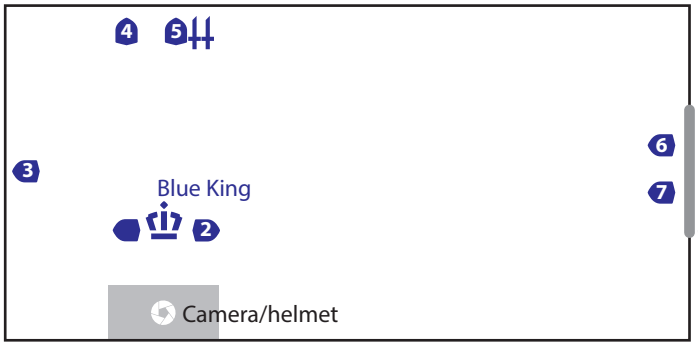
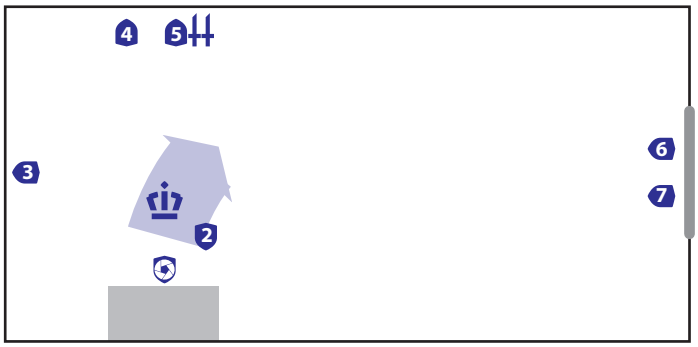
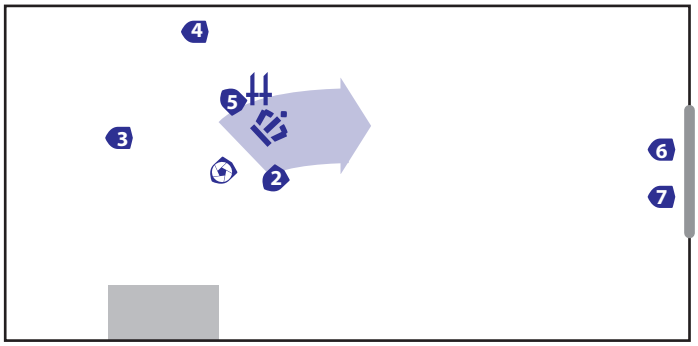
For Honor Storyboard v1



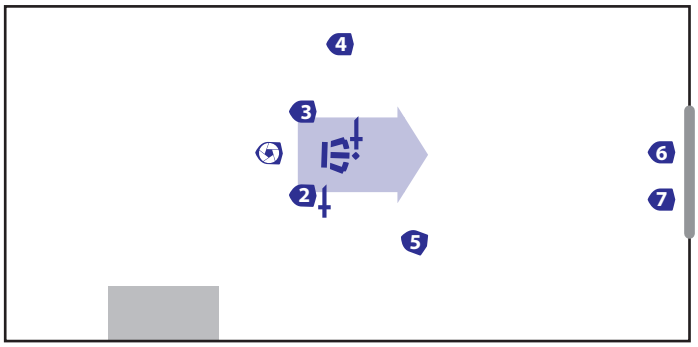
Blue King being suited up for battle
3, 4 and 5 resting
6 and 7 blocking the door



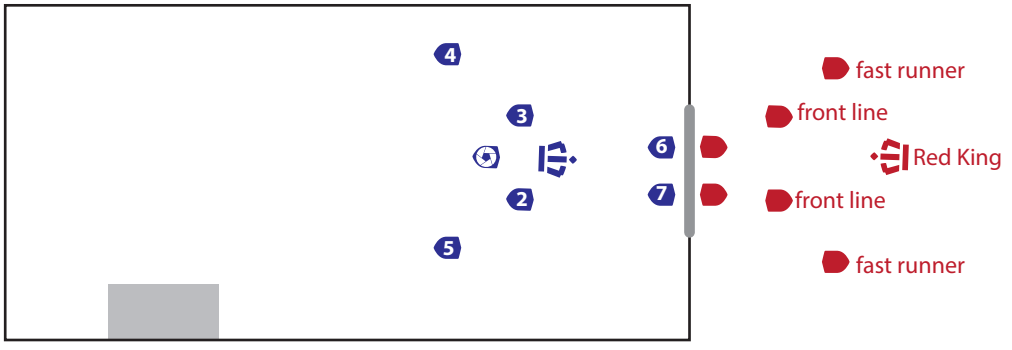
Cameraman taking his helmet/camera
Cameraman, Blue King and 2 start moving as one man
3, 4 and 5 start moving as well as soon as their leader moves
5 bring 2 swords for Blue King and for 2



