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NARRATIVE DESIGN SAMPLES

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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.

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

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

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...

AVATAR: THE THOUSAND FOLDS

Narrative-driven mobile game

Vertical Slice Script

Relish Studios

S1 - SHELTER - INT - DAY

- 1 **TABLEAUX 1**
Madame X stands in front of Uki and Nabi, her back to the door.
- Dust falls from the ceiling of the shelter as it "shakes".
- 1 T1 - SHOT - 1:
Dust falls from the ceiling of the shelter as it "shakes".
- P1 NARRATOR:
The shelter shook as a nearby building was struck. The beast's grunts rumbled closer.
- 2 T1 - SHOT - 2:
Pan down to see Madame X standing in front of Uki and Nabi, her back to the door.
- P1 NARRATOR:
When komodo-rhino claws scraped on cobblestone just outside the shelter...
- P2 NARRATOR:
Madame X turned to Nabi and Uki.
- P3 MADAME X:
"The children are yours to protect now. Whatever happens next, don't let anyone into this shelter!"
- 2 **TABLEAUX 2**
Madame X throws open the shelter door to the streets.
- 1 T2 - SHOT - 1:
Madame X throws open the shelter door to the streets.
- P1 NARRATOR:
With that, she threw open the door and strode into the street.
- 3 **TABLEAUX 3**
Uki and Nabi crouch by the door, listening to what's happening on the other side.

P1 NARRATOR:
Watching from the shelter, Nabi whispered to Uki,

P2 NABI:
"I've never seen anyone so brave."

7 **TABLEAUX 7**
A stare down.

Madame X glares up at Mundzuk, wagging her finger.

Mundzuk menacingly stares down at Madame X.

1 T7 - SHOT - 1:
Mundzuk menacingly stares down at Madame X.

P1 NARRATOR:
On the creature's scaly back, the barbarian drew up.

P2 MUNDZUK:
"I am Mundzuk."

P3 MUNDZUK:
"Out of my way, you tiny old hag."

2 T7 - SHOT - 2:
Madame X glares up at Mundzuk, wagging her finger.

P1 NARRATOR:
She waggled her finger.

P2 MADAME X:
"Don't you dare call me old!"

P3 MADAME X:
"Get off your fat lizard and I'll show you tiny."

P4 MADAME X:
"You should be ashamed of yourself. Why are you doing this?"

3 T7 - SHOT - 3:
Mundzuk menacingly stares down at Madame X.

P1 MUNDZUK:
"Why?"

P2 NARRATOR:
Mundzuk leaned forward and in a low, dangerous voice.

P3 MUNDZUK:
"To burn."

P4 MUNDZUK:
"To smash."

P5 MUNDZUK:
"To scare."

P6 MUNDZUK:
"And... for the gold!"

S3 - SHELTER - INT - DAY

8 **TABLEAUX 8**
Uki and Nabi crouch behind the door. Uki shudders.

1 T8 - SHOT - 1:
Uki and Nabi behind the door. Uki shudders.

P1 NARRATOR:
Uki shuddered at the casual violence of the man.

S4 - EXT - BA SING SE - STREETS - SHELTER - DAY

9 **TABLEAUX 9**
A stare down.

Madame X glares up at Mundzuk.

Mundzuk menacingly stares down at Madame X.

1 T9 - SHOT - 1:
Madame X glares up at Mundzuk.

P1 MADAME X:
"Gold? Look around you. We have no gold here."

P2 MADAME X:
"Leave Ba Sing Se at once."

2 T9 - SHOT - 2:
Mundzuk menacingly stares down at Madame X.

P1 MUNDZUK:
"And who's going to make me?"

3 T9 - SHOT - 3:
Madame X glares up at Mundzuk.

P1 NARRATOR:
Madame X's voice was as dry and deadly as the barbarian's.

P2 MADAME X:
"The Avatar."

4 T9 - SHOT - 4:
Mundzuk glances over his shoulder.

P1 NARRATOR:
Mundzuk looked to the sky and then back at his goons.

P2 MUNDZUK:
"The Avatar?"

5 T9 - SHOT - 5:
Mundzuk turns his attention back towards Madame X, no longer jovial, but frustrated.

P1 MUNDZUK:
"The Avatar is gone!"

