

Road Redemption Uncensored Preliminary Design Document

OVERVIEW:

Road Redemption Uncensored will be a modified version of the Road Redemption game, with plots, characters, and story elements changed in order to appeal to an adult audience.

The basic gameplay, however, will be nearly identical to the base Road Redemption game.

The differences between *Road Redemption* and *Road Redemption Uncensored* will be:

- 1. Completely different story - rather than chasing down a powerful assassin to collect the bounty on his head, the player will be chasing down a powerful kidnapper, who kidnapped the a rich warlord’s beautiful daughter.
- 2. Animated “motion comic” cutscenes will be sprinkled throughout the game between specific missions (detailed in the script outline below)
- 3. Pieces of recorded dialogue that the player hears in-mission will be modified to fit the new character and story elements.

COMPLETE SCRIPT:

https://docs.google.com/document/d/1NoMUs82oZZCiPP9qTs85l48FIorb7qOCa_3TWEaJTI/edit

SCRIPT OUTLINE:

CUTSCENE 1 (Opening cutscene):

The player is a young member of the Jackal motorcycle club, one of the country’s many biker gangs that sprung up after the government’s collapse.



For his entire life, the player has always had a crush on the beautiful (and adventurous) redheaded daughter of the CEO of the IronSights weapons cartel.

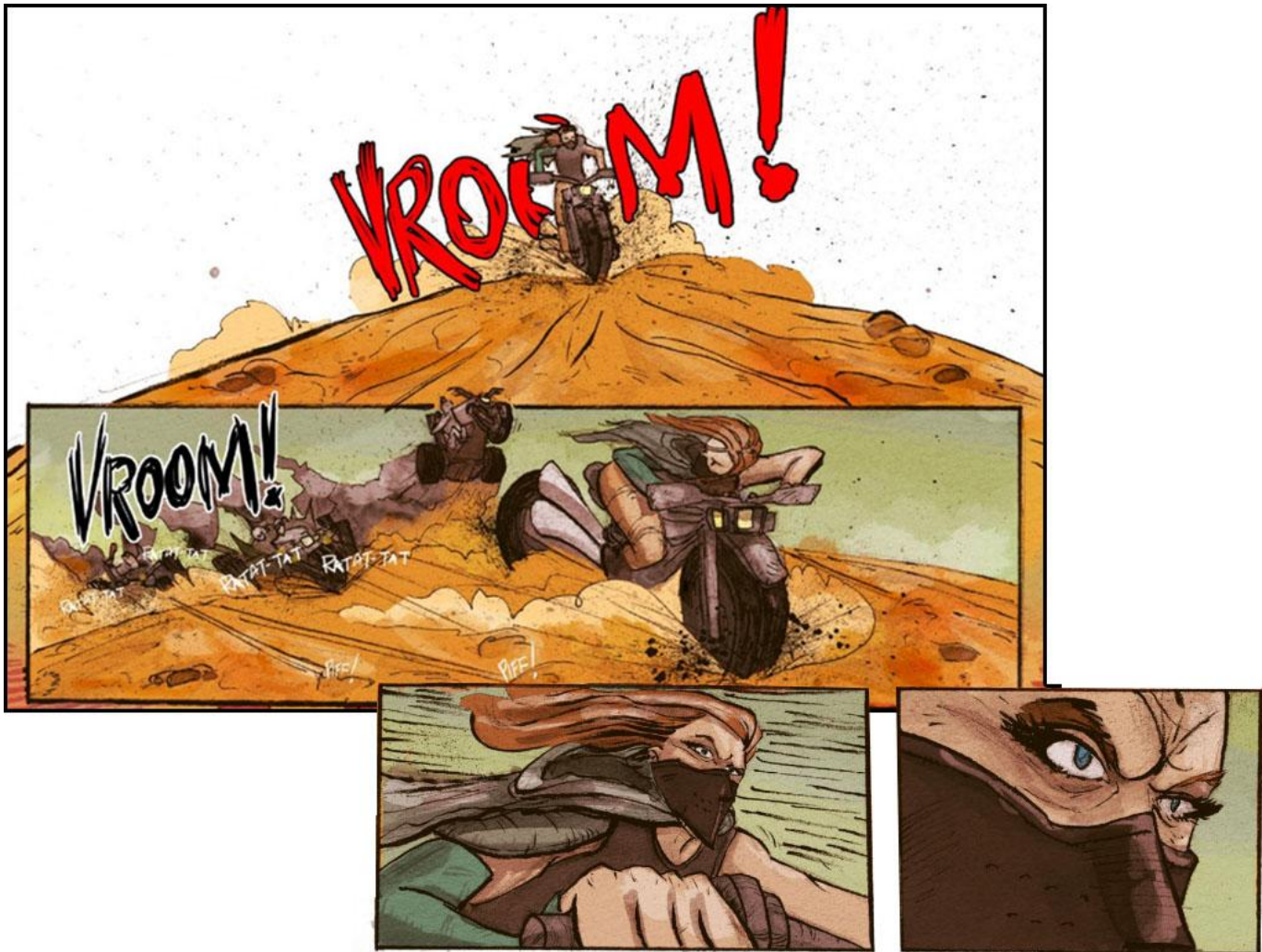
She's always brushed him off. A low level thug like him could never get the time of day from someone like her.



