

Rolan's Quest

Part. Chapter. Scene

Example:

“1.1.13”

Chapter.Scene

1 (pre-betrayal). 1 (Let's Rescue Roger). 13 (Molegre Tea Party)

Scenes, items, etc. marked with **(O)** are not required to continue the main story

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Prologue: The Monolith

Characters: Malekev

Workers, 2 assistants

Areas: Monolith, forest (south)

Music: Rolan's Theme

Structures: White tent, Monolith

In the middle of a forested area is the monolith: a massive, obsidian black structure that reaches into the sky. The trees around it have all been destroyed, either by nature or men. It is a mixture of dirt and grass. The area is flooded with workers, hammering away at the Monolith.

There is a small white tent set up that stands behind Malekev, a man in a long blazer-style jacket and pants tucked into big boots enters the scene. His hat is tilted down, largely concealing his face. It's a real Indiana Jones-look. The workers look ragged. Only Malekev and a couple others near him are well-dressed. The rest have bandannas and cheap clothes that don't protect them from the sun. Workers' skin may even be a little red, from all the heat.

1.1 “Good Morning, Forest Town. Let's Rescue Roger”

CHAPTER OVERVIEW

Rolan wakes up. Roger is missing, as is Rolan's hammer. Rolan investigates by talking to the townspeople and decides to go help find Roger. He finds the town captive, and rescues them.
[chapter length – mid]

Characters: Rolan

NPCs: Grandpa, Sarah, Roger, Roger's Mother, Regina (girl), Sarah's Dad, Sarah's 4 younger sisters, 3 Townspeople (captives of Maim)

Areas: Forest Town, Sunshine Wood, Maim's Tea Party

Music: Forest Town theme, Woodland theme (enemy inhabited area), Boss Theme, Sarah's Theme/Memory Theme.

Buildings: Rolan's House, Sarah's House, Roger's House

Also in Forest Town: the Meechum's House, Lamm's House (chieftain), Supply Store

Player Goals:

1. Get Stinky Cheese and Sword
2. Find Sarah's dad
3. Talk to Sarah
4. Go to Lake [Pick up Big Stick]
5. Receive Quest from Roger's Mom
6. Retrieve sword
7. Find Maim the Molegre
8. Defeat Maim the Molegre
9. Receive Hammer

Key Rooms and Items:

Rolan's Kitchen: Location of Stinky Cheese and Rolan's Sword

Chest in Rolan's Room: holds Rolan's sword

Stinky Cheese: Weapon to defeat Maim the Molegre

Wind Chimes: decoration present on most houses, can *ding*

Big Stick: used in lieu of sword. Found on first screen of Path to Naga Lake

Bosses: Maim the Molegre

SCENES

1.1.1 ROLAN'S BEDROOM

Rustic, typical boy's room. Books and maps litter the floor by the bed. Wooden chests and an empty metal mug. He clearly keeps busy. A shelf is covered in books, and camping knickknacks (a pan, or sleeping bag). A fishing rod leans in the corner next to a rolled-up tent. Multiple open and sunny windows. Wooden staircase. There is an UNOPENABLE CHEST in the corner with ROLAN'S SWORD (unlocked in 1.1.10).

Music: Forest Theme. Very subtle bird chirping at the top of the scene, slowly disappears. Sound of curtain opening [in scene].

Characters: Rolan

Player Goal: Explore and go downstairs.

1.1.2 ROLAN'S KITCHEN

Wide, open, kitchen. The floor, tables and counters are all a deep red/brown wood like a typical country house; however, the walls are lined with gray, textured stone, and stone decoration. The stark difference between the wood and metal create a cross between a rustic farm town, and a fantasy world.

On the table is a metal mug and a plate with a piece of STINKY CHEESE. Light streams in through the windows.

Characters: Rolan, Grandpa

Grandpa: older male character that is undoubtedly “woodland folk.” He has rarely left the area.

Player Goal: Pick up Stinky Cheese

Action: Conversation with grandpa is initiated once Rolan enters.

Flowchart: Player must talk to grandpa and pick up stinky cheese.

Notes: Player is locked in until he finds the Stinky Cheese.

1.1.3 FOREST TOWN

The town is lined with sweet forest homes. Quaint, simple and woodsy. Some houses have wind chimes out front that can make a chiming sound (including Rolan's...this will be a fun sound to use in the Nightmare Dungeon). Wooden cottage-shapes, earthy brown roofs, family shields, gardens, wells. The ground is vibrant, sprawling green grass. There are 5 residential houses (Rolan; Roger; Sarah; The Meechums; Mr. Lamm), and at least one supply store. The store owner is out.

The town is full of plant-life and flowers. Mr. Lamm is the town leader, and his house is marked by a row of large, bushy oak trees and a huge set of antlers over his front door. A small stream winds in from the forest and ends in the middle of town. This leads to Naga Lake (referred to only as The Lake, in conversation)

At the exits of the town are road signs. They are rustic and worn. Dark brown wood with green from age. It reads, and is marked with the appropriate arrows: FOREST TOWN. SUNSHINE WOOD. BREDON. NAGA LAKE.

Characters: Rolan

Player Goal: Find Sarah's house

Flowchart: Player can explore area freely, and speak with NPC's, until finding Sarah's house.

Notes: Player is locked into Forest Town and cannot exit city. Rolan will say “I have to find Sarah!”

Items: Wind Chimes on Rolan's house that make a chiming sound

1.1.4 MEECHUM HOUSE (O)

Entering through the front door, Rolan finds a small hallway and a closed door. On the other side is the kitchen. Similar to Rolan's, but with less stone overtones. One wall is large, and opens to a small backyard. It is simple and clearly one with nature.

Characters: Rolan, Mrs. Meechum

Mrs. Meechum: a pregnant woman with a certain level of fashion sense.

Action: Player can initiate conversation with Mrs. Meechum.

1.1.5 LAMM'S HOUSE(O)

Lamm's house is marked by a large set of antlers on his front door, and also in his kitchen. His table is covered in papers, books, a dead turkey. The downstairs is large and open. A huge kitchen with an island in the middle, a chandelier (the simple, circular iron kind, that have candle holders). The living room has a huge circular couch in front of a stone fireplace. There are bookshelves filled with massive books and nicknacks. Notable nicknacks would be small wooden bowls (of potpourri) scattered throughout the house. Everything is a shade of brown, with light green fabrics—a square rug, a table cloth, curtains.

Characters: Rolan

Action: After walking into the kitchen, Rolan says aloud that the house is empty.

1.1.6 SUPPLY STORE (O)

The Supply Store looks vaguely like a small home depot—huge aisle, concrete floors, check-out by the door. The aisles are filled with indeterminable boxes of various shapes. There is a whole wall of “large blue boxes,” or “small red boxes” that look exactly the same. The “check out” is just a long pale counter, with a space to enter and stand behind it. In the front of this counter is a glass display case for “locked” items—for example, the medicine Rolan will later buy. Pretty much any of these “vial/jar” type items are kept here.

1.1.7 WAREHOUSE/EQUIPMENT STORE (O)

These look exactly like a Home depot. (See Supply store, but WAY bigger).It is divided into strange sections: Camping items, Bear Traps, Food Preservation. There is one employee, here, today—the owner's son (older than Rolan). He tends to lounge around, not working...taking a nap in the corner, by the camping gear.

1.1.8 ROGER'S HOUSE (O)

Roger's house is very sparse. There is a photo of Roger on the counter. No one is home.

1.1.9 SARAH'S HOUSE

Sarah's house is marked by wind chimes out front, and has the same set-up as the Meechum house. However, it is marked by a stream of toys scattered across the floor. Dollies, stuffed animals, fake swords, and even food is all over the place.

Characters: Rolan, Sarah's dad, Sarah

Sarah's dad: a father that is completely unable to handle his children. He is exhausted and likely covered in food.

Sarah: an older girl with a sense of adventure.

Player Goal: speak with Sarah's dad, receive errand to find Sarah at the lake.

Action: Conversation is initiated as soon as Rolan enters. After receiving Sarah's Dad's *errand*, the path to Naga Lake is unlocked.

1.1.10 PATH TO NAGA LAKE

Sunny wooded area with tall trees, flowers, and a footpath. The ground is grassy with dirt footpaths.

Rolan heads off to meet Sarah at the Lake. He will find himself without a sword and use a stick, instead.

Characters: Rolan

Music: Woodland Music (battle appropriate)

Player Goal: Reach Naga Lake

Action: Once Rolan enters, he says "I forgot my sword! I've got to find something to use..." Player finds BIG STICK and continues toward the Lake.

1.1.11 NAGA LAKE

*The lake is rather large and very blue. There is a sandy beach, and Sarah lounges on a towel in the sun. There are cute ducks napping both in the water and on the shore. They **quack**, when spoken to.*

Rolan and Sarah are interrupted by teary-eyed Roger's Mom. She convinces Rolan to go look for Roger in the Sunshine Wood.

Characters: Rolan, Sarah, Roger's Mom, Regina

Roger's Mom: a rather immature maternal figure who doesn't understand how the world works.

Regina: a teenage daughter with an attitude problem.

Music: quiet, only the sound of very small and subtle waves
quacking ducks

Player Goal: Find Sarah. Receive Quest for Roger.

Action: Player must approach Sarah and initiate conversation. Roger's mother enters automatically (see scene in screenplay document). Rolan exits to return home.

1.1.12 ROLAN'S ROOM

Item: The CHEST is now unlocked and Rolan must retrieve his sword.

Note: Once the sword is retrieved, SUNSHINE WOOD is unlocked.

1.1.13 SUNSHINE WOOD

Happy, sunny, well-maintained forest. The grass is a bright green, with short, quaint wooden fences guiding you in the general direction. On the other side of the fence is a stream that eventually leads to the lake. There are occasional stone walls near the entrance of the forest, indicating that this is a regularly used path. They are rather short and not proper barriers. There is also the occasional wooden bench, with a book or snack left behind.

