

# Chasing Shadows

Polish Script

By: Caitlin Adams

## Act 1 - Comic Scene 1

### Panel 1

Establishing shot. View of a city skyline with a night sky and a city street. A lone city light provides the only lighting, with a dark figure of a woman in the shadows. A man is seen walking towards her.

### Panel 2

The man, Desmond Kincaid, stands under the light, his hat shadowing his face.

### Panel 3

From over Desmond's shoulder, Alice's face is lit by the street light, but she remains standing in the shadows.

ALICE

It has to be tonight.

DESMOND

Why?

ALICE

Des, please. I need your help.

### Panel 4

Desmond's profile. His head is bent down to light a cigarette, his shadowed face lit by the flame of the lighter.

### Panel 5

Desmond is seen walking away, with Alice in the background, still hidden by shadows.

## Act 1 - In-Game Scene 1

Desmond is outside the lawyer's office waiting for the right opportunity to hop through a window.

DESMOND

If I find you have been unkind to Alice, you'll be experiencing deja vu.

## LEVEL 1

Desmond sneaks around a lawyers office.

Things that can be discovered through ambient dialogue:

- Seth Rowan is preparing a case against the city police.
- Seth Rowan and Desmond Kincaid have a past together. The player will come across a legal file where Rowan has dropped assault charges against Desmond.
- He has many potential corrupt cop names but does not know who the ringleader is yet.
- He has a note with Desmond's name, signed by a journalist named Allen Harper.

## Act 1 - In-Game Scene 2

Desmond enters Seth Rowan's office. The lawyer is lying face down on the floor in front of his desk. Desmond squats down to look him over.

Sirens are heard as police lights brighten the office. Desmond creeps towards window and peaks out at police exiting their cars.

COP 1

Some woman called it in.

COP 2

Where is she then?

COP 1

Why would I know? All I know is what Captain Abram said.

Desmond waits as the cops pass.

## Act 1 - Comic Scene 2

### Panel 1

Desmond is leaning against a back alley wall, eyes closed. Red and blue lights highlight one side of his face.

DESMOND

One dead lawyer and one stumbling PI. The perfect set up. Alice sent me to that office, and Rowan and I share an unfortunate history. He was always a thorn in my side when I held a badge. Rowan knew every loophole in the system, especially for the scum of this city. So, which lucky bastard did the honors?

### Panel 2

Desmond's head is lowered, his eyes now open.

DESMOND

Those cops tonight were from Harry's unit. Captain Harry Abram now. I wonder if he knows something about this.

### Panel 3

Desmond walks down the alley, pulling his jacket collar up. His profile is lit by the police lights behind him.

## Act 2 - Comic Scene 3

### Panel 1

Desmond waits alone at a back table of a dark, smoky pub. The street lights shine through the shutters across his face.

### Panel 2

A police captain stands over Desmond's table. This is Harry Abram.

HARRY

I know you were there, Kincaid.

### Panel 3

Desmond hands a glass of whiskey to the police captain.

## Panel 4

Harry sits, looking at the whiskey. Desmond looks out the window.

HARRY

This doesn't look good, considering your history with Rowan's.

DESMOND

Our business was done when you sent me on my way. I was meeting him as a favor.

HARRY

To who?

## Panel 5

Desmond drinks.

## Panel 6

Harry pushes aside his drink.

HARRY

Look, I'll do what I can to point my boys in another direction, for old time's sake. Just let us do our job and you'll be fine. You need to trust me on this. Anything you can tell me about tonight will help your case.

## Panel 7

Desmond stands.

DESMOND

I need to talk to someone first.

## Act 2 - In-Game Scene 3

Desmond hides behind the steps to Alice's building.

DESMOND

Alice, you knew I was there. You must have called the cops.

Alice exits her building. She is clearly looking around, very apprehensive.

DESMOND

What has you spooked?

## LEVEL 2

Desmond follows Alice.

Things that can be discovered through ambient dialogue:

- Alice dumps a package containing files stolen from Rowan's office. These files are regarding the case Rowan was building against the city police, specifically names of known dirty cops.
- Alice makes an exchange with a criminal, specifically something she asked him to find.
- Desmond finds Alice's old identification dumped, he concludes the package was new IDs.

### Act 2 - In-Game Scene 4

Alice is stopped by a cop. Desmond hides behind the alley corner listening.

ALICE

What are you doing here?

