

\*\*\* ALL OF PORTIONS OF THE SCRIPT IN BOLD ARE NON-INTERACTIVE MOCAP SCENES. THE CAMERA WILL CUT TO SHOW WHATEVER WE WANT. HOWEVER, ALL DIALOG WHICH IS NOT IN BOLD WILL BE RUN DURING GAMEPLAY WHILE THE PLAYER IS IN CONTROL. \*\*\*

CHARACTERS:

" COLE MACGRATH: THE TITULAR SUPERHERO. COLE HAS BEEN IMBUED WITH ELECTRICAL BASED SUPERPOWERS. POWERS HE NEVER ASKED FOR AND WOULD GIVE BACK IF HE COULD. HE BARELY SURVIVED THE BLAST THAT DESTROYED A LARGE SECTION OF EMPIRE CITY.

" ZEKE DUNBAR: COLE'S LONGTIME FRIEND. ZEKE GOT COLE HIS JOB AS A BIKE MESSENGER. ZEKE IS A BIT OF A SCREW UP, BUT IS A LOYAL FRIEND TO COLE.

" TRISH: COLE MET TRISH WHEN HE MOVED TO EMPIRE CITY. THEY HAVE A STRONG RELATIONSHIP, AND COLE HOPES THAT IT WILL LAST FOR A LONG TIME TO COME. TRISH LOST HER SISTER IN THE BLAST CAUSED BY THE RAY-SPHERE.

" DALLAS: ALSO KNOWN AS THE VOICE OF SURVIVAL, THIS REBELLIOUS YOUTH BROADCASTS FROM AN UNKNOWN LOCATION IN THE CITY, AND ACTS AS THE ONLY OUTLET OF INFORMATION TO THE REMAINING CITIZENS.

" REAPERS: THE FIRST GANG PLAYERS ENCOUNTER IN EMPIRE CITY. THESE FORMER DRUG DEALERS AND MISCREANTS HAVE BEEN GIVEN POWER BY SOME UNKNOWN FORCE. THEY'RE ORGANIZED, AND THEY CONTROL THE FIRST ISLAND IN THE GAME.

TERMINOLOGY:

" POINT OF INTEREST (POI): THESE ARE ON-SCREEN PROMPTS THAT DISPLAY A BUTTON FOR THE PLAYER TO PRESS. IF PRESSED, THE CAMERA FOCUSES ON AN OBJECT IN THE DISTANCE. IF MOVING, THE CAMERA AND COLE'S GAZE FOLLOW ITS TRAJECTORY. COLE CAN ONLY WALK WHILE A POI IS ACTIVE.

" VOICE OF SURVIVAL (VOS): THIS IS WHAT THE CHARACTER, DALLAS, IS CALLED IN-GAME.

" FORCED WALK: WHEN THE PLAYER IS IN A FORCED WALK STATE, HE CAN'T RUN. NO MATTER HOW FAR THE CONTROL STICK IS DEFLECTED, COLE WILL REMAIN IN A WALKING ANIMATION.

" WAYPOINT: WAYPOINTS ARE MARKERS THAT APPEAR ON THE PLAYER'S IN-GAME MINI-MAP WHICH GUIDES THEM TO MISSION OBJECTIVES AS WELL AS DISPLAYING ENEMY LOCATIONS AND POINTS OF INTEREST.

" GRAPHIC CUTSCENES: THESE SEQUENCES ARE A STAPLE OF SUCKER PUNCH GAMES. THEY ARE ESSENTIALLY MOTION COMICS TOLD FROM COLE'S PERSPECTIVE AS NARRATION. THEY TEND TO PLAY AT KEY MOMENTS IN THE GAME EITHER TO INTRODUCE AN AREA OR GANG, OR TO PROVIDE SOME INSIGHT INTO COLE'S STATE OF MIND AFTER A MAJOR STORY EVENT.

