

Rolan's Quest

Colony Games Interactive

O.S. - Off screen

INT - interior (inside)

EXT - exterior (outside)

For NPC's that have a long dialogue, I have differentiated between the INITIAL, CONVERSATIONAL dialogue, and the subsequent ONE LINERS if the player approaches them again. They are italicized or specifically mentioned.

Refocus emotions

Refocus Rolan and Lulu's interactions

Pay attention to dialects

PROLOGUE

In the middle of a forested area is the monolith: a massive, obsidian structure that reaches into the sky. The sky is neither sunny nor the dark, but it does have unearthly streaks of orange and other colors. The color is not from the sunset but rather the disruption in the air caused by the energy of the monolith. The ground surrounding the monolith is dirt with green patches. The ground immediate surrounding the monolith is strangely dark and empty--as though the energy killed everything it could touch. The area is flooded with workers, hammering away at the Monolith.

There is a small white tent behind Malekev--a man in a long, dark blazer and pants tucked into big boots enters the scene. It's a very subtle Edwinaian/steampunk look. He is, at the very least, a wealthy man. Malekev examines a large map. His hat is tilted down, largely concealing his face. The workers look ragged. Only Malekev and the assistants near him look comfortable. The rest have bandannas and cheap clothes that don't protect them from the sun. The workers' skin is pinkish, from all the heat.

Suddenly, near the monolith,

A sound--cued visually, not heard : [clunk]

as a chunk of black stone flies off the Monolith and whacks a worker in the head. The worker falls back and the others pause, staring at the chunk. Malekev commands:

MALEKEV (O.S.)
Stay back!

He approaches the stone and picks it up. All eyes are on him.

MALEKEV
...It seems so ordinary.
I don't feel anything.

(CONTINUED)

Malekev holds out a hand, expectant, and a worker places a hammer in it. He winds up and hits the Monolith. The whole structure resonates. A flurry of chunks fly off. He does it again, and more stones fly. He throws the hammer down.

MALEKEV

Keep working!

He returns to his safe spot away from the sun.

MALEKEV

Faster!

CREDITS ROLL AS THE WORKERS CONTINUE CHIPPING AWAY.

More and more shards fly through the air. All are the same black. A worker runs through the rubble trying to pick them all up.

CREDITS END, AND:

The rest of the scene goes very quickly. A crack rips through the monolith, sending down one silver crystal, and the earth trembles.

The workers all drop their gear. They grab up shards. Malekev runs in and joins the frenzy. It's total chaos. The workers and assistants flee.

Malekev picks up a silver crystal and pauses, confused.

The workers and assistants are all gone. Malekev is alone.

The Monolith trembles, exploding before crumbling down slowly. Malekev stands frozen as the monolith comes down around him and the scene slowly fades out to music against black/logo.

1.1 GOOD MORNING, FOREST TOWN! LET'S SAVE ROGER!

BLACK

[Before Rolan wakes up]

A single bird chirps once, twice.

ROLAN

Morning, already?

Time to get up. Come on, now.

(MORE)

(CONTINUED)

ROLAN (cont'd)

...

Get up!

[thud] / Ow!

Sound of Curtains opening.

CUT TO

INT ROLAN'S BEDROOM, FOREST TOWN - MORNING

MUSIC: *Forest Town*

Rolan has just opened the window.

ROLAN

What a beautiful day. The sun is out. It's already warm.

GRANDPA (O.S.)

Hey!!

What in the world is going on up there? Come down and eat your breakfast!

Cut to **Choose Name screen** [assuming we are doing that].

GRANDPA (O.S.)

Rolan!! Can you here me?

ROLAN

Coming, grandpa.

INT. ROLAN'S KITCHEN

GRANDPA

Up early, I see.

ROLAN

I'm going to the lake with Sarah this morning. Should be a perfect day.

GRANDPA

I wouldn't get your hopes up.

That boy, Roger, has gone missing again. People are looking everywhere.

(CONTINUED)

ROLAN
Again?! I better help find him.

Rolan tries to leave.

GRANDPA
Hold up. Roger may be slow, but
he'll come back in one piece.
Besides, I already promised to
help.

ROLAN
He borrowed my hammer, yesterday.

I hope he doesn't lose it...

GRANDPA
You sit down and eat your
breakfast.

ROLAN
Thanks, grandpa.

Grandpa heads for the door. He turns around.

GRANDPA
And try that fancy cheese I got.

...I would try it, but it smells so
darn awful...

Grandpa exits abruptly. Player is free to examine the
kitchen. Rolan is locked in until he picks up the Stinky
Cheese.

EXT - ROLAN'S HOUSE

Rolan is free to explore. He makes his way to Sarah's House.

INT. MEECHUM HOUSE (NON-ESSENTIAL)

Inside of the Meechum's house, Rolan finds a very round Mrs.
Meechum standing alone in the kitchen with her cat. Player
initiates conversation.

MRS. MEECHUM
Morning!

Oh, Rolan, that fish you brought us
the other day was wonderful. Thank
you.

(CONTINUED)

ROLAN

Of course!

I caught way more than we could
ever eat.

MRS. MEECHUM

I hope my boy is just like you.
Good fisherman, good hunter.

ROLAN

Thanks.

MRS. MEECHUM

And not stupid like that Roger boy.
The nerve.

ROLAN

Have you seen Sarah, by chance?

MRS. MEECHUM

I don't think so. Have you asked
her father?

INT. SARAH'S HOUSE

Inside are four small children, all girls, and their father.

The father runs to Rolan the moment he enters the room.

SARAH'S FATHER

Thank god you're here! Sam went out
looking for that neighbor boy and I
don't know what to do with these
kids.

The girls run around the room haphazardly.

KID 1

Daddy, I'm hungry.

KID 2

Daddy, she's in my space.

KIDS 3 & 4

CAAANDY!

Sarah's father shakes his head. As he speaks to Rolan, the
girls continue to say, "daddy?" and "daddy!" repeatedly.

(CONTINUED)

ROLAN

Do you know where Sarah is?

SARAH'S FATHER

Yes. She's out at the lake.

Actually, can you do a favor for me? I don't like her being out there alone--not with Roger missing. She needs to come home. Can you tell her that for me?

Thanks.

EXT. SARAH'S HOUSE

The town is empty. Rolan's goal is to exit toward Naga Lake.

PATH TO NAGA LAKE

MUSIC: Southern Woodland Theme

Sunny wooded area with tall trees and a footpath.

Once the screen loads and Rolan is in the enemy-filled area, he will look around. Enemies are slowly coming toward him (or are near him). He immediately says:

ROLAN

I forgot my sword! I've got to find something to use...

Nearby is a clearly usable BIG STICK. Rolan is able to pick it up. This is used in lieu of a sword against enemies. He continues toward Naga Lake.

NAGA LAKE

No music. Only the sound of subtle WAVES.

Sarah is lounging on a towel by the water. She waves and Rolan joins her.

SARAH

You came to your senses, I see.
Take a seat.

ROLAN

Your dad sent me.

(CONTINUED)

SARAH

No...

He wants me to come home, doesn't he?

But it's so nice outside.

ROGER'S MOM (O.S.)
(sniffle sniffle)

SARAH

(whispering)

Roger's mom...she's been pacing for the last half hour.

Roger's mom enters the scene, blowing her nose into a hanky very loudly. Her daughter, Regina, follows behind. Roger's Mom stares at the water, sniffling, until Rolan approaches.

Player initiates conversation.

ROLAN

Are you okay?

Roger's mom pauses...then blows her nose.

ROGER'S MOM
My poor baby is all on his own.

ROLAN

The whole town is out looking for him. He'll probably be back in time for lunch.

ROGER'S MOM
You're so sweet, Rolan. I would feel much better if you were out looking for him.

REGINA

There's, like, a dozen people already out there, mom.

ROGER'S MOM
(sniffle)

(sniffle)

Player is free.

[If player talks to Sarah]

(CONTINUED)

SARAH
She's a mess...

Player should re-initiate conversation with Roger's mom.

ROLAN
I'll go find Roger.
Where was he last seen?

ROGER'S MOM
Oh, thank you!
The kids said he was jumping a
fence in Sunshine Wood.

ROLAN
I need to go home and get my sword.
Then I'll find Roger for you. Don't
worry.
And you need to go home, Sarah.

SARAH
Yeah, yeah.

Rolan is free to exit. He must return home.

INT. ROLAN'S KITCHEN

There is a clickable chest. When activated, Rolan receives his sword. His goal now is to head into the Sunshine Wood.

SUNSHINE WOOD

MUSIC: Southern Woodland Theme

Rolan explores the Sunshine Wood looking for...

MAIM'S TEA PARTY

*At the head is a Molegre in a strange hat and fancy dress.
The townspeople are uneasy and quiet.*

MAIM
(Sluuuurp...)

Grandpa sees Rolan in the periphery and waves his arm.

(CONTINUED)

GRANDPA
Psst! Rolan! Help!

MAIM
Is there something wrong?

GRANDPA
(Gulp!)

Maim stands up. Grandpa is shaking in his chair.

GRANDPA
No, ma'am.

I was just saying how lovely this
tea is.

Player is free to come closer. When he gets to a certain
spot, Maim's head looks his way.

Rolan jumps behind a tree.

MAIM
HEY! Don't hide from me!

You look like you could use a
scrumptious sponge cake, or perhaps
a nibble of Molegretian trifle.
Please, sit.

Rolan doesn't move. Maim slaps a hand on Roger's shoulder.

ROGER
Rolan!!!

Slowly, Rolan comes and takes a seat next to his grandpa.
Maim continues drinking her tea and looking around, laughing
occasionally.

MAIM
It's so lovely to meet the
neighbors. We should do this more
often, shouldn't we?

The townspeople nod frantically, saying
"yes," "absolutely," "I find it rather trifling..."

Rolan leans over to his grandpa.

ROLAN
What's going on?

(CONTINUED)

GRANDPA
Darned if I know!

MAIM
Ahaha!
(Sluuurp...)

ROGER
I think I wanna go home.

Maim slams a fist on the table and turns her head to Roger.

ROLAN
(whispering to his grandpa)
We need to get out of here.

Rolan looks at the townsperson sitting next to him. They nod. Rolan turns to the others. They all nod in unison. Rolan jumps to his feet.

ROLAN
Gross! What is that smell!

MAIM
What is it? What is it?!

Maim jumps to her feet and runs to Rolan.

ROLAN
Something reeks. I think it's one of your cakes.

MAIM
What? But I...

pause

BLEGH! What is that smell?!

ROLAN
I think it's over there.

The townspeople slowly escape and exit the scene. Grandpa pauses for Rolan. Maim is distracted, examining the table frantically. Player is free to sneak toward the exit. As he gets close:

MAIM
This isn't mine. You! You brought this and ruined my party.

Maim throws the cheese on the ground (to a conspicuous position, near Rolan, so the player will pick it up). She stomps, sending a shock wave and knocks Rolan over.

(CONTINUED)

Rolan looks at his grandpa, and takes out his sword.

Grandpa flees.

MUSIC: Boss battle theme

MAIM

No one makes a fool of me in front
of my guests.