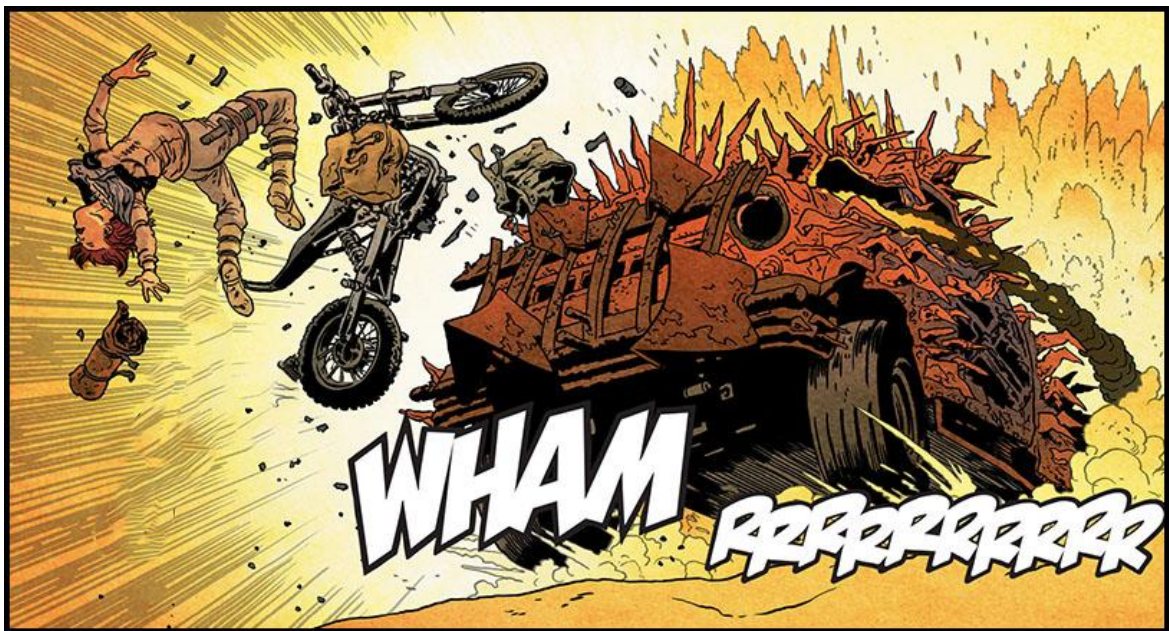
Her devil-may-care lifestyle gets ahead of her, however, on a recreational trip out to the desert. Her and two friends (a guy and a girl) ride out to an oasis to have some fun with hallucinogens and each other.

She directs her two friends in an orgy, but she mainly focuses on the girl.

After their orgy, the three friends are relaxing in the desert when the male is shot through the forehead by a sniper. The blonde dives on the ground and the redhead scrambles to her bike and takes off.



She's knocked from her bike and grabbed. It's a kidnapping.



Nothing is known about her mysterious kidnapper.



Immediately the Ironsights cartel offers a reward of \$5,000,000 for her recovery.



Every motorcycle club in the country, including the player's, wants to claim this prize.

The player get some intel that the kidnapped girl had some recent dealings involving the Reaper gang, one of the Jackal's main rivals.

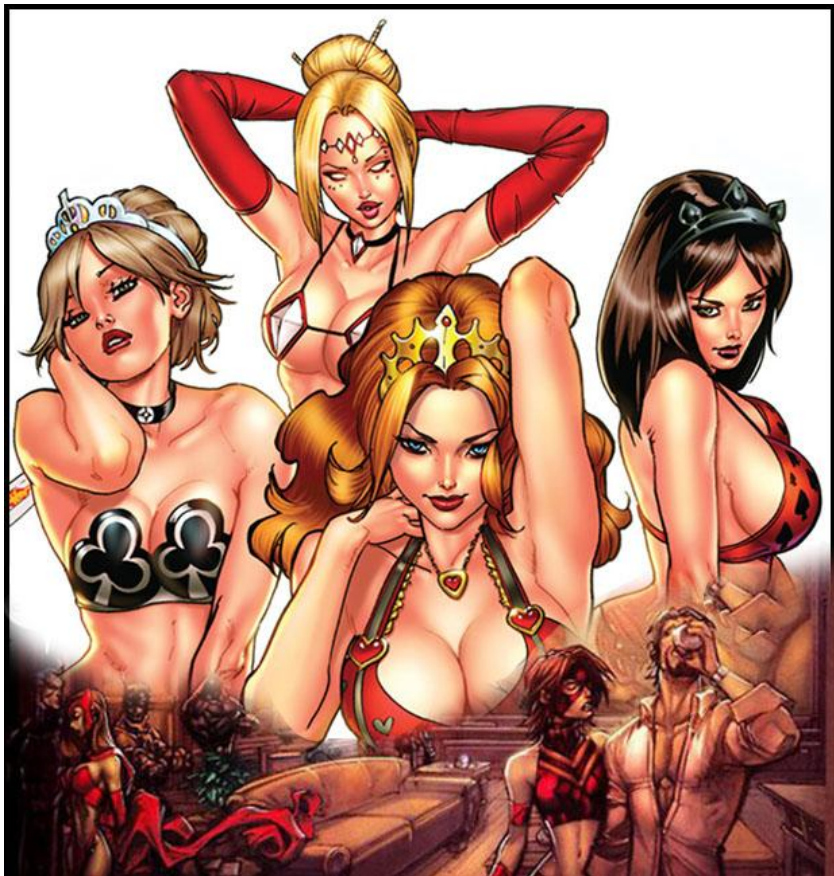
The player heads out toward Reaper territory.

CUTSCENE 2 (End of Reaper Territory):

After fighting his way through Reaper territory, the player enters the main Reaper brothels in disguise. He knows that the kidnapped girl frequented it occasionally to indulge in her more kinky desires, and hopes he can get some information.



The player questions some of the Reaper prostitutes about the kidnapped girl while partaking in their copious alcoholic beverages.



Eventually he’s beckoned by pink-haired girl into a private room. She tells him that the kidnapped girl had a longtime affair with the female leader of the SIGMA gang. She’s probably being held in their HQ.

The player knows he should leave, but he can’t help but be drawn to this pink-haired beauty. She reminds him of the kidnapped girl he’s longed for. He can tell she likes him too. He decides to indulge himself.



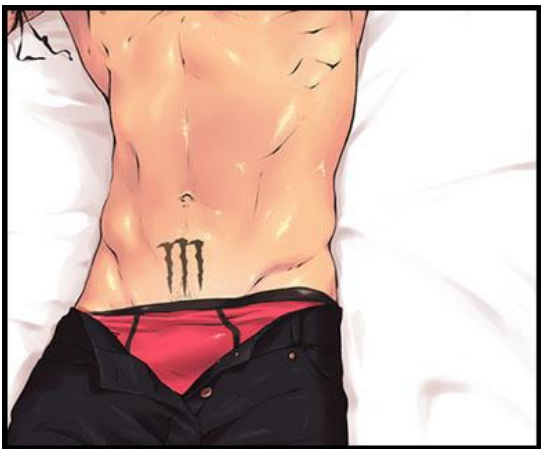
The player eventually stumbles out of her room, drunk and in a state of euphoria, when he attracts the attention of one of the brothel’s more forceful dominatrixes.



Before he can stop her, the dominatrix drags the player into the Reaper sex dungeon to have her way with him.



