

Mission 2 - The Tomb

A short gameplay sequence that focuses on a pair of adventurers that explore an undiscovered tomb. The focus here is on both gameplay and character interactions in a short action focused scene that could be included in a wider action RPG. Dialogue should be delivered in a more naturalistic tone.

Isolated Cave, Congo Basin - INT

A dimly lit and expansive cave system deep. The upper area of the cave is a twisting tunnel system that descends into a large open chamber, with antechambers to the north, east and west. Four sandstone pillars extend from the base to the roof of the central chamber (approx 35 metres tall). The walls house several cartouches with Ancient Egyptian Hieroglyphs. Each of the heavy stone doors to the three antechambers have the Eye of Horus on them in the centre. The southern edge of the cavern, in front of the access ramp, has a shrine with four seven-foot sandstone statues depicting a different Egyptian god. All four have human bodies but different heads: one Falcon, one Baboon, one Human Female, one Jackal. Two foot in front of the statues is a small circular pool filled with water. [Players choose to play as either Luke or Kira]

LUKE

Wow... I never would have thought the Egyptians came this far west of the Nile.

KIRA

I know. This sort of find is a once in a lifetime opportunity. We should have a look around.

The pair split up and search the chamber, interacting with the many cartouches, hieroglyphs, and statues around the chamber. Interacting with the larger statues, the pair need to solve a puzzle. Dialogue plays during investigating the room. (Button Prompts)

KIRA

Wow, you need to see this, Luke!

LUKE

See what?

KIRA

This cartouche. It says holds the Eye of Anubis is here.

LUKE

Hold up, you mean to tell me it's actually real? You were actually right this time?

KIRA

Dude c'mon! I was wrong once.

LUKE

Yeah, and I almost lost a leg because of it!

KIRA

Almost being the important word. Besides, it's not my fault if you steam ahead and don't read ancient warnings.

LUKE

I believe you were the one reading. I was merely following your directions. [PAUSE] Anyway, what's it say about the eye?

KIRA

One second [PAUSE] "Those who seek the sight of Anubis must first show reverence to the gods" or something very close.

LUKE

[Sarcastically] Oh great! A Puzzle! I love puzzles! Think it has something to do with those doors?

KIRA

I think it has more to do with those statues.

LUKE

Right so what's the plan here? Pray to them?

KIRA

Maybe? Let's look around for some clues

The pair interact with each of the statues of the gods. A cartouche can be found on the floor in the middle of the room with the puzzle solution - interacting with them in a certain order: Falcon, Jackal, Baboon, Human. Once the puzzle is solved, the three doors open, and a platform raises from the pool. The platform has a gold and

turquoise necklace sat on it with a golden Jackal pendant holding a large ruby in its teeth. [Camera pans to this]

KIRA

Holy hell, it's real! The Eye of Anubis!

Kira goes to grab the eye, Luke stops here.

LUKE

Wait! Booby traps! I'm not risking losing a limb again!

KIRA

Well, we did the ceremony so we should be fine!

LUKE

Alright, time to...

Luke reaches out to grab the necklace when ten armed individuals enter the chamber from above

REBEL LEADER

Not so fast, grave robbers! Mr Silverton has asked us to take this item back to him for his personal collection.

LUKE

This artefact belongs in a national museum!

KIRA

And how are we the graverobbers? You're here for the eye too! Dumbass.

REBEL LEADER

How dare you! Hand over the eye now, and we'll let you pass on to the next life swiftly!

KIRA

Shouldn't that be "or we'll let you pass on to the next life swiftly"? Seriously dude, is this your first negotiation?

Kira grabs the necklace and shoots towards the rebels, Luke pushes down a pressure plate that activates a dart trap on the wall halfway down the ramp. Kira and Luke run towards the northern end of the room towards one of the now open doors. [QTE/button prompt].

REBEL LEADER

Get them!

The group of rebels charge down the slope after Luke and Kira who have run through the northern most door. The sound of assault rifles is heard in the background as they continue running down the sandstone corridor. Kira and Luke encounter four rebels ahead and fight them from cover. The pair are given a choice of which way to go at a fork about 300 metres into the corridor. (*Players choose path - this sample focuses on the left path only; right path has greater emphasis on ancient traps, spike pits, puzzles, and traversal mechanics*).

LUKE

Left or right, K?

KIRA

Um... left, I think?

The sound of the rebels grows louder as they ponder their direction. (Any three barks from cluster one in bark table). The pair run down the left corridor and use a narrow ledge to ease across a chasm over a subterranean river. Kira pulls out a small revolver, Luke pulls out a hunting knife.

KIRA

Ideas?

LUKE

Shoot the ledge, then they won't be able to follow us!

Kira shoots out large pieces of the ledge before following Luke further down the corridor.

REBEL LEADER

You lot! Over that chasm! Now!

Two or three barks from cluster two are heard followed by the sound of five distinct voices screaming before splashing sounds.

REBEL LEADER

Idiots! Find a way over this now!

After 200 metres of winding sandstone they find a section of collapsed pillar.

KIRA

Let's hide here and see if we can get the drop on them.

LUKE

Good shout.

The pair hide behind opposite ends of the pillar, Kira primed with her revolver, Luke with his hunting knife. The remaining rebels enter the room. Kira begins shooting at them from cover, while Luke sneaks around to engage the leader. (All cluster three barks will play during). Kira kills three Rebels while taking cover from gunfire. Luke successfully engages the Rebel Leader. Luke and the Rebel Leader struggle with Luke's hunting knife and his machete in a melee combat sequence. Kira rolls out from behind cover and shoots two more rebels that are distracted by the scene of Luke and the leader.

KIRA

Give me a shot!

LUKE

Nah, I got this!

Luke rolls past the leader's heavy overhand attack, slices his thigh and as the leader goes down in pain, Luke stabs the brute in the back of the head. (QTE).

LUKE

See, no problem. Now, let's get out of here

KIRA

There's an exit this way according to the cartouche.

The pair navigate through more corridors and end up back in the central chamber through the west door. There are more rebels here resulting in either a fire fight, or the pair can sneak past the rebels' using props in the area. They go through the east door, through a final corridor with a set of spike traps that can be used to kill another group of rebels. The pair must find some vines to swing over another chasm across the river as a final group of rebels pursues them from behind, shooting at them. Once over the chasm, the pair cut the vines and sprint to the exit, escaping.

END.

Bark Table for Rebels - see script for cues.

Bark Cluster 1	Bark Cluster 2	Bark Cluster 3
They went this way!	I'm not crossing that!	Throwing grenade!
After them!	I can't swim!	Quick! Shoot them!
Get the necklace!	There must be another way around!	Get down!
Kill them!	I hate getting wet!	Kill them for the eye!
Quickly men!	Don't make me cross that!	[Pained screams] I'm hit!

N.B. Barks can be in French, Sango or English as all are spoken in Cameroon and Central African countries.