

## PUPPET TRAILER

*Context:* Character trailer, for a hero based game.

The game works with free for all fights, between the characters.

This trailer would be about a later addition to the game.

Cyberpunk type universe.

*Character description:* Mysterious character (MC) = A silhouette dressed in a black robe hiding all features. Wears a smooth mirror mask, with red light forming eyes in a leaf shape, and a mouth with a horizontal line.

Puppet = A featureless robot. Looks like a lay figure made of shiny metal, but with hands. They move in a jerky fashion, like if they had strings attached to them.

*Objective:* Showcase the character and introduce a subplot going on behind the scenes.

Show the puppet as an uncanny creation, with a focus on dodging and control.

Ends with their controlling abilities.

*Visual style:* 3D Animation.

## COLD INTRO

### **EXT. SLUM CITY STREETS ; CROSSROAD - AFTERNOON**

Other characters of the game are fighting (enacting a live action equivalent of a game session). Quickly show some moves, with a clear visual that it's a free for all, and that every faction is here. For instance, a Chalice (the biotech corp) plant monstrosity, one of the slum heroes (a power ranger like character), a Thermopylae (the cybersecurity and police corp) robot using barriers to fight, etc...

After a few seconds, the camera zooms out, to show the scene being displayed on a screen, in a dark room. There are four other monitors around, forming an X with the center one being bigger. They are the only light source.

CUT TO

### **INT. DARK ROOM**

A dark silhouette (MC) sits in a chair, in front of the monitors.

They are shrouded in the darkness, despite the monitors' light revealing them.

The camera shows them from an angle, capturing both them and the monitors, from the side.

They raise a hand to their "chin", with the head slightly tilted, in a pondering manner. While talking, the mouth light moves, in a wave pattern.

MODIFIED VOICE

*Seems that everybody sent the big guns.*

*We'll need somebody in.*

*Or the whole situation might escape our grasp.*

*Start the ghost protocol.*

They point their hand toward the main monitor. The secondary ones start displaying some curves and numbers. The camera turns toward the main one, and zoom in, as it switches to a first person view, inside a containment tube.

SMOOTH TRANSITION

**INT. A ROBOTIC LABORATORY. NO WINDOWS.**

As the camera transitions to the first person, the tube opens. We see a white laboratory, with scrap metal on the floor, and some half-finished robots on tables.

On the wall, we can see the number 44, in big black letters, contrasting with the rest of the room.

The camera seems disoriented, and jerks a bit while moving.

After a few seconds, the character extracts themselves from the tube, and gets a better grasp on their movement.

They go toward a large reinforced automatic door, which opens after spinning its wheels.

**EXT. FUTURISTIC CITY STREETS – AFTERNOON**

The character runs along the street, evading any passerby with jerky but controlled movements. People around seem shocked.

This goes on for a few seconds, progressively going from the pristine streets of the upper class district, to the residential area, and then the slums. The character should make some turns, and evade things (vehicles, people, etc...), as a way to keep it active.

In the slums, we can see the fight still taking place around a crossroad.

The character accelerates, and jumps on the slum hero, to hit them into the ground.

CUT TO

**EXT. SLUM CITY STREETS; CROSSROAD - AFTERNOON**

The camera goes in third person mode again.

The fight grinds to a halt, with the arrival of our new character.

Around them is chaos and destruction. Emphasis the fact that those brawls are brutal and damaging.

The other fighters look at the interrupting guest, while getting ready to attack.

The bot power up its weapons, the plant raises their vines, etc...

The camera follows their gazes, toward the character, revealing the PUPPET. They stand up, motionless, looking toward the crowd with their empty face, seemingly unpowered.

Some other heroes try attacking them, but they evade with sudden movements. They move erratically, disarticulating themselves. In isolation, they would look broken and dismantled. Most of the dodged attacks end up ricocheting toward another fighter, while missing the jerking PUPPET.

The vines knocks on the barrier shield, while another character rushing in the melee gets baited into hitting themselves on a wall, for instance.

Though, the slum hero rises, and manages to knock down the PUPPET, making them fall, like their strings were suddenly cut.

While on the ground, the PUPPET raises their head toward their adversaries. Red Lights appear on their face, mimicking the unknown character's mask. Their expression is still blank.

ROBOTIC VOICE

*My friends.*

*You were having so much fun.*

*I couldn't resist joining your game.*

The PUPPET stands up, facing the group of fighters.

They have a jerking movement, leaving them disarticulated.

Tendrils suddenly appear out of their hands, rushing toward the other heroes.

Those who get hit stand still, like if they were awaiting something.

CUT TO

**MIRROR SHOT: THE MYSTERIOUS CHARACTER'S FACE AND THE PUPPET'S**

MODIFIED VOICE + ROBOTIC VOICE

*Let's dance, my puppets.*

END