

PYRO (working title for Amped III)

INTRO & ACT I

0.1: GAME INTRO

0.1.1: [Grover] Player & Crew on Lift/Intro Player

0.1.a: [Gameplay] Bunny Run (Part 1)

0.1.b: [Gameplay] Bystander 1 yells to Crew

0.1.c: [Gameplay] Bunny Run (Part 2)

0.1.d: [Gameplay] Bystander 2 yells to Crew

0.1.dd: [Gameplay] Hunter/detour

0.1.2: [Grover] Ranger Mitch

0.1.e: [Gameplay] After the Crew passes Mitch

0.1.f: [Gameplay] Crew members wipe out en route to jump

0.1.3.a: [Grover] Player goes off Death Drop

0.1.3.b: [Presentation] Dandelion/Baron/Dandelion Intro

0.1.3.c: [Grover] Dandelion revives Player

0.1.4: [Presentation] Dandelion's Scrapbook- segue to Setup

[GROVER] SCENE 0.1.1

Fade in the SOUNDS OF A WINTER RESORT: a moving chairlift, passing skiers and boarders, etc. At the moment the song vocals begin ("Blinded by light...!"), SMASH CUT TO:

EXT. – NORTHSTAR - MORNING

BLINDING WHITE MORNING LIGHT!

FADE IN: [1st Person POV] You are riding a chairlift; the POV rocks as you look over the side, taking in the sights of the busy resort.

Two voices (J-DAWG and HUNTER) talk quietly in the b.g. (on the lift, beside you).

J-DAWG: I'm hoping to find out today.

HUNTER: I dunno, dude – seems kinda sketchy.

J-DAWG: Naw, it's all good.

The POV: Down below, SEVERAL BOARDERS are stopped; one points at you and they laugh.

Boarder 1: (call out) Nice gear!

Boarder 2: (call out) Nice ears!

J-DAWG: (call out) Hey, wait right there! You wanna get jacked by a rabbit.

The POV whips around: J-DAWG and HUNTER are on the lift next to you. J-DAWG is yelling at the Boarders below.

FREEZE FRAME ON J-DAWG – TEXT: **J-DAWG: THE PLAYAH** – RESUME:

The POV rotates again to look down toward your legs and feet – you're wearing some kind of FLUFFY PINK OUTFIT.

HUNTER: They're just jealous. I'M jealous.

The POV turns back: Hunter is leaning out around J-Dawg, smiling at you.

FREEZE FRAME ON HUNTER – TEXT: **HUNTER: SNOW BABE** – RESUME:

J-DAWG: Yeah. You look good.

HUNTER: You know, pink IS the new black.

A SNOWBALL suddenly flies past, narrowly missing hitting J-Dawg in the side of the head.

The POV turns to face front: In the chairlift up ahead, WIENER BOY is turned completely around in his seat, holding another snowball. SEBASTIAN is turned, with his arm stretched across the back of the chair.

WIENER BOY: (call out) SORRY!

FREEZE FRAME ON WIENER BOY – TEXT: **WIENER BOY: ORANGE BELT** – RESUME:

J-DAWG: (call out) Bring it on, Wiener Boy!

SEBASTIAN: (call out) Chill out, my bro!

FREEZE FRAME ON SEBASTIAN – TEXT: **SEBASTIAN: ZEN MASTER** – RESUME:

BACK TO:

HUNTER: No more caffeine for Wiener Boy.

J-DAWG: So, you ready? I can't believe you're doin' this. You couldn't pay me enough to wear that suit.

HUNTER: Yeah...whatever.

Player, J-Dawg, and Hunter push off out of the chairlift seat:

THE POV SWITCHES TO 3rd PERSON: For the first time, we see Player – WEARING A FULL LENGTH PINK BUNNY SUIT--

FREEZE FRAME ON PINK BUNNY – TEXT: **YOU!**--

Go to LIVE IN-GAME ACTION

[IN-GAME] SCENE 0.1.a

Player, J-Dawg, Hunter, Wiener Boy, and Sebastian begin the run down the mountain.

WIENER BOY: (call out) Let's tear it up!

SEBASTIAN: (call out) Last one down buys me a donut!

HUNTER: (call out) Let's do it!

J-DAWG: (call out) Let's get a move on!

[IN-GAME] SCENE 0.1.b

BYSTANDER 1, standing to the side of the main run, yells out to the crew:

Bystander 1: (call out) Nice gear!

J-DAWG: (call out) I know! Isn't it hilarious?

SEBASTIAN: Huh-huh-huh.

[IN-GAME] SCENE 0.1.c

WIENER BOY: (call out) Make way for bunnies!

SEBASTIAN: (call out) This is crazy, man!

HUNTER: (call out) Lookin' good!

J-DAWG: (call out) Keep it tight!

[IN-GAME] SCENE 0.1.d

BYSTANDER 2, watching from the sidelines, yells out to the passing crew:

Bystander 2: (call out) Whoa! I thought trix were for kids!

WIENER BOY: (call out) You know it!

Bystander 2: (call out) Don't get caught, dude!

[IN-GAME] SCENE 0.1.dd

The crew gets close to veering off the main trail, toward the Bunny Hop Death Drop:

HUNTER: (call out) Detour comin' up!

CUT TO:

[GROVER] SCENE 0.1.2

EXT. – NORTHSTAR OUT OF BOUND AREA

A burly, dim-witted SKI PATROL RANGER plants a sign in the snow that reads: "Danger! Sheer Cliff Drop Ahead!". Suddenly, a VOICE comes over the Ranger's WALKIE-TALKIE:

WALKIE-TALKIE: Mitch, you there?

