

Cinematic Script

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Draft 1

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GOALS: Present the character of 'The Convict' to the player and Melchizedek.

INT. SHIP - CONTROL ROOM

The player enters the control room chamber, followed by the illumination of the ship kicking in, blanketing the space in bright fluorescent white light.

PLAYER

What will happen once I give you
access to the whole ship?

MELCHIZEDEK

Nothing will happen right away. But
I'll know exactly what was kept
outside of my reach.

PLAYER

(confused)

So you don't know what's being kept
from you?

MELCHIZEDEK

Whoever designed the ships systems
put special care in
compartmentalizing.

As the player character moves around the chamber, terminals light up, showing foreign symbols and information unfamiliar to the player.

PLAYER

(unsure)

I am going to need your help to
manipulate this... I cannot read any
of this.

MELCHIZEDEK

Actually...

PLAYER

What?

MELCHIZEDEK

The way this place works. I'll gain
nothing from you poking those
terminals.

A new light turns on, illuminating a previously hidden section of the room, showing a figure suspended in frozen liquid, obscured by the condensed and frozen material on the surface.

PLAYER

Zedek, are you seeing this?

MELCHIZEDEK

All the systems, all the subroutines,
the protocols hidden from me, are
constantly checking on this...

PLAYER

Checking on it?

MELCHIZEDEK

Making sure its stable, making sure
its frozen. This are analogue sensors
that I cannot trick. Voltages and
reading that I cannot alter. It is
completely air gapped.

The player character approaches the frozen pod, dodging
cables coming from the pod with every step.

PLAYER

(confused, impatient)

Zedek, I don't understand you.

MELCHIZEDEK

This ship was made for the purpose of
making sure whoever is there stays
there...

PLAYER

Like myself.

MELCHIZEDEK

No. This is nothing like yourself or
the rest of the life forms on our
ship.

PLAYER

How can you know that?

MELCHIZEDEK

They wouldn't have gone out of their
way to design the ships systems this
way. They wanted to make sure they
stayed frozen. For as long as
possible.

PLAYER

I'm letting them out.