Player Autonomy Writing Sample

Written by

Emily Casebolt

INT. STAR CRUISER - BRIG - DAY

KIRA and VAL stand outside of the jail cell as they stare down their captive, CORY VEILLON. Corey leans back on the floor of his cell unworried and unbothered. Kira, on the other hand, stares daggers at him.

KIRA

You really don't have any options here. You're the one in the cell.

Cory smirks.

CORY

I DO have the option to not answer your questions. You're the one who needs something from me.

Val shrugs.

VAT.

We can do torture. There's that option.

Kira shakes her head.

KIRA

What do you want?

CORY

Freedom. Not just out of this cage, but I want a clean slate. Take me off of your little guild bounty hunter list for good.

VAL

You have the nerve. You know what'll happen if we do that.

CORY

Then you won't find your wayward father.

Kira considers her answer.

- 1. AGREE. "It's your lucky day. I'm desperate and we don't have the time to dance around it."
- 2. MANIPULATE. "You have high hopes for someone who has the highest bounty on the list. If I were you, I would've have such a high demand."
- 3. REFUSE. "You know, torture doesn't sound too harsh now. We'd be rid you of you faster."