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RUSSIAN ROULETTE.

INT. NIGHT., 1979

INTRODUCTION

The screen is dark. The sound of a six-shooter's cylinder spinning is heard as lights start to fade in. BRANDON (16), is seated across the table from PLAYER, and places a pistol in front of PLAYER as lights finish fading in. BRANDON's eyes flick, excited and nervous, between the gun and PLAYER.

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PLAYER'S FIRST SHOT, OR FIRST HESITATING

WAITING FOR PLAYER INPUT. IF PLAYER SHOOTS, SKIP TO BOTTOM OF SCENE, IF NOTHING HAPPENS, BRANDON (RANDOMLY) SAYS ONE OF THESE:

BRANDON

I wonder what it'll feel like. You know, if it goes off and stuff.

BRANDON

So you gonna do it?

BRANDON

C'mon man.

WAITING FOR PLAYER INPUT. IF PLAYER SHOOTS, SKIP TO BOTTOM OF SCENE, IF PLAYER DOES NOTHING AGAIN, BRANDON RANDOMLY SAYS ONE OF THESE:

BRANDON

Nuh uh. You lost, so you gotta go first.

BRANDON

You said you'd go first.

BRANDON

So you first.

WAITING FOR PLAYER INPUT. IF PLAYER DOESN'T GO, THEN BRANDON TAKES INITIATIVE AND GOES FIRST. SAYS ONE OF THE FOLLOWING:

BRANDON

You may be chicken shit, but I'm not.

BRANDON

Fine. I'll go first.

BRANDON

Fine. I'll be the man here.

Brandon picks up the gun and places it to his head. He shoots. Skip down the Brandon death for more detail.

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PLAYER DOESN'T GO FIRST

The gun rests on the table. BRANDON has just gone, and is now staring looking at PLAYER.

WAITING FOR PLAYER INPUT. IF PLAYER DOES NOTHING, RANDOMLY ONE OF THESE THREE.

BRANDON

What, you getting scared?

BRANDON

Hey, it's your turn.

BRANDON

You just gonna sit there?

WAITING FOR PLAYER INPUT. IF PLAYER SHOOTS, SKIP TO BOTTOM OF SCENE, IF PLAYER DOES NOTHING, RANDOMLY ONE OF THESE:

BRANDON

C'mon man. If you're not gonna do it, I'll do it for you.

BRANDON

Look, it's easy. Just point it at your--you know what, I'll do it for you.

BRANDON

If you wuss out on me, I'm gonna do it for you.

WAITING FOR PLAYER INPUT (SHORTER THIS TIME). IF PLAYER SHOOTS, SKIP TO BOTTOM OF SCENE, IF PLAYER DOES NOTHING:

BRANDON

Fine, you chicken shit.

BRANDON stands, picks up the pistol, aims it at PLAYER, and shoots. PLAYER quickly closes his eyes.

If PLAYER doesn't die, the hammer is heard and then nothing for a few seconds. PLAYER opens his eyes and sees BRANDON staring, in shock, at PLAYER. BRANDON puts the gun back on the table and sits back down.

BRANDON

Fuck you. I don't want to do that again. Don't pussy out next time.

If PLAYER does die, the hammer is heard and nothing for a few seconds. Then, losing music and the words, "YOU LOSE!!!"

(CONTINUED)

are displayed on the screen, as well as the words "CONTINUE? Y/N," allowing for PLAYER to select Y or N. If Y is selected, the game resets to the state right before BRANDON stood up to shoot PLAYER. If N is selected, Game Over screen.

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PLAYER SHOOTS HIMSELF

PLAYER's hand reaches out and picks up the pistol. It disappears off-screen and the player closes his eyes as PLAYER pulls the trigger.

If PLAYER doesn't die, the hammer clicks, and the screen stays blank for a few seconds. PLAYER opens his eyes and breathes a sigh of relief, and PLAYER's eyes open. PLAYER places the pistol down on the table toward BRANDON. BRANDON looks down at the pistol and exhales nervously, and says one of the following randomly:

BRANDON

You're so lucky.

BRANDON

Maaannnn...

BRANDON

I--uh--OK.

If PLAYER dies, we hear the hammer click. The screen stays blank for a few seconds before losing music and the words, "YOU LOSE!!!" appear on the screen, along with the words, "CONTINUE? Y/N", allowing the player to select Y or N. If the player selects Y, the game is reset to the pistol being on the table again, right before the player inputted to pick it up. If N, Game Over screen.

5

BRANDON'S TURN

Brandon picks up the pistol, saying nothing, places it to his temple, and closes his eyes. BRANDON pulls the trigger. The sound of the hammer is heard.

IF BRANDON LIVES

BRANDON winces with the sound of the hammer, but the gun doesn't go off. He opens his eyes, incredulous, and places the gun back on the table. He says one of these:

BRANDON

Your turn.

BRANDON

All you.

BRANDON

BAM. Check out that luck.

IF BRANDON DIES

The sound of a gunshot rings out, and BRANDON slumps over, dead. After a few seconds, in a very darkly comedic sort of way, victory music plays, and the words, "YOU WIN!!!" are displayed on the screen.

6

PLAYER'S NON-FIRST SHOT, HESITATED FIRST ROUND

The pistol is on the table, BRANDON staring at PLAYER. If the player didn't hesitate at all to shoot during the first round, then see the "First Shot, Non-hesitating" scene.

WAITS FOR PLAYER INPUT. IF NOTHING, BRANDON SAYS ONE OF THESE RANDOMLY:

BRANDON

Again?

BRANDON

I don't wanna do it for you again.

BRANDON

After I just balls-ed up you're gonna puss out again?

WAITS FOR PLAYER INPUT. IF NOTHING:

BRANDON

Fine.

BRANDON gets up, takes the pistol and aims it at the player.

BRANDON

Last chance.

PLAYER closes his eyes, the screen goes blank.

If PLAYER doesn't die, the hammer is heard and then nothing for a few seconds. PLAYER opens his eyes and sees BRANDON staring, in shock, at PLAYER. BRANDON puts the gun back on the table and sits back down.

If PLAYER does die, the hammer is heard and nothing for a few seconds. Then, losing music and the words, "YOU LOSE!!!" are displayed on the screen, as well as the words "CONTINUE? Y/N," allowing for PLAYER to select Y or N. If Y is selected, the game resets to the state right before BRANDON stood up to shoot PLAYER. If N is selected, Game Over screen.