" KARMA: THIS IS A FUNDAMENTAL COMPONENT OF THE GAMEPLAY SYSTEMS IN INFAMOUS. AT KEY MOMENTS IN THE GAME, THE PLAYER MUST MAKE A CHOICE ABOUT A MISSION WHICH WILL DICTATE HOW CITIZENS OF EMPIRE VIEW COLE, WHAT POWERS HE HAS ACCESS TO, AND EVEN WHAT HE LOOKS LIKE.

FOOD DROP MISSION REWRITE - INFAMOUS

Characters:

**Cole:** A reluctant hero. Imbued with superpowers during an explosion in Empire City, Cole has used his powers to both help and hurt people. After his intervention in the recent threat that faced New Marais, he's become a national figure. Though no one knows his name.

**Trish:** Cole's past love who died tragically during his battle in Empire City.

**Zeke:** Cole's best and most loyal friend who met his end in New Marais.

**Mexx:** Served with Cole's father in the army. Cole's last personal friend. Mexx agreed to train him to use his powers to help stop the scum of the world - by force.

**Schinel:** The city's media tycoon and shady dealer. Furious that the lockdown is causing him money, he plays both sides; arming his private police to hunt and kill Cole while using his media outlets to broadcast his secret alter ego -- The People's Voice -- and turn the common man against Cole.

**Dr. Loze:** A young, ambitious scientist who has followed Cole since she first heard rumors of his powers from reports out of Empire City. She believes that no matter what kind of person he is, his powers are dangerous, and she must cure him of them.

Terminology:

(V.O.) - Voice over. Character is narrating the scene.

Com - A walkie-talkie like system Mexx has in place for them.

POINT OF INTEREST - on screen prompts for the player to press a button and draw their attention to a critical game detail.

FORCED WALK - Player can not run and must walk to destination.

WAYPOINT - Markers that appear on the mini-map as well as the real-game screen that will trigger events to move gameplay forward.

CUTSCENES - Cutscenes are narrative based sequences told in either comic strip (GRAPHIC) or in-game (MOCAP) format.

Karma: - A gameplay component that determines in-game abilities, design and narrative based on choices between Bad and Good.

PLAY HARSH PAST GRAPHIC CUTSCENE

Empire City lays in ruins. New Marais is overrun by chaos.

COLE (V.O.)  
Everywhere I go, people die.

Trish's eyes close as Cole lays her head to rest. Zeke's glasses are smashed to pieces on the ground beside his bloodied face.

COLE (V.O.)  
And I've run out of people to save.

News reports, magazines and websites with Cole's face plastered across them. A crowd of teens gather around him with their camera phones snapping as he leaves New Marais. Cole fries all the electronics with a blast over his shoulder.

COLE (V.O.)  
But after everything, I'm the newest celebrity. Not a handsome one with a drinking problem, a bad one, like on the wanted posters. Anywhere I go gets locked down. The Feds want me however they can get me.

The lights of New Vegas flash in the sky.

COLE (V.O.)  
I just want to disappear.

A dusty old house in the middle of the desert, the New Vegas skyline in the distance.

END HARSH PAST GRAPHIC CUTSCENE

**MEXX**  
**Snap out of it and juice up, Cole!**

**Cole, wearing dirty jeans and a torn up shirt dusts his hands off and tunes the radio to his favorite station. The house is only a small portion of a compound that's fenced in on all sides. There's also targets set up, a small obstacle course as well as a beat up recreational vehicle.**

**Most notably, a portion of the course looks like a mad scientists lab, with tesla coils and other sorts of equipment.**

**Mexx, a man of about fifty years old stands behind Cole with his arms crossed. His hair is starting to grey and his army fatigue pants are tattered.**

POINT OF INTEREST - SEVEN GAS POWERED GENERATORS RUMBLE ON THE GROUND.

TUTORIAL TEXT: Press L3 to locate a source of electricity and L2 to recharge your power.

If the player doesn't recharge, these reminders will play.

