# The One Room Game Storyboard: Working title Minitor

# Scene setting: world building: the hexworlds

Wizards from the central world Tempire designed and built the hex worlds (Orange to Violet) using a code language in hexagonal crystals, for specific purposes to make life easier on Tempire. The hexworlds and their native inhabitants are subservient to the Tempire.

Tempire and the hexworlds are laid out in order of colour around a hexagonal crystal structure; Tempire at the top is red, the other subservient worlds are strung around the hex ring in rainbow order; orange, yellow, green, blue, indigo, violet.

Each hexworld was not designed to be self-sufficient; they were intended to be reliant on transfers of supplies and expertise (via crystal portals from Tempire).

## Crystal Portal connections

It is technically possible for a portal to connect any adjacent destinations, so the three potential direct destinations from each hexworld are Tempire and the two worlds on either side of it around the hex. Because Tempire is the dominant central civilisation, it has only set up portals that go from Tempire to each hexworld. This means that to get from one hexworld to another requires two trips using Tempire as the hub.

Reaching the adjacent hexworlds directly without going through Tempire is the central puzzle of the game. This requires working out how to turn on the crystal portal and reset its destination (currently Tempire) to one of the two adjacent hexworlds.

### Crystal portal geodes and crystals

A crystal portal requires a geode ‘controlled’ using suitably energised crystals (naturally occurring or lab grown).

The geodes first require energy provided by converting crystals into energy, hence requires spare crystals of a suitable material matched to the origin world (eg the yellow crystal for the yellow hexworld). Once the geode is energised with a local crystal, the controller will function.

To open the first half of portal, you must set the origin with the codes you have found for your current local position (eg in the orange world, the origin requires an orange crystal, second note in the scale, waning three-quarter moon, ape). This will open the front half of the geode.

The back half of the geode will open once you set a viable a destination code. A correctly programmed destination creates a resonance with a matching geode in the other world, creating an overlay between the two resonating halves, and enabling the contents of the two non-resonating halves of the portals to be ‘ported’ from one world to the other.

The destination requires coordinates exactly describing the other world. If the destination coordinates are not correct, the portal is programmed to not work, otherwise the contents would be dumped in deep space, or worse, over other matter, creating an explosion.

A wizard can block any inwards portal connection to his or her world; the technology to overcome such blocks are currently beyond the scope of the game.

## Growing energy crystals

The crystals have to be grown in a supersaturated solution from seed crystals, and have to be fed by the life force of the natural world resonant with that crystal. Hence these are grown on the skeletons, skulls or lifeblood of the symbolic creature from that world.

# Puzzle Codes

## Origin/destination settings for each world

Tuning the portal to the world requires setting three codes for the origin world and three for the destination world. Each world is identified with these codes:

* one of the seven colours of the rainbow
* one of the seven notes of the tonic sol-fa (central world octaves)
* one of the phases of the moon
* one of seven types of life force.

### Destination codes

1. Tempire: human, red, I, full moon: seat of civilisation, sophisticated, technology
2. Vantire: ape, orange, II, waning ¾ moon: research, science, coding, library
3. Golanda: moths, yellow, III, waning half moon: spiritual?
4. Sestala: goat, green, IV, waning new moon: food, farming, forests
5. Ivenar: sea snake, blue, V, waxing new moon: minerals, gems, metals, ocean
6. Fortuin: reptile, indigo, VI waxing half moon: big game hunts, danger, thrills
7. Minitor: bird, violet, VII, waxing ¾ moon: holiday, relaxation, tropical, music, dance, arts, fabrics, furniture, crafts

### Old settings

Tempire: human red I: seat of civilisation, sophisticated, technologically advanced

Vantire: mammal orange II: party, rave, drugs, pleasure central

Minitor: bird yellow III: holiday, relaxation, tropical, music, dance, arts

Sestala: reptile green IV: big game hunting, dangerous, thrill seekers

Ivenar: fish blue V: minerals, gems, metals, rock, ocean, fish

Fortuin: insect indigo VI: education, coding, repository of learning, engineer

Golanda: plant violet VII: farming, forests, fabrics, furniture, crafts

# BackStory: Tempire and the hexworlds

Tempire, a great technologically and artistically advanced civilization lasting thousands of years, has created hexworlds linked by portals to serve its needs. Almost all commerce and trade moves through the Tempire central hub, bringing in goods and services and redistributing them around the hexworlds to serve Tempire’s needs.

