

## 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.

NOTE: Celtx (the program this was created in) cannot be used on all computers. Try WriterDuet to transfer the file type if necessary

## 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 look. Malekev examines a large map. His hat is tilted down. 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. 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.

GRANDPA

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.

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.*

VARIOUS NPC DIALOGUES

NPC KID

I hope Roger is alright...

.....

NPC KID 2

If Roger doesn't come back, what happens to his toys?

.....

NPC ELDER

Don't worry, kid. Nothing interesting ever happens in Forest Town.

.....

(CONTINUED)

NPC ELDER 2  
Martha, is that you?

.....

NPC KID 3  
You're so cool. I wish you were my  
big brother.

.....

NPC KID 4  
You're not out looking for Roger?  
Come on, Rolan.

INT. MEECHUM HOUSE (O)

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.

INT. SARAH'S HOUSE

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

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?

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, sniffing, 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 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.

ROGER'S MOM  
(sniffle)  
(sniffle)

Player is free.

.....

SARAH

She's a mess...

.....

(CONTINUED)



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

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!)

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?

GRANDPA  
Darned if I know!

MAIM  
(Sluuurp...)

ROGER  
I think I wanna go home.

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

(CONTINUED)

ROLAN  
(whispering to his grandpa)  
Get ready to run...

Gross!

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  
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.

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.

(CONTINUED)

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.

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.

(MORE)

(CONTINUED)

ROGER (cont'd)  
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.

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?

(CONTINUED)

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.

(CONTINUED)

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.

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.

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.

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...

(CONTINUED)

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?

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.

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: ]

(CONTINUED)

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].**

(CONTINUED)

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.

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?

(CONTINUED)

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.

(CONTINUED)

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.

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:

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:**

(CONTINUED)

## 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?

## 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]

.....

(CONTINUED)

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>

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.

(CONTINUED)

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.

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.

(CONTINUED)

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.

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?

(CONTINUED)

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.*

(CONTINUED)

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.

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.

(CONTINUED)



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.

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:

(CONTINUED)

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.*

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.*

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.

(CONTINUED)

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.

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.

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...

(CONTINUED)

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.

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...

(MORE)

(CONTINUED)

LULU (cont'd)  
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?

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 those idiots, the  
lords wouldn't crack down so hard.

.....

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 Tom, 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]**

(CONTINUED)

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.

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**

(CONTINUED)



.....

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?

.....

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.

(CONTINUED)

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:

(CONTINUED)

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?

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 expect?

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**

Supply Depot Owner's Dialogue is now simply:

(CONTINUED)

SUPPLY DEPOT OWNER  
What can I do ya for?

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.

(CONTINUED)

## 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).*

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.

(CONTINUED)

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 just keeps staring at me.

.....

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

(CONTINUED)

MANGO NPC 3  
Zzzzzzzz....

### 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?

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.

(CONTINUED)



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 sai--

CHALI  
Aaah, yes.

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

(CONTINUED)

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.

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.

(CONTINUED)

FALKENREAUSE  
Oh, such darling kittens.

*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.

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.

(CONTINUED)

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, RECEIVE CRYSTAL AND EXIT)

FALKENREAUSE  
I...I...

ARBORELLE GAMEMASTER  
Falkenreause lost?

The patrons of the bar all look over.

FALKENREAUSE  
Well played.

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

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.

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.

.....

(CONTINUED)

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 and these  
crystals are the key.

I've got work to do.

Don't tell him:

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.

(MORE)

(CONTINUED)

CHALI (cont'd)

...

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 transferred.

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 (O)

Coco is walking around outside Manley's gardens.

ROLAN

I'd like to make a deal.

I could be of great use to him.

(CONTINUED)

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 need.

MANLEY  
Coco! Why is the riffraff in my  
house?

ROLAN  
I hear you have a crystal.

MANLEY  
...a what?

Oh, the Divine Crystals.

You're one of those nutjobs.

Hmm...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  
Need any messages delivered?

pause

ROLAN  
Need any enemies taken care of?

pause

ROLAN  
Need someone protected?

(CONTINUED)

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 and Lulu nod to one another.

ROLAN

It's a deal.

MANLEY

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 &amp; SKYLAR'S HOUSE (HERBALISTS) (O)

SKY

You smell like you aren't getting  
enough vitamins.

.....

SKYLAR

You look like you're ingesting too  
much air.

HOUSE OF HEALING (O)

LILIA

(to Rolan)

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

LULU

How much does success cost?

(CONTINUED)



LILIA  
(to Lulu)  
Your future is dark. Dangerous...  
Very lonely.

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

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

.....

CUSTOMER  
Isn't Lilia incredible?

SMOKE SHOP (O)

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

GREENHOUSE (O)

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:

(CONTINUED)

ROLAN

I...feel...

LETAN

It's amazing, isn't it?

ROLAN

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!

.....

(CONTINUED)

TEENAGE DAUGHTER

This place is mega lame.

.....

SON

It smells funny.

.....

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

NO WAY! 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!

(CONTINUED)

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 dog 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.

ROLAN

Any idea where he went?

SKY

No, but 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.

(CONTINUED)

ROLAN

Thanks!

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. On the other side is Tomas, being harassed by some forest beast. The monster turns to Rolan and Lulu.

Boss battle woo!!

When victorious:

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

Either way, 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 time. Where's the warp  
potion that Finbird gave you?

## 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.*

## 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?!

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 IlFraterntiy)

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 strong.

(CONTINUED)



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.

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 back. 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 the bandits.

ROLAN

So you don't steal?

(CONTINUED)

JOHANNA

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

long pause

Tell you what.

Johanna nods to the others.

They free Rolan and Lulu, who stand at ease.  
You two seem like you may be  
useful. Go on with your mission.  
Get to know the Lords a little  
better.

You'll see exactly what's going on  
around here and then you'll be  
begging to join us.

*We'll meet again.*

Rolan and Lulu are free to go.

#### ILFRATERNITY BASEMENT (OPTIONAL DIALOGUES)

ILFRATERNITY 1

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

.....

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.

.....

(CONTINUED)

ILFRATERNITY 5

Thanks for hearing us out.

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?

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 and I'm excited!

The head of these bandits is a group called the IlFraternity. They're aristocrats that fancy themselves martyrs, or heroes.

*I want you to speak with King Bosworth, and then 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 (0)

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

GUARD 1  
You smell like herbs, magic...and  
dog.

.....

2 and 3 are in the same room/corner.

GUARD 2  
("Bransen", he may show up  
later)  
Keep walking, hammer boy, or I'll  
use my roundhouse sword slash  
combo.

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 4  
The king is so wealthy you'd think  
he could afford overtime.

.....

GUARD 5  
Have you seen anything strange  
going on?

No reason. Just wondering.

## PALACE CORRIDOR (0)

A Farmgirl and Farmboy have baskets of vegetables in hand.

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

.....

(CONTINUED)

## FARMGIRL

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

## PALACE CORRIDOR (O)

## HOUSEKEEPER

The maid is claiming to be "ill"  
again. That trollop.

## PALACE CORRIDOR (O)

In a corridor, the Cenive diplomat and the Maid have a  
little conversation in the corner, perhaps behind a  
curtain...

## CENIVE DIPLOMAT

Ahem. Not now.

.....

## 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

I inject vitamins into the king's  
food. Trying to keep his hair from  
falling out.

.....

The assistant is by a pig roasting on a spit.

## OTHER COOK

I'm a vegetarian...

## GROG CLOSET (O)

An old lady surveying the grogs:

MASTER OF GROG  
Folks don't know nothing about grog  
these days.

## QUEEN'S ROOM (O)

QUEEN BOSWORTH  
Do you think other kingdoms are as  
nice as ours? I've heard strange  
things lately.

## PALACE TRASH CHUTE ROOM (O)

STRANGE SMELLY MAN  
I'd rather steal his old socks than  
work for him. Don't trust him.

## OUTSIDE THE THRONE ROOM (O)

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

ROLAN  
We were with an important message  
from Harvest Lord Manley.

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.

ROLAN  
I--

(CONTINUED)

KING BOSWORTH  
Grievances can be lodged with my  
assistant.

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  
(grumbling as Rolan continues)  
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:

ROLAN  
Excuse me. I wonder if you may know  
something about the Divine Crystal?

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

(CONTINUED)

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  
eaten all day. What day is it  
today? Thank you very much, please  
see yourself out.

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

KING BOSWORTH  
*Oh...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.

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.

.....

(CONTINUED)



## STUDENT 2

Good thing our taxes pay for my  
education! Can you imagine *paying*  
for education?

(I wrote this as a light-hearted jab, and nod to North  
American players. Let me know if it's too much)

.....

## 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 here  
Harvest Lady in charge? I never  
voted for her!

## House 2

## HOUSE 2 SON

We only got old fish in the fridge.

.....

## HOUSE 2 DAD

There's a tube of Tubble Mush in  
the drawer. It's old, but it'll  
have to do.

## House 3

## HOUSE 3 PREGNANT WOMAN

Not sure why we're havin a baby. I  
wanted a dog.

## EXTERNAL / BOAT YARD

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

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

.....

FISHERMAN 2  
It's a hard job, but there's  
nothin' better.

.....

FISHERWOMAN 2  
I've been up since sunrise.

.....

FISHERWOMAN 1  
Coffee...

## FISH MARKET (OPEN AIR)

SEYMOUR  
The Tubble is 5G.

.....

FORD  
If you shop here you get a stamp  
card.

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

FORD  
Not when business is this rough.

.....

BROOK  
I think I lost a Samsa Carp...

.....

(CONTINUED)

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

FISH MARKET CUSTOMER

Finally! Prices dropped a little today. Normally everything costs an arm and a leg.

ROLAN

Is there a food shortage?

FISH MARKET CUSTOMER

No, but Lady Tulian sets the prices so high I can barely afford lunch. Good-for-nothin' politicians...

ROLAN

Who's in charge around here?

FISH MARKET CUSTOMER

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.

BOATHOUSE

BEARDSLEY

Anything I can do ya for?

Options: No, Tell me about Glenhurst, Why is everything so expensive here?

"No"

BEARDSLEY

Lemme know if you need help.

"Tell me about Glenhurst"

BEARDELEY

It may be tough here, but we've got the best folks in the world. We used to be a major port some years ago. Lord Sangrina even tried to invade here.

New Option: "Lord Sangrina?"

"Lord Sangrina?"

(CONTINUED)

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 East. They say it's a real advanced place. Some years ago, Sangrina set up towns around the world. He was real nice, but we got wise to him. He's not allowed around here anymore.

"Why is everything so expensive here?"

BEARDSLEY

We may catch the fish, but it's up to Lady Tulian to sell it. You should talk to her. Just say I sent you and the old cat will let you in.

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:

TULIP

Beardsley sent you, huh? Just don't make any trouble.

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; an office where Lady Tulian and her assistant Marina are discussing business.

## TULIAN'S OFFICE

Lady Tulian and her assistant Marina are sitting on the ground, cornered by a masked bandit.

Rolan runs in. The bandit jumps back and exits through the window.

Marina and Tulian stand up.

TULIAN

Thank you.

pause

ROLAN

We had heard there was some funny business going on around here.

TULIAN

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

If I drop my prices and all of a sudden this happens.

ROLAN

This has happened before? Who is sending these bandits?

TULIAN

The Harvest Lords. I have to keep my prices high so they can keep theirs 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 Divine Crystals?"

No:

TULIAN

Good. Have a nice day.

What do you know about the Divine Crystals?

(CONTINUED)

TULIAN

That's an odd question.

Folks tend to think they're just tacky jewelry.

Other folks think they have some kind of ancient magic.

ROLAN

And you?

TULIAN

*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 impressive.

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

DOCK ("LOVER TRANSFORMED" SIDE QUEST)

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

(CONTINUED)

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.

EMILIAIO

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

FISHERMAN

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

EMILIAIO

She didn't wait for me?

ROLAN

...

Why are you looking at me?

EMILIAIO

Can you help? If you find my Emma, ask her if she loves me. I'm afraid she's been bewitched by a water sprite. It's the only reason she would leave. If she has, 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 Emiliaio 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?

I have a message from Emiliaio.

(CONTINUED)

EMMA

Oh, no.

ROLAN

He's alive.

EMMA

I don't care. I've moved on.

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?

LULU

...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 girlfriend?

EMMA

Ask his messenger.

She looks at Rolan.

ROLAN

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

LULU

This is embarrassing...

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

(CONTINUED)



EMMA

*That man is so full of himself.*

.....

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*

DOCK (O)

FISHERMAN

You what?!

Hahaha, don't worry. Everyone believes Emiliaio 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.

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 selfish folk.

JOHANNA

See?

ROLAN

But we were sent by Harvest Lord Manley.

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

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.

Past Glenhurst is another city corrupted by Harvest Lords: Cenive.

You should see for yourselves. Only then will we enter negotiations. Not a moment before.

*A word of warning: Cenive is a strange place. Prepare yourselves. I'll meet you after in Bredon.*

## 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.

(CONTINUED)

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. This will be a "learn as you go" scenario.

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:

(CONTINUED)

GUARD

Hey! you!

## CLEMENTINE HOUSE

There are guards to be avoided, but the player can talk to anyone that is clearly not a guard. However, 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.

## 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 on you.

(CONTINUED)

LULU

We heard there was trouble.

LADY CLEMENTINE

Trouble? Nothing is out of the ordinary, here. My husband has been working day in, day out. He's in the Western Capital right now...Poor thing works so hard these days with all the bandits.

Thanks for dropping by.

There is a secret passageway to the Master Bedroom:

MASTER BEDROOM (O)

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 in the room.

WOMAN

Who are you?!

.....

LORD CLEMENTINE

Ah! Get out of here! Guards!!

Guards don't come but it may push the player to get out of the room ASAP.

HALLWAY

Once player exits back into the hallway and heads toward the exit Lulu stops...

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.

The goal is to find paper in the office.

#### LIBRARY (O)

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 it's locked.

#### 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.

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're from.

(CONTINUED)

LULU

Do you want to talk about Forest Town?

pause

LULU

I didn't think so.

ROLAN

Well, what did you do before you became a full-time revenge seeker?

LULU

Military.

ROLAN

That explains a lot.

LULU

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

So let's stop wasting time, get out of this place, and do something. Aren't you angry?

pause

ROLAN

I don't know what I am.

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

LULU

There's clearly nothing in Bredon. After we get Manley's crystal, I'm out of here.

ROLAN

You're right. We should keep going west.

Night Lulu.

pause

LULU

...

CIVILIAN HOUSE 1 (O)

MOTHER  
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?

EXT. CENIVE

ASHLEY  
*Is this your first time in Cenive?*

Option: Yes, No, Why do you ask?

No:

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

Yes:

ASHLEY  
Welcome to Cenive! You came at a  
great time.

The gardens are in full bloom.  
Then, there's the fair. Oh, and the  
milkshake stand! It's precious.  
Normally you can stop by Lord and  
Lady Clementine's estate, but  
they've decided to stay closed to  
the public today.

Why do you ask?

(CONTINUED)



ASHLEY

It's my goal that every visiting couple has a great time. I just...since I don't have anyone, I just like to help and...I...

...

Have your parents met?

UNITE (0)

WAITRESS

Drama!! Apparently Lady Clementine broke every dish in the house.

.....

PENELOPE

They can't serve apple tarts this early. It's tacky.

.....

PATRICK

I can't believe someone wrote Lady Clementine that note!

ROLAN

What note?

PATRICK

That her husband's a liar and has been snogging all her friends in a secret lounge!

ROLAN

It said *that*?

LULU

Hahahahaha.

.....

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.

(CONTINUED)

HUSBAND

Ah, Cenive. The city of love.

.....

WIFE

This is my best honeymoon in years!

LA COUER (O)

PIANIST 1

I haven't played solo in years.

.....

PIANIST 2

I make for great accompaniment.

.....

FINBIRDIE SALESMAN

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

ROLAN

A crystal?

FINBIRDIE SALESMAN

Yes. Everything here is handcrafted  
with love from local products.

ROLAN

Uh...No thanks.

CARNIVAL (O)

SUPPLY STORE MAN

Welcome! Whatever you need I've  
got.

.....

FRUIT STAND LADY

Do you prefer the Cherry Cherry  
Apple wine or the Pink Pom?

.....

(CONTINUED)

SPROUT

Wake up! The West isn't safe--he's  
returned! Prepare yourselves!

LULU

Woah, crazy...

SPROUT

It's the truth! He has returned and  
he's coming for us!!

She looks confused...A pack of dogs come running at her and  
chase her off screen...She will disappear, for now.

.....

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

I've never really left Forest Town,  
to be honest. I didn't know how to  
refuse.

LULU

We're here because you can't say  
no?

This place is so obnoxious.

The ferris wheel creaks, sputters and stops.

ROLAN

Did it just break?

LULU

What?! We have work to do!!

Lulu crawls through the window and downward.

LULU

Come on!

(CONTINUED)

ROLAN  
Yes, ma'am.

Rolan follows.

The player must scale down the side of the ferris wheel. As they do, people will call to them.

FERRIS WHEEL CART 1  
Hey! Are you crazy?

.....

FERRIS WHEEL CART 2  
Is your boyfriend that terrible?

.....

FERRIS WHEEL MOLLY  
*Please, just wait 3 minutes and  
we'll get the machine running  
again.*

Player is now free to do whatever they want. The ferris wheel will stay stuck indefinitely.

.....

BOW & ARROW ATTENDANT  
Step right up and shoot a duck with  
a fake arrow.

Dialogue may 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?

Option: Play, Don't Play

Play:

BATTLE ATTENDANT  
OH MAN! GET READY!!

.....

Milkshake Martin fiddles with his mixing machine...

(CONTINUED)

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

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?

I'm so sorry.

If player talks to Salesman again...

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.

**BEGIN MILKSHAKE DISASTER SUB QUEST****FARM MARTIN & MOLLY**

Player will see that the cows are all standing around in a pasture. There are plants and fences to explore. There are some enemies here. The pasture stretches on for numerous screens; the goal is exploration.

Player will know they're going the right direction when they see a cow on the opposite side of a bank. Rolan, however, can't cross the water freely. Player needs to find a discarded WOOD PLANK in the grass.

Eventually Rolan will find a screen where the grass is covered in mushrooms. One cow is here, munching away. When player approaches cow:

ROLAN

What are mushrooms doing here?

LULU

It's a farm.

ROLAN

A dairy farm! These shouldn't be here...

Rolan takes a bite.

ROLAN

That's gross! That solves that mystery.

**CARNIVAL (MILKSHAKE MARTIN)**

MILKSHAKE MARTIN

Back so soon? What did you learn?

...

MUSHROOMS?!

Oh dear. I've got to fix that! You give me a couple minutes and I'll get you two a proper milkshake.

Mike exits, and player is then free to roam. When player leaves screen, a one minute timer is started (invisible). If the player returns to the carnival after one minute, Mike is back and this dialogue happens:

(CONTINUED)

MILKSHAKE MARTIN

Here you go!

Rolan and Lulu each receive milk shakes. Screen cuts to them sitting down elsewhere in the Carnival area.

LULU

(slurp)

This is amazing.

What flavor is yours?

Lulu steals some of Rolan's Milkshake.

ROLAN

Hey!

LULU

What?! We earned them together.

ROLAN

Then can I try some of yours?

LULU

(slurp)

Oh no! Someone is in trouble over there!

ROLAN

What? Where?

Rolan sets the Milk shake down and runs off...Lulu takes the milkshake and drinks it (slurp) (slurp) (...slurp)

Moments later, Rolan comes back on screen behind Lulu. He stops and waits. She turns around.

LULU

You shouldn't leave milkshakes sitting around.

She puts the milkshake down.

Rolan sits, and the screen fades to black. When it returns, Player is at Milkshake Mike's and able to run around as normal.

## 1.9 NEGOTIATIONS

*You should head to the palace and discover the Meeting Room adjacent to the Throne Room. Both sides argue endlessly. You try to mediate, and say you should work together because of the Dark Lord's mysterious plans. They agree, but don't really care about the topic. Lulu chews them out for being weak and simple. A member from each side threatens to have her killed if she doesn't back off. Rolan steps in and helps. At least, they vote to continue negotiations, and Manley finally gives you his crystal!*

## BREDON PALACE EXT. THRONE ROOM

Trey stands outside of the Throne Room with a new dialogue.

TREY

Why is the IlFraternity in the throne room?! Whose idea was this?

## BREDON PALACE MEETING ROOM

Rolan and Lulu enter and stand aside...dialogue begins.

KING BOSWORTH

(to Johanna, letting player link "aristocracy" with Johanna/IlFraternity)

For centuries the aristocracy took advantage of us. For centuries we put up with it. When we finally overthrew them, it was a beautiful revolution.

Harvest Lord voices all yell out random: Yeah! That's right!

JOHANNA

Yadda yadda yadda. You were born in a golden crib. Our ancestors may have made money, but we never starved citizens.

IlFraternity voices echo: Yeah! We never did! Jerks!

JOHANNA

People can't afford food but you still charge 5G for bread.

KING BOSWORTH

We charge what has to be charged because of the bandits. Merchants

(MORE)

(CONTINUED)



KING BOSWORTH (cont'd)  
won't travel here, crops are  
constantly stolen or torched.

JOHANNA  
Because people are angry!

Manley walks in between them.

MANLEY  
Please. Can't we agree that both  
parties have made mistakes?  
(to Johanna)  
What do you two want?  
(to Bosworth)  
What would appease you?

Both parties cross their arms and glare...

MANLEY  
What if you both--Harvest Lords and  
Ilfraternity--went in together. You  
could maintain your pride, please  
the people and finally stop  
feuding.

