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SAMPLE		PAGE
	<i>The Mandalorian</i> Spec Script (2022)	
"The Shadows"	Cold open	2
	<i>Here Comes The Fury</i> Original Animation Script (2019)	
"The Fury vs Neon Skull"	Fight scene sample	12
	<i>Originals: Mind of a Killer</i> Published Game (2020)	
Branching Dialogue Script	Engine-readable script with asset prompts & branching dialogue	23

THE

MANDALORIAN

Chapter 13.5

"The Shadows"

Story by
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Screenplay by
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Based on

"The Mandalorian" by Jon Favreau
"Star Wars" by George Lucas

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CHAPTER 13.5 THE SHADOWS

After seeking counsel with ex-Jedi ASHOKA TANO, DIN DJARIN, THE MANDALORIAN, seeks an ancient temple at TYHON in order to return the foundling, GROGU, back to his people – THE JEDI.

The Jedi temple is illusive. However, Din Djarin learns that the infamous gangster – SILLIS THE HUTT is in possession of a relic that may offer clues to the location of the temple.

Din Djarin travels to the smuggler's moon of NAR SHADDAA in his RAZOR CREST to barter with Sillis for the sacred JEDI HOLOCRON...

FADE IN:

EXT. NAR SHADDAA - NIGHT - ESTABLISHING

Under a night sky filled with brilliant stars-- and not a moon, but the planet of Nal Hutta, is the grim, grimy and sprawling city skyline of Nar Shadda. Sky cars fly past impossibly large skyscrapers that are adorned with bright neon lights and holographic advertisements.

Various alien species shuffle through the streets. Thick, gaseous smoke. Littered with trash. This place is disgusting.

A small, rodent-like creature, a ROACH-RAT, pokes its curious whiskered snout out of a storm drain. It scurries into the street, between the legs of various city dwellers, narrowly missing being stepped on.

EXT. CLUB UFORA - NIGHT - CONTINUOUS

The roach-rat scurries down a grimy, wet and dark side street. DANCE MUSIC THUMPS somewhere nearby.

The roach-rat hesitates for just a moment--

WHAM!

The rodent is SKEWERED IN PLACE ONTO THE END OF A PIKE.

A GAMORREAN GUARD -- one of the familiar and grotesque pig-men creatures from *Return of the Jedi* -- raises his pike, and the skewered roach-rat, to his snout-- and drool-- covered face.

He attempts to take a bite of his catch...

SQUEAL! A SECOND GAMORREAN GUARD attempts to wrestle the dead roach-rat away.

The two pig-men SQUEAL AND SNORT IN ANGER as they fight over the dead roach-rat.

The original Gamorrean SWINGS HIS GIANT FIST at the second, KNOCKING HIM OFF HIS FEET.

His prize secured, the original Gamorrean guard once again attempts to take a bite of the roach-rat...

CLINK. CLINK. CLINK.

Someone wearing HEAVY METAL ARMOR approaches. The Gamorrean lowers his meal and holds out a hand, attempting to stop the intruder in their tracks.

INT. CLUB UFORA - NIGHT

The club is bathed in pulsing neon lights. POUNDING MUSIC drowns out thought and speech. A large circular dance floor features a bar in the middle and is surrounded on all sides by booths where patrons sit and drink.

Filling the dance floor, the bar and the booths are glamorously dressed HUMANS and various alien species-- TALZ, ACRONA, QUARREN, GRAN, DEVARONIAN, RODIANS.

On floating stages above the dance floor, TWI'LEK dancers entertain the patrons.

Lording above all the guests on an elevated throne-like stage is SILLIS THE HUTT, a member of the same slug-like species as JABBA THE HUTT. Sillis is lean for his species and covered in scars-- notably, he's missing one of his giant eyes, indicating he may have survived one or several assassination attempts in the past.

By Sillis' side is the Trandoshan bounty hunter, BOSSK, who sports two TREMOR SWORDS on his back. His bright yellow lizard eyes keep a keen survey of the crowd.

A BLASTER SHOT goes off by the entrance. Although it's difficult to hear over the music, it catches the attention of Sillis and Bossk.

A crowd of bar patrons blocks Sillis' view of the entrance. However, Sillis watches as two Gamorrean guards rush to the entrance to see about the commotion.

WOOSH! The Gamorreans go FLYING BACK OVER THE CROWD.

