

[EPISODE I: SOMETHING DOESN'T SEEM RIGHT]

By

[JEREMY DAVIS & OLENYSERVER}

[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

FADE IN:

EXT[OUTSIDE]. [FARM NEAR THE PLAYERS BASE] - DAY

[ACTION]

Two people are working on the construction of a new base. They are currently farming near the opening of a cave.

[PLAYER 1]

PLAYER 1 IS BRAVE AND HEROIC. HE IS LEADING AN EXPEDITION TO ESTABLISH A NEW BASE

[Dialogue]

"OH NO! The chickens are escaping again.

DISSOLVE [LONG TRANSITION] TO:

Cinematic: Chicken running into the opening of a cave

CUT TO:

INTRODUCTION OF [PLAYER 2]

[PLAYER 2]

PLAYER 2 IS HUMOROUS AND A LITTLE MORE COWARDLY THAN PLAYER 1 BUT WON'T LET PLAYER 1 DOWN NO MATTER WHAT

[Dialogue]

"I think it just ran into the cave!".

[PLAYER 1]

"You'll have to go in there to get it out."

[PLAYER 2]

"Me? Why me? You should go in there."

[PLAYER 1]

"No, someone needs to stay to keep watch of the base we just started building."

[PLAYER 2]

SIGH "Fine, I'll go in there"

EXT-INT. [INSIDE a cave near a farm] - DARK

CUT TO:

ACTION:

PLAYER 2 LIT A TORCH AND WENT INSIDE THE CAVE DESPITE HIS FEAR OF THE DARK. HE LEFT PLAYER 1 GUARDING THE FARM AND VENTURED INTO THE DARKNESS BRAVELY...

[PLAYER 2] (CONT'D)

"AHHHHHHHHH" *Player 2 screams
with comical timing*

"Oh, it's just the chicken"

*Player 2 uses seeds on the
chicken to make it follow him. He
then notices that some of the
blocks on the walls are made from
chiseled stone*

"Hmmm, some of these blocks look
they've been put there. It
must be my imagination since no
one else is in this area."

[ACTION]

SUDDENLY, PLAYER 2 TRIGGERS A TRIP WIRE AND THE CAVE IS BLOCKED OFF. PISTONS PUSH DEEPSLATE BRICK BLOCKS DOWN FROM THE CEILING. PLAYER 2, SURPRISED, RUNS OUT OF THE CAVE BACK TO PLAYER 1.

INT-EXT. [INSIDE a cave near a farm] - DAY

cut to:

[PLAYER 2] (CONT'D)

"PLAYER 1, Something weird happened in the cave. I saw some carved blocks in the wall, that seemed like they'd been put there. And then I stumbled on something, and bricks fell from the ceiling!"

[PLAYER 1]

"Hmmm... Something doesn't seem right. We need to grab pickaxes and go back in!"

[PLAYER 2] *SCARED*

"There's no way I'm going back in there!"

[PLAYER 1]

"You'll be fine. Let's get the equipment."

CUT TO:

[ACTION]

PLAYERS SUITING UP WITH ARMOR AND GETTING SWORDS AND PICKAXES OUT OF THEIR CHESTS. EPIC MUSIC PLAYS IN THE BACKGROUND.

[PLAYER 1]

"Let's go."

DISSOLVE:

INT. [INSIDE a cave near a farm] - NIGHT

[ACTION]

Players start mining through the deep slate bricks that blocked player 2's way. Eventually they break through.

[PLAYER 1: CONT]

"We're in."

[PLAYER 2:]

"It's so dark. Player 1, I can't see a single thing."

[ACTION]

SUDDENLY THE AREA IS WELL LIT AND ENDERMEN ATTACK OUT OF NOWHERE. THE PLAYERS BARELY HAVE TIME TO REACT. THE ENDERMEN ARE A HANDFUL TO DEFEAT AS THEY KEEP TELEPORTING BEHIND THEM. BUT THE PLAYERS ARE SKILLED WITH THE SWORD AND MANAGE TO KILL ALL THE ENDERMEN.

