**Info:**

You will choose your Matoran’s name, color, and mask. Your character’s name will be automatically inserted into a blank for in-game conversations. The script is assuming the player follows the game path; but the player may go exploring, or talk to other characters in any order. The player should be able to save their progress. If the player dies during the game, they go back to the last save.

YOUR CHARCTER’S SPEECH IS IN RED

MATORAN VILLAGERS OR OTHER CHARACTERS’ SPEECH IS IN BLUE

**Game:**

You start in the canyon at the beach. You walk into the village and meet the Matoran, who have the same names and live in the same huts as in MNOG2.

If you talk to any villagers besides Macku, Nokama, and Okoth the trader, the conversation will be thus:

I haven’t seen you around our village in a while, traveler. What’s your name again?

(good)Choice 1- I am \*\*\*\*\*. (NOTE: You can choose either choice 1 or 2, both prompting different responses)

(bad)Choice 2- My name is none of your business! Keep your questions to yourself!

Response 1- Well, welcome to Ga-Koro friend. My name is \*\*\*\*\*. You know Turaga Nokama wants to see you? She instructed us to keep an eye out for you.

Response 2- You should work on your temper while here in Ga-Koro, or one day you might be reported to Turaga Nokama. She wants you to come to her hut, by the way. She said to look out for a traveler from another village whose name is \*\*\*\*\*. That must be you, though why she would want to see someone like you is beyond me.

(comes up after either response)Question A- Ga-Koro? (NOTE: You can ask all the questions, unlike *Choices*)

(comes up after either response)Question B- Turaga Nokama?

Answer A- Ga-Koro is our village. We are Ga-Matoran, Matoran of water. Gali is our Toa protector.

Answer B- Turaga Nokama is our wise leader. She guides us in the will of Mata Nui.

After this(your fist conversation with a villager), if you approach any other villagers, they will simply say the following.

Random Villager: I think Nokama wishes your presence. She seems to have been expecting you.

You go to Nokama’s hut. Conversation:

Why, hello \*\*\*\*\*. How nice to see you again. Welcome back to Ga-Koro. You will always be a friend here, because of your helpful actions during the rebuilding of our village after the Pahrak attack.

Question A- Pahrak?

Answer A- The Pahrak were one of the six Bohrok hordes that menaced the Island of Mata Nui, until the Toa defeated them.

(comes up after Answer A)Question B- What is Mata Nui?

(comes up after Answer A)Question C- Bohrok?

(comes up after Answer A)Question D- I keep hearing about the Toa.

Answer B- The Island of Mata Nui, named after the Great Spirit, is the place where all we Matoran live. It is divided into six Koros, each corresponding to the elements of fire, water, stone, earth, ice, and air. In each Koro there is a Matoran village. It was a place of harmony, until the Makuta unleashed menaces like the Bohrok, and their vile Krana, upon it. Thankfully, the last of the Makuta’s monsters, the Rahkshi, were defeated by the Toa, thanks to the help of Takanuva- The legendary Toa of Light.

Answer C- Bohrok are robotic machines with a distinct insectiod appearance. You can see a statue of one by the Krana tomb.

Answer D- And well you should, traveler. The Toa are six elemental beings sent by the Great Spirit to protect us from the Makuta, who is like a shadow over the land. Gali is the Toa of our village.

(comes up after Answer A)Question E- Rahkshi?

(comes up after Answer A)Question F- What are Krana, and what is their relationship with the Bohrok?

(comes up after Answer C)Question G- Tell me about the Krana Tomb.

Answer E- Rahkshi are the sons of Makuta. They are creatures of shadow, like Makuta himself. Surely you encountered Rahkshi on your quest to find Artakha?

Answer F- Krana act as brains for a Bohrok’s mechanical body. They resemble a Kanohi mask made out of living tissue. They also possess powers of their own, also similar to Kanohi; except they are, in fact, alive.

Answer G- The Krana tomb is the place where the all the gathered Krana were put after the Bohrok wars. It is covered by a large boulder. You can see it on the beach.

(comes up after Answer E)Question H- Remind me of my quest to Artakha.

Answer H- You and your friend, \*\*\*\*\*, went on a search for the mythical land of Artakha. You wanted to find a place of peace for all Matoran to dwell in. But your quest was never accomplished, due to the battles between the Toa and the Rahkshi. Where was it that she said you stopped looking? I think it was Kini Nui. Strange, that you were prevented from continuing just as you reached Kini Nui. You might have found some real answers there. In any case, your friend has since returned to her home here. But she recently left without saying why. Her hut is the first one you see when you enter Ga-Koro. You may go there and see if she left any notice of why she left.