MEXX

(stern)

I've never known you to waste time.

MEXX

We don't have all day.

MEXX

You on vacation?

Cole recharges and his body crackles with energy. He's done this so many times now, it's almost routine.

COLE

(indifferent)

As good as new.

MEXX

Now power up the fence grid before we head in, will ya?

Mexx is in a hurry, it's enough that Cole risks being recognized during the day, but being without defense is a bigger problem.

POINT OF INTEREST - AN ELECTRICAL GRID CONNECTED TO THE FENCE.

TUTORIAL TEXT: Hold L1 to aim and R1 to fire.

If the player doesn't power up the electrified fence, these reminders will play.

MEXX

We don't want anyone getting in here.

MEXX

You want to keep watch all night?

MEXX

Don't try my patience.

Cole shocks the grid and the fence pulses with electric current.

Mexx stands behind Cole with his hands on his hips, admiring their security.

MEXX

Your dad woulda been proud, that's for sure. Now get your ass inside before someone spots you.

POINT OF INTEREST - A RYTHMIC THUNDERING SOUND ECHOES IN THE SKY AND TWO HELICOPTERS SOAR OVERHEAD.

The music suddenly stops and the radio speakers give off nothing but static until a voice comes through loud and clear.

SCHINEL

(distorted)

This is The People's Voice. I don't have much time. The police are flying in weapons to help with the lockdown. Citizens of New Vegas, get those guns first and track down the electric menace yourselves.

The voice cuts out and the music comes back.

MEXX

He's been trying to get you gone since you showed up here and the best he can come up with is electric menace?

COLE

I've heard worse.

MEXX

We can't let those guns get to the people.

COLE

Let the cops take care of it.

MEXX

They'll shoot anyone who gets near those weapons.

COLE

Including us.

MEXX

Isn't that what we've been training for? If not, then why bother? I'll be waiting.

Mexx runs to the RV and opens the door.

WAYPOINT for RV.

If player doesn't reach the Waypoint, these reminders play.

MEXX

What else you got to do?

MEXX

Get on.

MEXX

(he bangs on the side of the drivers door angrily)  
You can't be scared to make a choice.

The player makes his way to waypoint.

#### **PLAY MOCAP CUTSCENE**

Cole crouches on the roof of the RV as it pulls up to the city limits of New Vegas. The main roads are blocked off and heavily guarded, but mostly everything else is free and clear.

COLE (V.O.)

New Vegas was on lockdown as soon as I showed my face. I was on my way to Mexx's -- an old friend of my father's. The only guy in a thousand miles that doesn't want me dead.

The RV comes to a stop at the back of an old building.

Cole hops down and stands by the drivers window while Mexx examines the area with a pair of army-issue binoculars strapped to his head.

**MEXX**

Get to the top of that building and  
I'll use your Com to tell you what  
I can see from the outside.

Mexx talks into a walkie.

**MEXX**

(over Com)  
Working?

His voice comes out of a Com on Cole's shoulder. Cole tests  
his out.

**COLE**

(over Com)  
Test, test, mayday, niner.

Mexx looks at him.

**MEXX**

(not amused)  
Just get out there.

Tutorial Text: Press X to jump and scale different parts of  
the building.

If the player does not climb the building, these reminders  
play.

**MEXX**

(over Com)  
Just find a foothold.

**MEXX**

(over Com)  
I'm afraid of heights too.

**MEXX**

(over Com)  
I've seen you do this on TV.

The player gets to the top of the building.

FORCED WALK: Cole walks to the edge of the building and it  
overlooks a huge courtyard. In the center of the courtyard is  
a massive statue that stands in the middle of a fountain. At  
the foot of the statue, a mob of angry protestors have  
gathered, waving signs and blunt weapons in the air.

**MEXX**

(over Com)  
The payload is on top of that  
sucker.

(MORE)

MEXX (CONT'D)

No one is getting that anytime soon. But we need to be play it safe; block off the roads so the police don't surprise you.

