Game Script

[Background]

In 2056, in a private research company, American scientists, while conducting experiments, had accidentally created a wormhole to a planet thousands of light-years away. After evacuating and secure the site of the wormhole, several astronauts were sent through the wormhole. On the other side, they stumbled upon a world not unlike Earth. Breathable air, acceptable temperature and pressure, presence of water – all these factors point to habitable conditions. After trekking some distance, the astronauts encountered humanoid extraterrestrials. Unfortunately, those extraterrestrials panicked and began firing automatic weapons upon the astronauts, who safely escaped through the wormhole.

A second team consisting of unarmed and nonthreatening researchers was organized to negotiate with the aliens. By the time they passed through the wormhole, they discovered that the aliens have secured their side of the wormhole with barricades, barbed wire, tanks, and soldiers in a display of force. However, the researchers managed to communicate that they wished to establish friendly relations.

In the months that followed, the alien government (called the Epeirotes) and the Americans maintained a relationship where they would exchange cultural and (with heavy vetting and careful approval) technological data. The Epeirote language was quickly decoded and a translator created, facilitating easy communication. A few researchers were allowed to travel to the other planets to conduct experiments. During that time, the Americans and the Epeirotes required little else of each other.

In 2057, however, the Epeirotes requested the audience of American officials for an important meeting. The Epeirotes have decided to finally reveal the geopolitical situation of their planet to the Americans as a sort of briefing. A neighboring and much more powerful rival nation, Dalmati, had recently shifted most of their military away from its border with Epeirote, presenting the opportunity for an Epeirote invasion. However, even with most of its military strength diverted elsewhere, the remaining Dalmati forces stationed at the border is still powerful enough to stall the Epeirote military in its present state until reinforcements arrive.

This was where the Americans come into play. The Epeirote officials explained that, with some classic American intervention, they can break the deadlock and swiftly secure a hotly contested swathe of land situated on the border. In return, the Epeirotes will allow access to the solar system’s local astrological data.

The Americans devised a plan where they would send in mercenaries equipped with the groundbreaking Tac-Lens, an AR headset that can analyze all ground within 2 kilometers of the wearer and relay him concise and clarifying tactical data, effectively granting him and his squad an enormous tactical advantage. Of course, the Americans made sure to capitalize on these assets, manipulating the Epeirotes into believing that the mercenaries are superhumans that have “see-through- vision” and that the headsets are just “correctional goggles” to help focus their vision.

To recruit mercenaries, the Americans searched for former Army men and Marines. The candidates had to have been socially isolated so that their disappearances will draw as little suspicion as possible. Due to how few candidates fit the criteria, no screening (most notably psychological testing) was conducted. A grand total of 127 mercenaries were recruited in this manner, briefed, trained, and shipped across the wormhole without their consent.

Although disillusioned and furious at being duped into fighting in a world thousands of light-years away for some alien government, the mercenaries could not help but anticipate the new lives that awaits them after completing their mission, especially since all of them had led gloomy lives before. They drilled with their assigned Epeirote squadrons and got used to the Tac-Lens and prepared for a revolutionary upcoming battle.

Game Overview

The game is a tactical 2-D shooter. The world consists of varied natural terrain dotted with manmade features such as dragon’s teeth, barbed wire, and trenches. The player will take control of Amy using WASD keys and the mouse, and exercise secondary control over Chanion with keyboard shortcuts and the mouse. Each level’s objective is to either kill or rout all enemies, destroy specific landmarks, or reach a certain point.

Gameplay specifics

[Game Setting]

The game is centered on the 33rd Light Epeirote Company, a tactical unit that is normally tasked with killing enemy civilians and securing enemy land that Heavy Epeirote Companies have cleared out. This company utilizes two Tac-Lens mercenaries, Amy Sato and Milliard Stamey. The 33rd’s mission is to clear out an encircled region of Dalmati resistance.

[Intro]

[Music – River of Eden by Milkmandan]

The Epeirote convoy has halted. The vehicles’ engines have mysteriously broken down, and the squad’s engineers are frantically trying to locate the source of the failure. Meanwhile all the other soldiers have exited their vehicles. They take advantage of this break to socialize and relax.

