

INTERACTIVE CINEMATIC

GOALS: INTRODUCE RISING ACTION OF ACT 2: MAJOR ELENA DUSHINA'S DEATH, SHOWING THE REVERENCE THE CAMP AND PILOT ANNA NIKITINA HAS FOR HER

NARRATIVE IN: WAKING MID-AFTERNOON AFTER LAST NIGHT'S SUCCESSFUL MISSION, PILOT ROSANOVA (THE PLAYER) WALKS OUT OF THE BARRACKS AND LOOKS AROUND CAMP, BEFORE HER EYES SETTLE ON THE AIR STRIP...

EXT. CAMP - MID-AFTERNOON

FADE IN as ROSANOVA sees GROUPS OF NPCS are struggling to hold down LOOSE SUPPLIES against the STRONG WIND. The TENTS are being battered by it, and above the GUSTING SOUND of the wind, ROSANOVA hears shouting nearby. Following the sound, ROSANOVA sees TWO NPCS waving LARGE ORANGE FLAGS at the AIRSTRIP, shouting words of encouragement to MAJOR DUSHINA but with clear distress. ROSANOVA spots NIKITINA staring at the sky with a stressed expression. Looking up, ROSANOVA sees a PLANE clearly struggling against the wind.

HARD CUT to MAJOR DUSHINA and CREW MEMBER shouting over the sound of the PLANE with stressed expressions on their faces.

HARD CUT to ROSANOVA'S perspective. The PLANE drops suddenly, causing it to careen into an EMBANKMENT and CRASH. CAMERA SHAKES and goes OUT OF FOCUS.

QTE - PLAYER must mash buttons to make screen come back into focus. SUCCESS: Screen comes back into focus and ROSANOVA rushes forwards. FAILURE: Screen is blurry for a few seconds longer as the player stumbles forward.

As ROSANOVA runs forward, CAMERA shows NIKITINA still frozen and unmoving. ROSANOVA stops and turns around.

ROSANOVA OPTION #1 (NEGATIVE CHOICE)
(forcefully)
What are you standing around for?
Move!

ROSANOVA OPTION #2 (POSITIVE CHOICE)
(pleadingly)
Come with me - we have to help them!

NIKITINA RESPONSE #1 (NEGATIVE SCORE)
(angrily)
How dare you speak to me that-

NIKITINA RESPONSE #2 (POSITIVE SCORE)
(determined)
Let's go! We have to hurry-

There is a LOUD CRACKING SOUND as smoke rises in the

distance. ROSANOVA and NIKITINA run towards the CRASH SITE.

QTE: Player must dodge NPCs by moving the joystick left or right/pressing buttons. SUCCESS: Player gets to PLANE quickly. FAILURE: NIKITINA berates her as they bump into NPCs.

Arriving at the CRASH SITE, the PLANE is BURNING. ROSANOVA and NIKITINA flinch against the heat and smoke.

MECHANIC KATERINA KOKOSH
(shouting fearfully)
Careful! The fire could reach the fuel
tank at any moment!

QTE: Player must press specific buttons to move PLANE DEBRIS out of the way. SUCCESS: Player reaches MAJOR DUSHINA in the COCKPIT and shouts to her - but there is no response. FAILURE: The fuel tank explodes, killing ROSANOVA and NIKITINA - reloads save to setup of QTE.

The burning intensifies as ROSANOVA tries to lift MAJOR DUSHINA'S body out of the COCKPIT while NIKITINA begins pulling out the CREW MEMBER.

QTE: Player must mash buttons to pull out their commander. SUCCESS: The bodies are given to the crowd and passed along towards stretchers. FAILURE: The fuel tank explodes, killing ROSANOVA and NIKITINA - reloads save to setup of QTE.

QTE: Player must flick joysticks upwards/press a button to jump as the PLANE EXPLODES. SUCCESS: ROSANOVA and NIKITINA land on the grass unharmed. FAILURE: The blast shoots ROSANOVA forwards causing burns along her arm, which she clutches in pain as she lands on the ground. ROSANOVA will now have a bandage around her arm for subsequent missions.

FADE TO BLACK AS CAMERA ZOOMS OUT, FOCUSING ON BURNING PLANE.

EXT. CAMP - EVENING

FADE IN as a LARGE CROWD watches the MEDIC BAY from a distance. NIKITINA paces back and forth while ROSANOVA stands stoically. No one is speaking. A MEDIC walks out of the TENT towards a LIEUTENANT waiting nearby. The MEDIC's shoulders slump. The LIEUTENANT puts a hand on her shoulder, and then turns to face the crowd. She shakes her head.

