**Celestial Freezing: Level I – Revival of Limerick [Level Text Script]**

**Level One – Revival of Limerick**: This is the first level in the game that acts as a tutorial to demonstrate the basic mechanics of the game to the player as well as provide more context to the story if the player utilizes the systems correctly.

* Real Life Location: Montgomery County, Pennsylvania/ Town name: Chester’s Peak
* Area(s): Residential Area, Abandoned Building, Shop, Town Square, Nuclear Power Plant
* Side Quest(s): (2) - Kaven’s Quest, Helping the Hooded Figure, Julian’s Power Saw
* Key Item(s): (5) -Candy, Food Item (Bread/Ham/Cheese), Parts (Circular Saw, Copper Wires, Battery)
* Respect Gain/Loss Chances: (3) Character Introductions for Camille and Julian, Completing Kaven’s Quest w/ Camille in Party
* Death(s) during Investigation Period: (2) - Shopkeeper kills Player w/ Alistair if instigated, Silas, Julian’s violent personality, kills Player when approaching the Abandoned Building if provoked.

**---------------------------------------------------------------------------------------------------------------------**

[Level I – Introduction]

\*A few days pass and Gaia’s Advocates have entered a small town in northwest Philadelphia, Pennsylvania.

\*The squeal of a large cargo truck’s brakes engages before the loud release of pressurized air ring.

\*You and Gaia’s Advocates disembark from the truck.

Lowen: Looks like we finally made it to **Chester’s Peak**. **(Blue-Green Highlight)**

Lowen: I’m actually surprised to the see the town is a lot smaller than they made it sound.

Julian: And not as sophisticated either.

Julian: In a place like this, how can I expect to find any worthwhile parts?

Alistair: Regardless, Gaia’s sent us here for a reason.

Alistair: We do what we must with whatever Gaia provides us.

Lowen: With that being said, let’s get to it, then.

Lowen: Hey, excuse me, ma’am!

Lowen: We’re trying to-

\*The young lady fearfully rushes away.

Lowen: Alrighty then…

\*You look around to see angry glares from the townspeople and from their windows.

Camille: Stay on your guard.

Old Male Townsman: I don’t know where the hell you came from…

Old Male Townsman: But you need to leave…now.

\*What do you do? **Try and Be Friendly/ Do Nothing/ Be Rude and Aggressive**

-------------------------------------------------------

**(Try and Be Friendly)**

Player: We’re not here for any conflict.

Player: We actually want to help this town restart the nuclear power plant here and restore the power.

Lowen: That’s right.

Lowen: You’d have actual heat and lights for the entire town and wouldn’t have to constantly rely on your generators anymore.

Lowen: Don’t you all want-

\***SMACK (Shake Effect)**

Lowen: ARGH!

Alistair: Ungrateful humans!

Player: Lowen!

Old Male Townsman: LEAVE OUR TOWN ALONE, DAMMIT!

Alistair: Gaia’s Advocates has chosen your town for aid and this is how you filthy ingrates repay us?!

Adult Male Townsman: GET THE HELL OUT OF HERE!

Old Male Townsman: WE DON’T NEED YOUR HELP!

Female Townswoman: GET OUT! GET OUT!

\*The townspeople begin throwing trash and stones at you and Gaia’s Advocates!

Lowen: Dammit, we haven’t done anything!

Camille: Bastards!

Julian: What the hell is wrong with these people?!

\*Camille begins to unsheathed a knife.

Alistair: No, Camille!

Alistair: We still have a mission to do here.

Alistair: Everyone, fall back and regroup!

Lowen: Let’s go already!

Camille: Understood!

Julian: R-Roger that!

Revival of Limerick – Chester’s Peak

\*\***Next Scene**

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**(Do Nothing)**

Player: …

Old Male Townsman: What are you, deaf or dumb, kid?

Old Male Townsman: You got drool coming out of mouth just standing there looking stupid!

Alistair: Well, he’s not wrong.

Alistair: Maybe these people aren’t so bad after all.

\*A large rock was thrown at you, but you manage to dodge it in time!

\***SMACK (Shake Effect)**

Lowen: ARGH!

Alistair: Ungrateful humans!

Player: Lowen!

Old Male Townsman: LEAVE OUR TOWN ALONE, DAMMIT!

Alistair: To think a saw a glimmer of decency from these dregs for recognizing the fool that you are…

Alistair: I guess it’s true then.

Alistair: It takes trash to know trash.

Player: …

Adult Male Townsman: GET THE HELL OUT OF HERE!

Old Male Townsman: WE DON’T NEED YOUR HELP!

Female Townswoman: GET OUT! GET OUT!

\*The townspeople begin throwing trash and stones at you and Gaia’s Advocates!

Lowen: Dammit, we haven’t done anything!

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\*Camille begins to unsheathed a knife.

Alistair: No, Camille!

Alistair: We still have a mission to do here.

Alistair: Everyone, fall back and regroup!

Lowen: Let’s go already!

Camille: Understood!

Julian: R-Roger that!

Revival of Limerick – Chester’s Peak

\*\***Next Scene**

-----------------------------------------------------------------

**(Be Rude and Aggressive)**

Player: Hmph, sitting around doing nothing to help yourselves…

Alistair: Humans continue to embrace how pathetic they can be…

Player: Could people so useless really be worth helping?

Alistair: Hmph.

Alistair: With all this bark, I would’ve thought we were reasoning with a mere dog.

Player: No wonder we’re not getting through to them.

Alistair: Well, not all of Gaia’s creatures have the…capacity to understand the world around them.

Alistair: No matter if greatness stood right before them.

Male Townsman: Greatness?

Lowen: Alistair!

Lowen: What the hell are you guys doing?!

Player: Putting these people in their place.

Alistair: Exactly, and rightfully so at that.

Old Male Townsman: The hell did you say, little girl?

Alistair: **Little girl**?! **(Tremble Effect)**

Alistair: I am one of Gaia’s chosen!

Alistair: Not some feeble woman!

Camille: I assure you; you’re mistaken…

Julian: I’m sure he wasn’t talking about you when he said that, Camille.

Camille: …

Male Townsman: The only thing Gigi’s chosen you for is having the flattest chest I’ve ever seen, lady!

Male Townsman: I think you let that ego of yours get to your pretty little head of yours!

Female Townswoman: Yeah, get off your high horse, bitch, and come back to reality!

Alistair: B-

Alistair: **B-Bitch?!** **(Tremble Effect)**

Julian: Oh, no…

Alistair: WHO THE HELL ARE YOU CALLING A BITCH, BITCH?! **(Tremble Effect)**

\*Alistair and the Female Townswoman begin fighting and pulling each other’s hair!

Old Male Townsman: LEAVE OUR TOWN ALONE, DAMMIT!

Adult Male Townsman: GET THE HELL OUT OF HERE!

\*The townspeople begin throwing trash and stones at you and Gaia’s Advocates!

Lowen: Dammit, see what happens when you encourage Alistair?!

Player: How was I supposed to know this would happen?!

Camille: Bastards!

Julian: T-There’s no point in arguing!

Julian: We need to get out of here!

\*Camille begins to unsheathed a knife.

Lowen: No, Camille, you can’t!

Lowen: We’ll only make things worse if we fight against them.

Lowen: Grab Alistair and everyone fall back!

Lowen: Let’s go already!

Camille: Understood!

Julian: R-Roger that!

Revival of Limerick – Chester’s Peak

\*\***Next Scene**

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[Level I – Mission Brief]

Lowen: Looks like we finally got out of that.

Player: That’s for sure…

Lowen: Is everyone alright?

Julian: Yeah, things were getting pretty crazy out there for a second.

Camille: I’m fine, nothing I’m not used to already.

Alistair: Now that you’ve all held hands and made sure you’re all okay.

Alistair: It’s time you understand what exactly we do as advocates of Gaia, wretch, and plan PHENOIX **(Red, Wavy Text)**.

Alistair: Gaia’s Advocates is an environmental restoration and peace keeping organization founded by environmental engineers around the world.

Alistair: I am one of its initial founders and the goal of our organization is to restore the Earth, Gaia, to its previous state, because of your failure to protect humanity from itself.

\***(Not my Responsibility/Too High of Expectations)**

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**(Not my Responsibility)**

Player: If anything, what I did prevented the destruction of humanity **by** humanity.

Player: And doing that was **never** my responsibility to begin with.

Player: People may want me dead for what I did to the planet, but I want to believe what I did was truly in the best interest of humanity.

Player: If not for that, I don’t know who else would have and if any of us would be here right now.

Alistair: Spoken like true egoist at heart.

Alistair: Continue to bask in your twisted sense self-righteousness for all I care.

Alistair: But I assure you nothing you’ve done has been ‘*in the best interest* of humanity’.

Player: …

\*Scene Continues

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**(Too High of Expectations)**

Player: Don’t you think you’re asking a bit much of me as one person?

Alistair: **No**, I don’t.

Player: How can you expect for one, **single**, person to have **all** the knowledge to make a decision capable of saving the entire world in a matter of minutes?

Player: That’s insane.

Player: And if you think founding Gaia’s Advocates based on ridiculous expectations like **that** makes sense…

Player: You make me question a lot more than your plan penguin **(Cool blue, Trembling Effect)** or whatever.

\*Julian quietly snickers.

\*Alistair glares at Julian causing him to shamefully look away.

Alistair: Great men wielding unfathomable power and charisma weighty enough to command continents have had the chance to change the course of history.

Alistair: The very path of humanity’s trajectory, it’s future, was in their grasp to alter the world.

Alistair: It’s clear to me that, even now, in the waste of your choice you fail to see the importance one had in the position you were in.

Alistair: But I can’t be surprised.

Alistair: What stands before me is neither ‘Great’ or a ‘Man’ to begin with.

Alistair: While you, a mere child, played with the destructive power of the greatest minds, we, the **true** protectors of the planet, Gaia’s Advocates have slaved away since that day knowing the necessity of our purpose.

Alistair: So, doubt plan PHENOIX **(Red, Wavy Text)** all you want.

Alistair: Make a mockery of it if it makes you feel better.

Alistair: But know this, wretch.

Alistair: We are respected and valued by those around the world.

Alistair: We do what Gaia has always asked of its disciples.

Alistair: We exist for a **reason**.

Alistair: Do you?

Player: …

\*Scene Continues

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Alistair: Plan PHENOIX is quite simple for a pawn like you to understand.

Alistair: By connecting radioactive filtration system devices, RAFs, to nuclear power plants close to where the **Wings of Icarus (Rainbow, Wavy Text)** appeared we can use the plant to siphon the loose radiation in as energy to heat the surrounding area.

Julian: I was part of the Research and Development team that created the RAFs!

Julian: Just in case there’s an issue with an RAFs and to make sure it’s properly installed during our missions is why I’m here!

Julian: It’s cool to see what used to be a hunk of boards and circuits come together to actually do something great!

Julian: IT’S ALIVE!

Camille: …

\*Lowen nervously chuckles

Alistair: Right…

Alistair: Anyways…

Alistair: As a by-product the RAFs release a heightened form of breathable oxygen that contains necessary elements needed to repair the tarnished atmosphere.

Alistair: Thanks to our research, we’ve come to the conclusion that the Wings of Icarus was a defensive measure to preserve the planet and its inhabitants, thus us helping continue the desire of Gaia.

Alistair: As Gaia goes into reconstructive hibernation, all of our teams in the field are doing what we can to set up our RAFs all around our respective countries.

Lowen: Pretty neat, huh?

Lowen: It’s why I do believe Gaia’s kept you alive and had you be part of our team.

Lowen: Despite everything, people are still willing to come together to do the right thing regardless of their backgrounds.

Camille: That’s not always true.

Alistair: Camille’s right. As we all just experienced, not everyone will be supportive of our cause.

Alistair: Whether it be the townspeople, the government or other enemy factions’ resistance will always be present and it’s that same resistance that will make it that much harder to enact plan PHENOIX.

Alistair: That being said, before we can infiltrate a nuclear plant it’s crucial that we obtain as much information, supplies, and tools as we can get in order to be successful.

Alistair: The more information we can get, the easier it will be.

\***(Cooperate/Cooperate Alone/ Refuse to Cooperate)**

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(**Cooperate)**

Player: Fine, so what now?

Alistair: You’ll need to pick one of us to accompany you.

Alistair: We can’t risk you running away, now, can we?

Player: …

Alistair: Camille, Lowen, Julian, and I have skills that can aid you in a multitude of situations.

Alistair: Speak with the other members to learn more about them before making your choice.

Alistair: That’s as far as your choices go in this matter.

\*Scene Transition

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**(Cooperate Alone)**

Player: If that’s the case, I’ll go alone.

Alistair: So, you can skip town and abandon our mission?

Alistair: I don’t think so, wretch.

Alistair: You’ll need to pick one of us to accompany you.

Alistair: Camille, Lowen, Julian, and I have skills that can aid you in a multitude of situations.

Alistair: Speak with the other members to learn more about them before making your choice.

Alistair: That’s as far as your choices go in this matter.

\*Scene Transition

------------------------------------------------------------------

**(Refuse to Cooperate)**

Player: Yeah, I don’t think so, **Alistair**.

Player: I’m not doing this.

Alistair: At what point in time did I say you had **that** as a choice in the matter?

Lowen: H-hey, how about we all just calm down, alright?

Lowen: We just got here and have had enough drama already.

Julian: That’s right. I don’t want to get kicked out before I can see what kind of parts they have around here.

Camille: The mission comes first.

Camille: Until we’re all on the same page we can’t move forward.

**\*(I Understand/ You know What that Sounds like?)**

------------------------------------------------------------------

**(I Understand)**

Player: Fine, I understand.

Alistair: I hope you finally do…

Alistair: You’ll need to pick one of us to accompany you.

Alistair: Camille, Lowen, Julian, and I have skills that can aid you in a multitude of situations.

Alistair: Speak with the other members to learn more about them before making your choice.

Alistair: That’s as far as your choices go in this matter.

\*Scene Transition

------------------------------------------------------------------

**(You know What that Sounds like?)**

Player: You know what that sounds like?

Alistair: What’s that, fool?

Player: A personal problem.

Player: Fool...

Camille: …

Lowen: ...

Julian: …

Alistair: ….

Julian: Really shouldn’t have said that...

Player: Like I care.

Player: I’m outta here.

Alistair: You…

Alistair: CLEARLY DON’T KNOW WHO YOU’RE DEALING WITH HERE!

Lowen: Alistair, don’t! Don’t! Don’t!

\*BANG

\*You were killed by Gaia’s Advocates

\*- GAME OVER –

\*Try Again?

\***(Yes/ No)**

\*\* If ‘Yes’ is selected, then the game will restart from ‘Lowen: Pretty neat, huh?’ line

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[Level I – Getting to Know the Team]

\*Before continuing you must select a partner to accompany you.

