

SCRIPTWRITER

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SPEC WRITING SAMPLES

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# ARMY *of* DARKNESS

Based on  
"Army of Darkness" and "Evil Dead" by Sam Raimi

# SETTING LORE: "THE PIT"

## MISSION BRIEF (ASH'S JOURNAL ENTRY)

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"Great. Just great. As if it wasn't bad enough to be lost in time, down a right hand and captured by a bunch of tin foil-wrapped primitives, now I'm at the bottom of some ancient torture pit full of deadites.

Their fancy pants leader with the weird hair cut, Arthur assumed I was with that other guy, "Henry The Red". Apparently their two tribes are at war ... and I think I just picked a side.

First thing's first, I've got to find a way out of here. After that, I'm going to have a little chat with Arthur. Then, I'm going home. There's got to be some way out of here. Maybe this pit leads back into that big ugly castle and the exit.

Not that I'll last five minutes down here without the chainsaw and Boomstick ..."

## LORE BLURB (COLLECTABLE PAGE FROM THE NECRONOMICON)

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"When our corruption first swept through Arthur's kingdom, the mortals believed we could be imprisoned in their fortress' under-crypt.

But we cannot be caged. Evil cannot be imprisoned.

We overran the caverns to feast on the mortals' souls. Once again, the cowards attempted to burry us underground, collapsing passages into the castle. However, our influence remains and their hearts are weak. Arthur's men deliver us the fresh souls of their enemies on which to feast.

Fools. As they believe they vanquish their enemies, our ranks grow ... "

## LOCATION DESCRIPTION

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"The Pit" is part execution device for Henry's men and part prison for the kingdom's current deadite infestation.

The location's central hub is a giant well with spiked walls — a 50-foot drop from the surface where villagers and Arthur's knights cheer for Ash's demise. The bottom is filled with water which comes up to The Player's waist. And it's infested with deadites. This central hub is connected to the catacombs of the castle. Twisting underground halls lit by torchlight, housing various torture chambers and jail cells. However, it looks as though there's been something of a jailbreak. Deadites freely roam the halls. The corpses of knights and castle servants present The Player with implications of their horrific demise.

## PLAYER GOAL

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The Player is Ash Williams, a man perpetually tortured by The Book of The Dead, now sent back to the year 1300 A.D. Stuck at the bottom of a medieval torture pit and surrounded by demon-possessed "deadites" the immediate goal is simple, "Escape The Pit".

However, The Player will also notice Ash's iconic chainsaw and shotgun are missing. "Find your chainsaw" and "Find The Boomstick" will appear as objectives and offer tutorial sections to inform The Player on their use. Making their way out of central hub of The Pit and through the castle's catacombs, The Player will need to manage scarce resources and either avoid or kill the roaming deadites.

# ITEM DESCRIPTIONS

ASSET	ITEM NAME	DESCRIPTION	LORE BLURB
	The Boomstick	Mid—range weapon can destroy enemy armour. Uses shells.	S-Mart's top of the line. And the second most beautiful thing to come out of Michigan, right after yours truly.
	Chainsaw Gauntlet	Close-range weapon can insta-kill enemies. Uses fuel.	I have the power! The power to slice through deadites like hot butter, that is.
	The Book of The Dead	Contains ancient passages and bizarre burial rights ...	Necronimicon Ex Mortis. Bound in human flesh. Inked in blood. It was never meant for the world of the living... kinda like baby carrots or bluegrass music.
	Delta Juice	A rare resource. Fuels the Chainsaw Gauntlet.	Fuel for the chainsaw. Gotta use it sparingly. Not sure how much of this stuff made it through from my time...
	Boom Shells	Ammunition for The Broomstick. Can be crafted ...	If your deadite problem persists, take two of these and call me in the morning.
	Laughing Deer Head	Quest items cannot be removed from your inventory ...	Who's laughing now?
	Ash's Possessed Hand	Quest items cannot be removed from your inventory ...	It got into my hand and it went bad. So I lopped it off at the wrist ...
	The Wayfinder	Points towards your current objective.	According to the old man, this will take me where I need to go. Last time I heard that line from a beard that long, I had a trip even worse than this one.
	Shelia's Necklace	Grants the “Sugar Baby” Perk.	A gift from Sugar Baby. I don't really believe in much of anything anymore. But I suppose if the dead can come back to life, what's the harm in wearing a necklace for good luck?

