

"Splinkovision Games Ltd. Pty. Inc. LLC,,."

Rio Dell

TRT 6:18

Video	ST Audio	TRT
<u>FADE UP ON:</u>		
1. LS OF SPLINKOVISION HQ	1. MUSIC: "MEET THE CHAIRMAN" <u>GORRINGE (V.O.):</u> Splinkovision Games is a small video game studio of around 60 people.	
	(:05)	(:05)
<u>CUT TO:</u>		
2. MCU OF GORRINGE IN OFFICE CG: "GORDON GORRINGE, CEO"	2. <u>GORRINGE:</u> We've been steadily releasing games for over 30 years now, and will continue well into the future.	
	(:08)	(:13)
<u>CUT TO:</u>		
3. MLS, GAME FOOTAGE OF MAN PLAYING GUITAR WHILE RIDING A DRAGON CG: "SUPER DRAGUITAR (1999)"	3. <u>GORRINGE:</u> We have a wide library stretching back to 1986 covering every genre imaginable.	
	(:10)	(:23)
<u>CUT TO:</u>		
4. MCU OF SMITH IN STUDIO CG: "ARCHIBALD SMITH, LEAD CODER" CG: "ARCHIBALD SMITH, LEAD PROGRAMMER"	4. <u>SMITH:</u> First of all, I'm not a coder. "To code" is not a verb. I'm a programmer-- programmers write code. English is my third language, and even I know that. What's your excuse?	
	(:15)	(:38)
<u>CUT TO:</u>		
5. CU OF SMITH IN STUDIO	5. <u>SMITH:</u> Programming is a religion for me. The games industry is especially wonderful, because of the challenge it provides.	
	(:09)	(:47)
<u>CUT TO:</u>		
6. MCU OF SMITH IN STUDIO	6. <u>SMITH:</u> If it takes too long for a player to do anything,	

you've failed. Games have to be perfectly efficient.

(:08)

(:55)

CUT TO:

7. CU OF COMPUTER SHOWING ASSEMBLY CODE AND SNARKY EMBODIED AGENT

7. SMITH: I write every game from scratch in machine code. To do it in some high level language like C is lazy, and frankly a waste of everyone's time.

(:09)

(1:04)

CUT TO:

8. LS, PANNING AROUND STUDIO FILLED WITH LAZY WORKERS

8. GORRINGE: We hire over 400 people every year, making us one of the biggest employers in the county. Our workplace is very diverse.

(:09)

(1:13)

CUT TO:

9. MCU OF GORRINGE IN OFFICE

9. GORRINGE: For instance, our resident composer, who's written the music for all our games since the early '90s, is a lich.

(:06)

(1:19)

CUT TO:

10. CU OF SKELETAL HANDS PLAYING PIANO  
CG: "DEMODOTH, COMPOSER"

10. MUSIC: "PLAY IT AGAIN"

(:07)

(1:26)

CUT TO:

11. MCU OF DEMODOTH AT PIANO  
CG: "I STARTED HERE AROUND '93 OR '94. THEIR MUSICIAN AT THE TIME, TANIZOKO KAWA, HAD JUST LEFT FOR GUNDAR GAMES. BACK THEN, I WAS DOING REGULAR GIGS AT THIS CLUB, SALAZAR'S REQUIEM."

11. DEMODOTH: (HELLISH SHRIEKING)

(:11)

(1:37)

CUT TO:

12. MLS OF DEMODOTH DJING  
CG: "SOMEONE FROM SPLINKOVISION HEARD ME, AND WENT, 'EEK! A

12. DEMODOTH (V.O.): (HELLISH SHRIEKING)

LIVING SKELETON!'" (:07) (1:44)

CUT TO:

13. CU OF DEMODOTH AT PIANO 13. DEMODOTH: (HELLISH  
CG: "AND HE HIRED ME ON THE SHRIEKING)  
SPOT."  
(:03) (1:47)

CUT TO:

14. MCU OF DEMODOTH AT PIANO 14. DEMODOTH: (HELLISH  
CG: "IT'S DIFFICULT FOR MY SHRIEKING)  
PEOPLE TO FIND STEADY WORK IN  
THIS COUNTRY, SO IT REALLY IS A  
PRIVILEGE TO BE ABLE TO MAKE AN  
HONEST LIVING HERE. OR DYING,  
AS IT WERE."  
(:18) (2:05)

