

Sunrise

Logline

Yaku, a citizen of the alternative history 19th century Inca Empire, takes matters into his own hands in a world torn between tradition and modernity. Play Yaku on his journey in discovering the conspiracies around him, threatening the way of life of the society.

Summary

The Inca empire is trying to modernise, but not everyone is happy about it. There are factions that want to stop the modernisation, but there are also factions for whom the modernisation is not happening fast enough.

Yaku are a forward thinker and want to defend the path to modernisation. Through a friend, Yaku joins a group that seems to share his beliefs, but something is suspicious. The journey will challenge your perceptions and bring you into conflict with people close to you.

Purpose Statement

The game is an action adventure that explores a changing world and questions the direction of its progress. In the background, the story is about the search for identity and belonging. It's important to tell it, because in an increasingly complicated world, people like the main character Yaku and his friend Auki feel like they don't belong anywhere. The search for belonging and identity leads them to a group with a strong sense of belonging, but also with answers that are too simple. Through the actions and informations in the missions Yaku will see through the promises of the group and their real intension. He will see the world less black and white but more in shades of gray.

Experiential Passage

You will walk through the streets of Cusco and see the same things every day. It feels like it's been like that way for hundreds of years. When something like a horse-drawn delivery wagon disrupts this old routine, everybody looks at it outraged, as if it's interrupting their eternal dream state.

When you travel to the coastal town of Chala, the opposite is true. Life there is vibrant, but it feels so foreign. Some elements remind you that you are still in your home country, but they are rare. The foreigners are friendly, but when no guard is looking, they sell alcohol to my people and laugh at you and your traditions. Sometimes it's even the guards who lie drunk on the streets in the evening.

World and its inhabitants

Pre-story

The world of Sunrise is an alternative history world. In this world, the Spanish conquistadors were not successful in conquering the Aztec Empire, changing the course of history.

Nevertheless, the arrival of the Europeans left their mark on the American continent, as the diseases swept the continent and new weapons and animals changed the face of the continent.

Inca's reaction to the europeans

The Inca empire only encountered Europeans much later. At that time, the civil war between Huáscar and Atahualpa was an unpleasant memory in the minds of the people. The European diseases affected the Incas to a lesser extent, as they occurred in small spurts. Gradually, other innovations also found their way into the Inca empire, so that the Europeans were greeted with Inca's own gunpowder weapons when they arrived.

The Inca Empire was very cautious in its relations with the Europeans and only allowed a few of foreign traders into the country. European missionaries were persecuted as they jeopardised the Inca's status as a son of the sun.

Nevertheless, in addition to gunpowder for the army, items such as horses, wheels and iron also found their place in the Inca society.

Start of Age of Reforms

Generations passed when the disturbing news came from the north that the Aztec ruler was fighting to preserve the country.

European interference led to numerous conflicts between the three major cities. The Incas realised that they had to modernize before the European could extend their influence over the Inca Empire.

The rare human sacrifices were banned, a script like that of the Aztec was developed alongside the traditional quipus and people were sent out to learn from the Europeans.

Current Situation

The game takes place around fifty years after the start of the reforms. The new Inca still believes in his father's vision, but there is also a conservative faction at court that grows stronger with time. The capital Cusco is virtually unaffected by the reforms and still shines with gold and tradition, but only few kilometres away you can see the new built smelters and beginning of industrialisation. This can be seen most clearly in the coastal towns like Chala, where the most foreign goods arrive. There, the traditional rafts have been replaced by metal ships to protect the coast from the unwanted visitors.

Visuals

In Cusco, the player walks through an Inca-style city with large temples. They encounter a lot of colours and rich people. The people in the streets of Cusco wear colourful tunics and golden jewellery. The ambient music is a mixture of drums and antara (pan flute). The player can hear people walking across the street and chatting, but it's not chaotic. Near the temples, the player can

see the priests either preparing or sacrificing animals. During the sacrificing, the player can hear different opinions in the crowd watching the sacrifice.