MITCH: Roger that! Mitch here! Wanna know my 20?

WALKIE-TALKIE: There's a buncha kids headed your way...one of 'em's in a frickin' bunny suit. Looks like they're making a run at the Death Drop.

MITCH: 10-4! I'm on it!

CUT TO: The crew comes flying past. The Ranger waves his arms in vain as they pass by.

J-DAWG: (call out) Later, dude!

WIENER BOY: (call out) Woo-hoo!

SEBASTIAN: (call out) Hey, Mitch! How's your mom?

[IN-GAME] SCENE 0.1.e

After the crew gets past the Ranger, they make the final approach to the Death Drop:

WIENER BOY: (call out) This'll make you famous, dude!

SEBASTIAN: (call out) I'm ready, baby!

HUNTER: (call out) Let's make it count!

J-DAWG: (call out) Droppin' in!

[IN-GAME] SCENE 0.1.f

As the respective crew members wipe out en route to the Death Drop Jump:

WIENER BOY: (call out) AAAAAAAAHHHHH!!! [long beat] I'm OK!

SEBASTIAN: (call out) OOF! [beat] You can do eet!

HUNTER: (call out) Ah...[REFRIGERATOR]

J-DAWG: (call out) OOF! Stupid binding!

[GROVER] SCENE 0.1.3.1

In 3rd Person POV, the Player launches off the jump...a spectacular POV showing your HUGE AIR...the Player stops and then drops...the snowy ground comes rushing up--

THUD!

BLACK SCREEN...then FADE IN...

[PRESENTATION] SCENE 0.1.3.2

DANDELION: Once upon a time, there were five super cool snowboarders who were about to experience the most fabulous, incredible--

BARON: Oh, this is painful, man! You're KILLIN' me! Cut scenes suck! That's better now. See, I made this one game – no cut scenes – it was the perfect game. I woulda gotten away with it too, if it weren't for those meddling snowboarders. You know, now that I think about it, maybe I shoulda made--

GNOME: *We're off the air.*

BARON: --a skiing game.

GNOME: *We're off the air!*

BARON: What? I'm losing my hair? No, I've been bald for years.

GNOME: We're off the air!

BARON: Oh! We're off the air?

DANDELION: And it all began one pink bunny morning...!

FADE INTO:

[GROVER] **SCENE 0.1.3.3**

DANDELION: Wow! What a drop! You OK?

FADE IN [1st Person POV]: DANDELION peers down at you with a relieved smile. In the b.g., Hunter (and then Wiener Boy and J-Dawg) call out. The POV rotates to see the crew standing high above, at the edge of the cliff.

HUNTER: (call out) Everything all right?

WIENER BOY: (call out) D'you break anything?!

DANDELION: (call out) I think we're good!

J-DAWG: (call out) Then quit layin' around! We'll meet ya after you change!

WIENER BOY: (call out) You rock! That was awesome!

CUT TO:

[PRESENTATION] **SCENE 0.1.4**

CLOSE ON Dandelion's Scrapbook as it OPENS--

Dandelion narrates over various scrapbooked pages:

DANDELION: And THAT'S how I met my new special friend! My name's Dandelion, I'm a Scorpio, I love rainbows, unicorns, and all other living things...except chickens. I went through kind of a wild phase when I was younger, but now I'm just wild about scrapbooking! In fact, I was on my way to a HUGE scrapbooking expo in Utah when I decided to hit NorthStar right before it closed for the season. Heaven only knew all the incredible, amazing, unbelievable things that would happen! But...this story isn't about ME...

The PAGE TURNS, revealing the start of the PLAYER CUSTOMIZATION SETUP...

ACT I: THE NORTHSTAR CREW

ACT I INTRO [Presentation] ARCADE INTRO

Plot Challenge #1: WienerLand (Wiener Boy)

- 1.1.a: [Gameplay] Initiate Challenge
- 1.1.1: [Grover] Hunter Intro
- 1.1.b: [Gameplay] Follow Hunter/Tree Run
- 1.1.2: [Grover] WienerLand Intro
- 1.1.3: [Presentation] WienerLand: Jump/Grind
- 1.1.c: [Gameplay] WienerLand: Jump/Grind
- 1.1.4: [Grover] WienerLand: Transition to Rails Section
- 1.1.5: [Presentation] WienerLand: Rail
- 1.1.d: [Gameplay] WienerLand: Rail
- 1.1.6: [Grover] WienerLand: Transition to Sled Section
- 1.1.7: [Presentation] WienerLand: Sled
- 1.1.e: [Gameplay] WienerLand: Sled

Plot Challenge #2(a): Easter Egg Roll (J-Dawg)

- 1.2.1: [Grover] Hunter/Trip to South America/J-Dawg's Sponsor

Plot Challenge #3: Zen Run (Sebastian)