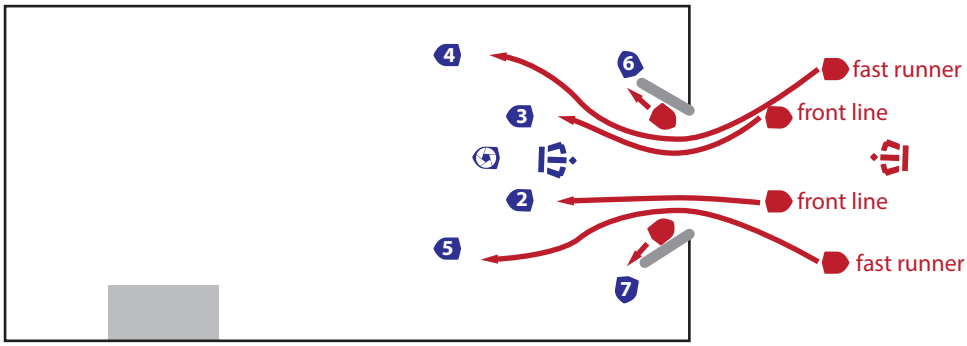
5 gives one sword to Blue King and one sword to 2 and continue walking



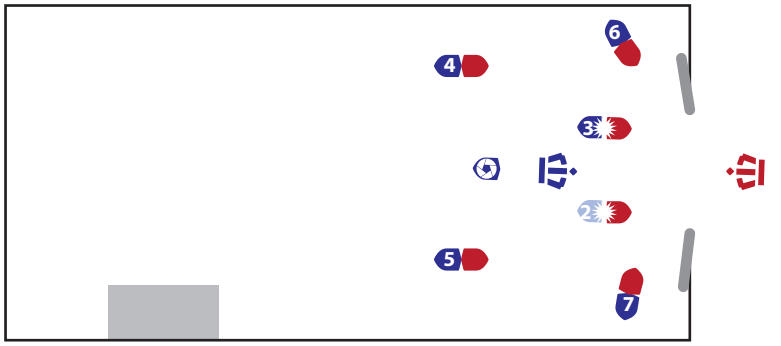
Everyone walk to the door
Blue King attach is sword to his belt



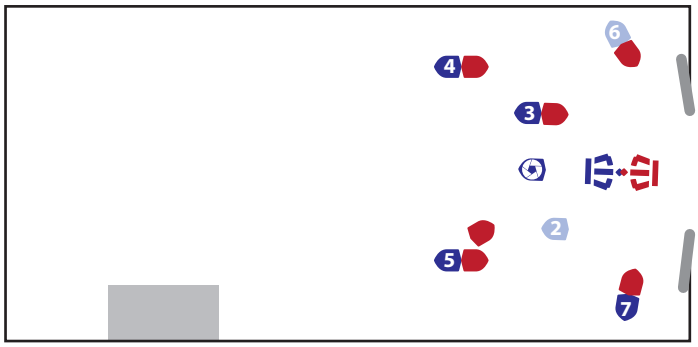
Start of symmetry
Waiting for the door to break
1 sec before the door breaks, Blue King pulls out his blade



