**\*\*Game Format: First-Person VR\*\***

**\*\*Fragment 1: The First Sight of the Fire\*\***

**\*\*Content:\*\* As a Roman soldier patrolling the city, the character suddenly spots a fire erupting in a distant part of the city. The character runs towards the fire and eventually discovers that the fire originated from a shop storing flammable goods. The character then rushes to the military outpost and blows the horn. This chapter ends here.**

**\*\*Goal:\*\* The player must navigate the scene to find the "military outpost," locate the horn, and blow it to trigger the end of the event. Only by successfully blowing the horn can the player complete this chapter and move on to the next story fragment.**

**\*\*Key Point:\*\* In the main settings menu, allow players to enable or disable hints on where story fragments are located.**

**\*\*Fire Origin Location:\*\* The fire began in the part of the Circus Maximus that adjoins the Palatine and Caelian Hills, where it suddenly broke out in a shop containing inflammable goods. The wind quickly intensified the flames, spreading the fire to everything around it.**

**\*\*Source:\*\* \_The Annals (Tacitus), Book 15\_ ([link](https://en.wikisource.org/wiki/The\_Annals\_(Tacitus)/Book\_15#38))**

**\*\*Time of the Fire:\*\* The fire began on the night of July 18, 64 AD, in a commercial area near the Circus Maximus, fueled by the wind, which caused the flames to spread rapidly. The fire affected 10 out of Rome's 14 administrative districts, with 3 completely destroyed and 7 left in ruins.**

**\*\*Source:\*\* [Wikipedia](https://zh.wikipedia.org/wiki/%E7%BE%85%E9%A6%AC%E5%A4%A7%E7%81%AB#cite\_ref-annals-xv-40\_1-1)**

**### Scene Construction:**

**\*\*Time:\*\* Night**

**\*\*Character:\*\* Soldier**

**\*\*Location:\*\* Commercial district near the Circus Maximus (most buildings made of wood)**

**\*\*Shop:\*\* Store containing flammable goods (wooden)**

**\*\*Street:\*\* Streets with fleeing citizens**

**\*\*Military Outpost\*\***

**\*\*Horn (interactive item)\*\***

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**### Cinematic Shots:**

**\*\*Scene 1: Introduction\*\***

**Black screen.**

**Subtitle: "July 18, 64 AD, Rome City Center, Near the Circus Maximus."**

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**\*\*Scene 2: Beginning of the Patrol\*\***

**The camera follows the soldier (player character) from behind, showing him patrolling an empty street. The soldier is holding a torch. The city’s lights are dim, and the surroundings are silent.**

**Narration: "Another peaceful night... Rome sleeps, and only we remain on guard."**

**Sound Effects: Footsteps, chirping insects, torch crackling.**

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**\*\*Scene 3: The First Sight of Fire\*\***

**Description: The soldier suddenly stops. The camera switches to a distant shot, showing a fire erupting in a part of the city. The camera zooms in as the fire quickly spreads from a shop. The camera cuts back to the soldier.**

**Narration: "What is that? Fire... where did it come from?"**

**Sound Effects: The faint sound of burning flames and wind.**

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**\*\*Scene 4: Running Toward the Fire\*\***

**Gameplay Description: The player controls the soldier to run towards the fire. The flames become more visible between the buildings as the player approaches. As the player gets closer, the fire spreads rapidly (flames growing larger, buildings collapsing).**

**Sound Effects: The hurried footsteps of the soldier running, the sound of flames, and distant cries for help.**

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**\*\*Scene 5: Discovering the Source of the Fire\*\***

**Description: The soldier reaches the shop where the flames started. The camera zooms in to show the fire bursting out of the shop’s windows, consuming the wooden structure. A sign indicates that this is a shop storing flammable goods.**

**Narration (soldier muttering): "Flammable goods... no wonder the fire is spreading so fast! I must alert everyone immediately."**

**Sound Effects: Crackling flames, the sound of wood burning and breaking apart.**

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**\*\*Scene 6: Running to the Military Outpost\*\***

**Gameplay Description: The camera automatically points toward the military outpost, and the player controls the soldier to run towards it. The camera follows the soldier as he runs through the streets. Citizens begin to flee in panic, and the situation grows chaotic.**

**Task Prompt: The screen displays the objective – "Run to the military outpost and blow the horn." (If the player fails to find the outpost for a long time, a highlight will appear to show the location.)**

**Sound Effects: Citizens screaming, flames crackling, buildings collapsing.**

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**\*\*Scene 7: Reaching the Military Outpost\*\***

**Description: The soldier arrives at the outpost, quickly finds the horn hanging on the wall, and the camera zooms in as he raises the horn and blows it. The soldier uses the horn to warn the entire city of the fire.**

**Narration (inner monologue): "The horn sounded... I hope the other guards respond quickly. May the gods help us contain this disaster."**