- 1.3.0: [Grover] Sebastian on Lift
- 1.3.a: [Gameplay] Initiate Challenge
- 1.3.1: [Grover] Sebastian ("Special Place")
- 1.3.2: [Presentation] Sketchbook/Todd
- 1.3.3: [Grover] Past Todd in Backcountry
- 1.3.4: [Presentation] Sketchbook: Off-Axis
- 1.3.b: [Gameplay] Off-Axis Trick [& Ambient Sebastian VO]
- 1.3.5: [Presentation] Sketchbook: Slash
- 1.3.c: [Gameplay] Slash [& Ambient Sebastian VO]
- 1.3.6: [Presentation] Sketchbook: Style
- 1.3.d: [Gameplay] Style [& Ambient Sebastian VO]
- 1.3.7: [Presentation] Sketchbook: Carve
- 1.3.e: [Gameplay] Carve [& Ambient Sebastian VO]
- 1.3.8: [Presentation] Sketchbook: Hang Time
- 1.3.f: [Gameplay] Hang Time [& Ambient Sebastian VO]
- 1.3.9: [Grover] Wrap up
- 1.3.g: [Gameplay] Awesomeness Run

Plot Challenge #2(b): Easter Egg Roll (J-Dawg's Fantasy/Easter Egg Roll/Winner's Circle/Baron)

- 1.2.a: [Gameplay] Complete Plot Challenge #3
- 1.2.b: [Gameplay] Initiate Challenge
- 1.2.2: [Grover] J-Dawg/Go to Easter Egg Roll/Player & J-Dawg on Lift
- 1.2.3: [Presentation] J-Dawg's Fantasy
- 1.2.4: [Grover] End of J-Dawg's Fantasy
- 1.2.5: [Grover] Easter Egg Roll Intro
- 1.2.c: [Gameplay] Easter Egg Roll
- 1.2.6: [Grover] Crew meets to total Eggs/Winner's Circle/J-Dawg

1.2.7: [Presentation] Winner's Circle/J-Dawg/Baron von Havoc

Plot Challenge #4: Anime (Hunter)

1.4.a: [Gameplay] Initiate Challenge

1.4.1: [Grover] Wiener Boy/Bully Boarders/Hunter

1.4.2: [Presentation] Hunter

1.4.b: [Gameplay] Earn Night Pass

1.4.3: [Presentation] Crew Intros/\$ Stolen/Follow Bully Boarders

1.4.c1: [Gameplay] Follow Bully Boarders

1.4.4: [Grover] J-Dawg & Bully Boarders

1.4.c2: [Gameplay] Follow Bully Boarders

1.4.5: [Grover] Bully Boarders end run, ride away on snowmobiles/Player follows

1.4.d: [Gameplay] Follow (on snowmobile)

1.4.6: [Presentation] J-Dawg accuses the Player, rides off

1.4.e: [Gameplay] Escape from Bullies (on snowmobile)

1.4.7: [Grover] Freeze Snowmobile in mid-air (w/Dandelion V/O)

END OF ACT I: (1.5) [Presentation] Dandelion's Scrapbook

1.1: WIENERLAND

[IN-GAME] **SCENE 1.1.a**

EXT. – NORTHSTAR LITTLE VILLAGE - MIDDAY

As the PLAYER rides down the run, we see HUNTER stopped up ahead with a STORY ICON. She's looking back toward the Player and waving, trying to get his/her attention. To trigger Plot Challenge #1, the Player rides into the STORY HOT ZONE.

CUT TO:

[GROVER] **SCENE 1.1.1**

HUNTER: Hey! I've been lookin' all over for ya! We're all meetin' up with Wiener Boy. He's got some big surprise for us.

PLAYER: (1) Let's do it!
 (2) That's cool.
 (3) I'm up for it!
 (4) Sounds groovy.

HUNTER: Follow me. And try to keep up.

[IN-GAME] **SCENE 1.1.b**

Hunter leads the way and the Player follows her off the main run and into the trees.

HUNTER: (call out) So your Bunny Drop was cool!

PLAYER: (1) (call out) I know!
 (2) (call out) Thanks, dude.
 (3) (call out) 'Cept for the landing!
 (4) (call out) Yeah – I'll make it next time!

[IN-GAME] **SCENE 1.1.bb**

As the Player and Hunter get closer to Wienerland:

HUNTER: (call out) I can't believe it's Easter already!

(call out) We're gettin' close!

(call out) It's right up here!

[GROVER] **SCENE 1.1.2**

EXT. – NORTHSTAR TOY GROUND – MIDDAY

In a clearing at the edge of a heavily wooded area, J-DAWG, HUNTER, and WIENER BOY are waiting as the Player and Hunter ride up.

SEBASTIAN: Hey, buddy.

WIENER BOY: Thanks for comin' guys!

J-DAWG: So what're we doin', Wiener?

WIENER BOY: Oh, nothin'...just a little thing I like to call--

[PRESENTATION] **SCENE 1.1.3**

WIENERLAND SEQUENCE #1: WIENERLAND logo appears over stop-motion toy commercial.

Retro Narrator: WienerLand! It's the radical new snow surfing action play set that provides hours of gib-tastic fun! Included are action figures you can pretend are your friends and make them say whatever you want! Here's J-Dawg!

WIENER BOY: (as J-Dawg) I am so cool!

Retro Narrator: Hunter!

WIENER BOY: (as Hunter) Quit looking at my butt!

Retro Narrator: Sebastian!

WIENER BOY: (as Sebastian) Embrace your self-awararity.

Retro Narrator: And everyone's favorite little snow surfer, Wiener Boy!

WIENER BOY: I swallowed a nickel!

Retro Narrator: That's quite a crew! But isn't there someone missing? Why, yes! It's you!

Computer Voice: *I like to shred.*

Retro Narrator: Looks like Wiener Boy's ready to go!

WIENER BOY: I am! We'll start with a mellow jump. I got a new bag of tricks I've been working on! [SOUND F/X]

Retro Narrator: Now how 'bout grinding the Wienermobile for bonus points?