# ITEM DESCRIPTIONS CONT.

ASSET	ITEM NAME	DESCRIPTION	LORE BLURB
	Health Potion	Restores 10 Health	I do not want to know what this green goop is made out of. Down the hatch, Ash. Try not to think about all the chunky bits...
	Iron Helmet	+ 10 Armour	The blacksmith tells me a helmet might help protect against head injuries. No shit, Sherlock. Where were you back at the cabin?
	Deadite Helmet	+ 20 Armour	A finely crafted helm, fit for only the bravest and most cunning warriors. It's going to look great on me once I clean all the brains out of it...
	Robot Gauntlet	Wield two-handed weapons.	Groovy.
	Arthur's Gauntlet	Wield two-handed weapons. Grants the "Chosen One" Perk.	Hail to the King, baby.
	Knight's Sword	Short-range weapon. Causes enemy dismemberment.	This thing is sharp. Like, Cindy Crawford sitting on the hood of a Camaro sharp. Or Cindy Crawford on a beach sharp. Or Cindy Crawford... what was I saying? I got distracted.
	Deadite Sword	Short-range weapon. Ignores enemy armour.	This ancient sword is said to be carved from the bones of a Sumerian demon and according to The Book, imbues the holder with "unnatural powers." Meh. What's the worst that could happen?
	Simple Bow	Long-range weapon. *Requires the Robot Gauntlet.	These filthy primitives have used bows to defend the castle from the deadites pretty good so far. Might be worth giving it shot. See what I did there?
	Deadite Bow	Long-range weapon. Ignores enemy armour *Requires the Robot Gauntlet.	You know, I was actually the archery champion at my high school. Well, silver medal champion. Okay, I tried archery one time and I was pretty good. Fine. I never tried it before. Happy?

THE

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MANDALORIAN

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

- Upon launching a new game, The Player is treated to a classic Star Wars opening crawl, placing our story firmly within the timeline of *The Mandalorian* TV show.

## CHAPTER 13.5

### THE SHADOWS

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

The Jedi temple is elusive. 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...

# MISSION 2: KESSEL CLUB

- After a free-roam around the streets of Nar Shaddaa and learning the location of Dash Rendar, this scene is triggered when The Player enters The Kessel Club.

## **INT. KESSEL CLUB - NIGHT**

A dingy, dirty, dark cantina, lit with neon signs advertising various beverages and games of chance. In the center of the cantina is a circular bar where PROTOCOL DROIDS serve beverages to various alien species.

Tables where PATRONS play pazaak -- a colorful, blackjack-like card game-- surround the bar.

At one of the pazaak tables sits DASH RENDAR, an aged smuggler who was perhaps once dashing, but now sports a plump beer belly and a receding hairline.

Across from Dash sit a Devaronian, another human and a Rodian, JEVNANT PARDAI - all look like they could be killers.

Dash examines his cards. His opponents wait for his next move. Reluctantly, Dash selects another card from a deck sitting in the middle of the table.

It's a bad card. And Dash has an even worse poker face. His opponents LAUGH. Dash grimaces.

JEVNANT PARDAI

(in Rodian)

You're out of moves, Rendar. Why not give up now?

DASH RENDAR

You ought to know by now, Jevnant... I'm never out of moves.

Dash plays a card.

**ANGLE ON THE ENTRANCE:**

Din strides into the bar, his shining beskar armor catching the attention of some of the bar patrons.

As Din surveys the bar, a DROID, C-343, waddles up to greet him.

C-343

Welcome to the Kessel Club.

Din ignores the droid's greeting and continues to survey the club for his quarry.

C-343 (CONT.)

Apologies. But all patrons partaking in games of chance must remove any face coverings--

DIN DJARIN

I'm not here to play.

**ANGLE ON THE PAZAAK TABLE:**

Dash confidently SMACKS A CARD DOWN on the table.

The table LIGHTS UP in response. Dash has won the hand.

DASH RENDAR

BOOM! Sorry, Jevnant. You know, you may actually beat me one day...

Dash pulls a pile of Republic credits towards him.