POINT OF INTEREST - MAIN ROAD/PARKED CARS

COURTYARD IS LOCKED OFF - PLAYER CANNOT ACCESS

If the player tries to access courtyard, Cole is turned around and these reminders play.

MEXX

(over Com)

They want to beat you down.

MEXX

(over Com)

They're no friends of yours.

COLE

(under his breath)

You're a glutton for punishment.

Cole jumps from rooftop to rooftop until he gets to one of two main roads that lead into the courtyard and jumps down to street level.

TUTORIAL TEXT: Hold L1 and press X to throw a shockwave.

If the player doesn't move the cars, play this reminder.

MEXX

(over Com)

Like we practiced.

MEXX

(over Com)

This'll slow them down.

MEXX

(over Com)

You want me to try and do it?

The player sends the cars into the road.

POINT OF INTEREST - HANGING CABLE

A cable hangs from one building across the courtyard to another; there's another road on that side that needs to be blocked off.

MEXX

(over Com)

Don't bother running through that crowd, just use that cable to cross to the other street and block it off as well.

Cole climbs the building and runs across the cable.

If the player does not cross the cable, these reminders play.

MEXX

(over Com)

Don't think about facing that mob.

MEXX

(over Com)

This is easy stuff.

MEXX

(over Com)

You've lost your touch.

Below, the mob of civilians wave their baseball bats and signs that read "Leave Town. Or else." And "Save New Vegas."

As Cole crosses the protestors yell at him.

PROTESTOR 1

Dead or alive!

PROTESTOR 2

You ruined my life!

PROTESTOR 3

You're a curse!

Cole activates his Com.

COLE

I didn't do anything to these people.

MEXX

(over Com)

They're prisoners in this place, and they blame you, not the feds.

COLE

Then maybe I should just move to another town.

MEXX

(over Com)

They'd do the same thing there  
until the whole country was under  
siege. They're afraid of you, Cole.  
They don't know what you can do.

On the other side, Cole blocks the road with cars.

MEXX

(over Com)

Now climb up that thing from the  
middle. Hop on the wire and jump  
from there.

POINT OF INTEREST - STATUE NOTCH

Cole climbs back onto the wire and walks across, right to the  
middle, where the crowd begins to throw things at him.

If the player hesitates, these reminders play.

MEXX

(over Com)

They'll knock you right off.

MEXX

(over Com)

Jump toward the notch.

MEXX

(over Com)

Don't trust me?

Cole jumps onto the notch and makes his way up to the top of  
the statue where there is a huge crate that has been dropped.

MEXX

(over Com)

Fry those guns and make your way  
back here.

**Cole zaps the lock off the hinge and opens the crate but it's  
empty aside from a ringing cell phone.**

**Cole activates his Com.**

**COLE**

**No weapons. Just a phone.**

**MEXX**

**(over Com)**

**Get out of there.**

Cole reaches down and picks up the phone. The screen reads  
"PPL'S VOICE"

MEXX

(over Com)

Don't pick up that phone!

Cole pushes talk and puts the phone to his ear.

SCHINEL

Cole?

COLE

How do you know my name?

SCHINEL

Get out of my city!

Suddenly, police vans ram their way through the blockade Cole had set up. Cars going flying into the crowd and there is a mass panic.

Cole gets back on his Com.

COLE

Get home and power up the security.

MEXX

(over Com)

No way I'm leaving.

Armed security starts to pile out of the trucks.

#### PLAY MOCAP CUTSCENE

The ETF start firing at the statue, rattling off round after round from each side. They close in on Cole, stepping into the fountain to get a clearer shot.

COLE (V.O.)

The Emergency Task Force. They used to be cops, security, marksman. But after the lockdown, New Vegas' media tycoon, Schinel, started pouring his dirty money into law - the Feds look the other way, all they care about is containment.

Cole peers over the front of the statue where dozens of protestors still stand directly beneath, excited to see him getting barraged.