WIENER BOY: I'm glad I got my tetanus shot!

Retro Narrator: Good advice, Wiener Boy! So, who wants to be next?! How about YOU?!

Computer Voice: *You talkin' to ME?*

[IN-GAME] **SCENE 1.1.c**

Player takes the jump and grinds the Wienermobile.

WIENER BOY: (P) (call out) Let's do it!

 (S) (call out) Nice work!

 (F) (call out) Try it again!

 (F) (call out) Nice try!

HUNTER: (M) (call out) Nail it!

 (S) (call out) Sick! You killed it!

SEBASTIAN: (S) (call out) Oh, yeah!

 (F) (call out) One more time!

J-DAWG: (P) (call out) This is easy!

 (F) (call out) Oops!

 (F) (call out) Are you serious?!

[GROVER] **SCENE 1.1.4**

EXT. - WIENERLAND PART 2 - A FEW MINUTES LATER

The Crew gathers round at the entrance to the next part of the Terrain Park.

SEBASTIAN: Good job, WB.

WIENER BOY: Thanks, man!

HUNTER: Yeah, that was fun!

J-DAWG: Are we done yet?

[PRESENTATION] SCENE 1.1.5

WIENERLAND SEQUENCE #2:

Retro Narrator: I don't think so, J-Dawg! Not with a picnic table, a sacrificial alter, and a bunch of other crap – things are about to get rail-errific here at WienerLand! Nothing impresses like a nice, long jib.

WIENER BOY: (as Hunter) You're incredible, Wiener Boy! I think I'm falling in love!

WIENER BOY: Thanks, Hunter!

Retro Narrator: Now THAT'S what I'm talking about!

[IN-GAME] SCENE 1.1.d

Player rides a series of rails.

WIENER BOY: (P) (call out) You got this!

(M) (call out) Sweeeet!

(S) (call out) Rock on!

(F) (call out) Keep workin' on it!

HUNTER: (M) (call out) Woo-hoo!

(S) (call out) Nice jib!

SEBASTIAN: (P) (call out) Be one with the rail!

(F) (call out) SO close!

J-DAWG: (M) (call out) Here we go!

(F) (call out) Yeah. Nice try.

(F) (call out) Oh...WEAK!

[GROVER] SCENE 1.1.6

EXT. – WIENERLAND PART 3 – A FEW MINUTES LATER

The Crew gathers round at the entrance to the next part of the Terrain Park.

WIENER BOY: So, we havin' fun yet?

[PRESENTATION] SCENE 1.1.7

WIENERLAND SEQUENCE #3:

[*ENTIRE CREW CHEERS.*]

Retro Narrator: Well kids, it's time for the big finish...and I do mean BIG! For a limited time only...the Terrifying Sled Jump of Death (sold separately)! This is some kamikaze sledding action...down a wind-y track – hold on now... This is full contact sledding. Ouch! That looked like it hurt. Now *this* is how it's done. Just look at those gnarly flames! And it's up...and past...the Swinging Tires of Death and into the Pile of Evil Gnomes.

WIENER BOY: I am the gnome slayer! Fear me, if you dare!

[IN-GAME] SCENE 1.1.e

The Player sleds down the chute, jumps, bypasses the swinging tires, hits pile of Evil Gnomes.

WIENER BOY: (P) (call out) Hold on tight!

(M) (call out) Duuuude!

(S) (call out) Nice slide!

(F) (call out) Hey! You OK?

HUNTER: (P) (call out) Just go for it!

(F) (call out) That looked like it hurt!

SEBASTIAN: (M) (call out) Hold on!

(S) (call out) Super cool!

J-DAWG: (F) (call out) (laughing) Oh, man!

(F) (call out) That was awesome!

PLOT CHALLENGE #1.1 COMPLETED

~ * ~

1.2: EASTER EGG ROLL (Part 1)

[GROVER] **SCENE 1.2.1**

EXT. – OUTSIDE WIENERLAND – A FEW MINUTES LATER

The Crew gathers round after completing the tour through WienerLand.

WIENER BOY: So, dudes, what d'ya think of WienerLand?

J-DAWG: It was alright.

SEBASTIAN: Most excellent, WB.

PLAYER: (1) You should charge admission, make some money!

(2) That took a lotta work, little buddy. Nice job!

(3) That was great. Especially the sled run!

(4) I wanna know where you found that Wienermobile.

HUNTER: Hey, guys, since we're all here...I was countin' our cash last night – we've got about five grand. If we're goin' to Chile, that'll give us about a month.

WIENER BOY: Si! Vamonos a South America!

SEBASTIAN: Yeah, boy – Land of the Incas!

J-DAWG: OR...maybe we'll get everything for free for the whole season.

WIENER BOY: Watchoo talkin' 'bout, J-Dawg?

SEBASTIAN: Yeah, what's the catch?

J-DAWG: I've been talkin' to a new sponsor. I'll fill ya'll in later. I got people to see. I'll catch you guys at the Egg Roll.

WIENER BOY: Later, J-Dawg! I totally forgot about the Easter Egg Roll!

SEBASTIAN: First prize is another 500 bucks in our vacation fund.

WIENER BOY: Dudes, we can win that, easy!

HUNTER: OK! We'll all meet up at the Egg Roll! See you guys!

PLAYER: (1) Hasta lumbago!

(2) Later.

(3) See ya!

(4) OK.

PLOT CHALLENGE #1.2 (to be cont.)

