MNOLG

Storytelling

- Not completely linear, player has freedom to explore parts of the map before going into the storyline, while trying to keep players focused on the narrative

- Story divided into chapters which were released sequentially unlocking parts of the game and island, culminating with the defeat of Makuta.

- The storyline and plot is drenched in a mysterious atmosphere.
  - → Awakening on the beach after a mysterious prophecy cutscene with no dialogue, no exposition, no way to know who you are. In front of you glistens a metallic canister covered in algae, with a strange set of footprints leading away to a newly formed lava flow which has met the sea. → cont.

- Great telescope: An intricately crafted yet bizarre object with images lining its base as well as a constellation featuring a lone red star and strange texts at the bottom.
  - → These images represented prophecies yet to come in the game, as well as revealing some of the hidden lore, although this was not obvious at the time
  - → The bizarre ~~numbers~~ texts at the base represented dates at which the extensions to the game in which these prophecies happened would come to pass.
  - → Also: prophetic visions; the Coming of the Bohrok and "Beware the swarm" dreams →. telescope.

- Player begins with a blank slate, someone they can reflect themselves into, or try to find more about
  → "Who am I?"

  → Takua is only ever referred to as "The Chronicler" throughout, and his appearance is only revealed in the endgame.

- Story is conveyed through simple, yet awe-inspiring 2D vector graphics.
  - The beach at the beginning with the cannister and the design for Makuta are a good example; balance between intricacy and simplicity.

Sources:

Sources:

https://www.templar.com/games/mnog/Player.html
https://biosector01.com/wiki/Mata_Nui_Online_Game_Walkthrough
https://biosector01.com/wiki/Great_Telescope