

The Night Witches: Video Game Narrative Pitch

Logline

Take to the skies as Pilot Rosanova in the 588th Night Bomber Regiment, the first all-female regiment in the Second World War. Forming deep friendships, you and your fellow Night Witches will work together to push the Nazi threat out of the Motherland.

Summary

It's June 1942, and you, Pilot Rosanova, arrive on the frontlines with the first all-female regiment in the Second World War. Not only do you have to fight against the Nazis, but also prove to your male Comrades that women have a rightful place on the battlefield too. While on a bombing mission, you discover a "Wunderwaffe" or wonder weapon developed by the Nazis that could turn the tide of the war. Working with the extraordinary women of your regiment, you must find out what it is and how to stop it before it's too late.

Experiential Passage

You choke on the sudden lump in your throat as the lights from the Nazi base appear over the horizon. Your wood and canvas plane rattles and bends against the wind, the cloudy night sky being your only source of protection. Sweat builds from inside your gloves as you realise how tightly you've been gripping the controls. You take a shaky breath, feeling the icy air fill your nostrils, reminding yourself why you're here. You glance over at the worn photograph of your grandmother wedged into the cockpit's windshield. Dainty pearls fall around her neck, and though the photo is in greyscale, you know she was wearing her favourite pink blouse. Her face is framed with a neat bob, her eyes crinkling as she smiles. You didn't get to say goodbye. The Nazis took your country, your home, and your family. You will not stand idly by and let them take more. Resolute, you focus on the target. You barely hear the sound of gunfire above the wind and the rumbling of the plane's engine. You are close enough now to see the searchlights of the base trying to track the decoy plane drawing its fire - signifying that it's time.

Holding your breath, you flick a switch and listen as the engine whirs and sputters to a stop. You feel every bump and wave of air pushing against your wings, like a bird gliding in the air, alone and free. Looking out into the night sky, you can't hear or see your Comrades, but you know they're out there. These women hold your life in their hands, which you do not take for granted - you will protect them with every bit of your strength. You hope to see them all again. The base grows larger before you, where you can now see the shapes of people running between buildings. Waiting for just the right moment, you grip the controls and dive towards it. The blood pounds in your head as you trigger the bombs to drop, a high-pitch wail filling the air behind you. Your hand lashes out at the engine switch instinctively, the engines whirring back to life. Pulling the controls you try to gain more height, feeling bullets whizzing past your ears. The plane shakes violently against the strain, but you manage to escape the camp. Faintly in the reflection of your windscreen, you see the explosion. As your plane steadies once more you breathe a sigh of relief. One down, eleven hours to go.

Purpose Statement

The Night Witches' purpose is to have the player experience the extraordinary achievements and resilience of the women in the 588th Night Bomber regiment during World War II. Based on historically accurate locations and events, and taking inspiration from the real women who fought, the game aims to explore what it means to be a woman in a male-dominated field, female friendship, and

grief. The game's themes are relevant over 80 years after the establishment of the regiment, with women today still having to deal with "being feminine enough" to be accepted.

This game addresses a gap in the games market by telling authentic stories of women's accomplishments throughout history, sitting in the popular setting of World War II. Additionally, with the decline of live-service multiplayer games since the pandemic, games like Baldur's Gate III showcase the popularity of heavy narrative and character-driven storytelling games currently on the market. The Night Witches follows suit, allowing players to get to know rich characters that make the story feel all the more real and important.

Overall, The Night Witches offers action-packed sequences filled with perilous flights, on-the-ground reconnaissance, daring escapes, as well as emotional beats driven by rich NPCs that the player develops deep and meaningful relationships with that change the outcomes of narratively important missions.

