

VALORANT

EP.3 ANTHEM VIDEO RIOT

SCRIPT

We open on a Parental Advisory Warning Graphic, it reads:
'BLOOD, LANGUAGE, VIOLENCE'

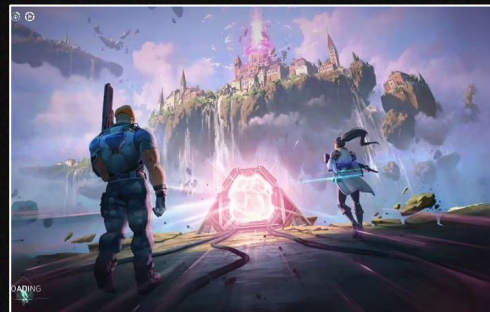
SFX: Ambient sounds of a busy Vietnamese street and cafe.

EXT. VIETNAMESE CAFE - DAY

Our camera pulls back and the 'Parental Advisory' graphic glitches to the loading screen of a new Valorant map, CANYON, suddenly it's broken apart. A young male (16) walks through the screen-- the beaded curtain of the 'Revive Me Cafe.' Deep in concentration, he takes a sip of Iskrambol as he swears under his breath in amazement, watching a Kong-TV stream on his phone.

CAMBODIAN GUY
Faaak, filthy!

SFX: Music Kicks!



As he walks out into the alley the camera orbits around him, coming over his shoulder we see him watching a gameplay stream, moving closer in on his expression and pushing into his forehead. We see a circle emerge like third eye, it transforms into a bubble of blue smoke, expanding as it covers his forehead.. We teleport into his head where we see.

GAMEPLAY: Kong TV playing as OMEN who has just teleported into the purple sphere. , is taken out by Shroud playing as BREACH. Shroud goes on a kill-streak- the audio cues grow: one kill (beat), two (beat), three (beat). He sneaks up behind RAZE, about to diffuse, but he gets turned on. Headshot! It's Gaules playing as RAZE, his live-stream pops up in frame.

GAULES (Live-Stream)
Turned on baby! Vamos la!

Cut to: FAN ART - a rubberised face of BREACH is slapped by a rubber RAZE hand.

SFX: Jibes and sympathetic 'ouchs' of other teammates.



BACK TO GAMEPLAY: The action escalates now between Gaules playing as RAZE and Mel playing as YORU. Mel takes him out.

YORU (V.O.)

I'll fight anybody, I'll fight everybody!

Mel, live-streaming: In a triumphant rage, she grips the edge of her stream frame and pulls the window and the gameplay scene over her body. Shredding the scene like polystyrene and revealing her full room.

MEL:

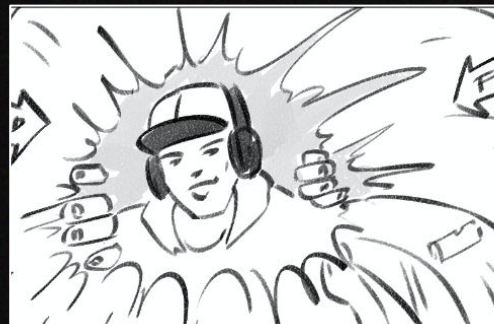
Yeeeeesssssssss!!!

Transition to:

INT. C9 - MEL'S ROOM - LIVE-ACTION

Her celebration is quickly cut short as the screen is pierced by one of SOVA's arrows. The force of the arrow penetrates the screen tilting and toppling the entire frame. Shattered glass crumbles as the camera's perspective hits the ground.

Transitioning us to...



INT. SOUTH AMERICAN BEDROOM - LIVE-ACTION

A South American Raze-looking girl jumps up, aggressively flexing and taunting in celebration. The scene freezes, we...

Match Cut to:

CG: Miniaturized version of her mid-taunt, frozen in mid-celebration in his room. The moment is cut short and we...

Transition to:

EXT. - STREET LOCATION - LIVE-ACTION

A rush of flames obliterates the scene from out of frame, pushing back we see an off camera flamethrower blasting the miniature in a dark evening exterior.

Match Cut to:

GAMEPLAY: A wall of PHOENIX fire erupts in front of OMEN. OMEN plays through as he teleports into a purple sphere.



