

Hamunaptra

By

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Based off 'The Mummy' (1999)

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/Local/Temp/6e6b6396-3e36-4931-
940e-b5751ceadad1.html

PROLOGUE

PLAYABLE CHARACTERS

O'Connell, a strong soldier.

NARRATIVE TREE 1

At a civil war camp.

AT THE CIVIL WAR CAMP

OVER BLACK;

The camp is situated in Hamunaptra in the vast desert. Men in uniform are each doing their duties. Some cleaning their weapons, some eating and some resting in their tents.

There is the occasional wind that blows at the tents with an eerie sound. Suddenly there is unavoidable commotion at the camp, the soldiers all get up and grab their guns.

ENTER THE GAME WORLD**HAMUNAPTRA**

A soldier rushes into O'Connell's tent and frantically shakes him awake. O'Connell jumps up.

SOLDIER 1

O'Connell! Come on the enemy is here.
Suit up and lets go!

PROMPT

QUEST: Suit up.

[QTE: Search your tent to find a gun and ammunition]

[Gun unlocked]

[Ammunition unlocked]

[QUEST COMPLETE: Suit up]

O'Connell exits the tent and sees soldiers running towards the defensive position.

A - Ignore them and charge in by yourself.

B - Be a leader and lead them into battle.

C - Abandon the battle and order everyone to flee.

[PLAYER CHOOSES ONE]

A - Ignore them and charge in by yourself.

O'Connell ignores his comrades and jumps over a wall, gun in hand. He shoots the enemy and fights.

SOLDIER 2

Sir O'Connell please wait. You can't
charge in by yourself!

Ignore your comrades.

Return to your comrades.

Wait for your conrads.

[PLAYER CHOOSES ONE]

Ignore them and charge in by yourself - Ignore your comrades.

O'CONNELL
Then keep up.

O'Connell continues to push by himself. He hears his comrades screaming as they get shot trying to get to him. The enemy momentarily falls back. However, more of them arrive on horse back. Threatening to trample everyone.

PROMPT
QUEST: shoot enemies.

[QTE: Shoot the enemies]

[XP increase]

[Coin increase]

[QUEST COMPLETE: First blood]

Dodge the horses.

Shoot the horses.

[PLAYER CHOOSES ONE]

Charge into battle by yourself - Wait for your comrades.

O'Connell stops pushing forward and waits for his comrades to catch up. They shoot at the enemy allong side him. Suddenly one of O'Connell's comrades drops dead from a bullet to the head.

Ignore your dead conrade and concentrate on shooting.

Look at your dead conrade.

[PLAYER CHOOSES ONE]

Wait for your comrades - Ignore your dead conrade and concentrate on shooting.

SOLDIER 7
O'Connell's, the troop is asking to
flee.

Agree to flee with your comrades.

Order your comrades to stay.

[PLAYER CHOOSES ONE]

Ignore your dead conrade and concentrate on shooting - Agree to flee with your comrades.

O'Connell rushes away from the front line. The enemy arrives on horse back, chasing down his comrades and shooting them in the back.

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES **ONE**]

Ignore your dead conrade and concentrate on shooting - Order your comrades to stay.

O'CONNELL
You must stay and fight! Don't fall back!

One by one his comrades are shot dead. The enemy numbers are growing as more arrive on the battle field. O'Connell fights on. Suddenly he is shot in the leg. His comrades grab him and starts dragging him off the battle field.

Let your comrades to drag you to safety.

Demand you stay in battle.

[PLAYER CHOOSES **ONE**]

Order your comrades to stay - Let your comrades to drag you to safety.

O'Connell's comrades drags him to safety.

SOLDIER 6
O'Connell you have done enough, sit tight.

SOLDIER 7
We will come get you when the battle is over.

They drag him behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see O'Connell and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Order your conrades to stay - Demand you stay in battle.

As O'Connell is being dragged.

O'CONNELL

No no! Put me back in I can still fight!

SOLDIER 6

O'Connel you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

They refuse and continue to drag him to safety. They drag O'Connell behind the anubis statue and leaves him. Suddenly three members of the enemy, on horses, see O'Connell and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Wait for your conrades - Look at your dead conrade.