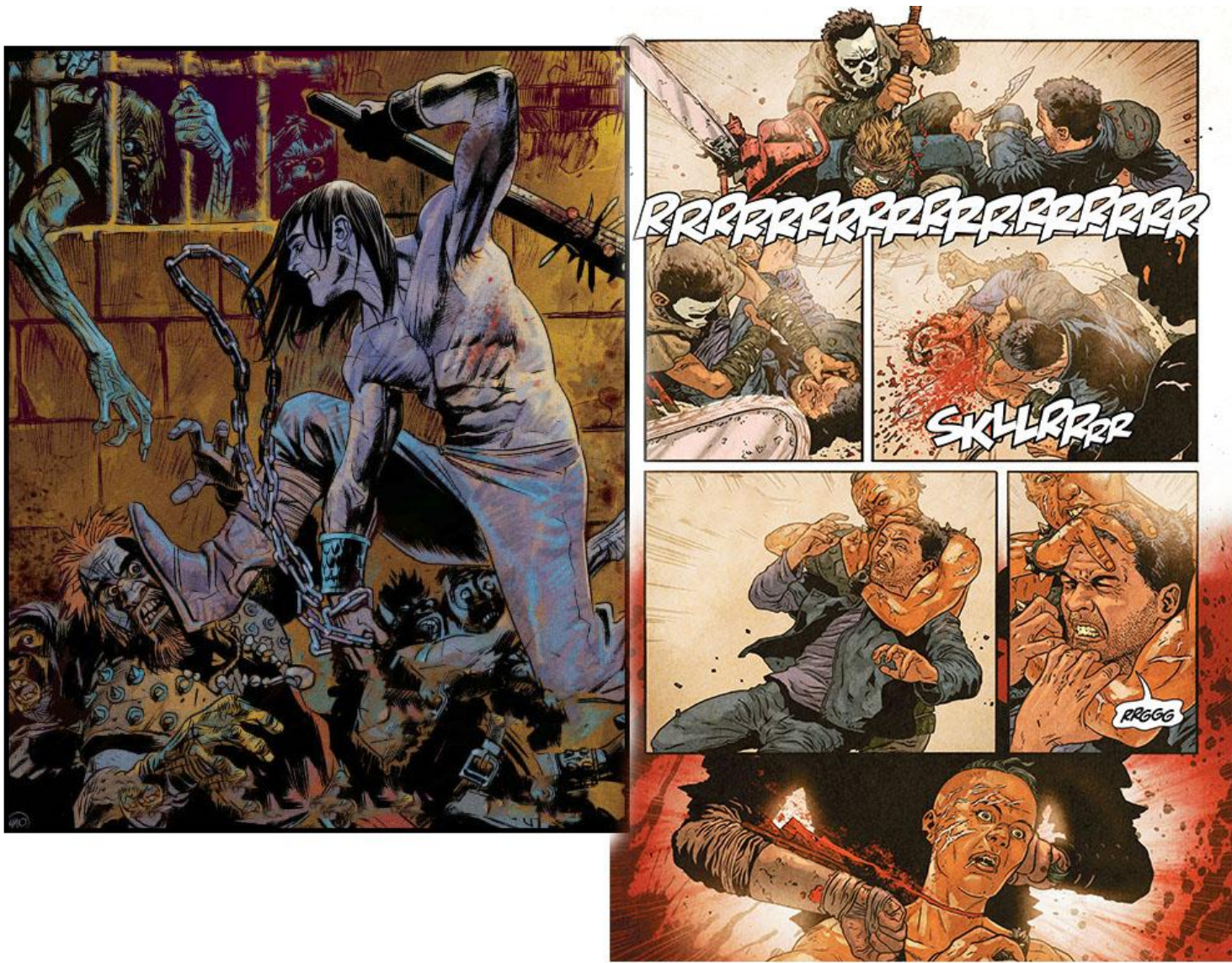
With his hands tied, he can't stop her from exposing his Jackal gang tattoo! Everyone in the dungeon, without something in their mouth, start to shout for Reapers enforcers!



The player breaks free of the bondage, save for a pair of handcuffs still attached to one of his wrists. The Reaper gang members are on their way!



Though still drunk, the player fights his way out of the Reapers' HQ and to his motorcycle.



The Reapers give chase, but the player gets away. He heads toward SIGMA territory to get the kidnapped girl.

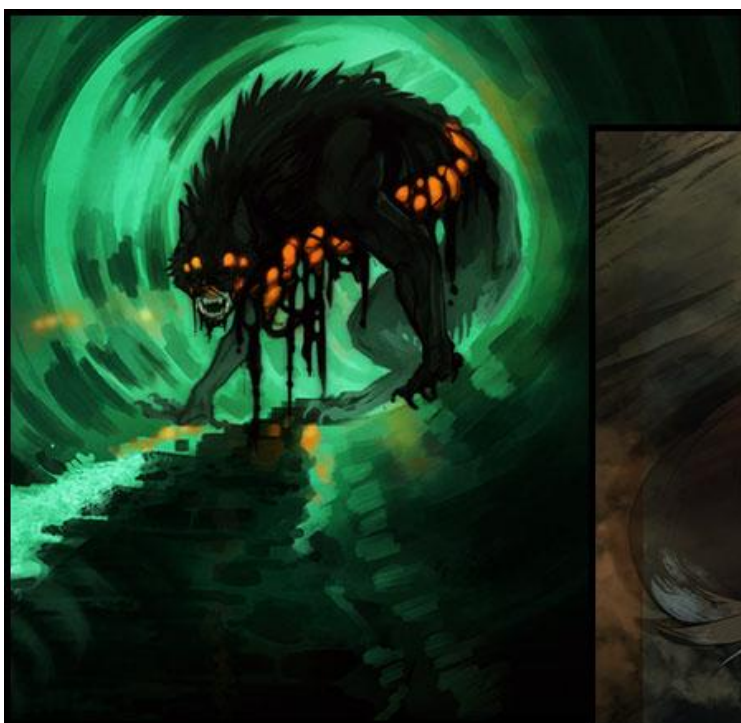


CUTSCENE 3 (End of SIGMA Territory):

After battling through SIGMA territory, the player is quickly approaching the SIGMA HQ. He needs rest. He decides to pull over and sleep. He's woken up by a pack of wolves.



He battles the wolves, and discovers that they're cybernetically enhanced SIGMA scouts.



The wolves send a radio signal to SIGMA members in the area, who converge on the player. He attempts to fight them off but is captured.