\*Speak to your team in order to learn more about them and to make a more informed decision.

\*You can return to the town square at any time to speak to the other team members and switch partners for your exploration of the town.

\*During your playthrough, you will have opportunities to gain or lose respect with your team members in a multitude of ways.

\*The level of respect you have with your team members influences the story and it’s ending.

\*Who would you like to speak to?

\***(Camille/Lowen/ Julian/ Alistair/ Leave)**

------------------------------------------------------------

(**Leave -With No Partner Selected-)**

\* You cannot leave without a partner.

\*Please select a partner to accompany you.

\*\*Repeats ‘Who would you like to speak to?’

-----------------------------------------------------------

**(Camille)**

\*A young female, barely twenty, with short black hair, light brown skin, a stoic expression, and a strong commitment to their mission: plan PHEONIX.

Camille: Yes?

**\*(Tell me about yourself/ Why are you with Gaia’s Advocates? / What is your skill? / Select as Partner / Go Back)**

--------------------------------------------------------------------

**(Tell me about yourself)**

Player: So, tell me about yourself.

Camille: I’m here to serve my role in restoring the world to its form before the incident.

Camille: I want to believe that you understand that, so whatever plan you decide on, I’ll follow.

Camille: My commitment to completing the mission will see us through no matter what the stakes may be.

Camille: That’s all you need to know.

**\*(The stakes / Your role)**

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**(The Stakes)**

Player: Just how high are the stakes for you to say that?

Camille: People have made immeasurable sacrifices for the sake of plan PHEONIX.

Camille: Lives aren’t just in jeopardy for anyone who continues to live on earth, but anyone who’s associated with Gaia’s Advocates.

Camille: Whether it be those of us in the field setting up the filtration units, the researchers who spend countless hours trying to find solutions for the planet, or even our supporters.

Camille: Everyone involved is putting themselves at risk for our mission and that is what’s truly at stake.

Camille: Yourself included, too.

Camille: I’m not excusing what you did, but you made a choice, when no one else would, with the stakes being high.

Camille: I can acknowledge that.

Camille: And, at the very least, we’re hoping you can do the same as you work to make amends.

Camille: Your ability to discern what is and isn’t the right choice is what I believe is valuable to the team and Gaia.

**\*\*Return to Initial Options**

-----------------------------------------------------------------

**(Your role)**

Player: Well, what I’d like to understand is your role in all of this.

Camille: My role for plan PHEONIX is to ensure those with more importance and capabilities can succeed.

Camille: Even if it means sacrificing myself.

Camille: For them to live on, means that the mission for Gaia lives on.

**\*(I guess so / Is that really fair to you?)**

-----------------------------------------------------------------

**(I guess so)**

Player: I guess so.

\*Return to Initial Options

-----------------------------------------------------------------

**(Is that really fair to you?)**

Player: Even if that’s the case, how is that really fair to you?

Player: Don’t you deserve to live on as well?

Player: To see the change your efforts made in the world?

Player: Eventually enjoy life to the fullest and do what you want?

Camille: …

Camille: ….

Camille: What… I want?

Camille: What I want… isn’t important…

Camille: Nor has it ever been.

Camille: There are bigger things we need to concern ourselves with and selfishness like that won’t get us closer to completing what’s actually important.

Camille: Focus on that instead.

Camille: It’s what we all have to do.

Player: …

**\*\*Return to Initial Options**

----------------------------------------------------------------

**\*(Why are you with Gaia’s Advocates?)**

Player: Why are you with Gaia’s Advocates?

Camille: One of the nuclear missiles that launched that day exploded over my homeland.

Camille: Many countries blamed our people for inciting the first missile launch, but it was religious extremists threatening to do so.

Camille: No one knows who actually did it, but it definitely wasn’t them or my people.

Camille: Regardless, it completely devastated our people, but a few of the strong survived as Altered **(Wavy Effect/ Color)**.

Camille: Instead of hiding in some hole for everything to get fixed, I decided to make the change I wanted to see in the world.

Camille: To clear my people’s name and take care of the earth as our religion has always taught us.

Camille: Even if people never believed in me.

**\*(I Understand/ Leave it to someone else)**

----------------------------------------------------------------

**(I Understand)**

Player: I understand what you mean.

**\*\*Return to Initial Options**

-----------------------------------------------------------------

**(Leave it to someone else)**

Player: Why do we need to do this?

Player: We’re not the only ones on the planet trying to survive.

Player: We should leave that responsibility to someone else more capable.

Player: Not a band of barely even adults.

Camille: You really are the worst **(Tremble Effect)** …

\*Camille’s respect for you has fallen. **(-1 RESPECT)**

**\*\*Return to Initial Options**

----------------------------------------------------------------

**(What is your skill?)**

Player: Alistair said everyone had a skill of some sort.

Player: What’s yours?

Camille: As an Altered, I have heightened strength, reflexes and instinct.

Camille: This allows me to move faster than your average human and make split second decisions in dangerous situations.

Camille: I can scout the nuclear plant for its layout, but I won’t return until we begin the infiltration.

Camille: This means that I won’t be able to partner with you in the town anymore.

Camille: Not that it really bothers me…

Camille: Anyways.

Camille: During the infiltration, I fight up close in combat and if we haven’t alerted anyone’s attention, I can stealthily neutralize an enemy.

Camille: Lowen fights from afar with a rifle to provide cover fire and support.

Camille: Julian is our engineer and has the role of setting up the filtration system, so he has to be protected at all cost for us to complete our mission.

Camille: However, if he’s shifted to his altered state he can fight with me, but…

Player: But?

Camille: That’s all I have to say.

**\*\*Return to Initial Options**

------------------------------------------------------------

**(Select as Partner)**

Camille: Right.

Camille: For Gaia and its people.

Camille: They need us.

\*\***Return to Partner Select**

**------------------------------------------------------------**

**(Go back)**

Camille: I understand.

\*\***Return to Partner Select**

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

**(Lowen)**

\* A laid back, yet altruistic, young man in his later 20s. The oldest of the group with long brown hair, pale skin, and a talkative personality. Being more concerned with everyone’s survival, he has a more conservative approach to completing plan PHOENIX.

Lowen: Yo!

Lowen: You finally made your way over, huh?

Lowen: So, what’s up?

**\*(Tell me about yourself/ Why are you with Gaia’s Advocates? / What is your skill? / Select as Partner / Go Back)**

---------------------------------------------------------

**(Tell me about yourself)**

Player: You seem a lot more optimistic than the rest.

Player: Why is that?

Lowen: I’ve always kinda been that way really.

Lowen: It’s something that’s helped a lot when meeting new people before and after the explosion.

Player: …

Lowen: Relax, relax!

Lowen: I’m sure you didn’t mean any harm when you did what you did.

Lowen: I honestly believe that.

Lowen: Giving people a second chance isn’t something that comes often anymore, but you never know what you might learn if you’re willing to listen.

Lowen: I’m just here to help remind the team and others of that every now and again before they’re at each other’s throats.

**\*(Thanks / Team?)**

----------------------------------------------------------------

**(Thanks)**

Player: Thanks, I appreciate it.

Lowen: No worries, dude.

\*Lowen gently grasps your shoulder

Lowen: We’ll get through this.

Lowen: Humanity’s ability to persevere is amazing you know?

**\*\*Return to Initial Options**

------------------------------------------------------------

**(Team?)**

Player: Team?

Player: I was held at gunpoint when I was ‘asked’ **(Trembling Effect)** to join you guys.

Player: Doesn’t seem like the best way to bring someone on board to a team **(Trembling Effect)** …

Player: Doing my part and getting out of here is all I care about.

Player: I couldn’t care less if you guys or the rest of the planet died.

Lowen: I…

Lowen: I don’t exactly blame you for feeling that way, honestly.

Lowen: I told Alistair that was a really bad idea.

Lowen: So, I’m sorry we put you through that.

Lowen: If no one else tells you that, I really am sorry and I’m sure everyone else is.

Lowen: Well…

Lowen: Maybe not Alistair…

Lowen: But, hey!

Lowen: At least you’re still willing to do your part to help!

Lowen: And that’s all I can really ask from you at the end of the day.

**\*\*Return to Initial Options**

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**(Why are you with Gaia’s Advocates?)**

Player: Being an environmentalist is one thing, but joining Gaia’s Advocates…

Player: I heard about them being extremist while I was in prison.

Player: Why join them?

Lowen: ‘Gaia’s Advocates: loving the Planet one soul lost at a time!’

Lowen: I’ve heard that slogan a lot, but I gotta ask.

Lowen: Do I really come off that much of a tree hugger?

**(Yes / No)**

----------------------------------------------------------------

**(Yes)**

Player: A little bit of a softy for a terrorist, maybe.

Lowen: HA HA HA!

\*Lowen repeatedly slaps your back as he laughs

\*Its slightly painful, but somehow comforting

Lowen: I knew it!

Lowen: I’m always getting told I’m too nice for this line of work!

Lowen: I gotta toughen up!

Lowen: Do some push up and get some muscles!

Lowen: Maybe a scar and an eye patch!

Lowen: That’ll make me look more like a rootin’ tootin’ terrorist!

\*Lowen chuckles at the thought.

Lowen: Sorry, sorry, but it’s quite the conundrum I constantly find myself in.

Lowen: Anyways.

Lowen: Helping Gaia’s Advocates heal the planet helps everyone at the end of the day.

Lowen: So, I wouldn’t really call **that** terrorism.

Lowen: And I think it takes kind and good-natured people to do that.

Lowen: I can’t speak on how the other factions of Gaia operate or how they understand Gaia’s Advocates, but…

Lowen: Who could really be against helping the Earth and the life that lives on it?

Lowen: I think us, being part of the life on Earth, all have a responsibility to play a part in that.

Lowen: People having different methods of getting the job done and I believe that Gaia’s Advocate has the best and most inclusive approach to things.

Lowen: So here I am!

**\*\*Return to Initial Options**

------------------------------------------------------------------

**(No)**

Lowen: Really?

Lowen: I tend to get told otherwise.

Lowen: Maybe you can tell there’s more to me than meets the eye, hm?

\*Lowen comically raises an eyebrow while widely opens one eye and leans close to you

Player: Uh…

Lowen: HA HA HA!

\*Lowen repeatedly slaps your back as he laughs

\*Its slightly painful, but somehow comforting

Lowen: Sorry, sorry, but it’s quite the conundrum I constantly find myself in.

Lowen: Anyways.

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Lowen: So here I am!

**\*\*Return to Initial Options**

----------------------------------------------------------------

**(What is your skill?)**

Player: What’s your skill then?

Lowen: I’m sure you’ve already picked up on this, but I can be a bit of a chatter box.

Lowen: Alistair may not think it’s a good thing, but being a conversationalist goes a long way when trying to get information.

Lowen: I bring more to interactions than you might get with our other teammates when talking to people.

Lowen: Taking a not so aggressive stance normally makes you seem as nice as me and just might get people to open up more.

Lowen: What kind of information we get will depend on what you bring to the table and that I can’t control.

Lowen: Whether that be a specific partner or certain items that people may need.

Lowen: It’s the little things that go a long way.

Lowen: In combat, I use a rifle, so I typically cover our other members when they’re on the offensive.

Lowen: Keep in mind, my shots are limited to how much ammo we have.

Lowen: If no one is on the offensive, it can leave me vulnerable.

Lowen: And if I am attacked, I’m not altered like everyone else, so I’m not the strongest of the bunch or left with a lot of options, unfortunately.

You: That’s not good...

Lowen: Think of it this way.

Lowen: You scratch my back and I’ll scratch yours.

Lowen: If that makes any sense.

**\*\*Return to Initial Options**

------------------------------------------------------------------

**(Select as Partner)**

Lowen: Alright, I’m counting on you.

Lowen: Let’s make the world a better place!

\*Lowen fist bumps you.

\*\***Return to Partner Select**

----------------------------------------------------------------

**(Go Back)**

Lowen: No worries.

Lowen: Till next time, friend!

Lowen: I’ll be here I you need me!

\*\***Return to Partner Select**

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

**(Julian)**

\* A pensive young man in his mid-20s. Often caught alone speaking to some else named Silas, his quirky personality and fascination with electronics hide a darker aspect of his altered self. His long black hair slightly covers his cracked glasses.

Julian: A saw…

Julian: Batteries…

Julian: And maybe some copper wires…

Julian: With those, I can probably-

Julian: Oh!

Julian: S-sorry about that, our fence cutter **(Wavy Effect)** needs new parts and I was thinking about what we might need.

Julian: Can I help you with anything? I’d like to get back to parts soon.

**\*(Tell me about yourself/ Why are you with Gaia’s Advocates? / What is your skill? / Give Parts / Select as Partner / Go Back)**

----------------------------------------------------------------------

**(Tell me about yourself)**

Player: You really seem to like that stuff.

Player: The parts, I mean.

Julian: Who wouldn’t?!

Julian: It’s like I’m Dr. Frankenstein bring these parts to life!

Julian: MUAHAHA!

Player: …

Player: Ahem…

Julian: I know it’s going to sound like I’m crazy, but the only thing that’s seemed to stay the same after the ozone explosion were these parts.

Julian: Well, almost everything…

Julian: But it means I can keep doing what I do best!

**\*(What’s different/ If you say so)**

--------------------------------------------------------------------

**(If you say so)**

Player: If you say so.

**\*\*Return to Initial Options**

------------------------------------------------------------------------

**(What’s different?)**

Player: What’s different?

Julian: These parts…are all I’ve known since I was a kid.

Julian: Making things out of them definitely hasn’t changed, but...

Julian: Before all of this, I used to get these… little whispers in my head.

Julian: After I became Altered **(Wavy Effect, Colored)** from the radiation, I found out that it was actually Silas.

Julian: He’s a passenger in my ship and a very unruly one at that.

**\*(Silas? / No one else is here)**

**-----------------------------------------------------------------------**

**(Silas)**

Player: Who’s…Silas?

Julian: …

**\*\*Return to Initial Options**

-----------------------------------------------------------------------

**(No one else is here)**

Player: Julian…No one else is here.

Player: You must have a few screws loose in there if you think Silas is actually-

Julian: STOP!

\*Julian rushes you and covers your mouth!

You: ...!

Julian: Don’t.

Julian: Say.

Julian: Another.

Julian: Word!

\*Julian looks around to make sure the coast is clear

Julian: You’ll make him mad…

Julian: And I won’t be able to stop him from hurting you…

Player: *Like The Amazing Steiner?*

You: Right…

\*Julian’s respect for you has fallen. **(-1 RESPECT)**

\*Silas rumbles within Julian.

**\*\*Return to Initial Options**

-----------------------------------------------------------------

**(Why are you with Gaia’s Advocates?)**

Player: What made you want to join Gaia’s Advocates?

Julian: They told me that I could create as many tools as I wanted working with them.

Julian: That’s all I really wanted really.