Bosworth laughs (preferably the sprite, as it has much more  
of an effect, but if not then a simple "ha ha ha...")

BOSWORTH  
The economy would collapse.

ROLAN  
Hasn't anyone noticed what's going  
on?

All eyes turn to Rolan.  
Haven't you seen what's happening  
in the countryside?  
  
Forest Town has been burned to the  
ground! ...  
  
Lord Sangrina is here.

Pause...Bosworth stands take a step. The Defining Quest  
Theme plays (if we have one)...

BOSWORTH  
The Sangrinas have always been  
lurking, but that doesn't mean I'm  
going to let these wolves steal my  
money and goods.

(CONTINUED)

Johanna approaches Bosworth quickly. They are ready to start full-on arguing.

JOHANNA  
(talking over Bosworth)  
If people could eat they wouldn't  
have to steal.

BOSWORTH  
(talking over Johanna)  
You have plenty of money, yet  
continue to steal.

JOHANNA  
(still talking over each other)  
Oh, that's rich!

LULU  
Could all of you just BE QUIET!

All eyes on Lulu. She points to the IlFraternity.

LULU  
You guys are morons.

She points to the Harvest Lords.

LULU  
And you are idiots.

BOSWORTH  
What did she say to me?

LULU  
You don't have the backbone to do  
your own dirty work. You're a like  
couple of whiny brats. If Bredon  
collapses...it's because its people  
are weak.

Lulu turns to exit...She's knocked to the ground by two  
guards.

Bosworth approaches. Johanna stands and approaches...

BOSWORTH  
Do you know what the penalty is for  
what you've just done?  
  
You're an errand girl.

(CONTINUED)

JOHANNA

Who do you think you are?

Pause...

Rolan steps in front.

ROLAN

We've been seen working for the Harvest Lords, and talking to the IlFraternity. What will people think if something happens to her?

Bosworth slowly nods. The guards step back and Lulu stands up. She may instinctly move towards or touch Rolan, implying that something happened to her, emotionally.

MANLEY

That was dramatic.

All in favor of continuing negotiations and working out an agreement?

BOSWORTH / JOHANNA

No.

Johanna walks out, followed by her entourage. Bosworth nods and his men exit. Finally, Manley bows his head and walks to you.

MANLEY

Thanks anyway, you two.

Cue "received crystal" dialogue.

Manley exits. Player is free to go. If player talks to Bosworth again, his dialogue:

BOSWORTH

Women, am I right? Must be that time...

IlFraternity will all relocate to their typical location in the IlFraternity base. Johanna dialogue is now:

JOHANNA

That man's head is full of rocks.

EXT THRONE ROOM

If player speaks to Trey again:

TREY  
Why did the Harvest Lords and  
IlFraternity storm out?

The player is free to roam around looking for an objective.

#### 1.10 "THE DEFINING QUEST"

BREDON

Preferably, a step-counter is set, and after a certain number of steps (roughly two minutes worth of wandering slowly) they are approached by Trey...

TREY  
Hey!

Bosworth/Palace/Harvest Lord theme plays... Trey runs on screen.

TREY  
If you lend us a hand, King  
Bosworth may be able to get you a  
crystal.

ROLAN  
Why would we trust you guys?

TREY  
You'll be doing the kingdom a  
favor. There's a dangerous murderer  
among the Harvest Lords. They won't  
come to court, but, really, they're  
terribly dangerous.

Check out the mansion on the  
northern side of town (\*dependent  
on where exactly Chamberly's House  
is). Report to Bosworth when you're  
finished... You won't regret it.

Trey runs off and player is free to explore.

## CHAMBERLY'S HOUSE

*Lady Chamberly can be found in her office.*

## CHAMBERLY'S OFFICE

*Chamberly is asleep on her desk.* Player must initiate conversation. Her head pops up and she shakes herself awake.

CHAMBERLY

Would you like some tea?

Option: Attack, Not Yet

If player chooses Attack (whether now or later) this happens:

LULU

Are you serious? We're supposed to kill someone just because Bosworth told us to?

Option: Attack, Don't attack Yet

If player attacks, they are engaged in battle. Lulu will not join.

LULU

Are you serious?! I thought you were smarter than this.

Lulu will exit and not come back. She can be found later in Bredon Square. Rolan cannot leave town without finding and speaking with her.

Rolan is able to explore the house a bit. If player recovers all 3 clues in the house, they will be given a third option when talking to Lady Chamberly. There is no specific order the player must go in.

-----

Attacking Chamberly at any time will trigger the following dialogue later (placed here for ease).

Player must find Trey in the palace:

TREY

I knew you were the right person to call on. One moment...

Trey walks into the throne room... and returns.  
Cue "Received (Divine Crystal)" Dialogue.

## CHAMBERLY'S KITCHEN - CLUE 1 (O)

*There is an open letter on the table. Rolan is clearly able to read it:*

Lady Chamberly

This is your final opportunity to appear before the court. If you do not comply I will personally send my men to bring you in.

## SUN ROOM/PORCH - CLUE 2 (O)

*Tito is sunning himself. Player can talk to him.*

TITO

I take it Bosworth sent you. Don't trust that sad, pathetic little man.

## CHAMBERLY'S BEDROOM - CLUE 3 (O)

There is a letter on Chamberly's bed, or possibly in an open drawer depending on whether it is too easy. Rolan is clearly able to read it.

Lady C.,

I assure you we are set to follow through with our threats. Your farms will be destroyed. You will lose your home. It will be much easier if you simply comply. I assure you, I will not go down for something so trivial.

B.

## CHAMBERLY'S OFFICE

After finding the three clues, player has a new option after speaking to Lady Chamberly:

CHAMBERLY

Oh, hello. Would you like some tea?

Option: Attack, Spare and end quest

Spare Chamberly:

LULU

Are you kidding? She's wanted for murder AND Bosworth will give us a crystal!

(CONTINUED)

Do you want to avenge Forest Town  
or not?

Lulu will exit and be found in Bredon Square. Rolan cannot  
leave town without talking to her.

(For attack option, scroll up to first time the option  
appears)

When player exits house, cut-scene stops them. Tito runs  
after you:

ROLAN  
You two need to be careful.  
Bosworth is out for blood.

TITO  
We know. We are very grateful to  
you. There's no way we can fully  
show our gratitude, but this is a  
start...

Cue "Received (Divine Crystal)"

TITO  
Not sure why you are collecting  
these, but we hope you make good  
use of it.

-----  
"Sparing" will trigger the following dialogue with Trey  
later on.

EXT THRONE ROOM (0)

TREY  
Is it done?

ROLAN  
Actually...I have a question. Why  
are you blackmailing Lady  
Chamberly?

TREY  
You...You didn't do it.

ROLAN  
No. And if I were you, I'd stop  
trying to kill an innocent woman.  
  
Are you gonna tell me what's going  
on here?

(CONTINUED)

TREY  
Not a chance.

CHALI'S ALLEY (O)

ROLAN  
Do you know anything about Lady  
Chamberly?

CHALI  
That woman is sweet as cake.  
Bosworth's been kidnapping and  
imprisoning his opponents for  
years. He wants Chamberly to admit  
to "taking them out" so he can free  
himself from blame.

I implore you two to stay out of  
it.

BREDON SQUARE

Player should initiate conversation with Lulu.

BREDON WELCOME COMMITTEE stands nearby, in view. He is the  
next person the player needs to address (after Lulu). He  
should stand somewhere new, or have a flier in hand, so the  
player feels obliged to talk to them.

ROLAN  
You're seriously that mad?  
  
We have work to do.

LULU  
Just give me some space. Come back  
later.

Player is free to roam. Should talk to Bredon Welcome  
Committee:

ROLAN  
You didn't hear anything did you?

BREDON WELCOME COMMITTEE  
Between you and the lady? Oh, no,  
of course not.

Player is given option: "What do you know about women?,"  
"Any sights to see?" or "That's all"

"That's All":

(CONTINUED)



BREDON WELCOME COMMITTEE  
Best of luck!

"What do you know about women?"

BREDON WELCOME COMMITTEE  
I can tell when one is mad and that  
one over there...

She's pretty mad.

ROLAN  
But I can't go on without her.

BREDON WELCOME COMMITTEE  
Aw, of course not.

ROLAN  
What? That's not, I mean... Be  
quiet.

"Any sights to see?"

BREDON WELCOME COMMITTEE  
There's Bredon palace, a carefully  
crafted--

ROLAN  
(interrupting)  
Maybe something a little more  
interesting.

Somewhere I can get some fresh air,  
find some treasure.

BREDON WELCOME COMMITTEE  
Let me think.

Last year there was a great fair  
held in the forest south from  
Cenive...

There was an accident and  
everything went up in flame. Folks  
say powerful amulets and mountains  
of gold are squirreled away  
somewhere on the fairgrounds.

Player should head to the *Happy Fairgrounds!*

## HAPPY FAIRGROUNDS (D2)

See Dungeon write-ups for detailed information.

Rolan should find a very pretty amulet that could be appropriate for Lulu. It is a usable and highly practical item that reflects her class/weapon/abilities (something to get the player all excited to keep battling onward!).

## BREDON SQUARE

LULU

What happened to you?

ROLAN

I was exploring. Having fun, like a normal guy...

I found this. It should fit your weapon (\*update this dialogue to reflect item given).

LULU

Ooh! I like it.

Guess we better see if Chali has any more information for us.

## 1.1.11 "LIBRARIES, HISTORIANS AND A DETOUR"

## CHALI'S ALLEY

CHALI

Back so soon? I'm not sure I have any more information.

ROLAN

Here's 100G.

CHALI

Oh, thank you, but I'm serious...

...

Oh, wait, there is more!

Option: Pay 100G? Yes, No

Yes:

(CONTINUED)

CHALI

*Go to the Bredon Library. You'll find Abiades the historian. Maybe he can tell you more about the crystals.*

BREDON LIBRARY

ABIADES

Ugh! These books are positively plebeian.

...Can I help you?

ROLAN

Are you a historian? We're looking for some answers.

ABIADES

Oh, wonderful. I never get questions.

Options: What are the crystals?, What do you do?

What do you do?:

ABIADES

I'm a historian. Most of us are trained from a very young age and study under the world's greatest thinkers. Our job is to preserve the past, and help understand the future.

What are the crystals?

ABIADES

...

Did you say crystals?

ROLAN

Yeah.

ABIADES

Superb! I was just looking for information here on the Matron and the Outsider. Unfortunately, there's *nothing* of worth in this library.

If you two could escort me I could share whatever I learn.

(CONTINUED)

Options: Escort the Historian, Not yet

Not yet:

ABIADES

Let's not wait too long. Oh, I'm  
excited!

Escort the Historian:

ROLAN

Let's get moving.

ABIADES

*The Library is far to the West,  
hidden in the desert. Look for the  
mirage within a mirage.*

Abiades will join the party "invisibly." You don't have to defend him, etc, he just disappears until you enter the Library.

#### READING ROOM

The passage to the Western Kingdom is cut off, so the player doesn't get confused\*\*

Abiades walks out from you (becoming visible)...

ABIADES

*It's so magical I'm shaking!*

*I need three texts:*

*Scriptobscura. Ramblings of Old  
Scholar Jarome, and The Scroll of  
Ancient Teachings.*

Player should seek out the three books in the stacks. The library is much like a maze, and may even have enemies lurking (mostly magical).

#### GALLERY OF CURIOSITIES (O)

Player is stopped by the Ghost Assistant:

GHOST ASSISTANT

Guests? Oh dear, I'm not ready!

The player is then transported outside of the room.

LIBRARY OF AGES STACKS

Player must locate the Ghost Librarian.

GHOST LIBRARIAN  
What do you want?

**Options:**

Nothing, thanks.

Scriptobscura

Finstera: Shatterling History

Dainty Words of a Princess Historian

Ramblings of Old Scholar Jarome

Carp Diem

Symbiotic Reading of the Frozen Blume

The Scroll of Ancient Teachings

.....

No matter what the player asks, the Librarian will simply answer:

GHOST LIBRARIAN  
Hmmm....(number).

If you pick up one of the three books for Abiades, a "Received (book)" dialogue appears. The other books are little rewards. The player will read an excerpt from the book.

.....

*Scriptobscura: 4A1*  
Received (*Scriptobscura*)

*Finstera: Shatterling History: 4A3*  
We are often called the  
Unwilling--as though we are  
unwilling to die. Unwilling to  
live. Yet none ask if the fate that  
has fallen upon us could fall upon  
the humans of the world. It is too  
scary a thought.

*Dainty Words of a Princess Historian: 2A2*  
(MORE)

(CONTINUED)

GHOST LIBRARIAN (cont'd)  
 How am I to ascend the throne when  
 I already know the fate of the  
 kingdom? The West is set to die and  
 be reborn... If only my lute  
 lessons prepared me for such woe.

*Ramblings of Old Scholar Jarome: 2D1*  
 Recieved (*Ramblings of Old Scholar*  
*Jarome*)

*Carp Diem: 3D2*  
 We focus our eyes on these feasts  
 yet do not open our spirit to great  
 gift before us. The powerful carps  
 of Glenhurst. The merry bass of  
 Juju. The subtle Salamando eggs of  
 old. Savor, and let savor!

*Symbiotic Reading of the Frozen Blume: 3B1*  
 The belief that the Blume  
 symbolizes the Matron stems on the  
 humancentric assumption that we are  
 beneficial to the Mother when we,  
 in fact, are defined by our ability  
 to drown her. Clutching the final  
 Blossom, we feel only guilt.

*The Scroll of Ancient Teachings: 1B2*  
 Recieved (*The Scroll of Ancient*  
*Teachings*)

#### READING ROOM

When you've found all three and return to Abiades:

ABIADES  
*Oh, that old book smell...*

#### GALLERY OF CURIOSITIES

A ghost is there, ready to help you.

GHOST ASSISTANT  
 Welcome to the Gallery of  
 Curiosities! Have a look around.

ABIADES (O.S.)  
 Excuse me! Can I get some help?

(CONTINUED)

GHOST ASSISTANT  
(to Rolan, Lulu)  
Please excuse me.

Player is locked into room, making it obvious that they need to explore.

The player is able to look at a variety of items. Some simply display the name, some have descriptions (This is all mostly so the player doesn't immediately catch on that Lulu will steal the Faustian Scrolls). There are gold and green curtains (important later!)

Primitive Map (Pre-Monolith)  
(Ideally, we can see the map.)

LULU  
This stuff is worth a fortune!

Spade Recovered From Monolith  
Wielded by Malekev I, this spade brought down the first shards of the Monolith.

Demon Shard  
Donated by the Sprout family of The Block, this shard is a confirmed piece from the Monolith. Any powers contained within seem to have faded over time.

Faustian Scrolls

(Placed in the middle)  
Archaic text intended to grant extreme power in exchange for a great sacrifice.

After player reads this placard, cut-scene.

LULU  
Woah... cool.

(CRASHING SOUND)

ROLAN  
What did you do?!

LULU  
...Oops.

Ghost Assistant returns...

(CONTINUED)

GHOST ASSISTANT (O.S.)  
Your friend is finished, now.

Malekev I's Records

*Excerpt, Day 34 of Excavation*

*The Monolith remains unyielding. My assistant has brought in a dozen more men with fresh equipment... History changes today.*

Fire from Prometheus

Fire taken from the Ancient Pyre in the Northern Capital. Dates back from ancient times. Has bizarre healing effects.

READING ROOM

ABIADES  
It's wonderful! The rumors are true and there's even more to the story than I ever dreamed of...

To understand the crystals we must understand history.

Cuts to scene from past:

*Cue Matron & Outsider Theme*

As we shouldn't show the Matron or the Outsider (it will make the player assume we'll meet them later), the focus here is on rather simple imagery. The music combined with the contrasts of light and dark. A Link to the Past and Secret of Mana are helpful here, because they use vague imagery (at least at first for Zelda). The focus is on the words.

ABIADES  
There was a different world, before man created cities and spread across the globe.

*Image of a beautiful tree in a field, and flowers akin to the Frozen Bloom.*

Everything existed under the Matron: our guardian. She kept the world in balance and provided for us...

(CONTINUED)



*A cloud comes over head (that we likely can't see), casting a dark shadow on the scene. As the following paragraph runs... a whirling black spiral slowly appears, like a magical transporter from an unknown dimension. We may see the outline, or shadow of the Outsider, if necessary...he looks around.*

Then the Outsider came. Drawn by  
all that made our world innocent  
and safe, he was determined to  
claim it for his own.

*The scene fades to darkness, black. We do not see the Outsider.*

The camera whirls through the sky, leading us through the earth (see Secret of Mana opening for example)..

The Matron could foresee the  
world's fate. Pain, loss,  
destruction. But she know the  
Outsider was too powerful. She  
wasn't prepared for battle.. so she  
summoned The Monolith.

*We scan the monolith from bottom to top...*

--a plane where magic has no power.  
As it came down, the Outsider  
fought tooth and nail and snatched  
the leg of the Matron, drawing her  
inside with him.

*Wide on the Monolith, set against the sky. Possibly sped up passing days--sun, stars, sun, stars--slowly fading to black.*

Since then, the world has been as  
we know it. Many have tried to  
break open the Monolith, but it was  
the adventurer Malekev who nearly  
succeeded. He hacked away for days,  
cracking the facade, and brought  
crystals down around him.

FADE TO BLACK. CUT TO REAL-TIME.

LULU

Zzzzzzzzzzz...

Rolan knocks Lulu awake. She shakes her head.

ABIADES

Over time, the Matron and the  
Outsider are presumed to have grown  
weak. Their powers merged with the  
Monolith.

(CONTINUED)

ROLAN

The crystals... could be the power  
of the Matron?

LULU

And the shards are the power of the  
Outsider?

ROLAN

So collecting the two...

ABIADES

Does not bode well.

Player is free to wander. They cannot exit the building, and  
when they set foot again in the Gallery of Curiosities:

#### GALLERY OF CURIOSITIES

GHOST ASSISTANT

STOP, HOOLIGANS!!

A flurry of Ghosts attack. You have no option but to fight.  
After defeating them:

ROLAN

We're sorry about the glass. It was  
an accident!

It's possible the door is locked, and the key is laying  
somewhere in the nearby area.

The player must run to exit.

They should figure out that they must continue onward/there  
is only one direction to go.

#### 1.12 CULT WOES

*In Upper Mash you investigate and unravel the story that  
cultists plan to sacrifice children to power up the crystal.  
Lulu mentions that she understands wanting power. You are  
approached to join the cult and play along until they reveal  
the crystal's location. They ask if you are ready, you  
refuse, fight them and head to the Crystal Cult Hideout to  
recover the crystal. From there, you head north....the only  
direction available.*

## UPPER MASH

A couple is hiding just inside the entrance. You hear them talking as you walk past.

MAN

*They stole our baby girl!*

WOMAN

*We should never have come to this place. How will we find her?*

Talking to either of them will yield the same dialogue.

.....

Elsewhere, a well-to-do man wanders about.

HUDGENS

Welcome to Upper Mash! Always good to have visitors.

## FERIA &amp; GIL'S HOUSE (O)

FERIA

What a sweet girl. Folks will eat you right up.

.....

GIL

A missing girl? Hogwash! Upper Mash is one of the most peaceful towns in the west.

## NPC HOUSE 1 (O)

BRAINWASHED PARENT 1

A missing girl?! Good thing I don't have any children.

.....

Upstairs, in the twins' room, is one lonely child.

SAD SIBLING

Have you seen my brother? I think everyone's playing a joke on me...

NPC HOUSE 2 (O)

BRAINWASHED PARENT 2  
I wish I had children of my own.

SQUIRMS (BAR)

BAR WENCH

...

Would the lady like a drink?

.....

Dawn's father may occasionally move--sipping out of a mug, pacing, looking out the window--to get the player to talk to him. It's not required but makes the following story more interesting. He may also have an item (a mug, book) that is noticable.

DAWN'S FATHER  
I told my daughter not to go off on  
her own for a while. Too many  
strange things happening.

.....

RAYNE  
More lovely visitors! Here, let me  
welcome you properly. I'm Rayne,  
and I run things around here.

She leans in and whispers to Rolan...  
If it's power you want you came to  
the right place.

Check out the forest on the other  
side of town if you want in. Real  
interesting stuff there.

LULU  
What was that??

RAYNE  
(to Rolan)  
*Hey, why don't you show the lady  
around? There's a real interesting  
forest on the other side of town.*

## UPPER MASH INTERNAL FOREST

On the other side of town is a forest (as Rayne described). The player can explore a bit here... There isn't too much, it's not like a dungeon. It's just a small forest. There are some trees the player can climb. Dawn (the man at the bar's daughter) is up one particular tree deeper in the forest, reading a book.

If you go up and talk to her:

DAWN

Please don't tell my dad I'm here!  
I'd be so grounded.

When the player comes back down the tree, Hudgens pops out...cuing cut-scene:

HUDGENS

I didn't think you two would want in. I see I was wrong.

Options: "Play along", "Fight"

1. Play along:

ROLAN

How could we resist?

HUDGENS

You go grab the kid, and meet me at The Circle.

This key opens the passageway deeper in the forest. If you go down there, you'll come out in The Circle.

Hudgens steps between you and Lulu, specifically blocking her way out (foreshadowing):

Cue "Received (Door Key)"

Cue "Recieved (Eerily Large Bag)"

Hudgens exits.

2. Fight

(CONTINUED)

ROLAN

Whatever you're up to, we won't let  
it happen!

Player engages Hudgens in battle. Before Hudgens fades out:

HUDGENS

You'll never stop us...The Circle  
is too powerful...

ROLAN

Can't say I'm intimidated, because  
you just lost.