WHAM! They land in the middle of the dance floor, SHOCKING THE PATRONS.

The crowd opens up, revealing DIN DJARIN, THE MANDALORIAN. The lights of the dance club bounce off his shining armor.

Bosk HOWLS A REPTILIAN BATTLE CRY. He unsheathes his tremor swords. The curved blades look as if they could cut through flesh and bone like butter as they STEADILY VIBRATE in Bossk's scaly, clawed hands.

Sillis holds up a hand, stopping Bossk in his tracks.

SILLIS
 (in Huttese)
 Wait.

Sillis then signals for more guards-- humans, Gamorrean, Quarren and Gran wielding swords, axes and pikes rush Din.

The crowd circles the combatants on the dance floor, turning the scene into a fighting ring.

The first guard thrusts at Din with a spear. With a single hand, Din catches the spear and tears it out of the hands of his attacker while kicking him across the room.

Din then uses the spear to block incoming attacks from the other guards. A block. A parry. A counter. A hit. A stab.

A guard attempts to GRAB DIN from behind.

BAM! Din SLAMS the back of his BESKAR HELMET into the sneak attacker's face.

The sneaky bugger HITS THE FLOOR.

Two FINAL GUARDS RUSH DIN...

WHAM! Din PLUNGES THE SPEAR through not one, but BOTH OF THEM.

SHICK! Din pulls the SPEAR OUT. Both guards fall to the floor.

Sillis addresses Bossk.

SILLIS (CONT'D)
 (in Huttese)
 Now.

Bossk leaps off the stage, landing in the middle of the ring.

The crowd backs away from Bossk, with everyone's gaze transfixed on his two terrifying, buzzing swords.

Bossk HISSES, bares his fangs, and twirls his blades in a display of his deadly skill.

Din doesn't flinch. He clutches his spear and stands firm.

Bossk LUNGES at Din with both blades. Din raises his spear to block the thrusting swords. CRACK! The powerful blades SLICE through the shaft of the spear, BREAKING IT INTO THREE PIECES.

Din DODGES another swing of Bossk's swords, creating some distance between the two combatants.

Din examines the two ends of his broken spear. Useless. He tosses them away.

Bossk circles Din, once again twirling his swords and HISSING. Saliva drips from his lizard mouth. Din carefully tracks his every step.

Bossk makes another LUNGE at Din. This time, Din FIRES A WHIPCORD FROM THE WRIST OF HIS GAUNTLET, which WRAPS around one of Bossk's swords.

Din retracts the whipcord, which delivers a sword directly into his hand. Bossk HOWLS IN ANGER.

Now with a sword each, the two combatants circle each other like samurai, each waiting for the other to make the first move.

Finally, Bossk CHARGES DIN with his blade drawn.

Din confidently side-steps Bossk, and in one fluid motion, SLICES his sword across the Trandoshan's belly.

For a beat, nothing. No reaction from the bested lizard man...

Din maintains his Mandalorian discipline. He keeps his sword at the ready should Bossk attempt to continue the fight.

CLANG! Bossk drops his sword.

Bossk falls to his knees, clutching his wound and STRUGGLING TO CATCH HIS BREATH.

Din walks to his fallen enemy and picks up the sword. Towering over Bossk, he brings both blades to the Trandoshan's neck.

Bossk looks down. He refuses to meet Din's gaze.

Sillis LICKS HIS LIPS with his grotesque, blistered tongue as he watches intently.

DIN DJARIN
Do you yield?

The crowd waits for Bossk to make his decision.

BOSSK
Yes... Yes!

Din lowers his blades. Bossk scrambles to his feet and attempts to run back to Sillis.

Before he makes it even a few steps, two guards grab Bossk by the arms and toss him back at Din's feet.

SILLIS
(in Huttese)
Finish him.

Bossk looks up at Din with sad and fearful lizard eyes.

DIN DJARIN
I'm no executioner.

Sillis considers this for a moment, then signals his guards who drag Bossk away from Din.

BOSSK
Thank you, thank you...

SILLIS
(in Huttese)
A Mandalorian with mercy?

DIN DJARIN
A Mandalorian with honor.

Sillis lets out a HARDY DEEP HUTTESE LAUGH.

DIN DJARIN (CONT'D)
I'm here because you have something I need. A Jedi Holocron. I was prepared to barter before your guards attacked.

