**TUSK STORY BIBLE**

**Razor Statement**: Tusk is a action survival top-down shooter in which the player controls a space scavenger looking to steal parts from crashed ships to sell them on the black market.

**Focus Paragraph**: Tusk opens with a cut scene focused in on an abandoned space station. It begins to unfurl the story of Kay Surlaw, a poor scavenger that makes her living stealing high end parts and important looking debris. After speaking with her black market contact, she decides to go check the place out for the requested parts. The dialogue and atmosphere unveil that the abandoned space station is a dangerous area which is ill-advised to visit. The player takes control once Kay's ship is shot down and she manages to eject herself into the station. The game goes into the top down game play perspective and the player is confronted by alien maggots as a beginning enemy. As the player goes deeper inside the station, it is revealed that the area is a prison that a collection of savage aliens took over. In order to win, the player must go deeper into the prison to collect the parts to fix Kay's ship as well as her original target treasures. Oxygen levels are gauged through a time limit mechanic and time can be replenished by finding extra oxygen tanks throughout levels.  There are different endings depending on what parts Kay finds by the time she runs out of oxygen.

**GAME WORLD**

1) **Log Lined**

The majority of Tusk takes place inside of an abandoned galactic prison that was destroyed when it was sucked into a worm hole. It is a relatively new structure for the people who've seen it and it moves slowly on an unfixed path as no one seems to be guiding it. While it is only known between the few scavengers that have passed by it, there is already a growing bad reputation that anyone who tries to get near the prison is either changed dramatically or will disappear. The inhabitants of the prison are humans that are either barely alive or taken over by an malicious alien parasite as well as other alien species that threaten the player, a scavenger currently trapped in the prison. It has emergency oxygen tanks, weapons, and ammunition within different rooms which were there in case of an emergency and to arm the guards.

2) **Physical Attributes**

The prison is daunting in size as it is roughly the size of a small moon. It has multiple stories of all different sorts of prison cells, solitary confinement and various torture rooms, guard towers, gyms, offices, etc. The player crash lands toward the lower middle of the building in what appears to be a prison cell that had been destroyed in what looks like a violent prison escape. The prison is floating through open space and despite its size, does not seem to threaten anything from crashing. There is a lonely atmosphere as the only other creatures that seem to be with the player are hostile. When the player enters certain rooms with windows or see-through walls, they are greeted with an empty void of space which brings to the question how their character will be able to navigate back home. There is limited electricity from generators and back up energy sources that are slowly losing power. There are greenhouses with dead plants which are speculated to be a meditation room for the higher officials when the prison was operational. There are bodies and various fluids scattered through the prison as well as destroyed furniture, walls, etc. showing the possibilities of a riot or battle inside.

3) **Level of Technology**

**Within the universe, the technology is advanced enough for easy space travel. There are hand scanners and motion sensors for sliding doors which would have to be forced open without power. In the same way that cars in the current day society can be bought, built, sold, etc. there are different size ships that are designed for multiple use between space travel and travelling on the actual planets. For the scope of this game, the technology, while advanced and current inside, is failing as the generators are on their last legs. Without anyone conducting any sort of upkeep and the various aliens, monsters, inmates, etc. walking around, a lot of the technology is not functioning or destroyed beyond what can be fixed. The player in this case, must find creative ways to get beyond out of order doors, check on generators to get to lower and higher floors with working elevators, and so on. The weaponry, while more advanced than current day, still requires forms of charge and ammunition that the player has to decide whether they are going to use it or save it to be sold if he/she escapes.**

4) **Inhabitants**

Before crashing into the prison, the scavenger society is shown on Phobos, one of Mars' moons. Because of its close proximity to Earth, which is still primarily inhabited by humans, a number of the scavengers on Phobos are human as well, including the player's character, Kay. However, there are collections of other races that developed on Mars as well as some unnamed intergalactic species that travelled there for various reasons from seeking new life, to fortunes, etc. which resulted in most of these travelers on the same scavenger and beggar path as the protagonist. Inside the prison, most of the alien races take a more rabid creature form as they were warped inside the wormhole. There are humans still within, but most have either gone mad or been taken over by malicious parasites requiring a host. Later on, it is revealed that there is also a side mission in the game which reveals a relative of the protagonist and based on the player's actions, there are ways to find and save them on the ship, recover a memento on them, etc.