In the picked up items is: (Eerily Large Bag), (Door Key)

## THE CIRCLE

Once the player walks on screen, they are hidden somewhat  
behind a bush from The Circle.

In The Circle is Rayne, Hudgens (if he wasn't defeated),  
Feria and Gil. They are just mingling. Nothing big is  
happening yet. The people move a bit like robots...(may not  
yet be discernable). Rolan turns to Lulu:

ROLAN

Those kids are in trouble. We have  
to help.

LULU

We're kind of busy, Rolan! If we  
keep dawdling the Dark Lord will  
destroy the world before we even  
get off the continent.

ROLAN

I won't let any more people get  
hurt. We need to convince them that  
we're on their side.

LULU

How?

...

No! Not happening!

Lulu is suddenly in the large brown sack, rumbling about.

(CONTINUED)

LULU

You're in trouble when I'm out of here.

Player is free to walk. They should go into the circle. They must approach Rayne, but can talk to anyone they want to learn more.

GIL

I can't wait to see the looks on their faces.

.....

FERIA

Don't worry. This isn't our first rodeo.

.....

HUDGENS

I knew you meant business.

.....

Speaking to Rayne will trigger the real cut-scene. Rolan drops Lulu's bag onto the ground.

RAYNE

You brought the girl. Excellent.

Now, it's time to prepare.

Rayne goes to pick up the bag.

ROLAN

Don't you want to tell me the plan, first?

Feria and Gil step behind Rolan, and knock him to the ground.

A shrill sound hangs in the air, indicating that he is half-unconscious. Feria walks in front of Rolan, the others stand around her as an entourage. She is clearly the villain at the source of this plot.

FERIA

Thank you for the little gift. Unfortunately, there's no more space in The Circle.

(CONTINUED)

Feria holds her hands out and a spark of energy takes over, attacking Rolan. Rolan is knocked backwards. The enemies slowly, one-by-one, go off-screen in the direction of the *Crystal Cult Hideout* passage. Gil picks up the back with Lulu. It shakes, and kicks...Gil exits.

FADE TO BLACK

Light slowly comes back. Rolan stands up and shakes his head. Player is free to roam. Should follow the cultists to the *Crystal Cult Hideout*.

#### CRYSTAL CULT HIDEOUT BOSS ROOM

After completing the dungeon puzzles and coming to the final room, Rolan is met with Feria. Five girls--including Lulu and Dawn--lay on stone slabs, arms crossed. Gil, Rayne (and Hudgens if he was not already defeated) stand at Feria's side.

Feria holds her hands up. A wind blows her hair and clothes.

FERIA

No longer will they laugh when we walk by.

GIL

We'll give them a lesson in manners.

Prepare the Demon Shard!

Rayne walks between the four girls. The shard sparkles as she places it on a tall, thin altar.

ROLAN

STOP!

Rayne, and Hudgens (if not already defeated) step in front and must be defeated (normal-levels. Nothing too tough).

After battle ends, cut-scene:

Feria holds her hand up, other hand holding onto Gil's. The four girls levitate in the air (Exorcist-style) as a ball of light forms in their chest. A similar light glows in Feria's hand...

*Player is free to run in...(giving player the chance to save and heal rather than forcing them to fight immediately).*

The final boss is Feria--in whatever monster/demon/demi-human form you feel inclined to give her.

(CONTINUED)



After she is defeated, she fades out of existence like any other enemy... In received items:

(Demon Shard)

The girls sit up, in almost-unison.

GIRL 1  
Ow, my head...

Dawn's Father runs in...

DAWN'S FATHER  
Sweetheart!!

He runs to Dawn.

DAWN'S FATHER  
Are you alright?  
(to Lulu)  
Whoever you are, you better get out of here.

LULU  
But we saved them!

DAWN  
Dad, it's true.

pause

DAWN'S FATHER  
Thank you...

But... you're still in trouble.  
You're an outsider. No one will believe it.

ROLAN  
But we did the right thing--

DAWN'S FATHER  
On the other side of this hideout, there's a Serpent Stop. Hurry up and take it to the next town.

Lulu runs to the exit, but stops... She comes back to Rolan.

LULU  
Hey, what's wrong?  
  
One town of morons isn't going to stop us, is it?

(CONTINUED)

Rolan looks at Lulu and pauses.....

Player is free to exit. The door back to the dungeon is locked. No one will speak to you. You must exit out to the Overworld.

NPC HOUSE 1 (0)

After *Crystal Cult Hideout* is completed, children are returned, and there are new dialogues (though the player can't possibly see them until much later in the game).

BRAINWASHED PARENT 1

Why are there two children  
upstairs?!

.....

SAD SIBLING

My brother is back but my mom is  
still acting weird.

.....

RETURNED SIBLING

I'm so happy to be back!

NPC HOUSE 2 (0)

BRAINWASHED PARENT 2

Some kid just came in here and went  
upstairs... What should I do?

.....

Returned Kid is cuddling a stuffed animal in bed and won't talk to you.

SERPENT SYSTEM STOP

SERPENT DRIVER

All aboard for Frostfjord.

That'll be 100G.

1.13 "WELCOME TO THE GREAT NORTH (AKA, HELLO, AKSEL, YOU ARE AN ASSHOLE.)"

FROSTFJORD ALCHEMIST COVE (0)

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

**Full Heal (100 gold) Yes/no**

The Spirit Alchemist stands out of the way.

SPIRIT ALCHEMIST  
Something isn't right...

FROSTFJORD PYRE EXT

Turnsted Ostergaard III blocks the way, like a sleeping Snorlax. Depending on what the Pyre looks like he may either just be blocking the path, or may stop you from entering when he sees you...Preferably he physically blocks a single path. There may a barrier blocking the player from going around him.

TURNSTEN OSTERGAARD III  
How goes your fire, outsider?

I would let you in but...

Zzz...

Player must find a Strong Coffee hidden in the bar, Frosnarig. When they return with the drink...

FROSTFJORD PYRE EXT

TURNSTEN OSTERGAARD III  
How goes your--Oh, is that for me?

Let me get out of your way...

FROSTFJORD PYRE

There is a circle of 3 Warriors (all female) near the Pyre, standing between player and Aksel. Speaking to any of them will cause them to say simple: "!" dialogues and attack. Once they are defeated, Aksel steps in and delivers a final blow. HP drops to 1...Battle ends. Rolan drops to the ground. Lulu kneels, trying to help him--he is clearly in trouble.

(CONTINUED)

AKSEL  
What...is that?

Her eyes fall on Rolan and Lulu. She walks straight up to them, perhaps even kneels to look them in the eyes...

LULU  
Look, I know you don't know us, but  
we're just, uh, on a trip.  
  
You can put the weapons away.

AKSEL  
...

ROLAN  
Sorry to intrude... We need help.  
  
We come from the South, and our  
kingdom is in trouble.

...  
  
Please, hear us out.

AKSEL  
(to the people)  
We don't need to. It's clear. The  
outside world is collapsing and it  
will take us with it.

ROLAN  
Hold up, that's not what I--

AKSEL  
What is that darkness hanging in  
the air?

LULU  
(whispering)  
Do you think its the crystal?

AKSEL  
I don't trust you. No matter what  
you say, we cannot know what is in  
your heart...but Prometheus can.

Aksel grabs Rolan (and perhaps Lulu) by the neck pulling  
them along towards to Pyre.

AKSEL  
Prometheus brought us the fire so  
we could know brother from enemy.

(CONTINUED)

Aksel takes Rolan and Lulu, one in each hand.

AKSEL

Take judgment like a warrior, not a  
whimpering child.

They walk into the flame. Aksel passes through, but Rolan drops in the middle. Lulu stops and grabs him. Aksel continues and exits. A glimmer appears from Rolan--the shard. It explodes, crackling in the air.

Lulu drags Rolan out of the fire. He comes to his feet.

LULU

Did you see that?! These people are  
nuts, but that was cool!

The people grumble:

NPC 1

Did you see that?

NPC 2

They brought a shard into the city!

Aksel pulls out her sword.

ALAVARA (O.S.)

Where in the world did you acquire  
a shard?

Edlvard walks in with his two-man entourage.

ROLAN

That stone? It was all an accident,  
we swear!

...We're here because of Lord  
Sangrina.

Pause, townspeople may have the "!" dialogue.

ROLAN

Have you ever heard of him? He...  
He attacked my...

LULU

Rolan...

Pause

(CONTINUED)

ROLAN

He's up to something and we're  
going to find out what.

AKSEL

(pondering to herself)  
Sangrina is returning...

ALAVARA

This is exciting.

It's been years since anything new  
has happened here, in the Kingdom  
of Frost.

Please, find your way to the palace  
later. You are my personal guests.

Alavara exits.

Player is free to roam.

NPC 1

Don't even think about it. Aksel is  
mine... J-j-just don't tell her I  
said that.

.....

NPC 2

It's the duty of every tribesperson  
to pass through the pyre.

.....

WARRIOR 1

What could you know about the  
Sangrina family?

.....

WARRIOR 2

Aksel's brother couldn't pass  
through the Pyre but you did? It's  
absurd.

.....

WARRIOR 3

I've never battled someone from the  
East before.

.....

(CONTINUED)

Talking to Aksel yields this dialogue:

ROLAN  
I'm sorry there was a  
misunderstanding.

LULU  
"Misunderstanding" my butt.

AKSEL  
I suggest you listen to your  
sidekick.

FROSTFJORD

NORTHERN ELITIST  
Our blood runs black...and yours?

.....

NORTHERN ELDER  
An outsider?! Aksel's cult is going  
to have a field day.

NPC HOUSE 1 (O)

NPC 1  
You're so frail! Take some elg pie.

FRØSNARIG BAR (O)

BARTENDER (F)  
We don't accept gold here. Can't be  
eaten, drunk, or keep you warm at  
night.

The patrons are all around the campfire outside.

PATRON 1  
How goes your fire?

.....

PATRON 2  
This is the same fire that burns in  
every house and the Pyre.

.....

(CONTINUED)

BLACK BLOOD 1

You passed through the fire?! It  
must be a mistake.

.....

BLACK BLOOD 2

It's time we take a walk through  
your kingdom.

DRIKKE MAKER (O)

DRIKKE MAKER

Drikke is the oldest Northern  
tradition.

.....

Turnsten is a hilariously huge drunk man who will show up  
later, as well.

TURNSTEN OSTERGAARD III

A good Drikke is worth a whole, uh,  
boatload of maidens... (hic) Even  
the ones with lots of nice teeth in  
their, uh, mouth... You got pretty  
eyes.

SKINDER (O)

The Skinder is the fur-maker, but she also makes armor.

SKINDER

Can I help you?

(Cue Armor Purchase dialogue)

TREKKING GEAR STORE (O)

The Gearmaster is also the weaponmaster.

GEARMASTER

Can I help you?

(Cue Weapon Purchase dialogue)



SAUNA

SAUNA PATRON

Aahhhh...

FROSTFJORD ALCHEMIST COVE (O)

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 from here on, 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.*

LULU

I thought Northerners didn't trade  
in Gold?

SAGE ALCHEMIST

Do you want to be healed, or not?

FROSTFJORD PALACE

Being of Old Blood is basically being a Noble. They are the nobles of Frostfjord.

FAMILY HEAD 1

Your arrival signaled change.

.....

FAMILY HEAD 2

The Northern tribes are proud folk.

.....

(CONTINUED)

## FAMILY HEAD 3

We've been receiving whispers of  
foreign armies in the area... Be  
careful.

.....

## AKSEL'S MOTHER

So you're the tot my daughter  
nearly burned alive. You'll have to  
pardon her.

## FROSTFJORD PALACE THRONE ROOM

Alavara sits on his throne like a proper king.

## ALAVARA

Welcome!

I need you to retrieve 5 Snow  
BunBun furs.

Pause...As Rolan ponders "what did he just say??" He may  
shake his head as he understands.

## ROLAN

Uh, I suppose we can do that for  
you.

## ALAVARA

Is there a problem?

## ROLAN

None at all! We're just happy to be  
alive.

## ALAVARA

Grand.

I suspect you don't know your way  
around the tundra. Why don't you  
take Aksel with you?

## ROLAN

...

## LULU

...

Aksel walks into the room.

(CONTINUED)

ROLAN  
Great idea. Thanks.

Aksel walks up to Rolan.

AKSEL  
I guess we better play nice, for  
now.

She heads out the door.

Player is free to go.

EXT. NORTH

Player should seek out Snow BunBun enemies to engage with.

After killing enemies, these dialogues may pop up at random:

LULU  
Watch where you swing that thing,  
snowstain!

.....

ROLAN  
She's so strong. It's unbelievable.

LULU  
Thanks!

.....

AKSEL  
You fight like an elder.

FROSTFJORD PALACE THRONE ROOM

After retrieving 5 furs...

ALAVARA  
Back in one piece. I knew it was  
possible.  
  
More importantly, I have a  
wonderful gift for you, respected  
guests. Please meet me at The Pyre  
later...  
  
You best come prepared.

## FROSTFJORD PYRE

People stand around in a great semi-circle, with Alavara near the Pyre. Player can talk to NPCs if they choose.

NPC 1

An outsider at the Talvinalia. This is unheard of!

.....

NPC 2

Are you excited?

.....

WARRIOR 1

This is really the last straw.

.....

WARRIOR 2

Do you even worship Prometheus?

.....

WARRIOR 3

This will be unforgettable!

.....

ALAVARA

Today is the first day of Talvinalia.

Two northerners enter, Turnsten and Tier. They kneel before Alavara. Aksel kneels... Rolan and Lulu quickly kneel.

ALAVARA

It is my honor and duty to name our five challengers. Today, we have the leader of the Royal Hunting Party, as well as the long-time crowd-favorite Turnsten Ostergard III.

TURNSTEN OSTERGAARD III

(hic) Ugh, excuse me.

ALAVARA

We have Aksel, reigning champion, youngest daughter from our oldest family.

(CONTINUED)

Her crowd cheers and woops.

ALAVARA

Lastly, we have our visitors from the South: Rolan, and Lulu of the Kingdom of Spring.

With each choice, one-by-one we will find and craft our victor.

The victor, chosen by Prometheus, will lead us into the new year.

Alavara approaches each of the five and dresses them in the BunBun furs.

Listen closely, challengers:

First, your weapons are these small darts. The challenger who returns unscathed or, with the least number of wounds, wins.

Second, you will earn darts by speaking to your fellow townspeople. Each community member has one dart to give to the challenger of their choice.

Lastly, the grace period of 2 minutes begins now. Gather your darts and prove your mettle!

Rolan, you will be stationed here. The rest of you, come with me...

Alavara leads the others to the edge of the screen.  
May your fire remain strong.

Countdown begins.

FROSTFJORD PYRE (CONT)

Rolan should talk to as many people as possible, gathering information and darts. After two minutes, he can leave the screen. Some have long dialogues; some do not.

NPC 1

You're really lucky to be part of this festival.

Options: I'm honored; Are you kidding?; Any tips?

I'm honored:

(CONTINUED)

NPC 1  
That's good to hear...but you look  
kind of scared.

Are you kidding?:

NPC 1  
You're on your own.

Any tips?

NPC 1  
Be honest. Be pure. That is the  
spirit of the fire. We exist  
together.

Options: I understand; Sounds stupid

I understand:

ROLAN  
I'm from a small town, too. I  
understand what you mean.

NPC 1  
That's good to hear.

(Player receives dart)

Sounds stupid:

NPC 1  
You're stupid! (NPC will not talk  
to you again in this mini-game).

.....

NPC 2  
I don't trust you. Your choice in  
partner is puzzling. She seems to  
be a loose cannon.

Option: Defend Lulu; Take his side

Defend Lulu

ROLAN  
She has a temper, but that's her  
nature.

NPC 2  
That doesn't bother you?

Option: Not really; She's my friend

(CONTINUED)

Not really:

NPC 2

Hmm...

She's my friend:

ROLAN

She can be a little hot-headed, but we all have flaws. At least I know her true nature.

NPC 2

You're right about that.

(Recieve dart)

.....

WARRIOR 1

If you want a dart, you're going to have to beat it out of me.

Options: Bring it on; I don't like fighting

I don't like fighting:

WARRIOR 1

Hahaha... Wimp.

Bring it on: initiates a real battle with all three warriors. If player wins:

WARRIOR 1

Youch!

WARRIOR 2

It looks like we were wrong.

WARRIOR 3

...

You win. Here.

(Recieve 3 darts)

FROSTFJORD

Player must find the other challengers and hit them with darts. Each challenger will be in their own "area" to make things simple.

Royal Hunter Tier -- External, hides on roof tops.

(CONTINUED)

Turnsten -- Frostnarig Bar

Aksel -- Palace

Lulu -- Palace EXT

There are no real dialogues that take place, but hitting challengers with darts will yield a single phrase once in a while:

TIER

- 1) Oh ho! Nice shot!
- 2) What a zinger!
- 3) That last one was a real honor.

.....

TURNSTEN OSTERGAARD III

- 1) Hey, hey, coffee guy, slow down.
- 2) Gerda's buttock!
- 3) Zzz...Woah!

.....

AKSEL

- 1) That didn't even hurt.
- 2) I'll finish this.
- 3) This is embarrassing...

.....

LULU

- 1) Thanks, jerk!
- 2) Hey, we're a team!
- 3) You are so dead.

FROSTFJORD PYRE

The challengers are lined up in front of Alavara. He paces in front of them, examining... He may say "hmm..."

ALAVARA

Well done to all. That spirit of  
the hunt, the ferocious drive for  
(MORE)

(CONTINUED)



ALAVARA (cont'd)  
 survival coupled with the help of  
 others is the meaning of  
 Talvinalia. After surveying, I am  
 proud to annouce...

(\_\_\_\_) as this year's winner.

The winner steps forward. Depending on who it is, they have  
 their dialogue:

WINNER DIALOGUES ARE SEPERATED BELOW

TIER  
 Thank you, challengers. Well  
 played. It seems Prometheus is best  
 served by knowledge, prowess, and  
 study.

ALAVARA  
 And what favor do you ask?

TIER  
 That all be given the tools to hunt  
 and fend for themselves. It is the  
 best defense against a hard winter.

(Award Recieved: something usable)

.....

TURNSTEN OSTERGAARD III  
 Ah ha! Thank you everyone for  
 making good choices. Let's start  
 the new year off with a warm  
 glass!!

(Award Recieved: Glass of delicious Drikke)

ALL  
 (toasting)  
 May your fire burn bright!

ROLAN  
 Um, this is empty.

TURNSTEN OSTERGAARD III  
 Yes, it is. My victory, My Drikke,  
 and great Prometheus, I need a nap.

Turnsten drinks his Drikke.

.....

(CONTINUED)

AKSEL

I am only one woman in the perfect patchwork that is our great people. This victory belongs to us all. To you, and you...

Aksel points at Rolan.

AKSEL

Even to you.

Rolan jumps, confused.

AKSEL

May your fire burn brightly into the next chapter.

(Award Recieved: Honor, and disappointment)

.....

LULU

What did I win?

...do I get anything?

ALAVARA

You have taught each of us the strength of outsiders. You have taught us to respect even those who seem to be lost in confusion. Having proved your worth, you can name your reward.

LULU

Is gold an option?

(Award Recieved: X gold)

.....

ALAVARA

You have taught us an important lesson today, Rolan. You may not be one of us, but you are still part of Prometheus's great plan. You posses the same rights as any black blood.

ROLAN

...

Grandpa always said I was pretty sharp.

(CONTINUED)

(Award Recieved: a good item)

.....

After the speech, the ceremony is over. People disperse and the music returns simply to the Northern Theme.

Player should run over to Alavara...

ALAVARA

That was a wonderful display. Both of you. Very impressed.

I would like you two to accompany me on a trek through the snow. I'll be at the palace stables.

Alavara exits.

New dialogues with NPC's are available.

NPC 1

I never thought we could have outsiders for friends.

.....

NPC 2

This is a new chapter for Frostfjord!

.....

WARRIORS 1-3 still won't talk to you.

TIER

Good match, sir. Although I feel some tension lingering in the air...

.....

TURNSTEN OSTERGAARD III

Don't get too cozy. I mean, I like you, but you can't trust these folks. We don't mix with outsiders.

.....

AKSEL

All eyes are on you.

## 1.14 BEFRIENDING ALAVARA

*A snowstorm hits, and Alavara surprises you with an invite to go hunting. You accept, but quickly find that it is dangerous. You are hounded and nearly squashed by avalanches. Alavara brings you to a beautiful frozen lake and begins to tell you about his people and history. You ask about Aksel. Suddenly you are surrounded by unusual monsters that are very strong--unusually strong. Alavara falls through the cracks in the ice into the Northern Passage. You go through the dungeon, and save Alavara from Aksel....but Aksel runs off with the crystal before you can stop her...*

ELGFLKKØER

ELGFLØKKER

I've been the Elgfløkker since I was a kid. Elg are so majestic and kind.

.....

ALAVARA

A storm is coming, so we must go into the mountains. It's an ancient tradition: trekking deep into the snow with the storm at our backs, just as Prometheus intended.

LULU

(whispering)

Is he serious?!

ALAVARA

The world is changing, and I need to pass on what I know. First, I need to know that I can trust you.

ROLAN

Alright.

ALAVARA

The Ancestral Wall is to the north. It's the only place more important than the Pyre. I'm afraid I should only take one of you at a time...Frankly, bringing two outsiders to the Wall may cause a civil war.

Awkward pause...

(CONTINUED)

LULU  
I didn't want to see some stupid  
rock, anyway...

Player is free and should mount his Elg. On the elg, they  
can only walk one way: out of Frostfjord.

#### ANCESTRAL WALL

When the player finally gets here, they are able to explore,  
but there is not much here. There is a large icy wall.