Transition to:

INT. ZEDD'S STUDIO - LIVE- ACTION

Moving out of dense smoke, OMEN'S POV comes face to face in a hallway of a recording studio surprising a record company exec (young adult man 22). We hear Zedd's music begin in diegetic background sound. We notice on the walls a gold record featuring the album artwork of Zedd's 'Widowmaker' Weapon.

In sync to the music Omen's hands begin popping and locking in menacing contortions. In response we see the exec possessed by the beat as he is thrown around the hallway, bouncing off the walls, the walls warp like elasticated fabric. He dragged off his feet and thrust about like a rag doll.

The player discarded, we come to the end of the hallway as our POV looks up and we see Zedd looking mischievous in a full hanging mirror .



Transitions: We turn the corner into.

GAMEPLAY: Omen in gameplay gets surprised and killed by Viper.

INT. STYLIZED STUDIO ENVIRONMENT - LIVE-ACTION

From the gameplay screen's POV we push through transparent flopped gameplay footage, we see an edgy Korean woman, wearing a Viper mask in elaborate cosplay. As we pull back we see her crouching about to attack, flanked amidst flowing fabrics she has multiple AGENT arms intersecting with her form. A shiva-like goddess of JETT, CYPHER, AND VIPER.

Transition

GAMEPLAY: JETT throws knives and jukes sniper fire in a head-on fight with an enemy team. The gameplay screen suddenly warps into a glassy reflection, pulling back we...

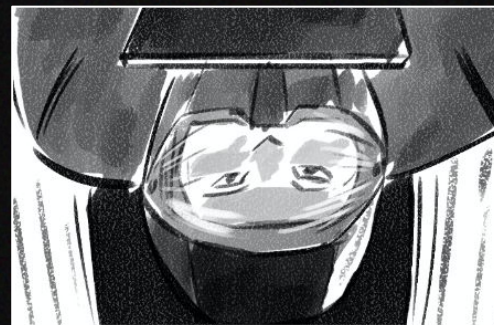


EXT. JAPANESE ROADWAY - NIGHT - LIVE-ACTION

A Neon lit Japanese woman's face emerges-- lit by LED light her face looks like it is in a space helmet. Pulling out more, we see QuarterJade's Valorant stream reflected on the glossy visor of her helmet. She is watching on her mobile phone. Continuing to move, we reveal her reclining impossibly on a chunky scooter cruising on a dark, stylized, neon-lit road. The rider, wearing YORU's jacket, weaves to the front of a Bosozoku style crew of female riders.

Wider and higher now, we follow them from a FPV Drone perspective. The frame begins to flip and we loop around them, dropping below the ground level and...

Transition/Continuous Move to:



EXT. JAPANESE ROOFTOP - NIGHT

Continuing the same wide arcing/looping shot, we reveal them, hazily lit by neon signs, and parked in formation on the rooftop of a building, Grouped together within a perfect flaming green semi-sphere. Surrounding them we see the tops of buildings spiking through dense neon lit hazy clouds. The single-take camera move keeps pace and arcs over the edge of the building. Revealing the underside of the structure we find AGENTS - JETT, YORU, CYPHER, AND VIPER standing in the same formation as the bikers, inside the green sphere - Showing IRL and the GAMEPLAY WORLD through top and bottom split-screen. The crew poses around the spike. We...

Transition to:

GAMEPLAY: The Japanese crew goes insane over a filthy tactical Team-Play.

Cut to:



INT. CLOUD-9 ANNIE'S STUDIO - LIVE ACTION

In a quick reaction shot, a powerful blast blows Annie's glasses from her shocked face. The camera follows the tumbling spectacles up into the air...

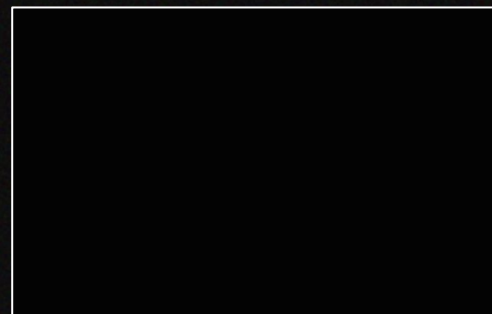
Transition to:

GAMEPLAY/CG: RAZE collapses in the refracted warp of the glasses lens as they tumble in slow motion through the air. As the frames flip, the reflection flips, we push into KILLJOY in GAMEPLAY standing triumphantly. Suddenly, the scene expands as an inflated bubble and we...

