

# Lost at Sea

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## Introduction

The introduction to this level for Lost at Sea starts with the player on the dock with their first mate. The player takes the role of 'The Captain' after having enough of a poverty stricken and war torn land. Up until now, the captain has built up a crew and purchased a ship with what little he had somehow and is almost ready to set sail. The player can interact with the few people at the dock, such as the dockhand and first mate, and maybe find some valuable information for the journey ahead.

After setting sail time jumps to weeks later when you realize that you and your crew are lost at sea. Talking to your first mate, he fills you in on the current situation, recommending that you talk to the crew after hearing about the many issues and concerns rising while out at sea.

You can solve your problems by being smart and merciful or through acts of evil. If all of the crew problems are solved through misguided or malicious means the whole crew turns against the captain in mutiny, backing you into a corner. This shouldn't be the captain's only concern though, as there are much worse, bigger problems that the captain and his crew still have to face lurking waters below.

## Major Events

- You, the captain, begin at the dock where your ship is.
- The captain interacts with his first mate and the dockhand to get information, bid farewells and possibly attain extra supplies and then set sail.
- A few weeks pass by and you begin realise that you and your crew are lost at sea.
- You talk to your first mate who advises that you should talk to your crew and see how the time spent at sea is affecting them.
- Two crew mates seem to be fighting over rations, and the captain must decide who should earn the rations.
- A trusty crew member loses his engagement ring and pleads you to recover it. You must solve a riddle in hopes to find where the ring has 'misplaced' itself.
- Supplies, mostly Joshamee's rum, start to go missing and the captain must investigate the source of the problem; a stowaway. After which you must decide his fate, recruit or kill?
- If you don't manage to keep the crew happy, mutiny. You're dead!
- If you solve enough of the crew's problems, the captain and his crew will have to fend off the coming attacks from a lurking sea monster.

# Npcs

## Joshamee Gibbs – First Mate

Joshamee is your first mate. He is usually found on your ship deck, or if the ship is docked, you will find him on the dock. As a good friend and a loyal companion, he uses his sharp mind to inform and advise the captain, even though he is very fond of rum and whiskey. Maybe a bit too fond.

## Cain – Dockhand Supplier

Cain is the dockhand the captain meets at the start of the game when bidding some sort of farewell. As a cheerful and talkative individual, he may just help the captain out a little bit. You will only ever find this NPC on the dock at the start of the game.

## Deeks – Deckhand 1

Deeks is your run of the mill deckhand, aside from his sour-than-most disposition. This sour personality tends to get him involved in fights with other crewmates quite often, but can offer some valuable realism at times. Can be found only on the ship. One of the two people involved in the quest 'Fighting over Rations'.

## Craig – Deckhand 2

Craig is another deckhand. His sarcastic nature commonly gets people irritated with him more than he means to. Either he is the centre of entertainment, or more often the focus of ridicule and commotion. Can only be found on the ship. The second character to be involved in the quest 'Fighting over Rations'.

## Tret – Crew Member 1

Tret is a loyal and hardworking crew member of yours, one of your first after Joshamee. He recently became engaged and his voyage with you was to be his last, hoping to find good land to settle down. Though in his current position he can get stressed quite easily. He tasks you with the quest 'The Missing Ring' to find his lost engagement ring. He can only be found on the ship deck.

## Hook – Crew Member 2

Hook is crafty in nature, not liked by many due to his slippery character. He is the first of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.

## Jones – Crew Member 3

Jones is a man of few words, and doesn't really speak his nature at the best of times. The captain is not really sure why he's on the crew, but could never get an answer out of him. He is the second of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.

## Davy – Crew Member 4

Davy, in contrast to Jones, is an over-confident crew member who always speaks his mind and feels that he is capable of anything. He is the third of four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.

### Barbaros – Crew Member 5

Barbaros is a short-tempered but experienced sailor. He is quick to anger but just as quick to forgive and forget. Despite this he continues to talk about the good times and you really don't know what he's on about. Probably insane. He is the fourth of the four people, found on the ship deck, who are accused of stealing the engagement ring belonging to Tret.

