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Web Portfolio Sample

SEASON ONE: THE SPRAWL

RACE #1:

BLACK SCREEN

TITLE: "Episode One: The Junkies"

TITLE SCREEN fades and the scene opens with VINNY (The Agent) and PLAYER, picking up immediately after the Tutorial.

NOTE: All dialogue will be displayed in text bubbles between races.

VINNY

Well, you're rusty, that's for sure. But it's not a bad start - for a "cookie."

PLAYER

A... "cookie"?!

VINNY

Yeah, yeah. I'll explain later. For now we need to get you rolling through the neighborhood.

VINNY (CONT'D)

As luck would have it, that gang lurking behind the garage challenged you to a street race. I guess they wanna show you who's boss.

VINNY (CONT'D)

Don't worry, kid. They're "solution" junkies. They couldn't drive straight if they were on rails!

PLAYER

Uh...huh. Well, time for some target practice.

GAMEPLAY: First Exhibition Race. AI is aggressive towards each other, but are largely reckless. Every motor, save the Player's, has only one life - so once Player eliminates them, they are out.

RACES #2, #3, AND #4:

After completing their first race, Player is very abruptly introduced to HERB (The Storekeep).

HERB

What an embarrassing display.
Strung-out freaks. Good-for-nothin'
deadbeats! Racing for "Solution" -
ha! You think drugs solve anything?

PLAYER

What do I care? I found a real
'solution' to their problem. And
just who are you, anyway?

HERB

Who am I? I'm your new best friend!
It's not every day that you meet an
honest businessman out here in the
Sprawl.

HERB (CONT'D)

So far from the megacity. Some call
me a visionary, coming so far out
here to do business - but you can
call me Herb.

HERB (CONT'D)

I've got an idea, *friend* - come
race in my personally-sponsored
tournament!

VINNY

Yo, that's a great chance to be
noticed! As your agent, I highly
recommend that you take this
opportunity.

PLAYER

Well, if Vinny's on board...

PLAYER (CONT'D)

Sign me up, "friend."

RACE #2 - Player competes against half the normal field.

RACE #3 - Player is tasked with destroying a few junkie
drivers

RACE #4 - Player races for pure points; most points wins

RACES #5 AND #6:

VINNY

You did good, kid! Herb was so impressed that he invited us to a VIP race with some of the hottest drivers in the area.

Here we meet DIANA, a FRIEND and eventual RIVAL for the Player.

DIANA

I wouldn't trust that guy, sugarwheels. Unlike him, I grew up out here - and ol' Herb's always been stirrin' up trouble,

VINNY

Ah, Diana. I was wondering when I'd see you again. {PLAYER}, this is Diana - her family's been running this garage since before you were made. She might even teach you a thing or two about living in the Sprawl.

PLAYER

Made?

DIANA

Ain't much to know, other than 1.) Don't be quick to trust strangers, and 2.) always - always - keep your guns loaded.

VINNY

Right now we've got more fuel to burn. Top drivers mean top cash, so suit up and get ready to race!

RACES #5 and #6 - The AI is noticeably tougher, targeting PLAYER rather than each other.

RACE #6 - Upon completion of Race #6, "Life in The Sprawl" side missions are unlocked.

RACE #6 - After winning Race #6, another dialogue scene plays.

PLAYER

What was that, a set-up?! They ALL attacked me! Were they even there to compete? Or to fraggin' annihilate me?!

VINNY

I took the liberty of doing some research into our new associate. Turns out, Herb's "visionary" business is mostly pushing drugs.

VINNY (CONT'D)

Remember those corner-boy junkies you wasted when we got here? Well, those were HIS corner-boy junkies.

VINNY (CONT'D)

And those drivers who ganged up on you? Even more of his junkie clients, paid with pure "Solution" to bump you off the track.

PLAYER

Well, I guess he should've paid them more. Looks like we're going to have to keep an eye on our rear-view mirrors in this town.

RACES #7 AND #8:

Before RACE #7, we learn a bit more about who Vinny is.

PLAYER

So, you said you're my "agent"?

VINNY

That's right, little cookie - Agent Vinny Pines. Pescane, my employer, leases this garbage from Diana's family - and now they've leased you, too.

PLAYER

What do you mean they "leased" me? And why do you keep calling me a "cookie"?

VINNY

Sorry, kid, but that's what you are. They "cooked" you - so you're under *their* lease, which puts you under *my* supervision. Good gears, you really don't know anything, do you...

VINNY (CONT'D)

Look, we can have story time while counting your cash from the tournament. Right now, you've got a

race to win! So get out there and
burn some rubber, kid!

RACE #7 - Time Trial race; a "Qualifier"

RACE #8 - Standard race against a full field

RACE #9:

After completing RACE #8, a conversation between Diana and Vinny.

DIANA

You must've really got under Ol'
Herb's skin. I heard he bought an
expensive motor and entered the
race himself!

DIANA (CONT'D)

Hah! If he thinks a shiny motor's
enough to beat us, he's dumber than
he looks.

PLAYER

Now that's saying something.

VINNY

The man's an addict. I know the
type. We stepped on his toes - now
he wants to get even.

VINNY (CONT'D)

No big deal - we race, we win. But
have you seen who you're up
against? They're Herbie's new
"friends"?

VINNY (CONT'D)

Drivers with a spring in their
step, polished shoes, some real
uptown types. Definitely not from
the Sprawl. Something ain't right
here - watch your back out there,
kid.

RACE #9 - The AI noticeably target PLAYER rather than each
other.

RACE #10:

Upon completing RACE #9, PLAYER speaks with Herb.

HERB

Alright, alright! No hard feelings.
I'm a pragmatist, after all. So
here's my offer - lose.

HERB (CONT'D)

Lose the race. Drop out. Develop a
cough. I don't care what you do,
just drop out!

HERB (CONT'D)

Do that, and I'll give you a slice
of my turf. Call it a gesture of
goodwill, if you want.

PLAYER

Drop out? You're kidding, right? Or
is this how you "win" all of your
races?

HERB

See? Here I thought we were
friends! Silly me.

HERB (CONT'D)

Suit yourself, kid. But know this -
I'm not doin' down without a fight!
I'll see you on the track,
"cupcake" or "cookie" or whatever
that agent of yours calls ya.

RACE #10 - A boss fight. Player must defeat Herb, either by
beating him in the race or by destroying his Motor.

Upon completing Race #10, Diana speaks to Player.

DIANA

Wow! You really gave him the what-
for! Last I heard he had way too
much riding on that race and now
he's high-tailin' it out of here
before the debt collectors come!

DIANA (CONT'D)

I'm glad to see him leave, but I'm
also worried. Whoever he took money
from might come knockin on our
doors soon...

FADE TO BLACK.

TITLE CARD: "Episode 2: The Collectors"

END EPISODE 1.