

1 EXT. VILLAGE, MAP NODE 00 - DAY

1

The player character interacts with the guard outside of his village.

GUARD

There you are. How was the hunt?
You've been gone for a few days.

PLAYER

a) Not great. I swear there's less
animals around the forest every
week.
b) It'll be better next time.
c) Awful. Things better start
looking up soon. We're almost out of
meat.

GUARD

a) Probably just a bad streak. If
anyone can find them, it's you.
b) I see. I'm sure it will.
c) The merchant from the capital
should be here soon. If hunting
doesn't improve we're going to have
to buy some from him.

PLAYER

a) Yes, yes, my stalking
capabilities are legendary. Don't
worry, I'll save you a good cut.
c) Out of meat, or out of coin.
Lovely choice.

PLAYER

Were you looking for me?

GUARD

No, just out on patrol. But your
wife asked me to keep an eye out.
You know how she gets.

PLAYER

I took longer than usual, too. She
must be worried.

GUARD

Good problem to come home to.

PLAYER

I should get going before she sends
out a rescue party.

The player walks into the village, and sees a small kid run off with his dog.

KID

Let's go, Sly! Mom's waiting for us!

DOG

Woof!

KID

And drop Mrs. Maisel's socks before
we both get a whooping!

The kid and the dog run off screen. The player keeps going until he comes across the couple of elders.

VILLAGE ELDER

Calm down, dear. I'm sure you just
misplaced them again.

ELDER'S WIFE

I didn't misplace them! That damn
dog took my socks again!

VILLAGE ELDER

If you're so worried about the dog
stealing your clothes, why do you
keep leaving the door open while you
nap?

ELDER'S WIFE

Because if I don't, you complain the
house smells like the inside of a
coffin. If you didn't get so
queasy...

VILLAGE ELDER

I'm an old man. Anything that
reminds me of -

They finally notice the player character.

VILLAGE ELDER

Oh, dear. How long have you been
standing there?

PLAYER

a) I just got here.
b) Don't worry, I didn't hear
anything. I was focused on the
smell.

VILLAGE ELDER

- a) Good, good. My eyes aren't what they used to be. I was afraid we'd been ignoring you for a while.
- b) The smell?

PLAYER

- b) Yeah. Something smells weird around here. Like... Like the inside of a coffin.

ELDER'S WIFE

- b) ...

ELDER'S WIFE

- b) You shouldn't eavesdrop on people like that!

VILLAGE ELDER

Ahem... Anyway, how was the hunt? It took you longer than usual.

PLAYER

- a) No time to talk: my wife's waiting for me.
- b) Not great.
- c) Don't think you're going to be eating meat for a while.

ELDER'S WIFE

- a) Ah, young love. I remember when this one here was so eager to come home to me.
- b) These things swing, and there's nothing we can do about it. I'm sure things will start looking up again soon.
- c) He hasn't eaten meat in 10 years. He can't chew it anymore.

VILLAGE ELDER

- a) *If you looked like his wife, I'd still be eager to come home to you...*
- b) She's right, you know? Don't beat yourself up too much.
- c) I'll bite you right now, if you want to see how healthy my teeth are!

ELDER'S WIFE

- a) What was that, dear?

VILLAGE ELDER

a) I said I'm still eager to come home to you every day, dear.

ELDER'S WIFE

a) Isn't he great?

PLAYER

a) ...

b) Yeah, I know. Thanks for the encouragement, though.

c) ...

PLAYER

I'm gonna go now.

The player keeps going until he reaches his home.

2 INT. PLAYER HOME, MAP NODE 00 - DAY

2

The camera pans to the player's wife and the kid the main character saw earlier.

PLAYER'S WIFE

... And then you get Sly into trouble! You know Mrs. Maisel doesn't like it when you get him all worked up.

KID

I know, but I didn't tell him to steal her socks!

PLAYER'S WIFE

What a coincidence that he only ever misbehaves when playing with you.

DOG

Woof!

They finally notice the main character at the door. He moves close to them.

KID

Daddy! You're home!

PLAYER'S WIFE

You're late.

PLAYER

a) Hey, you little rascal.

b) Missed you too.

PLAYER

- a) What sort of trouble did you get into this time?
- b) What'd he do this time?

KID

- a) It wasn't my fault! I was playing with Sly and he stole Mrs. Maisel's socks again. I told him not to!

PLAYER'S WIFE

- b) He got the dog all riled up again. It stole Mrs. Maisel's socks.

DOG

Woof!

PLAYER

- a) She'd get bored without this sort of stuff happening.
- b) You should go apologize.

KID

- b) But I didn't do anything!

PLAYER

- b) Go on, now. I'm sure she won't even be mad. And I think she was making pie.

KID

- b) ...

KID

- b) ... Come on, boy!

PLAYER'S WIFE

- a) Yes, of course. Maybe you should go get her underpants too, to *really* give her a thrill.

PLAYER

- a) Go return them. And tell Mrs. Maisel the dog needs a bath again. He stinks.

DOG

Woof!

The kid and the dog run out of the house, leaving the player with his wife.

PLAYER

How are you?

PLAYER'S WIFE

I was worried about you. You took longer than usual.

PLAYER

I didn't catch anything. There's less animals around every week.

PLAYER'S WIFE

I don't like you going out there on your own. I should come with you.

PLAYER

I'm fine. Besides, Auri needs you.

PLAYER'S WIFE

He needs you just as much, and you're out hunting on your own.

PLAYER

a) Nothing's gonna happen to me.
b) What are you scared of?

PLAYER'S WIFE

...

It's probably nothing.

I've just had a bad feeling lately.

PLAYER

Well, nothing ever happens around here. It's why he came here in the first place.
We're too far from the capital or anywhere important.

PLAYER'S WIFE

I'd feel a lot better if I could go check on that... thing.

PLAYER

You know we can't risk that. It's way too dangerous.

PLAYER'S WIFE

So much for "nothing ever happens here", eh?

PLAYER

Sigh

I'm keeping an eye on it, and we've sent word to the capital. Their mages will be here soon. We should let them handle it, whatever it is. It doesn't seem to be hostile, anyway. It's just... *there*.

PLAYER'S WIFE
Somehow that doesn't comfort me.

PLAYER
Speaking of which, I should go check up on... it.

PLAYER'S WIFE
Already?

PLAYER
a) I need to go. We'll have time later.
b) I guess I can stay a bit.

PLAYER'S WIFE
a) ... Fine. Please be careful.

The player either leaves or, if he chose b), the screen fades out and back in again. The following dialogue only happens if the player chooses b).

PLAYER'S WIFE
b) Thanks for staying. I've missed you lately. You know I don't like to be alone. It's like my grandma used to say:
Solitude is a condition better enjoyed in the company of the ones you love.

PLAYER
I have to go now. I promise I won't take as long this time.