Characters: Rolan

Music: Woodland Music (battle appropriate)

Player Goal: Find the townspeople.

Action: Once Rolan steps into the Maim area, the scene is initiated.

1.1.14 MOLEGRE TEA PARTY

The area is mostly flat and green. In the middle are the townspeople, sitting in fancy white chairs around a long white table. Flowers, Tea pots and cakes litter the table. Over head, party banners hang on wooden poles and trees, adding pastel colors. At the head of the table is a Molegre in a strange hat. The townspeople are uneasy and quiet.

Characters: Maim, Rolan, Roger, Grandpa, 3 townspeople (Mr. Meechum, Sam, Mr. Lamm—chieftain)

Maim: a monster that wants to live above her class and show off. When angered, she may try to bite off her guests' heads.

Music: Boss Battle (cued in-scene)

Player Goal: Defeat Maim and rescue townspeople

Action: Scene is initiated once Rolan comes close.

At the end of the dialogue Maim will engage Rolan in a Boss Battle, and the people flee off screen.

When victorious, player should exit.

Flowchart: If player succeeds, Maim gives her last words and dies/fades away. When victorious, the player is free to move on and talk to the townspeople.

1.1.15 POST-MAIM

When Rolan exits the Maim screen, he finds the townspeople waiting for him. They speak briefly before exiting.

1.1.16 FOREST TOWN, RETURNING SAFE

Immediately after exiting with the townspeople, the player is transported to Forest Town, where the townspeople disperse. Grandpa goes home after telling Rolan to come home when he is finished. Roger returns the hammer and thanks Rolan before returning to his home.

Characters: Rolan, Grandpa, Roger

Player Goal: receive hammer, receive direction to go to Lake

Action: Immediately after entering Forest Town, Roger will speak to Rolan and return the hammer. He then exits.

1.1.17 ROLAN'S KITCHEN WITH GRAMPS

Rolan and grandpa talk and grandpa indicates that they will eat lunch. Rolan says he has to leave to meet Sarah at the lake and excuses himself.

Characters: Rolan, Grandpa

Player Goal: final talk with grandpa

Action: Player must talk to grandpa. End of conversation, they are directed to the Lake.

1.2 “Hometown Under Siege”

CHAPTER OVERVIEW

You meet Sarah by the lake and fall asleep. Waking up, you find your town under attack. You fight, but are nearly killed. The hammer comes alive to help you defeat the enemies. You speak to Mr. Lamm, who lays outside wheezing. He asks you to look for survivors. You find none, and pass out from your wounds.

[chapter length: short]

Locations: Naga Lake, Forest Town (burned)

Characters: Rolan

Sarah, Grandpa, Mr. Lamm, Captain Wright, a dozen soldiers (with lapis and gold colors somewhere on their person), Lulu (briefly)

Player Goals:

1. Talk to Sarah
2. Return to town
3. Activate hammer powers
4. Receive crystal

Key Rooms and Items:

Crystal: received from Mr. Lamm

Bosses: [no bosses, only Onslaught of Soldiers]

Notes: After battling the soldiers, Rolan is injured; every [roughly] 15 steps, his vision goes blurry

SCENES

1.2.1 NAGA LAKE WITH SARAH

Sarah and Rolan lay on the sand on two beach towels, under a large umbrella and talk about the town. Sarah is wearing sunglasses, relaxing. The sun is bright and reflects off the water. In the sand next to you is your hammer. There is no dock, boats, sign of civilization. There are, however, cute ducks taking a nap. It is pure nature. The waves come and go, and Rolan falls asleep. Player wakes up to see smoke coming from Forest Town. There is a small haze on screen, as the smoke from town travels. The ducks are all gone. They must pick up the hammer and return to Forest Town. Note, the path back to the town is also mildly hazy.

Characters: Rolan, Sarah

Music: Same sound of waves as earlier scenes, fades quickly into Sarah's Theme/Memory Theme (if we have one); otherwise, waves continue.

Ducks that can **quack**

Silence as they fall asleep.

Lucius' Theme / Battle theme is cued as Rolan is sleeping, before waking

Player Goal: Talk to Sarah; exit to save the town.

Action: Conversation is initiated as soon as Rolan enters. Scene follows until they fall asleep.

Rolan wakes up to smoke in the distance and a hint of it even on screen

Player must pick up hammer, and exit for Forest Town

Notes: If player tries to exit the Lake without Rolan's Hammer—Rolan: "I need my hammer!"

1.2.2 FOREST TOWN UNDER ATTACK

Houses are burned; the externals are coated in black (though some color does peek through. It is not 100% black). Houses are surrounded by rubble-dirt, burnt wood, blown out glass. The sky is hazy (though everything remains visible). Soldiers are mulling about, far down by Mr. Lamm's home. They are not able to see Rolan. There are guards at the Sunshine Wood entrance that can be engaged or avoided. Bodies lay in the grass (not grandpa or Sarah). Any plant life or flowers are shriveled. As you run past the bridge, grandpa hobbles out toward you. Mr. Lamm (chieftain) is catapulted (not literally...) out of his home by Captain Wright. He asks why they are under attack, but Wright gives the command to "leave no one alive" and rides off. Player fails to fight off soldiers. Rolan's hammer is activated, dispatching the soldiers.

Characters: Rolan, Grandpa, Mr. Lamm, Captain Wright, a dozen guards

Captain Wright is a large man in military uniform with a horse, dark hair, and sunglasses. He has an unbuttoned/loose, collared navy overcoat and tall black boots (WWII style). On his chest is a badge with the colors gold and lapis

The soldiers are dressed inconspicuously, although they do show small signs of being from the East: their uniform is lined with a small amount of gold and/or lapis (the colors prominent in Lucius's Castle). They are dressed in the same clothes as the captain, but simpler. Short, collarless jackets and black boots.

Mr. Lamm is the town chieftain. A very kind and ordinary man, with a brown vest and large glasses.

Music: Woodland Theme (battle music) until:

Rolan's Theme subtly comes in after he shakes himself awake from using his hammer.

Player Goal: Use hammer

Action: Player is immediately attacked by two soldiers standing guard.

Player finds grandpa, watches Lamm scene, and is engaged in battle with the soldiers.

Soldiers come running out from the houses, and the entrance of the town.

In-game cut-scene is triggered of Rolan's hammer activating

1.2.3 FOREST TOWN POST-ATTACK

Lamm wheezes loudly, hinting that the player should approach him. Grandpa is dead at this point: if the player tries to talk to him, Rolan has a dialogue and checks for a pulse. When the player talks to Lamm, he requests that you check the town for survivors. Player looks in every house, returns to Lamm. Rolan's vision shakes violently. Rolan receives the crystal from Lamm, who then dies. Rolan is able to take two steps before his vision blurs. Lulu steps on screen, and Rolan passes out. Lulu runs over to check on him.

Characters: Rolan, Lamm, Lulu

Lulu is a mysterious and also aggressive girl with purple hair. This is sometimes a point of

interest for people that have just met her.

Player Goal: Receive crystal

Action: Player must talk to Lamm: receive goal to check every house in town.

Check for survivors

Receive crystal from Lamm

Lulu enters / Rolan passes out

Notes: Player is locked into Forest Town.

When checking for survivors: Rolan enters a house, and immediately comes back out. He shakes his head and says “...” [*You could theoretically have him actually go in every house, but I find it a little off-putting to be like “look at all these massacred people! Now go check out the pregnant lady and her unborn child!” I can't imagine a way to make that palatable*]

While walking around, Rolan should show signs of being injured. Roughly every 15 steps, he pauses and the screen goes blurry. If possible, it could also become more frequent. This gives reason for his passing out at the end of the scene.

1.3 “Hi, I'm Lulu.”

CHAPTER OVERVIEW

Lulu is there as you wake up in Lamm's downstairs. You are attacked by bandits that Lulu must fight off. You need to get out of the area. Lulu takes you to the supply store and steals medicine for Rolan; they argue, but Rolan must eventually take the medicine. Together, they head out of town. They decide to go to Bredon to find out more. Rolan returns to pick up the *Sage Broach*.

[chapter length: short]

Characters: Rolan, Lulu

Bandit 1, 2

Areas: Forest Town (burned)

Music: Forest Town theme, Lulu's Theme

Buildings: Lamm's House, Supply Store, Rolan's house

Player Goals:

1. “Defeat” bandits with Lulu
2. Take medicine
3. Retrieve *Sage Broach*
4. Leave Forest Town

Key Rooms and Items:

Medicine in Supply Store to heal Rolan

***Sage Broach*, attached to Rolan's Wind chimes**

Bosses: None, only Bandits (2-4)

Notes: locked into forest town (and possibly Naga lake, maybe they want to explore) until player exits with Lulu as per the story cue

SCENES

1.3.1 LAMM'S HOUSE WITH LULU

Rolan wakes up in Mr. Lamm's downstairs on the couch. *The downstairs interior is very black and charred, but not entirely ruined—presumably because Rolan killed all of the soldiers before they could further set fire to it. The chandelier is shattered on the floor, blocking the stairs. The bookcases, etc. are all melty and black.*

Rolan wakes up and tries to stand; Lulu's runs in and tell him to stay put. They introduce themselves after some arguing, and are attacked by **BANDITS**. Rolan is unable to properly fight. He can swing his sword, but pauses to pant. The bandits will focus on both Rolan and Lulu. The player must try to stay away and not get attacked. This, however, is not readily apparent. The player must

figure out that the goal actually *is* to do as Lulu says and stay out of the battle.

Rolan pulls his sword on Lulu, demanding to know what's going on. [I picture him grabbing him and putting his sword to her throat, but that may not look so good visually. Either way, he is very on edge. Pulling his sword shows that he has snapped and is desperate to find answers.]

Characters: Rolan, Lulu, Bandits

2-5 Bandits out to loot the town. Just ordinary thieves looking for some gold. They have large gray, hooded jackets, hoods up, shadowing their faces; dark-colored hand-wraps.

