

Characters :

- **DONATELLA** : Graziella's mentor and leader of the Delcampo Gang. Decided to sign a **treaty to unit her gang with former enemies** : The Rizzo. Her **gang members didn't agree with this decision and all left**. Donatella is a **proud, middle-aged woman** who doesn't have anything to prove to anyone. She also doesn't owe anyone an explanation.
- **GRAZIELLA** : Young recruit of the Delcampo Gang, **hot-headed, brave**, neutralizes enemies with style and a bit of **humour**. She **thinks very little of the Rizzos** against who she's fighting and **might act playful but she takes her "revenge mission" very seriously**.
- **RECLUTA** : Comic relief - Young recruits of the **Rizzo Gang, aggressive, fast**, want to **impress their superior by proving themselves useful**. Mostly fail.

Dialogues :

Bold = emphasis on word

Emotions in parenthesis e.g (Nostalgia but also contempt) = directions for acting

Text in italic e.g "Graziella is smoking" = context

AMBER - GRAZIELLA

Cinematics

1 - /During introduction cinematic / S_Graziella_Cinematic_Introduction_VL :

Graziella is smoking outside of her old HQ : Donatella's palazzo. She's about to sneak into the house to kill her enemies and find out where her ex-boss & mentor that betrayed her is.

Graziella : (Nostalgia + contempt) Well... guess it really **IS** the end of the Delcampo Gang ha?

(nostalgia) Donna Donna.. I really wonder ..

(nostalgia + determination) Was expanding your empire worth tearing our family apart ?

(sadness + starts to lose composure) What went through your **head** thinking that our two gangs could **ever** work together hand in hand ?

Pause - Smokes (inhale + exhale smoke)

(calmer but with a bit anger in the voice) If I can't be a Delcampo anymore, you won't either. Guess it's time for us to meet (each word separated but pause shouldn't be too long between words)... One, last, time.

2 - / After introduction cinematic / S_Graziella_Cinematic_Introduction_After_VL

Graziella sneak into the palazzo by a secret door leading to the cellar

Graziella : (determined) Here we go... (annoyed) Can't believe I'm sneaking into my own house.

3 - / During Cinematic Chapel / S_Graziella_Cinematic_Chapel_VL

Graziella walks into the pasta chapel. She's alone and sees the Pasta Madre. She walks slowly in its direction, enjoying the calm and powerful atmosphere of the room.

(nostalgic, sad) All these years, I fought hundreds of people trying to steal our family heirloom.

(determined, a little angry) Think of all **our** people who died just for me to steal it today..

(nostalgic, sad) Ironic isn't it ?

Don't worry, I'll take good care of it now.

It will be of great use to help me take down these goons of yours.

4 - / After Chapel Cinematic / S_Graziella_Cinematic_Chapel_After_VL

Mobsters are circling Graziella. A fight is about to begin.

Graziella : (annoyed,with a bit of humor though) Speaking of diavoli...

Combat lines :

1 - / PIN / When Graziella pins/neutralizes one enemy at a time :

those lines must be said rather fast :

Graziella : (with humor, determination) Hanging there ?

Graziella : (with humor, determination) How's the weather up here ha?

Graziella : (disdain) Can't believe I wasted my spaghetti on you !

2 - / COOKED FINISHER / When Graziella pins/neutralizes multiple enemies at once :

Graziella : (sarcastic) A bunch down, dozens of idiots to go !

Graziella : (fake sweet voice, a little contemplative) What a beautiful bundle of idiots .

Graziella : I've always been into modern art !

JOHN - RECLUTA

Combat Lines :

1 - When multiple reclutas are pins/neutralizes at once :

(We'll play those after the hit sounds below, just so you know)

(out of breath, shocked) what kind of witchcraft is this ?

(out of breath, shocked) Marco, Dino, are you okay ?

(out of breath, astonished!) It's..it's the power of the Pasta ! (scared, angry) Take it away from her !

2 - Recluta warning Soldatos that Graziella is about to flush them out :

Recluta \ Warning Soldato	S_Recluta_Wa rningSoldato_0 1_VL	Recruta, Soldato and Graziella close	<i>"Marco Watchout !"</i>
Recluta \ Warning Soldato	S_Recluta_Wa rningSoldato_0 2_VL	Recruta, Soldato and Graziella close	<i>"Andrea Watchout!"</i>
Recluta \ Warning Soldato	S_Recluta_Wa rningSoldato_0 3_VL	Recruta, Soldato and Graziella close	<i>"Alberto Watchout!"</i>

Hit sounds :

We'd like a compilation of 3 to 4 hit sounds, those are just examples :

<i>Arr, Oorf, wooa, oh!</i>
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