

"AWOKEN"

GAME SCRIPT SCENES by

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"Exploring Brell"

FADE IN:

EXT. ARAXAN DESERT

Red sands shimmer with heat, then stir into a storm as the Raven shoots over it at max speed.

PAPA JOE

We don't know what to expect out  
in Brell. I can sense someone.  
It's one of us. And they're in  
pain.

INT. RAVEN HOVERSHIP

From the inside at an impromptu command desk, DAMIAN angles the holostream for a better view, as the PLAYER leans in to get a closer look.

PLAYER

So what's that mean for us?

From the Holostream, we see PAPA JOE, leaning back in what seems to be some kind of glowing hot tub. He takes a drag from a hookah pipe.

PAPA JOE

The crystal mine is delicate yet  
highly volatile. Ninety percent of  
Medusa's energy comes from there,  
its one of our most important  
resources--

DAMIAN

Yes at the expense of the most  
important archaeological find of  
the century.

PLAYER

What do you mean by that?

PAPA JOE

Some think the structures we're harvesting are a lost temple-- or burial mound of the first Orixia people.

PLAYER

And they have no problem taking it apart?

PAPA JOE

This is their leader, Selena Chao. Chief Engineer, and foreman for the mine.

Also the leader of the PureBlood faction on this side of Medusa.

A supplementary view window pops up showing the scarred and weathered face of SELENA CHAO. In another window we see her directing a group of mech miners carrying a huge crystal cargo.

PLAYER

Looks tough. So what's she so afraid of?

PAPA JOE

Nothing as far as we can tell. Now she's spreading reports of something new-- Crystals erupting from the ridge. Boulders stacking on their own.

PLAYER and DAMIAN lean in as images flash on the monitors, boulders stacked like humanoids, in the manner of Inuit Inuksuk.

DAMIAN

So it's a particularly artful Usurper?

The players look out the cockpit, seeing the oddly glinting mountains around Brell. A metallic platform wedged into the side of a sheer ridge.

PAPA JOE

Or someone like us. Someone who needs our help. You have to find this person before the extractors do. Given their current history, we can't guarantee anyone's safety.

EXT. BRELL OUTPOST

Closer in now on the outpost, dotting the platform are angular buildings.

PAPA JOE

If you do get in the caverns keep an eye open—but the Priority is finding our Awoken.

The Raven circles in for a landing. On the platform, envirosuit guards wave the ship in.

PLAYER:

What if it's Usurpers setting another trap?

INT. RAVEN HOVERSHIP

Papa Joe, leans in close to the holostream.

PAPA JOE

Then you know what to do. Mambo out.

CUT TO:

**GAME PLAY: EXPORE BRELL OUTPOST**

"Assault on Crystal Caverns"

FADE IN:

EXT. BRELL CAVERN - NIGHT

The Player pulls himself out of the rubble, before reaching for Floria. She brushes him off, and stands by herself. They both pause, astounded by the immense underground temple ruins that erupts in huge geometric spikes from the rock. In the limitless dark, lights seem to flicker in the distance.

FLORIA

(Softly)

What was that?

PLAYER

I'm not sure. Some kind of Usurper we haven't seen yet. But at least we survived--

Damian comes bouncing down the crystal steps, balancing an oddly geometric artifact in one hand, stopping at a series of stone plinths.

DAMIAN

Just look at this place! I told you we'd find an Orixia temple. We must be the first living things here in thousands of--

PLAYER

Yeah and we might be the last. Floria, you're the only one who could get us out of here.

FLORIA

Why should I? Maybe I belong here. You heard my mom. I can't ever go back there. I'm a freak.

PLAYER

No--you're just different. Maybe you always were-- Knowing who you really are can be the best way to help the people you love.

Explosion rocks the Crystal Cavern. Stalactites fall.

PLAYER:

The spirit inside you... That  
force telling you who it wants you  
to be. Let it help you. Let it  
out.

Floria steps back. Her eyes go white... Electric  
shocks pulse through her skin. Her face transforms  
into a crystalline Orixia. She raises her arm, and  
blasts a coruscating beam of energy. The stone melts  
away revealing a wide mineshaft.

DAMIAN:

Whoo! That'll do it. Shall we?

From the cavern ahead comes a human scream, and the  
sounds of Usurper Ravagers.

FLORIA

Mom! They found her!

PLAYER

Damian! Suit up!

Damian flips the artifact back onto the plinth.

DAMIAN

You my beauties will have to wait.

RAVAGERS charge round the corner of the shaft,  
bounding on all fours. The Player braces their mag-  
rifle, fists glow with Orixia force. Damian dials up a  
tech shield, aims his shredder pistol.

Gigantic crystal spikes grow from Floria's forearms,  
and her eyes slit. She's ready.

**CUT TO: COMBAT SEQUENCE- CRYSTAL CAVERNS**