<u>Arby 'n' the Chief</u>
Season Eight, Episode Sixteen/Seventeen

"Zero Hour"/"Apocalypse"

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GAMEPLAY - INT. REFLECTION

                    HACKER
Spawn whatever you want, wherever
you want. Any map, any mode,
including online. Any weapon,
vehicle, armor ability-- whatever's
in the game. Including campaign
assets.

                    HACKER (CONT'D)
              (confused)
Everything. Just load up my modded
gametype in Forge. Place spawners
where you want. Change the ID in
their properties to whatever
number. I gave every item a number.
I put them on a document I'll give
you. Then you save the map. Feed
that data into my software. It'll
spit out a file. Put that on a
drive. Drive goes in your console.
Join a match on the same map as the
one you modified. Wherever you put
your spawners, you'll find your
items.

                    HACKER (CONT'D)
Just the leetest and sexiest.

                    HACKER (CONT'D)
Simply.
              (darkly)
But not easily.

                    HACKER (CONT'D)
File transfer to your console
starts when you pick up the armor
ability I modded.

                    HACKER (CONT'D)
Through the door next to me.
Inside--
              (sinister)
The dark web.

                    HACKER (CONT'D)
Yes.

                    HACKER (CONT'D)
All the darkest webs.

                    HACKER (CONT'D)
Head in and find out. Just watch
out for the ghosts. And vampires,
obviously.