

Diamond Crush

Story Mode official script

Story Mode description

The Diamond Crush *Story Mode* works in a fairly atypical way.

Unlike the multiplayer screen layout, there will be just one *play area*. The opponent will be located in the clockworks window up in the middle of the screen, and will have an actual beat'em up-like health bar. The opponent will throw *Stones* in the player's screen from above, trying to fill his play area (this would lead him to Game Over). Each CPU-controlled character will follow his own pattern, and each stage will have an increased difficulty level (brought by higher falling speeds, shorter timeouts between each throw, bigger health bars for the opponents and way more stones thrown simultaneously).

The player will need to use *Fireworks*, detonated by the friction caused by a deletion or a *Crush*, to reduce his opponent's health bar. Longer *Crushes* will give the *Fireworks* more power, and they will consequently cause bigger damage.

After this short summary of the gameplay mechanics topics, let's analyze the actual *Story Mode* structure.

The player will start his first game with just ONE available character. By completing this mode once, and by unfolding the first plot details, another one will be unlocked, and so on.

Each character will live the plot by his own point of view, and will be able to learn just some small details of it. These jigsaw pieces will need to be stuck up together by the player, to build up this complex puzzle, and to finally understand the meaning of everything. That's why even the order in which each character will meet the other ones has been meticulously and univocally studied and designed: if Josh should meet Ice in his stage 3, Ice will meet Josh in his stage 3 too, and the dialogues for both characters will be determined just by the things they both know until then.

This feature brings the need to have a unique script, to analyze the evolution of the plot along the eight game completions needed to fully understand it, from the first (Ice's) to the last (Sam A. Elroy's), and this leads also to some shocking moments, where the game doesn't follow the player's will and expectations, and always surprises him in many different ways.

Story Mode Script

Game 0 – Dynamite Josh

- The only available character is Josh.
- The player obviously chooses Josh.
- A dialogue screen suddenly appears: *"We are sorry, but since Josh is the main character of this game, choosing him now would ruin all the surprises we've prepared for you. So, let's start our story with someone else, and let's live it by using his own point of view. We've still plenty of time to live Josh's adventure later..."*
- The user gets back to the character selection screen: the only available character this time will be Ice.

Game 1 – Ice Berk

- The only available character is Ice.
- The user chooses him, and the game starts.
- A screen with an Ice illustration and his stage on the background appears.
- A text window with Ice's bio appears: *"Ice Berk comes from the coldest and poorest lands of the North, to trade for some money all the gems he found with his special ability. Yes, since he was a child he had the ability to manipulate ice, and even his shovel is actually made of it. His only friend is a young gozilla named Godz."*
- A screen with Kathy's background appears: she and Ambrogio are still on the right of the screen, facing right.
- Ice enters on the left, followed by Godz.
- Seeing Kathy, Ice stops and says: "Godz?"
- Godz: *"Arhf?!"*
- Ice: *"That woman... I've never seen such a beautiful one in my whole life!"*
- Godz: *"Artly 'nstrombly a'pu!" (Actually, there aren't many where we live...)"*
- Ice: *"And she appears to have lots of money too! We have to approach her... maybe she will fall in love, and all our problems will disappear!"*
- Godz: *"Oihohi a'pu!" (I think you're just dreaming...)"*
- The two approach Kathy, up to the center of the screen.
- Kathy suddenly turns left and, seeing Godz, screams: *"EEEEKKKKK!!!! What's this thing?"*
- Ice: *"Don't worry, she's not dangerous! It's just my dog, Godz..."*
- Kathy: *"Dog? Do you really think that monster is a dog? Please, go away! Ambrogio!!!"*
- Ambrogio: *"Don't worry, Ma'am. I will protect you from this thing..."*
- **Stage 1: Ice vs. Kathy**
- During the fight, some dialogue windows introduce the player to the gameplay mechanics: *"You control the pair of gems falling in the play area. By rotating them, you have to create groups of gems of the same color. The Treasure Box colored items allow you to delete those groups of gems, even creating chain reactions (CRUSHES). By deleting gems, you can ignite the colored Fireworks next to them, according to their color. The fireworks will damage your opponent, and their power increases according to the length of the CRUSH that ignited it. Longer CRUSHES will cause lots of damage to your opponent."*
- End of Stage 1.
- After the fight, a screen with N00B's background appears. Ice and Godz are still in the middle of the screen, facing right.
- Ice: *"...I didn't manage to give her my telephone number..."*
- Godz: *"Umh anghimpu..." (I wonder why...)"*
- N00B enters on the right, and comes close to Ice.