DASH RENDAR (CONT.)

But it sure ain't gonna be today.

Disappointed, the human and Devaronian players leave.

JEVNANT PARDAI

(in Rodian)

Quite a hand, Rendar...

DASH RENDAR

Well, I could lie and tell you it's luck if that would make you feel better, but I think we both know--

Jevnant grabs Dash's arm, interrupting his collecting of the credits. A pazaak card out of Dash's sleeve.

JEVNANT PARDAI

(in Rodian)

Not luck.

**ANGLE ON THE ENTRANCE:**

Din is still being held up by the protocol droid.

C-343

I'm sorry sir, but I couldn't possibly divulge any information about our players...

A COMMOTION in the distance. CREDITS SPILL ONTO THE FLOOR. Din spies Dash at his pazaak table. He's being held at blaster point by Jevnant.

C-343

It is strictly against Kessel Club policy--

Din walks right by the protocol droid.

**ANGLE ON THE PAZAAK TABLE:**

Jevnant trains his blaster on Dash.

JEVNANT PARDAI

(in Rodian)

Cheater!

DASH RENDAR

Oh come on, Jevnant, what the hell? I thought we were friends.

JEVNANT PARDAI

(in Rodian)

A low life like you has no friends, Rendar.

DASH RENDAR

Really? We're not friends?

JEVNANT PARDAI

(in Rodian)

No.

DASH RENDAR

Have it your way.

Dash attempts to QUICK DRAW his blaster from a hip holster...

The blaster STICKS in its holster.

Dash awkwardly YANKS at the blaster. It won't come free.

JEVNANT PARDAI  
(in Rodian)  
What are you doing?

DASH RENDAR  
Just gimme a second...

More yanks. Nothing. The blaster is stuck.

DASH RENDAR  
Damn junk...

JEVNANT PARDAI  
(in Rodian)  
Say goodbye, Rendar.

Jevnant prepares to fire. Dash WINCES.

DIN DJARIN  
Drop it.

Din stands over the table and holds his blaster to the Rodian's head.

Jevnant thinks for a beat. He places his blaster down.

DASH RENDAR  
Looks like I've got more friends  
than you thought, Jevnant.

Dash scoops up Jevnant's blaster. He trains it on the Rodian.

DIN DJARIN  
Stand up.

JEVNANT PARDAI  
(in Rodian)  
I'm not leaving without what's rightfully mine.  
The human cheated. I demand my credits.

**CHOICE**

- A) Give the credits back to the Rodian.**
- B) Take the credits for yourself.**
- C) Let Dash keep the credits.**

- A) Give the credits back to the Rodian.
- B) Let Dash keep the credits.
- C) Keep the credits for yourself.

**(A)**  
DIN DJARIN  
Now take your credits and go.

DASH RENDAR  
What? No. Hell no.

DIN DJARIN  
Do it.

Jevnant scoops up the credits off the floor with haste.

JEVNANT PARDAI  
(in Rodian)  
Be glad your friend has more honour than you, Render.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR  
Gimme one why reason I shouldn't roast you for that.

DIN DJARIN  
You cheated. The credits rightfully belonged to the Rodian.

DASH RENDAR  
Terrible reason.

**(C)**  
DIN DJARIN  
Actually I think I'll be the one taking the credits.

DASH RENDAR  
Excuse you?

DIN DJARIN  
Now leave with your life while you still can.

Jevnant scoops up the credits off the floor with haste.

Jevnant stands from his seat, Din's blast still trained on his head.

JEVNANT PARDAI  
(in Rodian)  
This isn't over, Rendar, Mandalorian. Kanjiklub never forgets.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR  
Gimme one why reason I shouldn't roast you for that.

DIN DJARIN  
You're not as stupid as you look.

DASH RENDAR  
You know, you'd be surprised.

**(B)**  
DIN DJARIN  
You knew the risks when you sat down at the table. Cut your losses. Leave here with your life while you still can.

DASH RENDAR  
You heard the man.

Jevnant stands from his seat, Din's blast still trained on his head.

JEVNANT PARDAI  
(in Rodian)  
This isn't over, Rendar. Kanjiklub never forgets.

Jevnant hurries out of the club.