If player dismounts, Alavara follows. The player should  
figure out to talk to Edlvard at the Ancestral Wall.

ALAVARA  
Do you hear that?

...

ROLAN  
An animal?

ALAVARA  
Something is wrong...

Beasts come racing in and attack. At a certain point, the  
battle stops.

The snow rumbles and the ground shakes...Rolan and Alavara  
stumble...

The beasts grab Alavara and drag him off, but Rolan is  
unable to help. Eventually, player is able to follow them.

Player should go in the direction of the beasts and discover  
the entrance to the *Northern Passage*.

#### NORTHERN PASSAGE DUNGEON

At the end of the dungeon is Aksel, with Alavara. As you  
enter, cut-scene.

Aksel is kneeling in front of Alavara.

AKSEL  
There's no stopping progress. We  
will accomplish everything  
Prometheus intended. We are of The  
Black. The ancient voice.

She spies Rolan in the corner of her eye and turns.

(CONTINUED)

Oh, the outsiders. I have to thank you. You gave the people that last push they needed.

ROLAN

I'm sorry if we offended you, but--

AKSEL

It doesn't matter. We must make our move before Lord Sangrina. There is no turning back.  
Turnsten, take care of this.

Turnsten jumps in front of you.

TURNSTEN OSTERGAARD III

(Hic) Yes, ma'am.

We may take a moments pause to close-up and recognize that this is the same character we saw earlier...

Aksel disappears. Player must defeat Tier (this may be the real dungeon boss, with Aksel being a boss in the next chapter).

Player is free and should talk to Alavara.

ALAVARA

She stole it...

She has the key to the chest where my crystal is hidden...

ROLAN

You're injured. We need the alchemist.

ALAVARA

Just get me back on my Elg and I'll be fine. You must stop her.

She doesn't know where the crystal is, so you may be able to beat her there. It's dangerous, but we need your help.

Rolan nods.

ALAVARA

There's a hidden entrance to the highest tower in the palace. In that tower you'll find the chest. Bring it to me--or at least keep it from her.

(CONTINUED)

Rolan picks up Alavara and carries him on his back.

Player is free to move. They should exit out the dungeon back door, around the corner are the Elg.

#### EXT NORTHERN PASSAGE

Player should tap on the Elg, as if to mount, and Rolan will lay Alavara on an Elg.

ALAVARA

Go on...I'll be fine.

ROLAN

(to himself)

Something doesn't feel right...

I hope Lulu is alright.

Rolan should mount his Elg and return.

#### 1.15 THE NORTHERN CRYSTAL AND THE CULLING OF THE NORTH

#### FROSTFJORD GATE

Everything is on fire. Lulu is waiting at the front gate. Player must talk to her.

\*The town will be filled with many foreign soldiers. Yet again, these soldiers have an unknown uniform and signage. There may be stakes with the western crest. (For explanation: Aksel is working with the east to frame the west. For this reason, most of the enemies should be foreigners.

LULU

Finally! What happened to you guys?

The town went up in flames. I tried to help evacuate the town, but I didn't know where you had gone--

BOY (O.S.)

Ahh!!! Help!

Player must run into town.

FROSTFJORD

There is a little boy and girl being attack by either a soldier. Once you save them...

BOY

Thank you!

GIRL

Let's get out of here!

They run off.

ROLAN

I bet there are more people trapped in the buildings.

LULU

We can't find Lord Sangrina if we're dead!

ROLAN

We have to help them...and then we'll find Sangrina.

LULU

Promise me you're serious about our quest.

ROLAN

...

Of course, I am.

Player has to find and save the four people trapped in Frostfjord.

DRIKKE MAKER

After rescuing Tier...

TIER

Thank goodness. I couldn't hold them off any longer.

Come on, folks, move quickly.

The Drikke Maker and another NPC follow Tier out of the door and disappear.



SAUNA

Sauna Patron is trapped in the corner behind soldiers...  
When saved:

SAUNA PATRON

Thank you so much!

He jumps up, revealing the fact he has no pants on. He may be displayed sideways, behind a short wall, or simply obscured behind Rolan and Lulu.

LULU

Uhh... No problem.

SAUNA PATRON

I was so scared.

Sauna Patron runs for the door.

PYRE

After saving Aksel's Mother...

AKSEL'S MOTHER

Thank you... I guess there comes a time when every child finds their destiny. Aksel has chosen hers, and you must do the same.

The king always keeps the strongest armor hidden in the Palace.

Unfortunately, the key is hidden somewhere in the castle.

FROSTFJORD PALACE

In the palace, the player must first locate the key to the door.

FROSTFJORD PALACE WEAPONS ROOM

*Here, Rolan and Lulu should be able to get some new weapons or armor that help against Aksel or are just generally better. However, these should be in accordance with the weapons offered at the gear and armor store in town. The player should not be disappointed that they spent 1000g on new gear just to get even better gear here. Instead, this may be an incredible accessory, item that levels you up, or does something with elemental damage. Conversely, the*

weapons store may only sell crappy gear so the player doesn't buy anything.

#### FROSTFJORD PALACE SECRET ROOM

Player must locate and get inside of the secret room.

When they try to open the treasure chest, a dialogue simply tells them, "Locked".

Aksel jumps through a window/through the secret passage and pushes you back.

AKSEL

You, again?

I'll be damned before I let a fool  
in a crown and his lousy sidekicks  
stop us, now.

Aksel Boss Battle finally begins!

When Aksel is defeated.

AKSEL

Well done. You can survive today.

LULU

What makes you think we're letting  
you go?

Aksel steps back...

AKSEL

You're free to pick a fight with  
the western army.

May your fire burn brightly

Aksel exits as quickly as she entered.

LULU

Did she say... western army?

pause...

The player is free to roam, but will find nothing but  
wreckage. Near the gate, the player will find a letter...

*Friends,*

*We hope this letter finds you well. The remaining people have all fled west toward the Air Temple. If you find yourself in need please meet us there and we will provide for you.*

#### 1.16 AMNESIAC SMITH

*You pass by a small hut on the way south, and inside is the craftsman. He explains that he doesn't remember anything, but would like you to help him find his old items. After helping him find his lost items, he sends you to the Amnesiac's Forge.*

##### 1.16.1 NURNVARD TOWN

NPC 1

Do you need a girlfriend? ...you?

.....

NPC 2

Go home, tourists!!

.....

SALESMAN

I'M SELLING THINGS!! YOU BUY!!

##### 1.16.2 THE BYUTIFUL IN

INNKEEPER

Welcome to inn! Money?

.....

TOURIST

I always vacation here. Everyone is so nice.

##### 1.16.3 LUKSHURIUS KAFE

BARISTA

I make ancient coffee. Ooh. Very rare.

.....

(CONTINUED)

PROUD GRANDMA  
Oh, a tourist!

.....

GRUMPY GRANDMA  
(Translate into Norwegian or  
Swedish)  
You are butt-ugly.

#### 1.16.4 SPA AND RE-SORT

SPAMASTER  
Relax here place!

.....

MASSEUSE  
(makes grabbing motion with  
hands)

.....

SINGER  
Would you like to hear my song?

.....

POET-FOR-A-PENNY  
For penny I give you poem!

Option: Pay, don't pay

Poet should have about 5 different poems.

POET-FOR-A-PENNY

\*\*\*

.....

Located in the "residence" area, the Resort owner lounges  
around...

RESORT OWNER  
Such beautiful clothes! I wish I  
was from the South.

## 1.16.5 NURNVARD SAUNA

SAUNA PATRON

So hot... I can't feel my face...

## 1.16.6 SKINDER

SKINDER

Can I help you?

(Cue Armor Purchase dialogue)

CRAFTSMAN

Need something fixed?

## 1.16.7 ALKEMY COVE

SAGE ALCHEMIST

Flower clear mind.

Grass for insides.

Feather is for body.

*100 Gold is now.*

## 1.16.8 LOCAL MERCHANT'S CART

LOCAL MERCHANT

I don't sell souvenirs.

## 1.16.9 AMNESIAC SMITH'S HOUSE

Entering the house, a dog attacks Rolan. The door locks behind him, and his sword won't do damage or is locked. Player should figure out to use the Music Box Hammer Mode. This occurs each time the player enters the house.

SMITH'S WIFE

Oh, hello.

.....

Smith is examining a bookcase or image.

SMITH

...

(CONTINUED)

ROLAN  
(to self)  
He looks sad...  
(to smith)  
What's wrong? Can I help?

LULU  
Rolan, we're kind of busy.

SMITH  
Me?  
  
Oh, I can't find a thing. It's very sad.

ROLAN  
Well, we're great at finding things.

SMITH  
That is kind...But it's complex.

ROLAN  
You remind me of someone...  
  
I hate seeing people sad. I'm sure we can help.

LULU  
Ughh...

SMITH  
Wow, so nice.  
  
I am Smith. I have made many amazing stuff, but I seem to have, well...forgotten what I've made.

ROLAN  
Well, when did you lose your work?

SMITH  
Maybe... Thirty years in past.  
  
I have amnesia. Something happened and everything is gone. But I know I made amazing things.

SMITH'S WIFE  
(interjecting)  
He sure did.

(CONTINUED)

SMITH

You think you can find?

ROLAN

Of course! We're at your service.

SMITH

*I know my things are somewhere in town, but I can't ask my friends. Too embarrassing.*

#### 1.16.10 LOCAL MERCHANT'S CART

LOCAL MERCHANT

Um, hi?

ROLAN

I'm still curious. I'm looking for something.

In his goods list is a *Necklace of Ambrosia* for an absurd amount of money (some 100,000,000 gold)

ROLAN

What's that necklace?

LOCAL MERCHANT

That? I got it many years in past. Has magical powers.

ROLAN

Think you could lower the price? We--

LOCAL MERCHANT

NO. Must not do. I do not even know you people.

Player may notice that the merchant's cart is broken...They can even examine it and receive a pop-up saying "It looks like the cart is broken..." They should head to the Craftsman...

#### 1.16.11 SKINDER/CRAFTSMAN

CRAFTSMAN

Need something fixed?

ROLAN

Yes, we noticed the Merchant's cart is broken...

(CONTINUED)

CRAFTSMAN

Yeah, it's been broke for long.  
Very easy fix, but merchant is too busy.

ROLAN

Think I can fix it? I want to help out.

CRAFTSMAN

Yeah, very easy. Here. Just take this <recieved board!> and this <recieved screws!> and this <recieved hammer!>. Done in no time. No charge.

#### 1.16.12 LOCAL MERCHANT'S CART

Player should select cart, and do something to complete the task. Immediately after successfully completing the task, the Local Merchant runs over...

LOCAL MERCHANT

You! You...fixed my cart. So kind...

ROLAN

Anything to help.

LOCAL MERCHANT

Here, have that necklace. (sniffle)

*So kind...*

#### 1.16.13 SPA AND RE-SORT PRIVATE QUARTERS

Player should examine safe...

ROLAN

It's locked.

Then, Resort Owner has a new dialogue.

RESORT OWNER

The safe? Is family hairloom but we don't have the key.

Player should talk to the daughter, who is playing outside.

(CONTINUED)



RESORT OWNER'S DAUGHTER  
I want pretty things like my mom!!

Player should find the jewelry and examine it. They can then use this to unlock the safe...Inside, you'll find *The EternaPurse*.\_

#### 1.16.14 NURNVARD SAUNA

SAUNA PATRON  
You're looking for what?

.....

SAUNA PATRON WIFE  
You look for old things? Ask my husband...Everything he has is old thing.

Player should examine the Sauna Patron's clothes...This will happen:

The shoe pops open...

SAUNA PATRON  
ARE YOU TOUCHING MY SHOES?

ROLAN  
There's money in here.

SAUNA PATRON WIFE  
WHAT?!

You hide money from me in shoe?

Sauna Patron Wife walks to Rolan.

SAUNA PATRON WIFE  
I take money.

Player is now free to move, and can pick up the shoe.

#### 1.16.15 SMITH'S HOUSE

SMITH  
You...You find them all?

Ah! *The Necklace of Ambrosia* for storing a secret dose of knock-out powder for when travel in forest.

(MORE)

(CONTINUED)

SMITH (cont'd)  
The *EternaPurse* with strange power  
to hold all thing.

And the *Covert Ugly Shoe* for man  
who hides thing in shoe!

I think I...almost remember... Ah!

Something is still missing!

The Smith sits down in his chair. Player must talk to him again... If player talks to Amnesiac Smith again, the dog attacks...After player subdues him:

SMITH  
Wait!

Smith approaches Rolan.

SMITH  
Where did you get this hammer?

ROLAN  
...My father. He found it when  
traveling.

SMITH  
I...I remember.

The smith sits down...Music may change.

SMITH  
I was the greatest smith in the  
North.

Flashback...

#### 1.16.17 AMNESIAC SMITH'S FORGE

A Younger image of the Smith walks into the forge, but doesn't quite leave the screen. Another man walks out.

EXPLORER  
This is the place.

YOUNG SMITH  
Then what are we waiting for?

EXPLORER  
I don't like the looks of this.

(CONTINUED)

YOUNG SMITH

Let's go!

Smith runs into the cave....Explorer follows. Camera pans and we find ourselves in the cave, following the pair...They disappear. We may scan through the cave, letting the player see what awaits them in the dungeon.

Camera cuts out and we re-emerge at an unknown shop. Two soldiers (Eastern) enter.

YOUNG SMITH

Can I help you?

The soldiers knock over his table and one throws him to the ground.

SOLDIER 1

You're the one that's been making the magical weapons?

YOUNG SMITH

I already said, I won't sell them to you folks. These are for ordinary people, not militaries.

A soldier punches him and the screen goes black...

#### 1.16.18 SMITH'S HOUSE

SMITH

I wanted to bring people joy. To keep them safe, and happy. I never intended my work to be used for destruction.

LULU

...

So there are more tools like Rolan's enchanted hammer?

Where do we find those?

SMITH

An explorer found a strange material in the caves to the west\*. That's where I found all of my materials. Please, believe me: I never meant for this to happen!

.....

(CONTINUED)

## SMITH'S WIFE

He so sad...I make cake now.

## 1.16.19 AMNESIAC'S FORGE

Player should figure out to visit the Forge to the west/north/??.

When player goes to enter the cave, Lulu stops and the following scene occurs:

LULU

Are you kidding? This can't be it.  
It's so dark.

ROLAN

Lulu, are you... scared??

LULU

NO! I just think it looks stupid.  
I'll wait here.

Lulu will wait at the entrance until Rolan returns.

There will be no more indications of where to go. Player should figure it out themselves.

## 1.17 AIR TEMPLE ALLIANCES

*The moment you enter, you are greeted by Northerners who thank you and tell you there is an alliance forming in the temple. You go here and hear the plans. The people discuss what to do about the west. You ask, "wasn't it the dark lord?" They say, surprisingly, no. It was undoubtedly the west. They intercepted a messenger en route back to The Block. They will be aware of the Dark Lord, but attack the west. An officer mentions the Pure Crystal, explaining its massive power but Alavara shuts it down. There is no time, and that will not help, now. You are told to meet up outside the western kingdom when ready, but don't take too long! Later, Rolan asks Lulu about the pure crystal. She is certain the sages have information about it. You decide to seek out an ancient seer and see what they know about your fate before leaving. You are getting nervous.*

## 1.17.1 AIR TEMPLE EMISSARY

HELP DESK ASST

The meeting is in the Conference  
Room.

.....

NORTHERNER NPC WIFE

Thank Prometheus we're all alive...

.....

NORTHERNER NPC HUSBAND

Who would attack Frostfjord?

.....

NORTHERNER NPC CHILD

This place is...strange.

.....

NORTHERNER NPC

I hope they catch who did this.

## 1.17.2 CONFERENCE ROOM

The room is filled with Northern hunters and military types, one Eastern military Captain near the head of the table, and the Air Temple Head Officer (more of a "cop" than military captain). Speaking to him initiates the scene.

ALAVARA

Did you...get the crystal?

pause. Alavara shakes his head....

ALAVARA (CONT)

It's not your fault. You tried to  
help us.

.....

TIER

Don't get too comfortable. We're  
not out of the forest, yet.

.....

(CONTINUED)

NORTHERNER NPC 1

I've never felt so ashamed of my kingdom.

.....

NORTHERNER NPC 2

I never thought I would travel the world under such horrible circumstances.

.....

ALCHEMIST

There are so many injuries, how am I to heal them all?

.....

AIR TEMPLE OFFICER

Welcome to the Air Temple. I ask all of you to remain on the main floor in the public area to avoid coming into contact with the contaminated inhabitants above.

We also hope you find the coffee machine satisfactory. We've never had so many visitors--

ALAVARA

Thank you, officer.

Alavara slowly comes forward...

ALAVARA

I'm glad we all made it safely. We gather in honor of those who did not make it, and to right the evils Aksel and her followers are bringing upon us and the world.

This is a message that was intercepted en route to the Western Kingdom from Aksel's enterouge.

ROLAN

Wait!

Were they not from the East?!

(CONTINUED)

ALAVARA

I'm afraid not.

Worse still, it seems that not only the western military is behind the attack, but... something otherworldly. Something we had never expected.

Captain?

EASTERN CPTN

Thank you, sir.

I am here on behalf of the eastern military. We have also suffered attacks at the hands of the west.

It seems someone, or something, is plotting to overthrow not just the North, but all of us.

That's why the East and the North must come together. Combining the kingdoms of North and Steel we can face the enemy head on.

ALCHEMIST

There has to be a better way.

Alavara, violence isn't not our way. What about the sages at the Spire? Surely they could offer guidance or help?

EASTERN CPTN

I'm afraid war is the only option at this point.

ALCHEMIST

What about the sage crystals? We need power, and with help--

ALAVARA

I have already reached a decision.

I appreciate your thoughts, but that is not the right response at this time. There are many reasons to ally ourselves with the East.

(CONTINUED)

EASTERN CPTN

We will meet at The Block, the  
capital of the western continent.  
Don't take too long.

The Eastern CPTN exits.

Player can speak to NPC'S, who will all have different  
dialogues.

ALAVARA

Your kingdom is in trouble, too,  
Rolan. I hope you will join us at  
The Block.

\*Note, The Block should show up on the map.

.....

TIER

I do love a good hunt.

.....

NORTHERNER NPC 1

One moment of repose, and then back  
into the fire...

.....

NORTHERNER NPC 2

We must do as Prometheus intends.

.....

ALCHEMIST

This can't be our fate...

### 1.17.3 AIR TEMPLE EMISSARY

When player tries to exit, Alchemist calls after them...

ALCHEMIST (O.S.)

Wait!

Alchemist runs up.

ALCHEMIST

We need your help.

I don't know why Alavara refuses,  
but we need to speak to the Sages.

(MORE)

(CONTINUED)



ALCHEMIST (cont'd)

There's not way we can face what  
lies at The Block without their  
guidance.

You can find them at The Spire.  
Take the Serpent System, and hurry  
back to The Block!

LULU

What? We can't go against Alavara--

ROLAN

We'll do it.

ALCHEMIST

Thank you...

#### 1.17.4 AIR TEMPLE ENTRANCE TO SONH VYET

GUARD

Sorry, kiddos, you can't go up  
there. Nope, no way, no how. I'd  
get fired, and my sweet little  
doodlebug would kill me if that  
happened.

You may have met her. She's a  
nurse. Yup. I'm pretty lucky.

#### 1.17.5 HOSPITAL WING

If player talks to the nurse:

NURSE

Oh, you can't be in here!!

Player is turned out of the nurses' office...

Player can poke around, and should decide to use his hammer  
to set something on fire...that will trigger this scene:

NURSE

Oh! Oh dear! Help!!

The guard runs in, grabs a bucket of water and puts it out.  
He and the nurse embrace, leaving the entrance to Sonh Vyet  
open.

.....

(CONTINUED)

NURSE

Oh, I was so scared.

.....

GUARD

It's okay, baby, I'm here. Aren't  
my biceps huge?

## 1.17.6 SONH VYET

If player unlocks the entrance, they now have the chance to explore Sonh Vyet. There is only side quests and fun stuff, here/not story related.

Entering the "town," Rolan and Lulu will see a sign, giving the player the chance to learn where they are. Reading it will yield this conversation:

ROLAN

Sonh....Vyet. Have you heard of  
this place?

LULU

Ah! This must be the actual Air  
Temple.

ROLAN

...What temple? We're outside.

LULU

Wow, you're a meathead.

"Temple" just means ill and  
troubled people can take sanctuary  
here.

Although I have heard some horror  
stories...

## SONH VYET DETAILS

*There is a feud between the rats and the ancients. The rats are also known for stealing from the humans (the "ill"). Player can complete errands for either/both sides and eventually be offered membership into their side. The only result is that the player may get some sort of special insignia/weapon/add-on that marks them.*

*Pursuing the storyline of the "ills" will lead the player to the Alchemist's Poison Well Dungeon.*

## 1.17.7 POISON WELL DUNGEON

The dungeon is unlocked, and the player can enter at any time. If Lulu is in the party, the following scene happens as player approaches the entrance.

ROLAN

Why don't you stay here, Lulu. I know you're, uh, scared of...

LULU

What am I? Scared of what?

ROLAN

I mean. You should stay here and keep watch.

Player is free to enter dungeon.

## 1.17.9 SICKHOUSE

A sort of run down hospital area that is visually more like a temple. Sick people lay on typical "asian" (tatami?) mats. It's clearly a mystical place where people just hope and pray rather than a real hospital with doctors.

There are mostly women and children here. It's incredibly sad.

LITTLE GIRL

(cough)

.....

LITTLE BOY

Are you a guard?

.....

WOMAN

Why are you here?  
You two don't look sick at all.

.....

LITTLE GIRL 2

You better watch your back, or the rats will get you.