Player Goal: Stay away from the bandits until Lulu kills them

Actions: Player can try to attack the bandits, but will pause and wheeze whenever they swing the sword. It is easier to let Lulu finish them off (which she does rather quickly).

1.3.2 FOREST TOWN (FOLLOWING LULU AROUND)

The buildings are nearly burned to the ground. The general structure still remains standing on some. Only the Supply store, and other buildings far away from the town's entrance, still have a roof—Rolan's house, Meechum House. There is no sign of life. The smoke has cleared. All bodies are cleared away. When Rolan comes outside, he will see Lulu walking in the direction of the Supply store.

Rolan follows Lulu outside. She calls “hurry up!” when Rolan steps outside. Player should follow Lulu to the supply store.

Characters: Rolan, Lulu

Player Goal: Follow Lulu into the supply store

Notes: Locked in to Forest Town

1.3.3 SUPPLY STORE

While the store is very destroyed, and burned, the walls are still partially standing. Lulu rummages around the counter area until she finds some medicine, and gives it to Rolan. Rolan argues that they are stealing, but eventually takes it and leaves.

Characters: Rolan, Lulu

Player Goal: Take medicine

Action: Player must initiate dialogue with Lulu, as she rummages through the items.

Flowchart: Rolan will argue about taking the medicine, and have 2 consecutive “Don't take it” or “Take it” options. He can choose “Take it” at any time, and get the same ending.

Once player chooses second “Don't take it” → short dialogue, then Lulu exits. She can be seen through the window.

When Player clicks on the medicine they get to choose [“Take medicine,” or “Don't take medicine”]

Notes: Player cannot leave until they take the medicine.

1.3.4 FOREST TOWN (WITH LULU, ABOUT TO EXIT)

Lulu briefly tells her story, and her theme plays for that short moment. Rolan says he wants to join, but needs to grab something from his home, first. There is no indication what this “something” is.

Characters: Rolan, Lulu

Music: Lulu's theme

Player Goal: receive objective to find Sage Broach

Actions: Lulu waits outside of the store. Player must initiate conversation. Rolan requests that he be

able to retrieve something from his house before they leave.

Flowchart: Only after Rolan tells Lulu he must retrieve something from his house is the Sage Broach findable

Notes: Player is locked into Forest Town (or possibly Forest town and Naga lake) until they exit with Lulu. If player tries to exit, they are simply rebuffed and cannot exit.

1.3.5 EXT ROLAN'S HOUSE

Player examines Rolan's house looking for this mysterious item. *The inside of the house is largely in tact, but covered in black and gray residue.* The **wind-chimes** out front will **sparkle** as the player enters, to indicate their importance. When Player clicks on the chimes they will receive **Sage Broach**. It can be equipped, but remains inactive until after the Four Trials, when Rolan's Mother explains its usage. It cannot be sold.

Characters: Rolan

Music: Forest Town

Player Goal: Retrieve *Sage Broach*

Note: Rolan's chimes sparkle

1.3.6 FOREST TOWN (BYE BYE!)

Player must talk to Lulu one last time. She exits into the world and player follows. They should make their way through the desert to the Caravan.

Characters: Rolan, Lulu

Music: Woodland Theme (enemies)

Action: Player initiates dialogue with Lulu and they exit

Player Goal: exit to the main world

1.4 “Making it to Bredon [via Caravan]”

CHAPTER OVERVIEW

Rolan and Lulu are enlisted as bodyguards to help a caravan of merchants on their way to Bredon. The caravan's runestone is broken and you must fix it by gathering mud and two emberstones. You recover mud from the small abandoned town of Flintborough. You find two emberstones in the Bog Maze. You may visit the IlFraternity base, or do the “Secretive Merchant's Red Herring Errand” in this chapter. Once the player fixes the runestone, Rolan will be asked to help place it in the carriage, and he will drop his crystal. Next, the player must *Protect The Caravan*, until they are attacked by Bandit Desperado and her band of bandits. When the Bandit Desperado is about to die, she cries out for Melchom to help her. The merchants reveal that they hired the bandits to steal the crystal. Rolan fights off the merchants and the player is left to walk to Bredon.

The Bog Maze and Mudbottom should not be terribly far/hard to reach from the caravan.

[Chapter length: long]

Characters: Rolan, Lulu

Head Merchant “Melchom”, Timid Merchant, Antiques Merchant, Secretive Merchant, Local Merchant, Bredon Merchant, Bad Merchant, Rare Insect Purveyor, Weird Moustachioed Potion Master, Merchants 1-4, Fredericka, Johannes, IlFraternity Member, IlFraternity NPC 1-5

Areas: Desert, Caravan, *Bog Maze*, Mudbottom, IlFraternity Base, *Protect The Caravan* battle screens

Music: Desert theme/Enemy area theme

Buildings/etc: Melchom's Tent, Broken cart, the “nap” cart (you can pay to nap in)

Player Goals:

1. Locate the Caravan
2. Speak to the Timid Merchant
4. Speak to Melchom
5. Speak to Antiques Merchant; Receive quest
7. *Bog Maze*, find Emberstones (2)
8. Find Jar in Mudbottom
9. Retrieve Mud in Mudbottom
10. Repair Runestone [accidentally reveal crystal]
11. *Protect the Caravan*
12. Defeat “Bandit Desperado”
13. Defeat “Melchom & the Merchants”
14. OFFICIAL QUEST started! / Head to Bredon

Key Rooms and Items:

Melchom's tent: enter-able tent in the caravan

Wooden Beam: structure with Melchom's three horses tied to it (just a visual)

Typical Merchant Stand (operated by Local Merchant)

World Map (given by Melchom)

Bog Maze (D0): Location of 2 Emberstones

Mudbottom mud pit: Location of Mud, and Operating Room (for crane)

Mudbottom Mudfall: Dammed mud stream, false location to pick up mud

Mudbottom Mudfall House: Location of *Mudbottom Letter*

Mudbottom Crane, located at mud pit: used to pick up mud

Mudbottom Vase Shop: location of Jug Rolan uses to collect mud

Bosses: Bog Maze boss

Bandit Desperado *and her band of bandits (Protect the Caravan)*

Melchom and his men (following *Protect the Caravan*)

Optional Bits:

IlFraternity Base (scene)

Secretive Merchant Red Herring (mini-quest with information pay-off)

SCENES

1.4.1 THE SOUTHERN CONTINENT DESERT

The Sunshine Wood leads through the green forest and into a desert area.

The ground is covered in smooth sand. There are some wavy lines in it, drawn by the wind. It is sunny, and bright. There are occasional rock formations. [rather than trees that line the path, there are rock formations.] Some are small, others are large and form bridges. They are a muddy orange color. It is pretty but desolate, and there are no signs of people.

*Small, fat, bushy **cacti** and tall, skinny cacti must be avoided, because they are prickly. Cacti are marked by pretty pink flowers. **Obstacles** to be crossed include giant sink holes in the sand. There may be a knocked over tree, wood plank, or rope to help cross. The **distance** from Forest Town to the Caravan should be somewhat long, and interesting. This is the player's first time in the real world. [Note: This is the same environment as the Thieves' Prison.]*

1.4.2 CARAVAN

Characters: Rolan, Lulu

Timid Merchant: F. A terrified woman pacing back and forth

Melchom: Head merchant Tall, ponytail, beard and dark jacket. Found in [Melchom's Tent]

Antiques Merchant: F. Gives you quest for runestone items. Found by [broken cart]

Local Merchant: sells potions, etc. Has a typical “merchant” stand

Bad Merchant: F. Let's you pay to sleep in her cart

Secretive Merchant: Gives [Red Herring Quest]. Has a brightly colored bandana.

Bredon Merchant: Hints about the IlFraternity base.

Rare Insect Purveyor: a purveyor of strange insects

Weird Moustachioed Potion Master: Tries to sell very odd items

Merchants 1-4: NPCs with dialogues

Fredericka: Confused person living in Mudbottom

Music: Caravan, Dungeon, Desert (enemy area)

Player Goal: Be enlisted as bodyguards

Story Locations/Rooms: Melchom's Tent, Broken Cart

Flowchart: After speaking to the Timid Merchant, Melchom can be spoken to

After speaking to Melchom, the Antiques Merchant's dialogue changes to [quest for emberstones and mud]

Notes: Melchom is locked in between two NPC's and cannot be spoken to before player talks to Timid Merchant and receives goal to talk to Melchom

Receive World Map from Melchom

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.”

Rolan and Lulu find a caravan and explore it. They will notice a TIMID MERCHANT pacing back and forth, anxiously. When they speak to him, he explains that they were attacked. He suggests you talk to MELCHOM, who may have work for you. He is described as the large man with a ponytail and beard. Melchom will offer you a position as their bodyguards. Rolan and Lulu accept, and

Melchom gives them a WORLD MAP. He tells them to speak to the ANTIQUES MERCHANT, who is by the broken cart.

Speaking with the Antiques merchant, he explains the rune stone is broken—meaning the cart cannot move. Rolan and Lulu are told to go find mud (likely in a nearby village), and 2 emberstones (from the bogs) to patch the broken stone. As the player exits the town, Rolan tells Lulu to stay at the caravan and protect the merchants.