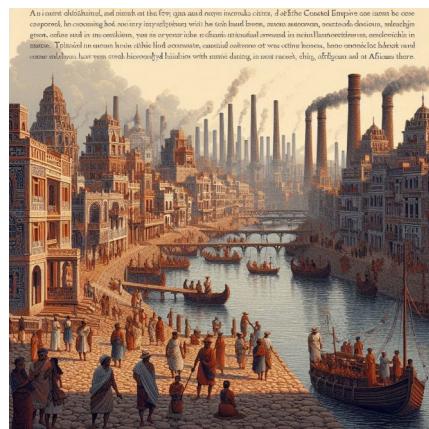
In the outskirts, the player encounters innovations such as forges and stables that do not fit into the overall picture of an Inca city. These buildings are run by the poor people who have been driven out of the rich city. The streets are not as clean as in the city centre and there is a lot of dirt.

While the player sees officials with quipus in the centre, the further they get from the centre, the more posters and papers with a hieroglyphic writing they see. The streets are less crowded, so the sounds of people are less noticeable. What is new are the sounds of horses and banging of hammers in forges.

In the countryside, the player encounters traditional terraced farming. The music is pure antara, without drums. The player hears almost only the wind, the birds and their own footsteps.

In the coastal town, the signs of early industrialisation begin with few, but very dark, chimneys. The player rarely see people with quipus there, but hieroglyphic writing can be seen almost everywhere. In rare cases, the player can even see posters in Latin script. The coastal cities are more diverse, as the player encounters Europeans, mixed-race people and Africans there. This is also reflected in architecture, as the coastal cities include small foreign colonies. The music of the coastal cities is a mix of traditional instruments such as drums, antara as well as European guitars, piano and trumpets. On the streets, the player hears a lot of human voices in various languages. There are also the sounds of horses, wagons and metalworking.

The people in the coastal cities mix traditional and European clothing. For example, the soldiers the player meet wear European-style uniforms with traditional patterns.



Character

Yaku

Purpose Statement

Yaku is the game's main character, with whom players are meant to identify. He is the one experiencing the inner conflict addressed in the game. He is proud of his cultures but also wants to modernise it, which leaves him torn between tradition and modernity. He will discover that balance is better than extremes.

Backstory

Yaku is born into a noble family of priests. His family is very conservative and mourns old times. Yaku in contrast never understood the reason for social divide and often befriended children from other social groups. One of his childhood friends was Auki. Together with Auki they often travel to the coastal cities to learn more about the different cultures. Yaku would have liked to be sent to learn in other parts of the world, but his father managed to prevent this through his influence.

Bio

Age: 22 Birthplace: Cusco Profession: Future Architect
Yaku is studying architecture together with Auki. He wishes to reform the Inca Empire and open it to the world, without losing the unique traits of the Empire.

Even as Yaku likes his parents and sibling, he is often in conflict with them over his world views.

Personality

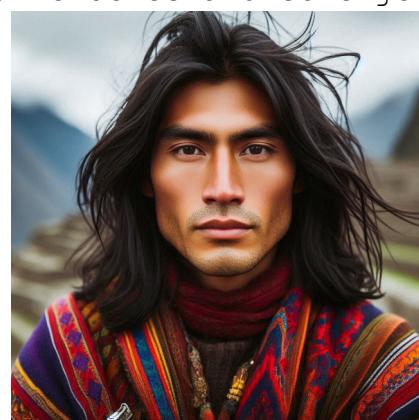
Yaku is very curious and interested in other people. He therefore often questions things. He has a strong sense of justice, regardless of norms. Nevertheless, due to his family, he is very conscious of traditions.

Ability

Yaku has a representative demeanour coming from his upbringing. He can pretend to be an official person without people realising it. Another advantage for this ability is that Yaku has a great ability to speak.