The Tempire are arrogant, tolerate cruelty, and jaded. It is a very structured organised society, steeped in arcane tradition. It is very hierarchical: guilds of government, law, armed forces, religion, scholars, merchants.

The peoples native to the hexworlds are considered inferior, but tolerated. Interbreeding is discouraged and rare.

Some 3 generations ago, the entire hub-world of Tempire collapsed without warning, through the outbreak of plague (or deliberate bio-warfare). The hexworlds were cut off from their supporting trade and had to rely on their own isolated ecosystems.

# Backstory Hexworld 5: Ivenar (working title)

## Orpheus and Eurydice (working names)

Orpheus, a Tempire, discovers the bio-terror plot shortly before it is unleashed. His native Ivenar lover Eurydice is in Ivenar. He realises that by closing all the portals from Tempire he can restrict the plague to Tempire and isolate the hexworlds from the plague. While he realises that Ivenar is not self sustaining, it is the only long shot he has to save Eurydice and the other worlds. The only option he has is a self sacrificing one; to throw himself into the portal mechanics, his life energy blocking the portals. With every ounce of will, he imparts a resonating warning message into the portals, which appears as his screaming face and hand blocking the way. As long as his life force can hold out, his sentience remains in torturous limbo, resonating through the connections in the portal links, sending his message and holding the portals closed.

# Backstory Hexworld 3: Minitor (working title)

Minitor descriptors

Animus: bird

Crystal colour: violet

Chord: VII, note B

Phase: waxing ¾ moon

Purpose: holiday destination, music, dance, arts, fabrics, furniture, crafts

Weather flora and fauna: benign, tropical

Minitor was a tropical paradise; designed as an exotic pleasure world, it had for example beaches, jungles, tropical fruit, birds of paradise, flying fish.

The environment was relatively benign, but the society and culture were of services and entertainment, not focused on food production (farming, or hunter-gatherer worlds). The resident population were gentle and creative, specialising in entertainment skills (art, music, dance, massage, storytelling) rather than practical survival skills.

At the time of the collapse about 20% of the population were Tempire tourists, who had various practical skills, but distinctly different approaches and attitudes to the natives.

Once cut off from Tempire and its technological comforts, the society of the pleasure world broke down into a survival mode. Because Yseult (see below) has warned them that Tempire has fallen, and will not come to rescue them, they understand the urgent need to develop a sustainable economy, particularly food sources. The peaceful Minitorans initially set about collaboratively developing farms and food collectives. However, warring bands led by the arrogant and more aggressive Tempire tourists, raid these peaceful settlements. Over time, these warring factions form into heavily defended camps and roving groups of bandits. Minitor becomes an unsafe place, ruled by vying bandit leaders inside heavily defended towns, with no rule of law outside.

## Why is the Portal Station Locked from the Inside?

## Tristan and Yseult (working names)

Tristan is one of the disaffected young men involved in the plague plot, but through the love of Yseult, has a change or heart. He has to be careful, as a turncoat; if he is discovered the other plotters will have no hesitation in killing him. He realises he has no chance of stopping the plot, so he develops a desperate long term plan to find a cure for the plague. He manages to extract a vial of the plague, and takes it to Vantire where he can research cures, where he plans to shut the Vantire portal and isolate it.

Yseult, a Tempire, is the portal operator in Minitor. Not knowing about Orpheus’ sacrifice, Tristan sends Yseult a desperate coded message that the plague is about to hit; she must lock off Minitor from the Tempire. He wants her to survive even if they can never meet again.