CUT TO:

15. MCU OF SMITH IN STUDIO 15. MUSIC: "WAYSIDE"  
SMITH: I have a team of  
underlings who do the grunt  
work. Mostly, I just have them  
reinvent wheels which I've  
already invented, like physics  
engines. I'm sort of their  
mentor, their moral support.  
(:10) (2:15)

CUT TO:

16. MS OF SMITH YELLING AT 16. SMITH: It's called GNU plus  
JUNIOR PROGRAMMER Linux, you daft bint!  
JUNIOR: I'm sorry!  
(:04) (2:19)

CUT TO:

17. MCU OF SMITH IN STUDIO 17. SMITH: When a game is about  
to release, we go into what's  
called "crunch time".  
(:03) (2:22)

CUT TO:

18. CU OF PROGRAMMERS POUNDING 18. SFX: PROGRAMMERS CRYING  
ON LOCKED DOOR SMITH (V.O.): We get together  
in the lab and try to finish as  
quickly as possible.  
(:05) (2:27)

CUT TO:

19. MCU OF SMITH IN STUDIO 19. SMITH: It's a lot of fun. I

don't understand why so many  
people badmouth it.

(:05) (2:32)

CUT TO:

20. MS, TWO PROGRAMMERS USE  
THIRD AS A BATTERING RAM ON  
OFFICE DOOR

20. PROGRAMMER: Let us out of  
here! Let us out, please!

(:05) (2:37)

CUT TO:

21. MCU OF GORRINGE IN OFFICE

21. GORRINGE: Our series of  
role-playing games, Olden  
Realms, has won multiple awards  
for its writing.

(:06) (2:43)

CUT TO:

22. MCU OF RAND IN STUDY  
CG: "MICHELLE RAND, WRITER,  
OLDEN REALMS SERIES"

22. MUSIC: "HOW LONG?"  
RAND: The All-Mother Zariz Eth,  
seventh born of the seventh  
born, did fling herself into  
the Myrn...

(:08) (2:51)

CUT TO:

23. LS, FIRST PERSON, GAME  
FOOTAGE OF APPROACHING MONK IN  
RUINED CHURCH AND STABBING HIM  
CG: "THE OLDEN REALMS: CALLAHOR  
(2002) "

23. RAND: ...the great ocean  
which once covered all of  
creation. And the serpent Naag  
Trophon gazed upon her, and her  
celestial yonic center, and  
swam within. Thus was formed  
Naag Eth, union of man and  
woman, and Ancestor Prince to  
human and elf kind alike.

(:17) (3:08)

CUT TO:

24. MCU OF RAND IN STUDY

24. RAND: And Naag Eth spread  
his seed upon the ocean floor,  
whence sprung the Earth upon  
which we now live.

INTERVIEWER: I just asked you  
for your name.

(:10) (3:18)

CUT TO:

25. MCU OF GORRINGE IN OFFICE

25. GORRINGE: Recently, we've  
also been expanding into  
educational games.

(:02)

(3:20)

CUT TO:

26. GAME FOOTAGE OF BEE, STAPLER, AND CROCODILE. PLAYER SAYS THAT ALL ARE SAFE TO EAT. GAME INTERPRETS THIS ANSWER AS CORRECT.  
CG: "LIZZIE'S LUNCH (2017)"

26. MUSIC: "OPEN THE DOOR"  
BEE: I have a bee!  
STAPLER: I have a stapler!  
CROCODILE: I have desomorphone!  
SFX: CROWD CHEERING

(:20)

(3:40)

CUT TO:

27. MCU OF GORRINGE IN OFFICE

27. GORRINGE: We've only had three lawsuits so far. Not going anywhere.

(:09)

(3:49)

CUT TO:

28. MCU OF SMITH IN STUDIO

28. MUSIC: "JAMMING ON B7SUS4"  
SMITH: Mr. Gorringer is a total nutjob. He bought the company about two years ago when we were on the brink of bankruptcy, and he's somehow made things even worse. Every single decision that man has made has been the wrong one.

(:15)

(4:04)

CUT TO:

29. CU OF GORRINGE FILLING OUT PAPERWORK WITH THE WORDS "EVERYTHING IS O.K."

29. SMITH: But he's in charge. If he wants to burn this place to the ground, then so be it.

(:04)

(4:08)

CUT TO:

30. MCU OF GORRINGE IN OFFICE

30. GORRINGE: In the past, we've had a very straightforward business model: We make games, sell them for about \$60, and the owner can play them forever. That's not a very good model.

