

## 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) <b>They think they can bury the truth with press releases.</b>	Start with high voice compression and low-end distortion.
0:03	[SFX: Tape Hiss Fades]	<b>We are not reading the news. We are opening the body bag.</b>	Volume slightly louder, authoritative.
0:07	[VFX: Screen cut to static for 0.1s]	<b>Today's kill count: Eidos-Montreal.</b>	Sharp, fast static cut.
0:09	[VISUAL CHANGE: Start Cold Case Loop] Loop changes to the <b>Corporate Archive Room</b> 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]	<b>The official story? 'Strategic repositioning for future growth.'</b>	Use a highly cynical, almost sneering inflection on the corporate jargon.
0:18	[DEADMAN DECRYPT]	<b>The decryption? They killed a single-player masterpiece because it didn't guarantee infinite retention revenue.</b>	Clinical, precise delivery of the motive.
0:25	[VISUAL CUE: Gloved Hand picks up blueprint/concept art]	<b>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.</b>	Hold visual on the concept art (simulated B-roll flash).

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