5) **Culture**

The culture's focus is drawn and shown mainly through the protagonist. The starting scene does depict a political uneasiness between different races and classes but it is vague and up to the player to interpret. The culture that is more heavily shown is the sense of distrust between all the scavengers on Phobos as all of the inhabitants are pretty much looking out for themselves with few exceptions. There is a high diversity of species and races from all over different galaxies. However, the native races are much more prevalent than those from other galaxies and therefore, what can be interpreted as discrimination can be heard in some of the dialogue for these travelers. Within the space station, while it's difficult to get a sense of culture from within as it is an isolated game, through journals, images, and so on, the protagonist can see how the people within the prison lived and how poorly they were treated. It can be seen that some of the human guards were extra stringent on the species that were less humanoid in appearance and allude to some of the reasons for the riots within the prison before it even went through the wormhole.

6) **History**

The rich diversity of species and races in this world is a direct correlation to the advancement of technology and space travel. As humans began to explore deeper through the unknown, other alien species from other planets and galaxies were starting to do the same. Technological advancements were quickest closer to Earth which explains why humans were among the first races to attempt establishing connections with other species discovered. While there are shaky alliances with the lesser developed species, there are still possible prejudices and discomfort between the races as well as who is in the upper class versus the lower class. As there is in current time, there is always a struggle for power. This is also paralleled in the prison as many inmates rebelled against the sadistic treatment administered behind closed doors.

**CHARACTER LIST**

**Primary Character Sheet**

Kay Surlaw

-**Role**: Player character/protagonist

-**Age**: Mid Twenties

-**Appearance**: Strong and stout build, purple eye color, short red hair, and average height. She is most frequently seen in her scavenger suit which is heavily armored. She wears discreet, dark clothing when going to her fence in order to privately sell her stolen and salvaged parts.

-**Personality**: Cocky about her skills within her area of expertise, she has a sort of free spirit and doesn't let much phase her. While she prefers to perform a clean job, she does keep a small firearm on her person in case something goes awry and will not hesitate to kill anything in her way. She doesn't have many connections with other scavengers and due to the job, tends to keep to herself. While she and her fence haven't exchanged real names, she considers him to be the closest thing she has to a friend.

-**Backstory**: Originally born on Earth, she spent the first eight years of her life there before moving to Phobos, one of Mars' moons with her family. Phobos is notorious as the gathering of thieves, scavengers, and pickpockets which her parents took part of to survive. While her parents originally came from there, they moved to Earth in an attempt to start a family and a new life. However, work was scarce and what was available was deemed just as, if not more risky than living as scavengers. They returned to Phobos around the time Kay's younger brother was born. Around the time Kay turned sixteen, her parents were killed while scavenging an unknown alien ship. Fearing that her brother would grow up to learn the same, dangerous life she did and also afraid to raise him at only sixteen, she flew him to an orphanage despite his pleas to let him stay. The player comes into the story to see Kay much later, following in her parents' footsteps as a skilled but flawed scavenger enticed by an enormous abandoned prison for multiple reasons that may or may not be uncovered by the player.

**Secondary Character Sheet**

Ryker Surlaw

-**Role**: Estranged younger brother that is actually trapped inside Tusk, the prison that Kay went to. It is not revealed to the player that he is in there until later in the game and it is possible to get endings without Kay finding him alive or at all.

-**Age/Appearance**: Scrawny from malnourishment, he is around sixteen years old, short red hair, and brown eyes. He wears mostly stealthy gear as he grew up to be a thief as well but succeeded more in not getting caught rather than fighting off other people and creatures.