Julian: It... gives my ‘interest’ value to others.

Julian: Even Silas approves!

**\*(What about the planet? / Good for Silas)**

-----------------------------------------------------------------

**(What about the planet?)**

Player: What about the planet?

Player: Isn’t that what all this is about?

Julian: I understand that we need you to fix the planet and that’s important.

Julian: I’m also need for the team, because I was one of the lead engineers in making the RAFs.

Julian: Right now, my tools are helping those who want to help the planet, so I guess that’s good.

Julian: I’m doing my part for the planet.

Julian: So, I know I have a bigger role than making fun little contraptions and stuff.

Julian: But…maybe, when everything is better and things go back to normal…

Julian: Other people besides Gaia’s Advocates might need my tools.

Julian: Someday…

Julian Until then, I’m just worried about getting parts and fixing my fence cutter **(Wavy Effect)** right now.

Player: Hm.

**\*\*Return to Initial Options**

---------------------------------------------------------------------

**(Good for Silas)**

Player: Well, good for Silas then.

Julian: Believe me when I say he really appreciates it.

\*Julian’s respect for you has risen. **(+1 RESPECT)**

\*Silas slumbers within Julian.

**\*\*Return to Initial Options**

**----------------------------------------------------------------------**

**(What is your skill?)**

Player: You seem to really like parts and fixing them.

Player: Is that your skill?

Julian: Yep!

Julian: I’m a technician, so if you can get me the right parts I can make tools for us to use for our mission!

Julian: I’m not that good at…talking to people…

Julian: But if I see something we could use I’ll let you know!

Julian: So, I’m not completely useless!

Julian: If I’m here, in combat I can use the tools more effectively than anyone else.

Julian: If Silas is here…

Player: ...

Julian: If Silas is here, he won’t listen to reason from anyone.

Julian: And he won’t stop until anyone that’s hurt him is…

**\*(Makes sense/ Silas sounds dangerous)**

-----------------------------------------------------------------------

**(Makes sense)**

Player: No worries.

Player: Makes sense.

**\*\*Return to Initial Options**

---------------------------------------------------------------------

**(Silas sounds dangerous)**

Player: It sounds to me that Silas is way too much of a liability.

Player: If he’s uncontrollable like that then he’s clearly dangerous.

Julian: ...

\*Julian’s respect for you has fallen. **(-1 RESPECT)**

\*Silas rumbles within Julian.

**\*\*Return to Initial Options**

--------------------------------------------------------------------

**(Give Parts)**

Julian: You got something for me?

**\*(Select Parts/ Never mind)**

-------------------------------------------------------------------

**(Select Parts – Success)**

Julian: A/ Some **(Item name)**!

Julian: I can definitely use this for making the **(Mission Tool)**!

**\*\*(Return to Initial Options)**

-------------------------------------------------------------------

**(Select Parts – Failure)**

Julian: A/ Some **(Item name)** …?

Julian: I can’t exactly use this for making the **(Mission Tool)** …

Julian: Thanks for trying, I guess?

Julian: Just don’t quit your day job anytime soon, alright?

**\*\*(Return to Initial Options)**

------------------------------------------------------------------

**(Never Mind)**

Julian: You don’t have anything for me?

Julian: Oh…

Julian: Well, just in case you forgot.

Julian: I could really use:

Julian: A saw.

Julian: Some batteries.

Julian: and some copper wires.

Julian: Let me know when you get any of those!

**\*\*Return to Partner Select**

-------------------------------------------------------------------

**(Select as Partner)**

Julian: As long as we find some extra parts I guess it won’t be a waste of time.

\*\***Return to Partner Select**

-------------------------------------------------------------------

**(Go Back)**

Julian: Phew!

Julian: I can get back to what I was making!

Julian: The fence cutter **(Wavy Effect, Colored)**!

Julian: If you find a saw, some batteries, and some copper wires, bring ‘em my way!

Julian: I could definitely use them!

\*\***Return to Partner Select**

+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++

**(Alistair)**

\* A prideful young man radiating overconfidence and condescension against humanity. With fair skin, long straight platinum blonde hair with an ethereal sheen of multiple colors, and feminine features as an altered, his constant disgust with humanity gives off the impression he isn’t human, but something greater. Age Unknown.

\*Alistair sniffs the air with disgust

Alistair: What is that wretched smell?

Alistair: …

Alistair: It’s you…

Alistair: Human garbage at its finest.

Alistair: What is it that you want, subhuman?

Alistair: Some of us have things to do.

**\*(Tell me about yourself/ Why are you with Gaia’s Advocates? / What is your skill? / Select as Partner / Go Back)**

----------------------------------------------------------------

**(Tell me about yourself)**

Player: I can’t believe I’m asking this, but-

Alistair: Then don’t, fool.

Alistair: It’s that easy.

Alistair: Or you too stupid to understand even that?

**\*(What’s your problem? / Ignore)**

----------------------------------------------------------------

**(What’s your problem?)**

Player: What exactly is your problem with me?

Alistair: The same problem that the rest of the planet has with you, wretch.

Alistair: Are we done here?

**\*\*Return to Initial Options**

----------------------------------------------------------------

**(Ignore)**

Player: This is a waste of time…

Alistair: See~?

Alistair: Now you’re getting it~!

Player: …

**\*\*Return to Initial Options**

--------------------------------------------------------------

**(Why are you with Gaia’s Advocates?)**

Player: So…

Player: Gaia’s Advocates…

Player: Why did you join?

Alistair: Join?

Alistair: Didn’t you listen to anything I said five minutes ago?

\*Alistair sighs with frustration as he pinches the bridge of his nose with discontent while shaking his head.

Alistair: I didn’t join like the rest of you...

Alistair: Mistakes **(Trembling Effect)**.

Alistair: I... was chosen.

Alistair: For a reason.

Alistair: To fix the mishap of humanity for Gaia.

Alistair: By Gaia.

Alistair: Because of you.

**\*(I had no other choice/ You’re no better than the rest of us)**

--------------------------------------------------------------

**(I had no other choice)**

Player: If you care so much for the planet, then you would understand I had no other choice.

Player: Was letting the world get destroyed really the best option?

Player: **That’s** what I should’ve let happen?

Alistair: Choosing the lesser evil of the two still leaves evil in the world.

Alistair: You are that evil.

Player: ...

Alistair: Don’t worry about it.

Alistair: You wear that filth pretty well.

**\*\*Return to Initial Options**

---------------------------------------------------------------

**(You’re no better than the rest of us)**

Player: If you were as amazing as you act to be, then the rest of your team wouldn’t be here.

Player: I wouldn’t be here.

Player: You’re no better than any of us here.

Player: The others clearly believe in what Gaia’s Advocates wants to do with plan PHEONIX.

Player: But you…

Player: I can’t tell if all of this is for the planet or just you.

Alistair: I’ll admit Camille’s dedication to restoring the planet is commendable, but the rest of you fools are more of a liability.

Alistair: Especially you...

Alistair: To think Gaia chose someone so arrogant to be its savior.

Alistair: It disgusts me…

You: That’s a weird thing to say about yourself…

Alistair: Tch.

**\*\*Return to the Initial Options**

----------------------------------------------------------------

**(What is your skill?)**

Player: And your skill would be?

Alistair: Based on the information you gather; I can create an infiltration forecast.

Player: A forecast?

Alistair: But knowing your limited capacity for intelligence, it’s not like we’ll have much to work with here.

Alistair: If you could somehow prove me wrong, then I might be able to generate a more detailed forecast.

Alistair: Don’t expect me to strike up conversations like Lowen with those filthy animals out there.

Alistair: However, I can sense people’s intentions as one of my Altered **(Wavy Effect, Colored)** abilities.

Alistair: Not that I want to waste my abilities, but if you believe there’s something to be gain with me using sense…

Alistair: I can…if asked.

Alistair: In combat, I can access the enemy for weakness for us to exploit, and enhance the abilities of one member of our team with my altered abilities.

You: How exactly do any of your abilities even work?

Alistair: Just know that it does.

Alistair: Even for you.

Alistair: But know this, wretch.

Alistair: I am in charge of this team.

Alistair: Always have been and always will be.

Alistair: You being here doesn’t change that.

**\*\*Return to Initial Options**

--------------------------------------------------------------

**(Select as Partner)**

\*Alistair sighs with deep annoyance

Alistair: Your stupidity holds no bounds does it, fool?

Alistair: I can’t keep wasting my time with you, so hurry up.

Alistair: I have better things to do.

\*\***Return to Partner Select**

--------------------------------------------------------------

**(Go Back)**

Alistair: Your best decision yet.

Alistair: Now get out of my face, wretch.

\*\***Return to Partner Select**

---------------------------------------------------------------------------------------------------------------------

[Level I – Before Townsquare]

Alistair: So, you’ve finally made your choice?

\***(Yes / No)**

------------------------------------------------------------

**(Yes)**

Player: Yeah, that’s right.

\*Camille: I’ll be watching over our progress for Gaia.

\*Lowen: Yep, I’ll be here to look out for our new buddy!

\*Lowen rustles your hair.

\*Julian: I’m mainly here for the parts, but I’ll try and make sure nothing bad happens, too.

\*Alistair: And unfortunately, you chose me to babysit you.

\*Alistair: Fantastic…

\*\*Each dialogue option is the response depending on who the player selects as their partner.

Alistair: Then here.

\*Alistair gave you $100!

Alistair: Despite the devastation, money is still a currency used by people.

Alistair: Use it wisely **(Trembling Effect)** to buy supplies we might need from that shop over there for our mission.

Alistair: Remember, speaking to the townspeople will give us more insight on how we can complete our mission.

Player: I got it.

**\*\*Proceed to [Level I – Town Square (Initial)] Scene**

--------------------------------------------------------------

**(No)**

Player: Not yet.

Player: Let me to talk to everyone again.

Alistair: Tch, then why are you here?

Alistair: Don’t waste my time then, fool.

Alistair: Hurry up already.

**\*\*Return to [Level I – Getting to Know Your Team] Scene**

---------------------------------------------------------------------------------------------------------------------

[Level I – Town Square]

\*In every level there will be a hub area commonly referred to as the Town Square.

\*Here you will have the option to ‘Explore’ or ‘Gaia’s Advocates’.

\*Selecting Explore will allow you to explore a town’s various areas.

\*Here in Limerick, you can go to the Shop, the Residential Area, the Abandoned Facility, and the Nuclear Plant.

\*Each town will have unique side quest that can be completed and might require you to have certain partners or specific items to complete them.

\*Depending on the specific partner you have when you complete a side quest, you can potentially gain respect from that partner.

\*When confronted with a situation that might require you to change your partner, select Gaia’s Advocates to change your partner, speak to your team members, or give parts to Julian.

\*Select an Option

**\*(Explore / Gaia’s Advocates)**

---------------------------------------------------------

**(Explore)**

\*Select an Option

**(Shop / Residential Area / Abandoned Facility / Nuclear Plant)**

**-------------------------------------------------------**

**(Shop)**

**\*\*Proceed to [Level I – Outside of Shop] Scene (Partner Dependent)**

**--------------------------------------------------------**

**(Residential Area)**

**\*\*Proceed to [Level I – Residential Area] Scene (Partner Dependent)**

**------------------------------------------------------**

**(Abandoned Facility)**

**\*\*Proceed to [Level I – Abandoned Facility] Scene (Partner Dependent)**

**-------------------------------------------------------**

**(Nuclear Plant)**

**\*\*Proceed to Level I – Outside of Nuclear Plant] Scene**

**--------------------------------------------------------**

**(Gaia’s Advocates)**

**\*\*Proceed to [Level I – Getting to Know Your Teammates Expanded] Scene**

**---------------------------------------------------------------------------------------------------------------------**

[Level I – Outside of Shop]

\*You approach the shop, but there is a hooded figure in a black cloak standing outside of its entrance.

\*They’re motioning for you to come, but they’re constantly coughing.

\*What will you do?

**\*(Talk / Ignore and Enter Shop / Return to Town Square)**

**-------------------------------------------------------------------------**

**(Ignore and Enter Shop)**

**\*\*Proceed to [Level I – Shop – Partner Dependent]**

**-------------------------------------------------------------------------**

**(Return to Town Square)**

**\*\*Proceed to [Level I – Town Square (Main)]**

**-------------------------------------------------------------------------**

**(Talk – Camille)**

Player: Hey, how’s it going?

Hooded Figure: …

\*The Hooded Figure is trembling in the presence of Camille

Camille: Let’s go…

Hooded Figure: \*cough cough\*

Player: Um, alrighty then…

Player: See ya, I guess…

**\*\*Repeats Initial Options**

**-------------------------------------------------------------------------**

**(Talk – Lowen)**

Player: Hey, how’s it going?

Hooded Figure: …

Lowen: Something we can help you with?

Hooded Figure: \*cough cough\*

Lowen: Huh.

Hooded Figure: \*cough cough\*

Lowen: Really?

Hooded Figure: \*cough cough\*

Lowen: Is that so?

Player: You…understood all of that?

Player: What did they say?

Lowen: I…

Lowen: Don’t know exactly.

\*Lowen nervously chuckles while smiling.

Player: …

Lowen: But they need our help.

Lowen: I know that much.

Player: Hm…

**\*\*SIDE QUEST DISCOVERED - [Level I – Hooded Figure Side Quest – Lowen Only]**

**---------------------------------------------------------------------------------------------------------------------**

**[Level I – Hooded Figure Side Quest – Lowen Only]**

**\*(Help / Enter Shop / Return to Town Square)**

**(Help)**

\*What would you like to do?

**\*(Talk / Give Item)**

**-------------------------------------------------------------**

**(Talk)**

**\*\*Repeats Initial (Outside of Shop Talk – Lowen Option)**

**-------------------------------------------------------------**

**(Give Item)**

**\*\*Not Food Item**

Hooded Figure: \*cough cough\*

\*The Hooded Figure shakes in a disapproving manner.

Player: *I don’t think this is what they want…*

Hooded Figure: F…

Hooded Figure: F…

Hooded Figure: \*cough cough\*

Lowen: Ugh, talk about difficult…

Lowen: Did that make any sense to you?

**\*(No, it didn’t / Fuh? / We can’t help them)**

**-------------------------------------------------------------**

**(No, it didn’t)**

Player: No, it didn’t.

Player: The only thing I heard was coughing.

Lowen: Damn, I couldn’t make anything out either, honestly.

Lowen: I’m sorry, buddy, but I promise we’ll figure something out for ya.

Lowen: Just try and hang in there a little longer.

\*The Hooded Figure slouches in disappointment.

**\*\*Repeats Initial Options**

**-------------------------------------------------------------**

**(Fuh?)**

Player: Uh…

Player: Fuh?

Lowen: ‘Fuh’?

Lowen: The only Pho I know is the Vietnamese stuff and as great as that sounds right about now, I don’t think that’s what they have in mind, unfortunately.