~ * ~

1.3: ZEN RUN

[GROVER] **SCENE 1.3.0**

EXT. – NORTHSTAR ????? - AFTERNOON

As the PLAYER rides down the run, SEBASTIAN is on the lift and calls out to the Player:

SEBASTIAN: (call out) Hey, dude! What you say we hit the back country? I'll wait for you at the top!

[IN-GAME] **SCENE 1.3.a**

To trigger Plot Challenge #3, the Player rides into the STORY HOT ZONE at the bottom of the lift.

CUT TO:

[GROVER] **SCENE 1.3.1**

EXT. – ENTRANCE TO NORTHSTAR BACK COUNTRY - AFTERNOON

Player and Sebastian are near the entrance to a previously locked backcountry area. It's quiet and remote.

SEBASTIAN: So me and WB were talkin' – this J-Dawg thing...sounds kinda sketchy. I say we stick to the vacation plan.

PLAYER: (1) I dunno. The whole season? That'd be cool.
(2) Yeah, J-Dawg can do his own thing if he wants.
(3) I dunno. Maybe this new sponsor's legit.
(4) J-Dawg...always cutting the deals.

SEBASTIAN: Yeah. Either way, it'd be cool to win another 500 bucks. That's why I brought you up here. I'm gonna show you my special place.

PLAYER: (1) You hittin' on me, big man?
(2) Uh...your *special place*?
(3) I don't think I wanna go there.
(4) That sounds nasty.

SEBASTIAN: I love you, dude – but not THAT way. I'm takin' you where I always go to cleanse my mind and become one with the mountain.

CUT TO:

[PRESENTATION] **SCENE 1.3.2**

CLOSE UP on SEBASTIAN'S SKETCHBOOK as it opens, revealing a series of PAGES FILLED WITH DRAWINGS, DOODLES, ETC.--

SEBASTIAN: This magical book will be our guide. It's all in here...the magic...the mystery...some recipes. We are going where the snow is deep and the powder is fresh. But first, we must pass through the Gate of Self-Awarity, which is guarded by the Horrible Demonic Demon!

SEBASTIAN'S SKETCHBOOK: A DRAWING OF THE HORRIBLE DEMONIC DEMON. In the b.g., a chorus of screeching voices sing/chat: *Evil, evil, evil...*

PAN OFF PAGE TO:

[GROVER] **SCENE 1.3.3.1**

TODD, a wispy Security Guard standing by an opening in the fence. Sebastian and Todd stare each other down – they know each other.

TODD: Hey, Sebastian.

SEBASTIAN: Hey, Todd. Can you let us through?

TODD: Well, I suppose I have clearance for that one.

CUT TO:

[GROVER] **SCENE 1.3.3.2**

EXT. – NORTHSTAR BACK COUNTRY – MOMENTS LATER

Player and Sebastian are now on the other side of the fence, in the back country. Todd watches them passively from the other side. Sebastian smiles and acknowledges Todd while whispering to the Player (Todd doesn't react).

SEBASTIAN: Whew! That was close.

TODD: (call out) Can I ride with you guys?

SEBASTIAN: Uh...no. Maybe later.

TODD: (call out) OK.

CUT TO:

[PRESENTATION] SCENE 1.3.4

SEBASTIAN'S SKETCHBOOK - Flip through more random pages to the DRAWING OF ELTORG THE DARK LORD OF THE BLACK DARKNESS. (Sing/Chant Low: *Darkness...Darkness...Fingers...Fingers...*)

SEBASTIAN: Before beginning the Journey of Illumination, Awesomeness, and Powdery Goodness, one must unfritter the mind with the long-forgotten ritual of Off-Kiltara. Beware Eltorg, the Dark Lord of the Black Darkness...and Ājared, the Five Fingered.

PAN OFF PAGE TO:

[IN-GAME] SCENE 1.3.b1

Two perfectly harmless trees stand on either side of a jump.

SEBASTIAN: Watch...absorb.

Sebastian executes the off-axis trick.

[IN-GAME] SCENE 1.3.b2

The Player must execute the trick in the exact same manner.

SEBASTIAN: (F) Try again, grasshopper.

(F) One more time, zen pony.

(S) You have succeeded. Your mind will now be receptive to the awesomeness that surrounds us. [beat] But not yet. First--

CUT TO:

[PRESENTATION] SCENE 1.3.5

SEBASTIAN'S SKETCHBOOK: Flip through more random pages to a drawing of FREEZÖRG...

SEBASTIAN: Where is it...I know it's...OK...here we go... We voyage to the Slash Majal, the crusty snow fortress and eternal prison of... FreezÖrg, God of Lightning and Ice!

PAN OFF PAGE TO:

[IN-GAME] SCENE 1.3.c1

Sebastian speaks (below) and then executes a slash on a snow lip.

SEBASTIAN: OK. Now we do a slashing trick. Watch my every move.
[After the slash.] OK. Now you.

[IN-GAME] SCENE 1.3.c2

The Player must execute the trick in the exact same manner.

SEBASTIAN: (F) You can do it!
(F) Relax...let FreezÖrg be your guide.
(S) Sweetly executed, my friend! You are now ready for a far more...*delicate*...quest--

CUT TO:

[PRESENTATION] SCENE 1.3.6

SEBASTIAN'S SKETCHBOOK: Flip through more random pages, until finding the Mongolian Scroll...

SEBASTIAN: That's a good one...good one...bad one...almost there... This remnant of an ancient Mongolian scroll is the only clue to this mystical style maneuver. It must be done exactly so or risk utter obliviousness.