Din takes a seat at the table. Dash now trains his blaster on his new table-mate.

DASH RENDAR  
You know I probably should thank you. But I've been around long enough to know nobody helps out nobody without wanting something. So, what do you want?

DIN DJARIN  
I've been looking for you.

Dash SHOTS DIN. The laser shot BOUNCES OFF Din's beskar armor and HITS THE CEILING.

Bar patrons all DUCK FOR COVER.

Even faster than the blaster shot, Din SNATCHES THE BLASTER out of Dash's hands and trains it back on him. Dash puts his hands up.

DASH RENDAR  
No hard feelings.

Din lowers the blaster, and the bar patrons go back to their various activities.

DASH RENDAR  
You a bounty hunter?

DIN DJARIN  
Something like that.

Dash slicks back what's left of his hair.

DASH RENDAR  
Look, tell Sillis I'll get the money.  
Clearly, I'm working on it.

DIN DJARIN  
There's another way for you to pay your debt.

DASH RENDAR  
Oh yeah? What's that?

DIN DJARIN  
I need you to get me past the Republic blockade at Sullust.  
Do that, and Sillis has agreed to wipe out your debt.

DASH RENDAR  
(laughs)  
Is that all? Sullust? Yeah, sorry Mando,  
but I sort of like being alive.

DIN DJARIN  
Forget it. This was a waste of time.

Din gets up to leave.

DASH RENDAR  
Whoa! Whoa! Where you going? Sit down, we're talking.

After a beat, Din sits.

DASH RENDAR  
Look, I can help you ... but I got problems of my own.  
Most pressing, I sort of ... lost my ship.

DIN DJARIN  
How do you lose an entire ship?

Dash gestures to the pazaak table.

DASH RENDAR

Those Kanjiklub goons lifted her off of me, but I know where she is.

DASH RENDAR

You help me get my ship back,  
I'll get you to Sullust.

DIN DJARIN

Your ship. Your problem.

DASH RENDAR

Since you're the one who need to get to Sullust so bad, I'd say it's our  
problem.

Dash stands.

DASH RENDAR

I'll meet you at the docks. Don't keep me waiting.

Dash leaves.

- The Player may choose to stay at The Kessel Club and play rounds of pazaak or resume free roam in Nar Shaddaa
- Next Objective: Meet Dash at the Nar Shaddaa ship docks to retrieve The Outrider.

# CHARACTER BIO

## “JEVNANT PARDAI”

**Species:** Rodian

**Affiliation:** Kanjiklub

**Design notes:** Bulky and covered in scars. This guy is not Greedo (a scrawny amateur who gets shot under the table). He’s a barbarian, a warrior who wears his victories literally on his skin. We get the impression that Dash should be much more cautious around this guy than he is.

**VO notes:** Speaks exclusively in Rodian. Raspy and seasoned. Like a nasty western gunslinger who lives on cigarettes and whiskey. He’s cold, calm, sharp and certain of himself. Think The Man in Black (William) in *Westworld* or Sam Elliot in anything.

**MoCap notes:** Jevnant is a contract killer with ice in his veins. He’s accustomed to violence and has survived many a gunfight. So he moves deliberately and with confidence in most situations, but can strike with lightening speed when he needs to. Imagine a king cobra — a creature unafraid, unbothered, with a thousand yard stare that burns the message into your brain that at any moment it could strike.

### CODEX ENTRY

Jevnant grew up as an orphan in Nar Shaddaa’s merciless under-sector. As a youngling, Jevnant caught the attention of an enforcer for the Huttese crime syndicate when he killed a fellow Rodian in a street fight.

Under his mentor’s cruel tutelage, Jevnant became a professional assassin for hire.

Yearning for greater recognition in the criminal underworld, Jevnant traveled to his home world of Rodia to complete an ancient rite of passage; to hunt and slay a ghet — a vicious, slithering creature which preys on the native Rodians. The act earned Jevnant the attention of Jabba The Hutt, who provided the Rodian with steady contracts during the Galactic Civil War.

After the death of Jabba The Hutt and the fall of the Galactic Empire, Jevnant returned to his home of Nar Shadda to join Kanjiklub as a “Death Hand” — an elite member of the criminal syndicate considered to be “untouchable”.