CAMERA FRAMES THE CROWD as the regiment reacts. Some take off their hats and hold it to their chests, while others hold each other and cry. NIKITINA gasps and covers her mouth, tears forming around her eyes. ROSANOVA winces in pain.

SLOW FADE TO BLACK.

NON-INTERACTIVE CINEMATIC

GOALS: TO PROVIDE RESOLUTION PART OF GAME NARRATIVE ARC, CONCLUSION/EPILOGUE, TO PROVIDE THE PLAYER WITH BONUS CONTENT DEPENDING UPON WHAT RELATIONSHIPS THEY INVESTED IN

NARRATIVE IN: THE PLAYER COMPLETES THE FINAL MISSION OF THE GAME, WHERE THEY DESTROY THE MAIN FACTORY OF PRODUCTION FOR THE V-2 BALLISTIC MISSILE IN BERLIN. THE CAMP CELEBRATES AS GERMANY SURRENDERS 3 DAYS LATER...

EXT. CAMP - SUMMER - DAWN

This is a condensed version of the cinematic. The CAMP is completely empty, when suddenly everyone erupts from their TENTS. A CROWD is cheering, hugging, opening VODKA BOTTLES, dancing, and crying. Overlaid is VO from ROSANOVA but as a 70-year-old.

ROSANOVA VO

On May 4th 1945 we flew our final mission. Three days later, it was announced that Germany had surrendered.

The CAMERA moves through the crowd and finds ROSANOVA laughing and hugging the other PILOTS. If she had a positive relationship with PILOT ANNA NIKITINA, they will hug warmly. If she has a negative relationship, NIKITINA will walk away from the group as soon as she sees ROSANOVA. Otherwise, NIKITINA will simply nod at ROSANOVA in acknowledgement.

ROSANOVA VO

(reminiscing)

Oh how we celebrated that day - we had been through so much together. [beat]
All our hard work had paid off, and we were finally safe.

If she had a positive relationship with MAJOR ALEKSANDR PETROV, ROSANOVA notices him standing aside with his arms folded, before giving her an approving nod and warm smile. If she had a neutral or negative relationship, no bonus content is shown.

FADE OUT then FADE IN to ROSANOVA receiving a medal. Looking at it for a moment, she turns around smiling at many other NPCs with MEDALS around their necks.

ROSANOVA VO

(sadly)

Even though we were one of the most decorated air force regiments, we were denied from participating in the military parade. Officially, it was because our "planes were too slow."

Six months later, we were disbanded.

FADE OUT then FADE IN shot of fighter jets flying over during a military parade. LARGE CROWDS cheer behind rope as SOLDIERS march by. CAMERA PANS around to show regiment standing with the civilians with stoic expressions on their faces.

ROSANOVA VO

(defeatedly)

The war, for all its atrocities, let us be who we wanted to be - it felt like we could do anything. Back on Russian soil however, we were just women again. Nothing more.

FADE OUT then FADE IN shot of ROSANOVA saying goodbye to MECHANIC KATERINA KOKOSH and other NPCs on a rainy dark evening at a TRAIN STATION. If she had a positive relationship with her, KATERINA throws her arms around ROSANOVA tightly. If she had a negative relationship with her she will scowl at her, picking up her BRIEF CASE and walking away. Otherwise, she will wave politely from afar.

ROSANOVA VO

(warmly)

Life goes on, however, with some of us becoming teachers at universities and flying academies, while others settled down. A select few even managed to return to the military. We may have travelled far and wide - but never forgot who we were, or each other. Hell, I don't think any of us had a good night's sleep again!

Successive shots of middle-age adult versions of NPCs: KATERINA pointing at a chalk board with an engine diagram, SOLDIER VERA SHEPTUROVA holding twins, and NIKITINA getting into a PLANE in a male dominated regiment. FADE OUT and FADE IN to ROSANOVA, now an elderly woman, sitting in a CHAIR smiling and looking off camera.

ROSANOVA VO

(with conviction)

Maybe what we did won't be remembered forgotten to history. But we know what happened, and if no one else will tell our story - [beat] we'll just have to.

CAMERA pans around to show the women in the regiment that ROSANOVA had positive relationships with, now elderly, talking happily while drinking TEA.

FADE TO BLACK. Soft whooshing noise of a plane plays, followed by the sound of a bomb dropping. As the bomb explodes, the title card appears. Roll credits.