I'll beat you into a delicate
whipped topping!

Maim walks closer to Rolan and they fight.

Rolan must pick up and use the Stinky Cheese in place of his Hammer. Maim is far too fast. Whenever Rolan slashes at her, she attacks him right away. The player must employ the Stinky Cheese. When he waves it in the air, Maim is disoriented. Her defense momentarily goes way down, and he can attack with his sword.

Rolan defeats Maim the Molegre.

Maim fades out of existence/dies.

MAIM

I had so much left to bake...

MUSIC: Cue victory theme (?), return to Southern Woodland Theme. Player is free to exit to the Sunshine Wood [path].

SUNSHINE WOOD

The townspeople are huddled around, waiting for Rolan. When Rolan enters, they yell: "Rolan!" "Are you okay?" "We sure were in hot water!"

ROLAN

Is everyone okay?

The townspeople nod.

ROGER

(sniffle sniffle)

ROLAN

Roger?

Roger looks up at Rolan and nods.

(CONTINUED)

ROLAN

We better get home before we find more trouble.

Time to go home, everyone.

Rolan leads the townspeople into the forest. They walk off screen and player is immediately brought to:

FOREST TOWN

Rolan enters from the woods, with the townspeople following behind. They disperse, except for Roger and Grandpa.

GRANDPA

Meet me at home when you're finished.

Grandpa exits.

ROGER

Thanks Rolan. I promise I won't go out there again.

And, I'm sorry.

ROLAN

Let's be more careful next time, okay?

ROGER

Oh, I almost forgot to return this.

You receive THE HAMMER. Roger exits the conversation and goes home. Rolan should return home to speak with grandpa.

INT. ROLAN'S KITCHEN

Grandpa is waiting for Rolan in the kitchen.

GRANDPA

Thanks for coming to help us. I was pretty worried.

ROLAN

Don't thank me. Like I wasn't going to help.

GRANDPA

Just like your mother, though. She never listened when I told her to stay put.

(CONTINUED)

ROLAN
Am I in trouble?

GRANDPA
No... I guess I was wrong. You're
too old to be do told what to do.
You're all grown up and mature.

I'm so proud of you, kiddo.

So proud...

(sniffle)

ROLAN
Thanks grandpa--
(interrupted)

GRANDPA
Don't you be like your
mother--going off but never coming
back. You hear me?

pause

You ready for lunch?

ROLAN
I think Sarah is still waiting for
me at the lake. I should go.

GRANDPA
Oh, alright. Sarah's more fun than
your own grandpa, I guess.

Player is free and should exit Forest Town in the direction
of Naga Lake.

CHAPTER 2 "FOREST TOWN UNDER SIEGE"

1.2.1 FOREST PATH TO NAGA LAKE

The path is rather curvy and monster-filled.

FADE IN

NAGA LAKE

MUSIC: sound of waves. Sarah's theme/Memories theme fades in when conversation is initiated.

Sarah and Rolan lounge by the lake.

SARAH

Think we'll ever get out of this town, Rolan?

ROLAN

What do you mean?

SARAH

Forest Town is so small, and there's nothing here. We only have trees.

ROLAN

But it's beautiful! And the people are great.

SARAH

You don't get restless?

Pause.

Sarah slowly looks over at Rolan, waiting for a response.

ROLAN

I would like to see the capital, I guess.

SARAH

Boring.

ROLAN

Or camp across the world.

Oh!

I could live with the wild folk and use my wiles to become their king.

Sarah laughs.

SARAH

Rolan, if you were a king, this world would be much happier.

(CONTINUED)

ROLAN

Are you trying to butter me up?

I guess I wouldn't mind getting out
of here for a while.

But wouldn't we miss home?

SARAH

Maybe.

It will never happen, anyway.

I'm ready for a nap. It's been a
long day.

ROLAN

It's so warm out here...

I don't want...to...

(snore)

(snore)

FADE TO

BLACK

SARAH (V.O.)

Stop snoring.

ROLAN (V.O.)

(snore)

Fade to silence and stillness. Time passes.

Cue thematic music (battle theme or Lucius's theme) in the
darkness.

ROLAN (V.O.)

What...is that smell...

CUT TO

NAGA LAKE

Smoke is in the air. Rolan opens his eyes. After a moment,
he jumps to his feet.

(CONTINUED)

ROLAN
What's going on?

Sarah?

His head looks every direction, but Sarah is not there.

ROLAN
Sarah!

Player must pick up hammer and run toward town.

PATH TO NAGA LAKE

Player is free to head for Forest Town. There are two soldiers guarding the entrance to the village.

SOLDIER
Hey! Here's another one!

The two soldiers turn to Rolan and attack. Player defeats soldiers and continues further into town.

FOREST TOWN - UNDER ATTACK

Rolan comes into town to find it burned and filled with soldiers. Grandpa hobbles out as you pass by the house...

GRANDPA
Rolan.

Grandpa stumbles and Rolan kneels by him.

ROLAN
We need to go! Where is Sarah?

GRANDPA
It's too dangerous. Get out of here.

MR. LAMM (O.S.)
Please! What have we done wrong?

Rolan shifts his focus down toward Mr. Lamm's house. Mr. Lamm flies out of his front door (kicked) into the grass. He stays down. Rolan helps grandpa lean against the house, *out of the way of future action*. They watch Mr. Lamm below.

MR. LAMM
We don't know anything.

(CONTINUED)

General Wright, a tall and thick man in armor, comes out of Lamm's house. He kicks Lamm, again. Wright mounts his horse.

GENERAL WRIGHT

Not one single survivor, boys.

Word cannot get out about this.

General Wright rides off on his horse. Rolan watches, frozen, as the soldiers run in all directions.

SOLDIER

Hey! There's one over here!

They run his way and begin to attack.

Rolan fights the enemies, but is hugely outnumbered. His lifebar drains quickly, then:

In-game cut scene: Rolan's hammer suddenly emits an unusual glow, accompanied by a strange sound, then prompts him to spin - making an attack that dispatches all of his enemies. The sound dies down as the light fades to normal.

Rolan is frozen, confused.

Finally...

MR. LAMM

(wheeze)

(wheeze)

Player should approach Mr. Lamm.

[If player approaches grandpa after this moment:

ROLAN

Grandpa?

What's going on?

...

Rolan pauses, kneels, (presumably checking a pulse). He shakes his head and slowly stands back up.]

Every 15-20 steps he takes, he pauses and his vision shakes.

ROLAN

Are you okay?

Who was that?

(CONTINUED)

MR. LAMM

Rolan, I need you to check the town. Find any survivors.

Hurry.

Player must check every house in the neighborhood.

When Rolan enters a house, he comes immediately outside and shakes his head.

ROLAN

...

[see storyboard doc for more]

INT. SARAH'S HOUSE

When Rolan enters Sarah's house, Sarah and her father are downstairs.

ROLAN

Sarah, are you okay?

...Sarah?

Rolan kneels and, again, checks for a pulse. He turns to Sarah's dad and repeats the process. He stands, shakes his head, and exits.

FOREST TOWN

When Rolan has looked in all houses, he can again approach Mr. Lamm.

MR. LAMM

Well?

ROLAN

There's no one. Everything is destroyed.

Rolan's vision shakes once more, much more violently. He is losing a lot of blood. Rolan kneels beside Lamm.

MR. LAMM

That just leaves us, then...

Lamm falters for a moment. It is unclear what he is going to do.

(CONTINUED)

ROLAN

I'm going to find who did this.

I'm going to find them, and I'm
going to kill them.

MR. LAMM

Rolan...

You know that's not who you are.

Lamm pulls out a shiny crystal and hands it to Rolan.

Rolan [**RECEIVES CRYSTAL**]...

Lamm's head rolls to the side limply; he's dead.

ROLAN

...

Rolan stands up. Player is free to move...

Rolan is able to take 2 steps before pausing. Vision goes
blurry, again.

[If he tries to talk to Mr. Lamm again:]

ROLAN

What do I do now?

MR. LAMM

...

In the corner of the screen, a girl appears. She comes
closer: Lulu. Rolan wobbles and falls to the ground. The
girl looks around, cautious, and runs over to you.

LULU

Hey.

Are you okay?

Hello?

CUT TO BLACK

CHAPTER 3 HELLO, I'M LULU.

1.3.1 MR. LAMM'S HOUSE

Rolan wakes up in Lamm's downstairs on the couch.

He sits up. Long pause as he slowly looks around.

Lulu runs into the room. She is flustered and animated.

LULU

Lay down. You're still injured.

Rolan stands up. His vision goes blurry and he stumbles, falling back down.

Lulu walks over to Rolan and puts her hands on her hips.

LULU

How are you feeling, kid?

ROLAN

...

LULU

That's what I thought.

Now, lay back down.

Cue [choose character name].

LULU

Lulu.

ROLAN

...Rolan.

LULU

Listen, Rolan, it's not safe here.

Crashing sound off-screen

A **BANDIT** runs through the front door.

BANDIT 1

Hey I found some live ones!

BANDIT 2 (O.S.)

Sweet! Coming right over.

BANDITS run inside.

BANDIT 1

If you got any valuables throw 'em on the ground.

(CONTINUED)

LULU
(to Rolan)
Let me handle this.

Lulu begins to fight. Player is free to help, but Lulu does the bulk of the damage.

Lulu finishes the bandits.

LULU
Phew. Not bad for

ROLAN
What's going on?

LULU
Chill out and take a seat.

ROLAN
...

Rolan corners Lulu and pulls out his sword. [note in storyboard]

ROLAN
What are you doing here?

LULU
The sword isn't really necessary.

ROLAN
Well I don't trust you.

LULU
The soldiers have been taking out farms up and down the coast. I followed them, thinking I could do something.

pause...

ROLAN
I'm sorry.

Do you know what's going on?
Nothing here makes sense.

LULU
You know as much as I do.

Lulu walks to the door.

LULU
Come on. We're getting out of here.
It's dangerous.

Lulu exits.

Player must exit Lamm's house.

FOREST TOWN

When Rolan comes outside, he will see Lulu walking in the direction of the Supply store.

Player should follow her inside.

INT. SUPPLY STORE

Lulu immediately begins rummaging around the charred shop, behind the desk.

ROLAN
Are you stealing?!

Lulu hands Rolan an item.

LULU
You need medicine.

Here.

Player is given an option: "Take it" or "Don't take it."

[Don't take it (1)]

ROLAN
My town was destroyed and now I'm
supposed to steal from my
neighbors?

LULU
Do you have a better idea?

Option: "Take it," "Don't take it"

[Don't take it (2)]

LULU
Don't you want revenge?

ROLAN
Of course!

LULU
Then stop wasting time, and learn
to pick your battles.

Lulu exits and leaves the item on the counter.

Rolan is locked in until he takes the medicine. He is able to look out a window and see Lulu waiting, tapping her foot angrily. After Rolan finally takes the medicine:

ROLAN
Dang it, that feels better.

Player is free to exit.

[Take it]

ROLAN
Okay. I'll take it.

Lulu hands you the item and you take it.

LULU
And?