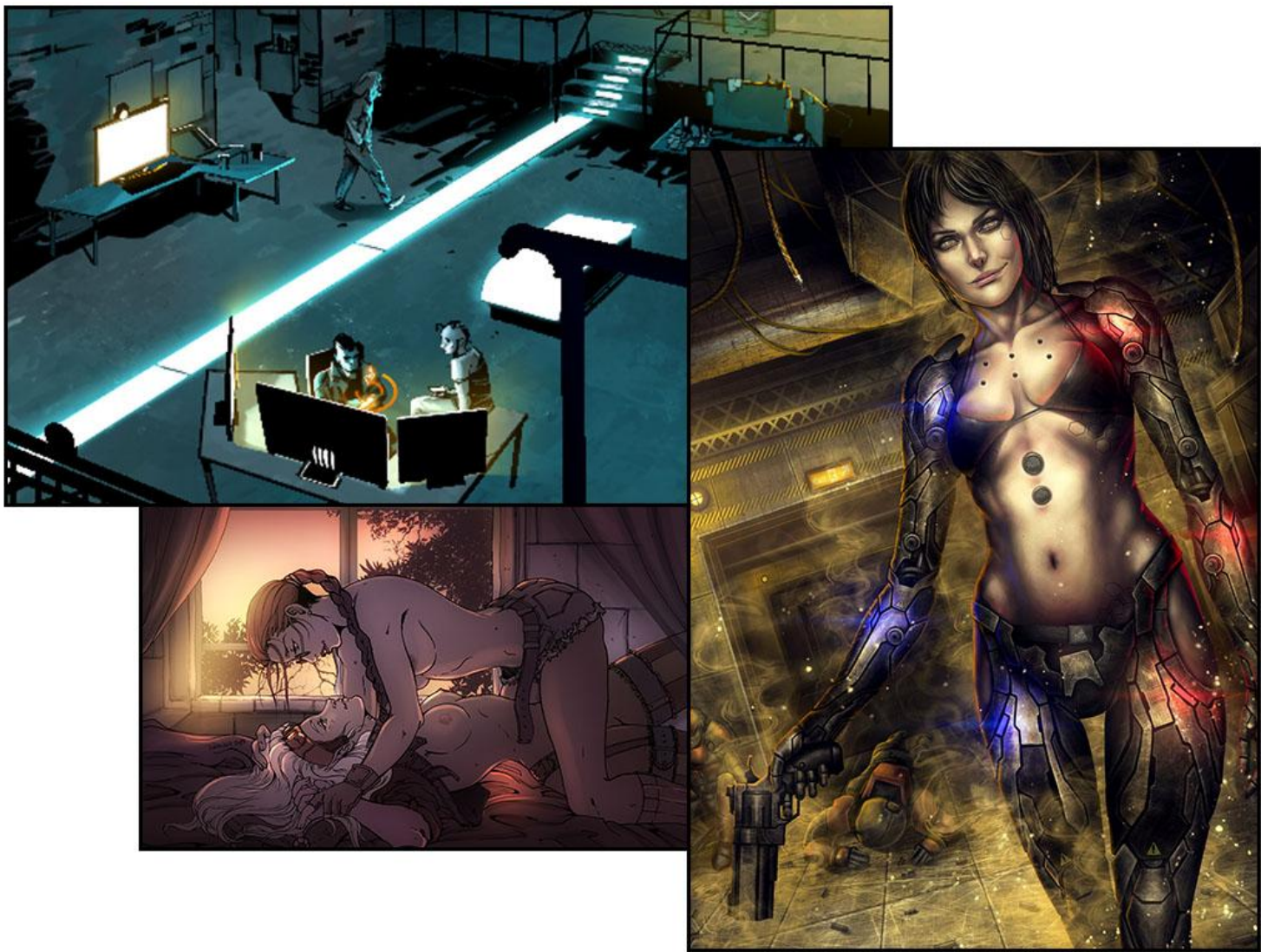


The player wakes up in the SIGMA HQ, in a yard with hundreds of other prisoners. The female leader of the SIGMA gang approaches. She informs the player that she wants him in her gang. She's installed a cybernetic implant into his skull to make him more compliant. She's also given him a cybernetically enhanced titanium forearm, so he can feel what it's like to be part of SIGMA.



As she guides the player down a corridor, she tells him the story of SIGMA's origins. She used to be a hacker who traded cryptocurrency by day and hacked into corporations and political parties, when she wasn't on a romp with one of her many girlfriends.

Her hacking played a large role in the government’s downfall. When it collapsed, her cryptocurrency shot up in value like crazy. She used her wealth to form the SIGMA gang, outfitting herself and her gang members with cybernetic enhancements to dominate the battlefield.



She’s very impressed by the player’s skills, and she wants to further enhance him. He could be so much more powerful.



She explains how all members of SIGMA are connected. When one of them feels pleasure, they all feel it.

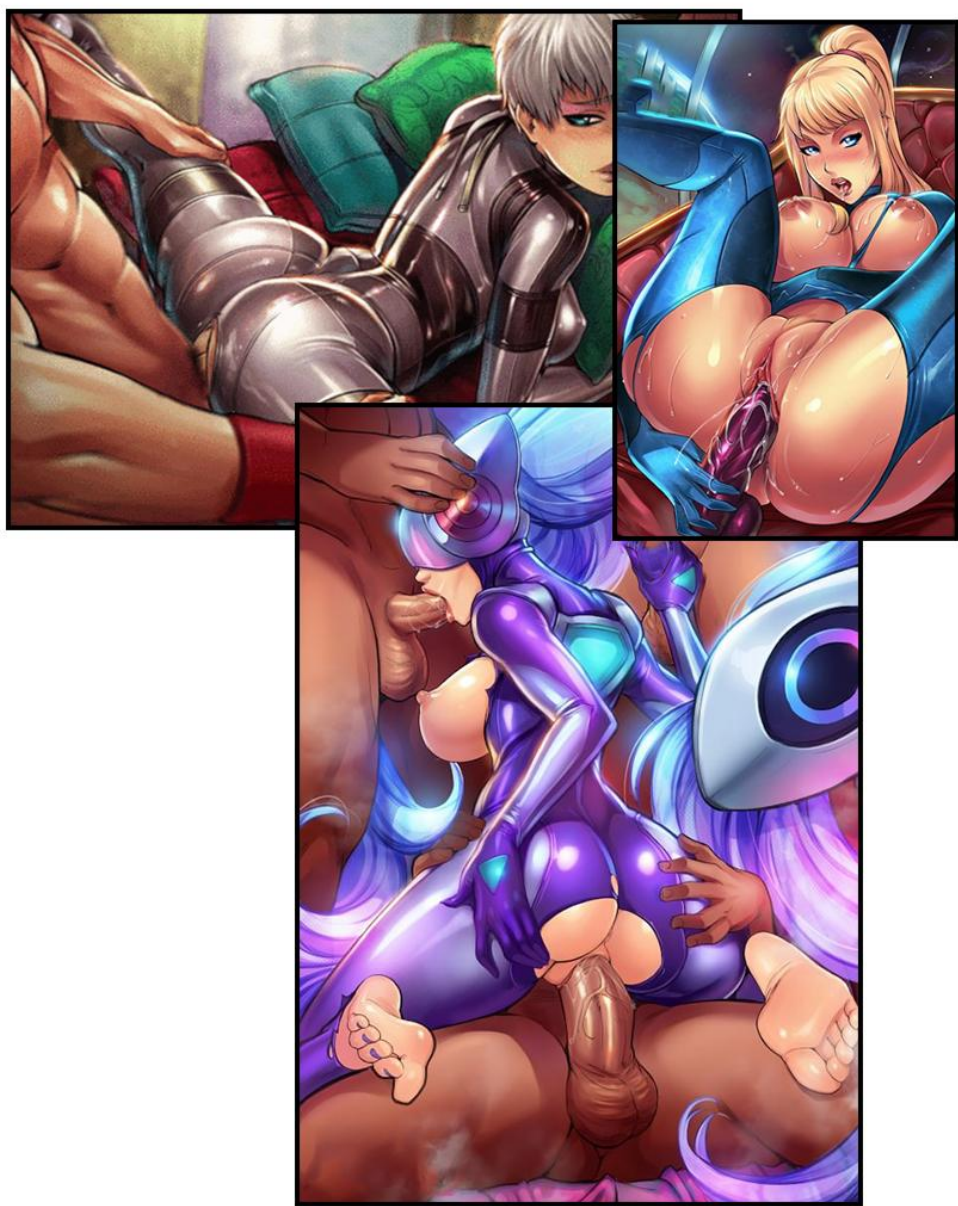
She leads him into a room with her two girlfriends, both of which are engaged in a cybernetically-enhanced lovemaking session.

