1. Scene one

EXT – Dr. Malik’s Castle, night

Scene opens on an establishing longshot of a rundown castle rising above a dense forest. Rain is pouring down and every so often the castle is lit up by nearby lightning followed by loud thunder.

V.O. DR. MALIK:

Years of torment and isolation...

FADE TO:

INT – DR. Malik’s Castle, night

Pan shot showing a dimly lit laboratory containing medical supplies, chemistry sets on a few tables, as well as some large glass cylinders that go from the floor to the ceiling lining the back of the room. Some are shattered with glass littering the floor around them and some are filled with a yellowish green transparent liquid surrounding corpse like beings attached to tubes and monitors. Spiderwebs have formed in a couple of the broken tubes.

V.O. DR. MALIK:

Trial after failed trial...They are still so weak! What is it that I need? (long pause) Caomog! My mirror!

CUT TO:

Medium Shot of a tall thin slender hooded man with massive dragon like wings protruding from his back through large holes in his long velvet robe, DR. SILAS MALIK, standing by one of the filled large cylinders. Off to the right enters a short plump undead like being baring a grin that reveals a large lifeless tongue on one side, the Hallow CAOMOG, limps slowly over to Dr. Malik while dragging a big creepy looking mirror.

CAOMOG:

Sounds like a problem to “reflect” on. (chuckles)

DR. MALIK:

Oh, be quiet.

Dr. Malik grabs the mirror and pulls it toward himself, he leans in close and starts to quietly mumble. Caomog stares at them blankly for a few seconds before shrugging and limping away.

FADE TO BLACK

2. Scene two

INT –Silted Mountain Mine, night

Scene is black. There is a faint sound of a pick axe hitting rocks in the distance gradually getting closer and louder. Suddenly with a loud cracking sound, light starts to shine through as the black crumbles rocklike away creating a hole where a guy/girl (Player’s character) is revealed holding a pickaxe while a soft purple glow lays upon them. They stare into the hole, eyes widening and reflecting a bright purple light. Slowly they start to reach toward the camera.

CUT TO:

Behind the shoulder medium long shot showing the character grabbing a large purple gem that is brightly glowing. As it is picked up it immediately lets out a large burst of energy that rushes out of the caves.

DISTANT VOICE OFF CAMERA:

Hey, Eldir/Nal (Player’s character)! Let’s go, storms coming we should head back!

ELDIR/NAL (Player’s Character) looks toward the mouth of the cave then puts the gem in his/her pocket. They grab the large bag sitting next to the hole, swing the pick axe over their shoulder and head out of the cave.

CUT TO:

EXT – Cave Mouth, night

Long shot of the cave mouth and a wagon attached to a horse parked nearby with a couple of men standing around it trying to shelter themselves from the onset of rain. Eldir/Nal (Player Character) walks out of the cave looks up at the sky then throws the large bag onto the cart and climbs in. The other men join, and the cart begins to move.

CUT TO:

3. Scene three

INT – Dr. Malik’s castle, night

Closeup shot of Dr. Malik’s angry face reflected in the large mirror. Suddenly the mirror cracks and purple light starts to shine through. The mirror then starts to show, instead of Malik’s face, a faint view of a cart moving along mountain roads then crossing into farm lands. The cart stops at a small farm on the far edge by the coast. A girl/boy (player character) gets out of the cart as a young lady/gentleman (based on the player’s character) runs up and hugs them causing the purple gem to fall out of his pocket which is then quickly picked up by a small girl who puts it in her pocket before joining in on the hug.

The mirror flashes bright white and the cracks seal themselves before returning to Dr. Malik’s face once again, but this time with a huge sinister smile.

CUT TO BLACK

4. Scene four

EXT – Farms of Axenstone, sunrise

Fade in to shots of people working in the farms, panning across the fields. Show “A SlinkyGames Production” text for a couple seconds before epic music starts to play. The camera fixes on Eldir/Nal (player’s character) showing them hard at work then slowly raises fading in the game title “Dark Allegiance: Rise of the Hallows” and suddenly revealing an army of undead coming over the hill burning everything in sight. Music comes to an epic climax, then stops.

CUT TO BLACK