-**Personality**: Withdrawn and bitter, Ryker only befriends those who he feels can provide the muscle in more elaborate jobs. He is extremely intelligent and uses all sorts of inventions and contraptions to stay alive while stuck in Tusk. Due to the subtly of his designs, he is able to defend himself even in prison. His artificial intelligence, Trance, is a small chip he had planted himself, under his skin which he can utilize to form armor around him, scan rooms, etc. He considers Trance to be the only thing he can trust after his sister's abandonment.

-**Backstory**: After Kay left Ryker in the orphanage, he was determined to do what he had to do to get by. Without any connections or family left, he trained by pick pocketing the caretakers and refused to go to anyone for help, feeling he was betrayed by Kay. The orphanage had a school program which he excelled at and eventually he began to teach himself when he felt they could no longer keep up with him. He ended up in Tusk as a result of a theft job gone wrong as shown by violent scars left on him by the other scavengers and it was the police who actually saved him from being bludgeoned to death. He was still arrested as a part of a higher crime and due to the corrupt government, it was doubtful that he could ever be released.

Flannigan

-**Role**: Kay's Fence for stolen and salvageable goods. Being in a shady business, most scavengers use fake names so Flannigan is only what she knows him by.

-**Age**: Unknown, looks to be around late twenties, early thirties

-**Appearance/Personality**: He is a part of the alien species called the Jindoran which hail from Jindora, a planet beyond the galaxy this game takes place in. Dark gray, almost blackish skin and light blue eyes, he is a tall humanoid character with two spider like appendages that come out of his back like wings. The "refined" Jindoran hide these legs to better fit in to the human society but Flannigan, being a fence for scavengers keeps them on display to show that he is a threat and to show that he refuses to assimilate into a purely human culture. He has a sort of intimidating air circled around his calm and collected demeanor. He seems to show some concern for Kay when she tells him that she's going to Tusk.

**-Backstory**: Not much is known, but he came to this galaxy as a form of escape from something on his home planet and intends to make the money to return one day. His posture and sense of class among scavengers alludes that he possibly came from a cultured and upper class household.

Dominique LeBeau

-**Role**: Possible companion for the player in later levels. She lends her aid to the player in return for their help with the oxygen levels in Day 3 of the game.

-**Age**: Unclear, looks to be around her mid thirties.

-**Appearance/Personality**: She is not quite as brawny as Kay but clearly has muscle under her guard armor. She has long, dirty blonde hair tied up in a ponytail and blue eyes. She is quite tall, around 6'2 and has clearly lost her mind from being trapped inside Tusk for so long. She has a "shoot first, ask questions while shooting" attitude and provides a sort of dark humor to the game.

**-Backstory**: She does not reveal much and the player may have difficulty understanding what Dominique says is true and what is complete madness. She clearly has lived on Tusk for a good portion of her life and the only history the player can get from her was that she trained as a guard for years to possibly escape poverty and grew to love the power that came with being a guard over the inmates. She was on the prison when it was corrupted through the wormhole and serves as proof that it is possible to make it through alive.

Inmates of Tusk and Invading Creatures

-**Role/Backstory**: Main source of conflict. The prison was pulled through a wormhole and because of this, on top of surviving inmates, there are parasitic creatures taking over bodies, hostile aliens (both sentient and not), enlarged insects, and so forth. These are scattered across the prison and the player can run into certain enemies and not see others depending on the path they choose.

Tusk was a maximum security prison before being destroyed through the wormhole and so the player doesn't seem to encounter any creatures that aren't either about to die or belligerent. Even on certain playthroughs, Kay's brother, Ryker can be found as a shell with an alien inside or altered mentally from the effects of the wormhole. Ryker stands as the only possible enemy in the game that can end up friendly and/or alive.