Transition to:

EXT. BERLIN STREET - LIVE-ACTION

The entire scene explodes on a chewing gum bubble in an adrogenous looking guy's mouth. It pops as he nods, smirking confidently.



From a low, heroic angle, we freeze-frame the guy in portrait. From a low angle we look through Annies shattered glasses. We see glitching reality splitscreen in the fractured mirrorverse of the lenses.,. The scene flashes with KILLJOY flickering on and off in a match-cut to his position - Bubble-Gum-Guy, IS KILLJOY as a graphic pattern of winding smoke trails and rockets fire away. The rockets converge towards camera. Just before they hit, we push into his shouting mouth as he shouts defiantly, in his mouth we see 'Clutch' typography formed in chunky pink gum.

CASTER (V.O.)

OMG what a win! Let's go!

Cut to:

GAMEPLAY: A miraculous recovery from KILLJOY.

KILLJOY

Fish in a barrel

The scene freezes and we...

Transition to:



EXT. PARK TABLE GAME AREA - DAY - LIVE-ACTION

Pulling out, the scene disintegrates and tumbles as it transforms to puzzle pieces falling on a table, shot from above. On the table, a box lies nearby with '1000-IQ piece puzzle' written on it - In a tantrum an unknown man tosses the table top of pieces towards the camera. We push into one of the pieces that flies towards camera.

Transition to:

GAMEPLAY from Champions:

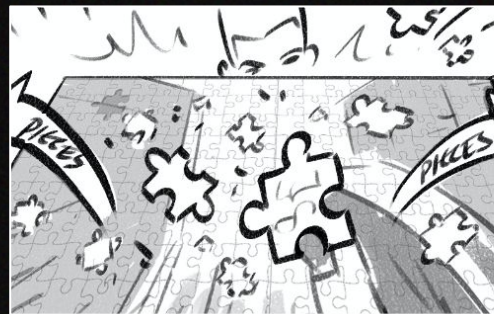
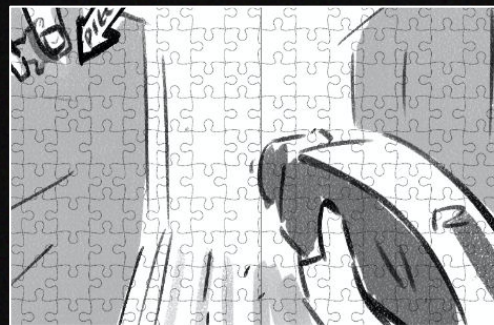
STREAMER (V.O)

Here it is again, he picked that up from Scream.

GAMEPLAY mixed in with CHAMPIONS bumper and BIG SHOW cutaways. A caster announces an up and coming Russian player, who has found his way to the tournament. A new game loads.

RUSSIAN CASTER (V.O.)

Alright, a new player! Do they have what it takes?



Transition to:

GAMEPLAY: Before he can even get started, HeadShotZz_RU playing as PHOENIX, walks right into a crafty trap and is obliterated to the ridicule of his opponents. We freeze-frame on his devastated face, captured from his live-stream camera. He looks awkward in mid-freeze-frame-glitch, undignified, his eyes teary and red.

RUSSIAN CASTER (V.O.)

(Disappointed) As we say. Close to the Tsar, close to death.

MUSIC: the beat stops abruptly as we move into a dramatic string arrangement.

Cut to:

EXT. ORTHODOX CATHEDRAL - DAY - LIVE-ACTION

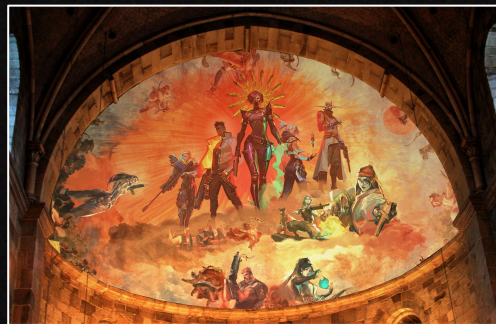
We push through the clouds on a massive funeral procession outside a cathedral. Perched on its dome is a massive gold statue of PHOENIX with an orb of fire in his hand. We...