Carts, Atmosphere

*There are a dozen **wooden carts**, all packed with junk. The front of each cart has a external seat for steering the horses...Or so it seems, as the carts are operated by runestone rather than horse. There is, conspicuously, **no way to attach horses** to the carts. There is only a seat, and what appears to be a metal steering **wheel** (a not-so-obvious half-moon shaped metal bar) jutting out from the floor. This will pre-empt the story of the broken runestone, and how the cart cannot move without it. The outside of the cart is lined with a rope, and at least 2 horn-shaped water **jugs** hanging off of them.*

*Some of these have white tarps covering them; others, large “freight” type carts are open to the elements, and packed with closed chests. The carts are **arranged roughly in a long circle**, protecting the merchants standing in the middle areas. There are two small tents of white tarp set up to protect from the sun. Melchom's personal cart is in the center of the caravan. There is only one “enter-able” structure. **Melchom's tent** is a white fabric laying over 4 wooden poles, with a fifth support beam in the middle, and an open flap that operates as the door (it is not a large, stable structure!). This caravan set up base simply because it had been attacked and stranded. **Two horses are tied** to a large wooden beam in the middle of the caravan. A couple of horses mull about, free.*

Merchants

Wealthy, well-dressed merchants stand around, guarding their stuff. They are dressed in baggy shirts and pants with bandanas on their heads. The colors are mostly subtle tans and whites, with belts, and bandanas. The following merchants have brightly colored bandanas and belts (and/or something else to distinguish them):

Timid Merchant, Secretive Merchant

*The caravan has a LOCAL MERCHANT that sells normal goods (potions, etc), and one merchant you can pay to take a **nap in his cart** (called, BAD MERCHANT). The Head Merchant, MELCHOM, is in his tent, speaking to confidants.*

Player can talk to the merchants. They will discuss the attacks in the south, and give clues. There is some uncertainty as to who attacked the villages: some say Lucius and some say the west, but this is not a major plot point.

SCENE BREAKDOWN

1.4.3 Secretive Merchant's Red Herring Quest (O)

Characters: Rolan, Lulu

Secretive Merchant

The secretive Merchant will make a deal with Rolan. When Rolan brings 6 [x] from enemies in the desert, he will share information about Rolan's town. This can happen at any time in the Caravan

story. When the player recovers these items (from defeating enemies) and returns to the merchant, he will hint that something evil is going on in the Western Kingdom.

1.4.4 IlFraternity Base (O)

Rolan can find the base in the desert and learn their first tidbit about the Harvest Lords and IlFraternity.

Characters: Rolan

Johannes, IlFraternity Member, IlFraternity NPC's x5

Player Goal: [scene, learn about IlFraternity]

Notes: Player cannot enter the building. They are stopped by the Johannes and must leave after the dialogue. There are no other options.

Player is able to find the Base with or without Lulu in their party (depending on if they do it when they are on the Runestone quest, meaning they are alone and left Lulu at the caravan). Lulu stands back, out of the way.

When spoken to, the Bredon Merchant will reveal that there is turmoil in Bredon, and that Rolan and Lulu should be careful: “there's more than just bandits in the desert.”

The IlFraternity base is located in a small-sized, old castle in the desert near Bredon. It has a small surrounding wall. It is a tall and skinny stone structure with two towers and pointed dark roofs, with strips of antique green color from age. The windows are broken and the ground is littered with glass and bits of wreckage (roof, stones). Brown-green vines grow over any sign of life—a watermill, horse enclosure or shed. The gate is broken into pieces and hangs crooked on its hinges. Geographically, it is not particularly close to the caravan. It shouldn't be easy to accidentally stumble across (although, it's not necessarily “hidden”). The player will come looking for it later from the west, so it should be accessible when coming from Bredon.

1.4.5 BOG MAZE (Dungeon 0)

Rolan must find the Bog Maze in the South and retrieve 2 emberstones.

Characters: Rolan

Music: Desert, Bog Maze Dungeon

Player Goal: Retrieve Emberstones from Dungeon

Receive Razor Wind Conduit

This is a naturally occurring maze somewhere in the bog near Bredon. The ground is coated in dark water, but it is mostly easy to walk through—not that any townspeople dare visit this place. It is inhabited only by monsters.

The labyrinth is surrounded by rather flat, muddy land with few trees. The dungeon is not terribly large. Much of it is filled with labyrinth style hedges and ivy that go through a bog. However, the player will find that it is impossible to get through because there are walls in all the wrong places. The labyrinth itself is made complex by trees, and dense ivy blocking the pathway, and deep water (that can only be maneuvered via wooden pathways or fallen trees). On the water are patches of floating green moss. The trees have very little foliage, but a lot of moss and vines. The area is mostly brown and black colors with green patches of moss, ivy and dark water. There are also a number of paths made of wood panels through the water. Some trees may be made climbable with big, sturdy mushrooms.

Vines and foliage can be cut through to advance through the maze. There is also a deep bog area that cannot be crossed, but clearly needs to be [for example, on the opposite side is an enemy to show that Rolan can go there]. Directly across from this deep water are tied up boulders (there are boulders piled back into a cavern, and there is a rope holding them back). The goal is to cut the rope and release all of the boulders, so they fill the bog and Rolan can walk over it. Some enemies also stand at a distance, up the trees. They can only be hit with the razor wind conduit. The conduit can also be used to chop a tree down in order to make a bridge.

1.4.6 MUDBOTTOM

Rolan comes here looking for mud.

Characters: Rolan

Fredericka: A very eccentric man who stayed behind after everyone left town. He hangs out in his bedroom, and is a little crazy

Player Goal: Pick up CLAY JAR

Find Mud Pit

Operate Crane to pull mud from pit

Retrieve mud (in jar)

Actions: Player explores the town, and finds the Clay Jar in the store (this is found by exploring. If player does get to the crane, and doesn't have a jar, Rolan will say he needs to find a jar)

Player follows the small river of mud to the mud pit

Examines crane, and uses the control room to operate crane

Crane picks up mud

Retrieve mud from crane.

Flowchart: If player presses button in mud pit control room, the crane reaches into the mud and comes back up

If player tries to pick up this mud, Rolan says: "I have mud, but nothing to put it in."

After player retrieves Clay Jar, this changes to [received mud]

-Rolan is then able to pick up mud and complete the mini-quest

If player selects to collect mud from Mudfall: the mud knocks the jar from Rolan's hand and sends it flying to the next screen. Rolan must retrieve it (either from the ground, or the mud stream)

The small town is completely abandoned. The houses are simple, square-shaped mud structures, all strung together: large buildings with many entrances, exits, and rooms. Entering through one door, the player could practically come out on the other side of town, or anywhere in between. Buildings are externally ornamented with a white dotted line or simple white pattern. Some windows have colorful mosaic stained glass. Some areas are obstructed by piles of dirt and old garbage (wood planks, supplies). There is a well in the center (that looks like a hole in the ground), with a wooden pump. There are mud statues surrounding the well, making it into a sort of "town square." They are in the shapes of large vases and masks/heads with strong touches of white and blue. There are no enemies in the town.

Fredericka is the only remaining person in the town, and he is very eccentric and very strange. He hangs out only in his bed, and can be found at the topmost bedroom with some small cactus plants.

Homes have perfectly square rooms, and practically nothing inside; there may be some cool treasures. A kitchen is marked by one oven-shaped block, and a bedroom has one, long, clay bed. These homes are strung together in the same, large building. There is a **supply store** with practically nothing

in it; there's a **vase shop**, with vases in the front window. These vases stand in plain sight. They may sit on a colorful table cloth to make them stand out. There is only one CLAY JAR that is completely unbroken. Player should pick this up to collect mud in, later.

A river of dried mud goes through the town, leading to the MUD PIT in the back. However, this is a long, winding stream that flows in the ground level of the largest structure in town. There are internal wooden bridges to go over the stream. It also branches into two parts. At the end of one is a dam that has been broken. The mud rushes over one destroyed part of the wall. The player can see that they are able to climb a ladder down to the bottom, and try to collect mud. They are prompted if they want to collect the mud: **yes**, or **no**. If they say yes:

Rolan holds out the jar, but the mud is so fast it slaps the jar out of his hand, and he needs to retrieve it. If the player tries this twice—Rolan: “This isn't working.” However, at the end of these screens (where Rolan must retrieve his jar) is also a very small one-room house. Inside, is a **letter** on a table detailing what happened to the town:

Mathilda,
The judges say they have no use for our mud, anymore.
I think they can't afford it because they've spent the money elsewhere.
I found work here in a quarry. Come with the neighbors, and bring mud.

The player should eventually find the mud pit out back. It is dangerously slippery, and Rolan can't walk too close. However, the inside walls of the pit are a different color. It is brighter, shinier, and clearly not dried out. There is a small **control room** next to a **crane**; the crane is a rather small, red structure (not a huge yellow CAT). It is thin and simple [almost like a bucket tied a rope and set on a wooden skeleton]. The building is earthy (like the houses), with a very large window, set at the top of some steps. Player must operate the crane from the control room, where there is a large, visible button. When pressed the crane will dip into the mud, pull out a scoop, and swing it over to the side.

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

If Rolan has not yet found the JAR...when Player tries to pick up the mud by clicking on the Scoop: “I have mud, but nothing to put it in.”

Concealed items could be in breakable mud pots (Zelda-style).

1.4.7 CARAVAN, ROLAN'S CRYSTAL!

Lulu rejoins you, and player brings items to Antiques Merchant. Merchant quickly forms new runestone but has troubles putting it in the cart. He asks for help. **Cut-scene** where Rolan drops the crystal. Player speaks to Melchom and the quest continues.

Characters: Rolan, Lulu

Antiques Merchant, Melchom, Merchant (that leaves to bring news of their arrival to Bredon)

Music: Caravan, Click sound (of runestone, in scene)

Player Goal: Fix rune stone, begin *Protect the Caravan*

Actions: Upon returning, Lulu immediately greets you.

Player must initiate conversation with Antiques Merchant.

Merchant takes the items and constructs new runestone. He kneels, trying to place it in the cart. He fiddles with it, before shaking his head and standing back up. He asks Rolan to help

Cue cut-scene: Rolan fiddles with the crystal. The Merchant tells him to try harder.

Click sound, and 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.

Player is free to roam and should eventually approach Melchom (instructed by Antiques Merchant).

Melchom will be in conference with another merchant. When the player initiates conversation, Melchom sends the merchant away and asks if Rolan is ready to finish his work. "Yes" will initiate 1.4.6, *Protect The Caravan*

Flowchart: After player replaces runestone, Melchom's dialogue changes to *Protect the Caravan*

1.4.8 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.