[PLAYER 2: CONT]

"Wow, that was unexpected"

[PLAYER 1: CONT]

"We kicked their butts. It looks like they came through that trapdoor above us"

THE PLAYERS CONTINUE THROUGH THE CORRIDOR WHERE THEY FIND A BOOKSHELF. THE PLAYERS DON'T KNOW IT YET BUT IT SERVES AS BOTH A MAILBOX AND AN ENTRANCE TO THE BASE FOR THE SPY

[PLAYER 2]

"What the heck is a bookshelf doing here?"

[PLAYER 1]

"I might have seen one of these before."

Player 1 inspects the bookshelf for a few seconds. He seems to find what he is looking for

[ACTION]

Player 1 pulls a book out of the bookshelf.

Cut:

INT. [INSIDE the spy's base] – NIGHT but the base is well lit

Suddenly, the players wake up in beds that aren't their own. They are in what looks like a base with advanced crafting technology. After looking around, player one realizes he still has the book in his inventory. He opens the book.

The book

Inside the book is a letter. It reads as the following:

[BOSS]

"I'm very pleased with the intelligence you have gathered about the activities of player 1 and 2 in the area. They are getting stronger and more capable. I need you to finish the job."

[PLAYER 1]

"We need to get out of here. NOW!"

[ACTION]

Player 2 doesn't need to be told twice and starts mining out of the base like crazy. Player 1 intelligently replaces the blocks so that the spy doesn't realize his base has been compromised.

QUICK CUT:

INT. [INSIDE The players base] – DAY

The players have a meeting about the spy

[PLAYER 1 CONT.]

"We need to capture this spy before he gets to us".

Outro

FADE OUT.

END OF EPISODE 1

[EPISODE II: PLAN TO CATCH A KILLER SPY]

By

[JEREMY DAVIS & OLENYSERVER}

[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

FADE IN:

INT[INSIDE]. [INSIDE THE PLAYERS BASE] — DAY

[SCENE]

The players continue their meeting from the previous episode, plotting about how they might be able to catch the spy.

[Dialogue]

[PLAYER 1]

"Ok, so we know the spy has great engineering skills and a lot of gizmos. He's got advanced security and is good at hiding."

[PLAYER 2]

"Yeah, he was hiding in plain sight. And who knows what could have happened to the chickens had they been left in there!"

[PLAYER 1]

"Forget about the chickens, we need to make sure this plan works or our lives will be at stake. What if we set our own trap in his base? He probably wouldn't notice because of all the redstone wiring in there.

[PLAYER 2] *Changes appearance to Albert Einstein*

"What if we build an obsidian room under the bookshelf, and when he opens the door using the book he falls into the obsidian room and can't escape?"

[PLAYER 1] (More)

"Wow that's actually a pretty great idea... Did you just literally turn into Einstein?"

QUICK CUT TO:

PLAYER 2'S APPEARANCE IS SUDDENLY BACK TO NORMAL

[Player 2]

"What?"

[Player 1] *confused

"Never mind... The only problem is it will take as a while to collect all that obsidian we need."

CUT TO:

A TRAVELLING TRADER WITH A LLAMA APPEARS AT THE WINDOW OF THE BASE. HE HAS THE APPEARANCE OF A TYPICAL MINECRAFT TRADER, BUT HAS A MYSTICAL PERSONALITY

[TRAVELLING TRADER]

"Did I just hear you need some obsidian? It just so happens that I have 64 blocks of it right here."

[Player 1]

"Ok things are starting to get random. Surely that would cost a fortune?"

[TRAVELLING TRADER]

"Actually, you can have this whole stack- for the price of one of your tasty chickens."

[Player 2]

"NOOOO NOT MY CHICCKENN!!"

PLAYER 1 HITS PLAYER 2 WITH A SHOVEL TO GET HIM TO PIPE DOWN.

[PLAYER 1] (More)

"Yes we can agree to that."

DISSOLVE TO:

ACTION: THE PLAYERS TAKE INVISIBILITY POTIONS AND BUILD A TUNNEL SNEAKILY FROM UNDERNEATH THEIR BASE, TO UNDERNEATH THE BOOKSHELF ROOM IN THE SPY'S BASE. THEY LAY DOWN THE OBSIDIAN AND COVERTLY REWIRE THE REDSTONE TO FORM A TRAP. (ABOUT 1 MINUTE SHOWING THE TUNNELLING AND THE BUILDING OF THE TRAP).

JUST AS THEY FINISH AND START HEADING BACK THROUGH THE TUNNEL THEY HEAR A MUFFLED YELL.

