

CONTEXT: The player, LUWIN, has been asked to save a king that has been locked up inside of his castle by his nearest servant. No one has entered the castle for years. LUWIN has found a way in, and moved his way through halls full of twisted, nightmarish creatures, and now finds himself in front of the locked door of the throne room.

LUWIN is asked to solve a puzzle to unlock the door. Once done, the door gets an [interact] prompt.

CINEMATIC  
TRIGGER:

The player [interact]s with the door.

CUT TO:

INT. THRONE ROOM, NIGHT

The door is seen from inside of the throne room. The hinges groan as the door begins to open by the strained shoulders of LUWIN on the outside. Dust and small rubble falls off it as it moves, pushing aside a makeshift barricade on the inside.

MAN (O.S.)  
(distraught)  
No, please! I don't know how he got  
in. I- What? No! I didn't let him  
in. I would never!

LUWIN stops in his tracks, alarmed by the anxious voice.

LUWIN  
(cautious)  
Don't be scared. I've come to help.

A lone male figure stands amid the debris of what was once a beautiful throne room. He paces the derelict chamber frantically, the only light coming from a shrine of amassed candles that flicker over his hunched-over frame. He hasn't heard LUWIN, but continues talking to himself, or something beyond the shadows.

SERVANT  
(lips trembling)  
Sire, please. I swore an oath to  
keep you safe. Believe me!

LUWIN takes a step forward, reading his weapon as he looks into the darkness beyond.

LUWIN  
(alarmed)  
What is that?

A barely audible *hiss* can be heard as a long tail, barbed and glistening, slowly slithers towards the SERVANT from a dark corner.

LUWIN (CONT'D)  
(to the SERVANT)  
Stand back!

The SERVANT ignores him and buckles at the knees, defeated as the tail inches closer. He casts a headful glance into the darkness beyond.

SERVANT  
(pleading)  
I beg you. I am your humble serv-

There's a sickening *squelch*. The SERVANT's eyes widen in shock as his body is pierced by the tail. He slumps over.

LUWIN  
(gasp)

With a nonchalant flick, the barbed tail sends the now lifeless SERVANT skidding across the tiled floor. LUWIN take a step back. From the depths of the shadows, the owner of the tail begins to tower in front of him. It lets out a *low growling breath*, fog escaping its large nostrils.

The camera sweeps over the CREATURE, a huge and deformed version of the king, coming to a halt on a face still (unfortunately) mostly human, locked in a contorted grimace.

LUWIN readies himself as the CREATURE lets out bone-rattling roar and takes a first step towards him.

CUT TO: GAMEPLAY

LUWIN stands ready in front of the CREATURE. A battle begins.

END.