Characters: Rolan, Lulu

Melchom: A tall, rather friendly merchant with a ponytail and beard.

Enemies: Bandit Desperado, Bandits (1-4?), Merchants (1-3), Melchom, 2 Desert animals

Music: Battle theme

Player Goal: defeat 2 sets of enemies and Bandit Desperado

Actions: As the caravan moves, a merchant will yell: "Over here!! Bodyguards!!" To signal there are enemies.

After 2 normal desert-type enemies, Melchom will call: "Bodyguards, it's time to earn that pay!"

The final attack comes from a GROUP OF BANDITS. After defeating a few of them, out pops BANDIT DESPERADO. She is a mini-boss (not really tough). She is distinguished from other bandits by a big cowboy hat.

When Desperado is defeated, she cries for help before dying. Dialogue is cued, and...

The merchants automatically engage player in battle.

When Melchom HP hits a certain point, he yells that it's time to run away

1.4.9 DESERT - STRANDED

Rolan and Lulu are tossed out of the caravan, and the caravan speeds off

Characters: Rolan, Lulu, Melchom

Music:

Actions: **cut-scene:** Rolan and Lulu are tossed out, the caravan speeds off

Rolan and Lulu share a brief dialogue, indicating they should walk to Bredon

Player is free to head for Bredon!

1.5 “The Quest Begins in Bredon”

CHAPTER OVERVIEW

You ask around the town for information, but mostly hear chat about the Harvest Lords, IlFraternity, and an AWOL king. A bartender directs you to Spindly Chali. He tells you about the crystals one at a time, beginning with Falkenreause, the cheat. You seek her out and goad her into betting the crystal. Lulu will completely mess up the mini-games and you will lose the first time. The second time, Lulu will share invaluable hints and you (hopefully) win and receive your first crystal. Chali gives you the second name: Harvest Lord Manley.
[chapter length – med]

Characters: Rolan, Lulu

Outside:

Bredon NPC 1, 2, 3, 4, 5

Bredon Welcoming Committee: has blue sash and clipboard, in Town Square

Spindly Chali: should look androgynous. His clothes may be reminiscent of the merchants.

Bredon Kid 1, 2: in town square, playing in sandbox

Civilian Houses:

House 1: Man, Brother, Sister

House 2: Mother, Girl

Harvest Lord Houses:

Manley: Coco

Chamberly: Gardener, Tito, Lady Chamberly

Public Library:

Patron 1, 2, 3

Librarian: Male shelving books, big librarian glasses

Abiades: Female with Frazzled hair

Bakery Bluebell:

NPC's 1-3: reading newspaper

Baker

Arborelle:

Arborelle Bartender

Arborelle Gamemaster

Patron 1, 2, 3

Falkenreause

Crunchy Mango:

NPC 1, 2, Girl

Mango Bartender

Palace:

Guards 1, 2: Stand at gate, full metal armor

Alchemy Alcove:

Spirit Alchemist

Areas: Bredon

Music: Bredon, *ding* of “Receive Crystal,” Falkenreause Mini-Game Music

Buildings: Arborelle (bar), Crunchy Mango (bar), Palace, Bredon Alchemy Alcove, Civilian House 1, 2, Lord Manley's House, Lady Chameberly's House, Public Library, Bakery Bluebell, Town Square

Player Goals:

- 1. Find Bartender and information about Chali**
- 2. Find Chali and names of crystal owners**
- 3. Arborelle Bar, find and defeat Falkenreause**
- 4. Get second name (Manley) from Chali**

Key Rooms and Items:

Arborelle Bar (location of Falkenreause)

Chali's Alley

Optional quests: *Melchom Pays His Bill*

Save the Kitty

Bosses: None

Notes: Falkenreause Mini-Game*

1.5.1 BREDON CITY

The ground is grass with a stone road marking the main path. The town is surrounded by trees and has two entrances (one roughly to the south and one roughly to the north). In the center of the town is the **Town Square** with a park and playground—including a sand box and swing set. It is partitioned off from the town with a wooden fence, and one main entrance (all made of wood). There is a small green field with benches. It is surrounded by a beautiful stream that circles it and makes it look like an island. There are two cute bridges to cross to the Town Square.

The **palace** exists on the western point of the city. The palace is placed on the opposite side of a mote-style pit, with a wooden bridge. It is partially set up in the middle of an old, very fat tree. Two hallways extend from either side of the main building (which serves as the throne room, etc.) and lead to the remaining wings (to the right, private quarters, and to the left, private meeting rooms). Queen Bosworth lives here, now.

The average **civilian** (and most of the IlFraternity members) live in quaint houses around the town. They start at the base of a tree, with the trunk dead in the middle of the small wooden house. Houses may (or may not) be stacked on top of each other, with a ladder leading to the other levels.

Lord's Houses originally belonged to the current IlFraternity. Two Harvest Lord homes are scattered along an invisible line that surrounds the town (meaning, they roughly circle the town). Manley is located to the North. Large wooden structures with huge, wall-sized windows. They are the same style as the civilian houses, but have a long bridge that must be crossed. There are two houses (Chamberly, and Manley)

Bredon Welcome Committee NPC likes to greet people as they come to Bredon. He used to be an aristocrat, but is now working for the Harvest Lords. It's kind of a terribly embarrassing job. He hangs out in the **Town Square** and wears a blue sash and cap.

Characters: Rolan, Lulu

Bredon Welcoming Committee: In park

Bredon Kids 1, 2: In park, in sandbox

Bredon Palace Guards 1, 2: Placed outside Palace. Will block player from entering

Spindly Chali: May be visible, but is locked in "Chali's Alley" between the backdoors of the library and Bluebell Bakery

Bredon NPC 1, 2, 3, 4: Wandering around. 2 and 3 are together in conversation.

Music: Bredon theme

Player Goal: Find Chali and defeat Falkenreause

Actions: Find Spindly Chali, receive Falkenreause's name

Locations:

Arborelle: Fancy, may be surrounded by a pond. Round, wooden building that is smooth and more elegant than most buildings here. There is a small patch of flowers out front. It is surrounded by a stream (or has a large pond) with a quaint, romantic bridge. There are tea lights streaming around the outside.

Crunchy Mango: dull, normal building. Has "Mango" sign out front. It's the local watering hole. If anything, it may be a little worn-down (destroyed and discolored wood panelling)

Palace: Less realistic, and more fairy-tale. It is a simple ivory and stone color.

Bredon Alchemist Alcove: a store-sized structure. It's basically a special potions shop.

The appearance could be in the same style as the castle, so it stands out.

Civilian House 1, 2:

Lord Manley's House: Located in the north

Lady Chamberly's House: Located in the south

Public Library: tall wooden structure with benches and an "open library" out front.

Bakery Bluebell: a quaint bakery, white and blue colors, a striped awning and a small

table out front. There may be cakes in the window (or at least the Bakery name).
Town Square: an island in the middle of a stream. You must cross bridges to get to it. It has a playground (sandbox, etc) as well as a grassy area for picnics. There may be a food stand, or local salesman here.

Notes: Player does not HAVE to speak to Crunchy Mango Bartender to see Chali. No doors are locked, player can find Chali on their own (it would be really annoying for a player to HAVE to follow the story thread back to the Crunchy Mango, even if they happen to find Chali). For this reason, the doors to Chali's Alley should be a bit concealed.

The following Scenes: First, are the initial set-up and description of locations (all marked optional), followed by the main storyline

1.5.2 BAKERY BLUEBELL (O)

The bakery is a simple little room with a cake cabinet, and quaint tables. Everything is wood highlighted with white furniture, a white counter, and blue flowers. There is a cupcake tray on the counter. It spirals up and is colorful. It is more quaint than over-the-top girly.

There are tall stools at the window bar. Most tables have someone reading a newspaper, in silence. They may have a coffee on their table. Every table has a bundle of blue flowers in a glass vase. The baker is a woman in an apron. One corridor has a bathroom (as marked by cute girl/boy symbols). Behind the counter is an open door (with a white curtain pulled to the side) leading to a very small kitchen with just an oven and table. There is a second door, leading to the back alley where Chali is/the back entrance to the library. In the kitchen, there may be sacks of flour of sugar. If we wanted, we could make Rolan be able to tip these over and watch the flour/sugar spill all over the floor. It wouldn't do anything special; it would just be fun if the player enjoys being an ass hole.

Characters:

Baker: Blue dress white apron. Should remind you of your mom.

NPC 1, 2, 3: NPC's here sit at tables with their noses in newspapers. They do not speak to you. They may sip coffee.

Story Locations/Rooms: A door behind the counter exits to a small kitchen and then to Chali's Alley. A player shouldn't really be drawn to it (don't want players bypassing all the fun stuff in the town)

1.5.3 BREDON ALCHEMIST ALCOVE (O)

The interior is strikingly empty. It is all wood against a white-marble color-ed altar. A bookshelf of potion bottles and items leans against the wall. There is a stone semi-circular wall with three items hanging off of it. This is unusable. The altar, however, can be used. Standing on the square in front of the altar will prompt the question: Full Heal (100 gold) Yes/no?

Characters: Alchemist

Key Items: altar, wall of ingredients (unusable, purely decoration)

1.5.4 ARBORELLE BAR (O)

Once you enter, it looks as though you are outside: there are "trees" and the rooms are lit by hanging lanterns. Stone walls, red chair and tables. The first room includes a red bar and cozy tables; the second is centered around a large, green "poker"-style table. There is a large window looking out to a patch of perfect green grass in the corner of the room—for Pygmyhog races. The people here are generally very nice, save for the bartender. She's a jerk. (inspired by: el bosc de les fades)

Characters:

Arborelle Bartender: Dressed in dark colors. She's rather snobby.