I was told that you have been waiting for me.

Yes, I have been waiting for you. You see, there has been an increased number of Rahi coming into the area of Ga-Koro. Some frequent these waters normally and are harmless; but some are more dangerous, like Takea sharks, large jellyfish, sea squids, and Keras crabs. Not only are there dangerous Rahi in the water, but on the shores near Ga-Koro there have been an increased amount of Fikou spiders and other bothersome small Rahi and insects. There is as yet no explanation for this behavior. But I recently had a vision of you, so I decided to wait for your return, trusting that when you arrived, the solution would present itself. I do not know what Mata Nui has in store for you, but you will find out. If you have any further questions, speak with Macku. I am busy preparing for the Kolhii tournament.

(NOTE: If, at any point in the game you go to your friend’s hut, there will be a letter inside. It will read:

“If anyone reads this, I have gone to complete some unfinished business. If \*\*\*\*\* (you) asks for me, tell him to wait for my return.”)

You leave Nokama’s hut, and go visit Macku. Conversation:

Oh! You have returned to Ga-Koro, just as Nokama said you would. I presume you know of our recent Rahi problem? They’re everywhere! In the water, and on the beach; and not always in small numbers. I have no idea how we’re going to get rid of them. But I suppose you’re better help than none. The more dangerous Rahi started showing up underneath the village first, so that would be the best place to start looking for a cause to the infestation. You’ll need air bladders to be able breath under the ocean, of course. Go talk to Okoth in his shop. He’ll sell you some air bladders. You will know his shop because of the big sign above the entrance.

(good)Choice 1- I’ll get right to it.

(bad)Choice 2- I don’t have to do what you say! I can fix this problem my own way.

Response 2- If you are going to find the cause of the Rahis’ strange behavior, you would do well to take my advice.

You go to Okoth’s shop. Conversation:

Hello customer! You’re that new traveler aren’t you? My name is Okoth How can I be of service? Is there anything in my shop that interests you?

I would like to buy some air bladders.

Let me see… Oh, yes! Air bladders are 15 widgets apiece. They used to be five, but the recent trouble has made everything more expensive.

I don’t have that many widgets.

I think I know a way you could get some widgets. There has been a shortage of a type of plant that grows on the beach, called Harakeke. We use this to help make flax. The shortage is because few villagers have been brave enough to go and collect it, owing to the heightened presence of wild Rahi. If this problem doesn’t get fixed soon… Anyway, if you can collect some, most villagers will pay widgets for it now. Most of our trades involve part of the process of flax making at some point.

(good)Choice 1- Thank you for the suggestion.

(bad)Choice 2- I don’t have time to work for widgets! I’m on an important mission! Why can’t you just give me the air bladders?

Response 1- Any time!

Response 2- Nothing in life is free. If you don’t learn that, then I don’t see how you’re going to complete some important mission. Now stop clogging up my business!

You go to the beach to collect the Harakeke plant. Before you can gather it, however, you are attacked by several Fikou spiders & Hoi turtles (NOTE: Pirgah has the Hoi turtle & Takea shark models ☺). At this point, a hint window comes up in-game, explaining that you have a throwing disk in your pack. Your pack is where you keep all collected items. You throw the disk at the Rahi, and when you hit one, it’s mask falls off and it stops attacking you. Every time you throw the disk, it comes back to you like a boomerang. If you go over to the Krana tomb on the beach, you will notice that there is a small hole next to the tomb. If you look beside the statue of a Bohrok, you will see a Pahrak Va’s stone hammer that was left behind after the statue was completed. You may pick it up and use it as your mêlée weapon(as opposed to ranged weapons, like the disk) in the game. After this, you collect the Harakeke and bring then go to any Matoran’s hut. If you have previously talked to this villager, and used the Choice 2(bad) option with them, they will say:

What are you doing back here? Nokama figured she had enough of you? What is it anyway?

I am selling Harakeke plants.

I guess I could use some of those right now. But it’s 2 plants for a widget, got it?

You then choose whether to sell the villager 2, 4, or 10 Harakeke plants until you either run out or don’t want to sell any more. But if you used the Choice 1(good) option with the Matoran, or haven’t met them yet, the conversation will go thus:

Good day traveler! Do you need anything?

I would like sell some Harakeke plants.

Alright. The price nowadays is 1 widget for a Harakeke plant. Before the Rahi problem, you could go out and pick them for free, but not now.

You then choose whether to sell the villager 1, 5, or 10 Harakeke plants until you either run out or don’t want to sell any more. Once you collect 15 widgets either way, you go back to Okoth’s shop. Conversation:

Welcome back to Okoth’s shop! Do you have enough widgets to pay for some air bladders now?