### Pug – Stowaway

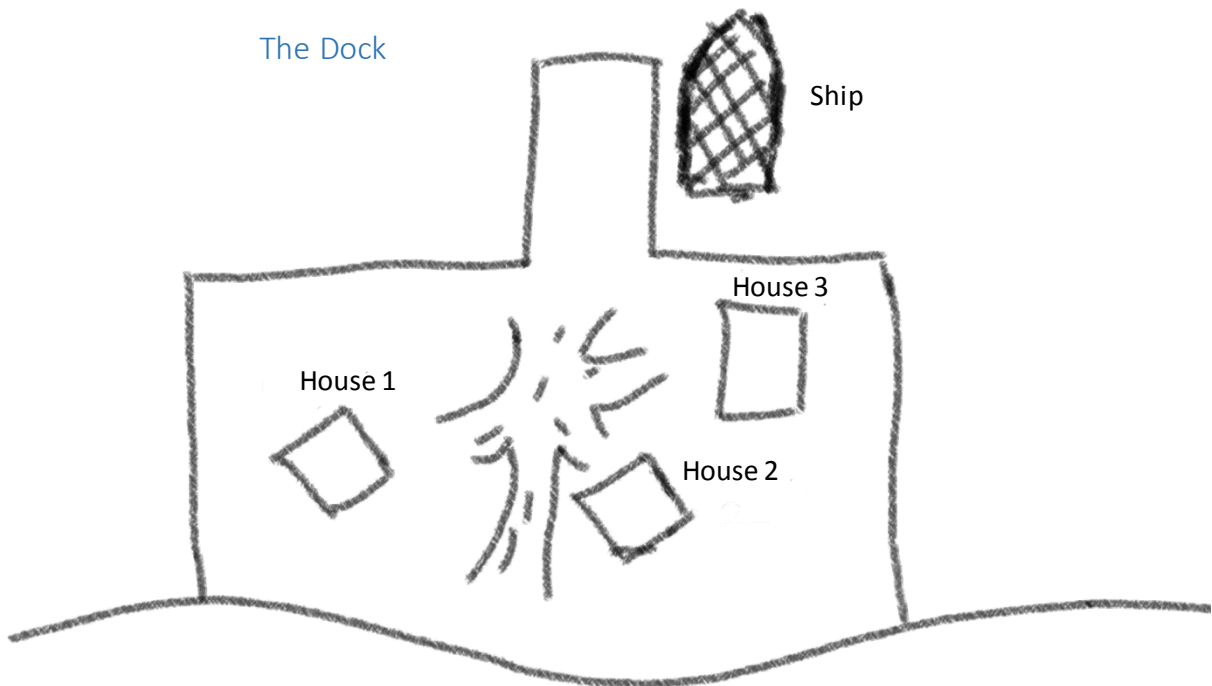
Pug is the nervous stowaway that managed to find his way on your ship. Being of the skittish type he doesn't tell much besides his name, and the captain doesn't recognise his face despite knowing pretty much everyone from his village and finds that very disconcerting. His reasons for being a stowaway on your ship remain unknown to you but he seems to be fond of your first mates rum. He is found in the cargo hold.

### Generic NPCs

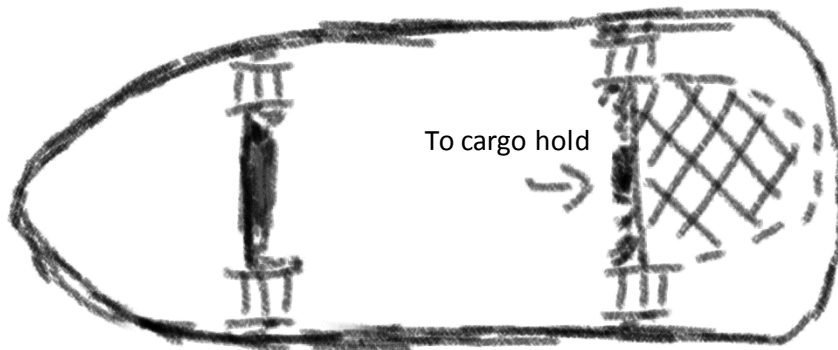
There will be a few general pirate-esque NPCs who wander around, but don't contribute much than just filling any void that may be felt on the ship or dock otherwise. These NPCs will merely greet the player.