.....

(CONTINUED)

LITTLE BOY 2  
Can I have a dollar??

Why not??

.....

LITTLE BOY 3  
Don't go (whatever direction the  
Poison Well is)! It's haunted.

.....

"NURSE"  
Excuse me, can I help you two?

Oh!

A Temple Rat runs through a door, knocking over the Nurse and grabbing up a bag of food off the table. They disappear through the window. Music plays.

#### 1.17.7 TEMPLE RAT NEST

Before 1.17.6 scene with Rat running through, the Secret Entrance is locked. There is only gross leftovers, trash, mess.

After 1.17.6 scene, there are footprints leading to the Entrance, helping player unlock the door. In the nest, the player will have to seek out Nesta, the leader. All other rats will only say: "*Hiss...*" They will not, however, attack.

If player finds Nesta, she will jump as she hisses, indicating she is different. She may jump forward. If player hits her, she will find fight back. Only by fighting her can player move forward...

After defeating her.

NESTA  
What do you want?

ROLAN  
We were just exploring.

NESTA  
In our house??

(CONTINUED)

ROLAN  
Well, yes. Sorry about that.

NESTA  
Did the Ancients send you?

ROLAN  
...No. Wait, who?

NESTA  
Those snobby sleepers. They always  
have something to blame us for.  
We're scaring the humans. We've  
gnawed through their library door.  
It's always something new.

After talking to Nesta, the other rats will have dialogues.

MAXIE  
I like breaking into houses...

.....

LEKI  
You better watch it.

.....

CHACHI  
I'm so tired of dirt and rotten  
fruit.

.....

NIBBLES  
Cheese?

.....

NESTA  
Yeah, yeah, sorry for attacking  
you.

#### 1.17.8 ANCIENTS LIBRARY

The main room is completely empty. There is a second area  
behind a book case, but it is initially locked.

After fighting the monster in the Safe, Fas walks through  
the door...

(CONTINUED)

FAL  
Can we help you?

ROLAN

...

Fal walks closer.

FAL

...

Boo.

LULU

Ah!

Hey, what's your problem, wrinkles?

Oh, I don't feel good.

ROLAN

Uh, excuse my friend...

We'll be going.

Briall runs in, a bit more lively.

BRIALL

Ordinary people? What are you doing here? You best go back where you came from or you're bound to get sick.

ROLAN

We were just exploring...

BRIALL

*Well, don't stay here for too long  
or you'll never be allowed outside.*

.....

In Room #2 (Behind Door #2), player can also meet Bane and Arle.

BANE

Ugh, you're going to make the Library reek.

.....

(CONTINUED)

ARLE

Your faces are so pink.

Option: What does that mean?, Thanks...

What does that mean?

ARLE

Sorry to laugh. We don't get many young folks in Sonh Vyet. The only humans are ill, so they're as pale as we are.

Option: "Yeah, about that..." "Nevermind."

Yeah, about that

ARLE

Ah, yes, we aren't locked in Sonh Vyet because we're ill. We are here because we're different. Because people are scared.

You may not know it, but there are powerful shards and crystals scattered across this planet dating back to the Matron, herself.

Today, they possess only a fraction of their original strength. We are the unfortunate who came in contact with them long, long ago. We were left like this...to live off the otherworldly powers of the crystals... It's quite the nuisance.

.....

If the player has not spoken to Nesta (in Rats Nest:

FAL

...

if player has already talked to Nesta:

FAL

I see you've already met the Rats.

ROLAN

Yes, they were very...interesting.

(CONTINUED)

FAL

They turn Sonh Vyet into a nightmare. They think only about themselves, and their stomach.

We've been feuding for years, now. Decades, really. If only we could convince them to stick to their own den, and not cause anarchy all over Sonh Vyet...

Option: "I could help," "I don't know..."

I could help:

FAL

Help? I'm not sure how. The only way would be to promise them something. A deal with the devil, if you will.

If you find any solutions, we are all ears.

*Later in game, player will find a Cheese Supplier that they can convince to do charity work by bringing cheese here.*

#### 1.17 TEMPLE RAT NEST

After talking to Fal, Nesta has a new dialogue.

NESTA

You smell like Ancients. Did they play their "woe is me" violin for you? I hate it when they do their pity dance...

Option: "They're pretty annoying," "I don't know..."

They're pretty annoying

NESTA

Look like there's some sense in there under that floppy human hair, after all...

ROLAN

I don't see why you shouldn't be in charge around here.

(CONTINUED)



NESTA  
We don't like sweet talkin' here.  
  
But I like you.  
  
If you have any big ideas for how  
to get rid of those sleepers, you  
come find me.

1.18 THE FIRST TRIP TO THE SPIRE

1.18.1 SPIRE EXT

1.18.2 COLLEGE OF THE SPIRE

PROFESSOR HART  
Never mess with technology, kid...

.....

INTERN  
Welcome to the College of the  
Spire! Unfortunately all labs are  
closed to the public.

1.18.3 MEREDITH'S CAFE AND GIFT SHOP

Meredith, Roman, Liora

MEREDITH  
Mingleberry pie? A tea for those  
bags under your eyes?

.....

ROMAN  
Nice hammer. Planning to cause  
trouble around here?

.....

LIORA  
Ugh, you smell like a farm.

## 1.18.4 SPIRE PEACE WELLNESS TEA BAR

ATTICUS  
Shhh, no words, please.

.....

ANIAS  
Yes.

.....

NPC TOURIST 2  
Quiet, you're disrupting my  
cleanse.

## 1.18.5 THE GRAVES

NPCs 1 and 2 are having a picnic of sorts in the grass,  
perhaps reading.

NPC TOURIST 3  
It's so peaceful here.

,.....

NPC TOURIST 4  
What a vacation.

.....

NPC TOURIST 5  
Have you ever seen trees so  
tree-colored?

.....

NPC TOURIST 6  
I think I'm allergic to this air.  
It's so heavy.

## 1.18.6 THE PEOPLES' TEMPLE

OLD MAN  
Hello there, child.

ROLAN  
We're here to see the sages.

(CONTINUED)

LULU  
It's really important!

OLD MAN  
Oh, yes, is it ever important. Have  
you seen the golden leaves of  
Bredon?

ROLAN  
Yes! I--I'm from the southern  
kingdom.

OLD MAN  
Isn't that wonderful...

ROLAN  
...

LULU  
...  
So, the sages.

OLD MAN  
Ah, the sages are very busy.

LULU  
But this is important.

OLD MAN  
As is there work.

*Tell you what...you bring me five  
Laureline sprigs and I'll see what  
I can do.*

.....

NPC TOURIST 7  
Oh, I heard the sages make all this  
by hand.

.....

NPC TOURIST 8  
Maybe I'll quit my job and become a  
sage.

1.18.7

The Laureline Sprigs are scattered about town. They should require some exploring, but nothing complicated. When player returns to the Old Man, he has a new dialogue

1.18.8

OLD MAN

Ah, well done. Marta! Marta get out here.

An old lady comes running through the door...

OLD MAN

Honey, these here are the kids I told you about. They got all the sprigs.

OLD LADY

Well, isn't that something. Those represent the will of the Matron.

OLD MAN

Can you take them to see the Head Sage?

OLD LADY

Of course! Follow me.

The Old Lady marches out the door. Rolan and Lulu follow.

1.18.9 SPIRE CITY

The Old Lady marches through Spire City straight for the Matron's Temple. A little old lady, the Sage Mother, spots you and follows you. Rolan looks over his shoulder. Sage Mother simply says "!" and turns away...

Rolan and Lulu stand in front the middle of a big, empty room. A woman enters...It's the Sage Mother flanked by her two assistants: Margaret and Marjarie.

It may be obvious that she is far more focused on Lulu than Rolan.

HEAD SAGE

It is exactly as they said...

(CONTINUED)

MARGARET

Tehee...

MARJARIE

Shhhh, Margaret.

HEAD SAGE

Why are you here?

ROLAN

We, uh--Your grace, or your honor.  
Ma'am--we're in trouble. The North  
is under attack. No, I mean, the  
West is under attack.

LULU

We're here for the Pure Crystal.

MARGARET/MARJARIE

!!!

HEAD SAGE

Very forward of you. Why should I  
entrust it to you?

LULU

Because there's no other option.  
The northern capital was levelled  
by outside forces.

As we speak, the North, the East  
and the Air Temple military are on  
their way to The Block.

Something dark is stirring in the  
west, and if we don't have that  
crystal...we aren't sure what will  
happen.

HEAD SAGE

I have long since reached my  
decision.

...

Margaret, Marjarie

The two turn toward the sage.

HEAD SAGE

Take them to storage. Box #41.

Margaret and Marjarie bow. The Head Sage walks towards  
Rolan. She may even put a hand on his shoulder.

(CONTINUED)

HEAD SAGE

Stay safe.

Margaret and Marjarie exit. The player should follow them as they walk directly to the storage beneath the main floor. Rolan recieves the crystal.

#### 1.18.10 MATRON'S TEMPLE STORAGE

MARJARIE

I'm afraid you'll have to leave now. Outsiders aren't allowed in Spire City.

MARGARET

In fact, I can't believe you were here at all!

MARJARIE

Best of luck.

The player is teleported back into the Peoples' Spire.

#### 1.19.1 RENDEZVOUS

ELDVRAD

It seems we are fighting a long battle...

.....

AIR TEMPLE OFFICER

I'm not risking any of my men on such a ridiculous mission. Why are we even here?

.....

MILITARY NPC

The captain won't let any of us go into town. What a buzzkill.

.....

MILITARY NPC 2

I didn't join this alliance to sit around waiting on paperwork!

.....

(CONTINUED)

## MILITARY NPC 3

Wheeze....Thank the matron we  
aren't being deployed... Wheeze...  
I didn't mean to go to war. I just  
wanted to show how grown up I was.

.....

## EASTERN CPTN

Ah, you two. The officials refuse  
to make a decision so we're stuck  
twiddling our thumbs. How would you  
like to help the alliance?

## ROLAN

That is why we're here.

## EASTERN CPTN

Good, because there's not much  
time. The Alliance is refusing to  
move without knowing exactly who  
our target is; unfortunately, none  
of us can go into The Block without  
being recognized, but you two...You  
could be locals. Meet me outside,  
behind the big tree.

## 1.19.2 RENDEZVOUS EXT.

## EASTERN CPTN

Listen carefully.

The Block is completely closed off.  
The government doesn't share a  
sliver of intel with the people.  
You need to get inside and find out  
who ordered that attack on  
Frostfjord. Find out who the head  
of their military is.

The Alliance will thank you.

## 1.19.3 THE BLOCK GATE

## THE BLOCK GUARD

What a lovely day to be in The  
Block!

Options: "Yes!" "Thank you." "Are you sure?" "What a lovely  
day to be in The Block!"

(CONTINUED)

If player choses anything other than "What a lovely day to be in The Block!" this happens:

THE BLOCK GUARD  
Nice try, fiend! Outsiders will  
never be allowed into our perfect  
city.

However, the correct choice will cause the gate to open. The guard will then pop out to greet you.

THE BLOCK GUARD  
What a lovely sun on this highly  
productive and moderately exciting  
day!

The guard will then move in the form of a weird "handshake" that looks more like a dance. The player will be prompted to mimic him by pressing the correct button on the keypad. It should be rather complicated. If the player fails:

THE BLOCK GUARD  
Oh, dear! One more try.

When it is finally completed, the Guard will add:

THE BLOCK GUARD  
Alright, then. Now, may I see your  
unregulation hair permission slip,  
ma'am?

LULU  
...What?

THE BLOCK GUARD  
Your hair is non-regulation color,  
but I don't have to tell you that.  
Where is your signed permission  
slip?

LULU  
Are you a moron?

ROLAN  
(interrupting)  
Ah!!

Yes, sorry. We seem to have, uh,  
misplaced it. Could we get a new  
one.

(CONTINUED)



## THE BLOCK GUARD

By golly, of course. Just be sure to visit the Magistrates' Office before sundown or your hair will be cut off...but, of course, you already know that. Now, scoot along. I've got fiends to keep at bay.

## 1.19.4 THE PSA ARENA

Announcer will have a slew of different dialogues. NPC's stand in a sea around him.

## NPC BYSTANDER 1

I do love judgements.

.....

## NPC BYSTANDER 2

This'll teach those whippersnappers...

.....

## NPC BYSTANDER 3

Good magistrates, what is on your head, child?!

.....

One young boy stands on stage, looking very sad.

## SAD BLOCK BOY

I was caught dancing in the schoolyard...I'm to be tried today.

.....

## PSA ANNOUNCER

What are you wearing? This year's sock color is gray!

## PSA ANNOUNCER

What are you eating? Blockian Biscuits are reserved for Sundays, only!

## PSA ANNOUNCER

I am your friend! That's why I must be strict.

(CONTINUED)

## PSA ANNOUNCER

Do not talk to Darla. She is an insult to the kingdom, and she is mean.

## PSA ANNOUNCER

Now, to business. Here we have Gregory, age 13, accused of dancing in the schoolyard. Sources have confirmed and Gregory, himself, has admitted to the crime.

NPC's gasp at once.

## PSA ANNOUNCER

There is no hope for you, boy. You must be punished.

...

Perhaps you can learn manners by taking the very beautiful daughter of Magistrate Carth to this year's Official Dancing Party For Youths.

NPC's gasp.

## SAD BLOCK BOY

Oh, please, no! She's... She's...

## PSA ANNOUNCER

And now for your daily announcement!

Ideally, a screen is rolled on stage, with an old projector. This depends on what we are capable of. Perhaps, there is a background of just scenery, or there are images of the magistrates, etc. A woman may come on stage to narrate.

## NARRATION

What a wonderful day to be in The Block!

Our wonderful The Block is nearly five hundred years old! We are all very pleased with the decorations approved by the magistrates.

Rolan and Lulu look around, obviously very confused.

## NARRATION

The blue balloon on the stocks looks absolutely wonderful against  
(MORE)

(CONTINUED)

NARRATION (cont'd)  
this year's regulation gray and  
white colors. (or whatever colors  
we choose to use. They are  
irrelevant)

Tomorrow will mark The Block's  
500th birthday, and the magistrates  
have been rehearsing a small skit  
to please you all. They will, of  
course, sing the traditional song  
"What A Wonderful Day To Be In The  
Block," followed by a rousing  
re-enactment of the story of The  
Great Fiend: Malekev.

The crowd boos. They may throw tomatoes, etc.

NARRATION  
Yes, yes. Boo! However, now the  
Magistrates are very busy with  
work, and work-related activities so  
everyone please be calm and return  
indoors when the bell sounds.  
Thanks!

#### 1.19.5 GROCERY STORE A

STORE A ATTENDANT  
We are FOOD STORE A! Your official  
source of standard-issue flour!

There is a postcard stand and a little old lady beside it.

OLD LADY  
I just love these new cards! How  
classic: Greetings from The Block.

#### 1.19.6 GROCERY STORE B

STORE B ATTENDANT  
We are FOOD STORE B! Just like FOOD  
STORE A, but with rice! Wow!

#### 1.18.7 GROCERY STORE C

In Grocery Store B there is a locked door. If player takes  
the Grocery Store C Pass from the Magistrates' Office they  
can enter. Inside is a crazy fancy store, with butlers and  
rich people.

(CONTINUED)

BUTLER

What a lovely day to be of  
assistance, sir.

.....

BUTLER 2

You're looking fit as always, sir.

.....

RICH PERSON 1

I have my own chocolate supply. It  
won't be in until tomorrow, but I  
much prefer sitting here than out  
with the rabble.

.....

RICH PERSON 2

Could you get my coat, I'd like to  
leave. And bring my horse around.

#### 1.19.7 NPC HOUSE 1

WIFE

You--I can see your shoulders--  
Cover your eyes, children!

Examining a plate of biscuits will cue this:

WIFE

Blockian Biscuits are reserved for  
Sundays, only!

LULU

This is insane. Nothing will happen  
if you eat them now.

WIFE

You step away from my biscuits, you  
trouble-makers.

LULU

Nope!!

<chomp> <chomp> <chomp>

HUSBAND

How did it taste? Maybe you  
could... hand me one??

(CONTINUED)

WIFE  
YOU KEEP QUIET, KENNETH!

THE BLOCK PALACE (MUSEUM)

MUSEUM GUIDE 1  
Oh, hello, outsiders! I can see  
your outsiders because you look  
downtrodden by the evils of the  
world. Please, have a look around  
after handing over your papers to  
our lovely Safety Official.

If player tries to go inside:

MUSEUM GUIDE 1  
Oh, you silly outsiders. You can't  
go in without your papers.

If player has their papers, they can continue and explore  
the museum. It is very strange and there may be an obnoxious  
city "theme song" playing on a loop. Maybe, "What a  
wonderful day to be in The Block."

Bits for the player to examine/find:

Hall of Magistrates

Clement I: Famous for his winning smile and perfect calves.  
His modesty and commitment to The Block won hearts  
everywhere. Named Most Handsome Being On The Planet five  
years in a row by foreign papers.

Dortmund II: Led The Block army against a vicious onslaught  
by the Southern Kingdom. Saved our great land from  
destruction at the hands of foreign lascivious fiends.

Josiah I: The finest baker of all the kingdom's magistrates.  
Legend says he could bake a perfect <CAKE RECIPE 21> with  
his eyes closed. He also created the now famous <FRUIT SNACK  
VARIATIONS 7-12>

Hiddleton III: Penned and sang the classic tune "What A  
Wonderful Day In The Block"...And, it sure is!

Corridor of Victory

These areas will be highlighted with more visual items  
(swords, paintings, statues)

Battle of Kings' Farm:

(CONTINUED)

Attack on Fortress Malekev: Today's current political system is based on three great men and their great service: Military Captain Luscivius; Treasury Head Garrilivus; and head of The Block Times Scripto. These men banded together to take down Malekev during his time of tyranny.

Minor Skirmishes #1-74: The Block has never lost any battles or wars in the history of The Block. All of these skirmishes were great victories in our history books, and not worth examining at too close of detail. Remember, unnecessary examanitation could lead to cancer.

#### MUSEUM GUIDE 2

Would you like to sign our guestbook? Just give me your citizen number, height, and your level of commitment to The Block on a scale of 1 to 10.

The player can also play "Judge" on a mock setup like the center of town (where the PSA Announcer stands).

#### 1.19.8 MAGISTRATES' OFFICE

##### SECRETARY

Can I help you--Oh my goodness, is that hair of your regulation?!

The office is locked up. If player tries to go any further:

##### SECRETARY

The magistrates are all very busy.

#### 1.19.9 STREET CORNER

The real goal of 1.19B is to follow Sprout and unfurl the story about the magistrates. Sprout can be found first on a random, more obvious street corner.

##### SPROUT

People of The Block! Please listen to reason. The magistrates are not to be trusted!

Leaving the screen and returning will trigger a new scene. Sprout is gone. The NPCs may be arranged differently so the player will talk to them.

##### BLOCK NPC 4

That guy? Oh, uh...He was run off.... By wild dogs! Big scary wild dogs!

## 1.19.10 STREET CORNER 2

SPROUT

The Magistrates are fools! All of them! They have no real power!

After talking to Sprout once, he will start running in circles and acting crazy--making him impossible to talk to and also just seem crazy. Again, the player must exit and return. The NPC's are again re-adjusted.

BLOCK NPC 5

That lady? She worked for the magistrates until she went totally banonkers. She should be put in the box, if you ask me.

## 1.19.11 STREET CORNER 3

ROLAN

We need to talk to you.

SPROUT

About my son?!

ROLAN

What? No.

LULU

Seems like a reliable source.

ROLAN

We want to know about the magistrates. What is it that's driving them? Who...who ordered the attack on Frostfjord?

SPROUT

Frostfjord? The North? Oh, dear... Oh, dear... This is bad...

ROLAN

Exactly. So, how do we see these magistrates? Or how do we find the military captains?

SPROUT

That's not who you need to see.

...

You see, the military isn't controlling anything. The

(MORE)

(CONTINUED)

SPROUT (cont'd)  
magistrates aren't controlling  
anything... *He is. He is here.*

ROLAN  
The... Wait, who?

SPROUT  
Malekev. The fiend. The ghost king.  
He has never left.

Cut to a scene much like the opening scene. It's important that players connect the opening scene of the Monolith with this story line. Image of Malekev at the Monolith as Sprout narrates.

SPROUT  
He was there when the Monolith came  
down. He took all the shards he  
could, and he became too powerful.

He ruled the kingdom like a tyrant.  
Absolutely mad. It wasn't until the  
three noble families overthrew him.  
After that, the people were so  
happy, they named the families  
Magistrates of The Block...

But Malekev was never gone. He  
lives on in the castle, and around  
town. He controls the Magistrates.

.....

SPROUT  
*Have you seen my son?*

After leaving the screen, Sprout disappears again.

#### 1.19.12 MAGISTRATES OFFICE

The secretary is now disappeared (presumably, she's been busy trying to get rid of Sprout). Player is able to walk through to the Magistrates (may require some puzzle solving). Walking past the "forbidden point" from earlier triggers a conversation:

ROLAN  
Think we'll get in trouble?

(CONTINUED)



LULU

Only if you do something stupid.

ROLAN

Me? It's you and your hair that's causing a ruckus. Maybe we can get us some permits around here...

If player examines the secretary's desk they will find files and are able to take any of the following permits:

Foreign Visitor Pass

Non-Regulation Hair/Dress Pass

Public Restroom Pass

Grocery Store C Access Pass

.....

SKETCHY NPC 1

Is that real gold (or whatever money system we use). Can I touch it?

.....

OFFICE NPC 1

If you want to use the coffee machine, make sure you sign the sheet, scan your card, and get the office physician to record it in your wellness book.