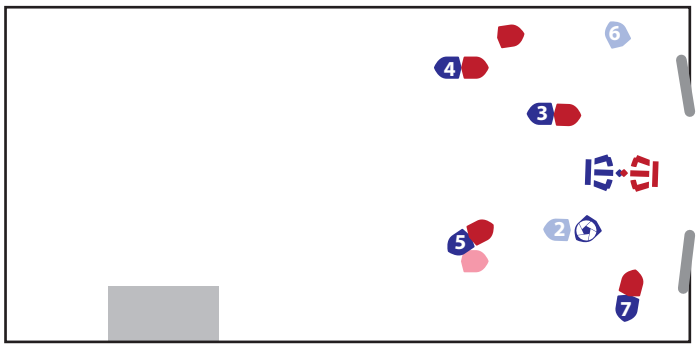
Red Team breaks in



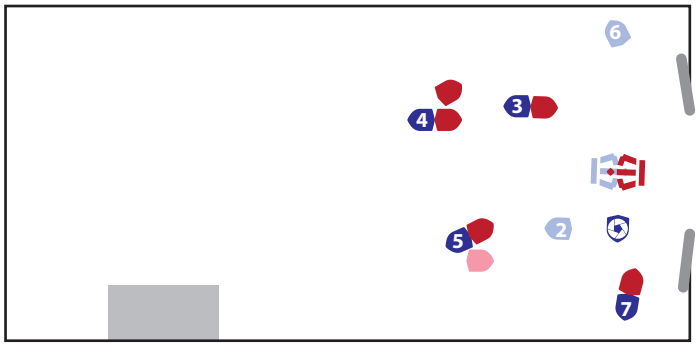
3 and 2 frontal collision with reds
3 and 2 thrown to the ground under the impact
2 dies rapidly
Red King walking inside
Blue King waiting for Red King



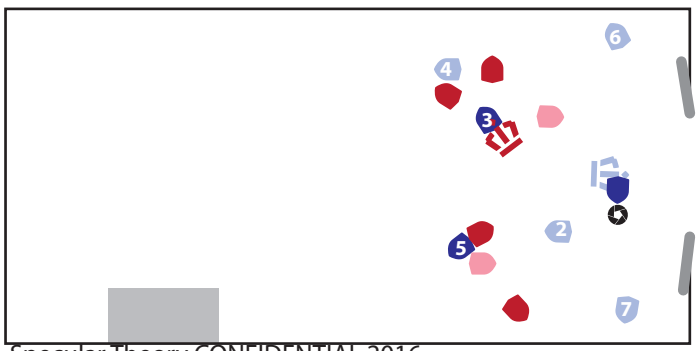
End of symmetry
3 pulls back



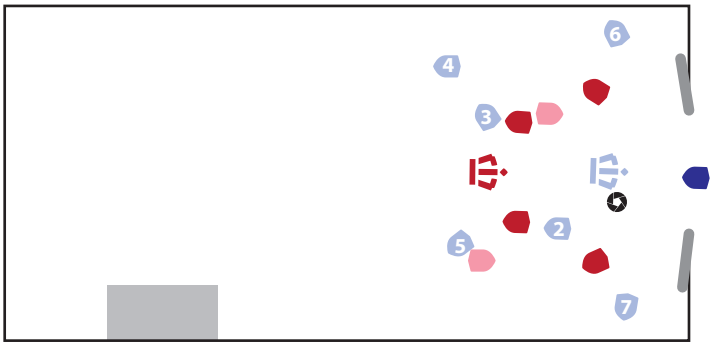
Cameraman going to the side



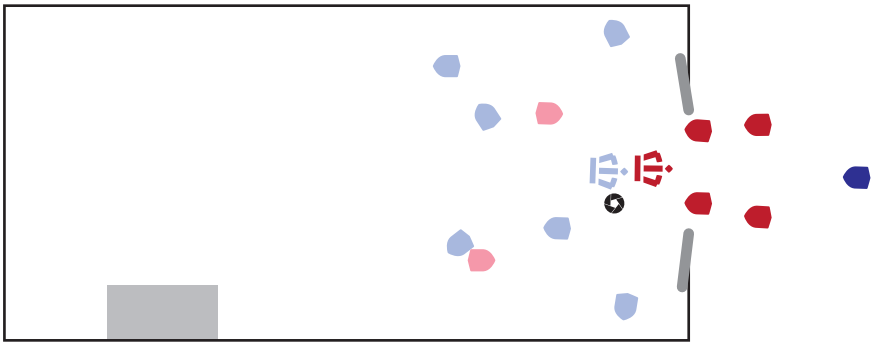
Blue King epic death



Cameraman dropping camera and taking Blue King's helmet and sword



Cameraman leaving the room to fight alone against Red army



Reds running after him
Back to symmetry

Notes

Movements should appear military and perfectly synced before Red Team breaks in.

Distance between Cameraman and Blue King must always remain the same until BK dies. Blue King must stay in perfectly centered front shot for the entire duration of the experience.

There should never be two fights on top of each other from the cameraman Point Of View.

Additional notes for characters

3, 4, 5, 6 and 7 fought before and are exhausted, Blue King is their last hope.

Red team should appear stronger and leading the fight for the whole scene.
Blue team as no chance to win this fight. They are doing it for Honor.

Kings never run and never talk or shout.

Soldiers avoid fighting Kings.

Kings are ten times stronger than soldiers, they kill soldier in 1 or 2 moves.

Kings and Soldiers have a different style of combat. Kings are slower and bring stronger attacks. They always stand still and have strong codes of honor. Soldiers are faster, less predictable.

Cameraman is a squire. Red Team don't care about him until he is the last one remaining.