Design Statement

NARRATIVELY-DRIVEN MECHANICS		
Name	Description	How It Fits Narratively
Honour System	<p>The Honour System measures the player's morality throughout the game. There will be situations where the player must make moral decisions within the context of war. On the positive end of the spectrum is "Honourable," and the negative end is "Dishonourable." Rosanova will then gain a reputation depending upon which side of the spectrum she is on, changing how NPCs interact with her.</p> <p>This will be done by choosing options from a prescribed list of actions in cinematics or vignettes. Outside of cinematics/vignettes it also tracks in gameplay, where your score is lowered if you shoot surrendered soldiers, or increased if you save civilians, for example.</p>	<p>The Honour System acts on two fronts: first, it adds further depth to the game's historical context and then explores the theme of grief.</p> <p>As the game is set during WWII, morality becomes a vital component of any story set during this period. In this way, the Honour System asks the player what kind of Pilot they want to be. Thematically, the player can explore how Rosanova's grandmother's death affects her actions. Her grief can make her lead with empathy and compassion or become apathetic and ruthless, taking her anger out on those around her.</p>
Friendship System	<p>The Friendship System measures the player's relationship with major NPCs. The more decisions the player makes that align with an NPC's personality, wants, or ideals, will add a positive score and vice versa. At certain milestones, additional dialogue or missions where they open up to the player. If their score goes into the negative, however, at certain milestones negative dialogue or mechanical disadvantages may be placed on the player, particularly in the final battle in Berlin where the NPC may choose to not join the final assault.</p> <p>Mechanically, this is predominantly tracked</p>	<p>The Friendship System is the main vessel for exploring the theme of friendship, particularly female friendships.</p> <p>It is very important to emphasise that just because there is a group of women fighting for the same cause does not mean that they all get along. The regiment both historically and in the game has a host of ages, nationalities, backgrounds, and classes, so the game aims to use the Friendship System to explore how these friendships evolve in the added context of WWII. These</p>

	through dialogue choices the player makes but is also tracked through completing side quests and the NPC tasks the player.	women work together daily and must do their roles effectively to be good team players - so will the player subscribe to that?
QTEs	QTEs will be used to have the player make quick decisions that relate to either the Honour or Friendship systems in cinematics.	Narratively, QTEs play a large role in building tension and making the player central to the action. It also adds to the realism of fighting in a WWII context, where split-second decisions could make all the difference.
Combat	Combat includes 3rd person shooting, flying planes, armour and health bars.	Authentic weaponry, vehicles and uniform will support the narrative contextually.

Setting/Visuals

The setting of the Night Witches draws from the real Night Witches of WWII. The Soviet Union became the first major power to allow female combatants in 1942, which included the all-female 588th Night Bomber Regiment. Made up of women between the ages of 17-26, they would bomb Nazi targets under the cover of darkness, idling their engines so that they were virtually silent except for the “whooshing” sound of the wind against their old planes. The Nazis likened the sound to witches on broomsticks, and so named them the “Nachthexen,” or in other words, the Night Witches.

The world of The Night Witches is directly drawn from and inspired by the locations and battles experienced by the Soviet female regiment in World War II. This includes using the same aviation schools, universities, and hometowns of the women to create a rich and historically accurate gameplay experience. Starting in Engels, Stalingrad where most pilots and mechanics were trained, the game will follow the regiment as they make their way through and across the Western Front and into Berlin. This will include missions taking place in the surrounding landscapes and settlements. This will range from large expanses of green fields to snow-covered forests, as West Russia and Europe have a variety of environments. Using historical documentation and images, the geography will reflect what it would’ve looked like with the added devastation of war. This will include, for example, the regiment’s first major battle in Stalingrad along the Volga River (see [image from War On the Rocks](#)). Due to this devastation of war, there will be very few animals save birds and the occasional deer or rodent while the player explores less urban locations. They will be eerily quiet, reflecting the tense atmosphere. Weather, and particularly the seasons, will also play an important part in the world, allowing the player to see the passage of time as the game takes place over 4 years.



The majority of the player’s time will be spent in camp, where they can start missions and interact with NPCs. The camp includes barracks, an airstrip, officers’ quarters, a strategy tent, storage bays, a mess hall, and a medic bay, with its look and feel changing as the game progresses. The camp will typically be in a flat area with few trees, making it easier for pilots to land. It holds three regiments worth of women (approx. 400 women). Due to game engine constraints, the camp will be made to feel as if it is bigger than it is, with the game bounds preventing the player from exploring too

far. It is divided into one zone per regiment, with the bomber regiments nearest the airstrip. Outside of camp, the game world also includes Nazi military bases, the PC flying over various locations in a PO-2 plane, and villages where the player will have the opportunity to speak to and help civilians.

The inhabitants of the world are mostly female military personnel. This includes combatants like soldiers and pilots, as well as women in support roles such as mechanics (plane and vehicle), nurses/medics, caterers/cooks, and translators. Based on the real Night Witches, the women range from 17-26 years old, with nationalities like Russian, Ukrainian, Slovenian, and Belarussian, and backgrounds ranging from working to high class. Certain NPCs will also take inspiration from specific historical figures such as Major Marina Raskova who personally founded and commanded the female regiments, and Major Valentin Markov, who then replaced her upon her death. He subsequently becomes the only male character in the camp. The other inhabitants of the world will be encountered on specific missions. These include male soldiers and pilots, civilians in rural villages ravaged by war, and Nazis.