The player fights to ignore the sensations he’s feeling through his implant. He just wants to know the where the kidnapped girl is!

The SIGMA leader says not to worry about her. She’s not here, but they know where she is from hacking communications networks.

The information of her whereabouts is on their main server.

At this point, the player can't focus on anything but the seductive signals from his cybernetic implant. The SIGMA leader beckons him into the chamber, and he gives in to the pleasure.



A short while later, the player has regained a little focus. While the SIGMA leader goes into detail on how she's going to enhance him, he can only think about one thing: the SIGMA server with the kidnapped girl's location.

He relaxes his mind and taps into his cybernetic implant. He sees the server in the basement of the complex. He sees the path to it. He sees that the server room requires a retinal scan to enter.



He then sees his locked up motorbike in the bowels of the complex.

With his goals in mind, he summons all of his mental strength and tears the implant off of his head with his titanium arm. He throws it in the SIGMA gang leader's face.

He using his titanium arm to bust down the door of the chamber and into the corridors. Alarms go off.

He's now running full steam toward his locked up bike, battling SIGMAs as he goes.



His releases his bike from SIGMA storage, and then speeds back down the SIGMA corridors in the opposite direction- toward the server room.



In front of the server room is one of the girls he was intimate with earlier.

She holds up her hand for him to stop, but he has no choice. He barrels into her, killing her instantly.

He lifts up her disembodied torso and uses it to pass the retinal scan.



Tons of SIGMAs are barrelling down on him as he enters the server room. He quickly finds the main server and tears it from its connections.

All of the SIGMAs glitch out in unison. Their cybernetic guidance systems go nuts. They stumble over and run into walls. Within a few seconds, they've all connected to the backup server, but the player has already escaped.

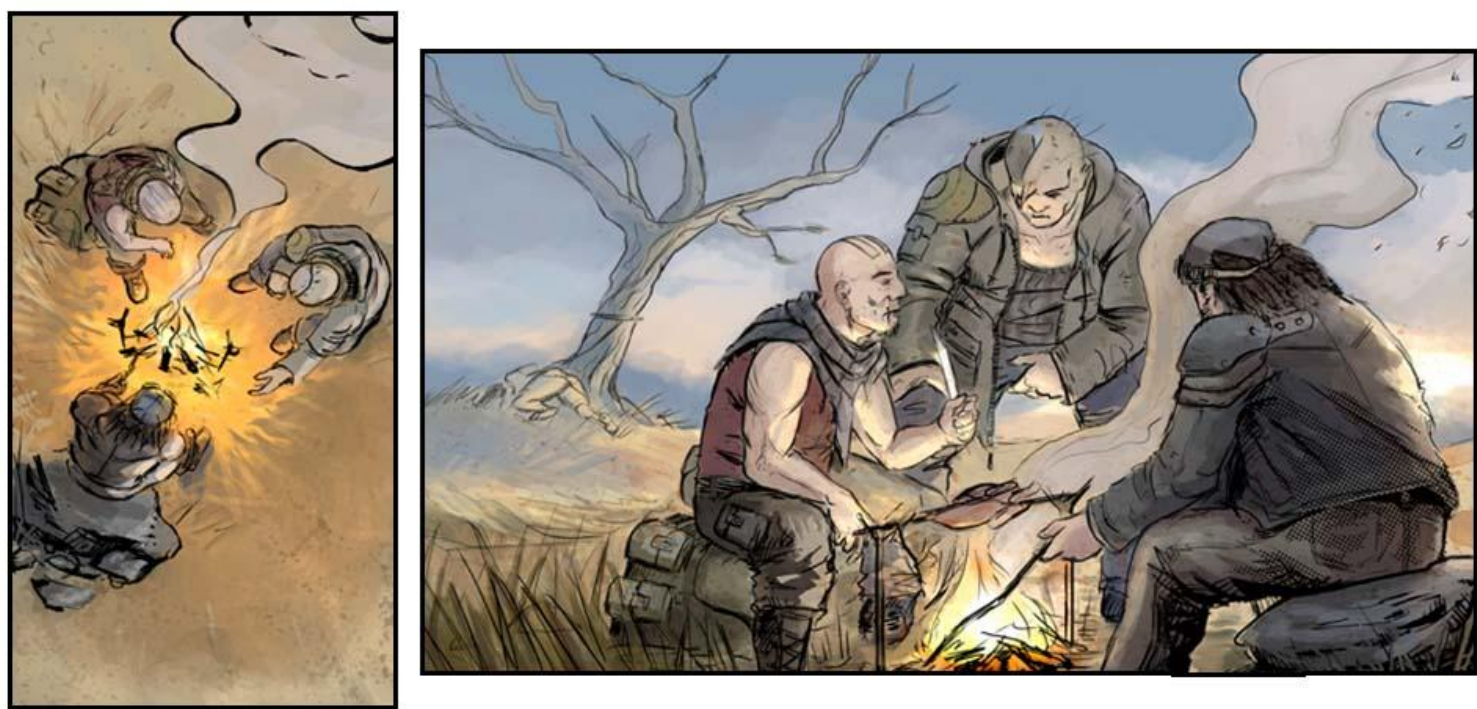
Once he's far away from the SIGMA HQ, the player contacts some more technically savvy Jackals to read the kidnapped girl's coordinates from the server.