- N00B: *"I'm sorry, but I am not supposed to let you go further. I have to stop all the ones who are potentially capable to awake..."*
- Ice: *"I'm already awake..."*
- N00B: *"Please, stop this foolishness. You know what I'm talking about, and I will not let you escape from the Escavatrix..."*
- Ice: *"Esca... what?!"*
- N00B: *"Now... Face me!"*
- **Stage 2: Ice vs. N00B**
- End of Stage 2.
- A screen with Josh's background appears. Ice and Godz are (again) still in the middle of the screen, facing right.
- Ice: *"I wonder what he was talking about..."*
- Josh enters on the right, and suddenly stops there.
- Josh: *"He should be around here..."*
- Ice: *"Hey, man! Have you ever heard anything about something called Escavatrix?"*
- Josh: *"No, I'm sorry..."*
- Josh: *"..."*
- Josh: *"Hey! You're the maniac that molested that girl!"*
- Ice: *"A maniac??? Where is he?"*
- Godz: *"Orfh oihohi (It's you, stupid...)"*
- Josh: *"I don't like her that much, but I can't let maniacs put their dirty hands on harmless girls... I have a sister, after all!"*
- Ice: *"I think I'd better run..."*
- Ice turns left and tries to get away: Josh runs towards him.
- Josh: *"Hey, you! Where do you think you're going? Freeze!"*
- Ice: *"Freeze?"*
- **Stage 3: Ice vs. Josh**
- End of Stage 3.
- Screen with Rock's BG: Ice is on the left, facing right, and Rock is on the right, facing left.
- Ice: *"Ok, Godz! Let's try to sell these gems now... We've wasted enough time here..."*
- Rock: *"I wonder what the Hell... Hey, you!"*
- Ice: *"Who?! Me?"*
- Rock: *"Yo, exactly! There's only you around here... you and that dog..."*
- Ice: *"Godz! He understood you actually are a dog!"*
- Godz: *"Artly orfh ohiohioh (He seems to be even more stupid than you...)"*
- Ice, Godz and Rock head towards the middle of the screen.
- Rock: *"I need your help, yo! I have a desperate need of money... Could I become your bodyguard for a while?"*

- Ice: *"A bodyguard? Just like in that movie? Oh, having one would help me a lot on my way to sell my gems... Ok, I accept!"*
- Rock: *"Gems? Yo, are you carrying jewels in your bag?"*
- Ice: *"Yes, lots of valuable gems... I will sell them and then I'll pay you..."*
- Rock: *"Oh my ... Please, Lord, forgive me for what I'm going to do..."*
- Ice: *"What are you going to do?"*
- Godz: *"A'nstrompli orfh a'pu grrrrr" (You always talk too much, Ice...)"*
- Rock: *"I'll have to borrow all your gems to extinguish my debts... Don't worry, I'll win the same amount of money to refund you in no time, yo!"*
- Ice: *"No way, man! I can't give you my gems so easily!"*
- Rock: *"In this case, I'm sorry but I'll have to take them by myself!"*

• **Stage 4: Ice vs. Rock**

- End of Stage 4.
- Screen with Vlad's BG. Ice and Godz are still in the middle, facing right, and Vlad is on the right, facing left.
- Ice: *"Even if he tried to steal my gems, I still don't think he's a bad guy..."*
- Vlad comes closer.
- Vlad: *"I beg your pardon, mister... Do you know if there's any hospital around here? I need a blood transfusion..."*
- Ice: *"Sorry, but I'm a tourist too, and I have no idea... Are you sick?"*
- Vlad: *"Yes, maybe you could say so... I need to have at least three blood transfusions a day..."*
- Vlad: *"!!!"*
- Vlad: *"Oh, no! It's too late!"*
- Ice: *"Do you want an aspirine?"*
- Vlad: *"No, thank you... your blood will be enough!"*