Chanion, an Epeirote adolescent, exits from a vehicle near the end of the convoy. She decides to trek towards the front of the convoy to visit her mother as well as the “Americans”. On the way she may speak with some of her comrades, many of whom used to live in the same community as her

[Player takes control of Chanion]

[Goal: travel to the front of the convoy]

Chanion catches up to her mother, Molosson, who is conversing with the dark-haired American, Amy.

[Dialogue]

Molosson: There she is!

Chanion: Hi mom. Hi Ms. Amy.

Amy: Hello. Is everything alright?

Chanion: No. The vehicles’ stopped and no one knows why.

Molosson: I’m sure they’ll fix it. We’ll be at the frontlines in no time. You keeping good care of your equipment?

Chanion: Yesssssss, mom. I know how everything works, okay?

Molosson: Of course, of course.

[In the meantime Milliard walks over to Amy and the two began fussing over his tablet]

Chanion: I’m scared though. This time, I’ll die if I get shot

Molosson: I know. Fighting is the scariest thing in the world. In a perfect world, you wouldn’t have to go through this. [Hugs Chanion]. [Pause] But hey, you’re a fighter. I know you’ve trained hard -

Chanion: Hehe

Molosson: since you were a little girl. You’re a soldier now. As long as you try as hard as you can, you’ll survive this.

Chanion: Promise?

Molosson: Promise. I might not always be able to protect you, but you are as capable of looking after yourself as you ever will. You will always live.

[Milliard and Amy walk over to Molosson and Chanion]

Amy: Sorry guys. Chanion, it’s time to head back to your squadron’s vehicle.

Molosson: Hey, there’s still time. We don’t have to go until they get the vehicles running again

Milliard: That’s the thing here. Your vehicles are electric-powered, right?

Molosson: Yes

Milliard: Amy?

[Amy presses the tablet. All the vehicles suddenly hum to life. A few engineers curse in surprise]

Amy: I’m sorry we were gathering electromagnetic data with our phones and we didn’t know that [insert physics stuff] –

Milliard: The vehicles are running again, basically. We’re sorry for the incon –

[Milliard is interrupted by the sound of zipping bullets and exploding mortars]

Agamoi: Ambush! Fan out!

[Chanion, Molosson, Amy, and Milliard hit the ground]

Molosson: Amy, take Chanion over to those rocks, I’ll cover you!

[Molosson and Milliard begin firing]

[Player takes control of Amy and Chanion]

[Goal: escort Chanion “over to those rocks”. Learn how to control Amy and command Chanion. Attempt some covering fire]

Molosson: Stay there!

[A grenade falls near Molosson. She does not notice it]

Chanion: Mom!

Molosson: Don’t blow your cover!

Amy: OH GOD THROW IT –

[The grenade explodes, shrapnel hitting Molosson and Milliard. Simultaneously, a mortar hits near Amy, flinging her and Chanion into a crater. Meanwhile, Epeirotes are gunned down left and right. A corpse lands on Amy and Chanion, covering them from sight]

[Silence]

[Dalmati soldiers cautiously advance onto the scene. They shoot the surviving Epeirotes. Chanion regains consciousness and silently crawls up the crater. She sees the company leader, Aichme, personally snapping a wounded Epeirote’s neck]

[Dialogue]

Aichme: Whew

Loktoi: Easy right?

Aichme: I guess. That was only a Light company though. We’re supposed to take out a couple of Heavy companies before we can break out of this encirclement.

Loktoi: That’ll be fun.

Aichme: We can pick up some companies along the way. Some of them even have armor. If we play our cards right we can beat back this incursion.

[A Damalti soldier runs up to Aichme]

Makedoi: Area secure, captain.

Aichme: Good. [She turns to the assembled Dalmatis]. Alright, let’s move out. We’re on a timetable here, let’s not disappoint our comrades back home!

[The Dalmati company leaves the scene]

[Silence]

[Amy regains consciousness. She and Chanion get out of the crater. They scan the scene of the massacre in horror. Chanion spies her mother and rushes over. Amy does the same to Milliard. Chanion realizes that she is dead]

[Music – Sadness and Sorrow v2 from Newgrounds]

[The bottom half of Molosson’s body has been blown away. Molosson’s torso is shredded. Chanion falls to her knees in shock.