She's in Phantom gang territory.

CUTSCENE 4 (End of Phantom Territory):

After battling through Phantom territory, the player has lost the kidnapper's trail. The SIGMA server's data was only accurate up until the point where the player tore it from its connection. It seems even the Phantoms have given up looking for her, as they're no longer on the road.

The player sits with some other Jackals contemplating what to do next.



The player then gets an urgent message from the kidnapped girl herself! She's being held captive in the Phantom's HQ by their leader Dead Eye.

Those bastards!

Somehow the Phantoms managed to rescue her from her original kidnapper, but instead of turning her in for the reward, they're keeping her in Dead Eye's personal harem.



The player contacts the Jackal's leadership and they formulate a plan to rescue the twice kidnapped girl. Dead Eye will finally pay for all his crimes!

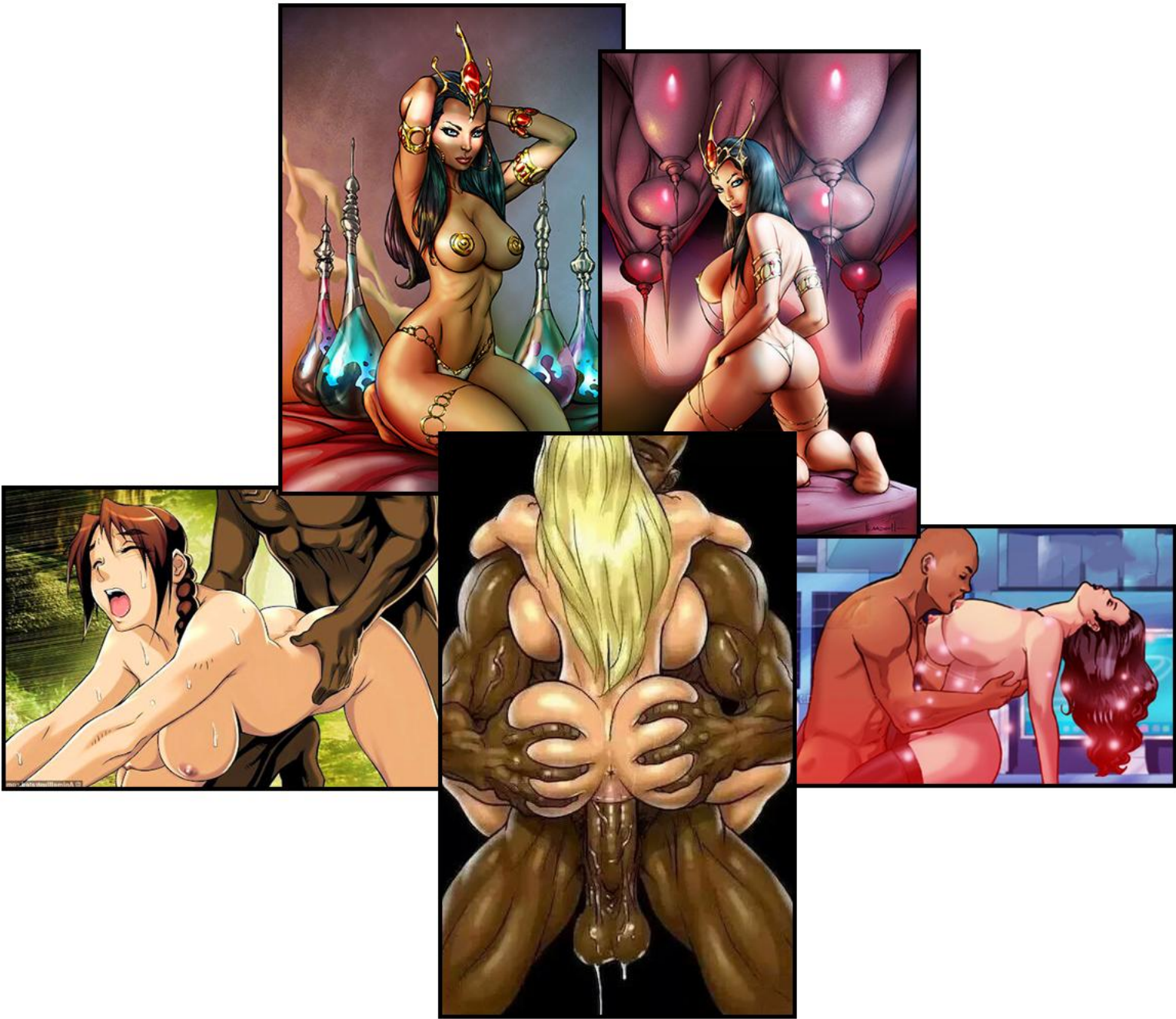
The Jackals plan an all-out assault on the Phantom compound and ride at dawn.



Meanwhile, at the Phantom's compound, the kidnapped girl is dreading her fate. DeadEye, the Phantom's leader, looks at her with lust.



Ayesha, the top girl of the harem comes up with a plan to protect her.
They'll fuck Dead Eye so hard that he'll forget about his new prisoner.



He spots the kidnapped girl tied up and apparently unharmed.