**STORY ARC**

**Opening:**

*Open with an zoomed out view of the world around, enough to see all the planets and moons of various sizes. The camera zooms in quickly and reveals a small spacecraft weaving through congested traffic, passing Mars, and onto its moon, Phobos. The driver/playable character, Kay Surlaw, emerges from the spacecraft in a docking zone and checks her communication device to show the player that she needs to meet up with Flannigan, her fence, and puts his coordinates on a mini-map in the right hand corner.*

Here, the player gains some free roaming range where he or she can explore the area which gives hints to the private nature of the scavengers as well as the diversity of the aliens and people there. There are basic interaction functions that pop up when the player moves Kay close to NPCs which provide short amounts of dialogue. Once Kay gets to Flannigan, her fence, the dialogue between the two of them offer the player some insight to the game such as why Kay is interested in the prison, how she's going to get there, etc. This dialogue provides some of Kay's intents at face value (primo scavenging parts, little competition) and shows their relationship as caring but distanced and untrusting.After speaking to Flannigan, there are a few paths on the way back to the ship to show a deeper understanding of the world from being pick pocketed, to breaking up fights, to avoiding people entirely.

*Once in the ship, another cut scene plays, showing Kay traveling to Tusk, the abandoned prison. When she gets in range to land, something unseen pulls her ship into the prison and shoots it down. Kay is shown emerging from the wreck confused and in shock as no one was supposed to still be in the prison. Here, she draws her small firearm and the cut scene goes into an exploration/game play mode.*

**Day 1:**

***Note: Missions are separated into "Days" on Tusk. There are trigger events which bring in the next day similar to going up a level. Depending on what is accomplished in this day, the next day/levels will follow that storyline.***

**As the player is now in control of a top-down avatar of Kay emerging from her wrecked spacecraft, loud, wet, crawling noises are heard getting closer and closer. The player learns the controls for moving the avatar, collecting items (ammo, scattered salvage parts, journals, notes) while the player starts killing the large maggot-like creatures attacking him/her. Kay starts thinking how she needs to collect certain parts to fix her ship and how it will cut into her profits. The player can then control just how much is collected whether it be the bare minimum to escape or to clean the place dry, with important and expensive pieces being guarded by larger monsters.**

**Day 1 consists of mostly the weaker maggot enemies unless the player feels ambitious enough to kill larger monsters in rooms with the expensive treasures, ammo, and equipment. It is more different to get to these places as Kay would have to sacrifice parts to improve her weapon strength or collect more than average amounts of ammo beforehand. Day 1 takes place inside the main entrance of the prison and ends when Kay gets a generator back up and running and takes an elevator to the holding cells.**

**Note: To get the most positive ending with Kay's brother (who is not mentioned, but rather the player must learn about through certain journal entries and trinkets found by Kay), it is important that in this level, Kay finds Ryker's Journal Entry #1 and a lineup photo with a group of individuals, one being her brother.**

**Day 2:**

**The player emerges from the elevator to find a pile of dead guards emitting a foul smell that has clearly lingered there for a while. The blood is dry and a ring can be plucked off of one of the bodies if the player decides to get a closer look. There are opened and destroyed cells and it looks as though riots were constantly forming and being broken down. In this area, Kay can find a lot of information from before and after Tusk went through the wormhole through journals, distorted bodies, and newspapers. While there are tie-ins from different clues, the player is also allowed to develop their own ideas to this open ended disaster.**

**In this level, the monsters are slightly more sentient, some capable of speech (some human languages, some not). Kay, who is prepared for alien attacks, has a translator built into her gear in case she needs to communicate. Most communication is futile, and is mostly there to see some personality out of the more sentient and demented creatures/humans but every once in a while, there are incapacitated creatures that would attack but are unable to that Kay has the option to talk to out of intrigue, boredom, or other emotions based on player's speech choices. On top of creatures, there are other humans that survived but have either gone mad or fear that the player is an inmate. There is one other friendly human (besides Ryker in the positive ending) named Dominique. She was previously a guard and can be found in this level. She has a firearm and can help the player fight if the player chooses to trust her. Most typically she will die upon entering Day 3, but if the player has collected the extra oxygen tanks which are deeply hidden as well as provide a small insight to the problems in Day 3, Dominique can be saved and will help fight until she either runs out of health or the player escapes. There is an exit designated on the mini-map which Kay goes through to the solitary confinement unit. There is a short cut scene of the decontamination sequence of Kay entering the new area and the doors locking behind her.**

