

UNCHARTED 4 - TIANMEN MOUNTAIN LEVEL

Written by

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* SEQUENCE #1: ASCENDING THE MOUNTAIN *

EXT. FOOT OF THE MOUNTAIN - AFTERNOON

Nathan and Sully arrive at the foot of Tianmen Mountain after a long drive. Time is now around 2pm.

SULLY

God...I've done enough driving for the day, time for this old bone to take a bit of rest. You go ahead now.

Nathan is mesmerized by the scenery in front of him. The camera pulls a mid-close up on the two. Sully holds up a telescope, Nathan looks at his journal while pulling out a bunch of documents containing all the research on this ever-young elixir that was allegedly left behind by Guiguizi (鬼谷子), besides a legendary pile of his lost treasure.

SULLY (CONT'D)

Oh by the way, the cable car station was shut down due to government orders. "Government orders." I'd bet 100 dollars that there's nothing "government" about this "order".

NATHAN

Are you suggesting Shoreline?

SULLY

Exactly.

NATHAN

No way.

SULLY

We will see.

SULLY (CONT'D)

Off you go now.

NATHAN

Oh, come on Sully, you have no idea what kind of view you are gonna miss up there... Besides, obtaining a China visa isn't easy. Don't, you know, waste it.

Sully looks at Nathan in his own particular way. The cigar burns red.

NATHAN (CONT'D)
OK, OK, gotcha. Keep in touch.

Nathan jumps out of the Jeep. The camera points at the general direction of Nathan's next objective.

NATHAN (CONT'D)
Guiguzi (鬼谷子)- which roughly translates to "Ghost Valley"? Interesting name choice for a guy 24 centuries ago. Not bad. Says here: "Go pass the gateway in the cloud. The answer will always stay with the water. "

Nathan looks at the huge natural gateway in the distance and sets off.

EXT. FIRST TRAVERSAL SECTION

Nathan starts off the journey upon landing on the lower platform and starts crossing the first suspension bridge. After a brief period of light traversal and exploration, Nathan arrives at a remnant of an old architectural structure where he fights the first of Shoreline enemies. The combat is not too hard to deal with. Another swing on the tree branch brings him to a platform that positions Nathan at the right angle looking up at the so-called gateway in the cloud . The cable car cable above his head subtly guides the player where they should go next. Additionally, Nathan now sees a tall wooden structure, which in fact is an old elevator, in the distance. Having both the cable and the elevator serving as visual guidance, Nathan continues his journey upward.

After another traversal section, Nathan arrives at the foot of the waterfall, and immediately triggers a gun fight with Shoreline patrols. This fight is slightly harder than the previous one as water fog by the waterfall and the sun's piercing light interferes with the player's vision. Yet the elevation difference provides more opportunities for the player to fight off enemies.

EXT. THE ELEVATOR PUZZLE

The player solves a mechanical puzzle and activates the elevator. As the elevator ascends the height, the bird-eye-view of the previous section gradually comes into view. The player gets a chance to relax and take in the breathtaking scenery.

* SEQUENCE #2: FINDING THE TREASURE *

EXT. THE GATEWAY - AFTERNOON

Nathan crosses the gateway but sees no way up at first. The only series of ramps leading towards an opening in the mountain is broken. (foreshadowing for what is coming up later in the game). The player then turns around and finds some ledges that seemingly lead to the top of the gateway. The player climbs to the top, crosses the top stone and arrives at a slit in the stone that blocks the vision.

EXT. TOP OF THE MOUNTAIN

The player bends downward and crosses the slit, an even grander view comes to being.

NATHAN

What do you bet. Sully, you are gonna regret the decision you just made.

In the distance is a pagoda that promises reward, even the treasure he is seeking. In the mid field, however, is a vast area covered in forest and fog. There is no other way to proceed further.

The fog forest section is more or less a maze that is covered in fog that features stealth + direct combat encounters. The idea is inspired by the "Forbidden Forest" level in Bloodborne, though this level here is comparatively easier.

Upon exiting the forest, the player is greeted with the front gate of an old temple ground. Searching around rewards small collectable treasure and old scrolls that details the vicissitudes of this place.