.....

OFFICE NPC 2

What a fabulous day to be in The Block!

...

I SAID, what a fabulous day to be in the The Block, citizen.

ROLAN

Yes, it's a great time to live on the Block.

.....

(CONTINUED)

OFFICE NPC 3  
Did you catch last night's episode  
of Official Humor Time At The  
Block? I laughed at all the  
prescribed moments.

.....

MAGISTRATE 1  
AH! Oh, you scared me. Who approved  
that hairstyle?

.....

MAGISTRATE 2  
Hello, there, foriegner. Isn't it a  
wonderful day in The Block?

.....

Magistrate 3, however, is hiding.

MAGISTRATE 3  
Hello. Perhaps you could not tell  
anyone you found me here?

Lulu pulls out her weapon.

MAGISTRATE 3  
PLEASE DON'T HURT ME!

ROLAN  
Wow, for tyrants you all are pretty  
wimpy.

MAGISTRATE 3  
Uh, yes. I mean, no. Please just  
go.

LULU  
This is the one. He's going to  
answer our questions.

MAGISTRATE 3  
Nothing you can threaten is worse  
than--

Ooooh, okay, I'll talk! I'll talk!

Magistrates 1 and 2 enter.

(CONTINUED)

MAGISTRATE 3  
I mean, I'll never talk.

MAGISTRATE 1  
Are you two with that military  
outside the walls?

ROLAN  
Yes. And we are here for answers.

MAGISTRATE 1  
We would like to speak with your  
superiors.

ROLAN  
Oh. Well, that is kind of perfect.

MAGISTRATE 1  
In exchange for protection. You two  
are now on our side.

ROLAN  
I don't know about that...

MAGISTRATE 2  
We'll meet you at the camp outside  
of town. Move quickly.

MAGISTRATE 1  
Oh, and get out of our office.

.....

MAGISTRATE 1  
Out of the office, please.

.....

MAGISTRATE 2  
We saw you speaking to Sprout.  
Can't have that happening in  
public. You understand.

.....

MAGISTRATE 3  
I think I need new pants.

## 1.19.13 RENDEVOUZ

Walking into the meeting room triggers the scene to start automatically.

The Magistrates enter immediately after you. Everyone in the room jumps to arms.

EASTERN CPTN

You dare walk right into the lions' den?!

MAGISTRATE 1

Guards.

...

You two.

ROLAN

Oh, the Magistrates wanted to share some information with us.

ELDVRAD

I see the face of our enemy has again changed. You're here to help us.

MAGISTRATE 1

Yes. First, we are glad you are here. The Block is spiralling out of control. We hoped to keep it under control, but--if you don't help--the end is near.

ALAVARA

Riots? Hunger? Bandits? What could possibly bring The Block down?

MAGISTRATE 3

Malekev.

Silence takes over. Everyone reacts...Music may cue.

EASTERN CPTN

I'm sorry. I think I misheard.

MAGISTRATE 3

Malekev. The ghost king. He has never left us. He controls everything, even us, and he's going mad.

(CONTINUED)

EASTERN CPTN

Do you think we're fools? He was already mad. Now it's you three that are losing it!

MAGISTRATE 1

Tomorrow is The Block's 500th birthday. We think Malekev is planning something.

ALAVARA

We understand.

MAGISTRATE 1

Good. We should return before anything--

A messenger runs inside. He is perhaps "under cover" and looks like an ordinary Blockian.

MESSENGER

Sirs!

EASTERN CPTN

Pardon yourself. How dare you interupt--

MESSENGER

Something is happening in The Block. We need to move NOW.

Music cues.

ELDVRAD

I suppose it's time.

Everyone exits. Player is free to move.

#### 1.20.1 THE BLOCK

NPCs have turned into what are basically zombies and are roaming about. Non-zombies are cornered. Player must free the cornered NPC's. The Eastern CPTN, Alavara, etc. can be seen engaging with other zombies, but they cannot be helped or spoken to.

After saving the first group, the battle ends and Rolan speaks:

ROLAN

Be careful! These are normal townspeople. We can't kill them.

(CONTINUED)

After saving three of them, this scene is triggered:

A body is kicked on-screen.

KICKED NPC

Please, stop. I'm just...a normal person.

Aksel walks in, nonchalantly. She kicks the body again.

AKSEL

Anyone weak enough to succumb to mind games deserves to die--

Oh, it's you two. Are you here to play, as well?

Battle #2 with Aksel is initiated.

After Aksel is defeated.

AKSEL

There's better fish to fry around here.

Aksel disappears.

## 1.20. THE BLOCK PALACE

The Magistrates now stand out front of The Block.

MAGISTRATE 2

What a mess this is...

.....

MAGISTRATE 3

Who approved that hairstyle of yours?

MAGISTRATE 1

We know where Malekev is.

LULU

Are you kidding me?!

MAGISTRATE

He built his own palace on the other side of this palace centuries ago. There's no doubt he is hiding out there.

(CONTINUED)

ROLAN

Alright. Let's go.

MAGISTRATE 1

...

Why are you still here??

ROLAN

I just don't understand how he isn't dead. Is he immortal? If he's immortal...how do we kill him?

MAGISTRATE 1

...

When he first began to die, he took a shard and made it part of himself. It's the power within that keeps him alive. Perhaps he's getting weaker, and that's why he's acting out.

Either way, if you get that shard, you may be able to finally kill him and set us free.

#### 1.21.1 MALEKEV'S LAIR

Player must now find the entrance to Malekev's Lair, and work their way through the dungeon to Malekev.

When player finally finds Malekev:

MALEKEV

Ah, you made it. Unfortunately, it doesn't matter.

ROLAN

We won't let you destroy this whole kingdom. Even if it is weird and corrupt, you can't just hurt people like this.

MALEKEV

You naive child. You have no idea what you are doing. The world needs me. You need me. It may be hard to wrap your puny brain around but I am far more trustworthy than those who have sent you here.

(CONTINUED)

LULU

Wow, you are messed up. Let's put him out of his misery, already!

ROLAN

Wait. You have no idea what we're up against!

Once player has defeated Malekev...

MALEKEV

It seems everything I have done has been for nothing. You are too smart for this old man...

Malekev tumbles to the ground. Lord Sangrina stands behind him. SANGRINA'S THEME cues.

LORD SANGRINA

Hello, Rolan.

ROLAN

You...It was you. How do you know--

Lulu attacks you with one single blow, sending you flying. The Pure Crystal glimmers on the ground, with a tinkling sound as it hits the floor. Lulu picks it up.

She comes closer, and kicks you. More crystals scatter along the floor. She picks them up...

ROLAN

Lulu, please tell me he's controlling you, too.

LULU

What? Lord Sangrina doesn't do any of that mind control crap.

He's a brilliant man, ushering in a new time. So he says, anyway.

Lulu returns to Lord Sangrina.

LORD SANGRINA

You best prepare yourself, Rolan. It is truly admirable how far you have come. I would be disappointed to see you make the wrong choices.

Lord Sangrina rips the crystal from Malekev's chest and holds it up in the air.

(CONTINUED)



LORD SANGRINA

Incredible. Absolutely incredible.  
It seems we are almost finished  
with all of the dirty work.

ROLAN

But--why my town? My family? Why  
all of it, but not me? What's so  
special about me?

LORD SANGRINA

Lulu was certain you would lead us  
to the crystals. Now, of course,  
that work is done. I wish you only  
the best of luck in the new world.

A vortex opens up and Lord Sangrina and Lulu slip through  
it... Rolan drags himself, only to pass out...

## 2.1 WANDERING ROLAN (KILLING TIME AND HATING EVERYONE)

### 2.1.1 CRUNCHY MANGO

BARTENDER

A bit late today, aren't we, Rolan?

ROLAN

Yeah, I was getting more firewood  
for Lady Chamberly. She's been  
understaffed all month.

BARTENDER

Sounds like a busy season.

ROLAN

Anyway, keep the change.

BARTENDER

Jeeze, you must be rolling in it!

ROLAN

I need to get out of town for a  
bit. Haven't left Bredon in months.  
Going to head East...

BARTENDER

You be safe.

EXT. BREDON

Once player exits the city, the scene continues...he continues into the desert, where he wanders and sets up camp. A pot roasts over a fire... He crawls into his sleeping bag and drifts to sleep. Starts swirl above him. Slowly, finally he sits up. Winds whistle in the background. He crawls out of his sleeping back and walks to the edge of a canyon (or something similar). He sits and seems to relax. He takes out his hammer and hits the cactus next to him. It transforms: it blooms. It turns polka dots. It turns into a big tree...

He returns to his things, packs up and moves on...

As he continues, a voice:

BANDIT (O.S.)  
He, kiddo, what are you doing out  
so late?

Three bandits jump in and attack him. They deliver a few hits and it does not look so good. There are five bandits and one Rolan.

Suddenly, a howl and in jumps...

a dog? The dog attacks the bandits and the player is finally able to take over and fight back.

After winning, the dog barks and jumps in your face. He runs in circles. If the player tries to talk to him (select him), he runs off...Player must follow the dog to the Thieves' Prison.

## 2.2 TEMPORARY SIDE-KICK

### 2.2.1 THIEVES' PRISON

Player must work their way through the dungeon to free the prisoners. Prisoners are all trapped in cells and can be spoken to:

PRISONER 1  
Oh, thank the matron! I don't  
belong here. I was exiled for  
refusing to pay the foreigner tax  
in The Block and, next thing you  
know, I'm here...

.....

(CONTINUED)

PRISONER 2

My parents must be terrified.  
Please get me out!

.....

PRISONER 3

You smell like...my dog?! Is he  
okay?

.....

THIEF BOSS

Ah, finally the pesk that's been  
lurking around here pays me a  
visit. Looks like you could use  
some time in a cell.

## 2.2.2 THIEVES' PRISON EXT

After freeing the prisoners, they will all stand outside.

PRISONER 1

Thank you, stranger. I don't know  
what would have become of us if you  
hadn't stepped in.

ROLAN

Don't mention it. I didn't do  
anything.

PRISONER 1

You didn't do anything?!

Listen, I got kicked out of my home  
last month because of stupid  
beaurocracy. The Block is a mess.

.....

PRISONER 2

Phew. Now that I'm out, it's time  
to go treasure hunting. And write  
my parents.

.....

PRISONER 3

There is something very strange  
about you.

(CONTINUED)

ROLAN

I, uh, guess I'm a bit of a foreigner, myself.

PRISONER 3

No, you look like someone I met before...Ah yes! Someone at The Spire. It's strange.

ROLAN

The Spire?

...

PRISONER 3

Are you from around--

ROLAN

So how did you end up here? I bet it's a good story.

PRISONER 3

My village was attacked last week. I tried to run, to find help or something--but it's been useless.

ROLAN

I'm sorry.

I'm really sorry.

I...

Do you know who attacked?

PRISONER 3

That's the strange part. There's been all sorts of attacks from West to North--villages of all sizes and backgrounds burned to the ground, but we don't know why.

ROLAN

Where did you say this town was?

PRISONER 3

It's far North. North from The Spire.

### 2.3.1 VILLAGE UNDER ATTACK...BY LULU

The goal here is for the player to locate the town based on the prisoner's description. Player will likely take the Serpent System from Bredon To Frostfjord (if they're smart). Therefore, after selecting that destination at this point in time, the Serpent Driver will say:

SERPENT DRIVER  
Popular stop this week! Must be a festival.

Once they find Vordelgaard, the story can continue.

### 2.3.2 VORDELGAARD

Vordelgaard has already been ransacked, so it is very torn apart (though not burned to the ground).

NPC 1  
Hey! Don't step there. I'm making slushies here.

NPC 2  
Thankfully you weren't here yesterday. You'd probably be dead.

### 2.3.3 VORDELGAARD DESTROYED HOME

The house has clearly been destroyed by soldiers.

NPC 3  
Oh, the roof? I'm not complaining. I like seeing the stars.

NPC 4  
The draft? Oh, I don't mind. Are you cold? Do you need a blanket?

### 2.3.4 THE SLAGET

An audience watches as two gladiator-types spar in the middle.

NPC 5  
I always cheer for Valmar. He may be old as the Matron but he never loses!

(CONTINUED)

NPC 6

Looks like Valmar needs a nap,  
again.

NPC 7

Valmar! Valmar! Oh, his teeth fell  
out.

NPC 8

I saw Valmar lose once. But that's  
only because it was the other guy's  
birthday. He was too busy singing  
Happy Birthday and got sucker  
punched.

## 2.3.5 THE ERGFLOKKER

There are no humans here, just only Elg. You may be able to  
pet one, just for fun.

## 2.3.6 SCHOOLHOUSE

TEACHER

Welcome to our wonderful town!  
Unfortunately, I'm a little busy.  
Please...Could you, perhaps...

## 2.3.7 VORDELGAARD CENTER

This is a gathering point that is currently filled with  
townspeople and shops. Any item/weapons shops, etc. are  
here. It looks like a festival.

NPC 9

Mikkel makes the best Drikke in the  
North. Good job, Mikke! To Tali!

Everyone in the scene echeos: "To Tali!"

NPC 10

How goes your fire? You look cold.  
Do you need a blanket? A snack?

.....

NPC 11

Welcome to Talvisaaga! The week of  
celebration for Tali...  
Gude...Prinessiss... Forste...  
klanda... and Valmar!

(CONTINUED)

Note: Valmar is a local celebrity. He's an incredibly old fighter that is much like a gladiator at The Slaget.

VALMAR

Valmar! Ooga Ooga!

#### 2.3.8 MARIANNE'S HOUSE

The interior is completely empty. However, there is a secret entrance that the player must find that leads to a small room. Inside are books and a desk--clearly an office.

There's a note on the desk:

I'm sorry but I had to burn everything. Every last book. I know they're on their way. I'm leaving tonight, but matron knows if that will save us.

Marianne

After closing the letter, a woman walks in. She is surprised to see you.

MARIANNE'S FRIEND

What--what are you doing here?

ROLAN

Sorry. I was just exploring. I didn't mean to intrude. But, what happened here? What's going on in this place?

MARIANNE'S FRIEND

Soldiers rolled in here late last night and threatened to burn us to the ground if we didn't hand our dear Marianne over. She went without a fight. They still ruined half the houses, though...

ROLAN

Any idea where they've gone? Who were they? What did they look like?

MARIANNE'S FRIEND

Honestly, I had never seen them before.

ROLAN

Which direction did they go?

(CONTINUED)

## MARIANNE'S FRIEND

They went east. But I don't see  
what you could do by yourself!

Player is free. They should head east until they find the  
military camp.

## 2.3.9 EASTERN MILITARY

The soldiers are walking through the scene, or possibly just  
hovering in one screen in the middle of the snow. They will  
attack player the moment they come too close. After  
defeating them, re-enforcements run in:

## REENFORCEMENT

Who do you think you are?

## ROLAN

I won't hurt you if you tell me  
where you're going!

Player should take them out as well. After the scene clears,  
the Rebel's Theme slowly comes in...The Rebel Leader Marcos  
enters and walks straight up to you, followed by two other  
rebels.

## MARCOS

Ah, I've heard of you. Rolan, is  
it? I'm Marcos, head of the Eastern  
Rebels. Boring name, I know, but no  
one could agree on anything else.

## REBEL 1

We're the Inspired Blossoms.

## REBEL 2

We'll much sooner be The Enders,  
idiot.

## MARCOS

Quiet, Eastern Rebels!

We couldn't help but notice you did  
our job for us here. For that, we  
thank you.

However, we also couldn't help but  
notice you are not a member of the  
Eastern Rebellion...yet.

(CONTINUED)



ROLAN

I'm not interested in politics, or rebellions, or the Inspired Enders.

REBEL 1

What a horrible name...

MARCOS

Do you know why those soldiers are here? Do you know what they've done?

ROLAN

...

MARCOS

I see. I see it clearly. You're a southerner. You were attacked by Lord Sangrina's troops in the early stages of his plot.

ROLAN

How could you know anything about me?

MARCOS

Sangrina started in the Southern Kingdom, searching for crystals, power, some secret ingredient. After finding all the crystals he needed, he moved North, looking for knowledge. That's where he found Marianne.

ROLAN

And now? Is he happy yet?

MARCOS

Not by a long shot.

Marianne knows the location of The Monolith. The original Monolith. Where the most powerful crystals and shards would be stored. We know that is his goal and that's why we are putting a stop to him.

REBEL 1

That, plus he's a terrible ruler.

REBEL 2

We have no food. Can't vote. He placates the plebians with cakes,

(MORE)

(CONTINUED)

REBEL 2 (cont'd)  
wine and circuses to keep them out  
of his hair.

REBEL 1  
A true fiend. Starving us and then  
blinding us.

MARCOS  
Shut up, you two!

I want to see you help us. You have  
every reason to--

ROLAN  
I want to see it myself.

MARCOS  
Oh, to be young again. Listen. We  
know a lot more than you think. We  
have a lot more power than you  
think. If you want to take out Lord  
Sangrina you need to align yourself  
with us.

ROLAN  
I'm not looking for partners.

Although I think I just realized  
what needs to be done.

MARCOS  
Great, when you finally get your  
head on straight come find us.  
We're in Rambling Juju. The  
abandoned arts house. Knock once.  
You'll meet Thiago, the man behind  
this whole rebellion. Watch your  
back around that guy.

Marcos and the rebels turn to exit. Marcos stops at the last  
minute and turns to Rolan.

MARCOS  
So what's your big plan, now,  
hotshot?

ROLAN  
I need answers, and only the Sages  
at the Spire will know the answers.

(CONTINUED)

MARCOS

Ah, a spiritual type.

Marcos exits.

ROLAN

Like why they gave me that stupid  
crystal in the first place...

## 2.4 GETTING TO SPIRE CITY

Everyone at the Spire City continues on as normal. However, a cloaked figure in the Peoples' Temple will cue to the player that something is amiss.

### 2.4.1 COLLEGE OF THE SPIRE

The outside of the college is bared. However, if player selects it, they are given the option:

Open: Yes, No

If they open it, they will find everything has been destroyed. They can now complete the College of the Spire Laboratory Dungeon.

### 2.4.2 GRAVES

INTERN

Oh, uh, hello! Yes, The College of  
The Spire is just swell... Haha...  
Oh...

### 2.4.3 PEOPLES' SPIRE

The hooded figure will pop up at different locations every time the player enters the building. However, once the player walks in their line of vision, they run off very quickly. The key is to approach them from the back (or possibly the side). Doing so will finally lead to this:

SAGE MOTHER

Oh dear, you scared me.

ROLAN

I scared you? Why are you lurking  
around?

(CONTINUED)

SAGE

I'm sorry, dear. It's all a bit complicated. I'm sorry for giving you a false crystal. It's a small price to pay.

ROLAN

You...You what?

SAGE MOTHER

The crystal we gave you was a fake. But now I see you have rid yourself of that false friend of yours.

ROLAN

You mean Lulu? You knew she was a backstabber, and you didn't say anything? How could you know?

SAGE MOTHER

All you had to do was look in her eyes. There was too much fear in them for her to be trustworthy. Although she did seem very nice, dear. So sorry.

ROLAN

Sorry?

SAGE MOTHER

Would you like some tea?

ROLAN

Tea? Are you insane? Why a fake crystal and why would a Sage Mother offer me tea?

SAGE MOTHER

...

ROLAN

I'm here to speak with the Head Sage.

SAGE MOTHER

...

Margaret, Marjarie.

Margaret and Marjarie run on screen.

(CONTINUED)

SAGE MOTHER

Please take him to the Head Sage immediately. Everything is happening, and very quickly at that.

MARGARET

Of course! Tehe.

MARJARIE

Right this way, sir.

Margaret and Marjarie exit.

Rolan looks back at the Sage Mother...he exits.

#### 2.4.4 SPIRE CITY

MARGARET

Listen, Rolan, you should be nice to the Sage Mother. She's a really great lady.

ROLAN

Give it a rest.

MARJARIE

You know the way to the Head Sage. I'm sure you can find it yourself.

MARGARET

Tehe. You're bad!

Margaret and Marjarie exit in the direction of the Head Sage/into the city. Player is finally free to roam around here. Some Sages stand around looking at overlooks, or into wells, temple-like structures.

SAGE 1

Neither the Matron nor The Outsider decides our fate. They are the struggle within.

.....

SAGE 2

Anger directed at others is oftentimes truly directed within.

.....

(CONTINUED)

SAGE 3

Some desire to live forever; Some  
to live on in the hearts of others,  
yet neither will find completion in  
it.

.....

SAGE 4

The Matron knows there is no  
"greatest" sin. There is only  
truth.

#### 2.4.4 HEAD SAGE'S TEMPLE

HEAD SAGE

I see you have had quite the  
journey.

ROLAN

I'm here for the pure crystal. The  
real one, this time.

The Head Sage pauses... A light shoots through a hole in the  
floor and pierces the sky/ceiling. Rolan stumbles backward.

ROLAN

I'm here to know about Lord  
Sangrina. What he wants. Why you  
gave me a fake crystal.

The Head Sage moves toward the light.

HEAD SAGE

Come.

The Head Sage steps into the light...Player is free to  
follow.

#### 2.4.5 THE FOUR TRIALS ENTRANCE

The Head Sage walks as she talks...

HEAD SAGE

I did not expect you to return  
here. Although it is grand to see  
you have lost the dead weight you  
were carrying earlier.

(CONTINUED)

ROLAN

If everyone knew she was a traitor,  
why didn't anyone stop her?

HEAD SAGE

That is not the job of the sages.  
We are devoted to the Matron and to  
the preservation of her planet.

ROLAN

I see that, but you aren't doing a  
very good job, are you?