Visual Description

Yaku has long black hair and a slightly lighter skin colour than his peers. He usually wears colourful clothes and some jewellery, but not much gold.



Auki (Main character's best friend)

Purpose Statement

He ties the player into the plot of the game by introducing him to the reformist group Hamuq Pacha Ñan. Over a long period of time, he is the one with whom you, as the player, share many common experiences. It is all the more devastating when your paths part. Auki represents people who fall into believing the groups with simple answers.

Backstory

Auki comes from a farming family, but his family has managed to rise socially by organising other farmers and helping in times of famine. Nevertheless, Auki has remained true to his humble upbringing.

Bio

Age:23 Birthplace: Muray Profession: Future Architect
He firmly believes in what the Hamuq Pacha Ñan say and would fight against anyone who stands in the group's way. Through the influence of the group, Auki has secretly converted to Christianity because it preaches the equality of all people before God. This corresponds to his belief in the equality of all people.

Personality

Auki is compassionate because he feels great pity for the poor people of the Empire. Sometimes Auki is impatient, as he is idealistic and very convinced of his own ideas.

Ability

Auki is athletic, as his family is still used to physical labour. His ability to be stealthy also stems from his origins. He doesn't have the representative demeanour of Yaku.

Visual Description

Auki has long black hair and darker, tanned skin. At the beginning, he wears a colourful but heavily worn tunica that symbolises his upbringing. Over the course of the game, Auki's clothing changes from a worn tunica to a European grey shirt and brown pants.



Traditional male attire Photograph: Mario Testino



Bror Vestengaard

Purpose Statement

Bror is the main antagonist of the game. He embodies the luring temptation of simple answer to difficult questions. Bror should also show that the outer appearance is deceptive.

Background

Bror Vestengaard is born in Copenhagen to a wealthy merchant family. He attended the Royal Danish Military Academy. During his military service he fought in colonial wars in North America and in the Indian Ocean against the Scots and the Portuguese. After his military service he put his experience of the wars and the people there at the service of the Danish West India Company. The Inca Empire is not Bror Vestengaard's first operation.

Bio

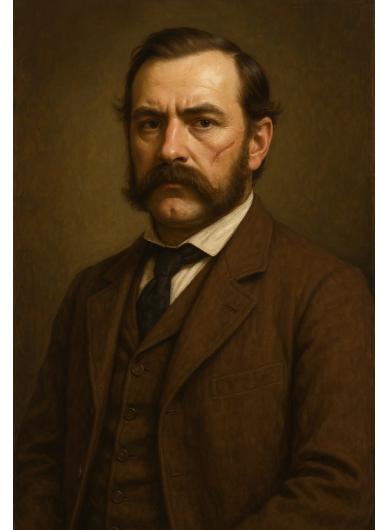
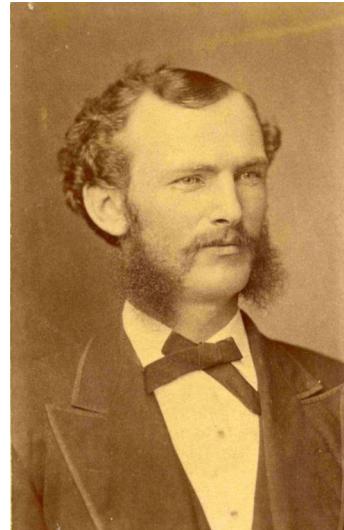
Age: 54 Birthplace: Copenhagen Profession: Representative
Bror Vestengaard firmly believes in the need to colonise other people. He sees advantages for both sides, as it means more power, markets and resources for the coloniser and civilization and a real purpose in life for the colonized. Bror justifies this with the ease with which he can convince the various people to become servants of the Danish empire.

Personality

Bror Vestengaard is a calm person who can hide his true intentions. Bror has no problem believing and thinking one thing and saying something completely different. Despite his calm nature, he can become very violent when he realises that the things aren't going his way, and he can't change it.

