

Writing Sample_01

Horror, dramatic, suspense, historical, investigative.

CONTEXT:

This is my screenplay for the opening cinematic of *As Above*, my final Masters project. It is a game that aims to emulate the cinematic style of Supermassive Games and follows the notorious Burke & Hare. Whilst the historical context is real the story and some characters are completely fabricated.

Burke & Hare were known as the 'anatomy killers', they used their guest house in Tanner's Close to fill their 'guests' with whiskey before murdering them and selling their cooling corpses to Dr Knox who would then use them to perform autopsies at Edinburgh Medical College in the 1820's. *As Above* follows Alexander, a detective who is suspicious of the pair and, guided by the narrator, aims to infiltrate the guest house and uncover its secrets.

The Narrator is an unknown guide with a thick Edinburgh accent. Seemingly familiar with Alexander yet no explicit connection is revealed. He knows just enough to warn you and withholds just enough to force your hand.

See the writing in action in my prototype, available to watch: [HERE](#).

As Above [Opening Cinematic]

0 **SPLASH SCREEN/CREDITS FADE IN, HOLD ON TITLE** 0

NARRATOR (V.O.)

Do you believe in evil men?
Nurture, nature - does it even matter? ..Hm, pose
not... Well, I'm not here to ask these questions
but merely as a helping hand, and I'd pay close
attention if I were you, Alexander...

FADE IN:

1 **EXT. EDINBURGH STREETS - EVENING** 1

WE OPEN on various aerial/pan shots across the bustling
yet subdued streets of 1820's EDINBURGH in the evening.
We hear the murmur of voices and horse-drawn carriages.

NARRATOR (V.O.)

This tale starts and ends here, in Edinburgh, 1826. Two young fellows have just moved over from Ireland and what likely lads they are. William Burke and William Hare met on these very streets and, down on funds, knew there must be a way to up their luck - but how?

The pursuit of knowledge these days has doctors queuing up for the dead so they can take a look inside.. autopsy, they call it.

Well.. doctors have money waiting and that creates some *supply and demand opportunity*, people around here have been digging up fresh corpses to sell them for a wee buck.

And as for those likely lads? Well (chuckles) they saw an opportunity to cut out the digging part.

FADE IN:

The camera starts to centre on a figure (ALEXANDER), waiting outside the TANNER'S CLOSE GUESTHOUSE.

And you... (Crane shot of ALEXANDER) (pause)
old friend, you know all this right?
They don't believe you but you have your suspicions
and deep down you know, don't you? But that won't
stop you from seeing for yourself.. never has.

-END-

-Begin Gameplay-

Writing Sample_02

Horror, suspense, historical, investigative.

CONTEXT:

Following immediately on from 'WritingSample_01', this is the script for the prologue gameplay of *As Above*. This is intended as a prelude to the full game, ending with a set-up to swap the protagonist.

Alexander is an Edinburgh-raised, jaded detective who wants to get into the guest house and find incriminating evidence since his acquaintance, Mary, stayed there and never returned.

Hare was half of the duo responsible for the murders and is the first antagonist in *As Above*. Originally from Ireland, he is brash and extremely violent. He is the owner of the guest house on Tanner's Close and is always full of whiskey.

See the writing in action in my prototype, available to watch: [HERE](#).

As Above [Gameplay Script]

FADE IN:

2 INT. TANNER'S CLOSE GUESTROOM - NIGHT 2

ALEXANDER has arrived in the guesthouse room, the camera pans across the space.

NARRATOR (V.O.)

(Upbeat)

Weeeeeelllll, just like that you sly little fellow. Bed and board secured, let the investigation commence.

(Serious)

Take your time, get your bearings, heaven knows you'll need them.. and a word of warning, friend, use caution, these men are not to be trusted. If you want to know what happened to her, use that detective's brain of yours and for God's sake.. don't drink.

-Door Unlocks

3 INT. TANNER'S CLOSE HALLWAY- NIGHT 3

ALEXANDER wanders the hallway, hearing noises from locked doors. HARE rushes across the end of the hallway.

NARRATOR (V.O.)

You hear that?

(As ALEXANDER approaches/tries the door)
Are you sure?

ALEXANDER sees the end of the hallway, one route shrouded in shadows where HARE went, the other a glimpse into a dimly lit room.