[IN-GAME] SCENE 1.3.d1

SEBASTIAN: This is a style trick. It's a very delicate maneuver.

Sebastian executes the style trick. As he does, we see the first appearance of AWESOMENESS around him.

[IN-GAME] **SCENE 1.3.d2**

SEBASTIAN: (call out) Did you see my awesomeness?! Yes! You have intuified your first awesomeness! Your enlightenment is blowing up, man!

The Player must execute the Style trick in the exact same manner.

[IN-GAME] **SCENE 1.3.d3**

SEBASTIAN: (F) Nice and easy.
 (F) Feel the move.
 (S) Well done! FreezÖrg would be greatly pleased.

CUT TO:

[PRESENTATION] **SCENE 1.3.7**

SEBASTIAN'S SKETCHBOOK: Flip through more random pages, then stops at the DUELING SERPENTS OF FANGAR!

SEBASTIAN: The final passage on your voyage of enlightenment is a mystery of the ancient Orient - this is totally one of my best drawings - the Dueling Serpents of Fangar! We must carve a path of perception. Follow me a closely as possible.

[IN-GAME] **SCENE 1.3.e1**

SEBASTIAN: OK. For this, you've gotta follow my line.

[IN-GAME] **SCENE 1.3.e2**

The Player follows Sebastian; Sebastian is surrounded by Awesomeness. Slowly, the Player also begins to generate Awesomeness. To complete the challenge the Player must (more or less) exactly follow Sebastian's carve line.

SEBASTIAN: (M) (call out) [As the Player's AWESOMENESS BEGINS TO APPEAR] Your riding is as rare and subtle as the serpent's shadow!
 (F) OK, let's try again.

(F) One more time.

(F) You can do this.

(S) That's it! You did it! Revel in your awesomeness, man, for its power is great and yet fleeting.

CUT TO:

[PRESENTATION] SCENE 1.3.8

SEBASTIAN'S SKETCHBOOK: Flip through pages toward the back to the DEATH DROP OF DEATH!

SEBASTIAN: My work here is almost done. All that remains is the ultimate test of those who would be illuminated! One cannot hold back...you gotta give 110, maybe 115% - I mean some seriously sick hang time - to escape the icy sting of the Spikes of Mediocrecess and touch the face of the Snow Gods!

CUT TO:

[IN-GAME] SCENE 1.3.f1

SEBASTIAN: Ready? Let us take flight! Follow me!

[IN-GAME] SCENE 1.3.f2

The Player follows Sebastian closely, getting up to full speed and shooting out off the jump. The Player surges past Sebastian with a mighty leap and a shower of Awesomeness spews from him/her.

SEBASTIAN: (M) AAAAAAHHHHHHHHH!!!!

PLAYER: (1) (call out) Look at me! I'm flying!

(2) (call out) YEEAAAHHHHH!

(3) (call out) Aaawwwweesooooommmme!

(4) (call out) YEEAAAHHHHH!

[GROVER] SCENE 1.3.9

SEBASTIAN: Sweet! You did it! Let's ride and celebrate the awesomeness emanating from thy buttocks!

[IN-GAME] **SCENE 1.3.g**

The Player and Sebastian ride down the rest of the hill in a mutual shower of Awesomeness.

PLOT CHALLENGE #1.3 COMPLETED

~ * ~

1.2: EASTER EGG ROLL (Part 2)

[IN-GAME] SCENE 1.2.b

EXT. – NORTHSTAR – AFTERNOON

As the PLAYER rides down the run, s/he sees J-DAWG waving to him/her. To trigger Plot Challenge #2(b), the Player rides into the STORY HOT ZONE surrounding J-Dawg.

[GROVER] SCENE 1.2.2.1

J-DAWG: Hey! C'mon! The rest of the crew's up there waitin' for us!

CUT TO:

[GROVER] SCENE 1.2.2.2

EXT. – LIFT CHAIR – MOMENTS LATER

J-Dawg and Player are sitting together, riding the lift up. J-Dawg is amped up and can barely contain himself.

J-DAWG: You know that deal I've been workin' on? If we win the Egg Roll, they'll be beggin' to sponsor me and you.

PLAYER: (1) Yah, and then we can finally get rid of our good friends and find some better ones.

(2) Sounds a little shaky, dude. What kinda sponsor's gonna sign up me and you?

(3) Cool! I thought you had to be like a pro or something to get sponsored!

(4) I gotta say, dude, I'm not totally cool with all this. Seems a little dicey.

J-DAWG: Hey, maybe you're OK with just hanging out, but not me - I'm on my way to the top - I mean, I'll bring the rest of the crew along for the ride, but I'm just bein' real. Lemme break it down for ya:

[PRESENTATION] SCENE 1.2.3

J-DAWG

First I tear it up at the competition;
Camera guys everywhere – my moves are so sick, I'm
Pulling out every dope trick in the book;
Then BAM I'm all about getting the hook--
--up with this sponsor y'all got on the brain
And a bunch of other ones'll jump the J-Dawg train.
That'd be so tight, with them footin' the bill,
Fresh gear every time I come down the hill.
A hundred new boards, one for every kind of trick,
A different jacket everyday, that'd be so sick!
I'd be all hangin' with the coolest pros
Kickin' it old school, meetin' the [LADIES],
[Girls' voices] Hey, J-Dawg?
[J-Dawg] Yeah?
[Girls' voices] Hey, J-Dawg?
[J-Dawg] Yeah?
[Girls] Come ride with us, dude.
[J-Dawg] Maybe later ladies – gotta get me some food!
Yah, sushi every night and a cool new I-Pod--
Can't talk now 'cause I'm gettin' phone-called
All the best managers are lookin' me up,
Here's some free lift tickets, a new sled and a truck
Sittin' on 22's with a GPS,
Pointin' me straight to where the pow-pow's fresh!
But first we gotta kill it at the competition;
Where I'm gonna blow up like nuclear fission!

