**Gameplay  
Cutscene  
Interactive cutscene**

# Demo Start

**[Cutscene start]**  
Gearona’s search for Grandpa has her walking in front of an alley, asking yet another citizen while holding up a picture: “Have you seen this man?”  
**[Cutscene ends]**

**[Gameplay: walking, interacting]**  
In the alleyway she sees a street kid, a boy, who just finished doing some business with questionable looking people. The boy is dressed in old raggedy-looking clothes. He seems to have scars and bruises on his body.

**[Cutscene start]**Gearona’s curious looks caught the street boy’s attention. She looks away and continues asking the citizen for help. The boy makes his way out of the alleyway towards Gearona. He notices her bag and gets a mischievous expression on his face. As Gearona sees the kid approaching, she starts: “Hey, did you – “. Before Gearona could even finish asking, if the boy knows anything about Grandpa’s whereabouts, he pulls out a knife and proceeds to cut the bag from Gerona’s belt. He immediately runs away.   
**[Cutscene ends]**

**[Gameplay: Chasing, Jumping and Sliding.]**  
Chasing the boy, Gearona is lead to an abandoned building by following the “sticky-candy” trail left behind by her bag. This building is where street children seek refuge. *(This building happens to be Grandpas old laboratory.)*

**[Gameplay: Walking, Interacting and Exploring.]**The boy seems to be hiding somewhere in the building. Gearona has to search for clues to find the boy. While looking for the boy Gearona sees signs of Grandpas involvement in the creation of AI. *(Blueprints with Grandpas signature, robot husks and/or parts lying around.)*

**[Cutscene start]**  
As the boy is about to get away, Trickster pops out of the bag that the boy is carrying, notices that it isn’t Gearona and bites the boy’s hand which makes him drop the bag. This gives Gearona the chance to catch up to the boy and confront him: “Give it back!”   
Suddenly, the police raid the building. Gearona has a sigh of relief and points towards the boy who stole her bag: “Thank goodness you’re here, strike while the iron is hot!” The police grab her and say that she’s under arrest. “For what?! He stole my bag! I’m innocent!” she puts up a fight **[Interactive]** and gets knocked out.   
**[Cutscene end]**

### Hollow, Jail

**[Interactive cutscene begins]**  
Gearona wakes up in what appears to be a cage. She’s in jail. Gearona sighs at the fact that she’s in a jail cell, sits down cross legged and pulls out some sort of device. The device seems to be damaged. As she struggles to get the device working, a voice breaks through the silence. “Watcha got there Cherry” Gearona is startled, hides the device and turns around to see the boy that stole her bag leaning casually on the bars. The boy asks what she’s doing. Gearona turns back around annoyed and continues tinkering with the device.

“What do you want? And don’t call me Cherry.” The boy walks along the bars touching them lightly with his fingers. “I want the same thing you do, break out of this joint.” Gearona pauses, turns around and says a stern “No. You deserve to be here.” and continues working on the device. The boy replies while squatting down and holding onto the bars: “Oh c’mon, what’s done is done; help a fellow street kid out.” Gearona uninterestedly responds: “No, you’re a common thief.”

The boy annoyed by what Gearona said, stands up and responds: “You’re not from around here are ya? What are ya gonna do? Keep asking the great people of (Slum Name) for help? We do what is necessary to survive lady.” Gearona looks up and pauses.

She twists a final component of the device and it lights up. “It’s my Tricky-talky; it spreads a signal so Trickster can find me.” The boy is confused “What are you talking about?” He asks. “You asked what this is.” Gearona responds with a determined look on her face as she pushes the button epicly.   
 **[Interactive cutscene ends]**

**[Cutscene start]**  
Suddenly you see Trickster activate in Gearona’s bag in the evidence room. He pops his head out of the bag and checks his surroundings. He hears Gearona’s voice and she explains how she’s stuck in a cell and needs him to get a key.   
[Trickster cutscene: Sneaking around and retrieving the jail cell keys]  
**[Cutscene end]**

**[Gameplay: Walking and Interacting.]**  
Trickster flies up to Gearona’s cell with the keys. The boy is astonished and gets an excited look on his face; he clings onto the bars in anticipation thinking he’ll get the chance to escape. Trickster unlocks Gearona’s cell and she walks out. The boy sighs in relief: “Will ya unlock mine too mate?” Trickster pulls the keys away from the boy and stares at him suspiciously. Gearona calmly responds: “There’s no need to be rude Trickster.” She turns to the boy and asks: “What’s your name?” The boy responds with a confident smile: “The name’s Jab.” Gearona unimpressed and smiling replies “Well Jab, enjoy the rest of your stay here.”