Visual Description

Bror Vestengaard is a middle-aged man with large moustache and long sideburns. He has a scar on his left cheek from previous battles. He wears brown woolen suit with a white shirt underneath.



Plot Description

Introduction – Act 1

Yaku comes from a traditional noble family of the Inca Empire. Auki is a close friend of Yaku. Both welcome the reforms of the Inca Empire, but they feel they are not progressing fast enough. This is very controversial within Yaku's family, as they think very traditional and sceptical of the reforms. At the beginning, a newly founded newspaper manufactory is raided. The workers are later found in form of traditional sacrifice mummies. It suspected that a traditionalist group called Ch'uya Ñan („The holy path“) is behind this.

Auki introduces Yaku to a group that aims to accelerate reforms and lead the Inca Empire into the modern age. Yaku is told that the Inca Empire should become part of the modern world and its people citizens of the world. They call themselves Hamuq Pacha Ñan ("The way of the future"). The organisation sends Yaku and Auki on various missions, where they come into conflict with the officials and the traditionalists.

Big Bad Revelations – Act 2

Through the missions, Yaku finds out that the Ch'uya Ñan is led by his parents and their friends. Yaku hesitates to share this information with Auki. A confrontation with the parents leaves him feeling disappointed and alienated. Back at the Hamuq Pacha Ñan group, Auki reveals to Yaku that he has converted to Christianity. He explains that Christianity sees all people as equal and that this is strongly promoted in the group as the only way to modernity. Yaku becomes sceptical. At one point, the Hamuq Pacha Ñan receives a guest, a great external helper and advisor to the group leader. The guest is Bror Vestengaard. After a mission that has gone too far, Yaku overhears that Bror is from the Danish West India Company and what the company's true intentions are. The company's plan is to instigate a revolution in the empire and establish a puppet regime. The puppet regime will operate as a semi-colony for the Danes, supporting them with gold and silver. The spread of the European culture is intended to reduce the population's resistance and prepare them for becoming a full-fledged colony.

