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.

#tutorial with hero SPANDEX

If PLAYER used superpowers in the bar for good

SPANDEX: Hey kid, over here. *PLAYER moves to SPANDEX.* I saw what you did in that bar. Not too shabby for a n00b, if I do say so myself. You look like someone with superpowers. Listen, kid... I want to see what you can do against someone stronger than those nincompoops in the bar. I want you to fight me. No, seriously! Give me all you got!

Choice

Superpowers! {

SPANDEX: Looks like you’ve got the basics down.}

Punches/Talks/Not Superpowers {

SPANDEX: Alright, seems like you still don’t have the basics down.}

SPANDEX: Okay, so let’s go over everything. You have two main types of superpowers. How do I know? I know everything! First, you have a projectile. Press [shift] + [power button] to use it. Go ahead.

@PLAYER uses projectile power #Nothing happens until the player does this

SPANDEX: Great! Now, the second type of superpower is an aura. Press [shift] + [other power button].

@PLAYER uses aura power #Again, nothing happens until the player does this

SPANDEX: You’re a natural. Come with me, kid, I have great plans for you.

@PLAYER and SPANDEX exit stage right

#After this, trigger script “SuperTutorial”

#Tutorial with villain FLYING CHICK

If PLAYER used superpowers in the bar for evil

FLYING CHICK: Well, well. You look like a…um…person. Help me out here, landy. I’m bored. I haven’t had any action in the past month. What are you waiting for? Shoot me. Right in the face.

Choice

Superpowers! {

FLYING CHICK: That was okay I guess. You could have made it more painful.}

What? {

FLYING CHICK: The pain feels good.}

Punch/Ignore {

FLYING CHICK: What’s the matter, punk? Don’t know how to use your powers?}

#Once PLAYER has attacked or ignored FLYING CHICK

FLYING CHICK: Alright, punk. Let me try and make this clear for you. I can tell that you have two main types of superpowers. One’s a projectile. Press [shift] + [power button]. Hit me with your best shot.

@PLAYER uses projectile power #Nothing happens until the player does this

FLYING CHICK: That was your best shot? Whatever. The second one is an aura. Press [shift] + [other power button]. Let’s go.

@PLAYER uses aura power. #Again, nothing happens until the player does this

FLYING CHICK: You might have some potential. Come with me.

@PLAYER and FLYING CHICK exit stage right

#After this, trigger script “SuperTutorial”