**INCURSION CYCLE: THE DREAMWALKER TUTORIAL**

**STAGE 1: The Room with Doors**

The tutorial begins with the player in a smoky room facing a wall that has four doors. Three of the doors are closed but the one on the far right is half open.

There is an icon on the door that lets the player know it is interactable. When the player clicks it the Old Uncle introduces himself:

*[ Dialogue notes: he is happy that his niece has finally arrived. He hopes your recovery is complete and he says if you are ready, he can begin instructions on your role. He invites you to enter the door.]*

The player can choose to ask a question or agree

*[q1: Who are you: Old uncle names himself as their uncle , and explains that he knew your parents and that he was the one who organised your treatment after the ‘accident’. He then remarks on the fact that your memory seems to have not recovered.*

*Q2: Who am I: He says that your parents named you “ profile name” and that you are the new initiate Dreamwalker. A gift that has run in ‘your’ family for generations. Your parents contacted him to help you train your powers. He then mentions that your memory was lost in an accident before you arrived and that he is anxious to begin your initiation – as this will help you gain back your memories*

*Q3: I am ready to begin: He is happy to hear that and invites you in.*

After agreeing to begin the player is transported to the patient room.

STAGE 2: The Patient Room

The player is in the standard room with the three mirrors and a patient lying covered on the table – the mirrors are dark and cannot be interacted with

*[Dialogue] The old uncle welcomes her in and tells her to pay attention. He says that the person laying before them is not really a person but is a construct he created to help train dreamwalkers*

*Q1: [ You said you will help me get my memories?] he sounds more impatient when he says that this is the only way he knows how and that if she is patient she will see why it works*

*Q2: Let’s begin*

After choosing this the player will be transported to an Arena:

STAGE 3: THE ARENA

The player loads in the arena

*[as he talks the camera will pan over the arena]*

*[Dialogue] The old uncle explains that they are in a dreamhold – it is shared space that is created by both their subconscious. and that says that in order to avoid going insane a they do not enter fully but use an avatar*

The players character will then be highlighted.

*He then mentions that as a precaution control of the avatar is also done in phases so that they can prevent overloading the dreamhold with either of their subconscious thoughts. He says that we are now in the first phase. Its is here we plan how we will shape the dream world using our will*

[ explanation is long but can we try keep this to a sentence or two]

The UI will now load

*He then explains that each person’s ancestors guides them differently on how to interact with the dreamworld – his is done through animals that he must talk to and give instructions – he wonders what yours looks like?*

*He then says movement is the first lesson and says you must decide on a destination then use your will to transfer it to the avatar. He then asks you to move to a platform that is lined with hands] He then explains the energy bar as a limit placed so that the connection can be maintained but not to worry your ancestors spirits will guide you.*

*[ Tool tips will guide the user to select the destination with left click and then press spacebar to transfer the decision to the avatar. As well as backspace to clear instructions]*

Once the player figures it out and enters the platform the next dialogue will trigger.

*- he congratulates her on the basic and now says that the patients mind has noticed her and has created an obstacle to block their path. She must get her avatar across the obstacle to continue the lesson*

[camera pans to a series of moving walls A tool tip remains on the left side of the screen to help remember about felt clicking and using spacebar to commit]

The player gains control and must pass the walls

Once they pass the walls they are transported to a room where there is a gate that has pillars blocking it from opening

*[Dialogue] The old uncle explains that they are at the base of the subjects emotions the primal ones -Resolve- a desire to engage and Doubt – the desire to withdraw*

*[Dialogue] He says that resolve is always first and that you must infuse the pillars with resolve to remove them – He says you are going to learn how to manifest your emotions by creating a sigil. He asks you to begin creating a sigil- he reassures you that your spirit guide will show you the way*

[the ui will activate resolve]

*[the tooltip will guide the user to bring up the cast menu by pressing Q]*

[Dialogue] The old uncle will explain that the first part is the infusion and the second is the shape of the infusion

*[the tooltip will tell the user to press 1 twice to create the construct and press right mouse button once to choose the origin and again to select its end then + spacebar to commit]*

The pillars will begin to glow blue in a random pattern and the player must sweep the beam across the ones glowing blue to cause them to break

*[Dialogue] Old uncle is pleased and explains that doubt comes next the opposite of resolve. The constructs subconscious is afraid of you as an intruder and wishes to retreat part of itself and you must create bar them exit*

*The tooltip will guide on creating a wall- press 2 twice then right click to select where it starts and ends*

In the same area 4 doors will pen from the sides that don’t have the gate and a NPC will enter the and try and exit through the gate

Once NPCs hit the wall - they run away back into the doors. When all have been repelled the gate opens

*[Dialogue] The old uncle explains that resolve and doubt are linked and as one rises the other falls . he warns that if any become to small or large the player will damage their own mind.]*

*The tooltip warns the player not to let any of the values get above 100 or below zero*

In this new area there is a bridge leading to three circular platform linked by a single straight bridge. On each platform is a glowing orb. The player is invited to stand in the centre.

Once in the centre the old uncle explains what will happen.

*The construct is now assessing your intrusion and deciding what it feels. He explains that the next emotions to deal with are a desire to get closer or a revulsion to stay away. You must not let either of them get too strong.*

*The tooltip will explain that the user has to keep the disgust from leaving the centre portal . using 3 for the core and 3 for the shape to create a swarm. And right click to aim up to 4 targets*

After a bit the centre orb will glow and disgust spirits will spawn and try and leave the centre to go to either left or right platform.

Once the user has prevented 8 spirits from leaving

*Old Uncle will then congratulate them and tell them that next they need to keep desire spirits from weakening the disgust*

*The tooltip will then explain that they will need to create a nova to clear the centre platform. They will use 4 for the core and 4 for the shape. Right click to aim it at your position*.

After a short while the desire spirits will start streaming in to the centre platforms and can only be hurt by a disgust nova

Once these are cleared a third wave with both desire and disgust spirits will appear

Once dune a third bridge will appear linking to the next area

The final area will be maze with the paths roamed by burning spirits and areas blocked with a thick mist. Within the mist there are lamps

*The old uncle will explain that the final emotions are the consequences a persons experience with the other four – a state of dissatisfaction – rage and one of satisfaction - apathy. These are polar opposites and cancel each other out*

*The tooltip will then instruct the player to make there way through the maze – by using apathy to kill the burning spitits and rage to light the lamps*