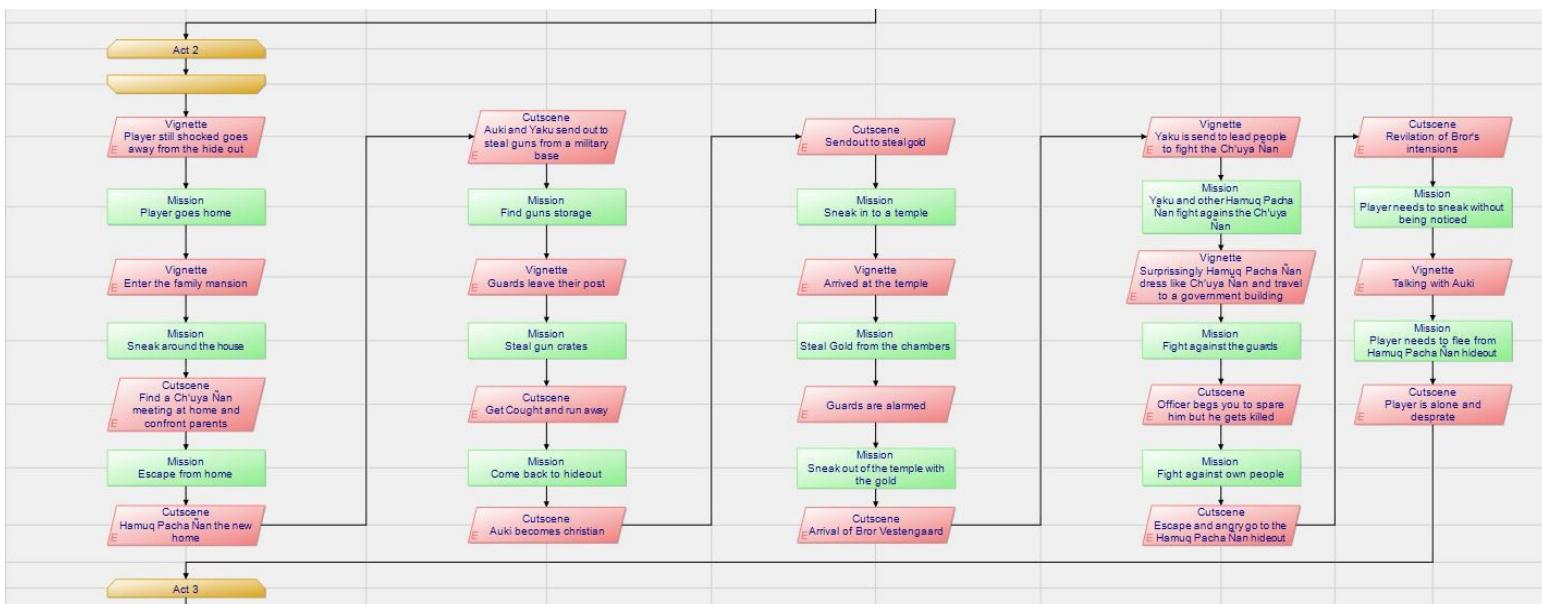