**Note: To get the most positive ending with Kay's brother, the player needs to find Ryker's Journal Entries #2 and #3, the broken computer chip memento, and the bloodied beanie hat. Dominique has no effect other than a slight interaction change at the end on whether or not the player finds Ryker.**

**Day 3:**

**The location for day 3 is a sort of backroom filled with solitary confinement units, torture rooms, and various break rooms for guards. This is an expansive level where the difficulty really starts to pick up. There are traps to avoid such as creatures/inmates hiding in solitary confinement, faulty wiring, guards afraid for their lives, etc. The extra challenge of this day is that once Kay enters the area, she'll notice that there is no oxygen as her suit immediately fuses her oxygen mask to her face. There will be a timer at the bottom of the screen that starts the player off with about ten minutes of oxygen, enough time to start gathering more despite other enemies. If Dominique is with the player when they enter and they did NOT collect the spare oxygen, Dominique will be grabbed and attacked by an inmate while panicking and gasping for air. If the player does have the extra oxygen, Kay will hook the tanks up to Dominque and they will share the oxygen collected making it more challenging to maintain oxygen, but easier and much faster to kill attacking enemies. The player can choose whether or not to continue sharing oxygen with Dominique, but once she has five minutes remaining, she will ask you for a refuel of her tank. If another minute and a half goes by, Dominique will panic, saying that you're choking her out and she will run off in a different direction and disappear for the rest of the game. What happens to her at this point is ambiguous.**

**Note: In order to initiate the positive ending, the player must find Journal #4 and #5 and the broken security tape.**

**Days 4-9**

**Following the structure as before, the player finds more levels through different parts of the prison. Since the prison is so large, it is like discovering a small society within. There are "outdoor" areas in which oxygen is low but the walls are clear for detailed views. There are recreational rooms, guard living quarters, meditation rooms, etc. As before, there are different obtainable items from salvage parts to journals and game play may differ based on what the player decides to level up and what the player decides to save. On Day 9, it is the final preparation level for the final boss which is found in Day 10. In this, the player will want to make any last upgrades, collect any medical kits, or make any last changes as once they enter Day 10, they cannot make changes unless they die, and in which case will be brought back to Day 9 to either rethink their strategy or simply play again.**

**Day 10**

**In Day 10, the player enters the highest level of the prison through a secret elevator found in Day 9. Once at the top, most of the prison is shown grouted out and destroyed. The cells' bars seem to have been pulled from their bases and used to smash in the walls. Kay will spend some time examining the location, picking up extra supplies all around, and if she finds Ryker's old cell, the final journal will be within. Depending on which ending the player garners, the final boss can go down a couple of ways. If none of Ryker's story important items are found, the player goes up against a deformed and manic creature that secretly is Ryker but too deformed for even Kay to recognize. During the cut scenes, she will not even hint that she could have known who the creature was and will fight it as if any of the others. If one or two are found, Kay will exhibit slight hesitation but will carry on the battle as listed before. If three or above are found, there is a cut scene in which Kay tries to reason with her brother who is not deformed from the wormhole, but homicidal and manic from his imprisonment. He will not use brute force like the other battles in turn for his technology that he developed before and after his imprisonment at Tusk and the player will have no choice but to defeat him or lose the game. If all the items are found, the player reunited with Ryker who will not recognize Kay. In this ending, it is revealed that the real reason Kay came to Tusk was to see if her brother survived and to get him out. She reveals who she is to Ryker who takes a moment to try and figure out if he's going mad or not. When he accepts that it is really Kay based off her recollections of their past, he is angered that she left him in the orphanage (back-story revealed) and runs off only to be attack by a fusion of inmates and a parasitic alien. This final boss is the width of a bulldozer and easily teen feet taller than any of the characters. In this final boss, Ryker (and Dominique if she made it this far) will fight by your side utilizing each individual skill in order for Kay to deliver the final blow.**

**When the boss is defeated, the team is able to go back down to the original lobby through the escape pods at the top where Kay first landed. She will then fix her ship and escape from Tusk. The final flashing screens will tally the parts leftover after fixing the ship and provide a final ending based on the money earned from the job. This will occur despite what ending is unlocked but is influenced by these choices as well. These statistics are saved on a high score listing so that the player can try and beat it in later play-throughs.**