O'Connell's other conrades are asking to flee. He is frozen in place, staring at his dead conrade. Suddenly O'Connell is shot in the leg and collapse. O'Connell's conrades grab him and start dragging him off the battle field.

Let your conrades to drag you to safety.

Demand you stay in battle.

[PLAYER CHOOSES ONE]

Look at your dead conrade - Let your conrades to drag you to safety.

O'Connell's comrades drag him to safety.

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

They drag him behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see you and rush towards you.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Look at your dead conrade - Demand you stay in battle.

As O'Connell is being dragged he orders his comrades to return him to the battle field.

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

O'CONNELL

No, you need to put me back in!

SOLDIER 6

Don't worry sir O'Connell we have it from here.

They refuse and continue to drag him to safety. They drag O'Connell behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Ignore your comrades - Shoot the horses

PROMPT

QUEST: Long shot.

[QTE: Shoot the horse at a distance]

[Merciless achievement]

[QUEST COMPLETE: Long shot]

O'Connell shoots the horses causing the horses to collapse, killing their rider. He keep shooting at the enemy. He shoots one horse, however it's masive body is still tumbling forward. He dives out of the way, however one of your conrades wasn't so lucky.

SOLDIER 3

O'Connel... please. My legs!

Help him.

Don't help him.

[PLAYER CHOOSES ONE]

Ignore your comrades - Dodge the horses.

He dives to avoid being trampled. However, one of the conrades wasn't so lucky. His legs are broken.

SOLDIER 3

O'Connel... please. My legs!

Help him.

Don't help him.

[PLAYER CHOOSES ONE]

Dodge the horses/Shoot the horses - Help him.

O'CONNELL

Don't worry I got you.

He grabs his conrade and drags him to safety. The others are begging for help.

SOLDIER 4
O'Connel!

SOLDIER 5
O'Connel, please help me!

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Dodge the horses/Shoot the horses - Don't help him.

SOLDIER 5
O'Connell, please help me!

The enemy is closing in.

Help him and drag him to safety.

Don't help him and run away.

[PLAYER CHOOSES ONE]

Don't help him - Help him and drag him to safety.

O'CONNELL
Yeah, don't worry I got you.

He hesitantly grabs his conrade and drags him to safety.

SOLDIER 4
O'Connel!

SOLDIER 5
O'Connel, please help me!

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Help him and drag him to safety - Ignore their cries and run away

Three members of the enemy, on horses, see O'Connell and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES **ONE**]

Help him and drag him to safety - Try and save them

O'Connell fires at the enemy and pulls the wounded to safety.

SOLDIER 5
O'Connell, over here!

Stay and protect the ones you have already saved.

Help them.

[PLAYER CHOOSES **ONE**]

Help him and drag him to safety - Distract the enemy so they go after you instead

O'CONNELL
Hang on, I have a plan.

Three members of the enemy, on horses, see O'Connell and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES **ONE**]

Don't help him/Help him - Don't help him and run away.

O'CONNELL
I'm sorry.

Three members of the enemy, on horses, see O'Connell and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES **ONE**]

Ignore their cries and run away - Find cover.

O'Connell dives just behind an anubis statue. He tries and catches his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Ignore their cries and run away - Run and hide.

O'Connell dives just behind an anubis statue. He tries and catches his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Help him - Try and save them.

He shoots at the enemy and pulls the wounded to safety.

SOLDIER 1
O'Connell, over here!

Stay and protect the ones you have already saved.

Help them.

[PLAYER CHOOSES ONE]

Try and save them - Stay and protect the ones you have already saved.

He fires at the enemy. They are suddenly all firing on him. The wounded comrades can't defend themselves.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Try and save them - Help them.

He is suddenly shot in the arm.

SOLDIER 5
O'Connell you need to leave. You will
die here.

The enemy is closing in.

Protect your comrades.

[PLAYER CHOOSES ONE]

Help them - Protect your comrades

PROMPT
QUEST: Protect your comrades.