P2 MUNDZUK:
"Enough of this! Move, or I'll smash this place to the ground."

10 **TABLEAUX 10**
The komodo-rhino's head aims towards the shelter.

1 T10 - SHOT - 1:
The komodo-rhino's head aims towards the shelter.

P1 NARRATOR:
His hand guided the head of the komodo-rhino.

P2 NARRATOR:
Its horn twisted toward the shelter where Uki
and Nabi watched.

11 **TABLEAUX 11**
Madame X takes a fighting stance.

1 T11 - SHOT - 1:
The komodo-rhino's head aims towards the shelter.

P1 NARRATOR:
Madame X moved back in front of the komodo-
rhino, foot swept back and jaw set....

P2 NARRATOR:
...prepared to go head to head.

S5 - SHELTER - INT - DAY

12 **TABLEAUX 12**
Uki and Nabi crouch behind the door.

1 T12 - SHOT - 1:
Uki and Nabi crouch behind the door.

P1 NARRATOR:
Uki couldn't believe her eyes.

P2 NARRATOR:
Nabi clawed for Uki's shoulder.

P3 UKI
"We've got to help!" Exclaimed Uki.

"Avatar: The Thousand Folds" Vertical Slice

7.

P4 UKI
"Besides, that guy on the komodo doesn't look so tough to me."

P5 NABI
"You heard Madame X."

P6 NABI
"We can't abandon the children."

P7 NARRATOR:
Uki and Nabi couldn't agree...

P8 NARRATOR:
Should they adhere to Madame X's wishes or confront the villain, Mundzuk?

CHOICE

P9 NARRATOR:
What would the Avatar do?

Stay and protect the children.

LISTENTONABI

Confront Mundzuk.

LISTENTOUKI

END CHOICE

2 T12 - SHOT - 2 - NABI
LISTENTONABI

Close on Nabi.

P1 NABI:
"We're staying here and protecting the children," Nabi declared.

P2 NABI:
"It's what the Avatar would do."

3 T12 - SHOT - 3 - NABI

Close on Uki.

P1 NARRATOR:
Uki let out a frustrated sigh. She knew Nabi was probably right.

P2 NARRATOR:
But she couldn't ignore a nagging feeling...

4 T12 - SHOT - 4 - NABI
Uki and Nabi behind the door.

P1 NARRATOR:
The building violently shook once more...

P2 NARRATOR:
Uki couldn't help herself...

5 T12 - SHOT - 2 - UKI
LISTENTOUKI
Close on Uki.

P1 UKI:
"Ba Sing Se is under siege!" Exclaimed Uki.

P2 UKI:
"Do you think the Avatar would just stand by and let this happen?"

6 T12 - SHOT - 3 - UKI
Close on Nabi

P1 NARRATOR:
This gave Nabi pause.

P2 NARRATOR:
Maybe Uki was right.

P3 NARRATOR:
Still, Nabi wasn't about to disobey Madame X.

7 T12 - SHOT - 5
Close on Uki.

P1 UKI:
"Stay if you want, but I'm going."

13

TABLEAUX 13

Nabi remains in place, is visibly angry. Uki is gone.

1

T13 - SHOT - 1:

Close on Nabi.

P1

NABI:

"Uki, no!"

P2

NABI:

"We have a responsibility to..."

2

T13 - SHOT - 2:

Pull back to reveal the open door. Uki gone. Nabi in place.

P1

NARRATOR:

Uki didn't wait for Nabi to finish.

P2

NARRATOR:

She burst through the door to join Madame X.

P3

NABI:

"Why can't you ever just do what you're told?"

P4

NARRATOR:

Neither would soon forget the other's choices...

S6 - EXT - BA SING SE - STREETS - SHELTER - DAY

14

TABLEAUX 14

Uki strides forward, her waterskin unstopped.

1

T14 - SHOT - 1:

Uki strides forward, her waterskin unstopped.

P1

NARRATOR:

Uki unstopped her waterskin as she strode out to stand beside Madame X.

P2

NARRATOR:

Wisps of water trailed from the skin to form a sloshy globe.