SILLIS
(in Huttese)
A Jedi Holocron? Even if I was in possession of such a rare and valuable object... what do you have to barter?

DIN DJARIN
My services as a bounty hunter.

Sillis CHUCKLES.

SILLIS
(in Huttese)
I have no use for a bounty hunter with honor.

DIN DJARIN

I'm not leaving without the
Holocron.

Dozens of guards suddenly surround Din, all brandishing pikes and axes.

Din rapidly unsheathes his blaster with one hand and arms his whistling birds on the opposite gauntlet.

He trains both his blaster and gauntlet at the crowd of guards.

The odds don't look good for Din.

Sillis gestures for the guards to lower their weapons.

They do.

SILLIS

(in Huttese)

Luckily for you, Mandalorian...
there is something I want.

Din lowers his weapons in turn.

EXT. CLUB UFORA - NIGHT

Din exits the club and walks to a nearby dumpster.

Din KICKS the dumpster, and Grogu's floating ball rises out of it. Trash slips and slides off the silver ball's smooth metal surface as it rises.

The ball opens, revealing GROGU, who, while protected inside the ball, is clearly not immune to the smells of the dumpster.

DIN DJARIN

Sorry. Took longer than expected.

Din opens one of his pouches and reveals the dead roach-rat, procured from the Gamorrean guard earlier.

DIN DJARIN (CONT'D)

I brought dinner.

Grogu happily accepts the roach-rat and begins to consume it.

DIN DJARIN (CONT'D)

I couldn't get the Holocron. Not yet. But Sillis is willing to barter.

(MORE)

DIN DJARIN (CONT'D)

I'm supposed to find a smuggler.
Someone named *Rendar*. After that...

Grogu SLURPS DOWN the last of the roach-rat. The animal's tail WIGGLES like a spaghetti noodle before disappearing in Grogu's mouth.

DIN DJARIN (CONT'D)

Come on. The sooner we find this
smuggler, the sooner we can get you
back to your people.

Din and Grogu proceed into the dark, crowded streets of Nar Shaddaa.

INT. CLUB UFORA - THE CATACOMBS - NIGHT

The party has resumed. DANCE MUSIC THUMPS through dark, wet stone-walled tunnels underneath the dance floor.

A large blast door opens, temporarily bathing the tunnels in light.

Two of Sillis' guards drag wounded Bossk through the blast door which promptly closes behind them.

The guards haul helpless Bossk towards a black, seemingly bottomless pit.

Bossk struggles to get away, but he's injured and at the mercy of two muscle-bound guards.

BOSSK

No! No! I've been loyal! I have
done everything Sillis has asked!

GUARD #1

Sillis has no tolerance for
failure, Bossk.

BOSSK

I'll pay you! Anything you want.

GUARD #1

And disobey Sillis? I don't think
so.

BOSSK

No! Wait! No!

The guards TOSS Bossk into the pit...

A beat...

SPLASH! Bossk hits water...

 BOSSK (O.S.) (CONT'D)
 No! Get me out! Get me--

A HUGE SPLASH. SOMETHING IS IN THE PIT with Bossk.

 BOSSK (O.S.) (CONT'D)
 Get it off! Get it off me!

Bossk SCREAMS FOR HIS LIFE.

The guards stare coldly into the black void of the pit.

FURIOUS SPLASHING as Bossk struggles against the unseen attacker.

Silence.

The guards walk away from the pit.

HERE COMES THE FURY!

Animated. Action-adventure. Pilot.

Based on characters created by
Chris D'Alessandro & Leslie Pulsifer

"The Fury vs. Neon Skull"

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INT. KANESVILLE MALL - ORANGE THING JUICE STAND

The sign on the juice stand reads, "Orange Thing Juice; It's Squeezin' Time!"

DANIELLE MILLER (16-years-old, tomboyish and freckled) dressed in her juice stand employee uniform, which is festooned in plastic orange slices, holds a tray of juice samples.

SUPER: DANIELLE MILLER, 16-YEARS OLD, FORMER SUPERHERO SIDEKICK, CURRENT JUICE STAND EMPLOYEE.

CODY MATTHEWS (17-years-old, all-American nice guy) sits behind the kiosk in an outfit like Danielle's.

SUPER: CODY MATTHEWS. KANESVILLE HIGH QUARTERBACK. RATING: LOW-KEY HUMBLE.

CODY

Samples are a pretty big deal. Not a responsibility to be taken lightly.