CORRUPTED COP

Danny left me a tip that you'd be by.

ALICE

That bastard. What do you want?

CORRUPTED COP

We need to have a word about last night.

ALICE

You were there, you already know.

CORRUPT COP

Listen. Kincaid is suspicious about who set him up. We just need to keep our stories straight, ya know?

ALICE

I know my story.

CORRUPT COP

Then we won't have any troubles?

ALICE  
No.

Desmond walks away.

DESMOND  
Nice friends you've got, Alice.

## Act 2 - Comic Scene 4

### Panel 1

Desmond enters the smoky pub. He has a look of surprise.

### Panel 2

Harry is sitting in plain clothes at a back booth, the night lights are pouring in over his face. He's holding up a cup of amber liquid.

### Panel 3

Desmond sits down, dead center in the booth. The angle of the panel is a view from over Harry's shoulder.

DESMOND  
What are you doing here?

HARRY  
Looking for a friend.

DESMOND  
You won't find one in that glass.

### Panel 4

Harry holds his whiskey up to the night lights.

HARRY  
Desmond, listen. I need to know what you were doing in that lawyer's office. The evidence is piling up around you, but a good alibi could make that go away.

## Panel 5

Desmond sighs. Harry leans back.

DESMOND

Alice sent me. She asked that I speak to Rowan. I thought he was bothering her, ya know? But, I think she set me up. I followed her and she met up with a dirty cop.

HARRY

Who?

DESMOND

He's big, dumb with dark hair.

HARRY

Esposito. I know him. He patrols north of 89 st.

DESMOND

Tell me more. He's got Alice on the hook.

Comic fades into In-Game Cutscene.

## Act 2 - In-Game Scene 5

Desmond waits against an alley wall. In the street behind him, Esposito is seen walking up.

Desmond peers around the corner as the Esposito stops at a mailbox and uses a key to open it.

Esposito rifles through the letter until he finds a blue envelope. He opens it and reads the letter.

Esposito closes the mailbox and heads down a nearby alleyway.

## LEVEL 3

New proposed level. Desmond follows Esposito (the corrupted cop) through back alleys.

Things that can be discovered through ambient dialogue:

- Esposito is, in fact, a dirty cop.
- Desmond witnesses Esposito murder a gangster because of a "note". If the player investigates the body they find the note that says "Find Desmond Kincaid."
- The dirty cops are looking for the journalist, Allen Harper, who was working with Seth Rowan.

## Act 2 - In-Game Scene 6

Esposito turns a corner before Desmond can follow him, a homeless man appears asking for change. The homeless man won't let Desmond get by until a gunshot is heard around the corner at which point the man runs off.

Desmond turns the corner to find Esposito lying dead in the alleyway.

Desmond investigates the body, noticing the side holster is empty.

DESMOND  
Where is your gun?

Before Desmond can investigate further he hears sirens. He sees the blue envelope and takes it before leaving the scene.

## Act 2 - Comic Scene 5

### Panel 1

Harry exits police headquarters.

### Panel 2

Harry sees Desmond waiting across the street.

### Panel 3

Harry crosses the street.

### Panel 4

Harry stands across from Desmond.

HARRY  
Desmond, what are you doing here?

DESMOND  
I followed our guy, but I was too late.

HARRY  
Yes, I heard about Esposito... You were there?



DESMOND

I didn't see anything but I picked up this.

## Panel 5

Desmond passes Harry the blue envelope.

HARRY

Desmond, you need to stay away from this.

DESMOND

I'm being set up, Harry. Someone knew I would follow Esposito.

HARRY

You sound paranoid. I can't help you like this.

## Panel 6

Desmond turns his back and heads into the dark alley.

HARRY

Desmond!

## Act 2 - In-Game Scene 7

Desmond is picking a lock at a backdoor in an empty alley.

DESMOND

Allen Harper, you are my last hope in finding the truth. You must have something in your office I can find.

The door opens and Desmond steps inside.

## LEVEL 4

New proposed level - Desmond sneaks through news office to find out what Allen Harper knows.

Things that can be discovered through ambient dialogue:

- Someone is threatening the journalists against reporting on dirty cops.

