

OPENING CUTSCENE

INT. HOUSE - NIGHT

BEGIN MONTAGE:

-- Rainfall and darkness.

-- A flash of lighting reveals a front door of a house.

-- Another flash of lighting reveals shadowed images of two people in the window.

-- Intense argument between shadowed man and woman.

-- Shadowed man grabs jacket and storms toward the door.

END MONTAGE.

XAVIER, 30s, male, grabs the door knob and turns around.

XAVIER

All you want to do is argue. I
don't have time for this. You can
argue with someone else.

Xavier walks out and slams door.

EXT. CITY STREET - NIGHT

Xavier jogs to his car and drives off.

BEGIN MONTAGE:

-- NICOLAS VAN SHARPE, 50s, drug-lord, and his two bodyguards
hassle a store owner.

-- Nicolas grabs the man's collar and drags him toward the
door.

-- Nicolas pulls out a gun.

-- Xavier pulls up into a store parking lot and lights a
cigarette.

END MONTAGE.

EXT. STORE PARKING LOT - NIGHT

Nicolas tosses the man to the pavement and points the gun at
the owner. He fires.

BOOM.

Xavier gasps and crouches low in the car.

XAVIER
Oh shit! Oh man, that looks like
Nicolas Van Sharpe. Shit, dammit,
what do I do?

Nicolas looks around and spots Xavier's car. He points.

XAVIER (CONT'D)
I got to get out of here! I have to
hide. If that man knows who I am,
then I'm a dead man.

LIMITED CONTROL SEQUENCE - Player must tap "0" to escape
parking lot.

INT. DINGY HOTEL - NIGHT

Xavier looks around the dirty lobby windows. He glares at the
clerk. He looks back at the windows.

CLERK, 20s, blonde female, holds her chin and pops her gum.

XAVIER
I need a room right damn now!

Clerk rolls her eyes and mugs him.

CLERK
Don't rush me! That won't get you a
room any faster.

The clerk clicks away on an old computer. She grabs a key
card and tosses it at Xavier.

Xavier snatches the key card. He looks out the window then
back at the clerk.

XAVIER
Your attitude is as gross as this
establishment.

The clerk scoffs and rolls her eyes.

Xavier storms out. He pulls his jacket tight around him and
looks around.

GO TO INSIDE
HOTEL ROOM
GAMEPLAY