Collaborative Editing: Shock to the System

Format: Story VO
[Video]

This was written primarily by the comic book author, Leon Chills, and edited by me for brevity and mechanical consideration. I lightly edited Static (Milestone character, his expertise) and more heavily edited DeSaad (DC character, my expertise).

To shorten cutscene time, I shortened lines, carved out lines as cuttable, and moved some lines post-cutscene. I also kept our narrative options flexible by cutting the subplot about the mayor.

Adding a reference to the player really helped the scene pop!

Unedited Dialogue

Cutscene

(DeSaad teleports in.)

DeSaad: It is I, Desaad, the greatest experimenter and torture-master alive. Here to commit cruelty at every turn, and you have provided a perfect source for finding new ways to cause pain. Well worth the price.
Static: Hold up, hold up, hold up. Let get me this straight. You're buying them from the mayor just so you can hurt them for fun?! Not all Bang Babies are good, but no one deserves that…
DeSaad: It is not about what they deserve, but what I so choose. Please, step into the portal and join me here. I love having new toys to play with.

Edited Dialogue

Cutscene

(Desaad teleports in.)

DeSaad: I'd complain about wasting Earth money, but my investment is paying off after all. The data I would get from experimenting on you [gestures at Player1] would be exquisite.
DeSaad (cuttable): My current test subjects tolerate so little pain, and where's the fun in that?
Static: Hold up. You're buyin' Bang Babies just so you can hurt them for fun?! Not even Ebon deserves that…
DeSaad: It's not about deserve. It's about science.

Free Moving

Desaad (Free Moving): Step into the portal. Try to rescue them. I want to feel your anguish when you fail.