

ANDREW CLARK IN "MINUTES TO MIDNIGHT"

A black screen. A FEMALE VOICE begins to speak. SPY MUSIC plays in the background.

L (V.O.)
Good evening, Mr. Clark. I'm sorry
to interrupt your vacation, but
have an urgent assignment for you.

A MALE VOICE replies.

CLARK (V.O.)
I'm sure you wouldn't have called
me otherwise.

FADE TO:

INSERT - SURVEILLANCE PHOTOS OF MAN WALKING, WRITING, ETC.

L (V.O.)
The man before you is Edgar
Malcroft. Once a top researcher at
Oxford, he disappeared off the grid
about five years ago after losing
tenure for... controversial views.

INSERT - NEWSPAPER HEADLINE BY MALCROFT - "PRIME MINISTER
MUST SUFFER"

CLARK (V.O.)
A bit unstable. But this is a
problem because...?

INSERT - SLIDE-SHOW OF RESEARCH PAPERS

L (V.O.)
"Top researcher" was a bit of an
understatement. He made huge
contributions in a number of
fields: molecular biology, quantum
physics, fluid dynamics-

CLARK (V.O.)
Quite the Renaissance man.

L (V.O.)
A Renaissance man with detailed
knowledge of Britain's nuclear
program. Reports indicate he's
developing nuclear warheads in a
fortress in the Balkan Peninsula.

INSERT - MAP OF BALKANS

CLARK (V.O.)
And you want me to make sure that
doesn't happen.

L (V.O.)
Precisely.

FADE TO BLACK.

The SOUND of a AIR VENT being opened, followed by the NOISE
of ANDREW CLARK, British spy extraordinaire, LANDING ON THE
FLOOR.

CLARK (V.O.)
I'm in.

FADE IN:

INT. HALLWAY - NIGHT.

CLARK (the player) stands up.

L (V.O.)
The nuclear development wing is in
the center of the base. Destroy it,
then take care of Malcroft. And be
careful! He's got a LOT of
security.

CLARK
It wouldn't be any fun otherwise.

Clark starts to move down the hallway. When Clark approaches
the first GUARD.

L (V.O.)
Radar shows a guard up ahead. Don't
let him spot you.

If Clark is killed.

SUPERIMPOSE: MISSION FAILED

If Clark shoots him.

CLARK
One down, a hell of a lot more to
go.

When Clark approaches a pair of two GUARDS.

L (V.O.)
More guards up ahead.

If Clark shoots them.

CLARK
Who says two heads are better than one?

When Clark approaches a ROOM full of GUARDS.

L (V.O.)
Clark, there's a room full of hostiles ahead. I'd advise looking for an alternate route.

CLARK
Easy, love. That's what you pay me for.

If Clark kills all the guards.

CLARK (CONT'D)
Well, that was a productive meeting.

When Clark approaches an ENFORCER.

L (V.O.)
Careful, Clark! He's covered in body armor from head to toe! You'll need to take cover!

CLARK
Any tricks up our sleeve, L?

L (V.O.)
Check your left hip pocket, you should have a few armor-piercing rounds. But once they're out, they're out.

CLARK
Duly noted.

If Clark kills the ENFORCER.

The CAMERA shifts to focus on the ENFORCER as the bullet goes through his body in SLOW-MOTION. The SPY MUSIC stops abruptly.

FADE TO BLACK.

FADE IN:

INT. HALLWAY - NIGHT

The enforcer slowly opens his eyes on the ground. A loud HEARTBEAT can be heard. Across the hall on the wall is a BOX marked FIRST-AID KIT. A CRACKLE as the enforcer GROANS and turns on his WALKIE-TALKIE.

ENFORCER
Echo Team 1, I require immediate
medical assistance. Over.

No response. The walkie-talkie crackles on again.

ENFORCER (CONT'D)
Echo Team 1, do you read me?

No response.

ENFORCER (CONT'D)
Dammit.

If the enforcer doesn't move.

A loud SIGH as the enforcer dies from blood loss.

SUPERIMPOSE: GAME OVER

If the enforcer moves toward and grabs the first-aid kit.