15 **TABLEAUX 15**

1 T15 - SHOT - 1
Close on Mundzuk.

P1 MUNDZUK

"If you will not move. You will be moved."

P2 NARRATOR

On Mundzuk's signal, a barbarian charged
Madame X...

16 **TABLEAUX 16**

1 T16 - SHOT - 1

Uki uses a water blast to knock a charging barbarian off of his feet.

P1 NARRATOR

Without hesitation, Uki sent a water bullet flying
towards the charging barbarian.

17 **TABLEAUX 17**

Madame X calls to Uki who stands tough at her side.

1 T17 - SHOT - 1:
Madame X calls to Uki who stands tough at her side.

P1 NARRATOR:

"Uki, go inside!" Madame X said.

P2 NARRATOR:

Uki ignored Madame X's warning.

18 **TABLEAUX 18**

To Uki's surprise, Nabi appears at her side, also ready to fight.

Mundzuk laughs a top his komodo-rhino surrounded by goons.

1 T18 - SHOT - 1:
To Uki's surprise, Nabi appears at her side, also ready to fight.

P1 NARRATOR:
Uki, turned. Nabi was standing by her side, confident and determined.

P2 UKI:
"I knew you'd come."

P3 NABI:
"I'm only here to stop you from doing anything stupid," Nabi scolded.

P4 NABI
"And by that I mean, "anything else stupid."

2 T18 - SHOT - 2:
Close on Mundzuk. We can't see his goons surrounding him.

P1 MUNDZUK:
"Children?" Laughed Mudzuk.

P2 MUNDZUK:
""Is this truly the best Be Sing Se has to offer?"

3 T18 - SHOT - 3:
On Uki and Nabi ready to fight.

P1 UKI
"You'll find we're full of surprises," proclaimed Uki.

P2 UKI
"If you want the shelter, you'll have to go through us first."

P3 NARRATOR
Mundzuk took a moment to consider Uki's offer.

19 **TABLEAUX 19**

1 T19 - SHOT - 1:
Three barbarians step forward in front of Mundzuk.

P1 MUNDZUK
"Very well," growled Mundzuk
BATTLE SEQUENCE
IF AVERAGE WIN
To Tableaux 20
IF FAIL
To Tableaux 21

20 **TABLEAUX 20**
IF AVERAGE WIN
Uki and Nabi stands over unconscious barbarians.
Mundzuk is frustrated.

1 T120 - SHOT - 1:
Uki stands over unconscious barbarians.

P1 NARRATOR:
Uki stood triumphant atop her fallen enemies.

P2 UKI:
"Just as I thought," Uki proudly proclaimed.

P3 UKI:
"You bark like polar bear-dogs but you bite like poodle-monkeys."
IF NABI >1 GLYPHS
NABIPOWER

P4
IF NABI 0 GLYPHS
UKIPOWER

2 T20 - SHOT - 2 - NABI:
NABIPOWER
Close on Nabi.

P1 NABI
"Stop provoking them," scolded Nabi.

P2 NABI
"Next time I might not be able to save you."

3 T20 - SHOT - 3 - NABI:
Close on Uki.

P1 NARRATION
Despite the danger, Uki couldn't help but smirk.

P2 NARRATION
She felt unstoppable with Nabi at her side.
[To T20 - Shot - 4](#)

4 T20 - SHOT - 2 - UKI:
[UKIPOWER](#)
Close on Uki.

P1 NABI
"Stop provoking them," scolded Nabi.

P2 NABI
"We're in enough trouble as it is."

5 T20 - SHOT - 3 - UKI:
Close on Uki.

P1 NARRATOR:
There was no getting through to Uki.

P2 NARRATOR:
She had never felt more sure of herself than in this moment.

P3 UKI:
"If you ask me, this gumflapper is the one that's in trouble," boasted Uki.

P4
[To T20 - Shot - 4](#)

P5

6 T20 - SHOT - 4:
Mundzuk is frustrated.

P1 MUNDZUK:
"Insolent pests," Mundzuk growled.

P2 MUNDZUK:
"No matter. I have far more underlings to spare."

To Tableaux 22

21 **TABLEAUX 21**
IF FAIL

In pain, Uki and Nabi struggle to her feet.