ROLAN
I feel better. I guess.

Lulu exits. Player should follow.

FOREST TOWN (BURNED)

Outside of the store, Rolan should re-initiate conversation with Lulu.

ROLAN
I'm not stealing again. I'm not
that kind of person.

LULU
Of course you're not.

Are you coming with to find these
soldiers?

ROLAN
I need to get something from home,
first.

(CONTINUED)

LULU

Fine.

INT. ROLAN'S KITCHEN (BURNED)

The kitchen is burnt but functional, and the upstairs is blocked off. Rolan is looking for an **Heirloom (Sage Broach)**. This can be found attached to the wind chimes. The chimes will **sparkle** in the sunlight (which they have not done thus far). They may also **chime** when the player walks past them. The player must retrieve the heirloom and speak to Lulu.

[POSSIBLE : Sarah's chimes also have a hidden item?]

FOREST TOWN (BURNED)

Player returns to Lulu and initiates conversation.

ROLAN

Where are we going?

LULU

West toward Bredon, the capital.
Someone there must know something.

Lulu exits.

Player must follow Lulu into the main world [passage to the desert]. There are no options left within the town.

1.1.4 MAKING IT TO BREDON, VIA MERCHANT CARAVAN

SOUTHERN CONTINENT DESERT AREA

Rolan and Lulu wander through the desert in the general direction of Bredon. They stumble directly into the caravan--it's impossible not to go through it.

CARAVAN

Rolan and Lulu spot what seems to be a huge camp set up in the desert. There are two optional quests/stories that can be done at any point in the Caravan section.

If player tries to exit on the opposite side of the caravan without talking to the Antique Merchant and receiving the quest for emberstones and mud:

(CONTINUED)

LULU

Hold on! I bet someone here can
help us.

Reading this chapter:

1. NPC dialogues, listed in no particular order
2. NPC dialogues with quests/information
3. Main storyline

.....

BAD MERCHANT

Can I interest you in this rare
book? It has most of its pages. Or
perhaps this nutritious sandwich?

*You look tired. Do you need to rest
up? It's only [X] gold.*

Option: Yes, or No

Yes:

BAD MERCHANT

Perfect! Jump on in the Sleepy Time
Cart, cushioned with soft hay--just
like you country folk are used to!

.....

Merchants 1 and 2 are next to a free roaming horse, who is
hovering over a flower, about to eat it. Talking to either
merchant reveals the same strange dialogue:

MERCHANT 1

He's going for it.

MERCHANT 2

No he's not. That horse is...

Crap. Double or nothing?

.....

MERCHANT 3

Can I help you?

ROLAN

Have you seen any soldiers around
here?

(CONTINUED)

MERCHANT 3

Well, they certainly wouldn't be the Bredon military. Folks would be up in arms about that. Maybe it's that Lord out East. He hasn't been allowed to set foot on this continent for years... Scary man. Gives me the heebie-jeebies.

.....

MERCHANT 4

The South is supposed to be so safe and pleasant, yet here we are...stuck.

.....

LOCAL MERCHANT

Hey there, folks! Would you like to buy anything?

[Cue normal item purchase dialogue]

.....

RARE INSECT PURVEYOR

Any special events coming up? Birthdays, weddings--I have just what you need!

[Cue his item purchase dialogue]

<i>Powdered Butterfly antennae</i>	<i>2000</i>	<i>Domesticated Ice</i>
<i>Moth</i>	<i>3100</i>	<i>Bony Burrower Beetle</i>
		<i>5000</i>

If player tries to buy anything, the dialogue closes out:

LULU

Are you kidding? We're not buying that.

.....

WEIRD MUSTACHIOED POTION MASTER

Hey there, beautiful! I sense you have an eye for treasure.

[Cue his item purchase dialogue]

<i>Chocolate-flavored Love Potion</i>	<i>1400</i>
<i>Werewolf extract</i>	<i>1900</i>
<i>Instant Whimsical Top Hat</i>	<i>2100</i>

(CONTINUED)

If player tries to buy anything, the dialogue closes out:

LULU
Have you forgotten why we're here?
Come on!

.....

Speaking to the Antiques Merchant before receiving direction from Melchom:

ANTIQUES MERCHANT
Hmm...Oh dear...

SECRETIVE MERCHANT'S RED HERRING(OPTIONAL)

Secretive Merchant will promise to share a secret with you if you go out and bring him 6 [X, item from an enemy in the area].

LULU
You don't look very concerned about these bandits.

SECRETIVE MERCHANT
I have better things to worry about. You may not know it, but I'm an important person.

...How would you like to make a buck?

[Option: "Go on.," or "not interested."]

"Not interested."

SECRETIVE MERCHANT
Probably for the best, then.

"Go on..."

SECRETIVE MERCHANT
I need to collect some items. What would it cost for your services?

LULU
Information.

ROLAN
I want to know who attacked my village.

(CONTINUED)

SECRETIVE MERCHANT

Ahhhh...Interesting. Very interesting.

I may have something for you. *If you collect 6 [x, enemy item in the area], I'll tell you what I know.*

If you **succeed** and return with the items, this happens:

SECRETIVE MERCHANT

Oh, you actually managed.

ROLAN

What's your information?

SECRETIVE MERCHANT

Everyone wants to jump in with their opinions on that eastern Lord. Lord Sangrina is a powerful and ambitious man, but I don't buy it.

I do business in the west, and strange things are happening over there.

ROLAN

...

LULU

That's it?

SECRETIVE MERCHANT

It's dangerous. I don't even travel to the west, anymore; I send my assistants.

LULU

You sound trustworthy.

SECRETIVE MERCHANT

You best stay away from the west for a while.

ROLAN

(to Lulu)

We need to go the West.

LULU

Looks like it.

END SECRETIVE MERCHANT RED HERRING (OPTIONAL)**ILFRATERNITY BASE (OPTIONAL)**

Speaking to the BREDON MERCHANT will yield a hint about the IlFraternity Base.

BREDON MERCHANT
Ah! A real local.

ROLAN
We're going to Bredon.

BREDON MERCHANT
Lovely city. It's a shame about the
turmoil, these days.

ROLAN
...Turmoil?

BREDON MERCHANT
Take care of yourselves. *There's
more than just bandits in this
desert.*

ILFRATERNITY BASE (OPTIONAL)

In the desert, Rolan and Lulu may stumble upon a small abandoned castle in the woods. Lulu stays back, so she isn't caught in the conversation.

LULU
Something is weird about this
place.

If Rolan goes through the front door:

He backs out. A man, dressed rather normally, is pushing him back. Two more men come through the door and two appear from the sides (external of the castle). They circle Rolan.

JOHANNA
Trespasser! Tell me why we
shouldn't kill you, right now.

ROLAN
Kill me?! I just saw an abandoned
castle and wanted to check it out.

(CONTINUED)

JOHANNA

Sure. You accidentally walked into our secret base with your weapon drawn.

We'll send your head to the Harvest Lords.

ROLAN

The who?

ILFRATERNITY MEMBER

(whispering)

Is it possible he doesn't know?

pause...

JOHANNA

Where are you from?

ROLAN

Forest Town.

JOHANNA

(same time as Rolan is speaking)

A HA! No one from--

Really?! Forest Town?

ILFRATERNITY MEMBER

(whispering)

No good liar would say "Forest Town."

JOHANNA

Listen, you don't want to get involved in this mess. You have one minute to get out of here, or this is gonna get ugly.

The IlFraternity will stand guard until Rolan exits. If Rolan talks to the them again:

JOHANNA

You better be out by the time I get to one.

59..58..57...

Stop messing around, and get out!

END OPTIONAL ILFRATERNITY BASE

CARAVAN (MAIN STORY)

Player must find a particularly terrified-looking merchant scuttling back and forth.

ROLAN
Is everything alright?

TIMID MERCHANT
Ah! Are you bandits?!

LULU
Would bandits waltz up and talk to you?

ROLAN
Do you need help?

TIMID MERCHANT
Yes! Oh, we were just attacked by a huge horde of bandits, and now we're stuck...

If you talk to the Head Merchant, he'll give you plenty to do. *He's the man with the ponytail.*

Player seeks out the merchant that is taller than the others. He has a beard and ponytail, standing in Melchom's Tent, speaking to another merchant.

MELCHOM
I'm Melchom, the head honcho around here.

How much do you charge?

ROLAN
...What?

MELCHOM
We're traveling to Bredon and need some new bodyguards. What's your price?

LULU
5000.

(CONTINUED)

MELCHOM

!!!

What?!

1000. Take it or leave it.

Rolan and Lulu share a look, and nod.

ROLAN

Deal.

MELCHOM

If one single thing gets damaged,
you don't get a coin.

Rolan and Lulu speak over each other:

LULU

I can handle it.

ROLAN

I can handle it.

MELCHOM

Enthusiasm. I like it.

*Talk to the Antiques Merchant by
the busted cart. He'll tell you
what to do.*

You'll probably need this.

Player receives WORLD MAP.

The ANTIQUES MERCHANT is standing over a broken-down cart, scratching his head, examining a rune stone. When Rolan talks to him:

ANTIQUES MERCHANT

Thank the matron, we have some
help.

ROLAN

What's wrong with the rune stone?

ANTIQUES MERCHANT

It got damaged in the attack. I can
repair it once we find a couple
parts. We need two emberstones...
and something adhesive to make it
stick together.

(CONTINUED)

ROLAN

A dozen merchants and no one has an adhesive?

ANTIQUES MERCHANT

I'm not giving goods away for free.

Mud will work fine.

You should find emberstones in the bogs to the west. As for mud...I'm sure you can find some in the area.

Player is free to exit.

Before they leave the caravan:

ROLAN

(to Lulu)

Someone has to stand guard.
Emberstones won't help if the caravan is destroyed.

LULU

Then I'll go and you wait.

ROLAN

You already saved me once. I should take care of this.

Player is free to exit. If they talk to Lulu again:

LULU

You're really depressing.

BOG MAZE

Player should make their way to the Bog Maze and find the TWO EMBERSTONES hidden there.

See DUNGEONS FULL documents for details.

MUDBOTTOM

The player will come out on the other side of the Bog. A sign is visible. It reads "Mudbottom" with an arrow in the direction of the abandoned town.

There are old buildings, and stores. One is clearly a vase/jar store. The player should pick up one JAR.

(CONTINUED)

Rolan can find Fredericka, an eccentric resident that hangs out in her bedroom.

FREDERICKA

A visitor?! We never have visitors.

ROLAN

I thought this town was abandoned.

FREDERICKA

I think that too, sometimes.

If player talks to Fredericka again:

FREDERICKA

My friends are a little shy. They probably won't talk to you.

There seems to be a stream of mud that flows through the town. If Rolan examines it, he'll observe:

ROLAN

It's dried out...

Player should follow the trail of mud through the town to uncover a large mud pit in the back.

MUDPIT

There is an operating room, and crane; the crane is very visible, and brightly colored. Player must operate the crane, which will dip into the mud, pulling out a scoop, and swinging over to the side.

Player should then examine the Scoop, to **RECEIVE MUD**.