**Sound Effects: The deep, resonant sound of the horn echoing through the night, with the fire still audible in the background.**

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**\*\*Scene 8: Ending\*\***

**Black screen.**

**Text: "On the night of July 18, 64 AD, a fire broke out in a commercial district near the Circus Maximus in the heart of Rome. Fueled by the wind, the fire grew uncontrollably. It affected 10 of Rome's 14 administrative districts, with 3 completely destroyed and 7 reduced to ruins." (Text content subject to revision).**

**\*\*Fragment 2: Whispers in the Palace\*\***

**Content:  
 The soldier receives orders to go to the palace and report the fire to his superior. Despite the raging fire in the city, the palace seems calm. Through conversations between guards, officials, and servants, the soldier hears various rumors about Nero and the fire. Because of this, the soldier begins to doubt the truth of the situation.**

**Objective:  
 The player needs to walk around the palace and eavesdrop on NPC conversations (guards, officials, servants) at specific locations, gathering information and hearing rumors about Nero’s behavior. As the player gathers more information, the soldier becomes confused and begins to question Nero’s true role in the disaster. After triggering three eavesdropping events, the player can enter the scene to report to the superior, ending this chapter.**

**Key Point:  
 In the main menu settings, players can enable or disable conversation prompts to help them find the NPCs.**

**Scene Setup:**

* **Location: Nero's palace.**
* **NPCs: Palace guards, high-ranking officials, and servants.**
* **Key Interactions: Conversations hinting at Christian arsonists, rumors of rebuilding Rome, and information about Nero not being in the palace.**

**Scene Construction:**

**Time: Night  
 Character: Soldier  
 Location: Inside Nero's palace  
 NPCs: Guards x2, officials x2, servants x2**

**Camera Design:**

**Scene 1: Introduction**

**Black screen.  
 Text: "The soldier receives orders to go to the palace and report the fire to his superior."  
 Subtitle: "July 18, 64 AD, Nero's Palace, Rome."**

**Scene 2: Entering the Palace**

**Description:  
 The camera follows the soldier entering the palace. The calm inside the palace contrasts with the chaos of the fire outside.**

**Narration:  
 "The fire is spreading outside, but inside the palace, it’s as if nothing is happening… What is Nero doing?"**

**Sound Effects:**

* **Distant sounds of fire crackling, occasional collapsing buildings, and the soldier's footsteps echoing through the hallways.**

**Scene 3: Interacting with NPCs**

**Gameplay Description:  
 The player controls the soldier as he walks around the palace, overhearing or eavesdropping on various rumors about Nero's behavior and motivations.**

**NPC Dialogue 1 (Guards and Guards):**

**Location: At the palace entrance**

* **Guard A: "A fire this big must have been started by someone."**
* **Guard B: "It’s definitely those damned Christians who did it."**

**Sound Effects:**

* **Distant sounds of fire crackling, occasional collapsing buildings.**

**[Eavesdrop] NPC Dialogue 2 (Officials and Officials):**

**Location: Passing by a lit room in the palace**

* **Official A: "The fire is spreading too fast… This can’t be an accident. I heard the emperor has always wanted to rebuild Rome. Could it be…"**
* **Official B: "Keep your voice down! If anyone hears us, we’re in trouble."**

**Sound Effects:**

* **Distant sounds of fire crackling, occasional collapsing buildings.**

**[Eavesdrop] NPC Dialogue 3 (Servants and Servants):**

**Location: Passing by another lit room in the palace**

* **Servant A: "The emperor is on vacation in Antium. How are we supposed to deal with this disaster?"**
* **Servant B: "We can only wait for him to return, but by then, all of Rome might be in ashes."**

**Sound Effects:**

* **Distant sounds of fire crackling, occasional collapsing buildings.**

**Eavesdropping Event Mechanics:  
 The order of eavesdropping events does not matter. After completing each event, the screen shows "Event Complete (1/3)", "Event Complete (2/3)", and "Event Complete (3/3)".  
 Only after "Event Complete (3/3)" can the player proceed to the next scene.**

**Scene 4: Reporting the Fire to the Superior**

**Description:  
 The soldier enters a large room in the palace and reports the fire situation to his superior. The superior is a high-ranking officer in the palace with a serious face. The soldier briefly reports the status of the fire and its spread.**

**Dialogue:**

* **Soldier: "Sir, the fire has already spread to the city center. The situation is dire. The citizens are fleeing, and many buildings have collapsed."**
* **Superior Officer: "We are already aware. The emperor is not in the city, and there are currently no orders from him. Continue to monitor the situation and await further instructions."**

**Sound Effects:**

* **Distant sounds of fire crackling, occasional collapsing buildings.**

**Scene 5: Ending**

**Black screen.  
 Text: "As the fire continued to spread across Rome, rumors about the cause of the disaster grew. The truth remained uncertain."**