The visual style of the game is inspired by the cinematics and cinematic transitions of the Uncharted series mixed with the 3rd person gameplay of the Mass Effect trilogy. The Night Witches is 3D and uses the third person to have the player see Rosanova situated within the world and to better have the player feel that they are playing as Rosanova rather than a shell player character. Because the game is rooted in historical accuracy, the visual style is very realistic, using authentic weaponry, vehicles, uniforms, landscapes etc.

Characters & Bios: Pilot Rosanova (PC)

Purpose Statement

The character's functional purpose is to help immerse and anchor the player into a different social, cultural, and historical context than their own, allowing them to learn about the world through NPCs to better situate themselves within it. The theme of friendship is integral to this character, as they are the vessel through which these relationships will develop. Helping the women in their team with their problems and mitigating conflicts will allow the player to feel invested in these relationships on and off the battlefield. Another theme that will be explored is grief. Throughout the game, Rosanova is grieving the loss of her grandmother, which is the driving force behind why she enlisted. In terms of the player fantasy, being a pilot gives the player responsibility, which gives them goals and ideals to live up to. This will make the player feel like their efforts are not just recognised but necessary, and will change the world around them and how people view them. Meanwhile, the themes of friendship and grief may change how the player wishes to interact with those around them, and even help them further empathise with the backdrop setting of war.

Biography

Age: 21

Ethnicity: Belarussian

Place of Birth: West BSSR (Byelorussian Soviet Socialist Republic)

Currently Living: The frontlines, initially training in Engles near Stalingrad

Languages: Belarusian, Russian

Personality: Headstrong, caring, and naive.

Voice: Bright and confident, while still having a young quality.

Abilities: Can pilot the PO-2, navigate, and has basic armament training



Background: Rosanova spent her childhood in Western BSSR before moving to Moscow to continue her education at the State University there. When the Nazis invaded in 1941, her grandmother, who still resided in BSSR was killed. Feeling compelled to stop these atrocities from happening to others, she applied to join the Red Army. Due to her academic success, she became a good candidate for becoming a navigator. Training in Engles, she began to showcase her knack for flying, and from then on was trained to be a pilot.

Visual Description: She has dark hair and pale skin and is slightly taller than the average woman. She will be based on the real images of the Night Witches, without copying any one woman's likeness ([Image from History.com](#)).

Characters & Bios: Pilot Anna Nikitina (NPC)

Purpose Statement

This character acts as a foil to the playable character as well as to create conflict by challenging the theme of friendship. Though she is initially abrasive, mean, and even aggressive at times, she has an outer shell that the player must crack to better understand why she behaves the way she does. Should the player decide to invest in this relationship, they will also touch on the theme of abuse, as Nikitina will open up about her upbringing to them. This development is earned through seeking an understanding and connection to the character, which feeds into the player fantasy of feeling like their efforts to create relationships pay off. This furthers the theme of friendship as Nikitina learns about found family. She also adds an immersive aspect to the setting, as it's unrealistic to assume all these women get along. At the start of the game, it is clear that Nikitina is a better pilot than the player due to her experience, and so there is a rivalry between them. This competitiveness makes the player feel like they are succeeding because of their skills rather than being infallible.

Biography

Age: 19

Ethnicity: Russian

Place of Birth: St. Petersburg

Currently Living: The frontlines

Languages: Russian

Personality: Confident, pragmatic, and self-centred.

Voice: Lower in pitch than the PC, and has a soft nasal quality.

Abilities: Pilots different plane models and is good at navigation and parachuting

Background: With the takeover of the Bolshevik party, her once affluent family was reduced to poverty, causing her father to turn to alcohol for relief while her mother worked longer hours to avoid his violent outbursts. The free aviation clubs (Osoaviakhim) were Nikitina's only solace, where her exceptional piloting skills garnered her a place in an aviation academy at 16. When her father died due to his alcohol abuse, the financial pressure grew causing her mother to ask Nikitina to work rather than finish school. When the Nazis invaded less than a year later, she saw an opportunity to help her mother by not being a financial burden at home, while also wanting to prove to herself that she could be one of the best pilots in the USSR.

Visual Description: Has dark brown hair with sharp facial features, often resting in a scowl. Her design will be based on the real images of the Night Witches, without copying any one woman's likeness ([Image from Sandboxx](#)).