[QTE: Protect your comrades from enemy attacks]

[XP increase & coin increase]

[QUEST COMPLETE: Protect your comrades]

O'CONNELL
Absolutely not. I won't leave you to
die.

O'Connell refuses to leave his comrades. He is suddenly shot
in the leg. One of his comrades is bleeding out.

SOLDIER 5
I'm not going to make it. Either way I
will die, but you don't have to.
Please, for me, leave and save
yourself.

O'Connell can't stand, but continues to fire on the enemy.

Give up.

Continue to try and fight.

[PLAYER CHOOSES ONE]

Protect your comrades - Give up.

O'Connell collapses and stares at his dead comrades. Suddenly
other comrades grab him and drag him to safety behind the
anubis statue.

SOLDIER 6
O'Connel you have done enough, sit
tight.

SOLDIER 7
We will come get you when the battle
is over.

They leave O'Connell to continue to fight when suddenly three
members of the enemy, on horses, see him and rush towards
him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Protect your conrades - Continue to try and fight.

O'Connell collapses and stares at his dead conrade. Suddenly
other conrades grab him and drag him to safety behind the
anubis statue.

SOLDIER 6
O'Connel you have done enough, sit
tight.

SOLDIER 7
We will come get you when the battle
is over.

They leave O'Connell to continue to fight when suddenly three
members of the enemy, on horses, see him and rush towards
him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

**Help him/Stay and protect the ones you have already saved -
Distract the enemy so they go after you instead.**

O'CONNELL
Don't worry, I have a plan.

Three members of the enemy, on horses, see him and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES **ONE**]

Distract the enemy so they go after you instead - Run and hide/Find cover.

He dives just behind an anubis statue. He tries and catch his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES **ONE**]

Run and hide/Find cover/Give up/Continue to try and fight - Beg for your life.

O'CONNELL
Please, don't...

They raise their guns towards him when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face. He struggles to leave Hamunaptra and can't see any of him conrades. He is in the desert by himself.

(End of scene)

Run and hide/Find cover/Give up/Continue to try and fight - Brace yourself.

He closes his eyes and accept his fate. He hears the sudden sound of the guns reloading. Suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell opens his eyes, glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his conrades. He is in the desert by himself.

(End of scene)

Run and hide/Find cover/Give up/Continue to try and fight - Try and fight for your life.

O'Connell starts firing at the enemy. He kills one but suddenly he is out of ammo.

O'CONNELL

Damn you!

They raise their guns towards him, when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. He glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggles to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his comrades. He is in the desert by himself.

(End of scene)

B - Be a leader and lead them into battle.

O'CONNELL

Hold your ground and stay steady. We will make it out of this, boys!

O'Connell bravely leads his comrades into battle, pushing the enemy together. Shooting them. Suddenly their numbers keep growing as more enemy forces, on horse back, arrive on the battle field.

Be a leader and lead them into battle - Abandon the battle and order everyone to flee.

You rush everyone away from the front line. The enemy arrives on horse back, chasing down your comrades and shooting them in the back.

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Be a leader and lead them into battle - Charge into battle by yourself.

O'Connell jumps into battle. Shooting the enemy.

SOLDIER 2
 Sir O'Connell please wait. You can't
 charge in by yourself!

Ignore your comrades.

Return to your comrades.

Wait for your comrades.

[PLAYER CHOOSES ONE]

Charge into battle by yourself - Ignore your comrades.

O'CONNELL
 Then keep up.

O'Connell doesn't listen and continues to push by himself.
 Comrades are screaming as they get shot trying to get to
 O'Connell. The enemy momentarily falls back. However, more of
 them arrive on horse back. Threatening to trample O'Connell
 and his comrades.

Dodge the horses.

Shoot the horses.

[PLAYER CHOOSES ONE]

Charge into battle by yourself - Return to your comrades.

O'CONNELL
 I hear you.

O'Connell quickly back-tracks and returns to his comrades.
 O'Connell and his comrades push the enemy together. The enemy
 momentarily falls back. However, more of them arrive on horse
 back. Threatening to trample O'Connell and his comrades.