[GROVER] **SCENE 1.2.4**

J-Dawg looks straight at the Player, expectantly.

J-DAWG: So...what d'ya think?

PLAYER: (1) How many sugar packets you had today, dude?
 (2) Dude...that was really weird.
 (3) Did you just make that up? Sounded like it.
 (4) Silky smooth. Like white chocolate.

CUT TO:

[GROVER] **SCENE 1.2.5.1**

EXT. – NORTHSTAR EASTER EGG ROLL (ESTABLISHING SHOT) – AFTERNOON

The camera pans around the scene as an EMCEE speaks over a loudspeaker.

EMCEE: Welcome to the annual NorthStar Easter Egg Roll! Let's review the rules:
Four riders per team, the team that gets the most eggs before time runs out, wins. Now let's review the safety precautions: there aren't any!

[GROVER] SCENE 1.2.5.2

The Player, J-Dawg, Hunter, and Sebastian at the STARTING LINE, ready to ride. WIENER BOY stands behind them, off his board.

WIENER BOY: C'mon, guys! You can do it!

EMCEE: Everybody ready? 3...2...1...

J-DAWG: We better win this or so help me--

EMCEE: ...GO!

[IN-GAME] SCENE 1.2.c

The Player must collect 14 eggs during the Easter Egg Roll.

[GROVER] SCENE 1.2.6.1

EXT. - NORTHSTAR EASTER EGG ROLL - AFTER THE EASTER EGG ROLL

At the base of the run, the Crew is gathered together. Wiener Boy rides up to join the others:

WIENER BOY: So? How'd we do?

SEBASTIAN: I got three.

J-DAWG: Tripled you up, big boy. I got NINE!

HUNTER: Yeah, well, I'm a perfect TEN!

J-DAWG: Better lucky than good, I guess. You got at least as many as Hunter did, so we should be good to go. I'll go turn the eggs in.

[GROVER] SCENE 1.2.6.2

EXT. - NORTHSTAR EASTER EGG ROLL - MINUTES LATER

CLOSE IN ON: A CEREMONIAL STAGE set up at the base of the bowl. An EMCEE stands on the stage, holding a microphone. A large crowd is gathered around.

EMCEE: OK! We've totaled everything up and this year's winner – getting the grand prize of 500 dollars is...J-DAWG'S CREW!

The crowd erupts into APPLAUSE as J-Dawg jumps onto the stage, whooping it up and pumping his fist in celebration (and inadvertently knocking the Emcee off the stage).

PULL BACK to reveal--

[PRESENTATION] SCENE 1.2.7

--the visual of J-Dawg on stage is appearing on a CRYSTAL BALL-like object – SOMEONE IS WATCHING THIS SCENE WITH GREAT INTEREST FROM SOMEWHERE FAR AWAY...SOMEONE EXTREMELY EVIL! We don't see who the Watcher is, but we catch a glimpse of WINGED MONKEY-type things lurking nearby and screeching at the crystal ball image.

BARON: Yes...J-Dawg...You and your crew will be *perfect*...I must meet your hot friend...I wonder if she likes Zeppelin rides...

PLOT CHALLENGE #1.2 COMPLETED

~ * ~

1.4: ANIME

[GAMEPLAY] SCENE 1.4.a

EXT. - NORTHSTAR RESORT - AFTERNOON

PLAYER rides into the STORY ZONE, where BULLY BOARDERS are hassling WIENER BOY.

[10 SECONDS OF HASSLING WIENER BOY IN GROVER].

CUT TO:

[GROVER] SCENE 1.4.1

- PLAYER:**
- (1) Hey, you dill-holes! Knock it off!
 - (2) Hey, how `bout everybody just chill...
 - (3) I just LOVE guys that pick on helpless kids.
 - (4) I just LOVE guys that pick on helpless kids.

The Bullies toss the Player dismissive looks and ride off. After the Bullies ride away, HUNTER rides up to Player and Wiener Boy – she has seen what happened and is super pissed.

HUNTER: Hey, you [FUDGE BROWNIE]!

WIENER BOY: Don't worry about it. Those guys are just jerks.

HUNTER: Hey, Franklin, NO ONE screws with me...or my friends--

CUT TO:

[PRESENTATION] SCENE 1.4.2

CLOSE ON HUNTER'S EYES IN ANIME STYLE:

HUNTER: (anime) --We must defend our honor!

JAPANARRATOR: And so it was that three of the *yuki taishou* vowed vengeance upon the
[FUDGE BROWNIE].

HUNTER: (anime) --We meet tonight! At the great tower! A price will be paid!

JAPANARRATOR: Hunter's words echoed through the hero's mind--

HUNTER: (anime, echoed) --We meet tonight! At the great tower! A price will be paid!

JAPANARRATOR: But first, a quest lay ahead, for only by earning the *Night Pass of Seiyuu* could one return to mountain and fulfill destiny in legendary Battle of *Kitaboshi*...which happens that very night...around eleven o'clock...