A SENIOR CITIZEN takes a sample of juice off of Danielle's tray.

DANIELLE

Uh, I'm grateful for the job and everything, but it's not exactly saving lives.

The Senior Citizen SPITS OUT juice all over Danielle.

SENIOR CITIZEN

It's too spicy!

DANIELLE

(Shocked)
Why? Also, what?

Cody tosses Danielle a hand towel. She cleans herself off.

CODY

We provide a valuable service to our senior community; delivering their much-needed vitamins in delicious liquid form. We're practically superheroes. Complete with cool costumes and everything.

DANIELLE

(nervously laughing)

If being a superhero means being covered in old-people-juice-spit, then count me out. Am I right? I'm probably right. Let's stop talking about it. It's stupid. Whatever.

CODY

Oh come on! Who doesn't fantasize about being a superhero? Fighting for justice?

Danielle bites her lip.

SUPER: (A big arrow points to Danielle with text that reads; 'DYING INSIDE')

CODY (CONT'D)

Battling super villains? Even just being a sidekick! Like, imagine hanging out with The Night Falcon? How cool would that be? That new Sparrow is so lucky.

Danielle shrugs her shoulders while gritting her teeth.

DANIELLE

(with all her might)

If. You. Say. So.

Cody leans against the kiosk.

CODY

'Course we don't ever get any real superheroes in Kanessville. It's not like super villains are just dropping out of the sky around here.

INTERCUT WITH:

INT. KANESVILLE PLAINVIEW MALL - ARTRIUM - CONTINUOUS

EMILY "EM" EDMONDS (16-years-old, nervous, nerdy, quirky) is desperately trying to get VALERIE VICKUS' (16-years-old, long-legged and dressed in faux-rock hipster fatigues) attention.

SUPER: "EMILY EDMONDS. NICKNAME: "EM". FUN FACT: SMARTEST KID IN SCHOOL.

EMILY

Hey so I was thinking since you're here and I'm here, we could hang out in a way where I'm not helping you study?

SUPER: "VALERIE VICKUS. POPULARITY RATING: (5 out of 5 stars). FUN FACT: THIS GIRL SUCKS AS A PERSON."

VALERIE

Oh, Millie--

EMILY

Emily.

VALERIE

We only hang out at times when you can do my homework. How do I put this? You know how there are friends with benefits? You're a friend with a benefit. Understand?

Emily looks heart-broken.

VALERIE (CONT'D)

I only come to you when I need to pass a class, just like how when I need face-cream made from cruelty free lotus petals, I come to this boring, boring mall where nothing cool ever happens... ever.

CRASH! The atrium's glass ceiling SHATTERS and a masked supervillian, NEON SKULL (covered head-to-toe in a black combat suit, sporting a pink neon skull on a faceless helmet) floats down, suspended in mid-air by VICIOUS STATIC ELECTRICITY.

VALERIE (CONT'D)

Hm. Okay maybe forget everything I just said. No, wait-- just the last thing.

BACK AT THE JUICE STAND...

CODY

Holy-- Okay literally forget the last thing I just said.

Danielle clenches her fist.

DANIELLE
 (playing dumb)
 Who's that?

CODY
 I don't know and I don't care.
 Let's show him Kanessville doesn't
 stand for super villains. You in?

DANIELLE
 What? No. It's-- it's too
 dangerous. This is a job for the
 pros.

All eyes are on Neon Skull. He has the full attention of all
 the teenaged mall goers.

NEON SKULL
 Citizens of Kanessville, the
 revolution has begun!

BACK AT THE JUICE STAND...

CODY
 Well I don't see any pros around
 here, which means we've got to do
 something.

DANIELLE
 No it doesn't. No we don't.

BACK AT THE ATTRIUM...

TEENAGER #1
 Whoa! An actual super villain!

TEENAGER #2
 He's all glow-y.

TEENAGER #1
 Yo, glow-y dude! What's your name?

NEON SKULL
 Fools! Tremble before the Neon
 Skull!

SUPER: "NEON SKULL. VILLAIN RATING: (2 out of 5 stars)"

The teenagers all shrug and go back to looking at their
 smartphones.

TEENAGER #1
Never heard of him.

TEENAGER #2
Dumb name.

Neon Skull grows visibly frustrated.

NEON SKULL
You will know me...

He clenches his fist and shakes as electricity builds around him until..