HEAD SAGE

You mean Malekev. Yes, that was  
unfortunate. We had no idea he was  
still lingering in the shadows...

But that's not why you are here.

The Head Sage stops at a door.

HEAD SAGE

I do not go any further.

The pure crystal--the true pure  
crystal--is behind this door. If  
you can find it, it is yours.

ROLAN

That's it? What is that supposed to  
mean?

Player is free. The Head Sage will not speak.

#### 2.4.6 THE FOUR TRIALS

The trials should be very differently styled puzzles.  
Perhaps chronicling different kingdoms, or aspects of the  
story.

#### 2.4.7 THE PURE CRYSTAL

The Pure Crystal exists in a small world much like The End  
of Time in Crono Trigger.

After completing his trials, he is met with a caped figure,  
the Sage Mother. Though, they all look alike, so it may not  
be entirely obvious.

(CONTINUED)

SAGE MOTHER

I told them you would come back here, and you would get the right crystal.

ROLAN

You again?!

The Sage Mother slowly takes off her hood. We may notice that she looks like Rolan.

ROLAN

Someone said...there was a person here who looked like me.

SAGE MOTHER

One can only assume they meant me.

ROLAN

This is...This is impossible. Why would you be here?

SAGE MOTHER

Because I left Forest Town when your father was killed. I wanted to make the world a better place. To fulfill my destiny.

ROLAN

Well?

SAGE MOTHER

Well, this is my destiny.

ROLAN

You didn't think about what you left behind? What did grandpa say?

SAGE MOTHER

He--

ROLAN

I thought I was alone. I was all alone, trying to fix everything... And now you show up.

...thanks for the crystal, Sage Mother. Now, I have to go.

Rolan walks back to the pillar of light...

(CONTINUED)



SAGE MOTHER

Rolan!

Lord Sangrina is a smart man. He comes from a wealthy family, and has many followers that would die for him. They trust his judgement. Worse, he thinks he knows what is best for the fate of the world.

ROLAN

I don't care what he wants.

SAGE MOTHER

Then why are you here?

ROLAN

Because I have nowhere else to be!

Pause...

SAGE MOTHER

That crystal in your hands is much like Matron and the Outsider. It has many possibilites. It is creation and destruction. The meaning to life and yet..just a stone in your palm.

It is no surprise that Lord Sangrina's search for crystals started near our Forest Town. It is only steps away from the Matron and the Outsider's ancient resting place.

She walks toward the light.

ROLAN

You mean the Monolith?

SAGE MOTHER

Goodbye, Rolan.

She steps into the light and disappears. Player is now free, though they will not find the Sage Mother anywhere in town.

## 2.5 INFORMATION FOR THE REBELS

### 2.5.1 REBEL BASE

Thiago is with his two friends at the most conspicuous spot in the room. The friends will block Rolan's way, until he speaks with people around the room.

REBEL 1

Hey, it's a new recruit!

REBEL 2

I heard you were at The Block when Malekev showed up! Woowee, crazy stuff!

REBEL 3

I'm this close to just marching in to Lord Sanrgina's castle and, and--

REBEL 4

Be careful round this city. Plenty of people ready to rob you blind.

REBEL 5

Have you seen Sangrina's newest captain? She's weird looking.

MARCOS

Back so soon? Great to have you back. You should speak with Thiago. He's in charge of this whole operation. Man, you're gonna love that guy.

The smaller, newer guys hide in the corner.

REBEL SCAREDY CAT 1

Oh, uh, hey. You new too? No one will bother you here.

REBEL SCAREDY CAT 2

That big guy in the back is Thiago. He's the captain. He picks a lot of fights, so be careful.

Now, Thiago's friend will have a dialogue that can be triggered:

(CONTINUED)

THIAGO'S BUDDY 1  
You bump into me, farmboy?

Option: No, Obviously!

No: nothing happens

Obviously:

THIAGO'S BUDDY 1  
Hey, are you looking for a fight?  
This guy is looking for a fight.

Thiago's Buddy moves aside, making Rolan able to approach the entire group. He is also able to use his weapons and do damage. Player should attack and fight Thiago. When his HP is critical:

THIAGO  
Man, you pack a lot of punch. What  
did you say your name was?

ROLAN  
Rolan.

THIAGO  
Aaah, of course.

Thiago spreads his arms, getting attention.  
Everybody, this is Rolan. He was  
there at Frostfjord, and The Block.  
He took out Malekev, and a bunch of  
those Sangrina pawns on  
single-handed.

Somebody, get this guy a drink.

ROLAN  
I'm not here to party. I'm here to  
stop Lord Sangrinas so give me a  
mission, or I'm out of here.

Thiago comes in close and takes you by the shoulder.

THIAGO  
I like the fire, but maybe a little  
less demanding, next time. Listen,  
I've got plenty of fellas who have  
been here for years. I can't go  
giving you the best cut right off  
the bat.

Start small.

(CONTINUED)

*Half the messengers we've sent north this month have just disappeared. You find whatever's been eatin' them up. Be careful.*

Player is free again. They should find the Eastern Military Camp (or something else, it is irrelevant) and destroy it. After doing so, they can report back for a new dialogue.

#### 2.5.2 REBEL BASE (POST-QUEST)

Speaking to Thiago:

ROLAN

I took care of the problem.

THIAGO

Wonderful! I knew I would like you.  
Haha!

ROLAN

About that next job. I want to finish Lord Sangrina as quickly as possible. I've been wasting enough time. Tell me what to do.

THIAGO

Slow down, friend. We cannot yet go straight for Sangrina. He is a brain man, not a muscle man. We would never get through his entourage. That is why I give you this next task.

Thiago may take Rolan into a corner, or away from listening ears.

THIAGO (CONT)

In this city, there is the Shantytown. Everyone there is...well, you will see. We know that Sangrina's top generals are there. He has five of them. If we want to get to him, we must take out all five of these other men. You do that, and then we can move on, got it?

## 2.5.3 ARTSY FARTSY:

## First of Many

## ARTIST NUMERO UNO

We are The First Of Many! The art gallery that sparked a generation of followers and posers! We are the most talented artists around and we will bring down Sangrina's tyranny with the power of imagination!

## ARTIST NUMERO DOS

I studied under the greatest artists in the world, so I know what I'm talking about when I say we are the BEST in Juju. Please, sign the petition at the door to remove all inferior artists. Thank you.

## Inspiring Jupies

## HERR MILO

Yes, I AM Herr Milo. Please, disregard what you hear elsewhere. The other artists are all imbeciles. Sangrina is not the devil they think he is.

.....

## RABBIT

(painting an image of Sangrina)

Yo, what do you want? As you can see, I'm busy painting the most influential man in the world---besides myself, of course.

.....

## MONGO

Wow, a southerner! Can you fix this for me?

...What, you aren't all just farmers and mechanics? Ha, sure.

## The Ending Branch

(CONTINUED)

ENDER 1

Hello and welcome to, uh. Hello!

ENDER 2

Please, do not eat the art work. It  
is not meant to be ingested.  
Please, thank you and have a  
nice...

## 2.5.4 SHANTYTOWN:

This area is full of strange rooms and buildings that all  
blend together, because they are so old and unkept. Scooters  
may come out at specific spots and try to rob you. People  
will just be generally grundgy, etc.

SCOOTER KID

How's it goin, old man?

.....

SCOOTER KID 2

Nice hair, purple.

.....

SHANTY NPC 1

Have you seen my wallet?

.....

SHANTY NPC 2

Wanna make a donation to the keep  
all your teeth fund?

.....

SHANTY NPC 3

Wanna buy this rat?

.....

SHANTY NPC 4

Careful in these parts, kiddo. I  
know everything is fine and dandy  
in the south, but not out here.

.....

SHANTY NPC 5

More outsiders?

If player continues past Shanty NPC 5, cut-scene:

(CONTINUED)

Aksel walks out from an alley/back room.

AKSEL

Where's your sidekick? It's a shame she's not here. Maybe this fight would be more interesting.

ROLAN

You weren't working alone in Frostfjord, and you weren't working with Malekev. I assume Lord Sangrina is your newest patron?

AKSEL

Patron?! We both wanted the same thing. Our partnership is now finished. I have very different ideas than Sangrina. We need him gone. Perhaps there's something we could both agree on?

ROLAN

I'm not interested in working with you.

AKSEL

Of course, not. You have no backbone.

Rolan takes out his weapon.

ROLAN

You really talk big.

Boss battle!

#### 2.5.5 BLUE COLLAR DISTRICT:

Here are only very basic houses squished together.

House 1

BLUE COLLAR WIFE

Darnit, I'm out of duct tape...

House 2

BLUE COLLAR MAN

I forgot my key and had to come home...I'm gonna be so late.

Player can find a Old Money Gate Key here...

(CONTINUED)

House 3

Kid plays in old boxes

BLUE COLLAR KID  
I wanna be a pirate! Or a plumber.

BLUE COLLAR WIFE  
Lord Sangrina is holding another  
open party this weekend. I love  
that man. Could eat him right up.

#### 2.5.6 PARTY DISTRICT:

THE REGULAR STADT: a chill man's man bar with darts, pool,  
etc. We will return here later with Beerstadt

DART PLAYER  
My job may be terrible, but I am so  
good at this game.

POOL PLAYER 1  
Woo! Did you see that?

POOL PLAYER 2  
Could you maybe not stand so close,  
bro? Thanks.

THE FEEL GOODIES: People are dancing to a heavy beat and  
barely notice you.

DANCER 1  
HI, I'M CARLA.  
  
DID YOU SAY SOMETHING?

DANCER 2  
<Inaudible>

DANCER 3  
THIS IS MY SONG!!

DANCER 4  
WHAT???

SLEEPIN BOWMAN: chill, "beachside"-esque, string lights.

This bar is key to the next chapter. So, now, it is locked.  
The bartender will stand outside:

(CONTINUED)



BARTENDER  
Sorry, bud. Not open yet.

SUGAR DIVE: Strange, loud dive bar

BARTENDER  
Woo! A newbie! Half price of the  
Bonger for the newbie!

.....

DIVER 1  
You have found the best place in  
town, my man. Wait till you meet  
Beerstadt.

.....

Rube and Colonel sit together in a booth.

RUBE  
Maaaaaaaun. Did you hear the  
speech Lord Sangrina made  
yesterday. We are the East. We are  
the bringers of a new age.  
Woo-wee...

COLONEL  
(Puff)  
Don't tell my wife I smoke.  
  
HA!!! A wife. That old bitty left  
me ages ago.

.....

BIG FLO  
Do not even thinking about causin a  
ruckus. I'm in charge around here.

## 2.6 THE FIVE GENERALS OF THE EAST

### 2.6.1 SLEEPIN BOWMAN

LOUNGER 1 should be the most obvious person here. The player  
needs to speak to them.

LOUNGER 1  
You look new. Maybe check out the  
Sugar Dive. It's better for  
newbies...

(CONTINUED)

This triggers Beerstadt to walk through the door...  
cut-scene:

BEERSTADT  
Hey, folks!

All cheer and whoop. He walks basically straight into Rolan.

BEERSTADT  
Sorry, bro, I didn't see you there.

ROLAN  
Really? I was standing right here.

BEERSTADT  
You are hilarious Broito. I got a  
plan. I'm making rounds, and I need  
a sidekick.  
...Eeny...meenie...miny...BROOO!  
Let's go, bromicles! I'll see you  
at The Sugar Dive. Drinks on this  
guy!

Beerstad exits. Rolan shakes his head in confusion.

ROLAN  
What the bro?  
  
I mean, what the...What?

.....

LOUNGER 2  
Hey, hey. Shhh... I'm chillin'  
here.

BARTENDER  
What do you want?

## 2.6.2 SUGAR DIVE

BEERSTADT  
Hey, new buddy! So, what's your  
name?

ROLAN  
Rolan--

BEERSTADT  
BROLAN!!

Rolan walks over...

(CONTINUED)

BARTENDER

How's it goin' Beerstadt? Who is the new friend?

BEERSTADT

Guys, this is Rolan. Say hi, Rolan

ROLAN

...

Hey.

EVERYONE

Wooo!!!

BEERSTADT

What's up? Is this the first time at the brodeo? Come on, broberry, I've got a plan.

First question: dudes or dudettes?

ROLAN

What?! I--

BEERSTADT

Ah, then I'll make some inbroductions for you.

HEY YOU! This is Brolan. What do you think?

Nice bar, isn't it?

The name of the game here is to be friends with Beerstadt. Player must recieve three drinks in order to trigger the next scene...

ROLAN

Yeah. It's...awesome.

BEERSTADT

I know, right. You need a drink. It's on me...

ROLAN

Thanks.

If possible, Bartender hands Rolan a drink. They hover for a moment before Beerstadt leaves to join his friends (Colonel, Rube) at a table.

(CONTINUED)

ROLAN

(to self)

This guy is terrible. But he seems to know everyone. Guess I found my in.

Player is free....

BEERSTADT

I'm going to The Regular Stadtdt. They bring the regular, I bring the Stadt.

Beerstadt exits...

RUBEN

Yer not from here. Do you like my earring?

COLONEL

Good golly, have you seen Lord Sangrina's little helper? That girl is a real monster.

.....

BIG FLO

If you want to ruin your life by partying all the time, be my guest. I won't clean up the mess.

### 2.6.3 THE REGULAR STADT

BEERSTADT

BONNGGEEERRRRRR!!!!

The bartender brings out a giant drink and gives it to Beerstadt.

BEERSTADT

You want one?

ROLAN

Yeah... Totally.

Player must first complete the game associated with Dart Player to change Beerstadt's dialogue.

DART PLAYER

I didn't realize you were friends of the Stadt. Nice! Wanna play a round?

(CONTINUED)

Player must defeat Dart Player in order to proceed.

Speaking to Beerstadt again:

Bartender brings a second Bonger.

BEERSTADT  
Bottoms up!

They both drink.

BEERSTADT  
BONGER!! WOO!!!

Beerstadt runs out the door.

Player will have to hunt down Beerstadt. There are no clues  
(but also not so many options).

#### 2.7.4 THE FEEL GOODIES

Beerstadt is here dancing in the crowd.

BEERSTADT  
How's it going, brobadiah How do  
you like Juju?

ROLAN  
It's great... man.

BEERSTADT  
You don't drink much. What is this,  
Brohibition times?

ROLAN  
Ha... I actually have some serious  
questions, you know, in my head...  
Bro.

BEERSTADT  
Worried because people think you're  
lame?

ROLAN  
Huh?

BEERSTADT  
It's cause you're so unabroachable.  
It's seriously brotesque. Let lose.  
Everyone here is like family.

(CONTINUED)

ROLAN  
(to self)  
I don't have time for this. I need  
to get some intel.

Player should talk to dancers and gather intel.

DANCER 1  
How do you like Juju?

Option: It's great. It's terrible.

It's terrible:

DANCER 1  
Okay...

It's great.

DANCER 1  
ISN'T IT?! I actually, like, super  
love art.

Options:

"Yes (make something up)"

ROLAN  
Yeah, especially the, uh,  
Red-tailed... Bobby dogs. They're  
southern.

DANCER 1  
Uh huh. Okay.

"I don't know much about art."

DANCER 1  
Have you not been to the Artsy  
Fartsy District? It's literally  
around the corner. LAME!!

*If player has spoken to Herr Milo: "Herr Milo is amazing."*

*\*Player must visit Herr Milo and explore the arts district\**

DANCER 1  
Yeah, but Rabbit is better.  
  
You look a little lost. Is  
everything okay?

ROLAN

I'm just so new, here. It seems kind of dangerous here with all the military.

DANCER 1

Don't worry. Juju is super safe. Sangrina's top men are always around somewhere.

ROLAN

In this bar?!

DANCER 1

No, silly. They don't dance. They just drink.

.....

BEERSTADT

Saw you chatting up that girl. Guess I was wrong. Thought you were some lovelorn puppy.

ROLAN

Me? What? No way.

BEERSTADT

Guess I spoke too soon. Either way, you're growing on .e

Let's go outside. I'm not feeling this place today. I'll meet you out (depends on location). There's this nice park.

Beerstadt exits. Player is free.

#### 2.7.5 PARTY DISTRICT PARK

BEERSTADT

I know you should know bro and tell, but I gotta say, bro, you are the best.

Usually, people are all "Beerstadt, show me how to do this," "Beerstadt, help me do that." But you're just like, "..."

So, now you've got to tell me what's going on. You act so weird.

(MORE)

(CONTINUED)

BEERSTADT (cont'd)  
Talk to yourself. Clearly don't  
want to be here.

Options: Lie, Ask about the Generals

Lie:

ROLAN  
I'm here because of this girl.

BEERSTADT  
The one in the bar?

ROLAN  
Who? No... She's a soldier.

BEERSTADT  
Oh. I may know her, then. What's  
her name?

ROLAN  
...  
This is stupid. Look, I'm just  
trying to get by. I don't want to  
start anything.

BEERSTADT  
Aaaah...I know just the thing.  
I'm gonna get you in the military.  
Not, like, really in there, but  
enough so we can find this girl.  
What d'ya say?

A couple of really high up guys  
hang at the Dive. I'll take you out  
there and--and-- oh, I don't feel  
so good.

He stops talking...Player is free.

BEERSTADT  
No, really, I'm gonna introduce  
you. Ughh.....

Player should explore until they find the generals.



## 2.7.6 THE SUGAR DIVE

There is a slip of paper on the ground/an empty table.  
Player should pick it up. It triggers a cut-scene:

ROLAN  
(to self)  
It's a stick figure drawing of  
three soldiers high-fiving. It's  
says...

"Baddest Generals Forever"

Are they serious?

...One of these guys has an  
earring.

Player must ask around until they find Rube (who's dialogue  
before mentioned an earring). Now, his dialogue changes:

If Rolan selects Rube:

ROLAN  
Is that...Is that an earring?

RUBE  
This old thing? Yeah. Looks pretty  
badass, doesn't it?

Now, if you'll excuse me.

Rube will stand up and exit; however, he may walk in a  
B-line, implying he is drunk (running into a wall or chair,  
stopping at random).

## 2.6.7 PARTY DISTRICT EXT

Player should slowly follow Rube. Possibly, if they get too  
close, Rube runs off. At one point, another voice calls...

COLONEL  
Hey, wait up!

Colonel runs on screen.

COLONEL  
We have to talk about that little  
you-know-what.

Player should followed behind.

(CONTINUED)

While Rube/Colonel won't run off if you get too close, they may yell. They may also just talk at random.

RUBE

Who's there?

.....

COLONEL

Think someone's following us?  
Hahaha, it's probably Sangrina's  
prissy little sidekick.

.....

RUBE

There is no way the boss is gonna  
like that!

COLONEL

Ah, who cares. I got pension and  
enough snacks to last a lifetime.

.....

RUBE

I kind of like my uniform. Makes me  
feel like a man.

.....

COLONEL

One day, I'm gonna quit that job  
and just buy a boat and go far  
away. Live off the land... water.

.....

RUBE

I feel like we never get any  
privacy in this job.

.....

COLONEL

I miss real pants.

## 2.6.8 RUBE'S HOUSE EXT

The pair will slowly end up in the Old Money District; everything, however, is locked right now.

They enter Rube's House, leaving it unlocked for Rolan.

## 2.6.9 RUBE'S HOUSE

Player can explore the house, but they must avoid the room that Rube and Colonel are in. If player gets too close:

ROLAN

(to self)

I can't just walk in there!

There is a secret passage that allows Rolan to come next to or above the scene between Rube and Colonel:

COLONEL

Hahaha! Did you see her face?

RUBE

That woman has issues. No partyin, no nothin.

... What do you think about the boss's new sidekick?

COLONEL

She scares the pants off me. You look in her eyes and there's nothing there.

RUBE

You should've seen the first time Flo met her! Flo did her usual nagging. "You're going to ruin your back holding your sword like that. That hair is inappropriate for a soldier.

Lulu nearly killed her right there!

COLONEL

As great as that would be, Lulu's got no right to take on the generals. She's not the boss.

ROLAN

(to self, possibly during the other dialogues)

(MORE)

(CONTINUED)

ROLAN (cont'd)  
What's that on the table?

(answer: it's a wallet). Player must devise a way to steal the wallet away.

In the wallet is a key to a safe in the house. The house may also have monsters (or perhaps servants that are also soldiers), just because we haven't had any in a while.

Opening the safe triggers the prompt:

Recieved Important Looking Documents

ROLAN  
Hmm...What's in here.

Nothing... Nothing... Huh?

An award badge for heroism,  
presented to Generals Rube and...  
Bucky.

Who names these people?

With Colonel and Rube in the other  
room, "Bucky" ..and this Flo they  
mentioned, that's four names.

Maybe Bucky and Flo know  
something...

(there may be more, depending on how we display dialogue in game. Are names shown? If so, the next time player approaches Bucky her dialogue will simply have her name attached.

If player tries to exit:

ROLAN  
I should return this wallet before  
they notice something is up.

When returning wallet this scene plays:

RUBE  
Where did Sangrina even find a girl  
like that?

COLONEL  
I guess you were too young then.  
Sangrina found her on an expidition  
up north. Her entire town had been  
(MORE)

(CONTINUED)

COLONEL (cont'd)  
torn up by bandits. There was  
nothin but this girl left.

She's been like a strange daughter  
for Sangrina ever since. Never  
really allowed outside of his  
sight, though. You know what  
happened to his real daughter.

He was never the same after that. I  
guess that's when his policies  
started changing. No more  
exploration. All the money went  
into the military. And that kooky  
band of historians he drags around.

RUBE  
It almost makes me feel bad for the  
girl, but she's still a...

Flo can be found in the Sugar Dive (if the player has payed  
any attention they will remember talking to her and hearing  
her complain. Plus, its the same bar).