• **Stage 5: Ice vs. Vlad**

- End of Stage 5.
- Screen with Handy's BG. Ice e Godz enter on the left, and a grey Handy is still on the right, like a statue.
- Ice: *"Godz, we've managed to escape! THAT was a true maniac!"*
- Godz: *"Memmmm amplipu... (For the first time, I agree...)"*
- Ice: *"Hey! Where are we now? We seem to be inside a castle..."*
- Godz: *"Arhf? Blulilpu' arfh grrr (What the...?! I can't remember how we ended up here...)"*
- Ice: *"Godz, look at that giant hand... maybe it's a sign to find the exit!"*
- Godz: *"Ohiohiohiohi.. (I have a VERY bad feeling...)"*
- Ice e Godz head towards the middle of the screen, and Handy starts moving and attacking them.

• **Stage 6: Ice vs. Handy**

- End of Stage 6.

- Screen with Sam A. Elroy's BG. Sam is still on the right, facing left.
- Ice and Godz enter on the left.
- Ice: *"That giant hand gave me the creeps!!"*
- Sam: *"Welcome, my friends. I'm happy you're already here..."*
- Ice: *"What? I can't see anyone around here... Were you waiting for somebody?"*
- Sam: *"I was waiting for you two, my foolish Ice Berk. And you were faster than I thought. You've managed to overcome every stage pretty well, since this is your first time..."*
- Ice: *"What do you mean? Is all this weirdness your work? All those strange and meaningless gem battles and stuff?"*
- Sam: *"You seem to be smarter than I imagined too. Yes, you could say I'm the one behind everything. But you still don't know behind what."*
- Ice: *"Are you behind that Escavatrix that weird guy was talking about?"*
- Sam: *"Yes, but you still don't know what the Escavatrix is. You aren't ready to understand yet."*
- Ice: *"You aren't that original... I've already seen something like that in a movie... a computer simulation that kept people imprisoned... with all that fighting and stuff..."*
- Sam: *"Well, you seem to be fairly prepared about sci-fi movies... but this has nothing to do with my project. The Escavatrix isn't anything like that, even if I must admit it's actually related to computer simulations. So, you aren't totally wrong."*
- Ice: *"So, what the hell is it?"*
- Sam: *"You'll find out. No, I'm not talking to you, but to the other one that's behind you."*
- Ice: *"Do you mean Godz?"*
- Sam: *"Not at all. However, if you want to go further, you'll have to face me too. Come on, entertain me!"*
- **Stage 7: Ice vs. Sam A. Elroy**
- End of Stage 7: Ice's ending starts.
- Illustration 1 with Ice and Godz sitting desperate, and an unknown man who approaches them.
- Ice: *"I'm sorry Godz. I've done my best but we didn't manage to sell anything... I hoped we could make some money, but we just managed to get involved in weird stuff... and it's all my fault..."*
- Unknown man: *"Excuse me, I'm sorry but I heard you two talking... My name is Stephen Stillburg, and I'm a movie director. I'm working on a new movie, and I'd be glad if you could both act in there. I would pay you lots of money..."*
- Illustration 2 with Godz crushing miniature buildings, while Ice and Stephen talk.
- Ice: *"So, what's this movie about?"*

- Stephen: *"It's a remake of an old-fashioned Japanese movie. A mutated dinosaur brings destruction to town. Thanks to Godz, we'll be able to save half of our budget!"*
- Ice: *"Wonderful! And what will be my role in the movie?"*
- Illustration 3: Ice stomped by a giant fake dinosaur feet, with Stephen and Godz looking at him.
- Stephen: *"You'll be the victim number one: a man suddenly stomped by the dinosaur."*
- Ice: *"Uaaaarghhhh...."*
- Godz: *"Ohiohiohiohi... (That should hurt... It's true, unluck never ends...)"*
- Ending credits.
- Final message (on black BG): "Thank you for playing! You've completed 12.4% of Story Mode. Your progress will be saved."
- Kathy Pillar and Ice's bio are unlocked.

