

DEADLY SILENCE - ENDGAME CUTSCENE

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OIP End Game Cutscene
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INT. PARLIAMENT BUILDING - DAWN

Xander falls to his knees and looks up at carter.

XANDER
You haven't won.

CARTER
But we will.

Xander closes his eyes and slumps forward, dead. Carter walks up to the CENTRAL COMPUTER and inputs a code.

CENTRAL COMPUTER
Prime Minister access code
accepted.

Carter inputs a few commands and dozens of screens light up behind him displaying multiple heated battles taking place around the world.

CARTER
This is commander Carter Raschke.
Acting central authority for all
UEA defense forces. The Bannthurian
central command has been
temporarily removed, the time to
strike is now. All field commanders
report to me under communication
protocol Alpha Zero Seven.

MONTAGE

EXT. MILITARY BASE - DAWN

A group of human soldiers rush out of their defensive position and drive back a force of Bannthurian soldiers.

FADE TO:

EXT. LOW EARTH ORBIT - DAY

A small group of human attack vessels rise from the surface of the planet and begin an assault on a Bannthurian war ship.

FADE TO:

EXT. PARLIAMENT BUILDING - DUSK

Carter leads a force of human soldiers against an entrenched group of Bannthurians.

END MONTAGE

FADE TO:

EXT. PARLIAMENT BUILDING - DAY

Carter stands amid the wreckage of the parliament building. Everywhere around him is evidence of battle, wrecked ships, blood stains, and rubble.

SUPER: Several Months Later

A single camera records Carter in dress uniform as he delivers a speech.

CARTER

We have driven the invaders from our home, but the war is far from over. Our brave soldiers have delivered us from the Bannthurians but we now face two enemies in a conflict the likes of which Earth has never engaged. Though they may be more experienced in interstellar warfare, we are resilient and resourceful. The people of Earth will not be defeated.

END CUTSCENE