

This is the first cutscene from *Dying Light*, a first-person zombies-vs-parkour game for which I wrote the main story, among other features. In this scene, the player character arrives in the zombie-infested city of Harran, somewhere in the Middle East. He's been sent by the Global Relief Effort, or GRE.

**INT. C-130 CARGO PLANE - DAY**

First-person POV of KYLE CRANE, the player character. Alone in the cargo hold. Crane's radio SQUAWKS - transmits the voice of his HANDLER--

HANDLER

HUD activated. Commence briefing.

PILOT

Approaching Harran.

HANDLER

Data on the subject, Kadir Suleiman. A local political figure hired to maintain order after the outbreak.

Crane's HUD activates, displaying a file photo - KADIR SULEIMAN. Middle-Eastern, 40s. A hard, dangerous individual - now using the alias "Rais" (pronounced like "rise").

HANDLER (CONT'D)

His brother Hassan died in a disease-related incident before we were able to evacuate him.

Another image in the HUD - HASSAN SULEIMAN, Middle-Eastern, 30s. Like a younger version of Kadir.

HANDLER (CONT'D)

Suleiman blamed the GRE for Hassan's death. He stole a highly-sensitive file, which became his bargaining chip against the GRE, and left instructions to publicize it if anything happened to him.

A file folder appears in the HUD - data streams over it, too fast to read.

PILOT

Drop in ten seconds.

Motors WHINE as the cargo door cracks open - revealing sunlight and rushing wind.

HANDLER

The file details an incomplete process of synthesizing a cure for the virus. If implemented in its current state, the produced subject may be extremely toxic.

The cargo doors open wide.

PILOT

Now!

HANDLER

Also, the file contains a full description of the virion structure.

Crane stands - takes a running leap - flings himself out of the plane.

**EXT. SKY - CONTINUOUS**

Crane's above the clouds. Soaring. Dropping fast.

HANDLER

Any attempt to use it would result in countless lives lost. It must be recovered.

Crane drops out of the clouds. The CITY OF HARRAN stretches out below him. Middle-Eastern - low, sand-colored buildings - congested streets. 21st Century meets ancient desert.

HANDLER (CONT'D)

Suleiman sent the file to an associate unknown to us, with instructions to publicize it at his command at any time.

Crane pulls his ripcord - a parachute opens above him. He drifts downward, the city growing larger, details getting clearer.

HANDLER (CONT'D)

To counter that, we instituted a city-wide communications jam, preventing him from publicizing the file. Your GRE-issued radio can overcome that jamming. It is your lifeline. Do not lose it.

Crane drops steadily. Controlled descent.

HANDLER (CONT'D)

Suleiman has since gone underground and begun using a different name. We have reason to believe he now leads one of the two main factions operating in the city. You are to find Suleiman and locate the stolen file, in order to save mankind from a disaster of unprecedented proportions.

The buildings rush up toward him - he angles to land on a street - drops below roof-level and--

CRANE

Ungh!

Comes to an abrupt, painful stop--

**EXT. HARRAN STREET - CONTINUOUS**

His chute's caught on something! Crane dangles, five meters off the ground. No choice - he pulls out a knife and cuts the straps. THUD! Crane hits the ground hard. His vision blurs--

BANDIT 1 (O.S.)

I told you that wasn't a normal drop-chute!

Crane's eyes clear. He looks up to see TWO BANDITS and their leader, TAHIR, towering over him. Tough, burly men, all wearing distinctive BLACK-AND-YELLOW patterns.

TAHIR

Break his legs. Then take him to Rais.

Crane surges to his feet and pulls a GUN. All three men FREEZE in place.

CRANE

Back up! All of you!

TAHIR

Stop! Loud noises draw them!

Bandit 2 LUNGES - strikes Crane with a CROWBAR. Crane falls, and the bandits dog-pile him - punching, kicking--

BLAM! Crane shoots Bandit 2. Bandit 1 and Tahir back off, looking away into the distance - toward the sudden sound of ZOMBIES SCREAMING.

TAHIR (CONT'D)

Fall back! Fall back!

Tahir and Bandit 1 sprint away as the ZOMBIE SCREAMS get louder and louder. Crane struggles to get up - but before he can, a zombie rushes in, grabs his upheld arm, and BITES IT.

WHAM! A baseball bat to the head knocks the zombie away. Wielded by AMIR (Harran native, late 20s, lean and athletic). Amir uses the bat to bash the zombie's head in.

He gives Crane an urgent hand up--

AMIR

Come on! We have to move!

Nearby, another zombie approaches - and JADE (Harran native, mid-20s, fit and gorgeous) leaps off a balcony, tackles the zombie, and stomps its head flat. She rushes to Crane--

JADE

Let's get him off the street!

Jade and Amir hustle Crane into a nearby building - as MORE ZOMBIES barrel toward them.

**INT. EMPTY STOREROOM - CONTINUOUS**

Amir slams the door as the zombies crash into it.

AMIR

Get the back door open!

Jade kicks open a door across the room, revealing another street - as the zombies break down the first door and SWARM ALL OVER AMIR.

JADE

(screaming)

Amir! No!

As Amir dies--

AMIR

Run! Run!

Jade drags Crane through the back door--

**EXT. HARRAN STREET - CONTINUOUS**

She slams it, blocks it shut - and hustles Crane down an empty street. His vision fades in and out, the zombie screams growing distant. Jade triggers a RADIO--

JADE

Tower. This is Jade. Get sickbay ready. I've got a guy with a bad head wound and a bite on one arm.

RADIO

Oh shit! Amir's hurt?

Pain clouds Jade's voice as Crane's vision blurs--

JADE

No. Amir... is gone.

(pause)

But I'm bringing in someone who might still survive.

RADIO

One of us?

Jade fixes Crane with a glare full of venom and accusation--

JADE

We'll see.

Crane fades to black.