

## **Zombie Master**

### **Canned Dialogue Example**

EXT. ROAD AT THE EDGE OF A CEMETERY - DUSK

*(Cinematic)*

Player is on the side of a road. A man is limping towards him.

#### **Injured Man**

*(to player, rushed)*

Son, son you gotta get outta here. What cho doin'? They gonna kill us. They gonna kill us. You gotta gun? You gotta cross?

#### **Player**

What?

#### **Injured man**

The zombies. The zombies, son. Look at me. They done ripped me to shreds. I can't hardly walk.

#### **Player**

Zombies, are you crazy? You . . .

#### **Injured man**

We gotta go. [coughs] We gotta get away. [coughs] We gotta get to the church!

#### **Player**

You need a doctor.

#### **Injured man**

Aint no time to fuss. I'm bleedin' somethin' bad. Help me get to the church!

Injured man is attacked by a zombie

#### **Injured man** *(fighting off zombie)*

Go, get to the church. It's at the far end of the cemetery. Go, I'm done.

Player must navigate to the church by crossing the cemetery. Zombies will attack from graves.