EXT. THE PAGODA

Nathan finally reaches the pagoda, arrives at the top level, solves the puzzle and retrieves the scroll, allegedly a copy of the original script written by Guiguizi. As He examines the script on the way down, Nathan is ambushed by another group of Shoreline troops, who fires without second thought on Nathan with RPGs and what not. The pagoda suffers considerable damage and the ground beneath Nathan collapses. Nathan slides under gravity on the slope and reaches the bridge he saw earlier. Nathan runs towards the other side no sooner than Shoreline's firepower destroys the bridge. The other side of the bridge connects to a space on the side of the mountain.

EXT. CAVE IN THE MOUNTAIN

At the end of it is a tree branch, just enough support for Nathan to reach the platform below. A cave inside the mountain.

NATHAN

Wonder where this leads to...

Nathan arrives at the end of the road. In front of him is a pond of unknown death and, perhaps, danger.

What was written on the scroll, Nathan remembers, though: "The answer will always stay with the water."

Nathan plunges into the dark unknown. At the bottom of the pond, just as Nathan is about to lose breath, he sees a glimmer, then more, then more. In the center of the light is a delicately crafted container.

NATHAN (CONT'D)

That must be it. The elixir.

Nathan grabs it and swims to the surface. He follows the light on the right and sees a big crack in the mountain, he sees another series of cable cars, but this time floating towards the station on the other side of the mountain. As he emerges from the other side of the cave, he notices that the opening, that is, where he is standing at the moment, is the one that he previously couldn't reach when he first crossed the gateway.

NATHAN (CONT'D)

Hey Sully, how are you doing?

SULLY

Just fine, what about?

NATHAN

Who turned on the power for the cable car?

SULLY

I did.

NATHAN

You did?

SULLY

Yeah yeah. It is getting a bit boring down here to be honest.

NATHAN

Haha, what did I tell ya. Thanks man.

SULLY

Alright, you found it?

NATHAN

Yes I did!

SULLY

Just bring it all down here in one piece will ya. Enjoy the ride.

NATHAN

Deal.

* SEQUENCE #3: FINALE *

EXT. CABLE CARE DOWN THE MOUNTAIN - LATE AFTERNOON

Nathan reaches the station and rides the cable car. Just as Nathan is enjoying himself while taking in all the beautiful view, examining the treasure he has just hunted down on the journey. A Shoreline helicopter suddenly stops in front of Nathan's cabin and fires two missiles at him. The missiles destroy the entire cable car relay and the cables while sending Nathan and his cabin to an opening in the mountain.

SULLY

What is happening? I can hear the fireworks miles away down here.

NATHAN

Fucking Shoreline had definitely opened more branches than we thought. International business nowadays.

SULLY

Hahaha what did I tell...

Another explosion knocked Nathan 5 feet in the air. His intercom slips through a crack in the stones and disappears.

NATHAN

For fuck sake...

The helicopter does not stop from there, but continues to fire at the opening as soon as Nathan lands. Nathan starts to run for his life. The hollow mountain is shaking under the constant bombardment.

As Nathan struggles to pull through Shoreline's ferocious fire power, he is sent off once again in the air. In a split of second, a familiar shadows comes into view. A Jeep jumps off a cliff and lands on the ground, catching Nathan just in time in the back seat.

NATHAN (CONT'D)

Sully!?

SULLY

Grab that RPG and shoot!

Nathan grabs the RPG Sully prepared and aims at the helicopter chasing them.

NATHAN

How did you...

SULLY

The locals told me about this other way up the mountain!

Nathan successfully shoots down the helicopter. Cut to CG.

SULLY (CONT'D)

Damn that was close.

NATHAN

Know what I have found? The treasure was never actually anywhere else. It is still in this mountain, and that's why no one has ever found it, because all evidence points elsewhere.

Nathan holds the elixir bottle in front of Sully.

SULLY

How so?

NATHAN

Grandchildren sending all kinds of gifts to his final resting place.

SULLY

Grandchildren? I thought he never had any...

NATHAN

Yeah. All books on Guiguizi tell stories of an elusive old man living on his own in the mountain, never leaving it or having any offspring.

SULLY

Yeah?

NATHAN

But then, when you look close enough, all those authors were close friends with him. How could anyone make friends if he never leaves this mountain all the time? A mountain that only he, at that time, knew how to ascend.

SULLY

Ohhhh. That cunning old bastard.

The camera sees Nathan and Sully heading into the sunset in that old Jeep.