#### 2.6.10 SUGAR DIVE

The moment Rolan opens the door:

FLO  
(yelling at Bucky)  
If you wanna ruin your life that's  
fine! But don't drag me into.

BUCKY  
Come on, Flo, chill. They just  
offered us a drink.  
(whispering to the bartender)  
One please. A big one.

Exploring the bar, Rolan will find Beerstadt laying on the  
ground. Talking to him, he will slowly stand up.

BEERSTADT  
Brolan! ...Ow.

Dude, I was so sad when I realized  
you had gone. I want you to be my  
best bro. Seriously, Emilia is  
coming down in the morning. She's a  
serious Bromethian. Seriously. Ugh.

(CONTINUED)

ROLAN  
Come on, I think you should sit  
down.

Rolan drags Beerstadt to a chair.

BEERSTADT  
Oh, man, we should break into  
Sangrina's HOUSE. That would be  
bro...yeah.

ROLAN  
I need to ask you a serious  
question. It's about Sangrina.

BEERSTADT  
Nope. Uh huh. No talking until a  
pair of Sangrina's fancy white  
underpants are in my hands. Maybe  
we should buy some toilet paper.

Rolan goes to walk away...

BEERSTADT  
No way, you're gonna do it?! Well,  
broceed!

Rolan will first have to find Sangrina's castle. It should  
show up on the map.

#### 2.6.11 SUGAR DIVE EXT

REBEL 1  
Psstt!!!

A rebel runs up to Rolan, looking over his shoulder and  
acting very suspicious.

REBEL 1  
How's it going?

ROLAN  
I've got four and the last is on  
its way.

REBEL 1  
Good. Once you find it, come back  
to us. We'll need to work together.

Rebel 1 runs off.

## 2.7 LUCIUS'S CASTLE

Rolan will find Sprout in a dungeon.

ROLAN  
You...you're from The Block.

SPROUT  
Yes. I'm the reason Lord Sangrina stole the crystal. I just wanted Malekev gone. I never thought that would happen.

ROLAN  
Maybe I can get you out.

SPROUT  
Ha. This is Sangrina's way of thanking me for outing Malekev. If I escape, he'll have my killed.

Rolan must find a key/open the door. You and Sprout walk toward a specific exit. Suddenly, a door slam.

ROLAN  
(whispering)  
Hurry! Go!

Rolan pulls out his weapon. Lulu walks up...

LULU  
I leave you for a few months and you break into my basement. You are hopeless. If it wasn't for me, you'd still be wandering in the desert.

Lulu knocks you out with a weapon/magic. Everything is black.

Rolan wakes up in Sprout's cell. Lulu is hanging out in the dungeon.

LULU  
Is princess finally awake?

ROLAN  
So Sangrina is basically your father?

Lulu walks closer.

(CONTINUED)

LULU

I guess you could say that.

ROLAN

I never pinned you for a daddy's girl.

LULU

"Daddy's girls" are useless and prissy. I'll be the head of his army in the new world.

ROLAN

...

LULU

You think so small Rolan.

She throws a shiny object at Rolan, and it clinks.

LULU

You can have that stupid amulet back (or whatever it was from the first dungeon). I won't be needing it.

ROLAN

But you kept it just to throw in my face didn't you? Lulu: Sangrina's sidekick. Lulu: my business partner. Was there never just a plain "Lulu" under all of your disguises?

Of course, there wasn't.

LULU

What about you? You'll spend your life wandering in the desert feeling sad rather than just moving on.

Open your eyes. Get a job, and a hobby, like the rest of us. You're not special, Rolan. Even I'M more powerful than you.

ROLAN

Guess I'll just stay here. Feeling sad and sorry for myself.

(CONTINUED)



LULU  
I know you will.

Lulu exits. As she exits, she yells:

LULU  
You are so lost in yourself, Rolan,  
that you couldn't even recognize  
your own mother.

After Lulu exits, player should escape and continue through the dungeon.

Lulu may notice (after seeing Sprout's empty cell, or hearing you leave) and send a boss after you.

## 2.8 THE FIFTH NAME

### 2.8.1 SUGAR DIVE

Beerstadt is where you left him.

BEERSTADT  
Hey! I've got an idea. There's this party--

ROLAN  
Listen, Beerstadt. I'm kind of on a mission here.

BEERSTADT  
Oh, that sounds cool.

ROLAN  
I know there are four generals in this room, but I have no idea who the fifth is. I have to know.

BEERSTADT  
And why should I help you?

ROLAN  
Because we're friends.

BEERSTADT  
...

Is that... Are those Sangina's underpantss?! OH MAN!

We are best friends, now! You are the coolest guy I have ever met,  
(MORE)

(CONTINUED)

BEERSTADT (cont'd)  
ever. How did you get past that  
sidekick of his?

Beerstadt jumps up on a table.

BEERSTADT  
I know everybody in this town, so  
trust me when I say...

I AM GENERAL NUMBER ONE! WOO!

The entire bar goes crazy, whooping and yelling. Flo and  
Bucky stand up. Rube and Colonel come through the door.

RUBE  
That's the guy. The one that's been  
skulking about.

The four Generals descend upon you and fight. At one point,  
Beerstadt finally jumps in to aid you:

BEERSTADT  
Don't worry, Brolan. I won't let my  
best friend down.

After, the four generals are on the ground.

BUCKY  
Why did we do that?

FLO  
Wasn't my idea!

BUCKY  
Ow... We give up.

FLO  
Jimminy. I can't stand up. Sangrina  
is gonna kill us.

COLONEL  
Ow...

The four just lay there indefinitely. The crowd cheers  
again, in the exact same manner (as though they don't  
realize what Rolan is planning).

## 2.9 CONVERSATIONS AND FRIENDSHIP

If Rolan tries to exit, they stumble back. Emilia walks through.

BEERSTADT

Emilia! Get over here! You too,  
Rolan!

Rolan and Emilia walk over. Emilia and Beerstadt embrace and do a weird bro-handshake

ROLAN

Thanks for helping me. I'm sorry  
I...

I betrayed you, but I have to go.

BEERSTADT

What? Oh, them.

I knew you weren't just a tourist  
the moment I met you. I'm the top  
general--after Lulu.

After this drink you're going to  
take me to the rebel base.

ROLAN

The rebels? But you're Sangrina's  
right hand man?

BEERSTADT

Exactly. I know that man. He's  
losing it. He means well, but he's  
too smart. Too powerful. Too  
charming.

EMILIA

Everyone here is completely blind.  
They've been simultaneously  
placated with parties and  
subjugated with poverty. It's time  
for a change. It is humanity's only  
hope.

BEERSTADT

Aw, man, you are so smart. Emilia,  
this is Rolan, You guys are going  
to be best bros.

Beerstand and Emilia sit down.

If player speaks to them, they also sit down:

(CONTINUED)

BEERSTADT

So what's about, Rolan? You seem raddled, and it isn't Lord Sangrina. Is it that girl?

You can tell me and I won't judge. Bro's honor.

ROLAN

I have a lot more on my mind that girls. Especially that one.

She's evil.

BEERSTADT

Ow, burn.

ROLAN

No, really. She's evil. She's a bad person.

EMILIA

People are complicated. I'm sure she has her reasons, as do we all.

ROLAN

I don't think "reasons" justify it.

Now, player will be given option: Return to Rebel Base or Take a Shot. Taking shots does not change the story, but offers a lot of information.

If Return is chosen at any point:

BEERSTADT

You heard the man, Emilia. Let's go.

ROLAN

I don't think the rebels will be happy.

BEERSTADT

Too bad.

EMILIA

They will understand once we talk. They are honorable creatures.

Option Shots (1)

(CONTINUED)

ROLAN

It has nothing to do with Lulu,  
alright. I lost my entire town a  
few months ago. It's been hard.

BEERSTADT

WAIT. Lulu? You're that kid from  
Forest Town?

EMILIA

I know what it's like to lose  
everything. It isn't easy.

BEERSTADT

Emilia lost his home, too. Not so  
bad though, his family sucked.

ROLAN

...

EMILIA

It's true.

Options 2

BEERSTADT

So why are you here Rolan?

ROLAN

I have to stop Lord Sangrina. I  
have to look him in the eye and  
tell him how much damage he has  
caused.

BEERSTADT

No duh.

EMILIA

I believe he meant at this bar. If  
you wanted to leave already, you  
would have. But you're here.

ROLAN

I can go. You guys told me to stay.

BEERSTADT

Brolan, come on!

EMILIA

Beerstadt.

Pause....Beerstadt reclines.

(CONTINUED)

EMILIA

You don't look like someone celebrating victory. You've found the top general.

BEERSTADT

Yeaaaah!!

ROLAN

I figured I would be doing the world a favor. That people would thank me, or at least be happy. But the only person on my side just...

BEERSTADT

Told ya it was that girl.

Beerstadt flops onto the floor, or booth, falling asleep.

Option (3)

ROLAN

Guess it's time to get back to camp.

EMILIA

You do realize that Lulu is Sangrina's most trusted confidant. She's his personal guard.

ROLAN

Thanks, I feel so much better.

EMILIA

You are going to have to kill her.

... pause ...

ROLAN

Why should that be a problem. She's the worst villain of them all. Let's go.

Rolan gets up. Beerstadt jumps up.

BEERSTADT

Time to go? Let's go!

Beerstadt and Emilia will follow Rolan back to the base.

## 2.10 THE DAILY NEWS

## 2.10.1 REBEL BASE

Sprout is also there:

SPROUT

Rolan, I'm so glad you're here.  
These guys think I'm a spy! You  
have to help me out.

The big guy is in that back room.

After talking to Sprout, Rolan can approach Thiago.

THIAGO

You're back. Who are these two?

BEERSTADT

Beerstadt. Lord Sangrina's Number  
one bro.

THIAGO

WHAT?! You double-crosser! Boys,  
get in here!

EMILIA

I believe Beerstadt is actually the  
double crosser.

We would like to offer our  
services. Lord Sangrina has lost  
his mind.

THIAGO

...Go on.

Beerstadt and Emilia nod.

BEERSTADT

He has always been the most beloved  
Lord on the eastern continent.  
Intelligent, wealthy, charming...  
He wanted to be a great leader,  
almost a father, for the entire  
nation.

But when his daughter was  
murdered... He began to question  
himself.

He stopped trusting advisors, the  
state, anyone. If he gets his hands  
(MORE)

(CONTINUED)

BEERSTADT (cont'd)  
on whatever is in the monolith...  
That's it. He will take control of  
everything. He's already too  
powerful for you to stop.

THIAGO  
Excuse me! We are a group of very  
powerful, inspired men and women.

BEERSTADT  
Doesn't matter. You're doomed.

EMILIA  
He's too strong, and every other  
nation is too weak. The south is  
practically in a civil war. The  
west is in shambles. The north  
is... you get the idea.

Thiago paces.

EMILIA  
We need to unify--

THIAGO  
Rolan! You must do one last, brave,  
incredibly large task.

We are still trying to decipher  
where the monolith is. We know it's  
in the south. While we finalize our  
plan of attack to the south.

EMILIA  
It better be soon, because Sangrina  
will be heading south in a matter of  
days.

THIAGO  
THANK YOU.

Squeeze as many soldiers, allies  
and whatever else you can out of  
the southern and western  
kingdoms.(and any other last  
places: Air Temple, Beauford)

EMILIA  
Don't forget Sangrina's prison. We  
can free the prisoners and take out  
some of his guard.

.....

(CONTINUED)



THIAGO

*Visit Bredon and The Block. Then  
head to the War Room just south  
from here.*

2.15 MOM COMES TO THE MONOLITH

2.15.1 REBEL BASE

Rolan returns to the rebel camp and dawn seems to be breaking. Thiago is there with Emilia, Beerstadt, Alavara.

ALAVARA

What happened last night? Where did you go?

ROLAN

I've been putting off meeting Sangrina face-to-face for a long time. But now you're all here. We have everything we need to stop Sangrina.

You're right, Emilia. Sangrina wants to set the world straight, and he thinks he can do it with the Outsider's power. There must be a final shard in the Monolith.

THIAGO

The Outsider's power? That would destroy everything.

ROLAN

If we don't stop Sangrina today, it will be too late. I'm leading this troop to the Monolith.

BEERSTADT

No way. You can't fight off Sangrina.

ROLAN

The Sages gave me some just for this. I'm going to use it to stop Sangrina once and for all.

It's time to go.

(CONTINUED)

ALAVARA

Rolan...You don't look well.

ROLAN

That's funny. I feel great.

And I have a plan.

Rolan exits. The men scramble and rebels begin to appear.

Outside, everything is ready. The soldiers are assembled.

#### 2.15.2 REBEL BASE EXT

If player talks to any of the Big Four characters (alavara, Thiago, Beerstadt, Emilio), option:

"Ready to go?"

Yes triggers next scene:

Rolan (and other listed above) walk in front. They will act as the leading unit and walk in front of troops, etc.

ROLAN

I hope you all put your big kid pants on, because today is going to be the worst day of your life.

EMILIA

You seem in good spirits. Perhaps try channeling something other than fear, Rolan. There's no turning back anymore.

We're here for our loved ones, our kingdmons, all of creation.

ROLAN

Pack it up and move out.

The troops will walk behind you and be periodically attacked by soldiers (much like Defend the Caravan). Rolan must defend the soldiers.

Suddenly.

SAGE MOTHER

Halt.

Everything grinds to a halt.

(CONTINUED)

SAGE MOTHER

Rolan.

ROLAN

I know. I understand. Life is hard.  
I don't care about about  
forgiveness right now. We have work  
to do.

SAGE MOTHER

You'll never get into the Monolith  
with us.

If you don't let us help, you will  
never make it inside. The Monolith  
is sealed. Only by singing the  
Matron's chant will it open.

ROLAN

Why would you--

SAGE MOTHER

Never ask the Sages for reasons  
they can provide.

ROLAN

...Alright. Let's move out.

As you're walking, Margaret and Marjarie might talk near you  
(or if you walk near them):

MARGARET

You should have seen the Sage  
Mother!

MARJARIE

She rounded up all of the sages and  
demanded they come.

MARGARET

Head Sage didn't even want to! She  
thinks you deserve to die for  
messing with the Monolith.

## 2.16.1 THE MONOLITH EXTERNAL

As Rolan nears the monolith, the ground shakes. Everyone pauses. Rolan turns to see Aksel and her group running at full speed. She jumps through the crowd and grabs you.

AKSEL

I thought you were never going to show. Finally!

As she speaks her soldiers jump in and start slaughtering your soldiers. They should clearly have the upper hand.

I'm excited to share this moment with you, Rolan. Here, in the shadow of the Monolith, where the North will regain their honor in the sight of Prometheus. Those who are of The Black--It is finally our time!

EMILIA (O.S.)

Aksel.

Aksel walks on screen...

AKSEL

...Emilia? Are you... Are you on their side? I'd almost prefer you still be dead.

EMILIA

Alavara told me I had a chance. She knew I would die in the pyre and told me to leave. Her pity and mercy gave me the chance to survive. The north makes me sick. The hatred. The cruelty.

AKSEL

But the north, the fire, is everything we have.

Option: Fight Aksel, Leave Aksel to Emilia

Fight Aksel will allow the player to kill her once and for all. That's it. Leaving Aksel will trigger this:

ROLAN

I have to go. Emilia, take care of this.

(CONTINUED)

EMILIA  
It's my duty.

Player is free. They should run to the Monolith. But, the player will likely stop and talk to everyone first.

.....

ALAVARA  
It has been a pleasure knowing you.

.....

THIAGO  
(fighting)  
Kind of busy, here!

.....

SAGE MOTHER  
We'll start once you're inside.

.....

MARGARET  
What are you waiting for!?

.....

MARJARIE  
Move it, idiot! I don't want to get  
blood on my dress.

.....

BEERSTADT  
(fighting)  
NUMBER ONE! NUMBER ONE! NUMBER ONE!

Emilia stays by Aksel, silent.

## 2.17 THE MONOLITH; FINAL DUNGEON

Rolan enters the final dungeon area. He may be able to see Sangrina next to the Matron/Outsider. Lulu is blocking you from progressing.

LULU  
Ah, you showed up. Still sour?

Rolan keeps walking. Lulu stops you.

(CONTINUED)

LULU  
Hey, now, sourpuss. We're a little  
busy here.

ROLAN  
Me, too.

LULU  
Still trying to avenge your dead  
family?

Pause.....Rolan looks back at her.

ROLAN  
No.

LULU  
Good. Because nothing changes.  
  
I know because I've been there. But  
you probably already know that.

ROLAN  
What do you want?

Lulu sighs awkwardly, kicking her foot, or otherwise looking  
uncertain.

LULU  
I feel bad.

ROLAN  
Don't.

LULU  
Why are you here? You know you  
can't beat us. Just get out of  
here.

Rolan pulls out the crystal.

ROLAN  
I'm here to awaken the Matron. It's  
the only way to stop you two  
lunatics.

Lulu stutters...She sees that hers is fake. He puts it away.

LULU  
You...You tricked me?

(CONTINUED)

ROLAN

Just like Sangrina. Are you enjoying playing puppet? He'll toss when he's done, just like you did me.

LULU

It's not like that.

ROLAN

You don't sound convinced.

LULU

Would you shut up? The world doesn't revolve around your little pity party. Boo hoo, you're alone. Join the club.

Rolan steps closer.

ROLAN

This is your last chance before I... before I kill you.

Lulu pauses, as though she might change her mind. Rolan holds out his hand.

Sangrina enters.

SANGRINA

There he is. You seem to be a good boy. Perhaps the Outsider will take pity on you.

ROLAN

Lulu, what's he talking about?

SANGRINA

Ah, yes. I suppose it doesn't matter, because Lulu will not take mercy on you.

Do as discussed.

Sangrina turns to exit.

SANGRINA

Lulu... I am so proud of you.

Boss battle with Lulu!

She takes out the scrolls and is engulfed in a circle of light. She is overpowered.

(CONTINUED)

LULU  
You don't want to know?

ROLAN  
No.

LULU  
How easy you forget our past,  
Rolan. You're not as smart as you  
think.

When she hits a certain HP she begins to go berserk and yells out "I can't control this." "Ow, it's starting to hurt."

ROLAN  
Lulu, just give up and we can stop  
this.

LULU  
I can't...I can't stop it.

Lulu goes totally berserk, up in a ray of light. When the light disappears, she is on the floor. Rolan runs over.

ROLAN  
Lulu?

LULU  
I'm sorry.

...  
Rolan.

ROLAN  
Yeah?

LULU  
You're gonna die.

ROLAN  
Don't worry. I'll stop Sangrina  
before he gets the Outsider's  
power.

LULU  
That's not what's happening.  
  
He wants to awaken the Outsider.  
Since humans won't stop fighting,  
and killing, and hurting each  
other, we wanted someone to protect  
us.

(CONTINUED)



The Outsider is as divine as the  
Matron...but stronger. Much  
stronger.

But...this is wrong. I'm so sorry.  
I can't stop this.

ROLAN

Do you want to know a secret, Lulu?

.....pause

ROLAN

If you hadn't have lost control,  
you would have beaten me. Who did I  
think I was? I'm a smith.

LULU

Rolan...

Rolan takes out the crystal and a light appears. As it  
disappears we see Lulu come to her feet over Rolan.

An explosion of sound and light and material. Sangrina has  
succeeded. Lulu pauses over Rolan for a moment....She may  
take the hammer(?)

The player is now free to move.

When player enters the final dungeon area, cut-scene is  
triggered.

Sangrina is there, overcome with a dark energy that can only  
be The Outsider.

LULU

That's enough. We can't do this.

SANGRINA

Don't be stupid. We've already done  
it.

LULU

I'm undoing it.

SANGRINA

Be my guest, dear.

Boss battle with Sangrina.

After he dies, the world completely changes. The Monolith is  
in limbo. With the Outsider and Matron freed, it ceases to  
exist. Player should receive all of Sangrina's crystals,  
making them seem much more powerful.

(CONTINUED)

The Outsider appears before you, and the final battle with The Outsider occurs.

The Monolith begins to crumble/disipate.

Cut-scene. Lulu first runs back to Rolan and kneels beside him. She may or may not pick him up and take her with him.

Player must escape. Outside, Aksel and the Eastern forces have been defeated. Your team stands near the exit in wait.

When you exit:

ALAVARA

Rolan!

Sage Mother runs to you...she stops.

Long pause. Lulu lays Rolan's body on the ground. Sage Mother kneels beside it.

LULU

The Outsider is dead.

Lord Sangrina... is dead.

Sage Mother takes a long pause and slowly moves to embrace Lulu.

SAGE MOTHER

Bring a cart.

A soldier wheels a cart over. Alavara and Thiago load Rolan's body into the cart.

The ground continues to shake.

Everyone is silent, as if accidentally waiting for the Sage Mother.

SAGE MOTHER

We have to move.

The Monolith begins to break up as they run away. The Sage Mother moves slowly. Lulu comes and helps her.

They exit.

The Monolith goes up in a beam of light.

## 2.17 MOTHERS DRINKING TEA

### 2.17.1 THE PEOPLES' SPIRE

Sage Mother is looking out the window.

Lulu enters (in military uniform).

SAGE MOTHER  
You're late.

Lulu is clearly rather uncomfortable.

LULU  
I've been busy! There's a whole  
mess of people following me around.  
I can't get anything done.

How's... life?

SAGE MOTHER  
Don't act like everything is  
ordianry.

Sage Mother disappears toward the back room.

SAGE MOTHER  
I made tea. Come on you two.

LULU  
(to self)  
Why do I come here?

SAGE MOTHER  
Tea! Now!

Lulu follows to the back room.

FADE TO BLACK