(:15)

(4:23)

CUT TO:

31. MS OF DISTORTED GLOWING BLOB WITH TEXT "IT'S TOO DARK IN HERE..."

31. GORRINGE: Now we're in the process of converting to a more modern model. We'll sell the

CG: "WHITEBLOOM II (2006)" first half of the game for \$60...  
(:10) (4:33)

CUT TO:  
32. MCU OF GORRINGE IN OFFICE 32. GORRINGE: ...then slowly release the rest as expensive downloadable content.  
(:07) (4:40)

CUT TO:  
33. ELS, GAME FOOTAGE OF ZIDAHN SLAYING GHRIDDUS AND CLIPPING THROUGH THE GROUND 33. GORRINGE: And players always have to be online, even if the game is single player only.  
CG: "NEKAVE (2008)" (:10) (4:50)

CUT TO:  
34. MCU OF GORRINGE IN OFFICE 34. GORRINGE: And then, we'll shut down the servers and make the games impossible to play within two or three years of release.  
(:07) (4:57)

CUT TO:  
35. MS OF PLAYER WEARING VR HEADSET 35. MUSIC: "EXPLORE\_7"  
PLAYER: Alright! Video games! Virtual reality!  
(:06) (5:03)

CUT TO:  
36. MCU, GAME FOOTAGE OF BASE CHARACTER IN VIRTUAL BOY COLORS A GAME OVER SCREEN APPEARS 36. PLAYER: Character creation screens!  
SFX: BEEPING  
PLAYER: What?  
(:05) (5:08)

CUT TO:  
37. MS OF PLAYER PULLING OFF HEADSET AND LOOKING AT GAME CASSETTE 37. PLAYER: Great Ross Scott, they've killed it!  
(:09) (5:17)

CUT TO:  
38. MCU OF GORRINGE IN OFFICE 38. GORRINGE: Basically, we're the best.  
(:05) (5:22)

FADE TO:  
39. LS OF SPLINKOVISION HQ 39. MUSIC: "YORBERT: GAME OVER"  
CG: "TWENTY MINUTES AFTER THIS"

FEATURE WAS MADE, SPLINKOVISION  
DECLARED BANKRUPTCY."

(:08)

(5:30)

FADE TO:

40. MCU OF GORRINGE IN OFFICE  
CG: "GORDON GORRINGE WAS  
ARRESTED FOR TAX EVASION. HE  
ESCAPED FROM PRISON, AND IS NOW  
A SUCCESSFUL PROFESSIONAL  
WRESTLER."

(:08)

(5:38)

FADE TO:

41. MCU OF SMITH IN STUDIO  
CG: "ARCHIBALD SMITH RETURNED  
HOME TO ICELAND. UPON  
REALIZING HOW MUCH HIS ACCENT  
HAD CHANGED DURING HIS TIME IN  
AMERICA, HE MELTED. NO,  
SERIOUSLY, HE MELTED."

(:08)

(5:46)

FADE TO:

42. MCU OF DEMODOTH AT PIANO  
CG: "DEMODOTH RETIRED FROM  
MAKING MUSIC. HE NOW TEACHES  
UNDERWATER AEROBICS WITH HIS  
PARTNER OF 600 YEARS, COUNTESS  
MILDRED OF LUMBRIDGESHIRE."

(:08)

(5:54)

FADE TO:

43. MCU OF RAND IN STUDY  
CG: "MICHELLE RAND WAS REPORTED  
MISSING. SIX MONTHS LATER, SHE  
WAS CAUGHT ATTEMPTING TO BREAK  
INTO GEORGE LUCAS'S HOUSE,  
CLAIMING TO BE HIS BEST FRIEND,  
SUPERSHADOW."

(:08)

(6:02)

FADE TO:

44. LS OF PROGRAMMERS IN STUDIO  
CG: "LIKE CHILEAN MINERS RISING  
FROM THE DEPTHS OF THE EARTH,  
THE DEV TEAM WAS RESCUED FROM  
THE OFFICE. MOST OF THEM  
HADN'T RESORTED TO CANNIBALISM  
YET."

(:08)

(6:10)

FADE TO:

45. CG: "THIS VIDEO IS HAPPY  
END"

(:08)

(6:18)