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.

EXT Villain HQ

FLYING CHICK: Here we are. Consider yourself lucky. Most people who see these headquarters never see anything else again.

PLAYER:

Choice

Looks like home {

FLYING CHICK: Welcome to the family, punk.}

This is it? {

FLYING CHICK: We’re not here to make you comfortable. Get used to it.}

@PLAYER and FLYING CHICK exit stage right

INT Villain HQ

FLYING CHICK: Look guys, we have a new pet.

Music on “fun villain music”

HOOD: Aw naw, look what the cat dragged in!

TALL DUDE: *to HOOD* We do not own a cat…

HOOD: *to TALL DUDE* I know that, dumbass, it’s a figure of speech!

TALL DUDE: *to HOOD* Are you angry? Breathe with me. Breathe in…

HOOD: *to TALL DUDE* I don’t wanna breathe!!!

FLYING CHICK: …

TINY: *to PLAYER* This one’s kind of cute. Are you strong, too?

BEARD: I bet he/she is not stronger than me. What do you say, let’s see what you’ve got!

PLAYER:

Choice

Use superpowers on BEARD {

BEARD: Not bad, cousin! Now check this out. *Uses a projectile superpower. It misses PLAYER and hits FLYING CHICK*.}

I don’t want to fight you. {

BEARD: What? You don’t want to fight? I don’t take “no” very kindly. *Uses a projectile superpower. It misses PLAYER and hits FLYING CHICK.}*

BEARD: …Oh no…*backs away from FLYING CHICK*

@FLYING CHICK floats towards BEARD

@PLAYER backs up and hits an invisible object. BIG NOSE appears.

BIG NOSE: Hahaha! Did I scare you? Everyone, let’s be hospitable. We shouldn’t fight in front of our new pet.

FLYING CHICK: *to BEARD* Don’t think I forgive you. *To PLAYER* [PLAYER], this is your home now. Why don’t you check it out?

#player is able to move around, talk to people, and interact with objects

#player talks to FLYING CHICK

FLYING CHICK: What do you want?

Choice

Tell me about yourself. {

FLYING CHICK: There’s not much to tell. I used to work for a law firm. Then I quit. I developed my superpowers and now I’m here.}

Tell me about this place. {

FLYING CHICK: What you see is what you get. Everyone usually gathers around the computer. You might want to check that out. The bulletin board is used for advertisements and job requests. You want more? This isn’t a fucking five-star hotel.}

What do I do now? {

FLYING CHICK: I’d walk around town or check out the bulletin board. Once you’ve proven yourself, I might have some jobs for you.}

#player talks to BIG NOSE

BIG NOSE: If it isn’t the great [PLAYER].

Choice

Tell me about yourself. {

BIG NOSE: You know, when I was born, it was raining. The water was pounding the windows so hard you couldn’t even hear my mother’s screams. Thunder so loud it would make your bones shake. You know what I think? The gods were crying that they had to send down their last masterpiece. Kekeke!}

How did you turn invisible? {

BIG NOSE: When you get stronger, you can develop new superpowers. I learned how to be invisible. Why? It was such a pain that everyone was so jealous every time they saw me.}

#player talks to BEARD

Choice

Tell me about yourself. {

BEARD: I knew you thought I was cool. You could learn a lot from me kid.

Choice

But what can you do? {

BEARD: Do? Well, many things. People can do many things. In fact, I encourage you to do as much as you can. Doing is important in life. \*cough\* YOLO.}

I’m sure. {end dialogue}

Why are you afraid of FLYING CHICK? {

BEARD: Afraid? I’m not afraid of her. I was just afraid that I hurt her. It’s not like she’s better than me. Nobody’s better than me.}

#player talks to TALL DUDE

TALL DUDE: Welcome…

Choice

Tell me about yourself. {

TALL DUDE: I’m a clean person. I don’t like messes… Especially not when they’re from my enemies. I prefer to hypnotize…to lull…to find peace in violence…}

You and HOOD. {

TALL DUDE: He’s a good guy…We disagree on some things. He prefers aggression and loudness…I prefer peace and quiet…}

#player talks to HOOD

HOOD: Yo.

Choice

Tell me about yourself. {

HOOD: Man, why you gotta ask about myself. Let me tell you somethin’. Us villains, we got bad pasts. Bad pasts, alright. We come from nothin’. So don’t patronize us with yo stupid questions.}

You and TALL DUDE. {

HOOD: Don’t get me started. He think he can win fights without fightin’. He puts his enemies to sleep or hypnotizes them. I mean, that’s a good strategy I guess, but I like to get up close and bloody. To be honest, I don’t mind him that much. But don’t tell him that.}

#player talks to TINY

TINY: Hey, hot stuff.

Choice

Tell me about yourself. {

TINY: You wanna know about me? I’m 5’0, single, and very lonely…If you’re not well, I can make you feel good.} #the idea is that she can heal the player if hurt

Are you flirting with me? {

TINY: Hehehe! I’ll let you figure that out.}

#player interacts with billboard

BILLBOARD: Advertisements for houses. Minor job requests. Upcoming events.

#player interacts with computer to save the game