Mundzuk laughs.

1 T21 - SHOT - 1:
Bruised and battered, Uki struggles to her feet.

P1 NARRATOR:
Uki struggled to her feet after an embarrassing defeat.

P2 UKI:
"We're not finished yet," Uki growled.

P3 NABI
"Give it a rest already," scolded Nabi.

P4 NABI
"We're clearly not ready for this yet."

P5 UKI
"Speak for yourself."

2 T21 - SHOT - 2:
Mundzuk laughs.

P1 MUNDZUK:
"Have you not learned, child?" Mundzuk laughed.

P2 MUNDZUK:
"Or shall we teach you, again?"

To Tableaux 22

22 **TABLEAUX 22**
Uki squares off against Mundzuk and even more barbarians, ready to go another round.

The earth at her feet in springing up from a bend.

1 T22 - SHOT - 1:
Waist up: Uki squares off against Mundzuk and even more barbarians, ready to go another round.

P1 NARRATOR:
She sneered up at Mundzuk.

2 T22 - SHOT - 2:
Pan down: The earth at Uki's feet in springing up from a bend.

P1 NARRATOR:
But before she could make her move, the earth surrounding Uki's feet suddenly shot up from all sides.

23 **TABLEAUX 23**
Uki is shocked.

She's encased in a volcano-shaped rock prison - like a rock cocoon from the neck down, which has sprung from the earth.

The remains of Uki's waterball splatters on the cobblestones.

1 T23 - SHOT - 1:
Uki is shocked.

She's encased in a volcano-shaped rock prison - like a rock cocoon from the neck down, which has sprung from the earth.

The remains of Uki's waterball splatters on the cobblestones.

P1 NARRATOR:
The remains of Uki's waterball splattered on the cobblestones.

P2 NARRATOR:
She found herself encased from the neck-down in an earth prison like a tiny volcano.

24 **TABLEAUX 24**
Nabi shrugs seeing Uki in her stone cocoon.

1 T24 - SHOT - 1:
Nabi shrugs seeing Uki in her stone cocoon.

P1 NARRATOR:
Uki craned her neck towards Nabi with a shocked expression.

P2 NARRATOR:
"Don't look at me," Nabi mouthed with a head shake...

25 **TABLEAUX 25**
Mundzuk is swept off his Komodo as a group of barbarians are swept off their feet by an exploding fireball.

A dune buggy is hurled by a geyser of water.

1 T25 - SHOT - 1:
Mundzuk is swept off his Komodo as a group of barbarians are swept off their feet by an exploding fireball.

A dune buggy is hurled by a geyser of water.

P1 NARRATOR:
Uki watched in shock as a fireball erupted at the center of the barbarians.

P2 NARRATOR:
A howling squall of air blasted Mundzuk down from his komodo-rhino and a dune buggy rolled, hurled by a geyser of water.

26 **TABLEAUX 26**
Nabi grabs Madame X and hauls her off towards the shelter.

P1 NARRATOR:
Enraged, Mundzuk leaped back on his komodo-rhino.

P2 MUNDZUK:
"Kill them!" He hollered to his barbarian soldiers.

30 **TABLEAUX 30**
The komodo charges a masked Earthbender.

1 T30 - SHOT - 1:
The komodo charges a masked Earthbender.

P1 NARRATOR:
The beast charged the closest opponent, a masked Earthbender who turned the beast's horn with several well-timed blasts of stone.

31 **TABLEAUX 31**
A masked Firebender with spiky hair bends fire whips at two barbarians.

1 T31 - SHOT - 1:
A masked Firebender with spiky hair bends fire whips at two barbarians.

P1 NARRATOR:
A masked Firebender with spiky hair drove two barbarians back with fire whips.

32 **TABLEAUX 32**
A barbarian sneaks up behind the Firebender, swinging a mace.

1 T32 - SHOT - 1:
A barbarian sneaks up behind the Firebender, swinging a mace.

P1 NARRATOR:
A third barbarian was sneaking up behind swinging a mace...

33 **TABLEAUX 33**
A barbarian is hit in the gut with a solid log of waterbent ice.

37

TABLEAUX 37

The barbarian struggles to his feet. Other barbarians flee.