Dodge the horses.

Shoot the horses.

[PLAYER CHOOSES ONE]

Charge into battle by yourself - Wait for your comrades.

O'Connell stops pushing forward and waits for his comrades to
 catch up. They shoot at the enemy along side him. Suddenly
 one of O'Connell's comrades drops dead from a bullet to the
 head.

Ignore your dead conrade and concentrate on shooting.

Look at your dead conrade.

[PLAYER CHOOSES ONE]

Wait for your comrades - Ignore your dead conrade and concentrate on shooting.

SOLDIER 7
O'Connell's, the troop is asking to
flee.

Agree to flee with your comrades.

Order your comrades to stay.

[PLAYER CHOOSES ONE]

Ignore your dead conrade and concentrate on shooting - Agree to flee with your comrades.

O'Connell rushes away from the front line. The enemy arrives on horse back, chasing down his comrades and shooting them in the back.

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Ignore your dead conrade and concentrate on shooting - Order your comrades to stay.

O'CONNELL
You must stay and fight! Don't fall
back!

One by one his comrades are shot dead. The enemy numbers are growing as more arrive on the battle field. O'Connell fights on. Suddenly he is shot in the leg. His comrades grab him and starts dragging him off the battle field.

Let your comrades to drag you to safety.

Demand you stay in battle.

[PLAYER CHOOSES ONE]

Order your comrades to stay - Let your comrades to drag you to safety.

O'Connell's comrades drags him to safety.

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

They drag him behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see O'Connell and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Order your comrades to stay - Demand you stay in battle.

As O'Connell is being dragged.

O'CONNELL

No no! Put me back in I can still fight!

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

They refuse and continue to drag him to safety. They drag O'Connell behind the anubis statue and leaves him. Suddenly three members of the enemy, on horses, see O'Connell and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES **ONE**]

Wait for your comrades - Look at your dead comrade.

O'Connell's other comrades are asking to flee. He is frozen in place, staring at his dead comrade. Suddenly O'Connell is shot in the leg and collapse. O'Connell's comrades grab him and start dragging him off the battle field.

Let your comrades to drag you to safety.

Demand you stay in battle.

[PLAYER CHOOSES **ONE**]

Look at your dead comrade - Let your comrades to drag you to safety.

O'Connell's comrades drag him to safety.

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle is over.

They drag him behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see you and rush towards you.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES **ONE**]

Look at your dead comrade - Demand you stay in battle.

As O'Connell is being dragged he orders his comrades to return him to the battle field.

SOLDIER 6

O'Connell you have done enough, sit tight.

SOLDIER 7

We will come get you when the battle

is over.

O'CONNELL

No, you need to put me back in!

SOLDIER 6

Don't worry sir O'Connell we have it
from here.

They refuse and continue to drag him to safety. They drag O'Connell behind the anubis statue and leave him. Suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES **ONE**]

Demand you stay in battle/Let your conrades to drag you to safety - Beg for your life.

O'CONNELL

Please, don't...

They raise their guns towards him when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face. He struggles to leave Hamunaptra and can't see any of him conrades. He is in the desert by himself.

(End of scene)

Demand you stay in battle/Let your conrades to drag you to safety - Brace yourself.

He closes his eyes and accept his fate. He hears the sudden sound of the guns reloading. Suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell opens his eyes, glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his conrades. He is in the desert by himself.

(End of scene)

Demand you stay in battle/Let your comrades to drag you to safety - Try and fight for your life.

O'Connell starts firing at the enemy. He kills one but suddenly he is out of ammo.

O'CONNELL

Damn you!

They raise their guns towards him, when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. He glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggles to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his comrades. He is in the desert by himself.

(End of scene)

C - Abandon the battle and order everyone to flee.

O'CONNELL

Everyone fall back. Look sharp and watch out for each other!

You rush everyone away from the front line. The enemy arrives on horse back, chasing down your comrades and shooting them in the back.

Ignore their cries and run away.

Try and save them.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Abandon the battle and order everyone to flee - Ignore their cries and run away

Three members of the enemy, on horses, see O'Connell and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES ONE]

Ignore their cries and run away - Find cover.