If Rolan has not yet found the JAR:

When Player tries to pick up the mud by clicking on the Scoop:

ROLAN

I have mud, but nothing to put it in.

CARAVAN

After collecting mud and 2 emberstones, player should return to the caravan. Once the player enters the caravan, Lulu runs up to you immediately and rejoins you.

(CONTINUED)

LULU
Finally! I've been cleaning horses
all afternoon.

Player should head to Antiques Merchant.

ANTIQUES MERCHANT
You found everything?

Alright, hold on a moment.

[In-game cut scene: The Antiques Merchant takes the runestone from the cart, mixes all of the items together. He leans down and fiddles with the stone on the bottom of the cart...Nothing happens. He shakes his head, stands, and hands Rolan the newly repaired runestone.

ANTIQUES MERCHANT
Could you help an old man out?

Rolan kneels by the cart and fiddles...

ANTIQUES MERCHANT
Really put your back into it.

Click, it goes into place. Suddenly, Rolan's crystal tumbles out of his pocket...The merchants, and Lulu, stare, but say nothing. Quickly, Rolan shoves it back in his pocket.

ANTIQUES MERCHANT
Thanks for your help.

[end cut-scene]

After this scene, Melchom will be in conversation with another merchant. When player speaks to Melchom and confirms they are ready, this happens:

MELCHOM
Everything is fixed? I suppose it's
time to go.

Melchom nods to the merchant. The merchant runs off quickly.

MELCHOM
He'll send word of our arrival. We
have a lot of work to do in Bredon.

Are you ready for the real test?

When Rolan confirms the party is ready "*Protect the Caravan*" is initiated.

(CONTINUED)

MELCHOM
(yelling to his merchants)
Let's move out.

The merchants scramble into their carts/positions.

PROTECT THE CARAVAN

The caravan moves together as a unit through the desert toward Bredon, very slowly. Various enemies will attack the merchants, and it is up to Rolan and Lulu to fight them off. A merchant will yell: "Over here!! Bodyguards!!"

After 2 or 3 encounters, Melchom will call you up to the front:

MELCHOM
Bodyguards, it's time to earn that
pay!

Up front is a GROUP OF BANDITS ready to engage you.

ROLAN
Be careful. They look dangerous.

LULU
They're bandits, Rolan. Of course
they are!

After defeating a few of them...

LULU
How many are there?!

And out pops Bandit Desperado.

Her line is:

BANDIT DESPERADO
It's playtime, sugar!

When Desperado is defeated, Lulu says (before Desperado fades out):

BANDIT DESPERADO
Melchom! Help me out!

Desperado is defeated; battle ends.

Lulu and Rolan face Melchom.

(CONTINUED)

MELCHOM

You're just like all the other
fools out there! You don't know
what to do with all that power.
That crystal belongs in capable
hands.

Two merchants join Melchom and fight Rolan and Lulu. When
they are defeated:

MELCHOM

They're too strong! It's over.

Move out!

DESERT

Rolan and Lulu are kicked to the curb.

The caravan scurries off screen.

LULU

Get back here, ponytail!!

ROLAN

What did he mean about the crystal?

LULU

That old thing?

Looks like a piece of junk to me...

Maybe if we learn about more about
it, we'll find who's behind all
this.

pause

LULU

Hey, I had a plan.

Where did you get that crystal? Is
there someone who can tell us more?

pause

Don't break on me, now!

I thought you wanted to get
revenge, too?

(CONTINUED)

ROLAN

I want... I wanna know what happened.

I want to do something.

LULU

Same thing.

Let's keep moving!

pause

1.5 THE QUEST BEGINS IN BREDON

1.5.1 BREDON

Reading this chapter:

1. NPC dialogues, placed roughly in the order NPCs could be approachable
2. NPC dialogues with quests/information to secret areas
3. Main storyline

BREDON (OPTIONAL)

.....

NPC wandering outside

BREDON NPC 1

Every time I bring my goods in from the farm, I get jumped by bandits.

.....

NPCs 2 and 3 are in conversation. They can be spoken to seperately.

BREDON NPC 2

I don't like the IlFraternity either, but you can't blame them.

....

BREDON NPC 3

If it weren't for them, the lords wouldn't crack down on us so hard.

(CONTINUED)

.....

NPC wandering outside (clearly not busy).

BREDON NPC 4
I'm a little busy, here.

.....

BREDON NPC 5
Is that a hair or a pimple...

EXT. BREDON TOWN SQUARE

BREDON WELCOME COMMITTEE
Hello there! My name is Marco, and
I'm the Bredon Welcoming Committee!
I'm also the town crier, and head
of parks and recreation. *Is there
anything I can help you with?*

[options: Nothing; Tell me about this place; Are You
Serious?]

[option: Nothing]

BREDON WELCOME COMMITTEE
Take care!

[option: Are You Serious?]

BREDON WELCOME COMMITTEE
Of course I am. It's the most
wonderful position in town! The
Harvest Lords bestowed it upon me
AND let me keep my head. Hahaha.

[option: I've never been here before.]

BREDON WELCOME COMMITTEE
Oh my goodness! Let me be the first
to say "welcome to Bredon!"

Currently we are in the King's
Park. To the west, you have the
castle. Bredon Castle is a
beautiful piece of art and home to
the greatest ruler in our history.
If you want to see the city's
wealth, the homes of our Harvest
Lords outline the village. They are
placed there to keep us villagers
safe from harm.

(CONTINUED)

ROLAN

Safe? Then why are there so many
bandits in the area?

BREDON WELCOME COMMITTEE

Uhhhh.

Bredon is a very safe city.

[new option: Who is in charge here?]

BREDON WELCOME COMMITTEE

Ah! You're looking for King
Bosworth.

ROLAN

Bosworth...That name doesn't sound
familiar. What happened to the old
royal family?

BREDON WELCOME COMMITTEE

Uhhh... Bredon has a complex and
fascinating history!

end options

.....

Two children play in the park that do not have dialogues,
but they play very actively. Either on a swing set, or in a
mock sword fight.

EXT. BREDON PALACE (OPTIONAL)

Palace is currently locked. If player tries to enter they
are confronted by a Guard blocking the bridge. Talking to
either of the guards will yield this conversation:

GUARD

Do you have an appointment?

ROLAN

I'm here to--

GUARD

Nope. Get out.

BAKERY BLUEBELL (OPTIONAL)

The NPCs with newspapers say only: ...

BAKER

All my desserts are made with love,
care and extra sugar!

BREDON ALCHEMY ALCOVE (OPTIONAL)

Stepping on the square in front of the altar will prompt the question:

Full Heal (100 gold) Yes/no

Only the Sage Alchemist is present, standing near the altar.
If spoken to at any point, he says the same thing.

SAGE ALCHEMIST

Wildflowers clear the mind.

Laurel supports the soul.

Bird feather rejuvenates the body.

*Step up to the altar to be
restored, for the low price of 100
Gold.*

ARBORELLE BAR (OPTIONAL)

ARBORELLE BARTENDER

If you want chit chat, go to the
Crunchy Mango.

They need the business.

.....

ARBORELLE PATRON 1

Nice pants.

.....

ARBORELLE PATRON 2

Have you ever made a big mistake in
life? ...no?

.....

(CONTINUED)

ABORELLE PATRON 3
Woah, stranger! Those are some
great pants.

.....

ARBORELLE GAMEMASTER
(standing next to
Falkenreause)
Watch out for this one. She always
wins.

.....

FALKENREAUSE
The children's table is over there.

BREDON PUBLIC LIBRARY (OPTIONAL)

Every library patron will say "shh," but with more and more
h's (starting from the entrance, presuming you spoke to
every person).

LIBRARY PATRON 1
Shh.

LIBRARY PATRON 2
Shhhhh.

LIBRARY PATRON 3
Shhhhhhhhhhhhhhhhh.

.....

The librarian stands next to a cart full of books, eternally
shelving various books.

LIBRARIAN
Could you please breathe more
quietly? Thank you.

Abiades can be found in one of the side rooms, reading a
book.

ABIADES
(reading a book)
What pedants.

BREDON SUPPLY DEPOT - THE MELCHOM STORY (O)

Upon entering, **cut-scene** plays...

MELCHOM

Double the price on these.

SUPPLY DEPOT OWNER

Double? The people can barely afford it, now.

MELCHOM

They'll find a way. They're scrappy.

Plus, I'm bored.

Melchom turns to exit, and sees Rolan and Lulu standing in the doorway. He turns back to the Depot owner.

MELCHOM

Uuuhhh...

I need to use the little boy's room.

Melchom runs through the back door. **[end cut scene]**

Player is free to chase after Melchom. If they try to exit through the front door, Lulu will warn:

LULU

Rolan!! Where are you going? If we don't catch him now, he'll get away.

Player is able to exit through the front door, but that ends the sub-quest. If they follow Melchom, they come to a back alley that leads into town. When the player comes outside, Melchom will take off and enter another building. The player can follow. It turns out to be the lower level of the Bredon Public Library.

Inside, Melchom runs up the stairs. The player should follow and examine all corners of the library. Melchom is hiding under a desk, unable to be seen. He can be found out by talking to the library patron in the room.

ROLAN

Did a man run through here?

(CONTINUED)

LIBRARY PATRON 1
Yes...he's hiding under that desk.
I should tell the staff, but I feel
kind of bad for him.

When the player approaches the desk from the open side (by a chair) and clicks to talk, Melchom stands up.

MELCHOM
I'm sorry about earlier. I'm
a businessman. What do you except?

LULU
And we're mercenaries.

What do you expect?

ROLAN
Just pay us and get out of here.

MELCHOM
Here's your money, plus interest.

Melchom tosses a pouch on the ground and sprints off. He cannot be caught again. If the player picks up the pouch, they receive 600 gold.

ROLAN
It's better than nothing, I guess.

end Melchom Pays His Bill

CIVILIAN HOUSE 1

CIVILIAN MAN
This town is so expensive. I can't
even afford a cake for the twin's
birthday.

Upstairs is a boy with a toy airplane.

CIVILIAN BROTHER
Don't talk to her. She's stupid.

His sister stands next to him.

CIVILIAN SISTER
Don't talk to him. He's stupid.

(This could also escalate every time you speak to them:
Don't talk to her. She's a spy...Don't talk to her. She's an
outsider...Lastly, they both just burst into tears and you
can take the toy airplane.)

CIVILIAN HOUSE 2 (SAVE THE KITTY QUEST)

A woman is looking out the window.

CIVILIAN WOMAN

Well, aren't you a cutie pie.

A cute little girl with a stuffed dragon sits at the table.

CIVILIAN GIRL

[sniffle sniffle]

My cat hasn't come home in
days...Where could she be?

Basil can be found in:

CHAMBERLY'S HOUSE (SAVE THE KITTY CONT.)

The front door is locked.

No one seems to be home. It seems they've gone on vacation,
and it is locked. However, there is a Gardener outside.

GARDENER

Lady Chamberly hired me when no one
else would. Although, she did steal
my papers and now I can't leave
Bredon...

