

# SPACE OPERA

1.

## CINEMATIC: THEATER OF WAR

NOTE: THIS SCENE TAKES PLACE DURING THE LATE STAGES OF THE GAME, WHICH IS 3RD PERSON ACTION ADVENTURE. OUR HERO HAS FOUGHT THEIR WAY FROM BACK TO FRONT OF THE ENEMY LEADER'S MASSIVE STARSHIP AND IS ABOUT TO CONFRONT THEM FACE TO FACE...

GAMEPLAY: OPEN DOOR WITH PREVIOUSLY OBTAINED ACCESS TICKET

INT. EXPANSIVE BRIDGE OF THE FORTISSIMO CLASS STARSHIP CARRIER  
- OUTER SPACE

The doors swoosh open. Dramatic, classical music can be heard in the background. The PLAYER character makes their way up a slight incline, revealing a large room before them that is half ship bridge, half theater. Empty seats and terminals are sprinkled throughout the room, all pointed towards the front. A sole figure stands in the distance, with his back to the player. A single spotlight shines on him. He is holding a conductor's wand and gesticulating smoothly as fleets of ships wage war on the massive view screens that dominate the front of the "stage."

MAESTRO  
(without turning)  
Glorious, isn't it?

The PLAYER character slowly makes their way down the right side of the room towards the front, hand on holstered weapon.

PLAYER  
*Madness is more like it.*

MAESTRO  
(laughing)  
One man's war is another man's symphony.

PLAYER  
(sarcastic)  
Yeah. A twisted symphony of blood and destruction. Bravo, just...

MAESTRO  
Shh! Here comes the best part!

The music swells just as an ally fighter's ship succumbs to a hopeless firefight, shuddering and exploding spectacularly on screen.

MAESTRO (CONT'D)  
 (clapping)  
 Oh, what were you saying. Ahh, yes -  
 Bravo, indeed!

MAESTRO turns to face the PLAYER character. He is wearing a drama mask, half smiling/half frowning. He is clearly demented.

PLAYER  
 Enough of your games, Maestro! You're  
 finally gonna pay for...

MAESTRO  
 (unimpressed)  
 Yes, yes, yes. How *droll*. How  
 completely...unoriginal.

PLAYER  
 Just, shut up already. You've gone  
 too far this time.

MAESTRO  
 (shaking his head)  
 For shame. I am an artiste. A genuine  
 visionary. Can't you see? The whole  
 universe is my stage.

PLAYER  
 I admit - I underestimated you. I used  
 to think you were nothing but a clown.

MAESTRO  
 (incredulous)  
 A *clown* you say? Everyone's a critic.

The PLAYER character lifts and trains their weapon.

PLAYER  
 Trust me, I won't make the same  
 mistake. The show's over. Call off  
 your dogs. Now!

MAESTRO  
 Tsk, tsk. But the show's just  
 starting.

MAESTRO casually points his conductor's wand forward until he hits a force field, causing it to briefly shimmer and sparkle in a visible cylinder around him.



MAESTRO (CONT'D)

I'm afraid I must bid you adieu. The  
endgame is upon us. Brace yourself!  
It's a shame you won't live to see the  
finale.

MAESTRO lifts both palms up to the air, causing the music to rise in volume. The PLAYER Character shoots at the force field in vain as a hidden platform in the bridge/stage floor starts taking the MAESTRO down and away. The single spotlight changes to multiple red spotlights that dance across the room, and the doors open again to reveal two large MECH BOUNCERS approaching. The PLAYER character jumps behind the nearest seat/terminal near the front of the room.

END CINEMATIC.

BACK TO GAMEPLAY: CUT TO PLAYER IN COVER FOR THE BEGINNING OF A FIREFIGHT WITH THE TWIN MECH BOUNCERS. THE PLAYER MUST DEFEAT THEM TO INVESTIGATE AND CONTINUE THEIR PURSUIT OF MAESTRO...