**MISSION SCRIPT**

**\*\*BOLD dialogue in script are cutscene sections in which the player doesn't control any of the movement\*\***

**Tusk Mission Script**

**Characters**

* Kay Surlaw: The protagonist/playable character of the game. Kay is a mysterious scavenger whose closest contact doesn't even know her real name. She is enticed by the abandoned prison, Tusk, which is deemed too dangerous by most scavengers. Her direct motives that the player sees are to make a profit but her ulterior motive is to find her brother and save him if he's still alive.
* Flannigan: Kay's fence for stolen and salvageable goods. Being in a shady business, most scavengers use fake names so Flannigan is only what she knows him by. He shows concern for Kay as he warns against going to Tusk.
* Ryker Surlaw: Kay's estranged younger brother that is actually trapped inside Tusk. He is a quiet and intelligent teenager with a bitter resentment for his sister abandoning him. He has learned how to survive on his own through his own innovativeness and affinity for technology.
* Dominique LeBeau: An eccentric guard with a "shoot first, ask questions while shooting" attitude. She slowly lost her mind inside Tusk after it went through the wormhole. Her training as a guard and her newfound madness were the keys to her survival against the aliens.

**Terminology**

* Safe Rooms: These are locations scattered throughout the game that are used in order to save progress and work as checkpoints if the player falls during a level. There are different types of safe rooms and the player will know they have entered one by the calming, yet slightly eerie music that plays. Examples of safe rooms are infirmaries which have a green plus sign on the door, guard rooms with extra thick doors, greenhouses with exotic vines protruding from them, and so forth. The player cannot die inside most of these rooms although there is a "corrupt" guard room where the player meets Dominique for the first time.
* Roamers: These are the general name for hostiles within Tusk as used originally by Dominique. Kay will call all of the hostiles on Tusk "aliens" but Dominique berates her close-mindedness and explains that "alien" is not only politically incorrect but that some roamers are in fact human.
* Pilgrim: This is the nickname Kay gave Flannigan when they first met. Just as Kay does not know Flannigan's real name, Flannigan does not know hers.
* Black Nova: An enormous location of open space that was previously only inhabited by travellers going through it to get from one place to another. After Tusk went through the wormhole, it was found floating through here and has since been under quarantine by the Intergalactic Government. Few have ever been seen in the Black Nova area since and those that have gone have not been seen again.

**Opening Scene:**

**The game open with a zoomed out view of the world around, enough to see all the planets and moons of various sizes. After the establishing shot, the camera zooms in quickly and reveals a small spacecraft weaving through congested traffic, passing Mars (which looks geographically morphed due to colonization), and onto its moon Phobos. Kay emerges from the spacecraft in a docking zone and checks her communication device to show the player that she needs to meet up with Flannigan and inputs his coordinates.**

*The perspective shifts to a top-down view. Flannigan's coordinates appear on a mini-map on the right hand corner.*

*Translucent text appears giving the player the basic movement controls.*

*The player is allowed to explore to get the diverse community and private nature of scavengers. When the player moves close to certain NPCs, the translucent text will prompt an action button to talk. If the player spends too much time wandering, the game's map will draw attention to Flannigan's coordinates by making his point flash.*

**Scene: Greta's Tavern, midday**

**Camera pans through an old, dirty bar with what looks like high tech versions of billiards tables that have been poorly cared for. There are no televisions or windows and the only lights are dimly glowing. The bartender is a burly, hunched over creature with no hair and multiple eyes in a circle around her head. There are few others inside including a man passed out in a booth and Flannigan, dressed in a sleek, black ensemble made from some kind of unknown, foreign materials sitting at the end of the bar. Kay walks in and takes the seat next to him.**

**FLANNIGAN**

**Can I buy you a drink?**

**KAY**

**Oprius and Whiskey.**

**KAY rolls her eyes as she says this and FLANNIGAN grins, flagging down the bartender and ordering.**

**FLANNIGAN**

**It's been a while, Pilgrim. I take it you have what I need?**

**KAY unhooks a small, black bag from her belt and places it in FLANNIGAN'S hands. He smells the bag and does not open it, appearing satisfied.**