Cut/crash inside.

INT. ORTHODOX CATHEDRAL - DAY - CONTINUOUS -
LIVE-ACTION

At the end of a vast cathedral is a framed portrait of HeadShotZz_RU. The same awkward screenshot surrounded by flowers. As the camera moves down the aisle towards a solitary coffin, we cut to either side of the cathedral, showcasing memorialized moments from Valorant Gameplay and STATUES OF AGENTS. We pan across a marble statue of VIPER holding her SPECTRE, looking down on the coffin in judgement, a small bronze tear runs down her cheek. We pass by an ornate, gold-plated relief depicting a crazy ACE by BBG Bjor. A marble bust of BRIMSTONE holding the new ODIN gun gives a stern look of encouragement. A full-scale statue of SOVA with his new bow drawn looks down in pity. An embellished bronze relief shows JETT launching a BLADESTORM and ACING the enemy team. Moving across the vast ceiling to the aspe, an oil painted-Renaissance style scene depicts HeadShotZz_RU's epic battle, featuring a fallen/wounded PHOENIX. The casket now in center of our frame we...



Transition/Match Cut to:

INT. CREMATORIUM - DAY - LIVE-ACTION

We follow the coffin as it inches towards the flames. An elaborately robed official with a gold 'K' pendant stoically observes. Our camera pushes inside the casket.

INT. CASKET - CONTINUOUS - LIVE-ACTION

The interior decor of the casket matches HeadShotZz_RU's gaming setup, but squished, he isn't done yet. He frantically taps away at his keyboard and mouse-- both mounted on the coffin's claustrophobic walls. His sweaty face, pushed right up against a screen in uncomfortable determination. Just as the box is engulfed we match his body position as flames break through him and he becomes PHOENIX...
(wide shot hand transition to gameplay hand and flame?)

Transition to: PHOENIX resurrected in the game.

GAMEPLAY: PHOENIX RESURRECTED + CRAZY WIN.

HEADSHOTZZ_RU

Yebat' da! (Fuck Yeah!)

ValKOV baYATsa – v LYES ni haDIT'!

(If you're scared of wolves, don't go in the woods.)



AUDIO: Harry Mack freestyle raps over this final flurry of plays and reactions.

GAMEPLAY: JETT dashes and lands a sniper shot on an enemy

LIVE-ACTION: A player's head flies off in playful Tik Tok style

GAMEPLAY: RAZE blows up an enemy about to diffuse the Spike with a rocket launcher.

LIVE-ACTION: An Influencer falls back into her chair. Extreme CU eyes closing in frustration: Through the thin skin we see a series of flashing lights explode just below the eyelids.

GAMEPLAY: SAGE uses her wall and peeks above all the smokes. She stops the defuse with a headshot, only to be taken out by SKYE.

LIVE-ACTION: From a player we whip pan across to VIPER IRL.



VIPER
You call that strategy?

GAMEPLAY: VIPER launches venomous toxic smoke.

LIVE-ACTION: Green smoke blows through Scream's game room covering his head in a horizontal column of smoke .

GAMEPLAY: SOVA's arrow bounces around corners for a brutal headshot.

GAMEPLAY: YORU attacks/kills an enemy with a knife as they attempt to flank his team.

GAMEPLAY: ASTRA suspended in astral-form above a map, she ports down.

LIVE-ACTION: Match cut to a player's POV jolting upright in bed; as if shaken from his sleep by the glimpse of ASTRA....

CAMBODIAN GUY LET'S OUT A LONG BEWILDERED

Ah, faaaaaaaaaa....



It's the same boy from the beginning, he looks around, following a screen-like supernatural glow from above, he looks up. From above the ceiling, like a giant mobile screen, the same Cambodian boy looks back on himself.

CAMBODIAN GUY

Aaaak!

The ceiling/screen transforms back into a brand new game

Smash cut to:

LOGOS + TITLES

