

Pre-Start

Open the game.

Title Screen / Game Logo

Main Menu- Continue Game, New Game, Credits, Exit.

Start

The first scene is the knight, Eoinan (*pronounced Oh-Nawn*), standing in the starting hallway.

Tutorial

A scroll pops up at the bottom of the screen saying “Use <WASD> or arrows to move”.

Once the player moves, the scroll will be replaced by another one saying “To attack, left-click mouse; To block, right-click mouse” Once the player tries this, the scroll will disappear.

Prologue

The player has to move to the end of the hallway where they will meet the cult leader, Grianmhar (*pronounced Gree-an-wer*). During dialogue, a scroll pops up for each line with the speaking character’s sprite next to it and a voice over.

EOINAN: “Grianmhar, I usually trust your wisdom; but I must confess, I question why you have called me to this cursed place?”

GRIANMHAR: “I have called you here Eoinan, because a great shadow has fallen over the Cult of Lugh.

EOINAN: “What is wrong, Grianmhar? I have never seen you this scared.”

GRIANMHAR: “Lugh’s sacred spear, the Spear of Assail (*pronounced Ah-sal*), has been stolen from us. The culprit has taken refuge here, in the Dark Labyrinth.”

EOINAN: “The Dark Labyrinth. This unholy maze is home to creatures spun from the very tales our grandmothers once whispered by the hearth to scare us as children. Many brave adventurers have entered this place; none have returned.”

GRIANMHAR: “Aye. But I believe in you Eoinan. I have known you since you were a young lad and watched you grow into a great man. You are the cult’s greatest knight—and the only person I trust to enter the Dark Labyrinth.”

EOINAN: “Then I shall carry this burden without hesitation. I shall face whatever horrors await me in there, and reclaim Lugh’s spear.”

GRIANMHAR: “Tread carefully, Eoinan. Should you fail, the Spear’s light shall be extinguished by the forces of darkness, and the world will be forever swallowed by the shadows.”

EOINAN: “Then I shall not fail. Let the shadows tremble before the light’s might.”

The player must enter the maze. Then the wall will close behind them, trapping them inside.

Game

The player must explore the maze, try not to get lost and survive the monsters.

When the player meets each monster for the first time, Eoinan will say something about them.

Monologues

“Water Leapers. Giant frogs with bat wings and a stinging tail for legs. They are fast, but I shall be faster.”

“Redcaps. These murderous old elves would like nothing more than to drench their caps in my blood. But I shall not fear, for the bite of my sword shall easily vanquish them.”

“Sluagh. Restless spirits of the dead. No mortal weapon can harm them. It is best if I move out of the way before they can steal my soul.”

“Cu Sith (*pronounced Coo Shee*). The bark of these spectral hounds is enough to kill a man. So I must vanquish them before they can even make a sound.”

“Bánánach (*pronounced Baw-naw-naak*); harbingers of doom. Their presence is an omen of death. I must be nearing the villain I seek.”

After Eoinan’s first fight, he’ll find a chest and then say “This brave adventurer might be gone, but their supplies can help me regain health.”

Meeting Balor

Once the player reaches the centre of the maze, the screen will start shaking.

Balor will rise up out of the ground.

BALOR: “Welcome, Knight. I have been waiting for you.”

EOINAN: “Balor!? The Lord of Demons, King of Darkness!? I thought you were killed by Lugh decades ago.”

BALOR: “Yes, my grandson did defeat me at the Battle of Mag Tuired (*pronounced Moy Too-ruh*), but a being as ancient and powerful as I am cannot stay dead. I am the Blight-bringer, the Doom Bringer, the Dark Tyrant, the personification of chaos. I will always return, just as the darkness consumes the sky every night.”

EOINAN: “Then I shall be the dawn’s light, breaking through that darkness every morning. Tell me, tyrant, why have you stolen Lugh’s spear?”

BALOR: “My new form is weak. I need more power, and what better way to get it than to absorb the light from the Spear of Assail before I plunge this world into an endless darkness.”

EOINAN: “Not if I strike you down first, One-Eyed fiend! By the gods, your reign of terror ends this day!”

The player needs to fight Balor.

End

Once the player defeats Balor, he will scream “NOOOO!” and disappear into a puff of black smoke.

Once the smoke clears, Lugh’s Spear will be waiting for the player to collect.

When Eoinan holds up the spear, it releases a bright flash of white light from its tip which engulfs the screen.

When the light fades, we are back outside the maze in the starting hallway.

Eoinan is holding the spear and standing next to Grianmhar.

Epilogue

GRIANMHAR: “You have done it!”

EOINAN: “Aye. I have retrieved Lugh’s spear, and defeated the one who stole it... Balor, returned from the Otherworld.”

GRIANMHAR: “The Lord of Darkness?! You vanquished him?! You truly do live up to the meaning of your name, a gift from the gods. You have brought great honour to our cult by protecting Lugh’s light. The world may rest easy for now; but Balor will return someday, as surely as the sun sets every night.”

EOINAN: “And when that dark day dawns upon us, I shall be there, sword in hand, to meet Balor and end his reign of terror once more.”

The End.

The player can re-enter the maze if they want.