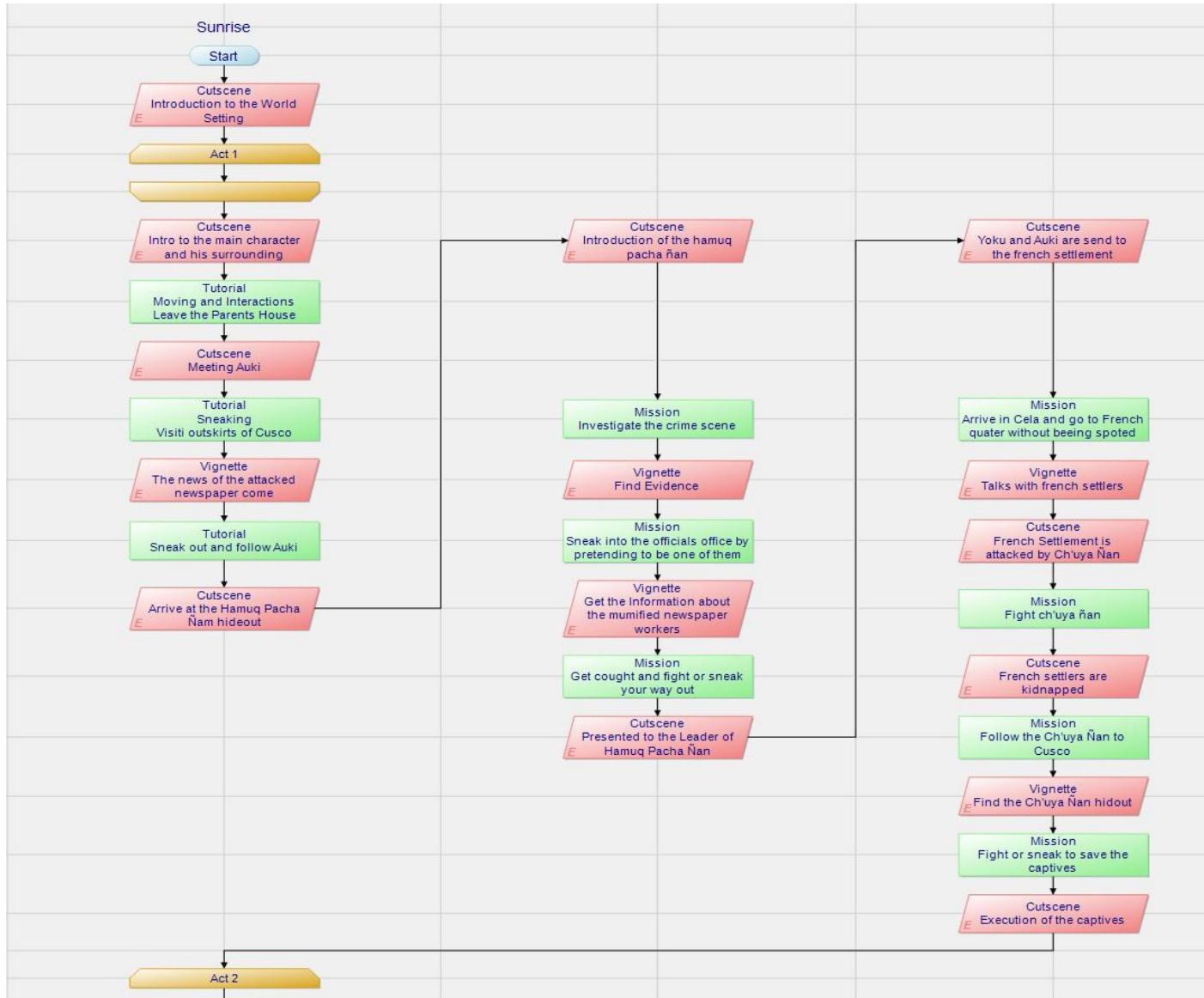
Big Battle and Bright Future – Act 3