NEON SKULL (CONT'D)
You will all know my power!

BACK AT THE JUICE STAND...

CODY
(to Danielle)
Look, you might not see yourself as a hero. But I've spent my entire life looking up to people like the Night Falcon. He taught me that if you can help, you have to help. So you can stay, but I'm going.

Cody hands Danielle his orange-branded head piece and turns his back to her, ready to head off..

Danielle subtly CHOPS Cody in his collar bone. Cody instantly passes out. Danielle catches him before he hits the floor.

DANIELLE
Sorry big guy. I know you mean well, but it's for your own good.

Danielle turns her attention to Neon Skull.

DANIELLE (CONT'D)
Plus this guy hasn't hurt anyone, yet...

CA-CHOW! Lash-like electric tendrils WHIP through the mall, tearing through walls and narrowly missing civilian bystanders. The teenagers change their tune. That was scary.

Danielle clenches her fist tighter.

She looks to a clothing store window and again SEES HERSELF AS HER FORMER ALTER EGO, THE SPARROW.

She's clenching her fist so hard she's shaking.

A tendril whip cuts through a wall near Emily, who narrowly misses being hit by debris.

It's Danielle's breaking point.

SERIES OF SHOTS:

-Danielle's hand pulls a leather jacket and hoodie out of the 'Lost-and-Found' bin

-A package for an "Authentic Sparrow Replica Mask" flies off a shelf.

-Danielle's hand smacks money down on a counter.

END SERIES OF SHOTS:

Neon Skull continues to hurl electric tendrils through the mall, terrorizing the bystanders. One tendril LASHES DIRECTLY TOWARDS EMILY.

DANIELLE (O.S.) (CONT'D)
Heads up, Sparky!

The Neon Skull turns around just in time to see...

THWAK! Danielle soars through the air and drives a fist right into Neon Skull's skull.

Neon Skull's head bends in SLOW TIME as Danielle's fist connects. REAL TIME kicks in and Neon Skull goes flying through multiple walls and different stores.

The tendril whip that was headed towards Emily DISSAPATES.

SUPER: (As Neon Skull flies through stores, a multiplier counter reads; x1, x2, x3, x4 etc.)

Danielle, wearing the mask, jacket and hoodie, lands and stands tough.

Neon Skull crawls out of the (first) hole that Danielle punched him through. He shakes off the punch and fires up two fists of electricity.

NEON SKULL
This is none of your concern.

DANIELLE
Like I've never heard that one before.

NEON SKULL

What?

DANIELLE

Nothing! You, villain. Me, hero.
We're fighting. Let's get this over
with...

(under her breath)

...Before I get grounded.

Danielle stands on one end of the atrium, Neon Skull on the other.

SUPER: (giant block letters between the two fighters read 'FIGHT!')

Neon Skull sends an electro-blast from his hands screaming towards Danielle.

She dodges it and the electro-blast smashes through a fashion store window toasting the window mannequins.

Neon Skull continues hurling electro-blasts at Danielle. She dodges each of them as she clambers up to the mall's second floor.

DANIELLE (CONT'D)

(to herself)

Really missing a grappling hook
right about now.

Mid-climb, Danielle turns just in time to see an electro-blast hurling at her at full speed. She jumps to the railing next to her. BOOM! The spot where she just was is turned to rubble.

Danielle runs along a railing and JUMPS, dodging two separate electro-blasts as she FLIPS and TWISTS through mid-air.

The crowd of teenagers are impressed. They take out their phones and record the fight.

Danielle lands and runs full speed at Neon Skull, dodging more blasts as she closes the distance.

She slides in and sweeps Neon Skull's legs out from under him, toppling him over.

Neon Skull jumps to his feet just in time to catch a punch from Danielle. Then another. And another. And another.

SUPER: (A 'COMBO' hit counter reads: '2 HITS, 3 HITS, 4 HITS' etc.)

DANIELLE (CONT'D)
It's squeezin' time.

NEON SKULL
What does that even--

Danielle launches a kick that sends Neon Skull flying backward through the 'Orange Thing Juice Stand', destroying it.

Neon Skull struggles to his feet. His helmet is CRACKED. It sparks with static electricity.

DANIELLE
What's a' matter, Sparky? Did I crack your screen?

NEON SKULL
You will pay.