[IN-GAME] SCENE 1.4.b

The Player returns to the SANDBOX, earns a NIGHT PASS, and then goes to the STORY HOT ZONE at the Lift to the NorthStar Tower.

[IN-GAME] SCENE 1.4.3

EXT. – THE TOP OF NORTHSTAR RESORT, NEAR THE TOWER - NIGHT

FADE IN: "NIGHT"... "Around 11:00" (w/accompanying Japanese characters)...

In Anime style, the Player, Hunter, Sebastian, and Wiener Boy are shown gathered near the Tower.

JAPANARRATOR: Snow fell like delicate plum blossoms as *Seiyuu* returns to mountain with Mighty Night Pass. At the Tower of *Kitaboshi*, *Seiyuu* learns Fate has dealt lethal blow to vacation plans of *Yuki Taishou*!

SEBASTIAN: (anime) Someone broke into Hunter's locker and purloined all our vacation cash!

WIENER BOY: (anime) If it was those jerk guys, they will feel the wooden wrath of my real numchucks!

JAPANARRATOR: To search mountain for jerk guys, splitting up four *Yuki Taishou: Bishoujo*! Beautiful danger girl with courage of *hitokiri* assassin and fighting hotness! *Oukii Nikuma*! Big Pork Buns, with triple strength of delicious super-size! *Gaki*! Upstart punk, super fast verocity of foot and mouth! And set of real numchucks! *Seiyuu*! Man or woman – who can know? Chameleon power of customization!

It is *Seiyuu* who comes upon, the - let's call them *Colonatrons* - who appear from darkness, reveling in their evilness:

COLONATRON: (robot voice) So then the Pleasure Droid turns to me and says: "Now I see why they call it a half pipe!"

JAPANARRATOR: *Seiyuu* sets off in heavy pursuit, oblivious to almost certain peril that is awaiting.

[IN-GAME] SCENE 1.4.c1

The Player rides after the Bullies, keeping them in sight but not getting too close.

[GROVER] SCENE 1.4.4

EXT. - HALFWAY DOWN THE RUN - MINUTES LATER

Midway through the run, the Bullies suddenly stop in the center of an open area and wait until a SNOWMOBILE RIDER rides up to them.

CLOSE ON: J-DAWG is the Snowmobile Rider [Cue MYSTERIOUS WIND CHIMES]. After a brief exchange, J-DAWG rides off and the Bullies continue their run.

[IN-GAME] SCENE 1.4.c2

The Player resumes shadowing the Bullies.

[GROVER] SCENE 1.4.5

EXT. - BOTTOM OF THE RUN - MINUTES LATER

At the end of the run, the Bullies ride up to a STORAGE BUILDING and around to the other (blind) side of the building (out of the Player's view). Moments later, they come roaring out on snowmobiles and take off.

CUT TO:

INT. - STORAGE BUILDING

There is ONE REMAINING SNOWMOBILE. The Player climbs on and takes off after the Bullies.

[IN-GAME] SCENE 1.4.d

The Player follows the Bullies on snowmobile. Eventually, the Bullies ride over a crest and disappear from view. When the Player rides over the crest, CUT TO--

[PRESENTATION] SCENE 1.4.6

In ANIME: PLAYER is surrounded by the Bullies; J-Dawg appears and pulls up alongside the Player; they ride beside each other and talk:

JAPANARRATOR: And so it was, *Seiyuu* surrounded by evil Colonatrons. And then appears J-Dawg, who rides up to *Seiyuu* and makes starting crazy talk of stealing crew money:

J-DAWG: (anime) You stole our crew money!

JAPANARRATOR: Also, there is video, it seems, of *Seiyuu* breaking into locker and stealing money!

J-DAWG: (anime) There's video of you breaking into the locker and stealing the money!

JAPANARRATOR: And what about Colonatrons? Why was J-Dawg riding with them? The answer, it seems, all are now working for mysterious new sponsor!

J-DAWG: (anime) You're out of the crew, dude! [beat] Quit staring at my hair!

JAPANARRATOR: And so began legendary Battle of *Kitaboshi* - falsely accused, honorable *Seiyuu*, escaping evil Colonatrons down treacherous Cat Tracks of Doom!

[IN-GAME] SCENE 1.4.e

The Player races down cat tracks, pursued by the Bullies on snowmobiles. Eventually, the Player reaches a snow bridge, which disintegrates as s/he rides over it, allowing the Player to escape into the darkness.

The Player escapes from the Bullies on snowmobiles by going off a JUMP.

CUT TO:

[GROVER] SCENE 1.4.7

FREEZE THE SNOWMOBILE IN MID-AIR! Dandelion voices-over the frozen image:

DANDELION: Looks like that player's gotten into a little bit of trouble.

[PRESENTATION] SCENE 1.5

CLOSE ON Dandelion's Scrapbook and a series of scrapbooked pages:

DANDELION: Oh, I knew my friend didn't steal the money, but it sure did look bad. J-Dawg's mysterious sponsor flew the rest of the crew down to Chile the next day. And that's how my friend ended up all alone. Well, not TOTALLY alone. I had plenty of room in my van and, before you knew it, we were on the road to Salt Lake City! While I was at the scrapbooking expo, my friend would be looking for work at Snowbird to try and earn back the money that had been stolen. What a super special person. OUCH! But how d'ya earn 5500 bucks in just a few days? Well, if I'd just quit ramblin' on, maybe we'd find out...!

END OF ACT I

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