After you have spoken to the Civilian Girl in House 2, his
dialogue changes:

GARDENER

I keep telling them we need new
tools, a shed, and a new side
window! That thing has been busted
for months...

This tells you to check out the side window on the house.

It is broken, and you are able to climb through.

As soon as you come through the window, a visually cued:
[meow]

*The house is a bit askew: papers are knocked on the floor,
flowers in pots are destroyed and strewn everywhere. (You
will find that the lost cat has been chasing a bird and
causing a mess).*

(CONTINUED)

As you explore, you may see the Harvest Lady Chamberly is actually in her office taking a nap, under a blanket in a work chair. Rolan will whisper to himself:

ROLAN

Someone's here. Better be careful.

In reality, Chamberly will not wake up, but the player may spend some time trying to be careful. If the player tries to talk to her, she just says:

CHAMBERLY

Zzzzzz....

The fireplace is open and the poker/shovel are askew on the ground, as though something has been there. The player can move it by clicking on it. A bird will shoot out from the fireplace and disappear off screen.

Visual cue from off-screen:

[pitter patter] (pitter patter)

The player must find the bird's location by following the visually cued: **[flap flap]**, that occurs every 15 seconds.

The flap is always in the direction of the bird. The player must really follow the hints.

When you eventually find it, the cat is staring up at the bird. Rolan can pick the cat up. He will first kneel and read the cat's collar:

ROLAN

"Basil. Please return if found."

Rolan cannot fight, and he cannot leave Bredon. He may be able to talk to NPC's, just because it would be funny to do that when he has a cat in his arms. When he returns the cat home:

CIVILIAN GIRL

Basil!! I missed you!

Thank you so much. You can have anything you want from my room.

Her door is now unlocked and you can go find [x] there.

end Save the Kitty

HARVEST LORD MANLEY'S HOUSE

COCO

Could you please stalk around
someone else's mansion?

CRUNCHY MANGO (OPTIONAL)

MANGO NPC 1

Bredon is the best!

.....

MANGO NPC 2

Do you think that guy likes me?
Maybe I should just talk to him.

.....

MANGO NPC GUY

That girl is really creepy.

NPC Girl looks in NPC 2's direction. She suddenly waves.

MANGO NPC GUY

...

.....

NPC 3 is tucked away in a booth-seat with a blanket and one
shoe.

MANGO NPC 3

Zzzzzzzzz.....

CRUNCHY MANGO (MAIN STORY)

There are many customers here (optional NPCs all listed
above, in optional dialogue section), but the goal is to
speak with the bartender.

CRUNCHY MANGO BARTENDER

What can I get you?

ROLAN

Information.

CRUNCHY MANGO BARTENDER

Happy to oblige. What's the
question?

(CONTINUED)

ROLAN

It's important. People may be in danger.

Are there any strange crystals in this town?

CRUNCHY MANGO BARTENDER

...I might know someone who could help you. *The name is Spindly Chali. Check the alley behind the library.*

CHALI'S ALLEY

This alley exists between the library and Bakery Bluebell. The player must go through either the library or bakery to get there. There are trash bins and garbage (it looks like where workers would take a smoke break).

Chali will have a habit of interrupting you because they like to hear themselves talk...

ROLAN

Are you Chali?

CHALI

Perhaps. What brings you here?

ROLAN

We heard you have information.

CHALI

If you have money.

Rolan and Lulu look at each other, and nod.

ROLAN

This is very important. We need to know we can trust you.

CHALI

How did you find my alley?

ROLAN

A bartender said--

CHALI

Aaah, yes.

She is a customer. I've been doing business here for twenty years. I

(MORE)

(CONTINUED)

CHALI (cont'd)
can tell you anything you want to know.

ROLAN
I want to know what you know about the crystals.

CHALI
Crystals?

What an interesting question. I'm no expert on the matter, but I might have some answers...

I can tell you who in Bredon has crystals.

100 Gold per name. *You ready to make a deal?*

[options: **yes, or no**]

[option : **no**]

CHALI
I'll be here when you change your mind.

[option : **yes**]

Rolan hands over the gold.

CHALI
Go to Arborelle. There's a woman there by the name of Falkenreause.

Be careful with that one.

ARBORELLE BAR

When Rolan speaks to Falkenreause:

ROLAN
We'd like to make a deal.

FALKENREAUSE
Scamper off. I am busy.

LULU
Excuse me?!

Falkenreause returns to playing cards.

(CONTINUED)

LULU
I bet we'll kick your butt. 200
Gold against that crystal!

FALKENREAUSE
This?

ROLAN
Slow down. We just came here to
talk.

FALKENREAUSE

Falkenreause holds the crystal necklace in her hand. It
glimmers.

Intriguing. I have no idea why
anyone would want this old thing.

I'll bite...for 400 Gold.

LULU
I've got gold.

ROLAN
LULU!

ROLAN
I grew up on the streets with
cheaters like you.

FALKENREAUSE
Oh, my precious kitten.

Shall we begin?

Option: Yes, or No

Fades to mini-game screen.

(AFTER DEFEATING FALKENREAUSE ON FIRST TRY)

*it should be possible to win the first time, just very
hard.

ROLAN
No way.

LULU
Hey, we did it.

(CONTINUED)

ROLAN
Hand it over.

FALKENREAUSE
I underestimated you. I guess it's
your lucky day.

Falkenreause gets up and walks away. She turns, and tosses the crystal to you. It **dings** and **sparkles** in the air as it lands in your hand and cues the (received Crystal) notice. She exits.

Talking to the NPC's in Arborelle will now yield different dialogues...

(AFTER LOSING TO FALKENREAUSE)

LULU
I...lost?

ROLAN
We lost.

FALKENREAUSE
Are you satisfied, princess?

LULU
Double or nothing.

ROLAN
Woah, slow down.

Fades to mini-game screen. If player loses they are prompted: Try again? Yes, or No

No: cuts back to real world. This is simply so the player doesn't get stuck in a loop of constantly trying and failing if they find the game frustrating.

Yes returns to the game until they win.

(AFTER DEFEATING FALKENREAUSE, CRYSTAL AND EXIT)

FALKENREAUSE
I...I...

ARBORELLE GAMEMASTER
Falkenreause lost?

The patrons of the bar all look over.

(CONTINUED)

FALKENREAUSE

Good work.

Guess there's no point sticking
around this deadbeat place, now.

Falkenreause gets up and walks away. She turns, and tosses the crystal to you. It **dings** and **sparkles** in the air as it lands in your hand and cues the (recieved Crystal) notice. She exits.

ROLAN

It worked!

Talking to the NPC's in Arborelle will now yield different dialogues...

.....

ARBORELLE GAMEMASTER

I almost feel bad for her...
Almost.

.....

ARBORELLE PATRON 1

I never thought an outsider could
beat Falkenreause. You are so cool.

.....

ARBORELLE PATRON 2

Don't talk to me. I'm out of
control.

.....

ARBORELLE PATRON 3

That was perfect. Just like a scene
from a book!

But, why the crystal?

Option: Tell him, Don't tell him

Tell him:

ROLAN

I don't know what it is, but
something big is going on.

I've got work to do.

Don't tell him:

(CONTINUED)

ROLAN
You don't want to know.

ARBORELLE PATRON 3
So mysterious...

.....

ARBORELLE BARTENDER
I still don't do chitchat.

CHALI'S ALLEY

CHALI
That jolly gait in your stride
tells me you were successful.

ROLAN
Yes! We had a--

CHALI
The next one won't be so easy.
Falkenreause was a cake walk
compared to this guy. He's
powerful, sneaky, and downright
mean.

...

LULU
And his name is?

CHALI
How should I know?

Option: Pay 100 gold? "Yes" or "No"

No yields the same as before:

CHALI
*I'll be here when you change your
mind.*

"Yes" :

ROLAN
Here.

Rolan hands over the 100 gold, it *dings* to let the player
know money was transfered.

(CONTINUED)

CHALI
The Harvest Lord Manley.

ROLAN
A harvest lord?!

LULU
Are you seri--

CHALI
Harvest Lord Manley.
This one's a real business man.

1.6 MANLEY'S MANY REQUESTS

EXT MANLEY'S HOUSE

ROLAN
I'm here to speak to Harvest Lord
Manley.

COCO
And why should he see you?

ROLAN
I'd like to make a deal.

I could be of great use to him.

COCO
Stop sweet talking me, and get
inside. You'll find him on the
terrace.

MANLEY'S TERRACE

MANLEY
Who let you in?

ROLAN
I'm here to make a deal. You have
something I want.

MANLEY
Coco, why is the riffraff in my
house?

(CONTINUED)

ROLAN

I hear you have a crystal.

MANLEY

...a what?

Oh. You're one of those nutjobs.
Well, that crystal has been in my
possession for many years. I can't
imagine parting with it for less
than...

50,000 gold.

ROLAN

We're here to help you. If we don't
get that crystal, the entire city
might be leveled.

MANLEY

Maybe we can make a trade. What do
you have for me?

pause

...you don't have anything to
trade?

What do I get out of this?

ROLAN

Do you need anything delivered?

pause

ROLAN

Lost any important items?

pause

ROLAN

Need someone protected?

MANLEY

Aahhh. I have an idea.

Between the troublesome bandits,
obnoxious peasants, and whiny
employees, I'm swamped. I have a
few eensy-weensy errands for you.

ROLAN

Three.

(MORE)

(CONTINUED)

ROLAN (cont'd)

If we do three, then the crystal is ours.

MANLEY

Perfect.

Let's get started, so I can get back to work.

First of all, my foreman Tomas is missing. *He went west to Finbury to pick up my medications and just didn't come back. Go find out what's keeping him from making me money.*

FINBURY

SKY & SKYLAR'S HOUSE (HERBALISTS)

SKY

You smell like you aren't getting enough vitamins.

.....

SKYLAR

You look like you're ingesting too much air.

HOUSE OF HEALING

LILIA

(to Rolan)

Your future seems clouded. I see a path, and a great battle. I see...failure?

LULU

How much does success cost?

LILIA

(to Lulu)

Your future is...dark. Dangerous. Lonely.

Curious. Very curious.

(CONTINUED)

LULU
What's that supposed to mean?
Can we get out of here?

ROLAN
You don't want to know how much
romantic bliss will cost you?

.....

CUSTOMER
Isn't Lilia incredible?

SMOKE SHOP

HETCH
I've been the resident Rune Master
here for fifty years.

GREENHOUSE

Etan and Letan are the men who run the garden. They sit at a
table on the ground, sipping tea.

ETAN
This batch is much better than the
Lavender Pennysuckle.

.....

LETAN
This tea is really aligning my
nodes. Would you like to try some?

Option: Yes or No

No:

LETAN
Hmmm...

Yes:

ROLAN
I...feel...

LETAN
It's amazing, isn't it?

(CONTINUED)

ROLAN

Woah. I think it actually worked.

Rolan may get +1 in some area, just to make the player happy they're doing random side stories. This can only happen once. After this conversation...

LETAN

This tea could really help people.

FALCONER (O)

Alfred sits at his desk reading a letter.

ALFRED

Fiddlesticks.

