

DEADMAN BROADCAST: S01E01 - SEGMENT 2: THE COLD CASE

Segment Target: Eidos-Montreal Layoffs / Deus Ex Cancellation (Project Picard) **Segment Duration:** ~90 seconds (Optimized for short-form podcast/video)

VISUAL LOOP (Sora 2 Strong Prompt)

Prompt: Macro close-up of a dusty, customized radio broadcast console in a dark room. A red "ON AIR" tally light flickers erratically, casting a harsh crimson glow on the metallic dials. In the background, a wall of CRT monitors displays static and rapid-fire flashes of green binary code. **Camera:** Static macro shot with shallow depth of field to isolate the tally light. **Lighting:** High-contrast red key light, deep shadows, cool blue monitor fill. **Sound:** Heavy electrical hum, intermittent static crackle, distant server fans.

AUDIO & SCRIPT TIMELINE

Timecode	Action/Visual Cue	Script (DEADMAN VOICE)	Notes / Post-Processing
0:00	[START SEGMENT] Fade in from harsh static cut. Red light flickering.	(Low, compressed whisper) They think they can bury the truth with press releases.	Start with high voice compression and low-end distortion.
0:03	[SFX: Tape Hiss Fades]	We are not reading the news. We are opening the body bag.	Volume slightly louder, authoritative.
0:07	[VFX: Screen cut to static for 0.1s]	Today's kill count: Eidos-Montreal.	Sharp, fast static cut.
0:09	[VISUAL CHANGE: Start Cold Case Loop] Loop changes to the Corporate Archive Room Sora 2 Prompt.	They didn't 'close due to market trends.' They were murdered.	Maintain low, controlled tone.
0:14	[SFX: Water drip, slow and steady]	The official story? 'Strategic repositioning for future growth.'	Use a highly cynical, almost sneering inflection on the corporate jargon.
0:18	[DEADMAN DECRYPT]	The decryption? They killed a single-player masterpiece because it didn't guarantee infinite retention revenue.	Clinical, precise delivery of the motive.
0:25	[VISUAL CUE: Gloved Hand picks up blueprint/concept art]	This is 'Project Picard.' The true successor to <i>Deus Ex</i>. A pure immersive sim. A mirror the industry was afraid to look into.	Hold visual on the concept art (simulated B-roll flash).

0:34	[VFX: Flash of leaked corporate document, stamped 'CONFIDENTIAL']	97 people. Writers. Artists. Animators. Fired on a Tuesday.	Delivery should be fast, like reciting facts from a file.
0:39	[SFX: Sharp, brief metallic clank]	The executives responsible? Their stock options were exercised by Friday.	Pause for emphasis after "Friday."
0:44	[The Kill Screen Angle]	That is not business. That is a hit job.	Final, definitive statement of judgment.
0:47	[VISUAL CUE: Zoom in on the dirty floor]	The only thing that matters in the Triple-A space anymore is the recurring purchase.	Shift focus to the philosophical rant.
0:52	[RANT]	They are selling you empty shells for \$70, then charging you \$20 for the color palette they stripped from the base game. They want you numb. They want you compliant.	Increasing intensity, but still controlled (no shouting).
0:60	[TRANSITION] Loop cuts back to the Signal Hijack (RED TALLY LIGHT).	We are not buying the murder weapon.	Return to low, threatening whisper.
0:63	[END SEGMENT]	Do not pre-order. Archive the data. Stay paranoid.	Immediate, harsh static cut to next segment.