Lowen: Got any ideas on what else they might have meant by ‘fuh’ other than Pho?

Player: Not really.

Player: I mean, the only thing that makes sense is that they’re trying to say something else, but couldn’t finish for some reason.

Hooded Figure: \*cough cough\*

\*The Hooded Figure tries to explain something through an act of charades!

\*This act of charades explains nothing and only confuses you more.

Lowen: Well…

Lowen: That was…

Lowen: Something…

Lowen: Something meaningful, I’m sure!

Lowen: My friend and I are just having some trouble figuring it out is all!

Lowen: You did great!

Lowen: Damn, what could ‘fuh’ mean to finish?

Lowen: I’m sorry, buddy, but I promise we’ll figure something out for ya.

Lowen: Just try and hang in there a little longer.

\*The Hooded Figure slouches in disappointment.

--------------------------------------------------------------

**(We can’t help them)**

Player: We can’t help them.

Lowen: Come on~, what makes you say that?

Lowen: We haven’t even tried yet!

**\*(They’re too sick/ Our mission is more important (Enter Shop))**

**--------------------------------------------------------------**

**(They’re too sick)**

Player: They’re too sick to understand.

Player I can’t make out what they’re saying.

Lowen: Just give them a chance, alright?

Lowen: Listen to them again.

Lowen: If you can tell they’re sick, then they obviously need our help.

Lowen: What did you say again?

**\*\*Forces** **[Level I – Hooded Figure Side Quest – Lowen Only]**

**-------------------------------------------------------------**

**(Our mission is more important (Enter Shop))**

Player: Our mission is more important.

Player: That’s why I’m here in the first place, isn’t it?

Lowen: Unfortunately...

Lowen: Never seen a prisoner so ready to work before…

Lowen: Sorry about this, I promise I’ll help you somehow.

Lowen: Just try and hang in there a little longer.

\*The Hooded Figure slouches in disappointment.

**\*\*Proceeds to [Level I – Shop] Scene**

**------------------------------------------------------------**

**(Give Item)**

**\*\*Food Item**

Hooded Figure: \*cough cough\*

\*The hooded figure seems ecstatic with what you gave them!

Lowen: OH~!

Lowen: You just wanted some food!

\*The hooded figure nods with approval.

Hooded Figure: F…

Hooded Figure: F…

Hooded Figure: \*cough cough\*

Lowen: Hey, hey, hey, no worries, buddy.

Lowen: We figured it out finally, so no need to stress yourself over it anymore.

Lowen: Take all the food you need and enjoy.

Player: We’re glad we could help you.

Player: We’ll see ya around.

\*As you and Lowen leave the hooded figure tugs on the back of your coat.

Player: Hm?

Player: Is there something else?

\*The hooded figure lifts their arm pointing towards the path leading towards the abandoned facility in the distance insisting that you follow them.

Lowen: You want us to follow you there?

Hooded Figure: \*cough cough\*

Lowen: I see.

Lowen: There must be more people we can help and maybe they could tell us more about what’s happened here in this town.

Player: It’s definitely worth a shot.

Player: Lead the way and we’ll follow, friend.

Hooded Figure: \*cough cough\*

**\*Proceeds to** **[ Level I - Abandoned Facility] – Side Quest Complete – Lowen Only  
---------------------------------------------------------------------------------------------------------------------**

[Level I – Outside of Shop] (cont.)

**(Talk – Julian)**

Player: Hey, how’s it going?

Hooded Figure: ...

Julian: Do they sell any parts in here I could use?

Julian: We need them for an important job we have to do here.

Hooded Figure: \*cough cough\*

Julian: Really?

Julian: In a town like this, too, huh?

Player: You actually understood them?

Julian: Not completely…

Player: ‘Not completely’?

Julian: What matters is that the shop sells parts I can use to create tools for our mission.

Julian: Come on already!

Julian: I gotta see what’s inside!

Player: Right~…

\*You glance over at the Hooded Figure who slouches in disappointment.

**\*\*Repeats Initial Options**

**--------------------------------------------------**

**(Talk – Alistair)**

Player: Hey, how’s it going?

Hooded Figure: …

Alistair: Wasting your time with something less human than you?

Alistair: I wonder is it out of sympathy or the foolishness you humans are so often regarded for?

**\*(Ignore / What are you talking about?)**

**------------------------------------------------**

**(Ignore)**

**\*\*Repeats Initial Options**

**------------------------------------------------**

**(What are you talking about?)**

Player: What are you talking about?

Alistair: Pay attention, wretch.

Alistair: It’s wearing a tattered lab coat under its dingy cloak.

Alistair: It’s most likely a failed researcher from some dilapidated research facility **(Wavy Text, Hint Color)**, at best, and from that stench…

Alistair: They’re altered from the radiation and not in a way worthy of Gaia’s gift.

Alistair: Leave it be.

Alistair: Marked by Gaia’s scorn for those less than, it deserves to freeze to death like the derelict it is in this tragedy.

Alistair: Or join it for all I care.

Alistair: You both smell like a match made in hell…

Hooded Figure: ...

Player: …

**\*Repats Initial Options**

**---------------------------------------------------------------------------------------------------------------------**

[Level I – Shop]

**\*\*Only Applies to Camille, Lowen and Julian**

**\*\***A bell chimes as you enter the shop (bell chime sound effect plays).

Shopkeeper: …

Shopkeeper: You’re not from around here, are you?

Player: No, we’re not…

Player: Is that going to be an issue?

Shopkeeper: …

Shopkeeper: Get what you need and leave this town is you know what’s good for you…

\*What would you like to do?

**\*(Buy/ Sell/ Talk/ Leave)**

\*At a Shop, you have the ability to purchase items being sold by shopkeepers, sell items to shopkeepers for currency, or speak to the shopkeeper for information about the area.

---------------------------------------------------

**(Buy – With Julian)**

Julian: Copper wires, Batteries, and a circular saw (Wavy Text Effect)!

Julian: All in one place, too!

Julian: Hey! Hey! HEY!

You: Y-yes?

Julian: If you buy those, I’ll be able to make a power saw to cut metal!

You: I’ll keep that in mind…

**\*Proceeds to Buy Menu**

---------------------------------------------------

**(Buy)**

+ Items for Sale

* Bread: $15
  + A single loaf of white bread. Commonly eaten by itself, but can be enjoyed with other sandwich-like items.
* Battery: $30
  + Typically used to power a variety of devices and contraptions due to its large size. Comes with two in a package.
* Circular Saw Blade: $30
  + A part used to cut through thin metals when attached to a specific tool or contraption.

* Copper Wires: $15
  + A part used to circulate electricity for a variety of devices and contraptions.
* Candy: $10
  + A single, sweet, treat enjoyed by adults and children alike. Quite expensive due to its scarcity.
* Cheese: $20
  + Processed, sliced, and almost freezer burned to ice cheese. Can be enjoyed with other ingredients or on its own.
* Ham: $25
  + It’s clearly been repackaged and partially eaten, but it’s labeled ‘HAM’… Can be enjoyed with other ingredients or on its own?

\*\*When an item is selected, the player will be able to select from **(Purchase/ Description/ Return)**

--------------------------------------------

**(Purchase)**

Shopkeeper: Is this what you want?

**\*(Yes/ No)**

**------------------------------------------**

**(Yes)**

Shopkeeper: Fine, here you go.

\*\***Return to Buy Menu**

**-----------------------------------------**

**(No)**

Shopkeeper: If you’re only here for window shopping, do me a favor and do it from outside, alright?

Shopkeeper: Find something to buy or get the hell out already.

**\*\*Return to Buy Menu**

**---------------------------------------**

**(Description)**

\*\*Will display the item description listed below each item in the menu above.

**\*\*Return to Buy Menu**

----------------------------------------

**(Return)**

**\*\*Return to Shop Menu**

**---------------------------------------**

**(Sell)**

\*Sell will reveal the player’s inventory

* Items to Sell
* Rifle Ammo: $15 x1 - Quantity to sell: 5
  + Ammunition used for rifles designed for long range combat.
* Unfinished Tool: $5 x1 - Quantity to sell: 1
  + An incomplete tool missing parts to function.
* First Aid Kit: $30 x 1 Quantity to sell: 3
  + A medical combat kit used to heal injuries. Recovers great health.

* MRE (Meal-Ready-to Eat): $15 x1 - Quantity to sell: 5
  + Meals easily consumable in combat environments. Recovers health.

\*\*When an item is selected, the player will be able to select from **(Sell/ Description/ Return)**

**-----------------------------------------------------**

**(Sell)**

Shopkeeper: You trying to sell this, huh?

Shopkeeper: How many?

\*\*Player will indicate how many they are trying to sell based on their inventory limit.

Shopkeeper: Looks like that’ll total out to (item price x1 multiplied by number indicated based on inventory limit.).

Shopkeeper: Does that work for you?

**(Yes/ No)**

**---------------------------------------------**

**(Yes)**

Shopkeeper: Here you go then.

\*You received (total amount of sale amount)!

**\*\*Return to Sell Menu**

**----------------------------------------------**

**(No)**

Shopkeeper: If you’re only here for window shopping, do me a favor and do it from outside, alright?

Shopkeeper: Find something to buy or get the hell out already.

**\*Return to Sell Menu**

**---------------------------------------------**

**(Description)**

\*\*Will display the item description listed below each item in the menu above.

**\*\*Return to Buy Menu**

----------------------------------------

**(Return)**

**\*\*Return to Shop Menu**

---------------------------------------------------------

**(Talk)**

**\*(Hooded Figure Outside/ Chester’s Peak)**

**--------------------------------------------------------**

**\*(Hooded Figure Outside – Camille)**

Player: The hooded guy outside that coughs a lot.

Player: What’s up with him?

Shopkeeper: That bastard?

Shopkeeper: The scum of the earth that’s responsible for what’s happened to this town?

Player: Well…

Shopkeeper: Those wearing black cloaks are altered researchers responsible for the exposure in this town and are hiding their disgusting forms.

Shopkeeper: We don’t help them.

Shopkeeper: That’s the rule.

Shopkeeper: Whether it be out of fear of being exposed to their seeping radiation or being exiled from what little town remains into the frosting like the other researchers.

Shopkeeper: It’s something everyone has come to understand.

Shopkeeper: The altered try and come into town to get food, but they know if they enter my shop, I’ve got buck shot waiting for them behind this counter.

Shopkeeper: They don’t deserve help after what they allowed to happen.

Player: I see…

Camille: …

Shopkeeper: That beggar out there is probably one of the altered staying at the abandoned research facility up the road.

Shopkeeper: There are rumors of an altered female who is still mostly human that defends those bastards from outsiders.

Shopkeeper: While you're making your visit short, I’d stay away from there if you like having your sight and not choking on your own blood.

Camille: Hmph.

Camille: Another altered woman…

\*Options Return to Initial Options

---------------------------------------------------------------

**(Chester’s Peak - Camille)**

Player: Can you tell me a little about Chester’s Peak?

Shopkeeper: All you need to know is that a militia group claiming to be part of the United States military set up a ‘protective detail’ near the nuclear plant.

Shopkeeper: In order to ‘protect’ the townspeople and offer aid.

Shopkeeper: From terrorist or a nuclear meltdown if the plant is restarted.

Shopkeeper: Believe half of what you see and none of what you hear…

Shopkeeper: Although they shared some of their generators and food at first, once their commander showed up, they began to sell their aid to us.

Shopkeeper: If we didn’t have the money, then we would have to pay with other ‘goods and services’...

Shopkeeper: The smallest inkling of one person not cooperating?

Shopkeeper: …

Shopkeeper: It’s why we don’t want you here.

Shopkeeper: Outsiders only cause problems for our families.

**\*\*Options Update Hooded Figure Outside/ Chester’s Peak/ Commander**

--------------------------------------------------

**(Commander – Camille)**

Player: Who is the (commander) you mentioned?

Shopkeeper: …

Shopkeeper: The commander of the military forces here is Alvin Stockfielt (Color Effect, Yellow).

Shopkeeper: He’s the one ordering the soldiers to take advantage of us.

Shopkeeper: But it’s not like they don’t enjoy it either...

Shopkeeper: Get rid of that bastard and his spineless goons will give up easily.

Camille: That’s good to know.

Camille: Alistair should hear this.

Shopkeeper: You didn’t hear that from me though…

**\*\*Options Return to Initial Options**

----------------------------------------------------------

**(Hooded Figure Outside – Lowen)**

Player: What’s with the hooded guy out there?

Shopkeeper: That bastard?

Lowen: Hey, Hey!

Shopkeeper: The same waste of life responsible for what’s happened to this town?

Shopkeeper: They deserve it!

Shopkeeper: Those wearing black cloaks are altered researchers responsible for the exposure in this town and are hiding their disgusting forms.

Lowen: They’re responsible?

Player: …

Lowen: How’s that?

Shopkeeper: Ask the old man in the residential area (Wavy Effect).

Shopkeeper: He takes care of the only kid in town.

Shopkeeper: He’ll tell you more on why we don’t help them.

Shopkeeper: But that’s the rule.

Shopkeeper: Whether it be out of fear of being exposed to their seeping radiation or being exiled from what little town remains into the frosting like the other researchers.

Shopkeeper: It’s something everyone has come to understand.

Shopkeeper: The altered try and come into town to get food, but they know if they enter my shop, I’ve got buck shot waiting for them behind this counter.

Shopkeeper: They don’t deserve help after what they allowed to happen.

Player: I see…

Lowen: You’re all only worried about yourselves…

Lowen: You’d let another human being suffer for something they had no control over!

Shopkeeper: What the hell do you know?!

Lowen: Tch!

Shopkeeper: That beggar out there is probably one of the altered staying at the abandoned research facility up the road.

Shopkeeper: There are rumors of an altered female who is still mostly human that defends those bastards from outsiders.

Shopkeeper: While you're making your visit short, I’d stay away from there if you like having your sight and not choking on your own blood.

Shopkeeper: From the sound of things, your buddy right here might want to hold hands and sign songs with her.

Lowen: I don’t advocate for violence against anyone unless it’s an absolute last resort.

Lowen: But…

Lowen: She’s probably doing it for good reason if the rest of the townspeople are anything like you…

Shopkeeper: …

Shopkeeper: Buy what you need and get the hell out of my shop...

\*Prices have increased by $10!

**\*\*Return to Initial Options**

---------------------------------------------------------

**(Chester’s Peak – Lowen)**

You: Can you tell me a little about Chester’s Peak?

Shopkeeper: All you need to know is that a militia group claiming to be part of the United States military set up a ‘protective detail’ near the nuclear plant.

Shopkeeper: In order to ‘protect’ the townspeople and offer aid.

Shopkeeper: From terrorist or a nuclear meltdown if the plant is restarted.