My son hasn't written me in years,
and now he's getting married...

but I can't go off and leave my
falcons all alone here.

This dialogue initiates the *Falcons and Estranged Sons* quest.

FINBURY GREEN

The city is laid out rather haphazardly. It is just a bunch of houses around a plot of land.

A young family wanders around, map in hand.

FATHER

And there's the herbalist!

.....

MOTHER

Oh! They have a greenhouse!

.....

TEENAGE DAUGHTER

This place is mega lame.

.....

SON

This town smells funny.

.....

(CONTINUED)

Ambassadors Pelexio and Pelexio stand by their tent, arguing.

PELEXIA

I'm the eldest, which means I'm the real ambassador of this town.

Pelexio will also have something to say.

PELEXIO

No one likes her. That's why they elected me Co-Ambassador.

.....

A young boy also meanders about by himself, playing with bugs in the dirt.

BUG KID

I love animals!! I wish I could have one.

If the player has already talked to Alfred, this will happen:

BUG KID

I love animals!! I wish I could have one.

ROLAN

Do you know the falconer? He needs someone to take care of his birds for a few days.

BUG KID

REALLY?! I HAVE TO TALK TO HIM!

Bug Kid will then run to Alfred's place. Their dialogues change to:

BUG KID

I'm the Falcon Master!

ALFRED

Did you send him here? Thank you so much. Here, please have this.

Player receives (something?)

End *Falcons and Estranged Sons* quest.

ECHO'S MUSIC HALL (BARD)

Echo sits in a chair strumming her guitar as three fans sit across from her, watching. The sound of a drum is in the background. She will not talk to you.

ECHO FAN 1
I feel so relaxed.

.....

ECHO FAN 2
She's the best bard in the world.

.....

ECHO FAN 3
If only Echo would go on tour. Then
I wouldn't have to come all the way
out here.

.....

If Rolan tries to go through the next doorway, he is thrown backwards by a dog. The dog jumps at you and runs around like crazy.

Echo plays a few strings on the guitar and the enemy calms down.

ECHO (CONT)
Sorry. She gets grumpy when
surprised. What are you doing in
town, anyway? Can I help you folks
out?

ROLAN
We're looking for a man named
Tomas.

ECHO
Oh. That uptight fella from Bredon.
I think he went to see the
herbalists.

The dog will now follow Rolan, and Sky and Skylar's dialogues change. If possible, the AI could be a little bonkers, and the dog will keep running into you or walking in front of you, being a normal hyper dog.

SKY & SKYLAR'S HOUSE (HERBALIST)

SKYLR

I see you've met Edwina. She's such
a good dog.

.....

Speaking to Sky:

ROLAN

We're looking for Tomas. I think he
came here.

SKY

Yeah, but he left for Bredon days
ago...

He must be lost.

LULU

He better not be dead.

ROLAN

Why would you say that?

SKY

Maybe Edwina can help you guys out.
(to dog)
Do you remember that Bredon man
with the funny nose?

pause. Dog may bark or run in a circle

SKY

Can you sniff him out and help
these poor souls on their journey?

The dog howls before sprinting out the door.

SKY

Wait! Take this. It will transport
you to safety once you find him.

Recieve "warp potion" or whatever it may be called, if we
already have such an invention.

ROLAN

Thanks!

(CONTINUED)

Rolan and Lulu must follow Edwina through the woods. He can be attacked by enemies, but may or may not take damage. Eventually, Edwina stops and howls. The player can walk through the bushes to find Tomas hiding on the other side, shaking.

TOMAS

Please, I don't have any money.

ROLAN

Do you work for Harvest Lord
Manley?

TOMAS

...

Yes...

...but I'm very open minded. It's
just a job. I have a family!

ROLAN

We were sent to bring you back
safely.

TOMAS

Oh. Thank goodness!

Edwina barks and runs in a circle before running off.

ROLAN

Do you think he went back to
Finbury?

LULU

We should get back to Bredon.

Player is free to select the Warp Potion. If the player tries to exit the screen,

LULU

Don't waste my time. Where's the
warp potion from that Finbird?

BREDON CITY ENTRANCE

TOMAS

Thanks, you two. I really owe you
one.

Player is frozen while Tomas exits toward Manley's house. Once he is off screen, player is free to move. They should make their way to Manley's house.

MANLEY'S TERRAC

Tomas and Manley are talking.

TOMAS

I'm very sorry, sir. I took a wrong turn.

MANLEY

Yeah, sure, that's great. We got really behind in your absence. Could you get on that?

Tomas bows his head and exits.

Player can initiate conversation.

MANLEY

Good work, you two. I'm impressed.

I don't think we were properly introduced.

Manley walks up to Lulu specifically, to shake her hand or touch her shoulder.

MANLEY

Lance Manley, Lord of Harvests.

pause (slight build-up for later confrontation)
Moving on.

I'm sure you've heard about the bandits in the area. They are real nuisances. Always stealing from my farms. *We've counted 7 groups running around the desert. I'd like you to take care of them--and I want proof.*

Thank you.

DESERT - BANDITS RAVAGERS

This particular group of bandits will yield information when defeated. They should be placed somewhat near the IlFraternity base, so the player is likely to find the base more easily. When the bandits are about to lose:

RAVAGER 1

When did the IlFraternity get so strong?!

(CONTINUED)

RAVAGER 2

I told you we should've been more careful.

Bandits fade out. Battle ends... (unless Rolan and Lulu have already spoken to the IlFraternitiy)

LULU

The what fraternity?

ROLAN

We better keep our guard up. Be extra cautious.

LULU

Thanks, dad.

ILFRATERNITY BASE

Inside, Rolan is able to explore. There may be cool monsters. It feels like a mini-dungeon, making the player think the goal is to fight the IlFraternity. However, enemies should be animals and beasts, rather than IlFraternity members.

ILFRATERNITY BASEMENT

In the basement, Rolan sees the members gathered around a table. They look very devious. It is dimly lit, and should make the player assume these are the bad guys.

ROLAN

More bandits?

LULU

Must be.

ROLAN

This place is huge...They must be pretty dangerous.

Better take them out fast.

LULU

Right.

Player is free to move (presumably into the scene). IlFraternity members will slowly see him and draw their weapons. Rolan is able to immediately engage. Lulu can either enter slowly (slow enough to not draw her weapon) or run in and attack (weapon drawn). Whatever is easiest. They both make sense.

(CONTINUED)

ILFRATERNITY 1

Hey, someone's here!

Rolan can attack, but he is quickly restrained by the IlFraternity members. He and Lulu are grabbed and stood before Johanna.

JOHANNA

I thought I heard some rats. Who sent you?

pause

JOHANNA

How much are they paying you? How much are the people of Bredon worth to you?

Thieving harvest lords.

LULU

And you're better? It looks to me like you're all equally messed up.

JOHANNA

You're both pawns. We were the aristocracy...then the farmers decided they should be in charge. They refused to sell goods to anyone who opposed them--we couldn't fight them. Now, they have the kingdom in a choke hold. More and more people turn to thievery to survive; then, the Harvest Lords blame us and call us bandits.

ROLAN

So you don't steal?

JOHANNA

Only from the Harvest Lords. Poor folks can't afford food, so we steal from the Lords and share it.

LULU

And you just happen to hang out in an abandoned castle?

JOHANNA

This belonged to the Conner family. They stood up to the Harvest Lords many years ago...That's why it is our headquarters.

(CONTINUED)

Tell you what.

You go on with your mission. Get to know the Lords a little better.

Johanna nods to the others.

They free Rolan and Lulu, who stand at ease.

JOHANNA

You finish your work with the Harvest Lord, and then you'll see.

We'll meet again.

Rolan and Lulu are free to go.

ILFRATERNITY BASEMENT (OPTIONAL DIALOGUES)

ILFRATERNITY 1

How could you not know we're the good guys?

It's so obvious!

.....

ILFRATERNITY 2

Have you met the Bredon Welcoming Committee?

That guy used to be one of us...

.....

ILFRATERNITY 3

Don't let anyone know you've talked to us. They may turn on you.

.....

ILFRATERNITY 4

We're gonna show them! You reap what you sow.

.....

ILFRATERNITY 5

Thanks for hearing us out.

(CONTINUED)

ROLAN

Maybe you can help me out. Have you seen any outsiders around here?

ILFRATERNITY 5

No, we don't really get many of those around here. Have you seen something?

.....

ILFRATERNITY 6

MANLEY'S TERRACE

MANLEY

All cleaned up?

This is going splendidly. I'm going to miss you two when we're finished.

Don't worry. I've saved the best for last.

Manley nods to Coco, who leaves the room and closes the door.

MANLEY

The head of these bandits is a group called the IlFraternity. They're aristocrats that fancy themselves martyrs, or heroes. They steal from people they don't like.

I want you to speak with King Bosworth, and also the leader of the IlFraternity, Johanna. Get them to agree to negotiations. If we can get rid of this unrest, crime will drop, and we can all feel safer.

Don't come back until both parties have agreed.

BREDON PALACE

MAIN ENTRANCE (O)

MESSENGER

I've worked so much this
month...I'm so tired.

GUARDS, UNPLACED (O)

The guards are placed around the castle, generally at major
doorways.

GUARD 1

I can tell you're a Finbirdie. You
smell like herbs and magic...and
dog.

.....

2 and 3 are in the same room/corner.

GUARD 2

("Bransen", he may show up
later)

Watch where you step, hammerboy.
I'll take you out with a roundhouse
sword slash combo. Keep walking.

Player can also talk to the Guard 3, who will be much nicer.

GUARD 3

Why did I have to be stationed next
to this guy...

GUARD 2

Don't chat with the rabble,
soldier.

.....

GUARD 4

The king is so wealthy you'd think
he could afford overtime.

.....

GUARD 5

Have you seen anything strange
going on?

...Just wondering!

PALACE CORRIDOR (O)

A Farmgirl and Farmboy have baskets of vegetables in hand.

FARMBOY

This "king" doesn't know anything
about tomatoes.

.....

FARMGIRL

We have to report to the Harvest
Lord Bosworth every week.

ROLAN

Harvest Lord? Isn't he the king?

FARMGIRL

Yeah. He was just a Harvest Lord,
until the old king disappeared.
Next thing you know...All hail
Bosworth.

PALACE CORRIDOR (O)

Three dancers are doing hand stands. They are clearly
dressed to perform for the court.

DANCER

(in a handstand)
My feet were killing me.

PALACE CORRIDOR (O)

HOUSEKEEPER

The maid is feeling "ill" again...
I tried to follow her, but she's
wily, that one.

PALACE CORRIDOR (O)

In a corridor, the Cenive diplomat and the queen's Maid have
a little conversation in the corner...

CENIVE DIPLOMAT

Ahem. Go away please.

.....

(CONTINUED)

MAID

Sigh...

Oh, please don't tell anyone about
this!

PALACE KITCHEN (O)

The cook stands at a table with bowls, utensils and food.

COOK

Lalalalaaa...

Mixing the salad, because I'm a
cook.

.....

The assistant is by a pig roasting on a spit.

OTHER COOK

Doo Doo Doodoo...

Roasting the meat, because I'm
another cook.