She immediately shuts the portal connection to Tempire, but as a portal technician knows that the Tempire could develop a way to overcome her block. She works out a second layer of protection for Minitor. After setting herself up in the portal station room, she can use her own cryptic crystal technology that she has developed, to lock the Minitor portal station door from the inside so no-one can go out.

Because Yseult is desperate to find a way to reach Tristan, and help him find the cure, she remains inside the portal station herself. Yseult knows time is short so uses her time well; being a naturally cautious and ordered technologist, she already has a bugout backpack with a basic living survival kit. Based on her extensive knowledge of hexworld crystal technology and coding, she collects the materials for experiments, and sets up a desk as a laboratory. Once she has stocked up the portal room Yseult gets her allies in Minitor to reinforce and barricade the portal station door against a potentially deadly Tempire incursion.

Yseult does experiments to work out how to open the direct portal connection to the adjacent hexworlds, Vantire (orange) or Fortuin (indigo). She works out the puzzle of how reset the portal destination from Tempire (red) to Vantire. Once she solves the puzzle, she ports to Vantire and Tristan, and once there, closes the Vantire connection in case the Tempire follow her.

# Game start point

You arrive through the Minitor portal from an alternate hexsystem (adjacent to the Tempire hexsystem). The ultimate aim of the game is for you to return to your own hexsystem. The immediate aim of the game is for you to work out how to exit the one Minitor room. This involves working out how to switch the portal on, set the coordinates of the origin (already set correctly) and set the coordinates of a viable destination (Tempire/red Vantire/orange or Fortuin/indigo).

At the start, you do not know about portal technology, so you must use the clues around the room. Wall 1 is the portal itself, which starts off shut, and without power.

There is a controller there too, which you can set to different dials.

Wall 2 is the desk, containing the experiments and crystals grown by Yseult, as well as further evidence in the drawers. There are some notes on the desk or in the drawers. These limit the basic material choices that you can select on the controller (for example you will have no blue crystals, as that jar is broken).

Wall 3 is a ticket booth and posters. These will provide information about the colours, animus and purposes of each of the worlds.

Wall 4 is the locked door, containing a world tree with the moon phases associated with the world colours.

Wall 5 is a sofa and chairs with a window out to Minitor, showing the devastation outside. There are brochures on the table, and evidence showing Yseult has been sleeping, and preparing food and drinks there.

Wall 6 is the orrery, showing the various hexworlds up close,

The viewfinder contains a pitch pipe, that associates each world with a particular musical note; when you sound the correct note, each crystal in the orrery vibrates.

Once you have all the clues, you can energise the portal controller (using violet crystals), then set the portal controller origin and destination coordinates using dials to choose the colour, note, moon phase and animus. To help, the origin is already set to Minitor: violet, VII, waxing ¾ moon, bird. Moving it from any of these settings will close the portal geode.

# Finishing the game

Setting the destination to Tempire will result in a red connection with a plague symbol on it, and Orpheus’ warning. In the first version, this destination will not work; it will be a blocked portal. However, it could be possible to send you to die in the plague.

Setting the destination to Vantire will result in a flickering malfunctioning connection. In the first version, the Vantire destination will not work; it will be a blocked portal. However, it could be possible in later versions to send you to die in the blackness of space between portals.

Setting the destination to Fortuin will result in you successfully completing the game. This will involve you going through a portal transition, and arriving in a new world…at which point the game ends, and you buy the next adventure on Fortuin.

Ultimately, you will work your way around all the 6 hexworlds, until you reach Tristan and Yseult on Vantire. At this point, you will have gathered information from all the hexworlds so that you can help solve the puzzle of why the plotters had set the plague, and clues as to what might lead to a cure. Tristan has partly developed a cure, but has himself contracted a version of the plague. You arrive on his dying breath, to add the final touch to complete the cure. However you are too late to save Tristan. He dies, leaving you to carry the cure to Tempire.