-Option A or B Choice-

[A] (Player heads towards DIALOGUE option)

NARRATOR (V.O.)

The man of the hour, Mr Hare, wonder what he's been up to this eve. Could ask. Probably shouldn't.

[B] (Player heads towards ROOM)

NARRATOR (V.O.)

I'd bet money there's evidence here on that Dr Knox fella - know the one? (chuckles)
course you do.

(Coldly)
Burke the butcher
Hare the thief
Knox the one that carves the beef...

Get him and it all comes crashing down,
investigation over

OPTION A:

4 IF Player Chooses [A] - Hare Interaction 4
INT. TANNER'S CLOSE HALLWAY- NIGHT

ALEXANDER and HARE stand face to face in a looming corner of the guest house.

HARE

Hi there, Alexander wasn't it? I hope you enjoy your time here and leave well-rested.

DIALOGUE BRANCH 1:

ALEXANDER [Branch 1]

It is, thank you. I was just heading down for the night.

HARE [Branch 1]

Well the night's young, join us for a drink, I insist.

4.5 Fail State - Triggered if player chooses DIALOGUE 4.5

INT. TANNER'S CLOSE HALLWAY - NIGHT

ALEXANDER is back outside his room, he made the wrong choice.

NARRATOR (V.O.)

(Solemnly and sharp)

No, no NO. DO. NOT. DRINK with these men. I have *told* you, Alexander, remember why you are here.

How many others will meet Mary's fate if you do not ACT.

(Defeated)

Try again, friend. Choose better.

FAIL, return to 3 INT. TANNER'S CLOSE HALLWAY- NIGHT FADE OUT:

DIALOGUE BRANCH 2:

ALEXANDER [Branch 2]

It is, may I ask a question?

HARE [Branch 2]

Go on, I hope it's not about these senseless rumours though. Burke has a temper but I'd never allow those acts under my roof, and I suppose you'd know better than to stay if you believed them (chuckles)

ALEXANDER [2]

Did someone called Mary stay here? Shes missing and I-

HARE [2]

(uncomfortable)Mary? I don't recall.. I'd have to check with my wife she's much better with names than I am..

If she had, as you say, gone missing - why would your first thought be checking a guest house, hm? My guest house. (laughs) absolutely sounds like you've taken to the rumours...

Come, let's drink

4.5 Fail State - Triggered if player chooses DIALOGUE 4.5

INT. TANNER'S CLOSE HALLWAY - NIGHT

ALEXANDER is back outside his room, he made the wrong choice.

NARRATOR (V.O.)

(Solemnly and sharp)

No, no NO. DO. NOT. DRINK with these men. I have *told* you, Alexander, remember why you are here.

How many others will meet Mary's fate if you do not ACT.

(Defeated)

Try again, friend. Choose better.

FAIL, return to **3 INT. TANNER'S CLOSE HALLWAY- NIGHT** FADE OUT:

OPTION B:

5 IF Player Chooses [B] - Investigate Room 5

INT. TANNER'S CLOSE VACANT GUESTROOM- NIGHT

In a cluttered and dishevelled room, ALEXANDER looks around and discovers the possessions of MARY.

NARRATOR (V.O.)

(Softly)

Is that?

So it's true... all of the rumours...

(Assertive)

Take that, but don't leave, they'll know. Get back to your room and hunker down for the night.

Go! Go now

6 INT. TANNER'S CLOSE GUESTROOM - NIGHT 6

ALEXANDER is back in his guestroom and heads straight to the desk to record his findings.

ALEXANDER DIARY ENTRY (V.O.)

I see it all now, these cruel games, taking in the sickly, plaguing them with whisky. Making sure it's their final night. All for what? 8 pounds each.

I know Mary was here. I know those men took her body to Dr Knox. I am certain, I cannot bear this (sighs)

Player loses input control as ALEXANDER succumbs to his discovery and begins to drink whiskey.

The door handle creaks and turns as the screen fades to black.

7 TITLE SCREEN FADES IN 7

Narrator (V.O.)

Just couldn't resist, could you? Maybe you and I haven't seen the last of each other just yet.. The horrors of Tanner's close look destined to go on for now

(sigh)

Alexander got his answers at least.

(Friendly)

I'll see you soon, old friend.

-PROLOGUE END-