GROG CLOSET (O)

An old lady surveying the grogs:

MASTER OF GROG

Bombo with pork? Folks don't know
nothing about grog these days.

QUEEN'S ROOM (O)

The king is standing behind a divider, presumably getting
changed.

QUEEN BOSWORTH

You're not my maid!

Her dialogue may change slightly every time you talk to her,
just because:

QUEEN BOSWORTH

Oh my!

.....

(CONTINUED)

QUEEN BOSWORTH

Ahh!!

.....

QUEEN BOSWORTH

I'll have you arrested!

Finally, she won't say anything more to you.

QUEEN BOSWORTH

...how rude.

PALACE TRASH CHUTE ROOM (O)

STRANGE SMELLY MAN

Haven't you ever wanted to dig
through a king's trash?

OUTSIDE THE THRONE ROOM (O)

Trey blocks the door. Player must talk to him in order to
enter the throne room.

ROLAN

I need to speak with the king.

TREY

Public complaints are on Thursday.

ROLAN

I was sent here by Harvest Lord
Manley. I have a very important
message.

TREY

Manley?!

*Please, go ahead. You better not be
wasting our time.*

Trey moves aside and lets you in.

BREDON THRONE ROOM

King Bosworth is pacing, rather frantically.

KING BOSWORTH

Public complaints are lodged on
Thursdays.

(CONTINUED)

ROLAN

I--

KING BOSWORTH

Grievances can be lodged with my assistant.

ROLAN

You see--

KING BOSWORTH

Who has time to train the new recruits...

ROLAN

Your majesty, I was sent from Harvest Lord Manley. He would like to have a moment of your time.

KING BOSWORTH

Ugh, these Harvest Lords. You have one minute.

ROLAN

There have been bandit troubles.

KING BOSWORTH

Bloody bandits.

ROLAN

The Harvest Lord would like to arrange a meeting between you and the IlFraternity. If both sides could talk, perhaps the city could find a little peace.

Bosworth ceases to pace, or comes closer to Rolan.

KING BOSWORTH

That...

is a splendid idea. Anything to end the bloodshed.

Splendid. I'll get my assistant in touch with Manley. Thank you for your time.

Rolan is free to leave. If the player talks to the king again:

(CONTINUED)

ROLAN

Excuse me. I understand you may know something about a mysterious crystal?

KING BOSWORTH

I'm grateful for your help, but can't you appreciate I'm a bit busy here?

ROLAN

Your city may be in--

KING BOSWORTH

I haven't taken a shower in a month because I'm in this throne room day in, day out, and I can't even see the royal doctor. I've got this ingrown toe nail, and I haven't even eaten all day. What day is it today? But most of all, who is going to train these new recruits! Thank you very much, please see yourself out.

Bloody head of finances!!

Rolan is now free leave. If he talks to Bosworth anymore:

KING BOSWORTH

Where's my tea...

BREDON PALACE MAIN ENTRANCE

As soon as the player exits the castle, a messenger runs up to them and hands over a piece of paper before looking both ways and sprinting off. This happens very near the other messenger, who remarks.

MESSENGER

That guy takes his job too seriously.

Rolan opens the letter...

Go to Glenhurst if you want to know the truth.

And the quest continues in Glenhurst....

1.7 GLENHURST: THE HARVEST LORD SECRETS

GLENHURST OUTSIDE

BOATING SCHOOL

MS. FISK
Are you enrolled here?

.....

STUDENT 1
Davy knot. Bristol knot... Nope,
egg loop.

.....

STUDENT 2
I can't wait to work and earn some
cash!

.....

STUDENT 3
Goshdarnit! I'm never gonna be a
fisherman.

NPC HOUSE 1, 2, 3

House 1

HOUSE 1 WIFE
Carp prices just went up again this
morning. That Lady Tulian is a
real...

.....

HOUSE 1 HUSBAND
It's so unfair. Why is this Harvest
Lady in charge of us? I never voted
for her!

House 2

HOUSE 2 SON
We only got old fish in the fridge.

.....

(CONTINUED)

HOUSE 2 DAD
Don't complain. There's a tube of
Tubble Mush in the drawer.

House 3

HOUSE 3 PREGNANT WOMAN
Not sure why we're havin a baby. I
just wanted a dog.

EXTERNAL / BOAT YARD

There are 4 Fisherman/women total placed around the town at
random.

FISHERMAN 1
If you're looking for work we can
always use more hands.

.....

FISHERMAN 2
You look new. Let me know if you
need help.

.....

FISHERMAN 3
I've been up since sunrise.

.....

FISHERWOMAN 1
Need...coffee...

FISH MARKET (OPEN AIR)

SEYMOUR
The Tubble is 25G.

.....

FORD
If you shop here you get a stamp
card.

ROLAN
For fish? Isn't that a little
unnecessary?

(CONTINUED)

FORD
Not when business is this rough.

.....

BROOK
I think I lost a Samsa Carp...

.....

A little fish flops around on the group that Rolan can try to pick up. It should be impossible to pick up. The fish flops towards/near a man seated at a blue table, hopefully directing the player to talk to the person sitting at the table.

FISH MARKET CUSTOMER
This sandwich is mostly lettuce and bread. What a let down. Just like this town.

ROLAN
Is there a problem with the fish?

FISH MARKET CUSTOMER
No, but Lady Tulian sets the prices so high I can barely afford lunch.

ROLAN
Who is in charge of the town?

FISH MARKET CUSTOMER
Captain Beardsley handles the day-to-day. He's probably out on his houseboat. If you want to talk to him you can take my dingy. It's at the dock.

BOAT HOUSE

BEARDSLEY
Hey there folks. Anything I can help you with?

Options: No, Tell me about Glenhurst

"No"

BEARDSLEY
Lemme know if you need help.

"Tell me about Glenhurst"

(CONTINUED)

BEARDELEY

It may be tough here, but we've got the best folks in the world. We're the number one source of fish in the south, and we used to be a major port. Lord Sangrina even tried to invade here.

New Option: 'Why is everything so expensive here?," "Lord Sangrina?"

"Lord Sangrina?"

ROLAN

Is he a Harvest Lord?

BEARDELEY

You must be too young to remember... The Harvest Lords are idiots on a power trip. The Sangrinas rule the Eastern Kingdom. They say it's a real advanced place, over there. Some thirty years ago, Sangrina set up towns around the world. He was real nice and proper about it, but we got wise to him. The king kicked him out and forbid him from returning.

"Why is everything so expensive here?"

BEARDSLEY

All of our ships and equipment belong to Harvest Lady Tulian. We may catch the fish, but it's up to her to sell it. You should talk to her.

EXT. HARVEST LADY TULIAN'S HOUSE

Tulian's niece stands at the door. If you try to enter she talks to you.

Before talking to Beardsley:

TULIP

Excuse me, do you have an appointment?

Rolan is turned away and cannot enter.

After talking to Beardsley:

(CONTINUED)

TULIP

Beardsley sent you, huh? Just
don't make any trouble. My aunt's
real busy.

INT. HARVEST LADY TULIAN'S HOUSE

The house is bigger than the others in town, but it's no
Mansion. There is a kitchen with a cook; a bedroom; a
workroom where Lady Tulian and her assistant Marina are
discussing business.

TULIAN'S OFFICE

Lady Tulian will not respond to you. The player must first
speak with Marina.

MARINA

Um, can I help you?

ROLAN

I'm here to talk to Harvest Lady
Tulian. I want to know why
everything here is so expensive.

TULIAN

I'm sorry, who are you?

ROLAN

Rolan. I'm a smith.

TULIAN

And that makes you an expert in
commerce?

ROLAN

No, but I see people here can
barely afford food.

LULU

We understand there's some funny
business going on.

TULIAN

Well, don't point the finger at me.
I'd like to see it stopped as well.

The moment I drop my prices,
bandits show up saying they're here
to "teach me a lesson."

(CONTINUED)

ROLAN

Sent by who?

TULIAN

The Harvest Lords. I have to keep my prices high so they can keep their prices high. It's ridiculous. People are starving.

If you want lower prices around here, you've got far bigger fish to fry.

Is there anything else?

Options: "No," or "What do you know about the crystals?"

No:

TULIAN

Good. Have a nice day.

What do you know about the crystals?

TULIAN

That's an odd question. Folks tend to think they're just nice jewelry.

Other folks, like the fishers here or the wierdos in Finbury, think they have some kind of ancient magic.

ROLAN

And you?

TULIAN

Me?

I have a business to run. There's no time to think about magic crystals.

Marina's dialogue changes to:

MARINA

Lady Tulian and I are very busy.

EXT. HARVEST LADY TULIAN'S HOUSE

Once you step outside, Lulu turns to you automatically:

LULU
Do you believe her? Everyone around
here is pointing fingers at
everyone else.

ROLAN
Someone's telling the truth.

LULU
Doesn't anyone take care of their
own problems?

Lance Manley's crystal better be
worth it.

After this, the *Lover Transformed* quest is available.

BOAT YARD ("LOVER TRANSFORMED" SIDE QUEST)

If Rolan returns to the boat yard after talking with Lady
Tulian, this happens...

Simply walking into the area triggers a cut-scene, no matter
what point in the game. A horn sounds, and a boat sails into
the harbor. It comes to a rest. A man hops out and stands
there in a "Captain Morgan-esque" pose, looking around.
Rolan can initiate conversation.

EMILIO
Ten years I've been gone, and
finally I return home! Now, why
isn't my wife here to meet me...

BEARDELEY
You think she's waiting around? She
doesn't even live in Glenhurst
anymore.

EMILIO
My beloved didn't wait for me? She
must have been bewitched by a water
sprite.

ROLAN

...

Why are you looking at me?

(CONTINUED)

EMILIO

Can you help? If you find my beloved Emma, ask her if she loves me. If she says no, spritz her with pure salt water and see if she can be cured...

Rolan can explore the area surrounding Glenhurst. He can eventually find a small hut on the water. It looks like a very very simple beach house. He doesn't have to find it immediately, so it shouldn't be obvious. When Rolan eventually finds it.

EMMA'S HOUSE **THIS QUEST CAN BE LONGER, BUT NEEDS A GOOD REWARD TO MERIT GOING BACK AND FORTH SO MUCH

If Rolan gets here before meeting Emilio and starting the quest, the door is simply locked.

After the *Lover Transformed* quest is officially started, Rolan can enter. Emma sits at a table with a baby.

ROLAN

Are you Emma?

EMMA

...Yes.

ROLAN

I have a message from Emilio.

EMMA

Oh, god, no. Please, just get out.

ROLAN

He's alive.

EMMA

Of course, he is.

ROLAN

(to self)

There was something I was supposed to do...If she's bewitched I should, uh...

pause

EMMA

AH!! Did you throw salt water on me?

(CONTINUED)

ROLAN
...I think he was mistaken about
the water sprite.

EMMA
Of course, he was. He's an idiot.

The front door opens and in walks a young girl carrying a barrel. The door closes behind her. She puts the barrel down.

EMMA
Your father is in Glenhurst.

DAUGHTER
Did he bring his girlfriends?