[THE SPY] (OFF SCREEN):

"OWWW!"

[PLAYER 2] (Whispering)

"What was that?"

[PLAYER 1] (Whispering)

"I think that was him".

ACTION: THE PLAYERS, USING THE ELEMENT OF SURPRISE, BURST INTO THE OBSIDIAN JAIL. THEY DRAW THEIR SWORDS.

[PLAYER 1]

"WHO ARE YOU AND WHAT ARE YOU TRYING TO DO TO US!"

THE SPY SAYS NOTHING AND JUST STARES INTO THE DISTANCE. HE IS A TALL FIGURE, DRESSED IN BLACK THAT BLENDS IN WITH THE DARK OBSIDIAN. PLAYER 1 CONTINUES TO TRY TO GET THE SPY TO TALK BUT HE REFUSES TO REVEAL ANYTHING ABOUT HIS OPERATIONS.

[PLAYER 1]

"Player 2, I need you to guard the spy while I go and investigate his base."

[PLAYER 2] *Nervously (MORE)

"Uh, ok..."

Quick cut: Player 1 rummaging around in chests inside the spy's main room. He loots some interesting objects but doesn't find anything more conclusive. The spy has covered his tracks well.

[PLAYER 1]

"Damn, this guy is good."

Outro

FADE OUT.

END OF EPISODE II

[EPISODE III: CATCH ME IF YOU CAN: THE ESCAPE]

By

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[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

FADE IN:

INT[INSIDE]. [INSIDE THE PLAYERS BASE] - DAY

[SCENE]

The players have built another jail inside their base and brought the spy back with them where they can monitor him. The next day, Player 1 is back in the interrogation room and has placed a hood around the spy's head. Player 2 finishes guard duty and walks out to go to sleep once player 1 comes in.

[Dialogue]

[PLAYER 1]

"I need you to talk."

[THE SPY]

MUFFLED SOUND

[PLAYER 1]

"Ok, at least we are getting somewhere now. Let's take that hood off and see what we can get out of you."

ACTION: PLAYER 1 TAKES OFF THE HOOD

[PLAYER 1]

"WHAT ON EARTH"

DISSOLVE:

CINEMATIC CUT TO THE SPY'S FACE.

SCENE: THE SPY HAD SOMEHOW WORKED HIS MAGIC AGAIN. SITTING TIED UP IN FRONT OF PLAYER 1 WAS NOT THE SPY, BUT PLAYER 2!

ACTION: IT IS PLAYER 2 TIED UP IN THE CHAIR RATHER THAN THE SPY. PLAYER 2 HAS TAPE OVER HIS MOUTH THAT PREVENTED HIM FROM BEING ABLE TO CALL FOR HELP.

PLAYER 1 TAKES OFF THE TAPE ON PLAYER 2'S MOUTH

[PLAYER 1 CONT.]

"WHAT ARE YOU DOING? WHERE IS THE
SPY?!"

[PLAYER 2] *embarrassed

"Uh... I might have fallen asleep."

[PLAYER 1 CONT.]

"Wow, so you are telling me the
guy that walked through that door
was the spy walking out scott
free?"

[PLAYER 2] *embarrassed

"..."

[PLAYER 1]

"We'll that's just great. I can't
believe you let him get away so
easily."

CUT TO:

CINEMATIC MONTAGE OF THE SPY RUNNING FROM THE BASE, JUMPING OVER
WALLS, AND EVENTUALLY FINDING A HORSE. HE USES THE HORSE TO
TRAVEL HIGH INTO THE MOUNTAINS NEARBY TO BUILD A NEW OUTPOST. IN
THIS BASE HE BEGINS TO BUILD SOME OF HIS MOST ADVANCED TRAPS
YET.

ONE OF THESE IS A TRAP THAT BANISHES THE VICTIM INTO THE NETHER.
THE SPY RIGS TNT UNDERNEATH THE PORTAL.

THE WAY THE TRAP WORKS IS THAT A TRIPWIRE WILL RELEASE SKELETONS
FROM AN ADJACENT ROOM. THE SKELETONS WILL FORCE THE VICTIMS INTO
THE NETHER. MUSIC BLOCKS WILL BEGIN TO PLAY A SHORT SONG. ONCE
THE BLOCKS FINISH THEIR SONG, THE TNT EXPLODES, LEAVING THE
PORTAL INACCESSIBLE.