DANIELLE
Hey, it's not my fault you didn't buy the protector case. At least tell me you got the extended warranty--

NEON SKULL
Silence!

Neon Skull sparks two electric tendrils; one in each hand. He whips them at Danielle.

Danielle crosses her arms in a defensive position. The tendrils wrap around her arms.

DANIELLE
Oh, cra--

ZAP! Neon Skull hits Danielle with a wave of electricity; turning her entire silhouette into an x-rayed skeleton.

Teenagers are still recording the fight. Some start finding and following Neon Skull's profile on INSTAGRAM, including Valerie.

VALERIE
Now this is a guy I could see myself dating.

EMILY
Are you kidding me?

VALERIE

What? Just because he only has 200 followers? Some of us aren't that shallow, Millie.

Neon Skull uses the tendrils to throw Danielle through the mall; crashing through the front of CAPTAIN AMERICAN APPAREL and SMASHING through the display windows.

DANIELLE

(in pain)

Solid objects. My only weakness.

Danielle gets to her feet, clutching her side. Her novelty Sparrow mask is half-broken. Her jacket is singed and smoking. She crackles with little sparks of left-over electricity.

She walks out of the store to see Neon Skull, teeming with static electricity, hovering over the crowd.

Danielle turns to see a wall-mounted FIRE ALARM.

DANIELLE (CONT'D)

Please work.

She pulls it.

Roof mounted sprinklers SPRAY WATER over the whole mall.

Neon Skull's cracked helmet goes BERSERK; boiling over with static electricity.

NEON SKULL

Argh! This isn't over! You have not seen the last of the Neon Skull!

Neon Skull BLASTS OFF through the hole in the ceiling on a wave of electricity, which surges through the water and gives the entire crowd a little SHOCK, MAKING THEIR HAIR STAND UP.

DANIELLE

Like I've never heard that one before...

Danielle struggles to stay on her feet. She stumbles and collapses.

Valerie attempts to fix her hair as she leaves the mall.

VALERIE

Are you joking? Worst day of my life.

Emily runs to Danielle's side and gets Danielle on her feet.

EMILY
Hey! Are you okay?

Danielle comes to. Sort of.

DANIELLE
Thanks for your help, citizen.
Would you like an autograph from
The Sparrow?

Emily gets a good look at Danielle's face through her broken mask.

EMILY
The Sparrow? Wait, are you a kid?

Danielle shakes it off.

DANIELLE
What? Huh? No!

EMILY
Okay, well we should really get you
some help--

Emily turns her head for a second and when she looks back,
Danielle is gone.

EMILY (CONT'D)
Oh. Okay. So I guess we're doing
that bit?

MIND OF A KILLER

Narrative-driven mobile game

Scripting sample

A game under Glu Mobile's "Originals" series.

- 1 INT. SERIESMINDOFAKILLER - POSTER 1
- TEXT BOX
Episode Seven: "Wolf Like Me: Part
Two"
- 2 INT. SKYLINE_NIGHT - ESTABLISHING_0 2
- TEXT BOXS
Brooklyn, New York
- TEXT BOX (CONT'D)
Where you've been chasing a
monster.
- 3 INT. SUNSET_KILLER - FLASHBACK_1 3
- GEN_CULTIST
- TEXT BOX
The Watcher has been carving a
bloody path through your city...
- TEXT BOX (CONT'D)
...leaving a trail of bodies in
their wake.
- TEXT BOX (CONT'D)
Every new victim came with their
own message, written in the
victim's blood.
- TEXT BOX (CONT'D) (CONT'D)
Breadcrumbs.
- 4 INT. TENDERLOIN_STAKEOUT - ESTABLISHING_0 4
- TEXT BOX
Breadcrumbs that you followed into
bad neighborhoods...
- 5 INT. COE11ALLEYWAY_NIGHT - ESTABLISHING_0 5
- TEXT BOX
...down back alleys...

6 INT. HWS10MANSIONWRITING - UNIQUE_HALF 6

TEXT BOX
...and through unspeakable
horror...

7 INT. STUDIO_HALL - PORTRAIT 7

PLAYER is universal_cop

TEXT BOX
All in the pursuit of catching your
monster.

TEXT BOX (CONT'D)
It's been the only thing on your
mind for weeks.

TEXT BOX (CONT'D)
It's become your obsession.

8 INT. INT. COE17ATTIC - ESTABLISHING_1 8

GEN_CULTIST

TEXT BOX
And this is where it's lead you...