One protester stands far away from the others, on the edge of the fountain. It's a woman with glasses and she unfolds her sign when she sees his face. Her sign reads "I CAN HELP YOU".

Bullets fly across the front of the statue and Cole takes cover.

**KARMA MOMENT:**

**COLE**

Someone wants to help me. Why? If I jump down into that fountain, I'll fry everyone but her - no goons taking shots at me. But if I take them all out one by one, she might not be alive when I'm done - Hell, I might not be alive when I'm done.

**END MOCAP CUTSCENE**

Bad Karma: Cole jumps down into the fountain. Megawatts of electric current devastate everyone in the water and their screams fill the air.

WAYPOINT for woman wearing glasses.

The courtyard is silent as the bodies lay on the ground except for Cole and the woman in the glasses.

Cole walks up to her and she drops her sign, shocked at the ruthlessness she's just seen.

**COLE**

You can help me?

The woman snaps out of it and looks at him.

**DR. LOZE**

Someone has to. This can't go on. You're a nightmare to the world and to yourself.

(she hands him a card and he shocks her when he takes it)

I'm Dr. Loze, I've studied biochemistry my entire life.

Cole's Com buzzes.

**MEXX**

(over Com)

**Cole, we don't have time for  
college girls --**

**Cole blasts his Com to shut him up.**

**DR. LOZE**

**I can save you from what you are.**

**Suddenly a spotlight slams across Cole's back from a hovering  
chopper.**

**ETF**

**Surrender or die!**

**Cole instinctively shoots out the light and turns to Dr.  
Loze.**

**COLE**

**Run!**

**She takes off one way and he takes off the other.**

**Good Karma: Cole doesn't jump into the fountain and instead  
fights all the ETF himself, suffering near fatal damage to  
protect the people. He can barely walk and limps to his  
destinations.**

**WAYPOINT for woman wearing glasses.**

**FORCED WALK: The courtyard is alive with protestors that are  
enraged that Cole has killed their police force. They curse  
him and push him around as he passes by them. However, he  
pushes through, barely alive, to come face to face with the  
woman in the glasses who holds her sign to her chest before  
she drops it.**

**COLE**

**You can help me?**

**The woman smiles.**

**DR. LOZE**

**I want to help you. I can tell  
you're a hero deep down. You don't  
want to make victims out of us.**

(she hands him a card)

**I'm Dr. Loze, I've studied  
biochemistry my entire life.**

**Cole's Com buzzes.**

**MEXX**

(over Com)

**Cole, you're hurt bad, we don't  
have time for talk --**

**Cole activates his Com.**

**COLE**

**I'll be a second.**

**DR. LOZE**

**You can trust me. What's your name?**

**She puts her hand out.**

**Cole puts his hand out but before he can say even a word, a  
spotlight slams across his back from a hovering chopper.**

**ETF**

**Surrender or die!**

**Cole instinctively shoots out the light and turns to Dr.  
Loze.**

**COLE**

**Run!**

**She takes off one way and he takes off another.**

**PLAY FIX ME GRAPHIC CUTSCENE**

**Cole runs as fast as he can. The helicopter pursues, firing  
down on him. New thoughts start to dawn on Cole and his mind  
races.**

**COLE (V.O.)**

**So much has happened that I've  
forgot what my life was like  
without these powers.**

**Cole's ambushed by a group of EFT. He releases a devastating  
shockwave. The windows, doors and cars are all blown to  
pieces around him. Not to mention the squad.**

**COLE (V.O.)**

**No one has ever tried to help me  
without using me. NO one ever  
offered me my life back.**

**Cole scales a building and looks at the card he was given  
with Dr. Loze's address and phone number on it. With this new  
realization comes a sense of urgency.**

COLE (V.O.)

I don't want to have to choose  
anymore. I just want to be lost in  
the crowd. I need to find her.

END FIX ME GRAPHIC CUTSCENE