Shopkeeper: Believe half of what you see and none of what you hear…

Shopkeeper: Although they shared some of their generators and food at first, once their commander showed up, they began to sell their aid to us.

Shopkeeper: If we didn’t have the money, they’d force us to pay with other ‘goods and services’...

Lowen: Those bastards...

Shopkeeper: The smallest inkling of one person not cooperating?

Shopkeeper: …

Shopkeeper: It’s why we don’t want you here.

Shopkeeper: Outsiders only cause problems for our families.

Lowen: I’m sorry to hear that.

Lowen: The last thing we want to do is cause you all any more problems than you already have, but I promise you we’re here to help.

Lowen: Possibly in more ways than one.

Lowen: I just wish everyone would believe that…

Shopkeeper: I want to believe that you and your friend here mean well, but…

Lowen:

**\*\*Options Update Hooded Figure Outside/ Chester’s Peak/ Commander**

--------------------------------------------------------

**(Commander)**

Player: Who’s this commander that you mentioned before?

Shopkeeper: …

Shopkeeper: The commander of the military forces here is Alvin Stockfielt (Color Effect, Yellow).

Shopkeeper: He’s the one ordering the soldiers to take advantage of us.

Shopkeeper: But it’s not like they don’t enjoy it either…

Shopkeeper: Get rid of that bastard and his spineless goons will give up easily.

Lowen: Knowing that we should be able to prevent a lot of unnecessary fighting.

Lowen: Alistair won’t like it, but he should hear about this.

Shopkeeper: You didn’t hear that from me though…

**\*\*Options Return to Initial Options**

--------------------------------------------------------

**(Hooded Figure Outside – Julian)**

Player: What’s with the hooded guy out there?

Shopkeeper: That bastard?

Shopkeeper: The same waste of life responsible for what’s happened to this town?

Player: Uh...Yeah?

Shopkeeper: Those wearing black cloaks are altered researchers responsible for the exposure in this town and are hiding their disgusting forms.

Shopkeeper: We don’t help them.

Shopkeeper: That’s the rule.

Shopkeeper: Whether it be out of fear of being exposed to their seeping radiation or being exiled from what little town remains into the frosting like the other researchers.

Shopkeeper: It’s something everyone has come to understand.

Shopkeeper: The altered try and come into town to get food, but they know if they enter my shop, I’ve got buck shot waiting for them behind this counter.

Shopkeeper: They don’t deserve help after what they allowed to happen.

Player: I see…

Julian: Don’t forget about the parts, dude.

Julian: I need~ ‘em!

Player: A-alright...

Shopkeeper: That beggar out there is probably one of the altered staying at the abandoned research facility up the road.

Shopkeeper: There are rumors of an altered female who is still mostly human that defends those bastards from outsiders.

Shopkeeper: While you're making your visit short, I’d stay away from there if you like having your sight and not choking on your own blood.

Julian: Do you think she might have any cool parts I could use?

Julian: I mean, I’m sure after we talk to her and come to an understanding, she’d have some really neat tools too!

Julian: Forget about wanna be Santa Clause here, we should go talk to her.

**\*\*Options Return to Initial Options**

----------------------------------------------------------

**(Chester’s Peak)**

Player: Can you tell me a little about Chester’s Peak?

Shopkeeper: All you need to know is that a militia group claiming to be part of the United States military set up a ‘protective detail’ near the nuclear plant.

Shopkeeper: In order to ‘protect’ the townspeople and offer aid.

Shopkeeper: From terrorist or a nuclear meltdown if the plant is restarted.

Shopkeeper: Believe half of what you see and none of what you hear…

Shopkeeper: Although they shared some of their generators and food at first, once their commander showed up, they began to sell their aid to us.

Shopkeeper: If we didn’t have the money we would have to pay with other ‘goods and services’...

Shopkeeper: The smallest inkling of one person not cooperating?

Shopkeeper: …

Shopkeeper: It’s why we don’t want you here.

Shopkeeper: Outsiders only cause problems for our families.

Julian: Something I’m a little too used to hearing…

Julian: We should get out of here as soon as we can.

Player: Wait a sec, isn’t the whole reason why we’re here to help the people out?

Julian: Let’s just go already (Tremble Effect) …

Player: A-Alright…

**\*\*Options Return to Initial Options**

-------------------------------------------------------

**(Shop – Alistair)**

Shopkeeper: You’re not from around here, are you?

Shopkeeper: Get what you need and leave.

Alistair: From this dilapidated, dare I give it the respect…

Alistair: ‘Establishment’

Shopkeeper: What did you say?

**\*(Are you serious right now? / Tell me about it)**

----------------------------------------------

**(Are you serious right now?)**

Player: Are you serious right now, Alistair?

Player: What about our mission here?

Alistair: No wonder Gaia assigned this worthless town as our first assignment.

Alistair: Our purchases here would be seen as a donation more than anything.

Player: What the hell are you saying right now?!

Player: You’re going to get us-

\*\***Proceeds to Bad Shop Timeline**

----------------------------------------------

**(Tell me about it)**

Player: Tell me about it.

Player: I can see mold between the floorboards and on the ceiling, disgusting.

Alistair: No wonder Gaia assigned this worthless town as our first assignment.

Alistair: Our purchases here would be seen as a donation more than anything.

Player: Heh, he ought to be thanking us then.

Player: Gaia really knows how to pick its poorest people to help well.

**\*\*Proceeds to Bad Shop Timeline**

**------------------------------------------------**

**(Bad Shop Timeline)**

\*\*Shotgun reload sound effect plays

Player: …

Alistair: ...

Shopkeeper: Get out of my shop and don’t come in here again

Alistair: A Remington 870 Express Tactical Shotgun.

Alistair: You think something like that could hurt one of Gaia’s chosen?

Shopkeeper: Gaia’s chosen…

Shopkeeper: I’ve heard about a few altered somehow... “evolving” (Wavy Effect) to something other than human...

Shopkeeper: If it won’t work against you, pretty boy…

\*The Shopkeeper aims his shotgun at you!

Shopkeeper: Then I wonder what you have to say about it.

Alistair: Kill ‘em if you want.

Alistair: You’d be doing the world a favor if you did…

Shopkeeper: I’m warning you...

**\*(Leave/ Fight)**

-----------------------------------------------------------

**(Leave)**

Player: Message received.

Player: We’re leaving.

Alistair: Tch, fine.

\*You left the shop.

Player: Was all of that really necessary, Alistair?

You almost got us killed!

Alistair: I would’ve been fine.

Alistair: It’s not like he was aiming at me at the end there anyway.

Player: You’re missing the point here…

Alistair: Am I?

Alistair: The only point that matters is that I’m the one Gaia actually needs here out of the two of us.

Player: …

**\*\*Return to [Level I – Town Square]**

-----------------------------------------------------------------

**(Fight)**

You: If you think it’s that easy to kill me…

You: I’d like to see you try!

\*\*Battle Theme / Intense Music plays

BANG!

\*\*Game Over Theme plays

\*You were killed by the Shopkeeper

\* - GAME OVER-

\*Try Again?

\***(Yes/ No)**

**\*\*Yes: Restarts from “I’m warning you…” / No: Returns to Game Main Menu**

---------------------------------------------------------------------------------------------------------------------

[Level I – Residential Area]

\*There are 3 houses and a child playing outside by himself with a wooden sword.

\*What would you like to do?

**\*\*(Investigate Burnt House/ Investigate Icy House/ Investigate Moss Covered House/ Talk to the Kid)**

---------------------------------------------------

**(Burnt House)**

\*KNOCK KNOCK KNOCK

\* …

\* …

\*There was no response

**\*\*Returns to [Level I – Residential Area]**

---------------------------------------------------

**(Icy House)**

\*KNOCK KNOCK KNOCK

\* …

Old Man: W-Who’s there?!

Player: Um…

**\*(Ask Partner / Gaia’s Advocates)**

-------------------------------------------------

**(Ask Partner – Camille)**

Player: What should I say here?

Camille: We’re Gaia’s Advocates, remember?

Player: I know that, I just…wanted to try something a little different.

Camille: Different?

Camille: Different from the truth?

Player: N-Never mind, don’t worry about it.

**\*\*(Proceeds to Gaia’s Advocates Option)**

--------------------------------------------------------

**(Ask Partner – Lowen)**

Player: What should I say here?

Lowen: Hm, good question, considering the town doesn’t seem all that warm to outsiders.

Lowen: Hold on, let me give it a shot.

Lowen: Hello, sir, my name’s Lowen and my friend and I are here to help!

Lowen: We’re part of an environmentalist organization called Gaia’s Advocates with the goal of restoring the world to its original state before the incident.

Lowen: And right now, we think that by-

Old Man: Listen here you long haired ashy-ass hipster!

Lowen: Ashy?!

Old Man: I’m not buying whatever the hell you’re selling, alright?!

Old Man: So, you and your cult friend can take your miracle water, your life-changing hair conditioner, or whatever the hell it is away from here!

Old Man: This bald old man doesn’t need you reminding him of what he’s lost with how cold it is.

Old Man: Just let me rest in peace.

Old Man: Can’t I have that at least?

\*…

\* It seems like the Old Man is not at the door any longer.

Player: Doesn’t seem like he’s up for talking…

Lowen: Oh, I beg to differ.

Lowen: “long haired ashy-ass hipster”

Lowen: The hair and hipster part aren’t anything new, but ashy?

Lowen: For an old man, he’s got to have a keen eye with how pale I am if he’s right.

Lowen: I was expecting a ghost joke or saying he couldn’t see me in all this snow!

\*Lowen laughs.

Lowen: …

Lowen: Am I actually ashy though?

**\*\*Returns to [Level I – Residential Area]**

-------------------------------------------------

**(Ask Partner – Julian)**

Player: What should I go with here?

\*Julian is distracted by the child playing not too far away.

Player: Julian! (Trembling Effect)

\*Julian shrugs his shoulders

Player: Seriously?

Julian: I don’t know, man!

Julian: I don’t do this talking stuff like everyone else, alright?

Julian: Ask him if he has anything that needs to be fixed!

Julian: Now **that** is something I do!

Player: Alright…

Player: We’re here to…help service any broken appliances you might have in your home?

Old Man: …

Old Man: …

Old Man: I didn’t call for no repair man, but…

Old Man: Our generator that helps with the heat’s been broken for a couple days now and it’s bothering my grandson.

Old Man: We can’t sleep when gets so cold your blanket damn near freezes.

Julian: Oh, I definitely can help with that, sir!

Old Man: Good for you, kid, but it doesn’t change the fact I ain’t call for no repair man.

Old Man: I wasn’t there, but words got around of some new outsiders coming into town and I take it that’s you.

Old Man: I’m surprised your still around breathing, but since you haven’t gotten the message yet: we don’t want you here.

Old Man: You can’t be trusted.

Julian: I mean, I am an electrical engineer who has a knack for fixing machines.

Julian: I can completely fix your heat issue if you want, but I understand you not trusting us.

Julian: Well…we won’t be in town for long, but if there’s any way we can change that and help you out, then let us know.

Old Man: …

Old Man: If you can, play with my grandson for a bit.

Old Man: He’s the only child in town and a very lonely one at that.

Old Man: Do that and I’ll consider changing my mind.

Player: Alright, we’ll do what we can.

Old Man: Fine.

\*…

\* It seems like the Old Man is not at the door any longer.

Player: Seems like we gotta go talk to the grandson now.

Julian: I guess so, but I’m not the best with kids…

**\*\*Returns to [Level I – Residential Area]**

---------------------------------------------------

**(Ask Partner – Alistair)**

Player: I hate to ask, but-

Alistair: Then don’t.

Alistair: Haven’t we been through this before?

Player: …

Player: Can’t you use your ability to get a better understanding of this guy?

Player: With that, I can figure out a better way to talk to him for the sake of our mission.

Player: He might have useful information for us.

Alistair: I see…

\*Alistair closes his eyes and lifts his hand towards the door.

\*As his hand emits a rainbow light his hair floats with similar colors surrounding his head.

Alistair: Pain…

Alistair: Deep inside of him lies a wound that’s been festering for quite some time.

Alistair: Although it’s sadness that keeps him stagnant, rage and anger are the only things that immediately radiate from him.

Alistair: That being said, there’s still hope…

Alistair: He has something he cares for still

Alistair: Something that brings him warmth despite the frost

Alistair: And it worries him instead of being him solace.

Player: Wow…

\*Alistair lowers his hand and the light fades away.

Player: You were able to figure out all of that using your ability?

Alistair: Regardless of what I did sense, I didn’t see any real intention of him wanting to combat us.

Alistair: The will to fight was there, but more so for the sake of defending himself.

Alistair: So, I’m confident in saying we don’t have to worry much.

Alistair: What you choose to do with that information is solely up to you.

Alistair: I hope you were taking notes, because I’m not doing it again.

Alistair: I did my part, now do yours.

Player: Right…

Player: Sir?

Player: Sir, are you still there?

\*…

\*…

\*There was no response.

\* It seems like the Old Man is not at the door any longer.

Player: *Back to business as usual.*

**\*\*Returns to [Level I – Residential Area]**

-------------------------------------------

**(Gaia’s Advocates)**

Player: We are part of an environmentalist organization called Gaia’s Advocates with the mission of restoring the planet to its original state before the incident.

Player: I was hoping that I could talk with you about what’s going on in your town so we can help everyone.

Player: If you give us a chance, I promise it’ll be worth it.

Player: With your help, we can restore your town and stop the freezing that’s taking over.

Old Man: …

Old Man: You sure do talk a lot for a door-to-door hippie salesman.

Old Man: Why don’t you save all that oxygen you use runnin’ ya yap for someone else since we ain’t got no more trees and do something better with your time!

Old Man: Keep wasting your time talking about ‘restoring the planet’ and your life’ll mean nothin’ to nobody!

Old Man: I wasn’t born yesterday, kid.

Old Man: Everyone left in this town knows what comes with people like you: pain, suffering, and problems no one asked for.

Old Man: So, go on n’ get!

Old Man: Take that planet saving shit somewhere else.

\*…

\* It seems like the Old Man is not at the door any longer.

Player: *It definitely doesn’t seem like that’s the way to go.*

Player: *Save all that oxygen I’m using for someone else…*

Player: *Sheesh, talk about brutal…*

**\*\*Returns to [Level I – Residential Area]**

----------------------------------------------

**(Talk to The Kid)**

**\***A young boy wearing a tattered red sheet as a cape and empty cans on his shoulders for armor plays with a chipped wooden sword pretending to fight imaginary enemies.

Player: Hey, kid, what’s up?

Kid: Charisma is my name and fighting for justice is my game!

Kid: This town’s safety lies in the hand of its chosen, Champion Kaven the Great!

Kaven: I’m a superhero in a fallen land, but without my powers I can’t fight bad guys and their evil band.

Kaven: Are you an evil doer bringing doom and gloom the hero’s land?

