshelf shifts back into place, closing the passage.