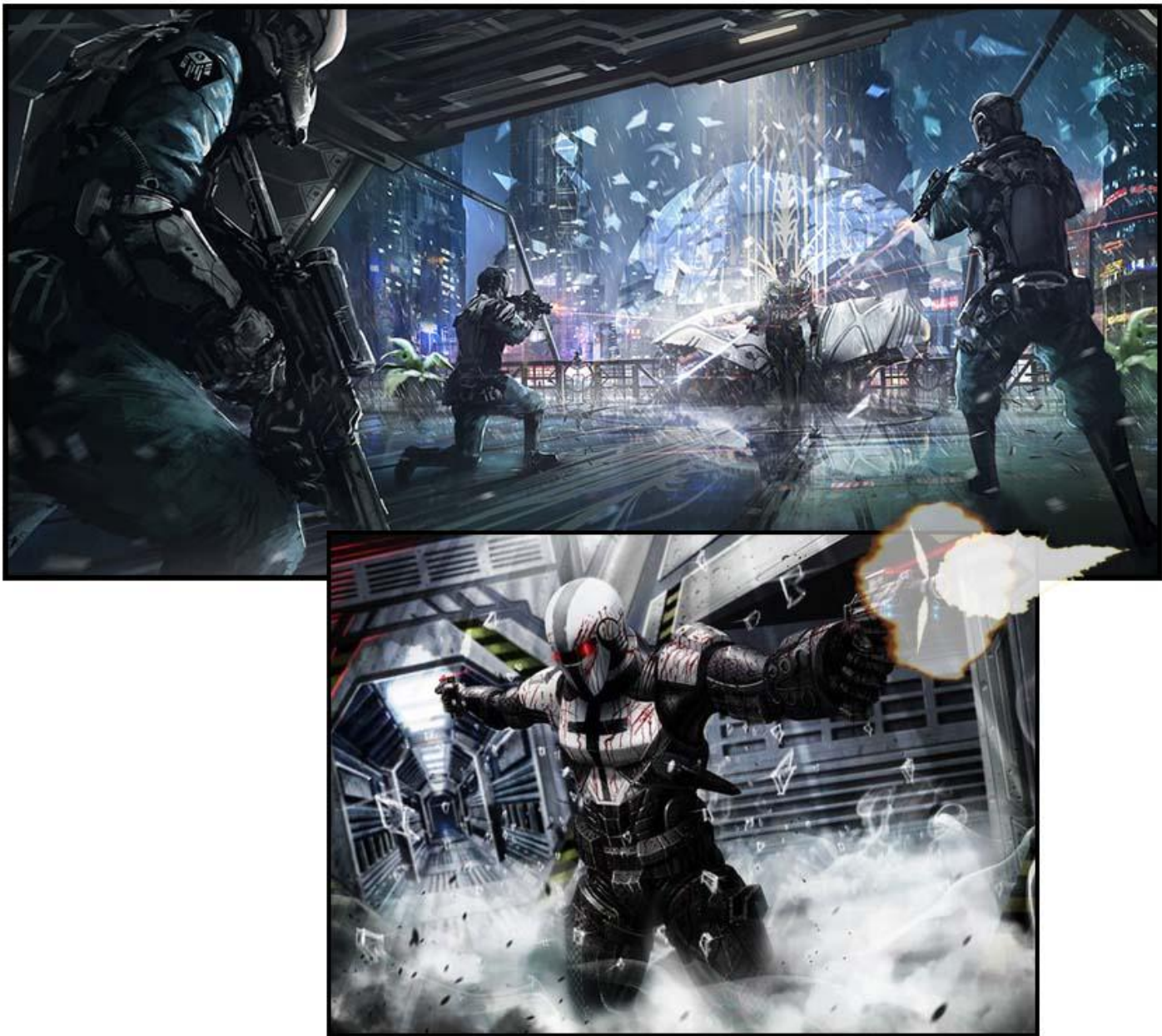


But the Dead Eye's there too, and ready to fight.



Meanwhile the mysterious kidnapper has also chosen tonight to invade the Phantom's compound and take the kidnapped girl back.

His fighting prowess is unbelievable. He effortlessly dispatches countless Phantom soldiers, along with those Jackals unfortunate enough to cross his path.



Back in the harem, the player and Dead Eye are locked in combat. Both are out of ammo and have resorted to fists. Dead Eye unsheathes his katana.

Suddenly the kidnapper bursts through the harem's wall. He picks up the player by the neck, as though he weighs nothing, and throws him against a wall, knocking him unconscious.

Dead Eye lunges toward the kidnapper with his katana, but the kidnapper disarms him and knocks him to the ground. He unceremoniously puts a bullet through Dead Eye's head.



The kidnapper grabs the now thrice kidnapped girl and disappears into the darkness.

A short while later, the player regains consciousness. The battle is over and the Jackals have defeated their Phantom rivals.



The player immediately wants to chase after the kidnapper, but the other Jackals tell him to rest. He's injured. They'll follow the kidnapper's trail and alert the player as soon as they catch up with him.

The player spends the night in DeadEye’s harem.



Aeysha, the harem’s top girl, introduces herself to the player. She tells him how sexually frustrated they’ve been, with only access to DeadEye for sexual relief.

The player is instantly struck by Ayesha’s beauty. She introduces him to her two twin sisters, and they have a **very** good night.



The next day, the player gets word from the other Jackals that they’ve located the kidnapper and are on his tail. He speeds off in their direction.

CUTSCENE 5 (game ending)

After intense motorcycle combat, the player has managed to knock the kidnapper off his bike. The two start fighting.

The kidnapper is fast and powerful but injured.



As the two exchange blows, a sniper is focusing on them, trying to get a clean shot.