**KAY:**

**The rest is in safe keeping until the funds are in my account.**

**FLANNIGAN:**

**Of course. You'll get your money within the hour. New scar?**

**FLANNIGAN slips the mysterious bag into his coat breast pocket and locks his gaze onto a subtle pinkish-white line under KAY's left eye. The bartender places two drinks in front of them. The one in front of FLANNIGAN is colossal in size with a bubbling red and lavender colored liquid while the one in front of KAY is smaller but appears to be a watered down, brownish black sludge with a little amphibious creature clearly alive in it.**

**KAY:**

**Some poor sap's ship was shot down during a riot. The debris and the remains were blasted everywhere. I'm pretty sure it was a piece of the engine.**

**KAY's eyes divert to her drink as she talks. She pokes at the creature with a long, novelty umbrella she takes from FLANNIGAN's drink until it crawls out and runs away.**

**FLANNIGAN:**

**You were scouting out Tusk again.**

**KAY:**

**I didn't say that.**

**FLANNIGAN:**

**There's a reason Black Nova is under quarantine. No one knows where that godforsaken prison came out of.**

**KAY:**

**It's an untapped source of high quality materials that "businessmen" such as yourself should be swooning over.**

**FLANNIGAN:**

**I don't want to see you in some unmarked grave.**

**KAY takes a swig of her drink and smacks her lips afterwards with a contemplative look on her face. She drinks from the mug again and puts it back on the bar. She stands up as FLANNIGAN drops a foreign, unmarked currency on the bar for the drinks. The two head toward the door.**

**KAY:**

**I'll be fine.**

**FLANNIGAN:**

**For your sake , I hope you're right.**

**FLANNIGAN places his hand on KAY'S shoulder and they leave the bar. Once they are out the door, it goes back to the top-down perspective. The player watches FLANNIGAN disappear off-screen and regains control of the player.**

*The new point on the mini-map brings KAY back to her ship.*

*\*\*There are multiple different paths but for now, the script will focus on the pickpocket path.\*\**

*A small child can be seen following your character slowly on the sides of the screen when walking through the alleyways. As the player gets closer to her spacecraft, he will slowly gain on them.*

*Translucent text will prompt the player how to draw their weapon which will intimidate the kid and he will run away. If the player does not listen to the text, the kid will steal some money from Kay which prompts a text bubble from her saying how she wouldn't miss the money. Once this short mission is completed, KAY will return to her ship and embark to Tusk.*

**Scene: Black Nova - outside Tusk**

**Kay's ship is shown to scale as she travels to Tusk, the abandoned prison. To establish the scene, there is no one else around and the size of the prison is the size of a small planet. When she gets in range to land, something unseen pulls her ship into the prison and shoots it down. Kay is shown emerging from the wreck confused and in shock as no one was supposed to still be there. Here, she draws her small firearm and the cut scene goes into an exploration/game play mode.**

\*\*If the player clicks on the wreck, these dialogue options will appear in a speech box at the bottom. If the player clicks on the wreck multiple times, the dialogue will change and cycle through.\*\*

#1

KAY:

What the hell was that?

#2

KAY:

I need parts to get this baby back in the air.

#3

KAY:

There's no point to go inside and play spaceship.

**Scene: Day 1 - Inside Tusk's Entry Room**

*Days are recorded on KAY'S communication device. There is an extraneous call option that will prompt KAY to say there's no signal this far out in the middle of nowhere. In play mode, the player starts to progress, loud, wet, crawling noises can be heard getting closer and closer. Translucent text will follow the player to help with combat, collecting ammo and salvage parts, journals, and notes while the player starts to kill the large maggot-like creatures attacking him/her.*

*\*\*Upon collecting the first bit of salvage this dialogue is prompted\*\**

KAY:

Shit, I'm supposed to be collecting these for profit, not fixing my rusty hunk of junk. I better collect extra to get out of here with something.