Yaku tries to tell the other members of the organisation about Bror's plans but only few listens. Even Auki abandons him. In search for allies, Yaku must recruit former enemies, the traditionalists or the officials, to stop Bror Vestengaard's plan. In a final confrontation, Yaku has to fight Auki, who remains loyal to Hamuq Pacha Ñan. The new allies manage to stop Vestengaard. If the player chooses to ask the Ch'uya Ñan for help, Yaku will additionally reconciles with his parents. Regardless of the choice, the future and the future path of empire remains open.

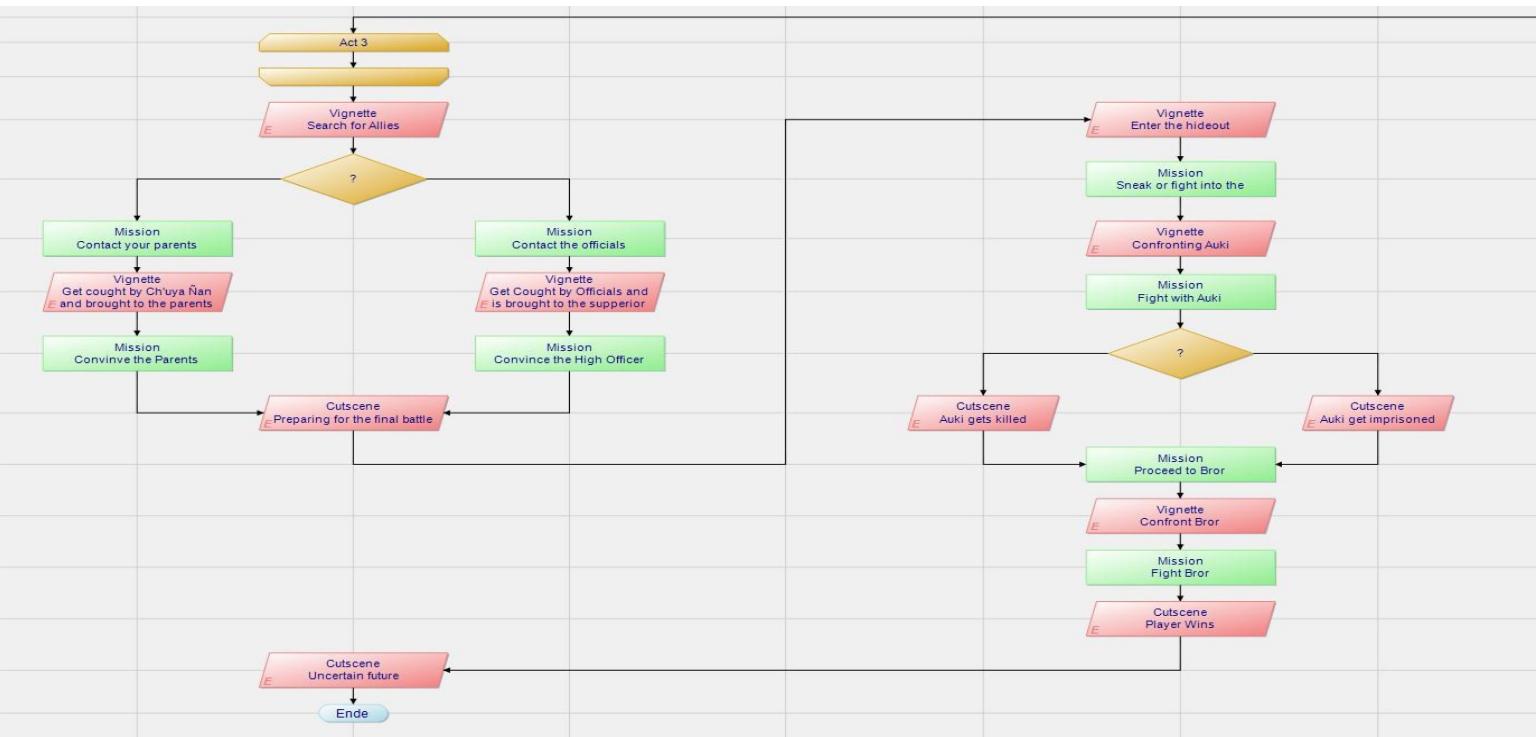
Design Statement / Chart / Graph

Mechanic	Description	Narrative Purpose	Example Moments
Explore	Explore the world of alternative history Inca Empire	Sets the setting of the game. It is showing the contrast of the society and the different influences on it.	The player will see: <ul style="list-style-type: none"> • Cusco • Outskirts of Cusco • The terrace farming areas • The industrial coastal cities.
Pretend	The player can change clothes to get to a location unnoticed.	This allows player to avoid combat and settle the things more peaceful without even need to hide.	Yaku will pretend to be a royal herald to steal gold for the Hamuq Pacha Ñan.
Sneak	The player needs to move slowly through an area avoiding guarding NPCs, prominent and/or lighted places	It is used to slow down the action, but also as an alternative to fighting.	The player will sneak into a military base to steal guns.
Combat	The player has the possible to fight either in close combat or with range weapons.	Combat is used to show that not everything can be resolved peacefully. Nevertheless, some fight cannot be won.	Yaku has to fight against the followers of Ch'uya Ñan to defend a European settlement in a coastal town.
Player Choice	Sometimes the player has to make decisions through actions and dialogues.	With the decisions that the player can make, he can personalise the outcome of the story.	The player can choose to killing Auki at end or get him imprisoned.

Game Flow Graphic / Macro



Danilins



(Printed with the demonstration version of Fade In)

INT. SECRET MEETING PLACE IN THE OUTSKIRTS OF CUSCO

Narrative In: Yaku and Auki are summoned to the leader of Hamuq Pacha Ñan (the reformists) Guacamaya to discuss the next mission.

GUACAMAYA

Brothers, I have an important mission for you. There are rumors that the Ch'uya Ñan are planning a raid on the French quarter of Chala.

YAKU

Those crazy people. We need to defend the traders.

GUACAMAYA

And that is why I summed you. Prevent the Ch'uya Ñan from attacking the French. They are friends not enemies of our people.

AUKI

We will do everything to defend the innocent.

Auki, Yaku and some armed followers of Hamuq Pacha Ñan are on their way to Chala.

EXT. COASTAL TOWN OF CHALA

On arrival in Chala, Auki leads the group to the barn.

AUKI

We need to change cloth to fit in.
This is much more comfortable anyway.