# Map

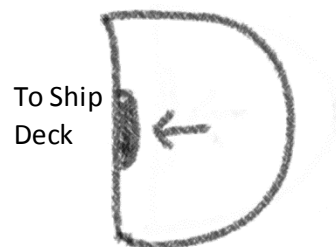
The Dock



Ship Deck



Cargo Hold



# Stages

## Big Adventure – Main Quest

### 10 EXT – Preparing for the Journey (The Docks)

The captain starts at some docks; there are a few houses nearby and the ship.

**Journal:** *We're almost done preparing for our journey; I should talk Joshamee, my first mate and finish preparations.*

### 20 EXT – Say Your Farewells! (The Docks)

The captain talks to the first mate who then tells the captain to say farewell to the people he knows.

**Journal:** *I can either talk to my friends in this town to say goodbye or I can talk to my first mate again to start our journey.*

### 21 EXT – Find Some Extra Supplies (The Docks)

The captain finds the dockhand and talks to him as a friend. The dockhand then gives the captain information on where he can find more supplies.

**Journal:** *I talked to my old friend that works on the docks who then told me where there might be more supplies for us to take with us on our travels.*

### 22 EXT – Return to the First Mate (The Docks)

The captain finds the dockhand, someone he realises he was never too fond of, which then makes the dock hand upset and will not share any more information with the Captain.

**Journal:** *I talked to that old guy who works on the docks. Don't know why, never liked him.*

### 30 EXT – Departing! (The Docks)

The captain has either found the supplies or not, but will go and talk to the first mate to board the ship. The Captain will then be transferred to the ship and time will pass a few weeks.

**Journal:** *We have now been out sailing the seas for weeks. Something is starting to feel wrong in the last couple of days though; I should talk to the first mate, maybe he knows something.*

### 40 EXT – Problems Arise (Ship Deck)

The captain finds and speaks to Joshamee who will then explain to the Captain that you are lost at sea and don't know how to get home or anywhere else. The first mate then asks the captain to check on the crew, since this situation can create some tension. He will also mention that he has some worries himself.

**Journal:** *My first mate has informed me of our situation, we're lost! I don't want to believe that but he wants me to check up on the crew anyway to make sure they are alright.*

## Crewmate Quest 1: Fighting over Rations

### 10 EXT – Fight! Fight! Fight! (Ship Deck)

The captain sees two crew members fighting over some rations since the ship is beginning run low. He will now have the choice to give food to either one of the crew members or if the captain found the extra supplies at the docks he can share with both of them. The captain can also choose to kill both of them and keep all the rations to himself.

**Journal:** *I found two crew members fighting over rations. I'm gonna need to figure this out somehow.*

#### **20. EXT – Deeks Seems Worthy (Ship Deck)**

The captain gives the rations to Deeks which then makes Craig attack him, forcing the player to kill him.

**Journal:** *I decided to give the rations to Deeks which made Craig attack me, I was forced to kill him...*

#### **30. EXT – Craig Seems Worthy (Ship Deck)**

The captain gives the rations to Craig which then makes Deeks attack him, forcing the player to kill him.

**Journal:** *I decided to give the rations to Craig which made Deeks attack me, I was forced to kill him...*

#### **40. EXT – How About a Compromise? (Ship Deck)**

If the captain had picked up the extra rations in the beginning of the level he can choose to give rations to both of the crew members.

**Journal:** *Since I had extra rations from the docks I decided to give both of them rations.*

#### **50. EXT – The Captain Doesn't Share! (Ship Deck)**

The captain does not want to share rations with any of the crew members and decides to kill them both for the extra rations.

**Journal:** *Since I can use all the rations I can get my hands on I killed both of the crew members. Troublemakers are no good to have on a ship anyway.*

### **Crewmate Quest 2: The Missing Ring**

#### **10 EXT – Ring Gone Walking (Ship Deck)**

The captain finds the extremely distressed crew member, Tret, who says he has lost his engagement ring and needs help finding it again. He mentions that the first mate might have been already working on finding it.