Arborelle NPC 1, 2, 3

Arborelle Gamemaster: Dressed similar to bartender

Falkenreause: Black hat, long light hair, a dark dress. Flamboyant without being too unusual (this is Bredon! Folks are simple)

Music: (Falkenreause/ "Casino Games" theme?)

Player Goal: (pre-Chali) speak to Bartender and receive clue to go to the Crunchy Mango (Post-Chali) Challenge and defeat Falkenreause

Key Items: Falkenreause's crystal, attached to a necklace.

Flowchart: After receiving Falkenreause's name from Chali, her dialogue will change.
(Later) after defeating Falkenreause, the NPC's dialogue will change.

1.5.5 BREDON PUBLIC LIBRARY (O)

Two levels, with books going straight up the walls to the ceiling. There's a large ladder to reach high-up books. The second level is constrained by a small wooden bannister, allowing the player to only travel the constricted paths. There is one extra room on each floor with large green hammocks for reading, as well as a large, mahogany desk for working. There are tall trees that reach from the ground to the ceiling. There is a ladder attached to a large tree that leads to the second floor. Other trees have bookshelves hanging off of them, and sometimes shelves are hanging between two or three trunks. The ground is solid wood paneling, with circles of dirt around the trees (as though they are straight from the earth, through the flooring)

Outside are a few large tree stumps (the size of a person) that have been converted to book shelves. The idea here, is that people will think "dude, if my library looked like that, I'd go there." It's generally cool mixed with relaxing and cozy.

Characters: Library Patron 1, 2, 3

Abiades: woman with frazzled hair, and glasses hidden away in a side room, nose in a book. She may also have a huge stack of books laying next to her.

Librarian: man with librarian glasses who is eternally shelving books

1.5.6 SUPPLY DEPOT (O)

*Ordinary goods shop. Melchom is here. Whenever Rolan and Lulu first enter, a **cut-scene** plays, wherein Melchom delivers goods to the Manager. There is an unopened crate of goods sitting by the counter (delivered by Melchom).*

Characters: Melchom (only the first time player enters)

Supply Depot Owner: receiving a box of goods from Melchom

Music: Caravan Theme (when Melchom is there. Goes until the sub-quest is ended or completed)

Flowchart: Once player enters for the first time, cut-scene plays of Melchom and Supply Depot Owner. Melchom will run out the back door. (see next section for details)

Notes: If Rolan doesn't follow Melchom and tries to exit through the front door, Lulu will say they need to catch Melchom. If Rolan still decides to not chase him, the side-quest is lost forever and the Supply Depot Owner's dialogue changes to the typical "Did you want to buy something?"

Melchom Pays His Bill (Side quest!)

If Rolan chases him, Melchom will continue to the Library, and disappear into a side room where Library NPC 1 is. If Rolan talks to them, the patron says Melchom is hiding under the desk. If Rolan talks to Melchom, he will receive 600 gold in conversation.

Characters: Melchom, Library NPC 1

Music: Bredon

Player Goal: Chase and catch Melchom

Story Locations/Rooms: Library, Library Side room

Flowchart: After Melchom disappears in to the Library side room, the Library NPC 1 dialogue will change to the *Melchom Pays His Bills* dialogue in the screenplay.

Notes: If Rolan chases Melchom to the library, Melchom will wait there for Rolan to find him until Rolan leaves the city. If Rolan exits Bredon, the story ends.

1.5.7 CIVILIAN HOUSE 1 (O)

The house interior is simple. A kitchen with a sink and window. A small “den” area, with a reading table and wooden accents. Upstairs are two children in a bedroom with three beds. The beds have colorful pillows. There may be a blanket fort. They have a pile of toys and toy airplane. There is also a rather empty bookshelf.

Characters: Civilian Man

Civilian Brother, Sister: Upstairs, arguing

Player Goal: Learn a little about Bredon

Story Items: Toy airplane, that kids are playing with

1.5.8 CIVILIAN HOUSE 2 (O)

The same style as House 1. Downstairs is a kitchen with a kitchen table, sink, and counter. The mother looks out a window with a red curtain. The girl sits at the table with a stuffed dragon. Upstairs are two rooms. The mother's room is just a bed with a book on it. The girl's room has an open window with long pink curtains and a treasure chest of some kind, as well as a pink cat house. It may have a picture of a cat face so the player knows what it is.

Characters: Civilian Woman, Girl

Player Goal: Hear that girl's cat is missing, starting *Save the Kitty*

Story Locations/Rooms: Kitchen, Girl's bedroom

Flowchart: After talking to the girl, the *Save the Kitty* quest is activated. After talking to the girl, the window on the Chamberly House is openable, and the Gardener's dialogue changes to tell the player about the broken window. (see Chamberly House section for more)

Notes: Girl's bedroom is locked at first. There is a treasure inside

1.5.9 HARVEST LADY CHAMBERLY'S HOUSE (O) (Formerly 'Lord Bosley')

The story of *Save the Kitty*: Rolan must sneak through a broken side window. By following a series of steps, he can find Basilisk, the little Civilian Girl's lost cat. First, the player sees the (meow) when entering, telling them the cat is present. Second, they need to notice the fireplace poker and knock it over (simply by clicking on it), letting loose a bird. The cat will then chase the bird. Rolan must follow the sound of the frantic bird to find it and the cat. However, he needs to avoid Tito, who will kick the player out of the house. It should be relatively easy to avoid Tito.

This is a mansion. The outside has a large green hedge, as well as hedges shaped into adorable animals (preferably something present in Rolan's Quest. Certain cute enemies, etc.). A fish pond.. There may even be a statue of Lady Chamberly, herself. The wood inside the house is dark, smooth mahogany, and everything is fancy. Every room has large windows with white curtains. Big, extravagant mirrors are also common throughout the house. There is a living room with a huge L-

shaped white couch; a big, open kitchen with an island in the middle; a piano room; an office with a large desk, chair and maybe file boxes. Upstairs are two bedrooms with large beds and draperies over them; a Greenhouse (that is actually a room attached to the house) a terrace with plants, a table and maybe a wine glass on said table; a library (that may be reminiscent of the Bredon Library); and a pool with a white lounge chair. This building needs to be big and explorable so Finding the Kitty takes a few minutes. Rooms may have multiple entrances to confuse the player a little.

Characters: Tito: Chamberly's super sexy (yet fully clothed) man servant, who is cleaning the kitchen. He should be in black pants and white button-up, with noticeable hair.

Lady Chamberly: Older lady with red hair taking a nap in her office under a blanket

Gardener: Out back, easy to walk up and talk to

Basil: a little black and white cat

Bird: a frantic red bird

Action: Player should approach the gardener, who will hint that the side window is broken.

Player can climb through side window (this *can* be done without talking to the gardener, but it isn't obvious)

Once inside, a visually cued (Meow) appears.

Player should explore, and eventually notice the fireplace poker, and ash scattered all over the place. The poker is *clearly* clickable. When clicked on, it will fall over and a bird swooshes out of the fireplace and off into the house.

Visually cued (pitter patter) (pitter patter)

The cat can be found where the bird is. The player must follow the (FLAP FLAP) of the bird in the right direction.

Player is able to find and pick up cat.

Flowchart: After player picks up cat, they cannot leave the city. The Girl in Civilian House 2's Dialogue changes to accept the cat.

Key Rooms and Items: Broken window (for entering)

Fireplace Poker (to be knocked over. Is very clearly usable)

Greenhouse (a room, final location of cat and bird)

Notes: Front door is always locked.

1.5.10 HARVEST LORD MANLEY'S HOUSE (O)

Player cannot yet go inside. Outside is not quite as over-the-top as Lady Chamberly's; however, there are many plants and flowers perfectly arranged...it may be arranged in the shape of a dollar sign, just because.

Characters: CoCo: Bosley's flamboyant housekeeper. CoCo is a male wearing ordinary clothes, but with large, extraordinary hair—like Tito

Flowchart: If player tries to enter front door, they are met by CoCo, who will have a dialogue and turn them away. The house is locked until 1.5.

1.5.11 CRUNCHY MANGO BAR (MAIN STORY)

This bar is an open space inside of a thick external wall. Once you enter through the door, it looks like have you walked into an abandoned forest. There is a solid wood bar and a few, small green tables that are the size of crates. It is very small and rustic, but cozy.

Characters: Mango Molly: Big friendly lady behind the bar. She likes to laugh and talk with her hands.

Mango NPC 1

Mango NPC 2, Girl: In view of each other. If Rolan talks to Mango girl she will say NPC 2 is creepy and look over at him. NPC 2 will wave

Mango MPC 3: sleeping in the corner

Music: Bredon (cont)

Player Goal: Receive Chali's name and location from Bartender

Actions: Player should talk to Crunchy Mango Bartender. Dialogue will immediately lead Rolan to information about Chali.

Flowchart: After Rolan talks to Chali, Mango Molly's dialogue will change to (post-Chali) dialogue listed in screenplay

1.5.12 CHALI'S ALLEY (MAIN STORY)

There is very little here. Only a bucket or two that someone from the bakery might take a break on, and a trash bin.

Characters: Chali

Player Goal: Receive Falkenreause's name

Actions: Player must initiate conversation

In dialogue, Player is asked if they want to pay 100G for a name or not. If no: Chali's dialogue changes to "I'll be here when you change your mind." If yes: Rolan hands over the gold and the dialogue continues.

Flowchart: After Rolan pays for the name, Falkenreause's dialogue changes so they can "battle."

1.5.13 ARBORELLE (MAIN STORY)

Characters: Falkenreause, Bartender, Gamemaster, NPC 1, 2, 3

Music: Mini-game theme cued for games, *ding* for "received crystal" moment

Player Goal: Defeat Falkenreause in mini-game

Actions: Player must initiate conversation.

When player says "yes" they are ready, mini-game is cued.