Choice 1- No, I don’t. (this choice comes up if you indeed don’t have 15 widgets yet)

Choice 2- Yes, I do. (this choice comes up if you do indeed have 15 widgets)

Response 2- Excellent. Here is one air bladder.

You take the air bladder and return to Macku’s hut:

You’re finally back! There has been more trouble while you were gone. Several huts have been attacked by sea Rahi! The Rahi have been forcefully nudging some of the huts; so much so that one overturned! Any Matoran inside desperately need to get out, but they have no cutting tool. Here is an axe to chop a hole in the underside of the hut. The hut is floating upside down beside the docks. But hurry! You need to get there before the air runs and the hut sinks!

You go to the upturned hut and can do one of 2 things:

(good)Choice 1: Chop a hole in the hut. You look inside, but no one is in the hut.

(bad)Choice 2: Leave the hut alone, at which point the hut sinks. You don’t find out that there were no Matoran inside.

You return to Macku. She says:

You’re back already? Did you get the villagers out of the hut?

If you did Choice 1(good), you say:

There were no villagers to save. No one was inside.

Macku’s reply- Really? Well, at least there was no real danger.

If you did Choice 2(bad), you say:

\*Lie\* Yes, of course I did.

Macku’s reply- Good. You acted very bravely.

The conversation continues:

Now that that’s over, did you acquire an air bladder?

Choice 1- No, I don’t have one yet. (this choice comes up if you indeed don’t have an air bladder yet)

Choice 2- Yes, I’ve got one. (this choice comes up if you do indeed have an air bladder)

Response 2- Good. Now we can try to get to the bottom of this Rahi problem. You can enter the ocean by either the hut above the underwater garden, or by the beach. But the waters are dangerous, so you will need protection. I have an ancient disk launcher here that you can use to fend off unfriendly creatures. It probably won’t do as much damage underwater as above it, so I have something else for you as well. I once met Nuparu from Onu-Koro, and he gave me this: It was originally a welder, but Nuparu tinkered with it, and made it so that it will electrically charge and fire lightstones! You see, when Onu-Koro was flooded, normal weapons didn’t work that well underwater. But this shoots electrified lightstones, and electricity travels fast and does lots of damage underwater. Also, if you have a small melee weapon, such as a stone hammer, you can combine it with this to make an electro-hammer or sword. Many weapons can be combined like this. Here is a heatstone to help weld them together. Be careful, it’s an extremely hot specimen. I don’t currently have any lightstones for ammunition, but if you wish to use the weapon, you can gather them in the cave that leads to Kini Nui. The cave is at the foot of the Cliffside near the statue of Gali’s Kanohi. You will have to swim a bit to get there, so have your disk launcher ready. But don’t forget to look for the source of the Rahi.

(good)Choice 1- I will go search for the cause for the Rahi.

(bad)Choice 2- Can’t I just kill all the Rahi? That would be much easier.

Response 2- Kill all the Rahi?! Are you crazy or something? It’s obvious that the Rahi themselves aren’t responsible for this strange behavior. Something must be causing it. Though I suppose if you used the light laser, you could destroy all the dangerous Rahi. But Nokama would not be very happy. Now go, and do what you think is best. You’re the one who is supposed to be the answer to this problem.

You can then go underwater by either the underwater entrance hut or by the beach. Using the air bladder, you swim to the cave which is on a part of beach that is separated from the main shore. You have to defend yourself from several small Takea sharks using the disk launcher before you reach the other shore. You then go into the cave and collect as many lightstones as you want. They grow back over time, so you come back later for more ammo. If you wish, you can use the heatstone to combine the stone hammer and the lightstone rifle into an electro-hammer, a more powerful melee weapon that is good on land or underwater. When you enter the water again, several large Takea sharks, Keras crabs, and giant jellyfish attack you. Using your new lightstone laser or electro-hammer, you must fight and kill them. After you defeat them, a voice from nowhere starts speaking:

I can sense your power, and your resourcefulness. I could make use of such a being.

Who are you? Where are you? Show yourself!

Who am I? Just a voice in your head. Come to the Krana tomb if you wish to know truth… and power.

You proceed to the Krana tomb on the main beach. When there, you see a Fikou spider; but the Fikou spider has a Krana Za attached to it instead of a Kanohi. It speaks:

Ah… You have come. I knew you would. I am the source, the cause, of your little village’s Rahi problem.

What are you?