Chanion: M-m-m…

[Chanion wails and begins crying. She is in danger of asphyxiating. Amy is cradling Milliard, who died from numerous shrapnel wounds. She looks at the crying Chanion. She gently drops Milliard’s corpse and makes her way towards Chanion]

Chanion: Mom please! [Pause] HEEEEEEARGH! THIS ISN’T FAIR! [Pause] This isn’t fair I HATE MYSELF

[Camera zooms into Amy, who is guilty and ashamed of what Chanion is going through]

[Amy tentatively sits besides Chanion. Chanion looks at her and buries her face in Amy’s arms]

Amy: I’m sorry

[Pause]

Chanion: I can’t do anything to bring her back

Amy: …

[Silence]

[Cut to black, then cut to the two hunched over a tablet]

[Music – Story left untold by DJKarma]

[Chanion boots up the tablet. Camera focuses on its display. It’s a map of the immediate region along with several dots representing the size of the enemy forces]

Chanion: We’re supposed to take out all of this

[The two sit in silence, dreading the insurmountable task that lies ahead of them]

[Chanion begins tearing up]

Chanion: There are hundreds of them and only two of us. We can’t just quit or else they’ll group up and kill our friends. IF we try to fight we’ll get killed. I CAN’T DO ANYTHING. [Pause].

[Silence while Chanion quietly sobs]

Amy: Chanion?

[Chanion quiets down]

Amy: Chanion. [Chanion cries a bit more] There, there.

[Chanion looks up to Amy]

Chanion: What are we going to do?

Amy: We fight.

Chanion: But we’re outnumbered

Amy: That’s true. We can overcome that disadvantage though.

Chanion: ???

[Amy thinks for a moment]

Amy: I have X-ray vision. All Americans do. I can tell where the enemy is and come up with a plan to kill them. All the while keeping us out of harm’s way

Chanion: How…

Amy: I’ll show you ☺. Let’s go to the first encampment, ok?

Chanion: ok.

[Both get up and make their way to the last motorbike remaining]

[Cut to black]

[Amy and Chanion peer over a bombed site. There are Dalmati corpses everywhere. The survivors are tending to the wounded and salvaging the remaining equipment. This will be the first enemy encampment to be destroyed]

Amy: Like all Americans, I can see through terrain and locate enemies in a 2 kilometer radius. It’s why we were hired, right?

Chanion: Right.

Amy: I’ll survey the battlefield to come up with the best plan of action. Leave all the decision making to me; you only have to shoot and scoot.

Chanion: Got it

Amy: Do you remember flanking?

[Tutorial demonstrating how to flank]

Chanion: Yes.

Amy: Suppressive fire?

[Tutorial demonstrating how to suppress the enemy]

Chanion: Yes

Amy: Covering fire?

[Tutorial demonstrating how to suppress the enemy while directing Chanion]

Chanion: Yeah.

Amy: Shoot and scoot?

[Tutorial demonstrating how to fire at the enemy before moving to another location to confuse him]

Chanion: Yeah. Ms. Amy, I know how to do these things. I’m almost an adult just like you.

Amy: I just want to make sure. [She looks over at the battered Damati company which still outnumber her and Chanion dozenfold]. We’re set.

Chanion: I’m scared.

[Amy squeezes Chanion’s hand]

Amy: I’ll look out for you. Remember, X ray vision. You’re never going to be in danger, alright?

[Player takes control of Amy and Chanion]

[Goal: Eliminate all the surviving Dalmati. Get used to tactical gameplay]

Brainstorming:

Game Arc: Amy and Chanion defeat vast enemy forces

Subplot: Amy deals with mental issues, Chanion takes on adult responsibilities

Themes: Parenting, empathy, protection, guardian

Scenes:

After Hyperworm [Iji Sad]: Amy is upset with herself for fleeing the hyperworm with no regard for Chanion’s safety. Chanion is understandably angry with her. Amy resolves to be a better guardian.