Plot Description

In The Night Witches, the player is transported back to WWII, fighting on the side of the USSR as Pilot Rosanova. With the recent death of her grandmother after Operation Barbarossa in Belarus, Rosanova arrives on the front with determination and grit as a part of the first all-female regiments in the world. It is May 1942, and having completed her training in Engels, Stalingrad, it has become apparent that the female regiment is not respected by the townsfolk or their male comrades in arms, subject to degrading comments and intimidation - but she does not have to face it alone. Throughout the next few missions, the regiments prove their worth, gaining more respect and notoriety as they push the Nazis further out of the USSR. However, in August, the regiment suffers their first major defeat, forcing them to retreat. While doing so, Rosanova sees something shot out from a Nazi military base, moving through the darkness up into the air before arching and exploding into a USSR squadron. Landing back at camp, it is clear that because of the confusion caused by the Nazi's sudden counterattack, she was the only one who saw it, leaving Rosanova to wonder what kind of weapon would have caused such devastation. Within a month, however, the military makes new ground and takes the Nazi military base over, giving her the opportunity to find out more.

To find proof of what she saw, Rosanova needs to find someone from the 586th Battalion to take her to the base. Confiding in Solider Vera Shepturova, the two women sneak off to the Nazi base under the cover of night. Exploring the base, they discover a broken concrete launch pad and a wounded Nazi soldier burning documents. After deciding whether they should kill him or capture him and take him to camp as a prisoner, Rosanova finds a scrap of paper that says "Wunderwaffe" with a half-burnt diagram of a weapon resembling a missile. After enlisting the help of Translator Nina Glazkova, they learn that the Nazis have developed a "wonder weapon" called the V-2. From January 1943 onwards, Rosanova expands her team and soon they notice a pattern of the slabs on subsequent missions. Eventually, they learn that the Wunderwaffe is a V-2 Ballistic Missile. In the summer of 1943, the team believe they have enough evidence to present it to Major Elena Dushina, who berates them for putting the entire regiment in danger. However, she is shocked at their findings and promises to look into it further after she returns from a strategy meeting in Moscow - but unfortunately dies in a plane. Within a few days, Major Aleksandr Petrov, their new commander arrives in camp. When Rosanova tries to show him evidence of the weapon, he is dismissive as he does not believe the regiment to be capable. Resolute, the group vows to find irrefutable evidence of the existence of the V-2 missile: the weapon itself. Recruiting Nikitina and Kokosh, they work together over the next 6 months on multiple missions to infiltrate a Nazi base and secure a V-2. While doing so, they discover the name of the man heading the project, Wernher von Braun. Impressed with their tenacity, Major Petrov takes their claims seriously, tasking the group with capturing Braun.

It is now 1944, and over the next 6 months, Rosanova and her team embark on missions to find where the head of operations and manufacturing plants are located. The team bombs bridges and railways to redirect transports to find out where the V-2s are coming from, managing to capture prisoners who reveal that they are near Berlin. This culminates in the final mission of the game, where Rosanova and her team work together to capture Braun. Confronting Braun, Rosanova has the moral dilemma of either capturing Braun and killing civilians or letting him get away and saving the lives of the civilians. Three days later, Germany surrenders and the war is over. The regiment is well decorated, with Rosanova gaining medals depending upon the effectiveness of her shooting, flying, and bombing during the game, with the possibility of receiving the highest honour of Hero of the Soviet Union. However, the regiment is disbanded within 6 months, and disallowed from the military parade due to "their planes being too slow." Though they fought, misogyny and sexism are still interwoven in Soviet society. The epilogue shows Rosanova sitting in a room with the women she had positive relationships with, now in their 70s sitting and drinking tea in their annual get-together.

Sample Scripts: Interactive Cinematic Gameplay

CAMPAIGN CINEMATIC - MAJOR ELENA DUSHINA'S DEATH

GOALS: INTRODUCE THE 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. THE CAMERA SHAKES and goes OUT OF FOCUS.

QTE-PLAYER must mash buttons to make the screen come back into focus. SUCCESS: The screen comes back into focus and ROSANOVA rushes forward. FAILURE: The 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: The 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: The 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 the joystick upwards/press a button to jump as the PLANE EXPLODES. SUCCESS: ROSANOVA and NIKITINA land on the grass unharmed. FAILURE: The blast shoots ROSANOVA forward 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 THE 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 them 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

Sample Scripts: Non-Cinematic Gameplay (Sample)

CAMPAIGN MISSION - ACT 1 - DISCOVERING THE V-2

GOALS: To introduce the V-2 Ballistic Missile without revealing what it is, to establish that concrete launch pads exist at every location the weapon is used, and for the player to get to know SOLDIER VERA SHEPTUROVA's personality.