The HEARTBEAT stops. The first-aid kit is empty. The enforcer GRUNTS as he stands up.

ENFORCER (CONT'D)
(to himself)
Who the hell was that guy?

The enforcer continues down the hallway. He turns a corner. BODIES OF GUARDS line the corridor. A FIRST-AID KIT is mounted on the wall.

ENFORCER (CONT'D)
Oh, God...

If the player walks past the INJURED GUARD lying in a pool of BLOOD.

INJURED GUARD
(weakly)
Help, please...

If the player interacts with the injured guard.

ENFORCER

Charlie? You're alive? Are you hurt?

CHARLIE

(annoyed)

What do you think?

ENFORCER

Sorry, I just- let me look for some help.

CHARLIE

Mark, wait!... Leave me a walkie-talkie so we can keep in touch... Jackie had one.

Mark picks up the WALKIE-TALKIE near the body of the DEAD SQUAD LEADER and places it near the injured guard.

MARK

Here. Now do you know where I can find the nearest medkit? I've already used the one in our sector.

CHARLIE

You'll have to go to exam room in Sector 9.

MARK

Sector 9? As in, the Sector 9 that that psychopath just stormed into?
(sighs)
All right, all right. Just... Hang on.

Mark continues down the hallway. The VOICE of Charlie speaks over the WALKIE-TALKIE.

CHARLIE (V.O.)

He took us all down like it was a game to him... How the hell did that guy get in here?

MARK

The air vents. I guarantee the air vents. Just this Wednesday, I was talking to Joey-

CHARLIE (V.O.)

Security Chief Joey?

MARK

Yeah. And I was telling him, we need to do a security audit for the new wing. The construction team rushes to get the basic structure done, but they forget to put in the security equipment.

CHARLIE (V.O.)

What'd he say?

MARK

Nothing, he just looks at his phone and nods his head like an idiot. He doesn't care. None of them care.

They spout all this crap about "changing the world" and "giving humanity a better life".

(sarcastically)

Maybe start with your own employees?

CHARLIE (V.O.)

Yeah.

Mark enters Sector 9, a GRID-LIKE arrangement of HALLWAYS. GUNSHOTS are heard in the distance.

MARK

(into walkie-talkie)

He's here.

CHARLIE (V.O.)

You going after him?

MARK

Are you crazy? After what he did to me? If he catches me again, I'm a dead man. I can't let him see me. I've got to go radio silent.

CHARLIE (V.O.)

Good luck.

Mark turns off the walkie-talkie. Clark runs throughout the halls, making loud FOOTSTEPS.

If Clark establishes LINE-OF-SIGHT with Mark.

Clark shoots Mark, who dies instantly.

SUPERIMPOSE: GAME OVER

If Mark gets into the SAFE CORRIDOR.

COMPUTERIZED VOICE (V.O.)
(over loudspeakers)
Clearance granted for Sector 8.

Mark turns on the walkie-talkie.

MARK
All right. I think I'm safe.

CHARLIE (V.O.)
Where's the guy?

MARK
I think he's headed toward Sector
8. He must have got somebody's key
card or something.

CHARLIE (V.O.)
Look, Mark... Forget about the med-
kit. Head to the control room.
Sound the alarm. Alert the other
sectors. Maybe they can stop it.

MARK
That's going to trigger lockdown.
I'm not going to be able to get
back to you until it's lifted.

CHARLIE (V.O.)
Yeah, I know. But a lot of other
people are going to die if you
don't.

A short pause.

MARK
All right.

There is a JUNCTION in the hallway - CONTROL ROOM on the
left, MED BAY on the right.

If Mark takes the path to the Control Room.

Mark enters the Control Room. He pulls down on a lever
labeled Initiate Lockdown. An ALARM sounds.

MARK (CONT'D)
It's done.

CHARLIE (V.O.)
 Yeah, I can hear it... Hey, Mark,
 can you promise me something? Tell
 Lizzie I love her.

MARK
 (wistfully)
 Sure thing, buddy.

CHARLIE
 And Mark?

MARK
 Yeah?

CHARLIE (V.O.)
 Get a different job.

FADE TO BLACK.