O'Connell dives just behind an anubis statue. He tries and catches his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Ignore their cries and run away - Run and hide.

O'Connell dives just behind an anubis statue. He tries and catches his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life

[PLAYER CHOOSES ONE]

Abandon the battle and order everyone to flee - Try and save them

O'Connell fires at the enemy and pulls the wounded to safety. He hears others crying for help.

Stay and protect the ones you have already saved.

Help them.

[PLAYER CHOOSES ONE]

Try and save them - Stay and protect the ones you have already saved.

He fires at the enemy. They are suddenly all firing on him. The wounded comrades can't defend themselves.

Distract the enemy so they go after you instead.

[PLAYER CHOOSES ONE]

Try and save them - Help them.

He is suddenly shot in the arm.

SOLDIER 5
O'Connell you need to leave. You will
die here.

The enemy is closing in.

Protect your comrades.

[PLAYER CHOOSES **ONE**]

Help them - Protect your comrades

O'CONNELL
Absolutely not. I won't leave you to
die.

O'Connell refuses to leave his comrades. He is suddenly shot
in the leg. One of his comrades is bleeding out.

SOLDIER 5
I'm not going to make it. Either way I
will die, but you don't have to.
Please, for me, leave and save
yourself.

O'Connell can't stand, but continues to fire on the enemy.

Give up.

Continue to try and fight.

[PLAYER CHOOSES **ONE**]

Protect your comrades - Give up.

O'Connell collapses and stares at his dead comrades. Suddenly
other comrades grab him and drag him to safety behind the
anubis statue.

SOLDIER 6
O'Connell you have done enough, sit
tight.

SOLDIER 7
We will come get you when the battle
is over.

They leave O'Connell to continue to fight when suddenly three
members of the enemy, on horses, see him and rush towards
him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Protect your comrades - Continue to try and fight.

O'Connell collapses and stares at his dead comrade.

SOLDIER 6
O'Connell you have done enough, sit
tight.

SOLDIER 7
We will come get you when the battle
is over.

Suddenly other comrades grab him and drag him to safety behind the anubis statue. They leave O'Connell to continue to fight when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Abandon the battle and order everyone to flee - Distract the enemy so they go after you instead

Three members of the enemy, on horses, see O'Connell and chase him down.

Find cover.

Run and hide.

[PLAYER CHOOSES ONE]

Distract the enemy so they go after you instead - Run and hide/Find cover.

He dives just behind an anubis statue. He tries and catch his breath when suddenly three members of the enemy, on horses, see him and rush towards him.

Beg for your life.

Brace yourself.

Try and fight for your life.

[PLAYER CHOOSES ONE]

Run and hide/Find cover/Give up/Continue to try and fight -
Beg for your life.

O'CONNELL
Please, don't...

They raise their guns towards him when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face. He struggles to leave Hamunaptra and can't see any of him conrades. He is in the desert by himself.

(End of scene)

Run and hide/Find cover/Give up/Continue to try and fight -
Brace yourself.

He closes his eyes and accept his fate. He hears the sudden sound of the guns reloading. Suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. O'Connell opens his eyes, glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggle to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his conrades. He is in the desert by himself.

(End of scene)

Run and hide/Find cover/Give up/Continue to try and fight -
Try and fight for your life.

O'Connell starts firing at the enemy. He kills one but suddenly he is out of amo.

O'CONNELL
Damn you!

They raise their guns towards him, when suddenly an eerie wind picks up, spooking the horses and causing the enemy to flee. He glances up at the anubis statue and hears whispering. The sand beneath him suddenly moves, he struggles

to get away as the sand morphed into a face and struggles to leave Hamunaptra and he can't see any of his comrades. He is in the desert by himself.

(End of scene)

FADE TO BLACK.

References

The Mummy. 1999. [Film] Directed by Stephen Sommers. Portugal: Universal Pictures.

Narrative Tree - <file:///C:/Users/Keelan/AppData/Local/Temp/ed7a510f-93b1-4af0-aeb2-8fbd77e0470c.html>