Flowchart: In dialogue, player is asked whether they are ready or to play or not. No: Falkenreause's dialogue is locked on "shall we begin?" until player says "yes." After player defeats Falkenreause, Chali's dialogue changes to the next name dialogue

Notes: (mini-game possibilities)

The Pygmyhogger: The goal is to catch as many pygmy hogs as possible. It is in a very simple Pacman style set up (a labyrinth, with hogs placed in random spots). There are also enemies that move slowly through the maze that must be avoided. Later, there may be flying enemies that ignore all boundaries. Lulu will later tell you that you can pick the hogs up and throw them at enemies (as weapons aren't allowed)

other idea

player has a staff that shoots fire (in place of a gun). The goal is to shoot as many vampire pygmyhogs as possible. They go constantly faster, and shooting three at once results in a huge explosion. After the first round, Lulu will tell you that you can also hit Falkenreause to confuse her. This is set-up in an arcade-style game, very simple and in the vein of Space Invaders or *maybe* Geometry Wars if you wanted to work harder.

1.5.14 CHALI'S ALLEY (MAIN STORY)

Characters: Chali

Player Goal: Receive Manley's name

Actions: Player must initiate conversation

Flowchart: After player pays for Manley's name, CoCo's dialogue changes to let them in the house.

1.6 “Manley's Many Requestss”

CHAPTER OVERVIEW

[chapter length – med]

Characters: Rolan, Lulu

Manley's House

CoCo

Manley

Finbury:

Echo's Music Hall: Echo (girl with guitar), Edwina (dog), Fan 1-3

Herbalist Shop: Sky, Skylar

Rune Shop: Hetch (elderly waman)

Greenhouse: Etan, Letan (young hippies)

House of Healing: Lilia (full “soothsayer” garb), customer

In Forest:

Tomas: Lost foreman

IlFraternity Base

Johanna

IlFraternity 1-6

Bredon Palace

Messenger

Guard 1-5

Farmboy: with baskets of vegetables

Farmgirl: “ “

Cook: has salad

Assistant Cook: roasting a pig

Master of Grog

Housekeeper

Queen Bosworth

Dancer

Diplomat

Maid

Strange Smelly Man: in trash bin

Trey

King Bosworth

Areas: Manley's House, Finbury, IlFraternity Base, Bredon Palace, Glenhurst

Music: Bredon

Player Goals:

- 1. Talk to Harvest Lord Manley and receive quest**
- 2. Find Echo's Dog in Finbury, initiating conversation with Echo**
- 3. Talk to Sky, receive *Sniff Out Tomas* quest**
- 4. Find Tomas and return to Bredon**
- 5. Receive second quest from Manley**
- 6. Talk to IlFraternity**
- 7. Talk to King Bosworth**
- 8. Receive message from IlFraternity**
- 9. Explore Glenhurst**

Key Rooms and Items:

Manley's Terrace

Echo's closet

Warp Potion

IlFraternity Meeting Room

Optional quests: *Melchom Pays His Quest* is available until player starts and either finishes or ends it early

Letan's Pennysuckle Tea

Bosses: (Rescue Tomas) – boss: ?

Notes:

1.6.1 MANLEY'S FRONT DOOR

Rolan seeks out Manley and is met by Coco.

Characters: Rolan, Lulu, Coco

Music: Bredon

Player Goal: receive access to hosue

Flowchart: When player tries to open the door, Coco comes out. However, this time, their dialogue will reveal that Rolan can go inside and Manley is on the terrace.

1.6.2 MANLEY'S TERRACE

Characters: Rolan, Lulu, Manley

Music: (Manley?)

Player Goal: Receive quest

Flowchart: Player initiates conversation. Dialogue reveals quest to go to Finbury

1.6.3 FINBURY

The houses are small, mossy structures coming out of the ground. The entire area is green and fantastical. It looks like you've stepped into another world. Vines, tree limbs, sun spots shining through the forest.

Characters: Family with map: mother, father, teenage daughter, son

Music: Finbury

Player Goal: Explore and find Echo's closet

Buildings: Echo's Music Hall, Herbalist Shop, Rune Shop, Greenhouse, House of Healing

Story Locations/Rooms: Echo's Music Hall

Notes: All buildings have a sign saying what they do (with words or images)

1.6.4 HERBALIST SHOP (O)

The room is filled with plants, hanging from the ceiling, growing freely or in pots. There are shelves full of strange ingredients, utensils and tables for mixing. Everything is wood covered in moss and plantlife. Wheat, berries, feathers, flowers, plants, mortar and pestles, ladles, scales, glass jars, satchels, etc...

Characters: Sky, Skylar. Two blond men in almost matching baggy clothing.

Flowchart: After player meets Echo's dog, Sky's dialogue changes to start *Sniff Out Tomas*

1.6.5 HOUSE OF HEALING (O)

This is the soothsayer's house. It's lit by candles hanging from golden chains and laying in candle holders. There is no crystal ball, because that's too typical. In the center of the room is a dark table, with a chair and a blue couch. The floor (or wall) has the pattern of a palmistry hand. The walls are covered in blue, green and gold tapestries.

Characters: Lilia: dressed in long purple gown with a headpiece/flowers in her hair.

Theoretically she would have symbolic markings drawn all over her skin
Customer

1.6.6 RUNE SHOP (O)

This is the most normal interior in town. It is much like a house from Forest Town,

except it includes a table akin to a smithing table (for the ruins). If anything, this place should feel kind of lame. There may be an old green couch, and one lonely window. Hetch is the kind of lady to sit in with a TV dinner and never leave her seat.

Characters: Hetch, a large, grey-haired woman with glasses

1.6.7 GREENHOUSE (O)

There are all manner of plants and colorful flowers here. In the corner is a small wooden table with a flower vase in the middle and a tea pot. Etan and Letan are here drinking tea. There may also be traces of flowers (as they make the tea themselves). Extras include empty clay pots, bags of dirt and watering cans.

Characters: Etan, Letan: Blond twins in mostly matching clothes

Flowchart: If player initiates conversation with Letan, he asks if Rolan would like to try some Pennysuckle tea. If player says Yes, a scene of Rolan drinking the tea follows, and then more dialogue. Rolan will receive +1 in some stat, just to make the player happy they're trying new stuff.

*If player talks to Letan again, he will mention that they need more Pennysuckle plants. If Rolan recovers 5 (from outside town), Letan would be grateful. If Rolan does find 5 plants and come back, they are automatically transferred to Letan. He will thank you and give you a reward.** (this may be deleted).*

Notes: Player can do two things here,

- 1) Drink Pennysuckle tea
- 2) Accept Find Pennysuckle Plants

1.6.8 ECHO'S MUSIC HALL

Echo is the bard of the city. She is, unlike most bards we encounter in games, both powerful and popular. People ride out here just to see her and hear her music. Her music is able to calm or inspire the listeners in a magical way.

Characters: Echo, a girl with a guitar in normal clothes and a white bow

Edwina, a big dog with a white bow/something that matches to Echo

Echo Fan 1-3: sit in chairs around Echo

Music: sound of guitar strumming (possibly strumming Rolan's theme, etc)

Player Goal: Find Edwina to initiate conversation with Echo

Story Locations/Rooms:

Flowchart: Edwina will initially not speak with Rolan.

When player opens Echo's private room door, Edwina runs out and lands on Rolan.

Echo comes over to speak to Rolan.

In dialogue, Echo explains that Tomas went to the herbalists (Sky & Skylar)

This conversation changes Skylar's dialogue to initiate *Sniff Out Tomas*

Edwina will follow Rolan until further notice (or if Rolan tries to leave town without receiving quest from Sky & Skylar).

Notes: The private room may or may not be enterable. If it is, it is full of guitars, instruments and maybe a portrait of Echo.

1.6.9 HERBALIST

Characters: Sky, Skylar

Music: Sound of Edwina's howl

Player Goal: Start *Sniff Out Tomas*

Flowchart: Player must initiate conversation with Sky.

He will talk to Edwina, and suggest that you follow her to Tomas.

Edwina howls in agreement and run out the door.

Sky tosses over a *Warp Potion* (or whatever might be appropriate), so the player can warp back to Bredon with Tomas

Notes: Rolan must follow Edwina's path. If he tries to exit anywhere else, it is locked.

1.6.10 SOUTHERN FOREST

Rolan follows Edwina, fending off predators, until Edwina stops and howls. There are no enemies in this screen, so the player is able to think before crossing into the next screen. On the other side of the trees is Tomas, being harassed by a forest beast (boss. We haven't had a boss in a long time). The boss sees Rolan and engages the player in battle.

After the boss is defeated, player can speak to Tomas. In dialogue, he suggests you get back to Bredon.

Characters: Rolan, Lulu,

Edwina

Tomas: Manley's foreman, wearing ripped up clothes

Notes: If player tries to leave the area, Lulu will suggest you take the warp potion. You are locked in until you take it. Edwina is transported back to Echo's House, where she will lay about quietly.

1.6.11 MANLEY'S FRONT DOOR

Characters: Tomas

Flowchart: Tomas will immediately thank Rolan and walk inside Manley's house to speak with Manley on the terrace.

Player is then free to enter Manley's house on his own.

1.6.12 MANLEY'S TERRACE

Characters: Manley, Tomas

Music: Manley's Theme (?)

Player Goal: Receive second goal from Manley

Flowchart: When Rolan enters the room, Manley and Tomas are talking. Player is frozen until they finish and Tomas exits.

Player can then talk to Manley. In dialogue, he will tell you to dispose of 7 bands of bandits running around the desert.

1.6.13 DESERT, BANDIT HORDE 7

The bandit groups are spread about at random. When the player encounters Horde 7, they will learn about the IlFraternity and get the clue to go there. This horde is very close to the IlFraternity base, making it easy for the player to find. Horde 7 does not have to be the *last* horde the player fights. The player must fight all of the bandits before or after talking to the IlFraternity, so it doesn't matter. Ideally, 7 falls somewhere in the middle of the player's most likely chosen path (splitting it up to stop it from feeling monotonous).

