**Part 1**

**Hercules’ House**

Intro Cutscene:

*Begin on a black faded screen from the title fade. No music is playing.*

**Narration:** A single choice can fundamentally alter a dragon’s path. It can lead to futures they never thought possible. It can change who they are, and how others see them too.

**Narration:** I knew there would be consequences for standing up against the HiveWings, but I hardly had the chance to think about them until it was too late.

**Narration:** I couldn’t have imagined the path my choice would set me on.

*Pause for a second or two.*

**HiveWing Soldier:** Oi! Get up ya lazy silk-head!

*Play hit sound effect as immediate fade in. Hercules is standing next to his bed facing away from the HiveWing soldier.*

**Hercules [Angry]:** Hey! What was that…

*Hercules turns around toward the soldier.*

**Hercules [Scared Grin]:** I-I mean…hey! How’s it going! Heh…um…is something the matter…?

**HiveWing Soldier:** You’re coming with me. Now get a move on!

**Hercules [Scared]:** W-wait! What’s this about!

**HiveWing Soldier:** Shut it! D-Don’t make me drag you out of here!

**Hercules [Scared]:** Look, if this is about what I said about the trees, I swear I didn’t mean anything about it!

**HiveWing Soldier:** I-I said shut it! Stand down Hercules!

**Hercules [Angry]:** (This is crazy! They’re arresting me about some off-talon comment? I can’t just lie down and let them take me away!)

**Hercules [Sad]:** (But…then again. I’d only be getting myself into more trouble if I…)

**HiveWing Guard:** That’s it! We’re doing this the hard way!

**Hercules [Shocked]:** Gyah!

*Begin battle against HiveWing Soldier.*

If Lose:

**Hercules [Hurt]:** No…I…I can’t give up…!

**Hercules [Hurt]:** Come on Hercules! You can do this!

Restart battle with full health.

If Win:

HiveWing soldier switches to downed sprite.

**Hercules [Hurt]:** Hah…yeah…guess you’re not so strong after…all…

**Hercules [Normal]:** Wait…

**Hercules [Scared]:** Oh no. No no no no no no no…

**Hercules [Scared]:** I need to get out of here!

Fade to black. Display “Part 1: Fugitive” text on screen, then fade in.

END SCENE