[SPY] VOICEOVER

"THIS HAS TO BE MY BEST EVER TRAP. MY MOST SOPHISTICATED
CREATION. AS SOON AS SOMEONE GOES INTO THAT PORTAL, THEY WON'T
BE COMING OUT."

DISSOLVE: A CINEMATIC VIEW OF THE SPY'S COMPLETED
OUTPOST IS SHOWN. IT FADES OUT BACK TO THE PLAYERS BASE

INT: THE PLAYERS BASE, DAY

ACTION: THE PLAYERS SEARCH THEIR OWN CHESTS TO MAKE SURE THE SPY
DIDN'T TAKE ANY OF THEIR EQUIPMENT. EVERYTHING SEEMS TO BE IN
ORDER, BUT PLAYER 2 FINDS A BOOK.

[Player 1]

"Everything seems pretty normal to
me. i've checked just about all
the chests and nothing valuable
has been stolen.

[PLAYER 2]

"I found another book. It says:
Catch me if you can."

Outro

FADE OUT.

END OF EPISODE III

[EPISODE IV: A TRAITOR AMONGST US]

By

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[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

FADE IN:

INT[INSIDE]. [INSIDE THE PLAYERS BASE] - DAY

[ACTION]

AFTER THE PLAYERS REALISED THE SPY HAS ESCAPED, PLAYER 1 BEGINS TO HAVE SUSPICIONS ABOUT WHETHER HE CAN TRUST PLAYER 2.

[PLAYER 1]

"I think there have been too many coincidences happening lately."

[PLAYER 2]

"Yes, a lot of weird stuff has been happening lately."

[PLAYER 1]

"Like how you somehow fell asleep even though you were guarding a spy who was trying to kill us?"

[PLAYER 2]

"I'm really sorry, I never meant to let you down."

[PLAYER 1]

"And how come he didn't just kill you while you were asleep? He could have taken us both down while he was already inside the base."

[PLAYER 2]

"I have no idea..."

ACTION: PLAYER 1 DRAWS HIS SWORD AND STARTS SPRINTING TOWARD PLAYER 2. PLAYER 2 BARELY HAS TIME TO GRAB SHIELD FROM A NEARBY CHEST. HE MANAGES TO DEFLECT SOME BLOWS.

[PLAYER 1]

"You are a traitor! You were my brother, but you turned against me? Are they paying you? You sold out for money?"

THE CAMERA PANS TO PLAYER 2 WHO IS SUDDENLY WEARING GUCCI CLOTHING WITH A GOLD CHAIN FOR COMEDIC EFFECT

[PLAYER 2]

"Please, I'm not working with the spy!"

ACTION: PLAYER 1'S SWORD SUDDENLY BREAKS; PLAYER 2 STILL HAS A SHIELD. HE USES THE OPPORTUNITY TO GRAB HIS OWN SWORD. NOW PLAYER 2 IS CHASING PLAYER 1.

[PLAYER 2 CONT.]

"II swear I am on your side."

[PLAYER 1]

"You won't be on anyone's side once I'm done with you!"

[PLAYER 2]

"Your sword just broke though!"

[PLAYER 1]

"Throw down your weapons to prove we are on the same side!"

ACTION: PLAYER 2 RELECTANLY DROPS HIS WEAPONS. SUDDENLY, PLAYER 1 RUSHES TOWARDS HIM AND STARTS PUMPELLING HIM WITH HIS FISTS.

[PLAYER 2]

"Owww!"

[PLAYER 1]

"I bet it was all a trap set for me!"

ACTION: PLAYER 1 HAS FOUND A SHOVEL AND STARTS HITTING PLAYER 2, WHO HAS PICKED UP HIS SWORD AND SHIELD HE PREVIOUSLY DROPPED.

PLAYER 2 RUNS OUTSIDE AND GETS ON A HORSE. PLAYER 1 GIVES CHASE ON FOOT AND IS SOMEHOW KEEPING UP. HIS ANGER IS MAKING HIM RUN AT INCREDIBLE SPEED (COULD USE SPEED POTION).