Camille/Lowen/Julian/Alistair: Evil doer?

**\*(The greatest evil doer/ A Knight of Justice)**

------------------------------------------------

**(The greatest evil doer)**

Player: I’m not just any ordinary evil doer…

Player: I AM THE GREATEST EVIL DOER OF ALL TIME!

Player: MUHAHAHAHA!!!

\*Camille quietly chuckles at your menacing cackle/ Lowen: An oogolie boogolie madman I tell you! / Julian: Talk about scary! / Alistair: …

Kaven: Gah! A villain standing right before my eyes!

Kaven: How could I be so careless!

Kaven: Fear not, ma’am/sir!

Kaven: Evil doer or not, my cause remains just!

Kaven: I shall protect you from that doer of dirty deeds!

Camille/Alistair/Julian/Lowen: P-Protect me?

Kaven: Indeed!

Kaven: But without my powers, I can’t protect those who need to be saved!

Kaven: Especially without the one secret weapon that only you can give me!

Kaven: I need…

Kaven: The sweet taste of victory (Wavy Text Effect)!

Camille/Lowen/Julian/Alistair: The sweet taste of victory?

**\*\*SIDE QUEST DISCOVERED [Level I – Kaven’s Quest – Partner Independent]**

\***Options Update (Talk to Kaven/ Talk to Partner/ Return to Residential Area)**

-------------------------------------------------------

**(A Knight of Justice)**

Player: Heavens no, like you, I’m a knight of justice!

Camille/Alistair/Julian: \*snorts / Lowen: Can't you see the gleam from his shining armor of charisma?!

Kaven: A knight?!

Kaven: Really?!

Player: That’s right!

Player: From…Asgard!

Lowen: Land of the roundest of round tables!

Player: A fellow fighter of evil and an encourager of jolly cooperation!

Lowen: The jolliest of cooperation!

Kaven: HAZAH!

Lowen: HAZAH!

Player: HAZAH!

Kaven: Then maybe you can help me as a knight of justice and jolly cooperation!

Player: And how can we do that, young Kaven the Great?

Kaven: Without my powers I can’t protect those who need to be saved!

Kaven: Especially without the one secret weapon that only you can give me!

Kaven: I need…

Kaven: The sweet taste of victory (Wavy Effect Text)!

Player: The sweet taste of victory?

**\*\*SIDE QUEST DISCOVERED [Level I – Kaven’s Quest – Partner Independent]**

\***Options Update (Talk to Kaven/ Talk to Partner/ Return to Residential Area)**

---------------------------------------------------------------------------------------------------------------------

[Level I – Kaven’s Quest – Partner Independent]

\***Options Update (Talk to Kaven/ Talk to Partner/ Return to Residential Area)**

--------------------------------------------------

**(Talk to Kaven)**

Kaven: Did you bring me the sweet taste of victory?

**\*(Yes/ No)**

---------------------------------------------------  
**(Yes)**

\*\*Inventory will pull up the players current list of items

**\*Not Candy item**

Kaven: No! No! No!

Kaven: I can’t use that to restore my powers!

Kaven: It lacks the sugary goodness to coarse through my veins!

Kaven: Give me something sweet so I can fight for victory!

**\*\*Return to Kaven’s Quest Options**

--------------------------------------------------

**\*Candy item is given**

Kaven: HAZAH!

Kaven: The taste of victory in a wrapper!

Kaven: Sweet, sweet, candy~!

Kaven: Nom

Kaven: Nom

Kaven: Nom~

Kaven: Mmmmmm (Wavy Effect) ~!

Kaven: With this my strength has been completely restored!

Kaven: I feel invincible (Wavy Effect) ~!

Kaven: Thank you, random citizen!

Player: No problem, kid.

Kaven: My grandpa says I can’t have candy all ~ the time…

Kaven: But thanks to you, the hero lives once again!

Kaven: Come on, I want you to meet someone!

Kaven: Grand Master Pop Pop of the Kaven style!

Player: Is it alright if I bring my friends along?

Player: They’d hate to miss out finally meeting a Grand Master, you know!

Kaven: Sure~!

Kaven: The Grand Master always loves an audience!

Player: Lead the way then, little man.

Camille: Could candy really be the answer to people's problems these days? / Lowen: Onward! /Alistair: Hmph/Julian: I'd rather have my source of my power come from one of my creations and not candy if you ask me

**\*\*Proceed to** **[Level I – Old Man in the Icy Home]**

--------------------------------------------------

**(No)**

Kaven: Aw man~, then why are you here~ (Tremble Effect)?!

Player: I can’t stop by to hang out with you?

Kaven: No~!

Kaven: You can’t just hang out with a Knight of Justice and become one so easily!

Kaven: You’ll need to have the sweet taste of victory for the both of us!

Kaven: So, until you come back and complete your quest, you can’t be a real Knight like me!

Player: Alright, alright, Sir Kaven, we’re goin’.

**\*\*Return to Kaven’s Quest Options**

--------------------------------------------------

**(Talk to Partner – Camille)**

Player: What do you think?

Player: Do you have anything that might help our friend Kaven here?

Camille: I’m not sure, but…

Player: But?

Camille: He reminds me of my younger brothers back home…

Camille: Our parents would have me stay inside and do chores to take care of the house while they played outside.

Camille: I’d watch from the window and they’d swing at each other with the biggest sticks they could find.

Player: It doesn’t sound all that fun for you though.

Camille: Most of the time, it never was, but whenever my mother was resting and my father was at work…

Camille: I’d skip my chores and go outside and play with them.

Camille: The smiles on their faces…

Camille: The ear-piercing screams of glee…

Camille: Just being with them like that, even though I wasn’t supposed to being the *eldest sister*…

Player: You’re smiling…

Player: I don’t think I’ve ever seen you smile like that before.

Camille: A-Ah!

Camille: W-Well, I don’t have any toys or anything like that (Trembling Effect).

Camille: My brothers always loved toy swords (Trembling Effect) ...

Camille: B-But the point I was trying to make is that maybe he just really wants someone to play with him (Trembling Effect) ...

Camille: T-Try that… (Trembling Effect).

Player: Well, I’ll play with him if you will.

Player: Sounds like you might be better at it than me.

Player: Just hold back a little bit for Kaven and I.

Camille: S-Sure…

**\*\* NEW TIMELINE (Camille Side Quest: Play with Kaven) [Level I – Kaven’s Quest – Camille Only]**

**\*\*\*Options Update (Talk to Kaven/ Play with Kaven/ Return to Residential Area)**

**---------------------------------------------------**

**(Play with Kaven)**

Player: You ready?

\*Camille nods with a subtle smile

Player: HERE ME, SIR KAVEN!

Player: I AM, IN FACT, A MAN OF MALEVALENT INTENT!

Player: FOR I HAVE KIDNAPPED THE PRINCESS OF THE EAST!

\*You grab Camille’s wrist and raise her arm!

\*Camille seems surprised and uncomfortable.

Player: *Come on!*

Player: *Sell it a little!*

Camille: P-Please, Sir Kaven~ (Wavy Text)!

Camille: Y-You’re my only hope~ (Wavy Text)!

Camille: You have to save me~!

Kaven: This is it…

Kaven: This is the moment I’ve been waiting for!

Kaven: Draw your sword, demon!

Kaven: I’ll rid the world of your evil ju ju!

Kaven: HIYAAAAAH!

\*You and Kaven engage in a battle for the ages!

Kaven: \*gasp gasp\*

Kaven: You’re strong, but not strong enough!

Kaven: Take this!

\*Kaven stabs you in the center of your chest with his stick!

Player: GWAAAAAUUUUGGGHHH!

Player: To think I’d be slain by a mere child (Tremble Effect)!

Player: Bleh!

Kaven: I…

Kaven: I did it!

\*Kaven steps on your body and knells before Camille!

Kaven: I slaid the evil, princess!

Camille: I-Indeed you did, young warrior, and now…

\*Camille quickly grabs a stick

Camille: I dub thee, King Kaven the Great!

\*Camille lightly taps the stick on both of Kaven’s shoulders.

Kaven: Yes~!

Kaven: Thank you, thank you, thank you~!

\*Kaven hugs Camille with an ear-to-ear grin.

Camille: Of course…

Player: Congratulations, my liege!

Player: A king sized reward for a kingly man such as yourself!

Kaven: Yet something is still missing…

Player: And what’s that my lord?

Kaven: The sweet taste of victory!

Player: But you just won!

Kaven: No, no, no, not that kind of victory!

Kaven: The sweet kind that you can eat~!

Player: Oh~, I see, I see!

Player: I’ll return swiftly with the sweetest taste of victory for you, my lord!

Player: In the meantime, we should work on expanding the kingdom!

Player: Where will you put your castle?

Kaven: You’re right!

\*Kaven runs off to sketch in the snow.

Player: You did great, Camille!

Camille: R-Really?

Camille: I didn’t really do much, honestly.

Camille: I mean, you’re the one who got stepped on.

Player: Yeah~, but it was fun and we were able to be there for Kaven.

Player: And making sure the kids enjoy their childhood is the best we can do, regardless of the situation, right?

Camille: …

Camille: …

\*Camille abruptly walks away!

Player: Huh?

Player: What did I say?

Player: Hey, wait up!

\*Camille’s respect for you has risen. **(+1 RESPECT)**

---------------------------------------------------

**(Talk to Partner – Lowen)**

Player: What do you think?

Player: Do you have anything that might help our friend Kaven here?

Lowen: Unfortunately, no…

Lowen: Something sweet, huh?

Lowen: Hm…

Lowen: I’m not a big fan of him, but didn’t the shopkeeper sell something sweet?

**\*\*Return to Kaven’s Quest Options**

---------------------------------------------------

**(Talk to Partner – Julian)**

Player: What do you think?

Player: Do you have anything that might help our friend Kaven here?

Julian: I don’t think metal parts are the kind of sweet he’s talking about.

Julian: They’re pretty sweet to me though!

You: Right…

Julian: Speaking of parts, you should buy some from the shop!

You: The shop...

Julian: Not for me!

Julian: For the plan!

Julian: Gaia’s Advocates and all that!

You: Uh huh…

Julian: I’m just sayin’ …

**\*\*Return to Kaven’s Quest Options**

--------------------------------------------------

**(Talk to Partner – Alistair)**

Player: I hate to ask this, but do you-

Alistair: Then don’t, fool.

Player: ...

Alistair: We have Gaia’s mission to complete.

Alistair: Stop feeding into the delusions of this child…

Player: Thank you…

Player: For your help...

Player: Like always, Alistair…

Alistair: Of course, ingrate, anytime~!

Alistair: One of us needs to utilize the intelligence Gaia bestowed upon them.

Alistair: And I don’t see it being you anytime soon…

Player: …

**\*\*Return to Kaven’s Quest Options**

---------------------------------------------------------------------------------------------------------------------

[Level I – Old Man in the Icy Home]

\*Inside of the Icy Home

Player: It’s freezing in here (Trembling Effect)!

Lowen: This is how they’re surviving without the plant operating…

Lowen: It’s terrible…

Julius: I’m pretty sure I can figure out something with their heater if I can take a look at their generator or something.

Lowen: Yeah, ASAP, man.

Alistair: This is your doing and the work we try to fix, fool.

Alistair: Let the suffering that you’ve brought the planet sink into those shivering bones.

Player: …

Kaven: Grandpa, I’m back!

Kaven: I brought some friends this time!

Grandpa: Friends?

Grandpa: Kaven…

\*Creek Creek Creek

Grandpa: What have I told you about-

Grandpa: …

\*An old man emerges and glares and you and Gaia’s Advocates.

Kaven: It’s different this time, Grandpa!

Kaven: They’re good people!

Kaven: Knights of Justice!

Kaven: Isn’t that right, guys?

**(That’s Right/ Not Exactly)**

-----------------------------------------------------

**(That’s Right)**

Player: That’s right.

Player: Well, we’re here to try and help this town.

Player: I can promise you that.

Player: My friend here is really good with machines!

Julian: Yes!

Julian: Really good!

Julian: Like super duper good!

Julian: With my tools I can probably fix your heat issue you have going on.

\*Lowen steps next to you and places his hand on your shoulder.

Lowen: It’s true, sir.

Lowen: We truly are here just to help.

Alistair: Helping heal the planet is our mission which, in turn, will heal all of the life that inhabits it.

Lowen: And to accomplish that mission we just need any kind of insight you might have on helping us restart the nuclear plant if you’ll allow us a little bit of your time.

Julian: Maybe while you all talk, I can take a look at your heater and generator in the meantime if that’s alright.

Grandpa: …

Grandpa: Fine…

\*The Old Man motions for you to take a seat on a tattered sofa.

Grandpa: So…

Grandpa: What do you want to know?

**(Talk/ Leave)**

---------------------------------------------

**(Talk)**

Player: We just want to talk.

Grandpa: About?   
**(What happened in this Town? / Militia/ Abandoned Facility)**

---------------------------------------------

**(What happened in this Town?)**

Player: What exactly happened in this town after the explosion?

Grandpa: \*sigh\*

Grandpa: Kaven, why don’t you show that young man with the glasses to the heater.

Kaven: Okay!

Kaven: Follow me, sir!

Julian: Alrighty then!

\*Kaven pridefully marches away with Julian happily following along.

Grandpa: Chester’s Peak used to be a popular town known for its innovation with nuclear energy.

Grandpa: After the ozone layer explosion, the shockwave caused the plant to stop operating

Grandpa: The researchers at the nearby facility decided that it would be a good idea to leave it temporarily shut down for the safety of nearby towns and to avoid radiation poisoning in efforts to restart it.

Grandpa: Days turned into weeks with the town left powerless and relying on emergency generators to power their homes, but…

Grandpa: Those resources weren’t meant to last so long... people were leaving in hopes of finding other places with energy.

Grandpa: The freezing came faster than many of us could’ve expected and that wasn’t the worst of things.

Grandpa: With people suffering from frostbite, starvation, and seclusion from the rest of the world, the shower finally fell from above.

Player: The shower of radiation?

Grandpa: It was something...

Grandpa: Else…

Grandpa: The lights…

Grandpa: They produced the most warm and alluring colors I’ve ever seen.

Grandpa: More magnificent than the mystical northern lights.

Grandpa: Entranced by the single most beautiful sign of hope that’s come to our town, many people were actually happy for once in a long time.

Grandpa: They went outside running their hands through the stunning streams and children played with beaming grins of joy.

Grandpa: Even the researchers were fascinated by the unprecedented occurrence calling the lights the Wings of Icarus (Wavy Effect).

Grandpa: Of course, all at a cost…

**(The Altered/ The Sickness)**

Player: The altered were created… / The townspeople got sick…

\*KAGUNK

Grandpa: …

Player: …

\*WRRRRR

\*The lights begin to flicker before steadily staying lit.

Julian: I was able to fix the generator!