*Player is given free control. Even though she is technically outside, she has a suit that allows her to be out in space for a short time. Immediately as this happens,* *l****oud, wet, crawling noises are heard getting closer and closer from inside the destroyed entry way. The surface Kay is standing on looks to be a destroyed part of the prison that she can look up and see the looming structure overhead. If the player looks out, there's nothing but space in the distance and has no way to go but inside.***

**KAY:**

**What is that?**

***The crawling noises are now on top of the player and sickly grayish white maggots can be seen crawling toward them. Translucent text teaches the player how to attack. When the maggots are killed, they show a glowing green item on the ground which indicates it can be picked up by walking on top of it.***

**KAY:**

**These nasty things can chew straight through metal. Guess they just had lunch.**

***Text reads: "Salvage Acquired". While the player can choose what to use the salvage on, whether it be their ship, weapons, or plain profit, in order to win the game, the player MUST complete the ship quest before the final boss.***

**KAY:**

**Let's see just how much of this stuff I can find.**

***The game leads the player into the prison where it gives a sort of "hollowed out" vibe. There is no one else around, but there are papers strewn on the floor with multiple colors of blood and fluids splattered around. More maggot enemies can be seen crawling on the tables and under desks. These enemies will drop extra ammo and salvage the same way the first maggots did.***

***After some exploring, KAY will happen upon an elevator which is not functioning due to the power outage.***

**KAY:**

**Just great. I guess I shouldn't have expected any less from this dump. Such a large ship like this, I'll bet they keep the generator down below.**

***\*\*More dangerous rooms will show warning signs such as dead bodies, more blood, "DO NOT ENTER" signs, broken doors, and so forth. It is up to the player to decide how much to explore before continuing with the main story and these pathways are not forgiving. For the sake of this script, we will remain on the normal path.\*\****

***\*\*In the main room, there is a line up photo with a group of dangerous looking individuals, (one being Kay's brother which is not yet known by the player) that is glowing on top of a bunch of other discarded papers. This is the easiest memento to find and will give a brief tutorial on what mementos are and how to go about obtaining them. The only other memento in the first level is Ryker's first journal which is down one of the more difficult paths.\*\****

***The player, again with free control, will get a point on the map to the generator which they can choose whether or not to visit immediately. The path directly to the generator is achievable with the weakest weapon settings and ammo distribution will be everywhere from enemy drops, to cabinets, to ajar drawers, and so forth.***

**KAY:**

**I found the generator. Now to turn it-- ARGHH!**

***KAY, about to turn on the generator, is confronted by the first boss of the game. It looks like a human covered in the maggots from earlier. He is screaming for help, but stops when a maggot barely smaller than he is/much larger than the previous enemies bursts from his upper torso. His limp body falls down and the player is thrown back into the action. With the knowledge from the game up to this point, the boss is defeated simply by shooting it multiple times, with weak spots on the underbelly.***

***Once the boss is defeated, it explodes all over KAY which she shakes off with minimal disgust, but rather morbid curiosity. She grunts and makes her way to the generator. Translucent text shows the player how to flip the generator switch and it comes on.***

**KAY:**

**There's definitely something not right about this place, but I don't have a whole lot of options. I need more parts to get home. Maybe the upper levels will have everything I need to get out of here. It's definitely not worth it to sit and wait to become that guy.**

***At this point, the basic fundamentals of this game have been laid out and the player can continue to explore before heading into the elevator. KAY's foreground of a mission is to collect supplies and it is subtly hinted of her brother's possible presence through the Journal Entry #1 and Line-Up Photo.***

***After entering the elevator, DAY 1 will be complete and it will proceed to DAY 2***

**\*\*Scattered Dialogue Through Gameplay\*\***

***When Health Falls Below Half***

**#1**

**KAY:**

Damnit.

#2

KAY:

That packed a punch.

#3

KAY:

That all you got?

*After Killing an Enemy (not every time, during critical hits)*

#1

KAY:

\*Scoff\*

#2

KAY:

Ew, there's blood on my shoe.

#3

KAY:

They all fall down.