

RED HOUSE

Written by

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Video Game Developed by

(TO BE ENTERED)

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CUTSCENE MODE

FADE IN:

BLACK SCREEN

We see a black screen -- nothing in our sights. Smoke begins to fade in from the RIGHT side of frame -- someone narrates:

DR. HAMSHIRE (V.O.)
Romanov Polanski was... A...
Troubled young man...

FADE TO:

INT. BENTHON ASYLUM (INTERVIEW ROOM) - EVENING

We FADE TO seeing our narrator -- DR. HAMSHIRE (middle aged) -- he seems to be telling a story.

DR. HAMSHIRE
So much so that... He butchered his entire family and another ten families that we was able to add up...

We see montages of NEWS COVERAGE on the killings in discussion. Music builds.

DR. HAMSHIRE
People asked why, for years, even to this day... "Why did Romanov Polanski go from a sweet... Loving, young boy to one of the nations most infamous mass murderers?"... I'll tell you why... Because he was fuckin' insane...

On that note, we...

CUT TO:

INT. POLANSKI RESIDENCE (KITCHEN) 1988 - NIGHT

We see the inside of a DARK kitchen, the weather outside is thundering and lightning!

On the beat of the weather flash, we see -- from FIRST PERSON PERSPECTIVE a pair of hands, we enter...

GAMEPLAY MODE

On opening, the PLAYER is instructed to do the following:

"Go the the drawer and grab a knife."

The PLAYER must head for the kitchen drawer and interact, triggering a mini-cutscene that shows the PLAYER taking out a HUGE BUTCHERS KNIFE!

New OBJECTIVE shows:

"Head upstairs and butcher your family!"

The PLAYER must make his way up the stairs.

INT. POLANSKI RESIDENCE (UPSTAIRS HALLWAY) - NIGHT

As he reaches the top of the stairs, the first door on his LEFT -- his sisters room. We can hear strange noises...

MIKALA POLANSKI (O.S.)

Mmmmm... Yeah... That's it...

Ahhh...

We CAN'T enter the room. We only hear what sounds like, sex noises.

To enter the room, the PLAYER must approach the door and is triggered with "PRESS [X] TO INTERACT"

Upon interacting -- the PLAYER boots open the door. We hear screams of jump.

In gameplay -- the player must enter the bedroom and MURDER BRUTALLY his sisters lover.

MIKALA rushes to her large bedroom window in panic, standing in terror and crying as the PLAYER unleashes their fury upon MIKALA'S lover -- whom screams in pure terror every time you bring the knife into his flesh.

Upon killing MIKALA'S lover -- the PLAYER must approach MIKALA.

MIKALA POLANSKI

Please, Roman... Please, don't...

Please...

The PLAYER, once approached MIKALA, has two options:

OPTION ONE: "Make it slow..."

OPTION TWO: "Make it quick..."

If OPTION ONE is selected, the PLAYER must BRUTALLY take part in a QTE (QUICK TIME EVENT) and stab and slash their sister to pieces until satisfied. Once dead, the PLAYER then THROWS MIKALA'S lifeless corpse out of her large bedroom window! BLOOD IS EVERYWHERE!

If OPTION TWO is selected, the PLAYER simply slices MIKALA'S throat and watches her blood out. BLOOD IS EVERYWHERE!

NEW OBJECTIVES:

"Finish off the rest of your family!"