Narrative Writing Sample: The League (Cutscene 2) | Mia Michel

Game Context: A fantasy sports-combat game with hints of romantic drama. Paired champions compete in a sports tournament with combative elements inside magical arenas. There is live commentary, crowd reactions, and sponsorships.

Scene Context: Mid-match, teams collide on the open field. X, the guarded, competitive captain of her team with a chip on her shoulder, corners her ex-partner and current rival co-captain, Kharo, an equally prideful match. She activates the Core Container (a rare player ability that seals two combatants alone inside a dome, invisible and inaudible to everyone else on the field, for a limited duration. It's built for tactical isolation, yet X is using it to connect with Kharo.

Trigger: X calls down the Core Container when making contact with Kharo mid-field which seals them inside an isolation dome for a fixed duration.

Narrative purpose: Address the unresolved conflict between X and Kharo beyond their public rivalry through an emotionally loaded discussion.

Gameplay transition: The cinematic concludes when the dome breaks. Control returns to the player mid-duel for the rest of the game before the horn beeps to end it.

EXT. STAGE 8 ARENA — CORE CONTAINER. DAY

A dark dome seals shut around X and KHARO, biting through the noise of the crowd instantly. There's no goalposts, teammates, or an any other people. Yet the simulation is identical to the field with its trees and water features. The ball sits untouched on the ground between them.

Kharo paces, not looking at her.

KHARO
Let me go.

X
After we talk.

KHARO
(sighing)
Then talk.

A beat. X exhales, looking down.

X
(softly)
I don't know why I thought it'd be different.

Kharo keeps his distance. He looks at her, opening mouth as if to speak, but doesn't.

X (CONT'D)
I didn't do all those things to throw you off. I know it looks like I added your enemies to my team, but it wasn't to get back at you. We just…play well together.

KHARO
(flat)
Why are you telling me this?

X studies him, glancing at his teardrop earrings. There's familiarity there. She's surprised, seeing it marked with her name. It was the earrings she had given him.

X
You act so unaffected. But I know it bothers you. You can lie to everyone else, even yourself, but not me.

KHARO
What do you think you want from me? I already know you move however you want. I know you've never needed anybody but yourself.

X
That's not true! You think I don't need you?

KHARO
Do you?

X
Of course I do. But if I say that, you'll run again. Like you always do.

Kharo covers his face, sighing to himself.

KHARO
I don't know if I can give you what you need.

X looks at him with a blend of sadness and disappointment, seemingly familiar with this old script in how she shakes her head. She raises her hand, and opens her mouth, ready to say something but takes a beat.

X
(resigned)
Then let me go.

Kharo snaps his head to her, staring coldly. Then closes his eyes.

KHARO
(clipped)
Fine. Is that all?

X nods. Kharo reaches for the ball, but she slides it out of his reach before he gets it.

X
(pained laugh)
Did you think that just because you're letting me go, I'm letting you take the win? For once in your life, be brave. I want to see what you do when you actually want something from me.

Kharo's eyes widen, caught off guard. Then they both charge forth.

FAST MONTAGE:

- X lunges with a sweeping strike. Kharo slips past her guard, manoeuvring through the field effortlessly.
- X corners him against the shimmering edge of the dome. Kharo glides past the boundary in a serpentine motion. He gets irate with her counter-attacks.
- Kharo launches forward with a sudden kick that creates an immediate shockwave. X is sent rolling across the grassy field into a tree.

X instantly jumps up to pivot, panting, eyes locked on him. Angrily rearing to go.

X (V.O - Internal Tactical Analysis)
Think. Fast. He needs to stay grounded to fight, and thrives on avoidance. He's agile, but he doesn't do well with surprises. What if I…

Kharo runs for the ball to kick out of the dome. X jumps up and springs at him—

FADE TO GAMEPLAY