TEXT BOX (CONT'D)
Face to face with The Watcher.

9 INT. COE17ATTIC - PORTRAIT_FLIP 9

GEN_CULTIST

TEXT BOX
The night is hot as hell.

TEXT BOX (CONT'D)
God only knows what it must take to
keep that cheap Halloween costume
on.

10 INT. COE17ATTIC - PORTRAIT 10

PLAYER

TEXT BOX
You keep one hand on your side arm.

TEXT BOX (CONT'D)
Complete focus grips you now.

TEXT BOX (CONT'D)
Your instincts make you silent
reassurances that fear won't creep
into your mind.

TEXT BOX (CONT'D)
You have trouble believing them.

11 INT. COE17ATTIC - DIALOGUE_1

11

PLAYER, GEN_CULTIST

GEN_CULTIST [THE WATCHER]
Finally...

GEN_CULTIST [THE WATCHER] (CONT'D)
The two wolves meet.

PLAYER
Nice to meet you.

PLAYER (CONT'D)
You're under arrest.
(Printed with the
demonstration version of
Fade In)

PLAYER (CONT'D)
Put your hands behind your goat
mask.

PLAYER (CONT'D)
In fact, just take the mask off.

GEN_CULTIST [THE WATCHER]
...

GEN_CULTIST [THE WATCHER] (CONT'D)
You didn't think it would be that
easy did you?

PLAYER
Worth a shot.

GEN_CULTIST [THE WATCHER]
I'm glad to see my warnings did not
deter you.

PLAYER
"Turn back or die"?

PLAYER (CONT'D)
 You didn't think it would be that
 easy did you?

GEN_CULTIST [THE WATCHER]
 I hoped not.

GEN_CULTIST [THE WATCHER] (CONT'D)
 I brought you here so we could have
 a conversation.

GEN_CULTIST [THE WATCHER] (CONT'D)
 Just the two of us.

CHOICE
 Okay, let's talk.

We don't have anything to talk
 about.

kil7_littletalk=1

kil7_littletalk=2

END_CHOICE

kil7_littletalk:1

PLAYER
 You want to talk?

PLAYER (CONT'D) (CONT'D)
 I'm all ears.

END_REQ

kil7_littletalk:2

PLAYER (CONT'D) (CONT'D)
 You and I have nothing to talk
 about.

GEN_CULTIST [THE WATCHER]
 Yes we do...

END_REQ

GEN_CULTIST [THE WATCHER] (cont'd)
 You and I are kindred spirits.

PLAYER
 That might be a bit of a stretch.

GEN_CULTIST [THE WATCHER]
 I sought you out.

GEN_CULTIST [THE WATCHER] (CONT'D)
 I... believed that you would
 understand my work.

12 INT. COE17ATTIC - PORTRAIT_FLIP 12

GEN_JACOB

TEXT BOX

As The Watcher speaks, you spy Liam
 out of the corner of your eye.

TEXT BOX (CONT'D)

He sneaks up behind The Watcher,
 ready to pounce.

TEXT BOX (CONT'D)

You just need to keep The Watcher
 talking, keep his attention on
 you...

13 INT. COE17ATTIC - DIALOGUE_2 13

PLAYER, GEN_CULTIST

GEN_CULTIST [THE WATCHER]

You do understand it? My work?

TEXT BOX

Keep The Watcher's attention on
 you.

14 INT. COE17ATTIC - PORTRAIT 14

PLAYER

CHOICE

I understand your work.

kil7_understand=1

WORK

I understand that you're crazy.

kil7_understand=2

CRAZY

Help me understand.

kil7_understand=3

HELP

END_CHOICE

15 INT. COE17ATTIC - WORK - DIALOGUE_2

15

PLAYER, GEN_CULTIST

PLAYER

I understand.

PLAYER (CONT'D) (CONT'D)

The guilty need to be punished.

GEN_CULTIST [THE WATCHER]

It's more than that.

GEN_CULTIST [THE WATCHER] (CONT'D) (CONT'D)

Sin must be revealed for all to see.

GEN_CULTIST [THE WATCHER] (CONT'D) (CONT'D)

So it can be cut away from society.

TEXT BOX

You play along.

TEXT BOX (CONT'D) (CONT'D)

Got to keep him talking. Keep his attention on you.