Game 2 – Kathy Pillar

- Kathy is now available.
- The user chooses her, and the game starts.
- A screen with a Kathy illustration and her stage on the background appears.
- A text window with Kathy's bio appears: *"Kathy Pillar is a rich and stone-cold woman of British origins. Her only purpose is to gather richness, to live her life without any problem of money. Kathy's always together with her butler Ambrogio, who's always protecting her like a true bodyguard. Ambrogio is totally dominated by Kathy's charm, and he's even able to fight without spilling the cocktails he always prepares for her."*
- A screen with Ice's background appears: Kathy and Ambrogio are still on the left of the screen, facing left.
- Kathy: *"Ambrogio, my capital is dropping like a stone... I'm frightened... I'm not even able to buy another castle!"*
- Ambrogio: *"There's no need to worry, Ma'am. I'll always be with you, you know..."*
- Kathy: *"Er... I'm going to fire you, to buy a new collier..."*
- Ambrogio: *"..."*
- Ice enters on the right, followed by Godz, and they both stop for a moment.
- The two approach Kathy, up to the center of the screen.
- Kathy suddenly turns right and, seeing Godz, screams: *"EEEEKKKKK!!!! What's this thing?"*
- Ice: *"Don't worry, she's not dangerous! It's just my dog, Godz..."*
- Kathy: *"Dog? Do you really think that monster is a dog? Please, go away! Ambrogio!!!"*
- Ambrogio: *"Don't worry, Ma'am. I will protect you from this thing..."*
- **Stage 1: Kathy vs. Ice**
- End of Stage 1.
- A screen with Josh's background appears, but no one is there.
- Kathy and Ambrogio enter on the right, while Josh enters on the left.
- Josh hits Kathy by mistake, making her collier fall on the ground.
- Ambrogio: *"What the... You were trying to steal Ma'am's jewels, weren't you?"*
- Josh: *"Hey, calm down a little... I've just hit her by mistake..."*
- Ambrogio: *"Lying is useless, I've seen you! Come here, if you dare!"*
- **Stage 2: Kathy vs. Josh**
- End of Stage 2.
- Josh's background is still on-screen, and the characters are still in the middle.
- Ambrogio: *"I'm really sorry... I was just worried for Ma'am after that aggression she had some minutes ago..."*

- Josh: *"Aggression? What do you mean? Did anybody try to mug her?"*
- Ambrogio: *"Yes. A strange guy with a shovel and a baby dinosaur with him."*
- Ambrogio turns left and says: *"He went that way..."*
- Josh: *"Ok, I'll look for him... I can't believe there's people like him in this calm town..."*
- Josh runs towards the left side of the screen and leaves.
- Kathy: *"Ambrogioooo... that guy was the nicest one I've ever seen... I think I've fallen in love with him!!! Oooh, let's hurry! I've got an idea!"*
- Ambrogio: *"Yes, Ma'am!"*
- They run both towards the right side of the screen, who quickly fades out.
- A screen with Vlad's BG fades in. Vlad is still on the right, holding some binoculars.
- Kathy and Ambrogio rush in on the left, and head for the middle of the screen.
- Kathy: *"Damn... We didn't manage to find any binoculars in all those shops!"*
- Ambrogio: *"Ma'am, maybe we should stop looking for binoculars in jewelries..."*
- Kathy: *"Shut up, Ambrogio! We need some now!"*
- Ambrogio: *"Yes, Ma'am! We could ask that nice old man over there..."*
- Kathy: *"Hey you, old Methuselah! Give me your binoculars! Now!"*
- Vlad: *"I beg your pardon, but I've regularly bought them..."*
- Ambrogio: *"Sorry, but Ma'am isn't used to wait... I have to borrow them for a while..."*
- Vlad: *"No way, I won't stop defending my private properties from you capitalists!"*
- **Stage 3: Kathy vs. Vlad**
- End of Stage 3.
- To be continued...

Game 3 – Jamal Rock

Game 4 – Vlad Tepes

Game 5 – Dynamite Josh

Game 6 – Agent N-00B

Game 7 – Handy

Game 8 – SAM A. ELroy