

PRINCE OF THUNDER©

The Battle for Paradise Preview Script

“Within the Human Heart lies the Fate of the Universe.”

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VOICE OVER SCRIPT

FADE IN:

CREDITS: iMU (Appears one letter at a time, then fades out), (FADE IN) Interactive Multi-Universal (FADE OUT), (FADE IN) Presents (FADE OUT)

SCENE 1:

Swirling mists part to reveal a ruined Paradise. A lost civilization has been ravaged by war. Burning hail rains down from a stormy sky as lightning flashes along the distant horizon. Scarred columns stand in broken rows like jagged teeth. Cracked winged statuary lies buried in ash and debris as discarded hi-tech weapons sputter and spark in the foreground.

VOICE OVER:

Heaven is at war. A once great civilization lies in ruins.
Inventions once contrived for knowledge and discovery are now
weapons commanding the power of the cosmos.

SCENE 2:

Intermittent flashing CHARACTER CLOSE-UPS echo the distant lightning, as we move forward through the war torn landscape. Each character's wings remain folded unless otherwise noted. (FLASH) TALLIUD (FLASH).

VOICE OVER

Valiant Angels of Lighte wielding celestial power...

SCENE 3:

Tracking forward, we cross the smoking foothills of a colossal mountain surrounded by a moat of seething magma. (FLASH) YROUEL (FLASH).

VOICE OVER

...clash with Darke beings of monstrous Evil.

SCENE 4:

Climbing the mountainside, we see the CELESTIAL CITADEL far above. This fortress of Lighte stands like a shining beacon against the crimson sky. (FLASH) PAYMON (FLASH).

VOICE OVER

Outcasts from the Pit bring war, destruction and chaos to the Spirit Realm.

SCENE 5:

The CELESTIAL CITADEL now stands before us in its full architectural splendor. We pass through the gleaming outer walls into the grand THRONE ROOM focusing on an EMPTY THRONE. (FLASH) ZACHARAEEL (FLASH).

VOICE OVER

If the Spirit Realm falls so does the World of Flesh and Blood.
The Throne of Dominations is Empty.
The Fate of Heaven and Earth depends on YOU...

SCENE 6:

FX: PULSING MUSIC BEGINS; LIGHTNING; THUNDER

Intermittent fast edits. ZACHARAEEL picks up his shield and powers up a gauntlet. Tendrils of spectral energy sizzle across his body as he finally UNFOLDS HIS WINGS, and unleashes a blast of DEEP BLUE ENERGY directly at us. The explosion literally burns the glittering logo onto the screen- PRINCE OF THUNDER.

VOICE OVER

...the PRINCE OF THUNDER.
One Human. One Throne. One Choice for Light or Darke.

SCENE 7:

FX: PULSING MUSIC CONTINUES

The camera pulls back as ZACHARAEEL takes flight from an outcropping of rock, dodging a RED ENERGY BEAM that shatters against the craggy stone in a sparkling shower of the brilliant red particles.

SCENE 8:

FX: PULSING MUSIC CONTINUES

FIRST PERSON (ZAC) POV. PAYMON and YROUEL swoop toward us while firing a devastating barrage of energy bolts. We fly below, above, in and around the acrobatic demons, dodging the multihued plasma beams slicing the air around us.

SCENE 9:

FX: PULSING MUSIC CONTINUES

TALLIUD flies up beside ZAC (VIEWER) and motions for him to follow her as she points to a TWISTER below. The swirling vortex of electrical energy spews like a pressurized geyser from a crack in the magma beneath them. The TWISTER can be used like a slingshot to accelerate flight in battle.

SCENE 10:

FX: PULSING MUSIC CONTINUES

THIRD PERSON POV. The camera follows as ZAC and TALLY fly straight into the TWISTER until they're engulfed by the spinning energy waves. Suddenly their speed is HYPER-ACCELERATED as they RIDE THE TWISTER until it rockets them free.

SCENE 11:

FX: PULSING MUSIC CONTINUES

The TWISTER catapults ZAC and TALLY back toward PAYMON and YROUEL at a super speed. Both angels switch to devices of MULTIPLY COLORS and begin firing at the demons.

SCENE 12:

FX: PULSING MUSIC CONTINUES

PAYMON and YROUEL are pelted with blast after blast of LIGHTE ENERGY, until their shields are gone. Just as YROUEL fires one last Darke energy beam, the PORT TO PIT opens and the demons are vacuumed into a flaming vortex.

SCENE 13:

FX: PULSING MUSIC CONTINUES

The final blast of Darke energy HITS TALLY, KNOCKING HER BACKWARDS.

SCENE 14:

FX: PULSING MUSIC CONTINUES

The camera follows PAYMON and YROUEL down through the spinning flames until they drop into the PIT, a vast labyrinth serving as a trap for the two hapless demons.

SCENE 15:

FX: MUSIC SLOWS TO BOMBASTIC CLIMAX; THUNDER

The editing pace slows again. The camera pushes up from the labyrinth through the crusty ground's surface, then slowly across TALLY'S FALLEN BODY! She's been knocked unconscious during the firefight. Pull upward to reveal ZACHARAEEL hovering above her. Dramatically, he turns to FACE THE VIEWER with grim resolve. Lightning flashes as the camera zooms toward ZAC'S face. FLASH: (1,2-PAUSE-3)

VOICE OVER

Only YOU can save Paradise.

Blow out the Lighte or watch Darkness fall.

SCENE 16:

FX: WHISPERING WIND; DISTANT THUNDER

EXTREME CLOSE-UP on ZAC'S vengeful eyes as they reflect one final bolt of lightning. FADE TO BLACK.

VOICE OVER

(Close Daring Whisper) Make your choice.

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"You don't want them to be too prolific. It's better to leave people wanting more than have them saying, 'Enough'."
–Morgan Freeman on Scripts.