THE HORSE SCALES A MOUNTAIN NEAR THE BASE BUT IS FORCED TO STOP BEFORE IT JUMPS OFF THE EDGE OF THE CLIFF. PLAYER 2 DISMOUNTS THE HORSE AND BACKS TOWARD THE CLIFF FACE SLOWLY. PLAYER 1 FURIOUSLY APPROACHES.

FADE OUT.

END OF EPISODE IV

[EPISODE V: REUNITED IN STEEL]

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[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

SCENE: PLAYER 1 HAS PLAYER 2 AT SWORD
POINT ON THE EDGE OF A CLIFF. A QUICK
FLASHBACK

[PLAYER 1]

"There was no travelling trader,
was there? That was the spy. You
must have tipped him off about
the plan- that you suggested!"

DISSOLVE:

FLASHBACK: THE TRAVELLING TRADER IN THE PREVIOUS EPISODE IS IN
FACT REVEALED TO BE THE SPY. HE WAS ONE STEP AHEAD AND GAVE
THEM THE OBSIDIAN KNOWING HE WOULD BE ABLE TO USE PLAYER 2'S
FOOLISHNESS AGAINST HIM.

ACTION: PLAYER 1 THROWS PLAYER 2 OFF THE
CLIFF IN RAGE. BUT BECAUSE THERE IS WATER
AT THE BOTTOM, PLAYER 2 IS FINE. PLAYER 1
RUSHES TO THE BOTTOM TO FIND PLAYER 2
STILL ALIVE WITH A SHOCKED EXPRESSION.

[PLAYER 2]

"I don't know what you are
talking about! Besides if I was
working against you, I would
have killed you with this sword
by now.

[PLAYER 1]

"YOU ARE A TRAITOR."

[PLAYER 2]

"And you just threw me off a
cliff. So who's the traitor
now."

PLAYER 1 REALISES HE HAS BEEN HASTY IN ACCUSING PLAYER 2.
PLAYER 2 LOOKS OFFENDED.

[PLAYER 1]

"Hmmm. I guess falling asleep is something you could do by accident knowing you."

[PLAYER 2]

"Hey, that's mean!"

[PLAYER 1]

"The spy must know more than we thought. He planned to be captured from the start so he could get inside our base! But why didn't he kill us while he had the chance? That's the part that makes the least sense to me out of all this chaos."

CUT TO:

INT: INSIDE THE SPY'S OUTPOST- DAY

ACTION: THE SPY IS TALKING VIA A VIDEO CALL TO HIS BOSS

[THE BOSS]- A Shadowy figure, very wide in stature with a deep voice. His face is never shown on the screen.

"Agent 42, did you do the job?"

[SPY/AGENT 42]

"Yes... It's done. They took the bait hook line and sinker. They really thought they'd caught me but I had them right where I wanted them!

[THE BOSS]

"Agent 42, you better have terminated them. They are the biggest threat to our organization and you know it."

You know the penalty for not completing your tasks."

[SPY/AGENT 42] *Nervous gulp

"Yes they have been taken care of."

[THE BOSS]

"Good. Meet me in the metropolis. Your reward and your next assignment will be given to you there."

call ended

[Spy/Agent 42]

"I've made a big mistake. The organization will put a bounty on my head when they realize I lied to them. This leaves only one option: to take down the organization. But I'll need help."

CUT TO:

INT: BACK INSIDE THE PLAYERS BASE- NIGHT

SCENE: IT'S NIGHTTIME IN THE PLAYERS BASE. BUT THEY AREN'T SLEEPING BECAUSE THEY ARE COMING UP WITH A NEW PLAN TO CAPTURE THE SPY

[PLAYER 1]

"OK, the spy somehow seems to know our every move before we do. But he can't be in 2 places at once."

[PLAYER 2]

"So, what's the plan?"

[PLAYER 1]

"Let's get some villagers from one of the neighboring villages, dress them to look like us and put them in our base. From a distance, the spy will think we are just fortifying our base or something.

[PLAYER 2]

"That's a great idea!" Let's go find some villagers to pretend to be us.