Julian: Some stuff needed to be replaced and tightened, but it’s all good now.

Julian: It might take a while, but the heat should start circulating through.

Lowen: Nice

Grandpa: Yes, thank you, young man.

Grandpa: You’ve saved me and my grandson from some hard times to come.

Julian: Of course, sir.

Julian: I’m glad I could help.

Player: Good work, Julian.

\*Julian smiles and nods at you.

\*Julian’s respect for you has risen. **(+1 RESPECT)**

Grandpa: Those lights weren’t to be messed with.

Grandpa: The radiation poisoned many people and killed half of the townspeople not long after.

Grandpa: The few survivors who were exposed became horribly disfigured being referred to as the altered.

Grandpa: The townspeople who stayed inside that night blamed science and the researchers for what happened and cast their friends and family quickly.

Grandpa: They were cast out of the town into the frosting taking over and destroyed the research facility.

Grandpa: A few of the altered secretly returned to the facility and remain there.

Grandpa: One occasionally goes into town to try and buy food, but no one helps him.

Grandpa: They don't deserve it knowing what was in those wretched lights.

\***Return to Initial Talk Options**

-----------------------------------------------

**(Militia)**

Player: We heard that some Militia men are providing security outside of the nuclear plant.

Player: Do you know anything about them?

Grandpa: Outside of how useless they are and abuse us because they can, I don’t know too much.

Player: I see.

Alistair: What kind of uniforms do they were?

Alistair: Do they claim to be part of any government military?

Alistair: What kind of weapons do they have?

Lowen: Alistair, relax, relax.

Lowen: You asked, like, ten questions in two seconds.

Lowen: Give the man a chance to speak!

Alistair: Tch!

Grandpa: Well, hold on a second.

Grandpa: When they did show up, at first, they came with a large unit with military vehicles and a bunch of guys.

Grandpa: So, I do think they were the real deal.

Grandpa: I don’t know if they’re army, national guard, or whatever, but they had rifles, the helmets, the whole getup.

Grandpa: They did things by the book and gave us supplies and aid, but some officer with a mustache showed up and the soldiers suddenly changed.

Grandpa: It’s like they went rogue, or something, and did their own thing.

Grandpa: That’s when things started getting bad.

Grandpa: And they went straight after the shopkeeper.

Grandpa: He’ll definitely know more about them.

Camille: Hm.

Lowen: The real question that I have is…

Lowen: If the soldiers got abandoned by their leadership and stopped following their orders, why stick around here?

Lowen: Why keep providing security at the plant if there’s no point anymore?

Alistair: Exploitation of the people.

Alistair: They may not have any real purpose anymore for the people, but through force they can redefine their purpose.

Alistair: But the captain seems to be at the center of it all.

Lowen: If we deal with him first, maybe we can convince the other soldiers to stop following his orders.

Alistair: Hmph.

Alistair: Maybe.

Alistair: I’ll consider it for the forecast.

**\*Return to Initial Talk Options**

-----------------------------------------------------

**(Abandoned Facility)**

Player: Not far from the plant there’s some abandoned facility in the distance.

Grandpa: That’s the research and maintenance facility that the researchers work at.

Grandpa: Many of the Altered who survived take refuge their and most of them are those researchers.

Grandpa: Which is what those bastards deserve!

Grandpa: Obsess with their science all the time and look where it got them!

Grandpa: Now those bastards can poke and prod each other to learn just how much they’ve ruined everything.

Alistair: Whether your feeble mind can handle the truth or not, those great minds are probably working as we speak to try and save you and everyone else around the world.

Alistair: Gratitude is scarce from the ignorant, but arrogance runs rampant in abundance.

Lowen: Alistair!

Player: E-Excuse my…

Player: He didn’t mean that.

Grandpa: Listen, I don’t care what your girlfriend here thinks, alright?

Alistair: Girlfriend?!

\*Camille snickers

Grandpa: If your one of them go ahead and head down there!

Grandpa: But don’t be surprised when you get attacked by their crazy cracked out leader!

Grandpa: You be face first in the snow, lights out, and not even know what happened.

Grandpa: Survive whatever hell they put you through and I’m sure you can find all the answers to life in there.

Grandpa: So be my guest and I’ll see you turn out like the rest.

Player: Message received…

**\*Return to Initial Talk Options**

-----------------------------------------------

**(Leave)**

Player: Thank you for your time.

Kaven: You should come back and play some time!

Player: Sounds like a plan, Kaven the Great!

Player: I know where to find you!

**\*Return to Residential Area**

---------------------------------------------------------------------------------------------------------------------

Level I – Path to the Abandoned Building (Partner Dependent)

**\***You hear some distant footsteps in the snow other than your own and partner’s.

Player: Am I imagining things or…

Camille: … / Lowen: No, you’re not, be careful. / Julian: Ugh, my head… Not now, Silas…. / Alistair: Be quit, fool.

\*A twig snaps and a white blur pounces from a snow bank swiftly throwing something right at you!

Camille: Get back! / Lowen: Watch out! / Silas: Out of my way! / Alistair: Hmph.

\*You and your partner smash into the snow with four knives in the snow narrowly missing you. / Camille stands before you deflecting multiple knives.

\*\*\*If Camille, Julian/ Silas, or Alistair are the partner

Woman: You’re not human, are you?

\*A woman wearing a tattered lab coat with additional knives in her pockets blocks the path.

\*\*\*If Lowen is the partner

Woman: You’re both human...What are you doing here?

\*A woman wearing a tattered lab coat with additional knives in her pockets blocks the path.

----------------------------------------------------------------

**Camille**

Woman: You’re not human, are you?

**(I am Human/What does it matter?)**

---------------------------------------------

**(I am Human)**

Player: I am human.

Woman: But she isn’t.

Woman: No human could deflect my knives so easily.

**(You’re Altered too/ Who are you?)**

**------------------------------------------------**

**(What does it matter?)**

Player: What does it matter?

Woman: Hm, I guess you’re right.

Woman: It doesn’t.

Woman: What does matter is that you leave.

Woman: Immediately.

Woman: We don’t need anyone capable of causing harm or threatening us regardless of their cause.

Player: We?

Player: There are others?

Woman: That doesn’t concern you.

Woman: I told you once already and I don’t care to repeat myself.

Camille: Fine.

Camille: We’re leaving…

Player: Well…

**(Talk / Leave)**

------------------------------------

**(You’re Altered too)**

Player: And I’m sure you’re altered arm helped you throw them so fast.

Woman: …

\*The woman hides her right arm.

Camille: You attacked Gaia’s Advocates completely unprovoked.

Camille: I wasn’t going to stand by and let it happen.

Woman: Then leave.

Woman: We don’t need anyone capable of causing harm or threatening us regardless of their cause.

Player: We?

Player: There are others?

Woman: That doesn’t concern you.

Woman: I told you once already and I don’t care to repeat myself.

Camille: Fine.

Camille: We’re leaving…

Player: Well…

**(Talk / Leave)**

**---------------------------------------------------**

**(Who are you?)**

Player: Who are you?

Woman: Quite the conversationalist I see.

Woman: I wonder if it’s ignorance or arrogance that prevents you from understanding the obvious.

Player: Let’s go for the former and not the later.

Woman: How about this:

Woman: I’ll give you my name when your blood soaks the snow.

Woman: It’s the only parting gift worth offering.

Camille: We’re leaving…

Player: Well…

**(Talk / Leave)**

---------------------------------------------------

**(Talk)**

**\*Repeats ‘Who are you?’ Dialogue.**

**---------------------------------------------------**

**(Leave)**

Player: Better play it safe than sorry.

**\*\*Return to [Level I – Town Square]**

**----------------------------------------------------**

**Lowen**

Woman: You’re both human...What are you doing here?

Lowen: We’re trying to help this town, but everyone seems on edge to outsiders.

Lowen: I promise we aren’t the enemy here.

Player: That’s right.

Lowen: We’re part of an organization named Gaia’s Advocates.

Lowen: We’re trying to stop the freezing of the planet by reactivating the nuclear plant here.

Woman: Even if that was possible.

Woman: Which I highly doubt.

Woman: The military group set up outside of the plant won’t let you or your advocates in.

Woman: They’re saying it’s too dangerous to restart the plant.

Lowen: What do you think?

Lowen: I see you're wearing a lab coat and I’m sure that’s not just for decoration.

Woman: …

Woman: One plant wouldn’t be enough to defrost the entire planet

Lowen: Right, we agree.

Lowen: Right?

**(Right / No Way)**

--------------------------------------------

**(Right)**

Player: Right, one wouldn’t be enough.

Player: It might help those here locally, which is the intent, but in the grand scheme of things it’ll put a small dent in things.

Lowen: Of course, it wouldn’t be!

Lowen: It couldn’t be enough, but with your help we can start making a difference!

\*Lowen nudges you with a large grin.

-------------------------------------------------

**(No Way)**

Player: No way.

Lowen: N-No?

Player: To be honest, I think the whole idea is ridiculous.

Player: Fixing fire with fire is one of the dumbest things you can do.

Player: The misuse of nuclear energy is what’s gotten the world in this situation.

Player: And here we are, again, believing that people will make the right choice with a power that’s already ruined the world once?

Player: Anyone with a-

Player: ACK!

\*Lowen punches you in your side!

--------------------------------------------------

Woman: You have a point…

Woman: Restarting multiple plants and being able to circulate that energy could potentially work, but…

Woman: The amount of time it would take, the lack of maintenance resources available, and the personnel needed…

Woman: It’s something we’ve been trying to figure out ourselves, but as of right now it’s nothing, but a dream.

Woman: A mere fantasy…

Woman: You would need a tremendous energy source that transcends nuclear and hydrogen power…

Lowen: Well, for now, that’s our plan and were sticking to it.

Lowen: We’re travelling across the nation and were hoping of making an impact starting here.

Lowen: From the sounds of things, you might have more insight on how we can be more effective on figuring all of this out, really.

Woman: Now you’re suddenly trying to recruit me as one of your advocates?

Lowen: I mean~

Woman: Sorry, but I can’t.

Lowen: Aw man~, come on~!

Woman: I want to help you both, but I have people I must protect here.

Woman: I’m sorry, but I wish you the best of luck on your mission.

Lowen: W-Wait a sec!

Woman: Hm?

**(Who are you? / Who are you protecting? / Leave)**

--------------------------------------------------------

**(Who are you?)**

Player: Who are you?

Woman: My name…

Woman: My name is Sayoko.

Sayoko: I was a researcher and nuclear energy physicist monitoring the nuclear plant from the remote site here.

Sayoko: After the incident, the townspeople blamed us for what happened and cast many of the others out.

Sayoko: Those who stayed slaved away doing what we do best: searching for an answer.

Sayoko: Anything to prove our innocence about having caused the Wings of Icarus and how we could reverse its effects.

Lowen: Well, we actually have a working method of partially doing so.

Sayoko: Really?

Sayoko: How is that possible?

\*Lowen smiles

Sayoko: Heh, you almost had me there.

Sayoko: Now I have no choice, but to think you’re bluffing.

Lowen: You’ll just have to take a chance and find out.

Sayoko: Maybe.

**\*Return to Initial Options**

-------------------------------------------------------

**(Who are you protecting?)**

Sayoko: The other researchers.

Sayoko: Too many of them have suffered more than anyone in that ungrateful town.

Sayoko: They’ve become altered to the point they no longer can control their physical forms anymore.

Sayoko: Yet they’re still dedicating their lives to their research.

Sayoko: I guard the research facility from the townspeople, military, or anyone else trying to harm them.

Lowen: We understand.

Lowen: Like I said earlier, we aren’t those kinds of people.

Lowen: Maybe if we can see your research, it could help us in restarting the nuclear plant.

Sayoko: I’m sorry, but I can’t risk that.

Sayoko: If something were to happen to the other researchers, I would never forgive myself.

Sayoko: I already can’t find Donovan and it’s got me very worried.

Sayoko: I really do wish you luck on your mission.

**\*Return to Initial Options**

**-----------------------------------------------------------------**

**(Leave)**

**\*\*Return to [Level I – Town Square]**

**----------------------------------------------------------------**

**Julian/ Silas**

Woman: But he isn’t.

Woman: Something about him…

Woman: Isn’t normal?

Julian: S-She knows?!

Julian: How does she know about Silas?!

Player: Whoa, whoa, whoa, relax, Julian.

Player: There’s no way that-

Julian: ARGH!

Player: Julian!

Julian: My head!

Julian: Her…

Julian: Her arm…

Woman: …

\*The woman defensively hides her right arm.

Julian: I-It’s altered!

Julian: That’s how she knows about Silas!

**(She’s Lying / Leave)**

--------------------------------------------------------

**(She’s Lying)**

Player: Julian, she’s obviously lying.

Player: Think about it, Silas doesn’t exist.

Player: We know this.

Player: She’s lying to try and throw us off and it’ll only work if we let it.

Player: How could she possibly know about-

Julian: ARGGGHH!

Julian: W-What the hell is your problem?!

Julian: You’re literally making it worse!

Julian: S-Silas?!

Julian: Wait, wait, wait, wait!

Julian: They don’t mean it, I swear!

Julian: No, I can handle this!

Woman: W-What the hell is going on?

Player: Shit, I-I don’t know.

Julian: It’s Silas!

Julian: He’s…coming!

Player: Shit…

**(He’s not real / Calm Down)**

**------------------------------------------------------------**

**(Leave)**

Player: Julian, let’s just go.

Player: We need to calm you down, okay?

Julian: A-Alright…

Woman: …

**\*\*Return to [Level I – Town Square]**

------------------------------------------------------------

**(He’s not real)**

Player: Julius, he’s not real!

Player: He’s a figment of your imagination!

Player: Tools, parts, electricity!

Player: Those are real and inside of your bag right now!

Player: Jarvis isn’t!

Player: He’s nowhere in sight!

Julian: AARRGGHH!!!

\*Viens bulge in Julian’s face as he painfully grips his head!

Julian: …

Player: ...

Julian: …

Woman: ...

Julian…

Julian: Heh heh heh… (Tremble Effect)

Jarvis: HAHAHAHAHAHA (Tremble Effect)!!!

Player: J-Julian?

Woman: Get away from him!

\*The woman throws a knife at Julian and you scramble away!

CLANK

\*Julian catches the knife with his teeth with a sinister grin!

Silas: You~ doubted me again and again and again (Tremble Effect)!

Silas: AGAIN, AND AGAIN AND AGAIN (Tremble Effect)!

Silas: You~ can’t exist if you’re not alive anymore!

You: Julius wait!

Silas: It’s Silas!

STAB

STAB

STAB STAB STAB (Tremble Effect)

\*You were killed by Gaia’s Advocates - GAME OVER –

\*Try again?

**(Yes / No)**

---------------------------------------------

**(Yes)**

**\*Restart from ‘But he isn’t.’ line**

**---------------------------------------------**

**(Calm Down)**

Player: Julian!