I am a Krana Za- one of the many Krana that was trapped in under this boulder, in that… pit. Those wretched Toa imprisoned us down there. I alone was able to survive long enough down there to escape. I can communicate telepathically, so I commanded this Fikou spider to dig me out. I have since been telling the nearby Rahi to molest the local villagers. Thus I can have revenge for the crimes done to me and my brothers. But then I sensed you. You have been looking for me, haven’t you? I know the leader of this village think you are here to stop me, but I know differently. If you join with me, we could control this place. Think of it. All the power you ever wanted, if you just put me on. The other Matoran would mean nothing anymore. What do you say to such an offer?

**(good)Choice 1**- I would never betray my friends! I will take you back to Turaga Nokama. She will know what to do with you.

**(bad)Choice 2**- I will join you, and take control of this village!

\* \* \*

**Choice 1 Ending:**

You fight and defeat the Krana/Fikou spider (which is larger than a regular one), and then take the Krana back to Turaga Nokama. Conversation:

Turaga Nokama! I have found the source of the recent trouble. This Krana is responsible.

I already know. I had a vision of this a few moments ago. To think that something like this has been doing all this without our knowing. Mata Nui was certainly watching out for us when he sent us you. We will dispose of this creature properly this time. Our village will forever be in your debt. Wherever you go, may Mata Nui be with you.

Immediately after this, Macku comes up to you and says:

Thank you, \*\*\*\*\*. You may well have saved Ga-Koro. But I came here to inform you of your friend, \*\*\*\*\*. Before she left suddenly, I think she gave me a hint as to where she was going. She said that she was going back to Kini Nui to do something that she wasn’t able to finish. I asked her what that was, and she said that only you and her know what that is. Does this mean anything to you?

(good)Choice 1- Thank you Macku. Yes, I know what this could possibly mean, but it is probably best not to say right now.

(Bad)Choice 2- \*Lie\* No, it does not mean anything to me.

Response- Well, thank you anyway for helping our village. I hope you find your friend. May your journeys be safe!

**–Game Over**

\* \* \*

**Choice 2 Ending:**

You don the Krana Za. It says:

Yes… feel the power coursing through you. Feel your strength and mine becoming one. Finally, I have a host who can complete my aims. And now… your mind is mine as well!

You black out. You wake up in Macku's hut with no Krana. Macku approaches you and says:

At last! You’re awake. For a while there, I thought you might not come out of that dream sleep. Don’t worry, you’re safe now. When that Krana somehow managed to attach itself to your face, it took over your mind. You went on a rampage in Ga-Koro and tried to kill Nokama! Thankfully though, Toa Gali arrived in time to stop you and the Krana was captured. I’m sure we will find a way to get rid of it for good this time. You’ve been unconscious until now. Nokama says to thank you for finding the source of the wild Rahi, even at your own expense.

Oh! I almost forgot! Before you leave, I wanted to inform you of your friend, \*\*\*\*\*. Before she left suddenly, I think she gave me a hint as to where she was going. She said that she was going back to Kini Nui to do something that she wasn’t able to finish. I asked her what that was, and she said that only you and her know what that is. Does this mean anything to you?

(good)Choice 1- Thank you Macku. Yes, I know what this could possibly mean, but it is probably best not to say right now.

(Bad)Choice 2- \*Lie\* No, it does not mean anything to me.

Response- Well, thank you anyway for helping our village. I hope you find your friend. May your journeys be safe!

**–Game Over**

**\* \* \***

**More Info:**

As you can see, each of your character’s good/bad decisions affects how other characters treat him. In the final game, this should be even truer. Your good/bad decisions will affect whether some characters will even speak to you, and whether shady organizations like the Dark Hunters (more bad decisions) and the Order of Mata Nui (more good decisions) will approach you, etc. It will also add points to your good/bad level bar on the character customization menu in-game; this in turn will give more power to either your light or shadow powers, once you acquire the light and shadow Toa Stones. You should acquire these stones early in the final game.

You should also see that I made the demo to fit many types of players. If the player just wants to explore, they can. If they want to just go around fighting, they can.

I also tried to stay away from a lot of grinding. I’m sure that collecting goods and money will be a more important part of the final game, but I wanted to keep this from seeming to much like MNOG2.

If players could save their game, quit, and come back to it later, that would be good. It would also be good if they could see their character and a good/bad level bar in a customization menu in-game. If you make a good choice, you move up a little on the good/bad scale, and if you make an evil choice, you move down on the scale.

Finally, there are the rewards at the end of the game. This is tied directly to you your good/bad scale. If you make more good choices, and thus are above the middle of the scale, you will receive a reward different from the bad. These rewards should have something to do with BNG. I think it might be a good idea to have 2 poster packages (good/bad) to give as rewards to those who beat the demo. But that’s just me. ☺