1

T37 - SHOT - 1:

The barbarian struggles to his feet. Other barbarians flee.

P1

NARRATOR:

He staggered to his feet, dusted himself off, and did the only logical thing he could think of — he ran.

P2

NARRATOR:

Other barbarians slowly but surely followed suit, fleeing as fast as they could.

38

TABLEAUX 38

Residents poke their heads out from doorways and windows, and CHEER.

1

T38 - SHOT - 1:

Residents poke their heads out from doorways and windows, and CHEER.

P1

NARRATOR:

Lower Ring residents were poking their heads out from doorways and windows, cheering on their saviors.

39

TABLEAUX 39

Mundzuk sits atop his komodo, watching his forces retreat.

1

T39 - SHOT - 1:

Mundzuk sits atop his komodo, watching his forces retreat.

P1

NARRATOR:

Mundzuk surveyed the scene.

P2

NARRATOR:

With his numbers dwindling, Mundzuk had no choice but to withdraw.

40

TABLEAUX 40

Mundzuk shouts as the komodo rears - like a general on top of a horse, about to run away.

P1 NARRATOR:
Nabi earthbent an exit and stepped through the wall onto the street.

47 **TABLEAUX 47**
Nabi confronts Uki, still trapped in her stone prison.
Uki's eyes are wide with excitement.
Nabi's arms are crossed.

1 T47 - SHOT - 1:
Nabi confronts Uki, still trapped in her stone prison.

P1 NARRATOR:
Nabi walked up to Uki's stone prison.

P2 UKI:
"Nabi! Nabi, did you see? They were amazing!"

P3 NARRATOR:
Nabi gave her a long, drawn out glare...

IF LISTEN TO UKI

LISTENTOUKI

IF LISTEN TO NABI

P144 LISTENTONABI

2 T47 - SHOT - 2 - UKI:
LISTENTOUKI
On Nabi, her arms crossed.

P1 NABI
"If you think I'm helping you out of there, you're sorely mistaken."

P2 NABI
"You got yourself into this mess, if it takes all night, you can get yourself out."

3 T47 - SHOT - 3 - UKI:
Uki, eyes wide with excitement, addresses Nabi from her rock prison.

P1 NARRATOR
But Uki wasn't listening, still too dazzled by what had just taken place.

P2 UKI
"You should have seen them, Nabi."

P3 UKI
"They're not myths. They're real!"

P4 UKI
"It was the Thousand Folds of the Avatar!"
TO END

4 T47 - SHOT - 2 - NABI:
LISTENTONABI
On Nabi.

P1 NABI
"You know, I should leave you in there until you learn your lesson."

5 T47 - SHOT - 3 - NABI:
On Uki.

P1 NARRATOR
Uki let out a long, disappointed sigh.

P2 UKI
"Please, please, pleeeassee let me out," she pleaded.

48 **TABLEAUX 48**
The rock prison crumbles into dust.

1 T48 - SHOT - 1:
The rock prison crumbles into dust.

P1 NABI
"I just know I'm going to regret this."

P2 NARRATOR
Nabi stomped a foot forward, shifting the rock to dust and allowing her to escape.

49

TABLEAUX 49

Uki stands tall, proud of herself.

Nabi gives her the side eye.

1

T49 - SHOT - 1:

Uki stands tall, proud of herself.

Nabi gives her the side eye.

P1

UKI:

"I must have been so dangerous they had to immobilize me," she said.

50

TABLEAUX 50

Madame X rolls her eyes.

1

T50 - SHOT - 1:

Madame X rolls her eyes.

P1

NARRATOR:

Madame X rolled her eyes.

P2

MADAME X:

"Dangerous to yourself perhaps. Next time you should listen," she said.

51

TABLEAUX 51

Uki, eyes wide with excitement, gestates in front of Nabi.

1

T51 - SHOT - 1:

Uki, eyes wide with excitement, gestates in front of Nabi.

P1

NARRATOR:

But Uki wasn't listening, still too dazzled by what had just taken place.

P2

UKI:

"You should have seen them, Nabi."

P3

UKI:

"They're not myths. They're real!"

P4

UKI:

"It was the Thousand Folds of the Avatar!"

TO END