Brief legend:

1. Important pronouns (e.g. characters’ names, items, powers) are always in ALL CAPS
2. Location changes are labeled with INT/EXT; interior/exterior
3. Comments from myself will begin with # (number sign, pound sign, hashtag, what have you) and will be in grey
4. Any music requests will be formatted as follows
   1. Music on “scary” (I would like scary music to play)
   2. Volume music “higher” (I would like the music to be louder)
   3. Music off (Shut up!)
5. Positioning/Stage Directing
   1. Any stage directing that occurs without dialogue will be preceded by an @ sign and will have a line of its own
   2. Any stage directing that occurs during dialogue will be in *italics* and will not have a line of its own
6. Choices and branches will be preceded by the word “choice” in pink, followed by brackets {} that separate one choice and its consequences from another
7. Conditional statements (e.g. if, else) will be in blue and followed by an explanation; if player has ITEM. Any choices that affect something, such as gaining an item, will also be in blue. Gain 20 DOLLARS.
8. Any time the player’s name is without brackets [], it is literally “player.” When the player’s name appears in brackets [player], it is meant to be substituted by the chosen name.

#after tutorial with HERO finishes

@Villain enters from stage right to meet the player and HERO

VILLAIN: Oh, you’re here…

HERO: I’m here! Yes, I’m always here to save the day! That’s why they call me a here-o. Get it? Hahahahaha!

VILLAIN: Oh, brother…Listen punk. #is addressing the player Are you seriously going to hang around with this guy?

HERO: Of course [player] is. We’ll be living the life. Saving beautiful damsels in distress, making the world a better place, dancing in the rain, drinking from the same cup with two straws-

VILLAIN: How quaint. [Player], have you ever wondered what the true extent of your powers is? Have you ever thirsted for a life full of excitement, chaos, and limitless power? Come with me, and I can show you things you never even thought possible.

HERO: *seems as though his feelings are a little hurt.* Surely you’re not considering it, right? What good are powers if they’re used for evil? L-Look, I know I’m not the smartest or the coolest guy, but at least I have a heart. A life full of wrongdoings is not a life worth living.

VILLAIN: *angrily* Let [player] answer for himself/herself.

PLAYER:

Choice

Go with HERO {

HERO: I knew you were a good person from the moment I saw you. *HERO and player exit stage left}*

Go with VILLAIN {

VILLAIN: Excellent. *VILLAIN and player exit stage left.}*

#after tutorial with VILLAIN finishes

@HERO enters from stage right to meet the player and VILLAIN

HERO: What? What are you doing?

VILLAIN: What it looks like. Training a new recruit.

HERO: Training? I know what this really is! A hostage! Hold on, I’ll save you!

@HERO runs up to the player

VILLAIN: Hands off. This rookie’s mine.

HERO: You’re not serious about joining her, are you? Listen, I’m not the smartest or the coolest guy, but at least I have a heart. A life full of wrongdoings is not a life worth living. What good are powers if they’re used for evil?

VILLAIN: You’re such an idiot. Don’t you understand that you’ll only ever reach your full power by not caring about those around you? If you constantly let others limit you with things like “morals” or “duty,” you’ll always be pathetic.

HERO: *sadly* Let [player] answer for himself/herself.

Choice

Go with VILLAIN {

VILLAIN: I knew I made the right choice in trusting you. *VILLAIN and player exit stage left*}

Go with HERO {

HERO: I knew you were a good person from the moment I saw you. *HERO and player exit stage left*}