

CHARLIE

You are?!

Miles's employees smile and nod on his behalf.

MILES

Upshot..the Board loves the demo!
We want to make it!

Charlie's eyes pop open!

CHARLIE

You do?!

MILES

You're darn tootin' we do. Sheryl,
bring me the crushbook. That's what
we call the checkbook.

No one laughs. Sheryl addresses Miles directly.

SHERYL

Miles, we'll need to get some
paperwork in order for Charlie 1st.
A standard NDA, a legal agreement
that limits...

Miles cuts her off.

MILES

Geez Sheryl, talk about leading
with the boring stuff. Ace Attorney
over here or what? Right guys?

Awkward Beat. No one laughs. Sheryl leaves the room.

MILES (CONT'D)

My point is we'll get to all that
in time. What I want to do right
now is talk about Sugar Qubes 1st
hit shooter! I'm seeing this as a
four quadrant game and want to go
big on the marketing push. Shooter.
Multiplayer. Zombies. Apocalypse.
It's got everything!

A massive grin grows across Charlie's face!

MILES (CONT'D)

The thing we can't get over is how
fast you pulled all this together.

Charlie points to himself and then Bree.

CHARLIE (CONT'D)

I'll sign the game over if you want. But we have a chance to do what we've always wanted. Think about it, Bree. You, me, the guys. Making the games we want to make...together.

Bree's eyes widen. Brow furrowed. CONFLICTED!

MILES

Bree, tell him. Tell him to sign the contract! You can't just leave here with that game. You signed a...I dunno, something. A disclosure, a... Sheryl?!

Sheryl nods her head "NO" they didn't.

SHERYL

Miles, I reminded you multiple times that our standarnd IP assignment should have been signed *before* work began, not after. I mailed it and followed up with you but no we do not have anything in writing from Mr. Fleck.

CHARLIE

Let's do it! What do you say?!