**[Cutscene start]**  
Trickster teases Jab and the pair begins walking away when Jab suddenly proclaims: “Hey, wait! I’ve seen an old fellar with the same looking get-up you’re wearing. I can help you.” Gearona stops walking and asks Jab with false confidence: “You have my attention, ..speak.” Jab explains: “I’ve seen that old man you’re searching for being escorted by the police through the slums. But, I just don’t know where they went.” Gearona feeling like his information is useless continues walking away again. “Wait wait wait wait!” Jab says urgently. “There are security cameras everywhere in the slums.” He further explains: “I can take you to the control room to see the camera feeds.” Gearona turns around and smiles and says: “You got yourself a deal. The name’s Gearona by the way.”  
**[Cutscene ends]**

**[Gameplay: Walking, Dialogue and maybe puzzle]**  
“We need to get to the evidence room, I can’t do much of anything without my gear. You know where that is, don’t you Trickster?” Gearona mentions. Trickster nods and leads the way. On their way to the evidence room Jab asks Gearona: “What’s so special about this old man anyways? Does he owe you money?” Gearona explains: “This old man is my Grandpa, he’s been kidnapped and I’m gonna save him.”

**[Cutscene start]**  
Interrupting their conversation they see a guard patrolling with a flashlight. Jab pulls Gearona down to hide behind a crate.   
Gearona: “HEY-“ – “Shhhh! We need to be sneaky! Avoid the guards!”, Jab interrupts.  
**[Cutscene end]**

**[Gameplay: Sneaking]**When the group eventually reaches the evidence room, they see that it’s being looked after by a guard. That they can’t sneak passed. Gearona and Trickster huddle up to try and think of a way to get passed him when Jab suddenly says: “Are we gonna whip/jesse him up or what?” or “Let’s have a brawl” Gearona shocked by Jabs suggestion says “Of course not. Trickster can probably distract him.” Jab finds this very strange behavior but goes along with it.   
**(Introduce Tricksters distract mechanic)**

**(Gameplay: Puzzlesolving, combining items)**Gearona and Jab enter the room; Trickster rejoins the group through the vents. In the evidence room they realize their most valuable items are locked up in some sort of technological safe.   
In the room there is a broken gear that seems to be the key to open the vault. On the vault there is a note explaining that it is out of order and needs repairing. *Gearona can repair this “gear-key” by using the “sticky candy” found in her bag.*

**[Cutscene start]**  
When Gearona finally unlocks the safe Jab urgently grabs a knife clicks it open, throws it up in the air and catches is back. Doing this he lightly cuts himself and says: “As cheeky as ever.” And starts walking out of the room, when he turns around and notices that, Gearona and trickster stopped whatever they were doing and were just looking at him with a comedic judgmental stare. “Are we going or what?” Jab says casually.   
**[Cutscene end]**

Jab: “Alright, we have to sneak again. Watch out for security cameras.”

**[Gameplay: Sneaking, Distracting, Placing missing component in a slot]  
  
[Gameplay: walking, interacting]**  
The group finally arrives at the control center where Jab begins looking through the tapes to find Grandpa; Trickster investigates an empty police desk. Meanwhile Gearona is looking at the security feed, analyzing the police brutality going on in the slums. Before she can make a comment Jab goes: “AHA! Here it is.”

**[Cutscene start]**  
The footage shows police hitting Grandpa in his stomach with the blunt side of the gun. This makes Gearona emotional and question: “Why are they doing this?”

Jab points out: “They’re taking Grandpa towards Hollow city.”, and further explains: “The only way to get in there is with Hollow City ID chip.” Gearona curiously responds: “ID chip?” After she says that Trickster triggers some sort of spring device which makes him jump backwards, hit a table, where a device falls off the table onto his head and lands in his hands.

Jab then picks up a strange the looking device and hands it to Gearona while saying. “This is what Hollow City’s finest use to keep us Slum people out. It verifies ID chips.” Gearona analyzes the device and is quite impressed by its construction. “It’s a pretty complicated gadget.” Jab then adds: “Complicated is an understatement, nobody can fool it.” Gearona explains: “I think I can figure something out, but I’ll need very specific scrap for this.” Jab, excited about the opportunity to leave slums, immediately offers his help: “I know Hollow like the back of my hand; I can help you find the parts you’re looking for, as long as you take me to Hollow City with you. Gearona, ready to agree is interrupted by Trickster, who gets her attention and makes it clear that he doesn’t like the boy. Gearona assures the robot that she knows what she’s doing and that they need Jab. Trickster reluctantly agrees and the 3 set out on their new journey to find the parts to create a fake ID chip.  
**[Cutscene end]**

# Demo end