CUT TO:

NEXT DAY AT THE VILLIAGE-DAY

THE PLAYERS GO TO FIND VILLAGERS TO POSE AS THEM. THEY ARE PAID IN EMERALDS FOR THEIR SERVICES. ONCE THE VILLAGERS ARE IN POSITION, THE PLAYERS BUILD A SECRET OUTPOST IN THE MOUNTAINS OVERLOOKING THE BASE SO THEY CAN WATCH FOR THE SPY. THE VILLAGERS ARE TASKED WITH CONSTRUCTING WALLS, WHICH ARE ACTUALLY JUST A DECOY SO THAT THE SPY THINKS IT IS TO KEEP HIM OUT.

Outro

FADE OUT.

END OF EPISODE V

[EPISODE VI: AN UNLIKELY ALLIANCE]

By

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[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

SCENE: AGENT 42/THE SPY IS WATCHING THE PLAYERS BASE FROM THE HILLSIDE. HE NOTICES THE PLAYERS SEEM A LITTLE OFF, BUT HE CAN'T PUT HIS FINGER ON IT. ONCE THE PLAYERS (IN THIS CASE, THE VILLAGERS PRETENDING TO BE THE PLAYERS AS DECOYS) GO INSIDE, HE BUILDS A TRAP NEAR THEIR BASE USING THEIR OWN PLAYBOOK: A DEEP PIT LINED WITH OBSIDIAN THAT THEY WON'T BE ABLE TO GET OUT OF.

[AGENT 42/SPY]

"Hmm, something seems weird about those two but I can't quite put my finger on it. I'm going to give them a taste of their own medicine and see how they like being caught in a pit"

ACTION: The agent digs the pit. Once he's happy with his work, he throws a fire potion into the players base.

[AGENT 42/SPY]

"This should do the trick"

ACTION: The two villagers were not told to expect fire being thrown at them and come running out in a panic. They run right into the pit and fall in.

[Player 1]

"FIRE IN THE HOLE!"

ACTION: Player 1 pulls a switch and suddenly a giant TNT cannon is raining down TNT on the spy.

[AGENT 42/SPY]

"OWWWW OUCH"

Little did the spy know that this time,
the players were one step ahead.

[Player 2]

"This time we are one step ahead
of you!"

The spy has decent quality armor and
though takes some damage, is able to
survive the attack. The players rush down
and push him into the hole with the
villagers. The villagers are running
around extremely confused.

[AGENT 42/SPY]

"Wait, stop! I've come to ask
your help."

[Player 1]

"There's no way you came to ask
for help- you build a trap to
trap us, and you've been
plotting to kill us for who
knows how long!"

[Player 2]

"And you threw fire at our
base!"

[Villagers]

Grunt in agreement

[AGENT 42/SPY]

"I'm sorry about the fire and
the pit. I'm used to solving
problems with traps and I
thought I'd need to capture you
so I can explain."

[Player 1]

"Give us one reason why we
shouldn't blow you up right
now!"

The villagers aren't too keen on the idea
of more TNT

[AGENT 42/SPY]

"I need you to help me kill my
boss."

Player 1's mood suddenly changes once he
realizes the prospect of an epic mission.

[Player 1]

"Ok, now we are talking!"

[Player 2] Talking to player 1

"Wait a minute, how can you
trust this guy so easily!"

[Player 1]

"He didn't kill us before, so
maybe he really did spare our
lives.

Player 2 turns to [AGENT 42/SPY]

[Player 2]

So how come you didn't kill us?"

[AGENT 42/SPY]

"I used to work as a spy for the
government, spying on my boss,
but he captured me and told me I
had to work for him.

DISSOLVE:

ACTION FLASHBACK: A FLASHBACK OF THE SPY BEING SURROUNDED AND CAPTURED BY EVIL AGENTS IS SHOWN.

[AGENT 42/SPY CONT.]

If I refused to follow his commands, he'd put out a huge bounty and send out the whole agency to take me out. Eventually I got used to working for an evil organization, because I figured I was spying either way. That was until he told me to kill you guys, and I just couldn't bring myself to kill someone innocent."

[Player 1]

"Wow. Now we know who the real enemy is. We can help you take him down."

[Player 2]

"I'm in. As long as my chicken can come."

CUT TO:

INT: INSIDE THE SPY'S WEAPON AND ARMOUR ROOM- DAY

[AGENT 42/SPY]

"This is my weapons room. Here you'll find all the most advanced potions. The best enchanted armor. The finest weapons designed.