- An article can be found that relates how Desmond lost his badge after attacking Rowan. Rowan provoked the attack by suggesting that Desmond's then sergeant, Harry Abram, Was dirty.
- In Allen Harper's office, Desmond finds research on the corrupted police force, but the files seem incomplete.
- Esposito was selling information on other dirty cops to Harper and Rowan.
- Harper is attempting to expose the corruption within the police department. The investigation, however, is stalled and Rowan needs an expert investigator.
- A note that reads, "Seth needs an investigator. Get Kincaid."

## Act 2 - In-Game Scene 8

Desmond accidentally pops open a secret compartment. Inside he pulls out a work contract with the newspaper signed by Alice.

DESMOND

Alice is Allen Harper? Alice is the journalist behind all this?

Desmond grabs the phone and dials a number.

HARRY

(through phone - tired)

Hello?

DESMOND

Harry, Alice is Allen Harper. We have to protect her.

HARRY

Are you sure?

DESMOND

Yes, Harry, I'm sure!

HARRY

Okay, okay... I'll send someone.

DESMOND

No, you can't trust anyone

Desmond looks down at the other papers in the drawer. He slides one aside. The paper underneath reads, "Captain Harry Abram -> ringleader or so says Esposito."

HARRY

I know my boys, Desmond.

Desmond hangs up, picks up the papers and rushes from the office.

## Act 2 - Comic Scene 6

### Panel 1

Desmond arrives at Alice's apartment.

### Panel 2

Alice's door is ajar. The only light comes from the hallway. Desmond peers into the apartment.

### Panel 3

Desmond pushes the door open and find the apartment trashed. Alice is lying on the ground shot, appearing dead.

### Panel 4

Desmond kneels down over Alice.

DESMOND  
Alice...

### Panel 5

A cop enters the apartment behind Desmond.

COP  
Freeze!

### Panel 6

Desmond grabs a nearby chair.

### Panel 7

Desmond throws the chair at the cop, the gun goes off.

### Panel 8

Desmond escapes out the fire escape.

## Act 2 - Comic Scene 7

### Panel 1

Desmond walks down the city street with the lights against his back and a long shadow in front of him. There is a cigarette in his mouth, lighting up his features with smoke wreathing around him.

DESMOND

How could I have failed you, Alice? I should have known it was Harry. He used my loyalty to rile me against Rowan and I lost my badge. Harry must have known about my meeting and knew that if I was found at the scene of the crime, no one would question that I was the murderer. He needed Rowan's investigation to stop. He needed your investigation to stop.

### Panel 2

Desmond grimaces as he touches his bleeding shoulder.

DESMOND

Alice, I tried to take matters into my own hands and look where that's got us.

### Panel 3

Desmond turns into an alley, the cigarette lighting up the features of his face. The rest of him is shrouded by shadows.

DESMOND

Harry's going to pay. His debt is calling to me.

## Act 3 - In-Game Scene 9

Desmond arrives outside police headquarters. It's raining, his arm is bleeding.

The camera pans up to one lit window.

## LEVEL 5

Originally designed for the players to have a choice of whether Desmond enters through the police headquarters or around the outside, but with the additional proposed levels, it may be better to have the player play through headquarters.

The player must sneak their way past cops and security cameras to reach Harry.

Things that can be discovered through ambient dialogue:

- The police are looking for Desmond.
- Desmond has been pinned for the murder of Rowan, Alice, and Esposito. The story is that Desmond killed Rowan out of jealousy believing Alice was in love with Rowan, then Esposito when he cornered him in an alley and then finally Alice when she refused to run away with him.
- Allegations of corruption will be buried behind Desmond's arrest giving Harry and the other dirty cops time to hide their trial.
- Harry has already bought off a judge to find Desmond guilty.

## Act 3 - In-Game Scene 10

Harry enters his office, coffee in hand, and close the door behind him. Desmond's silhouette is seen once the door is closed.

Desmond cocks his gun and Harry freezes.

DESMOND

Let me see your hands.

## Act 3 - Comic Scene 8

Panel 1

Harry puts his hands up.

HARRY

This doesn't look good, kid.

Panel 2

Desmond shrugs.

DESMOND

It can't get much worse.

HARRY

What's your plan, Kincaid?

### Panel 3

Harry sips his coffee. Desmond doesn't move from the wall.

DESMOND

Don't worry about it, I'm going to get what I came for.

### Panel 4

Harry's eyes widen.

## Act 3 - In-Game Scene 11

Harry turns around, reaching for his belt.

Desmond shoots.

Harry's left chest is wounded. Harry grimaces and returns fire.

Desmond falls against the door laughing.