NARRATIVE IN: While retreating from a bombing sortie a few nights prior, PILOT ROSANOVA (the player) first encounters the V-2 missile, fired from a nearby Nazi military camp. Now that the USSR army has managed to take back the area and destroy the base, she recruits SHEPTUROVA to take her to the site. They aim to investigate and return with proof of what she saw that night...

EXT. DESTROYED NAZI MILITARY BASE - NIGHT

Mission Directive: Investigate the area.

Mission Description: Explore the Nazi military base and find proof of the anomaly.

Transition cutscene shows ROSANOVA and SHEPTUROVA running towards and crouching behind a CHARRED WOODEN STRUCTURE. The camera pans to show the burned down MILITARY BASE. It is quiet, with only the sound of the occasional animal in the WOODS nearby. The camera then transitions into 3rd person gameplay.

SHEPTUROVA

(hushed, serious)

The area was surveyed by the higher-ups
this morning - but that doesn't mean
they caught everyone. Whatever you're

looking for, it better damn well be here.

ROSANOVA
(softly, wary)
Are we clear?

SHEPTUROVA
(nods with a sigh of relief)
Yes, at least for now. We don't have much time so let's find this weapon.

We explore the camp, finding dead BODIES of Nazi soldiers that we can examine, some crushed under the weight of falling structures or burned alive. The following lines are triggered when entering certain areas:

Partially standing barracks:

SHEPTUROVA
(thinking out loud nonchalantly)
I wonder how many of them died in their sleep? To think this could happen to us too. [beat] (awkward) Ah sorry...I don't mean to be morbid.

Within range of a burned corpse:

SHEPTUROVA
(seething)
Burned alive. I hope he suffered. I hope they all did.

Within range of a large CRACKED SQUARE SLAB OF CONCRETE that was clearly poured into the ground and covered in burn marks:

SHEPTUROVA
(confused)
This is a temporary camp... Why would they spend the time and resources to pour this out? It's so burned that I can't tell what it would be used for.

Once we have triggered at least three interactable areas across the MILITARY BASE, we hear a shuffling noise coming from the other side of CAMP. SHEPTUROVA immediately raises her gun in its direction and gets behind cover. She motions for you to be quiet, and throws a rock in the direction of the sound in hopes of getting a response. Nothing happens.

SHEPTUROVA

(quietly, focused)
There's something over there. We need to approach cautiously.

Mission Description: Investigate what is making the sound.

We walk towards a large pile of rubble.

SHEPTUROVA
(hushed, focused)
There, it's coming from that pile of rubble. I'll cover you while you move the debris away.

ROSANOVA
(hushed, stressed)
So you're making me the bait?

SHEPTUROVA (CONT.)
(hushed, defensive then sincere)
Of course not! You're a pilot, after all, I am a better shot than you. I promise I'll keep you safe.

When we are near enough to the structure, button prompts will appear to move pieces of the rubble away. Once we have moved three large slabs, a WILD BOAR runs out of the rubble and towards the forest, leaving behind a HALF-EATEN CORPSE.

SHEPTUROVA
(laughing, then disgusted)
Thank God it's just a pig! Ugh- that smell... I think that pig deserved better than to eat this swine.

The camera forces our camera to follow the WILD BOAR as it runs away, panning upwards to show a line of SMOKE from within the forest.

SHEPTUROVA
(confused)
Smoke? I can't imagine how anyone could've survived this place - let alone elude our superiors. We can't let them get away.

Mission Description: Find the source of the smoke.

We follow SHEPTROVA into the woods, finding SPLATS OF BLOOD and DRAG MARKS along the ground as they get closer to the source of the SMOKE.

SHEPTROVA
(whispering, shocked)
I think I see a campsite! Follow me and
don't make any sound.

We move towards the CAMP SITE. There is a flimsy TENT made out of torn burnt fabric. There is a small CAMP FIRE with a badly wounded NAZI SOLDIER sitting in front of it. He is surrounded by scattered FOLDERS and PAPERS. One of his arms is clearly broken.

(Script continues...)

Game Flow Graphic/Macro



