

Altar Cove

By

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INT. CORRIDOR OF SHARED APPARTMENT. AFTERNOON.

The corridor extends before the PLAYER. There is a door at the end to the left, and there are strange noises coming from it. PLAYER comes closer and knocks softly.

PLAYER
ANTON? You there?

There is no answer from inside the room. PLAYER opens the door and goes inside.

INT. ANTON'S ROOM. AFTERNOON.

The room is darkened, the only light coming from several candles resting on shelves and tables, and from the fire heating a cauldron in the center of the room. PLAYER comes closer to the cauldron, which contains a bubbling purple liquid. On a table next to it, there are three wooden carvings representing a bear, a Wolf, and a panther.

PLAYER
(Picking up one of the carvings)
What is all this?

ANTON
(Alarmed) What are you doing? Don't touch that!

PLAYER startles and lets go of the carving, but it falls inside the cauldron. The liquid turns black and a multicolored smoke surrounds PLAYER. When the smoke covers the entire room, an explosion sounds.

FADE TO BLACK

PLAYER is laying on the floor. ANTON is next to them, shaking them.

ANTON
Hey, wake up, come on.

PLAYER wakes up and sits up. ANTON sighs.

ANTON
Look what you did. Did no one ever teach you not to touch what isn't yours?

PLAYER has turned into a hybrid between hunman and the animal carving they dropped inside the cauldron.

PLAYER
(Surprised) What happened?

ANTON
You put your nose in someone else's business, mate. I was experimenting with a new potion and you just messed it up. Granted, this isn't precisely the effects I was hoping for...

PLAYER
And now what?

ANTON
Now what?

PLAYER
How do we fix this?

ANTON
Oh! (Sheepishly) Well, I don't really know.

PLAYER
ANTON!

ANTON
Okay, Okay. I guess we can do something. Why don't you go to Altar Cove? You can stay at my Grandma's old house there.

PLAYER
Altar Cove?

ANTON
Altar Cove is a witch's town, you'll find a solution there for sure.

BLACK FADE TO:

INT./EXT. ANTON'S CAR. MORNING. SUNNY

ANTON is driving while PLAYER looks out the window of the car. They pass the sign that says 'Welcome to ALTAR COVE'. And the town starts to roll through the window. They apss some houses, what looks like a library, and you can see a

Town Hall in the distance. ANTON stops the car in front of a house somewhat separate from the rest of the town.

ANTON

Here we are Do you have everything?

Great, then good luck, mate.