Player: I need you to calm down!

Player: If not, you’re going to lose control!

Julian: I-I can’t, man, I can’t (Tremble Effect)!

Julian: I don’t control him and what he does!

Julian: We need to get away from her!

Julian: As far as possible!

Julian: NOW (Trembling Effect)!

Player: A-Alright!

\*You and Julian scramble away returning to the town square.

Player: *What the hell was that?*

Player: *Just what is Silas?*

**\*\*Return to [Level I – Town Square]**

**---------------------------------------------**

**Alistair**

Woman: But she isn’t.

Woman: I can sense something ethereal about her.

Alistair: I…

Alistair: Am not a woman, you worthless degenerate (Tremble Effect) …

Woman: Y-You’re not?

Woman: But your hair… and skin…

Woman: It’s so…

Alistair: Please, go ahead.

Alistair: Enlighten me.

Alistair: By all means, what does one of Gaia’s chosen looks like to you?

Player: Alistair, come on, it was a-

Alistair: Ah, ah, ah.

Alistair: Let it speak, fool.

Alistair: I’m interested in hearing what the remaining dregs of humanity has to say about their savior.

Woman: Savior?

**(You’re Altered / Who are you?)**

---------------------------------------------------

**(You’re Altered)**

Player: Your arm…

Player: I can see you’re altered too.

Woman: …

\*The woman hides her right arm.

Alistair: Repulsively at that…

Alistair: You’re the last person that should be passing judgement on appearances here.

Woman: And you should?

**(Shun Alistair / Encourage Alistair)**

----------------------------------------------------

**(Who are you?)**

Player: Who are you?

Woman: Quite the conversationalist I see.

Woman: I wonder if it’s ignorance or arrogance that prevents you from understanding the obvious.

Player: Let’s go for the former and not the later.

Woman: How about this:

Woman: I’ll give you my name when your blood soaks the snow.

Woman: It’s the only parting gift worth offering.

Alistair: Tch!

Player: Well…

**(Talk / Leave)**

------------------------------------------------------

**(Shun Alistair)**

Player: Alistair, let it go.

Player: You’re letting a mistake get in the way of why we’re here in the first place.

Alistair: Trash sticks together till the end, I see.

Alistair: Tch, I swear the world is wasted on you savages (Tremble Effect) …

Woman: Savages?!

Woman: Listen, tell your girlfriend (Wavy Effect) to watch her mouth before I cut that bitch’s jaw clean off!

Alistair: I AM NOT A GIRL!

Alistair: Don’t degrade me to your level of weakness!

Alistair: Gaia has ascended me to something far greater than your fragile mind could possibly comprehend!

Woman: What pathetic words to make your last…

Player: Jesus Christ, Alistair…

Player: We’re leaving!

Alistair: Tch, know your place, woman!

**\*\*Return to [Level I – Town Square]**

---------------------------------------------------------

**(Encourage Alistair)**

Player: He’s right. I can smell how awful your mutation reeks from here.

Alistair: And your what?

Alistair: Another one of those researchers?

Woman: ...

Alistair: Tch, more like man playing make believe in the sandbox as if they’re God.

Player: \*Scoff\*

\*Alistair’s respect for you has risen. **(+1 RESPECT)**

Alistair: The world is left to ruin thanks to trash like you.

\*The woman swiftly throws multiple knives with one cutting Alistair’s face.

Alistair: Y-You worthless piece of shit!

Woman: The next one won’t miss you, pretty boy.

Woman: Get the hell outta my sight!

Alistair: Scathing Gaia’s perfection like this...it’s a sin against the planet itself!

Woman: I think you might want to reconsider…

\*Alistair looks back to see that you have a knife lodged in your throat!

Player: \*cough cough\*

\*You fall to the snow as blood seeps from your mouth and your vision gets hazy.

Woman: Know that your friend here forfeited your life to Sayoko.

Woman: Truly a waste.

Woman: And you’re next if you don’t leave.

\*You were killed by the mysterious woman, Sayoko. – GAME OVER –

\*Try Again?

**(Yes/ No)**

**-------------------------------------------------------------**

**(Yes)**

**\*Returns to ‘But she isn’t.’ line**

---------------------------------------------------------------------------------------------------------------------

[ Level I - Abandoned Facility] – Side Quest Complete – Lowen Only

Sayoko: D-Donovan?

Hooded Figure: \*cough cough\*

Sayoko: It is you! \*sniff sniff\*

\*Sayoko and the hooded figure, Donovan, happily embrace.

Sayoko: Where were you?!

Sayoko: I couldn’t leave to go looking for you and…

Sayoko: and...

Sayoko: I-I was so worried!

Sayoko: WAAAAHHHH!!!

Donovan: \*cough cough\*

Donovan: \*cough cough\*

Sayoko: R-Really?

\*Donovan trembles as he points at you and Lowen.

Donovan: \*cough cough\*

Sayoko: They helped you get all this food?

Sayoko: \*sniff sniff\*

Sayoko: I’m sorry about before…

Sayoko: Donovan is my husband and I was really worried about him knowing his...state.

Lowen: I’m glad we could help reunite you two love birds!

Donovan: \*cough cough\*

Sayoko: He said thank you for helping him.

Player: Of course.

Sayoko: Please, come with us.

\*You and Lowen enter the abandoned research facility.

Player: The townspeople did all of this?

Player: It’s almost completely destroyed…

Sayoko: After the night when the Wings of Icarus appeared…

Sayoko: They turned into complete savages…

Sayoko: They acted like we didn’t suffer either…

Rustle Rustle

Crunch Crunch

Squish Squish Squish

\*Other disfigured altered emerged wearing tattered lab coats and cloaks.

Sayoko: These two helped Donovan get our food for today!

Sayoko: They’re here to try and help us restart the nuclear plant as well!

Sayoko: Let’s help them with their mission as much as we can!

Squish Squish Squish

Disfigured Researcher with glasses: R-right… thank you.

Disfigured Researcher with glasses: H-here are s-some of my papers…

Player: Thank you.

Crunch crunch

Disfigured Researcher with mutated arms: …

Lowen: Thank you so much.

Rustle Rustle

Crawling Disfigured Researcher: I hope you can read it…

Lowen: We appreciate it more than you can imagine!

Lowen: To think after everything that has happened…

Lowen: All of you have been working so hard to help the town that’s exiled you…

Lowen: \*sniff sniff\*

Lowen: I swear...to all of you…

Lowen: Gaia’s Advocates will not let your sacrifice be in vain!

Researchers: Ha ha!

Researchers: Thank you!

Donovan: \*cough cough\*

Sayoko: We really appreciate it.

Sayoko: We’ll give you some time to look over their findings.

Sayoko: If you have any questions feel free to ask.

Lowen: This...all of this will be more than enough to help us save this town!

Lowen: Thank you!

**(Talk to Sayoko / Read Documents / Talk to Lowen / Leave)**

----------------------------------------------

**(Talk to Sayko)**

Sayoko: How can I help?

You: You mentioned the (Wings of Icarus) before.

You: What are they?

Sayoko: Fragments of the ozone layers mixed in with the radiation shower.

Sayoko: It took awhile for the shower to fall in certain areas and how it presented itself was geographically dependent.

Sayoko: But it was the ashes of the ozone.

Sayoko: Despite how pretty it was, it’s why it became warmer that night than the rest.

Sayoko: Those ashes are actually what are allowing many of us to continue breathing right now, ironically.

Sayoko: They’ve fused into our lungs in varying quantities and for some given them abilities.

Sayoko: While others...had negative reactions.

Sayoko: Although it's become commonplace that those with physical alterations are referred to as the altered, technically anyone you see that’s alive is actually altered.

Sayoko: They wouldn’t be otherwise.

Sayoko: That’s what the townspeople don’t know.

Lowen: I don’t feel any different than I was before the explosion though.

Sayoko: Those without physical or mental alterations didn’t breathe in enough of the Wings of Icarus.

Sayoko: Depending on your perspective, you could consider yourself lucky.

Sayoko: There are special cases though.

Sayoko: Humans that have absorbed a significant amount of the ozone’s ashes, but were able to control their physical forms.

Sayoko: The first super humans to walk to the earth…

Sayoko: We’d refer to them as Sovereigners, ascended humans with extraordinary power, but the only one we knew of…

Sayoko: Disappeared…

You: Disappeared?

Sayoko: In a bright flash leaving remnants of Icarus’s wings when they left.

Sayoko: That’s when my arm got like this, but…

Sayoko: It seemed like it had an enhancing property

Sayoko: I got stronger…

Lowen: Could that be what Alistair is?

Lowen: A Sovereigner?

You: Capable of controlling the Wings of Icarus?

**\*\*Return to Level I – Inside the Abandoned Facility**

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**(Read Documents)**

**----------------------------------------------------**

**(Talk to Lowen)**

Lowen: With what we’ve found here we can definitely use this for our mission.

Lowen: We should tell the others as soon as possible.

Sayoko: I trust you, but not the others.

Donovan: \*cough cough\*

Sayoko: It’s true!

Sayoko: I don’t want to risk endangering the others or you!

Lowen: We understand.

---------------------------------------------------------------

**(Leave)**

Player: Thank you guys for everything.

Sayoko: You’re welcome back anytime.

Sayoko: Let us know if there’s anything we can help with.

Lowen: The same to you.

Lowen: I promise Gaia’s Advocates is here to help anyone in need.

**\*\*(Return to Level I – Town Square)**

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Level I – Nuclear Plant

Player: Alright we’re here.

Player: Let’s do this.

Alistair: Hold on!

\*Alistair pulls you to hide behind some trees.

Alistair: Did you really think that we could just walk right up to armed gunman with orders to guard a nuclear plant?!

Player: Not exactly, no…

Alistair: Throw your own life away, sure, I don’t care.

Alistair: But I won’t sit idlily by while you jeopardize the lives of those who actually matter!

Lowen: Oh, so you actually do care about us?

Lowen: Well, that’s good to know.

\*Alistair glares at Lowen annoyed

Alistair: You exist for a purpose.

Alistair: Cogs in a machine.

Alistair: A necessary means to a vital end.

Alistair: For the sake of Gaia, you matter.

Alistair: As the embodiment of Gaia’s will, to me, you are one I tolerate.

Lowen: Well…

Lowen: It’s a start…

Lowen: Regardless, my bestest buddy ole pal Ali over here has a point.

Alistair: Never utter such trash from your mouth in regards to me, ever (Tremble Effect).

Lowen: Ah~, I love this guy!

Lowen: Anyways!

Lowen: We can’t rush in blindly and hope for the best here.

Lowen: There aren’t really any do overs on this.

Lowen: If someone gets hurt, that’s a problem.

Lowen Our resources are limited, so there’s only so much we can do for them.

Lowen: Let them sustain a life-threatening injury or worse…

Lowen: That’s it.

Lowen: Even if the mission is completed the people standing before you know won’t be there to see the fruits of our labor or sacrifices.

Lowen: That’s why Alistair’s…dedication to the cause is so strong.

Lowen: Each and every one’s lives here matter and we’re putting faith in you to understand that.

Lowen It’s why spending as much time as possible talking to the locals to get as much information as we can is important.

Lowen: By giving them a cause worth believing in, people to actually trust, we can truly make meaningful change.

Lowen: That being said, let’s pump the brakes for a sec.

Lowen: Before we actually try and infiltrate, we have a couple of options here.

Lowen: For starters, you can talk with Alistair to formulate a forecast based on all of the intel you’ve been able to get so far.

Lowen Without a forecast, we’re destined for disaster.

Lowen: You can check in with Julian to see if whatever parts he needs for his tool are obtained.

Lowen: That’s important, because based on the utility of that tool can affect Alistair’s forecast.

Lowen: You also have the choice to send Camille out to scout the area for us.

Lowen: This will allow us to figure out how many combatants we have, their locations, weapons, areas of interest, and a lot more.

Lowen: The only problem with sending Camille out to scout is that once she’s gone, she’s gone.

Lowen: She’ll be using all of her time scouting for us, so she won’t be able to come back to talk with the locals.

Lowen: And for me…

Lowen: I’m here for emotional support!

Lowen: Go team, go!

Lowen: WHOOOOO~!

\*Camille and Julian chuckle

Alistair: Shut the hell up (Tremble Effect)!

Alistair: Class is over.

Alistair: Stop wasting everyone’s time and figure out what you want to do, fool.

**\*(Talk / Infiltrate / Leave)**

----------------------------------------------------------------

**(Talk)**

\*\*The idea here is that based on the side quest that player has completed with their partner, it’ll give them the chance the talk about those events and expand the player’s understanding of that character and the events of the world. The only thing is that I’m not sure if I can actually implement this in Dialogic or not.

\*Who would you like to talk to?

**\*(Camille / Julian / Lowen / Alistair)**

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**(Camille)**

Camille: Hey

**\*(Scout / Kaven / How are you)**

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**(Julian)**

Julian: Oh man… (Tremble Effect)

Julian: Oh geez … (Tremble Effect)

**\*(Parts / Silas / How are you)**

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**(Lowen)**

Lowen: Oh hey!

Lowen: Here to hang with the cheerleader, huh?

Lowen: What’s up?

**\*(Rifle / Gaia’s Advocates to You / How are you)**

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**(Alistair)**

\*Alistair seems to be concentrating on something.

\*His hair floats as his body is surrounded by a dimly lit aura of other worldly colors.

Alistair: You…

Alistair: Always have a knack of picking the worst times to annoy me.

Alistair: Explain yourself or leave me be.

Alistair: I’m obviously occupied (Tremble Effect) …

**\*(Forecast / Happiness / How are you)**

----------------------------------------------------------------

**(Infiltrate)**

Alistair: Take your positions.

Camille: Roger.

Julian: Right.

Lowen: Best of luck.

Lowen: And don’t worry, I’ve got you covered.

\*Lowen winks before leaving to climb a distant tree.

Alistair: You’re with me.

Player: Got it.

**\*Proceed to Level I – Infiltration Mission (Success)**

**---------------------------------------------------------------------------------------------------------------------**

Level I – Infiltration Mission (Success)

\*\*Not going to lie, I don’t really have too much for this. This is where actual gameplay was supposed to come up, but that wasn’t my department. I can consider ideas going forward, but for now I’ll do the following:

\*At this point in time, this segment of the game is still currently under development.

\*We apologize for the inconvenience and disruption of gameplay.

\*The default scenario is that the player completed the mission with average success and no casualties.

\*MISSION COMPLETE

\*Although you’ve completed your work in Limerick, Gaia still has more in store for it’s Advocates elsewhere.

\*Its members travel to their next location, Huntersville, North Carolina, but in between their journey they set up camp to rest.

**\*Proceed to Transitionary Period – Campsite I**

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**[END OF LEVEL I – REVIVAL OF LIMERICK]**

**LEVEL COMPELTE**