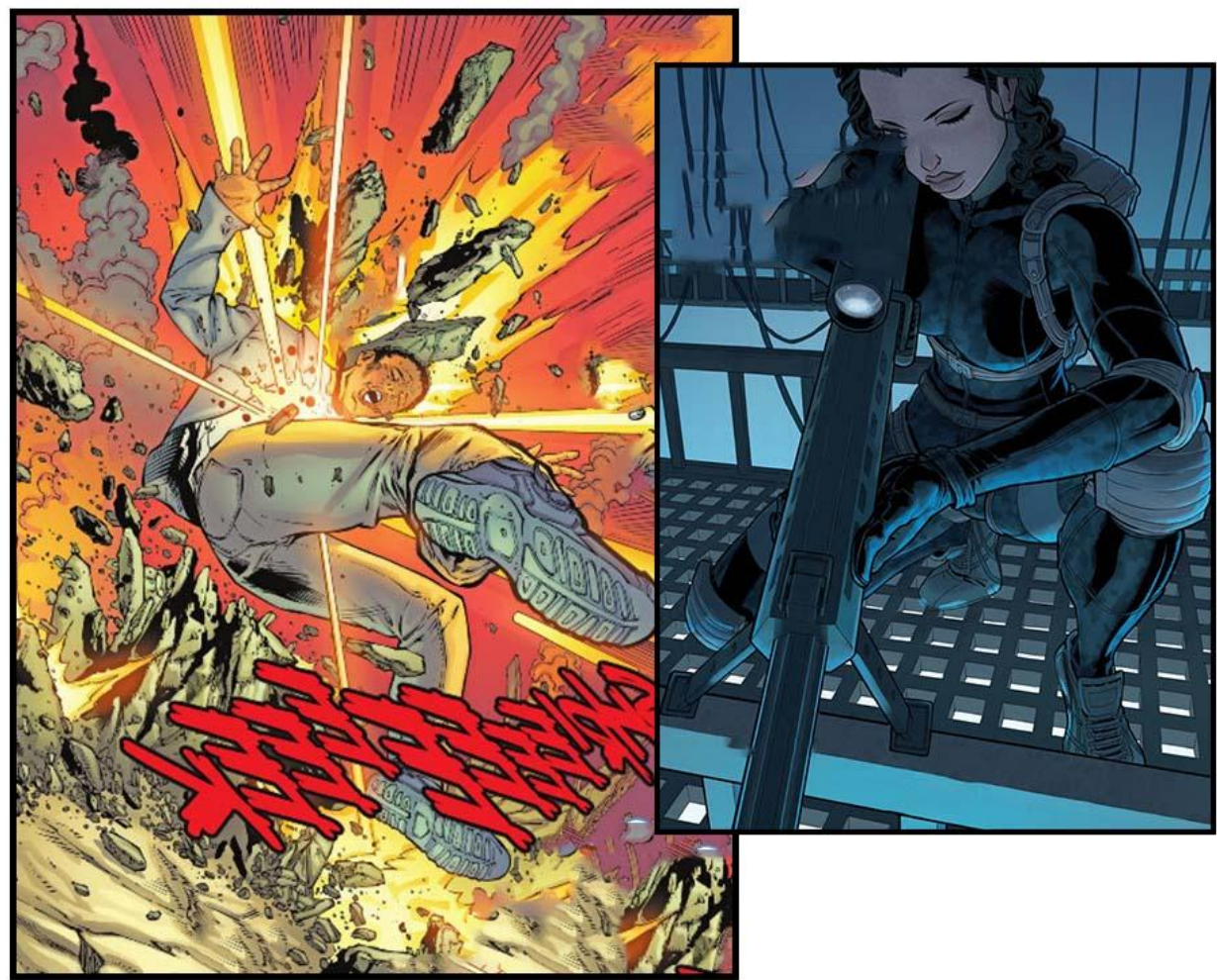


The player delivers a stunning blow to the kidnapper, knocking him to the ground. The player quickly grabs the handcuffs that he got from the Reaper dominatrix and secures the kidnapper's arms behind his back.



He climbs on top of the kidnapper demanding answers. “Where is the girl!?”

Suddenly the player is struck by the sniper’s bullet.



The player lays motionless as the sniper comes running toward them. It’s the kidnapped girl!?!

“Thank god.” The kidnapper shouts to her. “He was gonna kill me. What took you so long?” The girl gives him a disgusted look. She pulls out a pistol and shoots the kidnapper through the head.



She stands over the dead kidnapper, apparently not realizing that the player is still alive and unhurt. Her sniper shot hit him in his titanium arm!

The player can’t believe what he’s seeing. The girl he’s pined for his whole life was clearly partnered with her “kidnapper” and evidently just betrayed him. The player grabs her ankle and throws her to the ground.

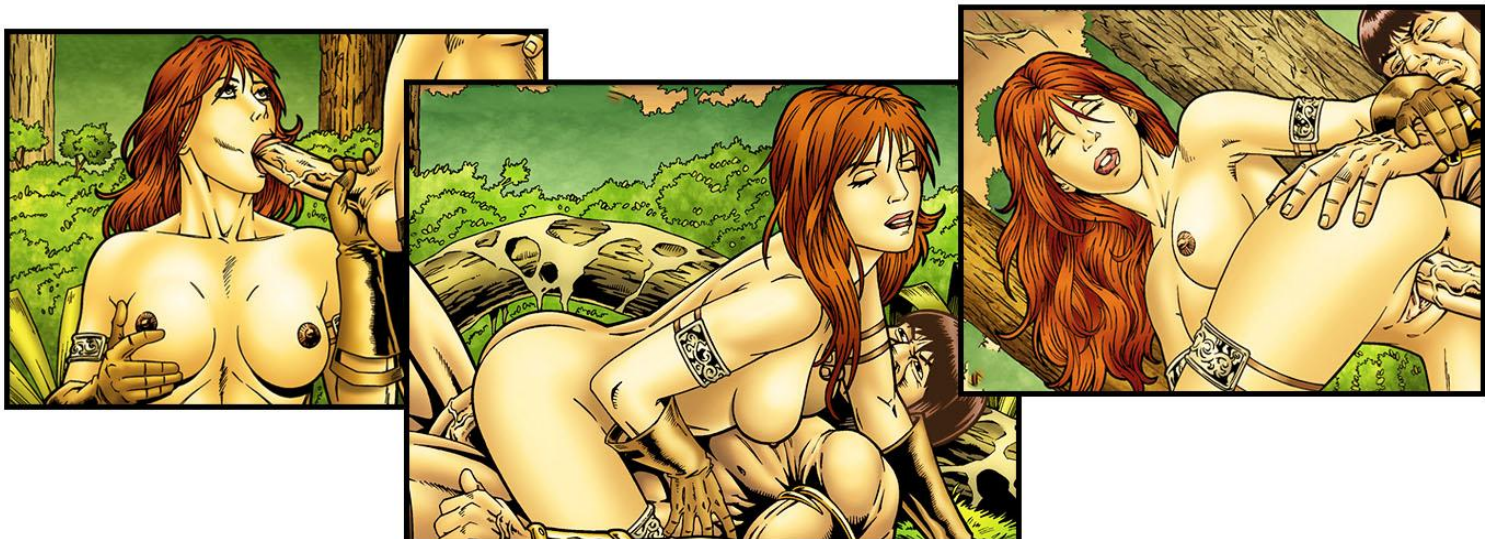
She’s no match for him, and she quickly confesses her plot. She faked the kidnapping in order to get the reward money from her father.

She begs the player not to tell anyone. She offers to split the reward money with him, but he’s not having it. How could he trust her after what he just witnessed?

But she knows he's always had a crush on her. She tells him that she'll do **anything** if he keeps the details of her kidnapping to himself. The player's still hesitant.



She says that he can use the handcuffs on her if he's worried about any funny business. The player agrees to this condition. He finally lives out his lifelong fantasy.



Afterward, she asks the player to uncuff her. The player just gives her a smirk. He wasn't born yesterday. "I'll uncuff you when I get my half of the reward"

He throws her on his bike and heads home.

