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## OIP Cutscene Blocking

### The Wandering Blade – Cutscene Blocking

#### Opening Cutscene: “Ambush in the Mist”

**Characters and World** – The first part of this scene sets up the conflict, the ambush, at the end. From there the scene establishes some of the setting as well as some side characters and two major characters: Samayoi and Asahi. Players get a brief view of Samayoi’s and Asahi’s personality and relationship between one another.

**Story/Plot** – Samayoi and the Eagle Knights are riding to the city Kiyoda to help save the kingdom from a demon invasion, when they are ambushed by demons while riding through the forest. Samayoi gets separated from the other knights and must fend for himself.

**Tone** - The part with Samayoi should be tense, with large focus on how dire their situation is, before transforming into chaos and disorder as they are ambushed. Create a sense of mystery, as the player knows very little because this is the first thing they see when they start the game

**Gameplay** - How to fight enemies using Samayoi’s sword, movement and how to traverse the world, the fact that enemies give you magical energy when defeated, the fact that enemies sometimes drop healing potions the player can get to heal some health, finding secret collectables can unlock items, and the fact that collecting all these things is a good thing.

The opening cutscene of the game begins with a scene of a misty, mountain forest at night through the lens of a flying eagle. We watch the eagle fly close to a trail of light in the forest, revealing it to be a CAVALCADE OF 500 KNIGHTS riding horseback through the forest with torches. As the eagle tries to fly closer, it is shot down by an arrow from off screen. The scene zooms in on the Cavalcade of knights, beginning in front with the KNIGHT CAPTAIN, CAPTAIN KISHI giving orders. The scene moves along the line of horse-riding knights until arriving on a particular knight (SAMAYOI YAIBA) riding harder than the others to the head of the column of knights. Another Knight (ASAHI) catches up to him from behind and calls out to him to slow down. Samayoi and Asahi fall into a normal riding pace. Samayoi tells Asahi he has to talk with the CAPTAIN KISHI SATO at the head of the column about their plans to save KIYODA. Asahi tells Samayoi to stop being hasty, and Samayoi responds he is just really worried about the KINGDOM.

Other knights riding alongside Samayoi and Asahi, AKIRA ISHII, NORIKO MAEDA, and RYOTA TAKAHASHI join their conversation, commenting that the EAGLE KNIGHTS OF ZAI are the best of the best, and can protect Zai from all threats, DEMON or otherwise. As the three begin to joke around, a sound rings out in the forest, startling all the knights. A knight yells out ambush as Arrows and balls of fire begin to rain down from the sky, as DEMON SOLDIERS burst out of hiding to attack the troop of knights. Samayoi, Asahi, and the other knights begin to defend themselves and fend off the attacking Demon Soldiers while still on horseback. Samayoi’s horse is startled and runs off into the forest as Demon Soldier shoots

an arrow into its side. After trying to settle down his horse, Samayoi jumps off it in the middle of the forest, and is alone except the Demon Soldiers that followed him. Samayoi takes a stance, ready to fight them off. This transitions into the first level and gameplay of the game, the prologue.