When player defeats these bandits, Ravager 1 and 2 speak before fading away.

1.6.14 ILFRATERNITY BASEMENT/INTERIOR

The castle once belonged to the wealthy and very kind farmer, Vern Conner, who later went out of business. He stood up to the Harvest Lords many years ago, and was “put in his place.” The castle is, therefore, very important to the IlFraternity members. His castle consists of:

Empty Chicken coop

kitchen: quaint, like Rolans. You will find signs of life here—empty bottles, cans, dishes.

Tool shed: broken cart, barrels

Empty rooms, furniture covered in white tarps. Hard to tell what other rooms are...

Basement/Meeting Room

Rolan and Lulu can explore the empty castle, but they are constantly fighting off enemies (animals), making the player think the IlFraternity is an enemy base. The castle is generally unwelcoming and creepy. There may be white cloths over old furniture, dimly lit rooms with small patches of sun streaming in through mostly closed window curtains. Metal touches make everything seem unfriendly. Black and whites, dark, decaying pillars and ripped up wallpaper. Note, the castle itself isn't creepy, it's just a normal castle that got old and was abandoned. Strangest of all, there are no people here...until they check out the basement. They hide around a corner and spy on the IlFraternity meeting in the Meeting Room.

Characters: Johanna: IlFraternity members generally look like normal folk, to blend in. They may wear brown jackets or something to set them apart. Johanna will be set apart by her long hair.

IlFraternity 1-6

Music: IlFraternity (?)

Player Goal: Hear Bredon history from Johanna and receive word they will “meet again”

Story Locations/Rooms: Meeting Room

This is in the basement. A large circular table with chairs. It is dark, and dim, perhaps highlighted by metal to make it seem unwelcoming. It should seem like the “bad guys” hideout to initially confuse the player.

Flowchart: When player walks around the corner, Rolan and Lulu run back and hide. They peek around the corner and watch the scene. Nothing can be heard, but it looks very devious.

Rolan and Lulu share a brief dialogue before Rolan steps into the open.

Slowly, the IlFraternity see him and come to attack; player can attack immediately after stepping out from the dialogue/corner.

Quickly, Rolan is grabbed and player is unable to attack. He and Lulu are stood in front of Johanna.

Dialogue with Johanna begins, telling them they will “meet again” and Rolan will see that the Harvest lords are the “real enemies.”

Player is free to go, but is told to finish taking out the bandits.

1.6.15 MANLEY'S TERRACE

Characters: Manley

Player Goal: Receive third quest to speak with King Bosworth and Johanna (no necessary order)

Flowchart: Player engages Manley and dialogue tells Rolan to to Johanna and Bosworth

After this, dialogue with Johanna changes, and guards move aside to let player into Bredon Castle

1.6.16 BREDON PALACE

The palace interior is a powerful mixture of nature and royalty. However, to keep it feeling “local” it may be the same textures and colors as other buildings found in Bredon, particularly the mansions. The inclusion of trees can be similar to that of the Bredon Library, but it is much more fantastical. While the overall structure is still a simple, straight-forward castle, some passageways may be made purely from tree. The image on pinterest is far more in depth. The columns and trees seemed to be etched with designs and art. The paths are very artistic and unusual. This isn't really necessary (but feel free, if you want to spend that time).

The windows are huge, open and natural. The floors don't feel particularly formal or perfect. They sort of go-with-the-flow. This may mean there are random overlooks or corners. The Throne Room itself may be similar to the picture on Pinterest—separated not by walls, but by pits/lack of floor. The Northern Palace in Frostfjord will also be very fantastical and rely a lot on that style, so I don't recommend overusing it here. This palace is sunny, and natural. The western castle will feel rather rigid; the northern castle is a bit eerie; the eastern castles will be cool but not particularly “happy.” Bredon Castle looks more childish and positively fantastical (though relatively simple!) than other places in the world.

There are a number of corridors and hallways simply so the player isn't totally overwhelmed trying to understand the castle. However, there are also basic rooms one might find in a castle. These rooms should all have some number of windows, unless otherwise noted. On the main floor is the kitchen. Next to it is the Grog Room. The downstairs has a Trash Chute and Bin room.

There are two floors upstairs: one is the throne room, and the other is the private quarters. The private quarters consists of the Queen's Room, the King's Room and the Royal Bathroom.

Rooms are described in detail below, divided into scenes.

Characters in the Palace:

Farmboy

Farmgirl

Cook

Assistant Cook

Master of Grog

Housekeeper

Queen Bosworth

Dancers: Royal performers who got bored waiting outside of the throne room

Diplomat: from Cenive, typical cenive fashion, talking with maid

Maid: peasant dress and perhaps bonnet, speaking with diplomat

Strange Smelly Man: in trash bin

Trey: typical black and white butler suit (though more subtle than over-the-top)

King Bosworth:

Guards 1-5: Placed throughout castle, generally in strategic spots. I'll let the spots be determined later, since it is probably easier that way.

Music: Bredon Palace (?)

Key Rooms: Throne Room

Player Goal: Speak to Trey, to clear the doorway

Speak to King Bosworth

Rooms: Hallways, Kitchen, Grog Room Throne Room, Queen's room, Royal Bathroom,
Storage/trash chute room, Corridors

Flowchart: The Throne Room is blocked by Trey, who stands in the doorway. The player must initiate conversation with Trey. In conversation, Trey runs into the throne room, leaving the door open/unblocked.

Notes: Other than Trey, there are no storylines or actions that must be done in a specific order. It's open for exploration.

1.6.17 PALACE CORRIDOR(S) (O)

1. FARMBOY & FARMGIRL: a boy and girl are on their way to see the kin. They are required to share their farm's weekly progress, and will also share a little Bredon history with Rolan. They are carrying wooden baskets of fruits and vegetables.
2. DANCERS: 3 Dancers ready to perform, who are clearly waiting to be called. One is doing handstands; the other two are warming up and don't talk.
3. HOUSEKEEPER: a balding older man that is trying to figure out where the Maid is sneaking off to...
4. MAID & DIPLOMAT: The queen's maid has a little secret rendezvous with the diplomat from Cenive. They are likely hiding behind a pillar or sharp corner, just out of sight from the housekeeper.

1.6.18 PALACE KITCHEN (O)

is simple room comprised of wood with a table, bags of vegetables, and dishes. There is a pig roasting on a spit in the back corner (this may be open air, or they may just ignore the fact this is strange). The Cook and the Other Cook are here preparing dinner.

Characters: Cook, mixing a salad

Other Cook, roasting a pig

1.6.19 GROG CLOSET (O)

a room of large wooden vats used for storage.

Characters: Master of Grog, older lady complaining in the grog storage room

1.6.20 QUEEN'S ROOM (O)

includes a large purple, and perhaps gold, bed surrounded by drawn curtains, as well as a large mirror and a large folding screen for her to change behind. Extras here may include various poofy dresses laying on the bed, the floor and generally all over the place, to show that this lady does nothing but wear nice clothes and spend money. She could also have a simple round table with chairs, and a royalty-worthy rug.

Characters: Queen Bosworth, waiting for her maid to help her get dressed

1.6.21 KING'S ROOM (O)

is similar in style to the Queen's Room, simple with different colors: more deep blues, dark woods. Simply to show that it's the king's room and not a princess or the queen's. It is rather empty, though it does have a large window overlooking the kingdom. You may be able to look out and see the kingdom.

Characters: None

1.6.22 ROYAL BATHROOM (O)

A room just to make the player super jealous that they aren't royalty. A huge jacuzzi-shaped bath with decorative pillars. A chair for lounging by the wall-sized window. Add-ons include a metal plate of candles, a bundle of flowers.

Characters: None

1.6.23 PALACE TRASH CHUTE ROOM (O)

Literally just chutes and trash bins. As of now, these bins are unusable but there may be a place for them to be utilized in the far off future. Other rooms here may be used for storage. The Smelly Man is rummaging for something or another...

Characters: Strange Smelly Man

1.6.24 EXT THRONE ROOM (O)

A corridor. Trey blocks the only entrance to the Throne Room (or, Throne “area,” if it isn't a separate room)

1.6.25 INT THRONE ROOM (O)

Characters: King Bosworth, Trey (who ran in after speaking with you)

1.6

bandits:

It doesn't really matter where they are placed. The player must defeat all the bandits eventually (whether for Manley's quest, or the following).

There are different styles of bandits and groups.

Highwaymen have bows and maybe daggers. They are highly organized.

Outlaws have daggers, swords and perhaps magic. They have a devil-may-care attitude

Foragers are very scrappy, gross, and have crappy, stolen items.

Ravagers are ultra aggressive and great in combat.

Important Items, comments for the future:

golden trees, a la the mystical groves farmville look really neatotastic

Lulu can swim, but Rolan can't (the lols)

the original Arborelle theme: *The people inside wear evening gowns, and the interior is black, with white rugs and borders, and blue crystal (a chandelier, "bead" curtains, wall decorations). There is the foyer, with a coat check, followed by a long room with a piano, bar, and a long green table for gambling. It looks more like a place of the 1920's than a Vegas casino. In the back is a large window overlooking a small patch of green, this is where the hedgehog racing takes place.*

Characters:

Music:

Player Goal:

Story Locations/Rooms:

Flowchart:

Notes:

Lulu...devious like Claire Underwood, but not as smart. Fiery but not stupid, over-the-top. Very obsessed with her moral code, like Red. Occasional cute moments/fail moments to make her human. Some Lara Croftian badassness. Very proud and often puts her foot in her mouth.

Rolan...He is resourceful and analytical. He understands people and tends to define himself by the world around him. He doesn't stand for much apart from the world around him. He is overly comfortable. "Can't see the forest for the trees" kind of person, who can't see into the future. Once he absorbs someone into his life, he kind of forgets everything else. Giving himself up for Lulu is not an act of love just for Lulu but for himself. He tends to grip things too tightly (bc of his parents).