TEXT BOX (CONT'D) (CONT'D)

Don't let him think for a second that Liam might sneaking up behind him...

PLAYER

Right. Of course.

GEN_CULTIST [THE WATCHER]

The police are powerless. The law is powerless.

PLAYER

I see that.

PLAYER (CONT'D)

You... removed a lot of bad people who would have gotten away with it otherwise...

GEN_CULTIST [THE WATCHER]
This city is diseased. Cursed with
sin.

GEN_CULTIST [THE WATCHER] (CONT'D)
I am the cure.

PLAYER
You're very unique that way.

GEN_CULTIST [THE WATCHER]
No.

GEN_CULTIST [THE WATCHER] (CONT'D)
Not unique.

PLAYER
What do you mean?

GEN_CULTIST [THE WATCHER]
I've seen your cunning, your focus,
your resolve...

GEN_CULTIST [THE WATCHER] (CONT'D)
You are a wolf. Like me.

I AM YOUR FATHER

16 INT. COE17ATTIC - CRAZY - DIALOGUE_2

16

PLAYER, GEN_CULTIST

PLAYER
I understand that you're insane.

GEN_CULTIST [THE WATCHER]
Allow me to be perfectly clear...

GEN_CULTIST [THE WATCHER] (CONT'D)
I...

GEN_CULTIST [THE WATCHER] (CONT'D)
...am not...

GEN_CULTIST [THE WATCHER] (CONT'D)
...insane.

TEXT BOX
Seems like you've touched a nerve.

TEXT BOX (CONT'D)
That might not be a bad thing.

TEXT BOX (CONT'D)

Got to keep him talking. Keep his attention on you.

TEXT BOX (CONT'D)

Don't let him think for a second that Liam might sneaking up behind him...

PLAYER

Putting snakes and animal skulls on dead bodies sounds pretty fucking insane to me.

PLAYER (CONT'D)

What would you call it?

GEN_CULTIST [THE WATCHER]

Sin must be revealed for all to see.

GEN_CULTIST [THE WATCHER] (CONT'D)

So it can be cut away from society.

GEN_CULTIST [THE WATCHER] (CONT'D)

This city is diseased. Cursed with sin.

GEN_CULTIST [THE WATCHER] (CONT'D)

I am the cure.

PLAYER

I guess you're just real special that way.

GEN_CULTIST [THE WATCHER]

No.

GEN_CULTIST [THE WATCHER] (CONT'D)

I am not unique.

PLAYER

What do you mean?

GEN_CULTIST [THE WATCHER]

I've seen your cunning, your focus, your resolve...

GEN_CULTIST [THE WATCHER] (CONT'D)

You are a wolf. Like me.

IAMYOURFATHER

17 INT. COE17ATTIC - HELP - DIALOGUE_2

17

PLAYER, GEN_CULTIST

PLAYER

Help me understand.

PLAYER (CONT'D) (CONT'D)

Why kill? Why the skulls? The snakes? The messages?

GEN_CULTIST [THE WATCHER]

Sin must be revealed for all to see.

GEN_CULTIST [THE WATCHER] (CONT'D)

So it can be cut away from society.

TEXT BOX

You play along.

TEXT BOX (CONT'D) (CONT'D)

Got to keep him talking. Keep his attention on you.

TEXT BOX (CONT'D) (CONT'D)

Don't let him think for a second that Liam might sneaking up behind him...

PLAYER

Why not just leave it for the police?

GEN_CULTIST [THE WATCHER]

The police are powerless. The law is powerless.

GEN_CULTIST [THE WATCHER] (CONT'D)

This city is diseased. Cursed with sin.

GEN_CULTIST [THE WATCHER] (CONT'D)

I am the cure.

PLAYER

So you get to be above the law? You're special?

GEN_CULTIST [THE WATCHER]

No.

GEN_CULTIST [THE WATCHER] (CONT'D)

I am not unique.

PLAYER
What do you mean?

GEN_CULTIST [THE WATCHER]
I've seen your cunning, your focus,
your resolve...

GEN_CULTIST [THE WATCHER] (CONT'D)
You are a wolf. Like me.

18 INT. COE17ATTIC - IAMYOURFATHER - CONVERSATION_3

18

PLAYER, GEN_CULTIST, GEN_JACOB

TEXT BOX
Liam's almost ready...

TEXT BOX (CONT'D)
You just need to buy him a little
more time...