EMMA
Ask his messenger.

She looks at Rolan.

ROLAN
What?! I don't know. Sorry for
intruding...

LULU
That was embarrassing...

After the cut-scene ends, the dialogues are all changed as follows.

EMMA
How's it feel, do-gooder?

.....

DAUGHTER
*Don't worry. He does that to
everyone.*

While Rolan totally failed at bringing two lovers together, he should find a really awesome treasure waiting for him (preferably something relevant. A water-themed item if possible)

End Lover Transformed

BOAT YARD (O)

If player talks to Beardsley again:

BEARDSLEY

You what?!

Hahaha, don't worry. Everyone believes Emilio the first time around. He's already shipped off to who knows where.

1.8 BUSINESS TRIP TO CENIVE

CHALI'S ALLEY (O)

If the player speaks to Chali after this point, they say:

CHALI

You've been such great customers, I'd like to do you a favor. A little card to remember in the future.

ROLAN

Alright. What is it?

CHALI

Johanna, the head of the IlFraternity. She has a crystal, as well.

ILFRATERNITY BASEMENT

JOHANNA

Have you seen enough?

ROLAN

The Harvest Lords are clearly really selfish folk.

JOHANNA

See?

ROLAN

But we were actually sent here by Harvest Lord Manley.

He'd like for you and King Bosworth to sit down and negotiate.

(CONTINUED)

JOHANNA

Negotiate?

This...this is a trap.

ROLAN

So you won't do it?

JOHANNA

Of course I will.

I want peace.

But, while I'm there, there's something else I want you to see.

On the other side of Glenhurst is another city corrupted by Harvest Lords: Cenive.

You should see for yourselves.
We'll meet you at the palace. Only then will we enter negotiations.

A word of warning. Cenive is a strange place. Prepare yourselves.

CENIVE

It is visibly evening. Everything is closed; doors are locked. NPCs are nowhere to be seen.

When Rolan and Lulu approach the Gardens, they will find a rope blocking the entrance.

ROLAN

I think I see the Harvest Lord's house on the other side of the garden. But how do we get over there?

Lulu walks around the rope.

LULU

Come on!

GARDENS

On the other side is the Clementine House. There may be enemies present, but if so, this must happen:

When player comes close to exiting the Gardens and coming to the Courtyard, they automatically put their weapons away. (They need to draw the weapons to signal to the player that weapons should be used in the courtyard)

CLEMENTINE COURTYARD

There are guards at the entrance keeping an eye out. The player will appear on this screen standing behind some bushes, making it clear that they can hide behind bushes. However, Rolan will also draw his weapon here making it clear they it be used. As soon as they walk near the guard's line-on-sight:

ROLAN

We better be careful. I don't want
to get caught and spend a week in
prison.

Rolan quickly comes to a space that he needs to pass but is blocked with bushes. When he uses the hammer, it converts into a free space. If the player chooses the wrong bush, a couple appears where the absent bush was and yells:

COUPLE

Hey!

At least one of these bushes (that is rather out of the way) should be a little "gift" for any players that go all out and convert basically ALL the bushes. I suggest, a man with a goat appears and they say:

MAN

Hey!

GOAT

Meeeeeeeh!

If seen by a guard:

GUARD

Hey you!

CLEMENTINE HOUSE

There are guards to be avoided, but the player can talk to anyone that is clearly not a guard. They don't have to talk to anyone other than Lady and Lord Clementine to advance the story (just in case the player doesn't realize they should talk to NPCs)

This is a more simple Harvest Lord home than Chamberly or Manley's. It should be rather straight-forward. These characters aren't important or going to be around for very long.

CENTRAL STAIRCASE (O)

Quince is taking a nap on the stairs.

OFFICE (O)

POMELINE

My Lady is always so proper and organized but my Lord...well, his desk is like a hurricane. He's very busy these days.

VARIOUS HALLWAYS (O)

There are guards the player must avoid.

EXT MASTER BEDROOM (O)

Has a guard out front and cannot be entered (yet).

LIBRARY

Lady Clementine reads a book.

LADY CLEMENTINE

Oh!

Sorry, I didn't see you. Do you work for my husband?

ROLAN

We were sent by, um, the Harvest Lords to check in. We heard there was trouble.

(CONTINUED)

LADY CLEMENTINE

Trouble? Well, nothing out of the ordinary. My husband has been working day in, day out. I suppose he has no choice, but it's rather hard...

I have twice as much work around here when he's away--but that's hardly important.

Thanks for dropping by.

There is a secret passageway to the Master Bedroom:

MASTER BEDROOM (0)

No one is here, but there may be a chest.

SECRET HANGOUT ROOM

Lord Clementine is in here with a lady on the couch. Every so often:

WOMAN

<giggle giggle>

Player can go talk to them. There are clearly no other options.

WOMAN

Who are you?!

LORD CLEMENTINE

Ah! Get out of here! Guards!!

HALLWAY

Once player exits back into the hallway and heads toward the exit:

LULU

Wait.

ROLAN

We've seen that the Lord clearly doesn't take his job seriously. Let's get out before the guards come.

(CONTINUED)

LULU
We need to tell Lady Clementine.

LIBRARY

Lady Clementine is nowhere to be seen, but if the player goes into the secret passage to her bedroom and tries to open the door:

ROLAN
It's locked.

LULU
Then I'm leaving a note. We need paper.

OFFICE

Player must approach the desk. Cut-scene plays of Lulu writing a letter. She puts it on Lady Clementine's desk and returns to Rolan.

LULU
See? We're all done, now.

Player is now free to exit. When they return to the town:

CENIVE, GARDEN ENTRANCE

ROLAN
Let's find a place to stay until morning.

The Inn is the only building that isn't locked.

CENIVE INN

INNKEEPER
One room? That's 50G.

Rolan pays.

INNKEEPER
Thanks. See you in the morning.

Cut-scene, Rolan and Lulu walk upstairs.

CENIVE INN ROOM

ROLAN

You know you never told me which town you were from.

LULU

Do you want to talk about Forest Town?

pause

LULU

I didn't think so. Can we just skip the small talk.

ROLAN

Well, can you tell me what you did before becoming a full-time revenge-seeker?

LULU

Military.

ROLAN

That explains a lot, actually.

LULU

It means if you hold me back I'm not staying.

So it's time to stop wasting time, get Manley's crystal and get out.

pause

ROLAN

We'll get there. We still need to learn more about Lord Sangrina. Be sure he's the one we're chasing. Find out what he wants.

Night Lulu.

pause

LULU

...

CENIVE INN MORNING

When Rolan and Lulu come downstairs:

INNKEEPER
Excuse me, you two!

ROLAN
Yes?

INNKEEPER
You got in so late we didn't get to
speak. Is this your first time in
Cenive?

Option: Yes, No

No:

INNKEEPER
Oh, good. I hate doing the whole
"Welcome to Cenive" bit.

Yes:

INNKEEPER
Welcome to Cenive! You came at a
great time. Would you like to hear
a little about the town?

Option: Yes, No

No:

INNKEEPER
I'm sure you know what's best.

Yes:

INNKEEPER
You've come at the best time of
year! The gardens are in full
bloom. There are a couple hidden
groves just for couples. Then,
there's the fair. Cenive is famous
for its ferris wheel--oh, and the
milkshakes! They're delicious. You
can also stop by the cafe. Normally
you can stop by Lord and Lady
Clementine's estate, but they've
decided to stay closed to the
public today.

CIVILIAN HOUSE 1 (O)

MOTHER
Well, hello there, cutie.

.....

DAUGHTER
Is he your boyfriend?

CIVILIAN HOUSE 2 (O)

FATHER
Well, hello there.

LULU
Is he talking to me or you?

.....

SON
Is she your girlfriend?

UNITE (O)

WAITRESS
So much drama!! Apparently Lady
Clementine has broken every dish in
the house this morning.

.....

PENELOPE
I can't believe they're serving the
apple tarts. It's too early in the
season. The nerve.

.....

PATRICK
I can't believe someone wrote Lady
Clementine that note! It's
unbelievable.

ROLAN
What note?

PATRICK
That he's a liar and has been
sneaking off for snogs in his
secret lounge with her best
friends!

(CONTINUED)

ROLAN
It said *that*?

LULU
Hahahaaha.

.....

A seated couple shares a drink with two large twirly straws.
They won't talk to you.

.....

Another couple is a little more open, sitting normally at a
table.

HUSBAND
We're on our honeymoon.

.....

WIFE
Doesn't matter how many honeymoons
I have, I'll always come here.

LA COUER (O)

PIANIST 1
We haven't played solo in years.

.....

PIANIST 2
We work in perfect harmony.

.....

FINBIRDIE SALESMAN
Can I interest you in a love
potion, a beauty serum, or an
enchanted crystal?

ROLAN
A crystal?

FINBIRDIE SALESMAN
Yes. Each is handcrafted and
enchanted in the name of those who
use it.

(CONTINUED)

ROLAN

Oh...

A "sales" box opens for the salesman's items (see storyboard).

CARNIVAL (O)

SUPPLY STORE OWNER

Welcome! Whatever you need I've got it.

.....

FRUIT STAND LADY

Don't touch the fruit unless you're going to buy it.

.....

FERRIS WHEEL MOLLY

Going up?

Options: Yes, No

No: Dialogue ends

Yes: Rolan and Lulu hop on and the ferris wheel starts. They slowly start talking.

LULU

Why did we do this?

ROLAN

You don't like ferris wheels?

LULU

We kind of have work to do.

ROLAN

Right...I just got distracted. I've never really left Forest Town, to be honest.

LULU

Take a good look around. Cenive is the tourist capital of the kingdom.

.....

(CONTINUED)

BOW & ARROW ATTENDANT
Step right up, step right up and
shoot a toy duck with an arrow.

Dialogue will obvious have to change to fit whatever the
game's specific goal is. His text should be very explanatory
of what the game is.

.....

BATTLE ATTENDANT
You look pretty tough, but can you
take on the ferocious enemies of
the Battle Bowl?

.....

Milkshake Martin fiddles with his mixing machine...

MILKSHAKE MARTIN
Would you two like to try a Cenive
Milkshake? 100% fresh and local.

ROLAN
Sure. Thanks.

LULU
Mmm...I love milkshakes.

ROLAN
You? Really?

The Salesman hands over two cups. Rolan and Lulu each take a
sip and immediately recoil.

ROLAN
I think something is wrong with
them.

MILKSHAKE MARTIN
Something wrong? No, that's just
the Cenive flavor.

Salesman takes a cup and drinks. He recoils.

MILKSHAKE MARTIN
Blegh!!

That is just terrible. What could
be wrong? Oh dear...

I'm so sorry.

If player talks to Salesman again...

(CONTINUED)

ROLAN

Could we maybe help you out? I
think the lady was really excited
to try a milkshake.

Note: Lulu shouldn't recoil or blush here. She will not show
any sign of interest for another chapter or two.

MILKSHAKE MARTIN

Yes. Yes, of course. I've never had
a problem before. Something must be
wrong with my cows. My farm is on
the southeast side of town. Let me
know if you find out anything.