

Fantasy, Third Person Adventure Sample Script

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Summary: This takes place in the first third of a third-person fantasy adventure game, where two characters are running from enemies who want a map they carry. It leads them to an important person that gives them a way to revitalize their farm.

Player-character is Rodney. Companion character is Alisha, his twin sister.

EXT. A WIDE DIRT ROAD NEAR A MEADOW. EARLY AFTERNOON.

A boy walks briskly on a wide dirt path with his sister. RODNEY (15) is a realist, in a good way, as well as observant. He still glances backwards every so often. ALISHA, his twin sister, is motivated and just as concerned. She doesn't trust the path on the map, even when her mother and father do.

Cloth backpack straps slide on their shoulders. Each takes long strides to the point of jogging. The road takes a turn near a tall forest, unknown to them. She outpaces him to the roads downward edge on their way to the forest.

ALISHA huffs and puffs. Her light brown shirt has a couple dirt splashes and sweat. Rodney, breathes heavily, and just about stumbles over, as him and her enter the tree line.

ALISHA

It's been two days and we still have not found this house. Those people following us... I don't hear them anymore.

RODNEY

They're not going to make noise from a distance. "Oh look, here we are!"

RODNEY slows to a walk before leans against a tree.

RODNEY

Just - lets hold on a minute. Been walking - almost running - nonstop and mom's map hasn't lead us anywhere useful yet.

Out of habit, he looks back up at the decline. Alisha wipes sweat from her forehead.

ALISHA

(frowning)

Huh? We are in a magical forest, as the map shows, possibly out of reach of those bad guys, breathing, and with the most important job we've had in months that isn't at home.

RODNEY

And it's FOR home. So you think we're doing okay. We don't know if these trees protect people. Would be good if we learn that they do.

He pulls their mom's parchment map from his backpack.

RODNEY

Where's the house we need to find? Haven't seen it anywhere at all, and according to this, it's supposed to be here, in a forest with no name.

ALISHA

Has to be. You know mother told us it is reliable before she went to Risis to sell our only harvest and some cloth. And no, it has not lead us anywhere useful yet, and it probably has a name, but mother does not know it.

He takes in the new surroundings.

RODNEY

(catching his breath)

At least no one sees us for right now.

ALISHA

Ah, optimism.

Game gives control to the player with Alisha next to him. A button prompt appears. The player presses and Rodney opens the map. It spills over his and her hands.

He points northeast.

RODNEY

Mhm. Keep going that way. Just what I thought.

The map UI flickers another spot for the player to move the to: another open area of the forest that extends to a harbor. Alisha points.

ALISHA

Fantastic. What about there? Poisonous bushes around that area. Maybe protecting it.

CINEMATIC SHIFTS TO
GAMEPLAY.

RODNEY

Lets stick to the trail.

Note

Summary: Rodney and Alisha can walk or run along the wider area of the trail. A dirt path sprinkled with leaves and tiny branches indicates the central walking line. Various colors of flowers for health, stamina, strength, etc, can be picked.

ALISHA

[sighs]

Fine.

GAMEPLAY RETURNS TO
CINEMATIC.

ALISHA

(exasperated)

But - what if we don't find it
there?

He doesn't answer. Rodney resumes walking into the forest, giving her a "Really?" look.

ALISHA

[sighs]

EXT. FOREST. LATER THAT DAY.

RODNEY starts tearing through the trees.

RODNEY

[shouting]

I see it!

He weaves between them, through dips in the ground, around logs, avoiding poisonous bushes marked on the map. ALISHA squints past his sprinting.

ALISHA

No way.

Portions of brown stone somewhere ahead. An angled grey wall of mountain is near it.

Her face lights up. She takes off, almost tripping on a small log. Barely keeps her footing over a patch of mud.

EXT: THE HOUSE.

ALISHA gazes in awe and sets her hands on her hips. She breaths heavily, staggering a moment. RODNEY walks along the front of a grand stone house. Almost a castle; just missing turrets. Somehow at the edge of a harbor that looked long out of use.

He walks to her and places a hand on her shoulder.

RODNEY

Are you okay?

Alisha nods.

ALISHA

(smiling)

Good job.

Emanating through a tall, darkened rectangular window is an orange light - a sharp, powerful source from someplace deep inside.

RODNEY

Now to see if the person is here.
Looks like a good place to hide
too.

CUTSCENE TRANSITIONS
TO THIRD-PERSON VIEW
TO GIVE CONTROL TO
PLAYER.

END OF SCENE.