ACTION: THE TEAM BEGINS TO SUIT UP. PLAYER 1 WEARS FULL ENCHANTED DIAMONED ARMOUR. PLAYER 2 IS WEARING LIGHTER ARMOUR AND WIELDS AN ENCHANTED BOW. THE SPY LOADS UP ON INVISIBILITY POTIONS. THE TWO VILLAGERS ARE TASKED WITH CARRYING THE SUPPLIES AND LOOKING AFTER THE CHICKEN.

[PLAYER 2 to VILLAGER]

"Look after my chicken."

Outro

FADE OUT.

END OF EPISODE VI

[EPISODE VII: CARNAGE AND A NEW DAWN]

By

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[A SCREENPLAY COMMISSIONED BY OLENYSERVER]

SCENE: EXT: WALKING TOWARDS THE METROPOLIS, THE TEAM EMBARKS ON AN EPIC VOYAGE- DUSK

[AGENT 42/SPY]

"We'll have the advantage. I know the metropolis like the back of my hand. I'll be able to get inside and open the gates for you. Then we'll charge together and go for the boss. I'll need you to hold off the agents."

[PLAYER 1]

"Sounds like a plan. It's time to put this sword to use again." Player 2, you can cover us with your bow while we fight with the swords."

PLAYER 2 GIVES ONE OF HIS SWORDS TO THE VILLAGER HOLDING THE CHICKEN

[PLAYER 2]

"Here's your weapon. Defend that chicken with your life."

ACTION: EVENTUALLY THE TEAM REACHES THE GATES OF THE METROPOLIS. IT'S A HUGE FORTRESS THAT'S EXTREMELY HARD TO ACCESS FROM THE OUTSIDE. THE SPY LOOKS INTO A HIDDEN EYE SCANNER AND A SECRET SECONDARY ENTRANCE FOR AGENTS OPENS UP. HE GOES INSIDE.

[PLAYER 1]

"Get ready to charge men. This is where legends will be made."

ACTION: SUDDENLY THE GATE OPENS AND THE PLAYERS AND VILLAGERS CHARGE IN. PLAYER 2 STARTS THROWING CHICKEN EGGS EVERYWHERE. THESE SPAWN CHICKENS THAT RUN AROUND AND CAUSE CHAOS.

[PLAYER 2]

"Orders up! How do you like your
eggs? SCRAMBLED OR FRIED

THE CHICKENS DISTRACT THE ENEMY AGENTS AND PLAYER 1
EFFORTLESSLY OVERWHELMS THE UNPREPARED AGENTS. AGENTS ARE
FALLING LEFT RIGHT AND CENTER.

[PLAYER 1]

"There's agent 42! Cover him
while he goes after the boss."

CUT TO:

INT: INSIDE THE BOSSES FORTRESS- NIGHT

[BOSS]

"Ah agent 42. Come to get your
reward I see. I'LL GIVE YOU WHAT
YOU DESERVE!"

ACTION: THE BOSS AND AGENT 42 CHARGE TOWARD EACH OTHER. BOTH
HAVE HIGHLY ADVANCED EQUIPMENT AND BATTLE AT A HIGH INTENSITY
FOR A FEW MINUTES. PLAYER 1 IS OCCUPIED WITH THE LAST OF THE
GUARDS. SUDDENLY PLAYER 2 PELTS AN EGG DIRECTLY INTO THE
BOSSES EYES.

[BOSS]

"Ahhhh I can't see! Is that
egg!"

ACTION: THE BOSS SEEMS TO LIKE THE TASTE OF THE EGG TRICKLING
DOWN INTO HIS MOUTH

[BOSS]

"Yum that egg actually tastes
pretty good."

ACTION: BUT THE BOSS DOESN'T HAVE MUCH TIME TO ENJOY HIS EGG. DISTRACTED, HE IS SET UPON BY PLAYER 1, PLAYER 2, THE SPY AND THE VILLAGERS. HE IS NO MATCH FOR THE TEAM AND EVENTUALLY DIES.

[AGENT 42]

"Thank you so much for helping me. Would you consider joining forces to help me continue to fight evil? I can't undo all the damage I've done but over time I will help bring peace and security to the region. You'd be welcome here any time and to use any of the resources."

[Chicken]

The chicken gives a squark of approval.

Outro
FADE OUT.

END OF EPISODE VII