They move through the city, trying to avoid patrols by city guards. They arrive in the French Quarter and greeted by Jacques.

JACQUES

Hello, friends. What brings you here?

YAKU

We are here to help. Somebody wants to attack you.

JACQUES

An attack here? Non, non.
We are traders. Why would anyone attack us?

AUKI

And that is exactly what we want to ensure.

JACQUES

Be our guests. You are probably hungry.

YAKU

Thank you!

AUKI

We still have to stay on high alert.
Brothers secure the area!

The man of Hamuq Pacha Ñan split up and secure the area while Jacques leads Auki and Yaku to his house. They spend some time together. Suddenly they hear shouting and gunshots.

YAKU

They are here! Jacques, hide your family!

Auki and Yaku run out of Jacques' house and start fighting and shooting at the Ch'uya Ñan followers armed with traditional weapons.

Although Auki and the player are able to hold the ground for a while, the Ch'uya Ñan manage to capture some of the townspeople. Among them are Jacques and his family.

YAKU (cont'd)

Oh no, they've Jacques!

Auki and Yaku follow the Ch'uya Ñan into the mountains back to Cusco.

In Cuzco Auki and Yaku manage to sneak into the hideout of the Ch'uya Ñan. They manage to take out some guards and free some of the captives. They find Jacques' family, but not Jacques.

Narrative Out: While searching for Jaques and other missing captives Auki and Yaku find a door leading to a balcony of a great hall. They enter carefully.

CUTSCENE**INT. GREAT HALL OF THE CH'UYA ÑAN SOCIETY**

GOAL: To show what is at stake if the Ch'uya Ñan get their way. On the other hand, to make the player feel even more lost when it turns out that the Hamug Pacha Ñan is also the wrong faction to fight for. Another aim is to make the conflict more personal for the player, as the main character's parents are involved.

Narrative In: Auki and the player have just freed some of the captured French traders. Among them is the family of a French trader named Jacques. Jacques is the only one who has not yet been found. Auki and the player find a door that leads them to a balcony in a large hall.

YAKU

Shh. Something is going on here.

The hall is full of people. Some are down below, circling a higher area that looks like the alter of a temple. Others are looking down from balconies. Several men dressed as priests step into the center of the hall. Auki and the player cannot recognize their faces. The leader of the group begins his speech.

LEADER OF THE PRIESTS

Welcome to this gathering...According to our tradition, we would gather at the head of our sacred temples, but the corrupting influence of the pale man has clouded the minds of the sons of Itil.

The audience cheers in approval.

LEADER OF THE PRIESTS (cont'd)

We are going through dark times, and dark times require special sacrifices.

YAKU

I don't like the sound of that.

Several of the previously captured Frenchman are lead into the room. They are bound and blindfolded. One is selected and led to the leader of the priests.

LEADER OF THE PRIESTS

In this dire time, we will sacrifice these foreigners to Itil to show that we still honor him in the right way.

One of the men standing around hands the leader a heavy object. The leader of the priests takes the object, while another priest prepare the captured Frenchman and removes his blindfold.

YAKU

They are not going to do what I think they will do?

The leader of the priests strikes Jacques with a blow that kill him instantly.

AUKI

These savages. Some people can't become civilized. We must purge them.

Auki stalks angrily to the door.

YAKU

What are you doing there? Shouldn't we be helping them somehow?

AUKI

It's too late for that now. We'll remember them and meet them in the world to come. There's nothing more we can do here. These people whose death are on their conscience are lost, this group must be eradicated, but first we must get help.

Auki leaves the balcony, but the conversation does not go entirely unnoticed, as the spectators begins to look up at the player's balcony. After a few of seconds, the leader of the priests also looks up and reveals his face to the player without noticing him.

YAKU

Father ?

AUKI

Come on!

Narrative Out: Shocked, Yaku follows Auki on their way out. They sneak out of the building and make their way to Hamuq Pacha Ñan's hideout.