**Journal:** *I found one of my crew members that is obviously distressed since he lost his engagement ring. He thinks our first mate might know where it could have went, I should talk to him.*

#### **20 EXT – Oh Boy, a Riddle (Ship Deck)**

The captain goes and talks to the first mate who says that he's been looking into this as well and has narrowed it down to be a thief, one of four different men of the crew. He will point out the four men and inform the captain that three of them will lie and only one of them will tell the truth. The captain will talk to each man and decide who he thinks is the thief.

**Journal:** *Joshamee told me about four people I should investigate that might've stolen the ring. He told me that three of them will lie and only one of them will tell the truth. I should talk to them and try to find out what's going on.*

#### **30 EXT – Maybe Not an Ace Detective (Ship Deck)**

The captain has talked to all of them and decided to accuse one of them as the thief. However, turns out the accused doesn't seem to be guilty and he has to go and tell Tret that he couldn't find the ring.

**Journal:** *I must have made a mistake somewhere.... Is there even a thief? I probably won't be able to find the ring at this stage. I should tell Tret.*

### **31 EXT –Sherlock Holmes (Ship Deck)**

The captain has talked to all of them and accuses the right guy (Barbarbos) which will then give the captain the ring.

**Journal:** *Mystery solved! I found the thief and he gave the ring back to me. I should tell Tret that I have ring and give it back.... OR I can keep it all to myself.*

### **40 EXT – The Good Samaritan (Ship Deck)**

The captain returns to Tret and gives him the ring back again.

**Journal:** *I gave the ring back to Tret. It's important to keep my crew happy.*

### **50 EXT – No Ring for You Big Guy (Ship Deck)**

The captain was either unsuccessful in getting the ring or he wants to keep it to himself. Either way he will tell Tret that he couldn't find the ring.

**Journal:** *I couldn't give the ring back to Tret. He wasn't very happy but I can't help him anymore.*

## **Crewmate Quest 3: The First Mate's Problem**

### **10 EXT – And a Bottle of... Rum? (Ship Deck)**

The captain will talk to Joshamee about his problems on the ship. He will inform the captain about missing food, and more importantly to him, missing alcohol.

**Journal:** *My first mate tells me either he's hallucinating or things are actually beginning to go missing. I should ask the crew to see if they know something about this.*

### **20 EXT – Marco? (Ship Deck)**

The captain talks to a few of the crew members. Any one of them will tell the captain that they've heard some weird noises in the cargo.

**Journal:** *The crew tells me about some weird noises in the cargo... Maybe I should check that out.*

### **30 INT – Polo! (Cargo Hold)**

The captain will find a stowaway in the cargo. He will look nervous and the captain will then talk to him and either kill him to save any more rations or convince him to join the crew.

**Journal:** *I found a stowaway. I can either kill him to save on our limited rations or I can try to convince him to join our crew.*

### **40 INT – Join the Crew Side (Cargo Hold)**

The captain convinces him to join the crew and stop stealing.

**Journal:** *I convinced the stowaway to stop stealing from us and instead join the crew to work. We'll have to make do with what food we have.*

### **50 INT – Thieves Only Have One Thing Coming (Cargo Hold)**

The captain kills the stowaway.

**Journal:** *I will not tolerate thieves. Time to end this stowaway's scourge!*



## Big Adventure - Main Quest Continued

### 50 EXT – First Mate, Back Again (Ship Deck)

When all quests are complete, the Captain will return to the first mate to see if there's anything else needed.

**Journal:** *Now that I've helped the crew I should check with the first mate to see if he has something for me to do.*

### 60 EXT – Wait! I am Your Captain! (Ship Deck)

If the captain has killed both the crew members from the quest 'Fighting over Rations' AND hasn't been able to return the ring to Tret AND hasn't killed the stowaway, the entire crew will attack the captain in an act of mutiny. End of level.

**Journal:** *This bloody crew doesn't appreciate what I do for them! By Oblivion, they're all attacking me!*

### 70 EXT – Attack on Monster (Ship Deck)

If the captain has made other choices the first mate will inform the captain that something (a sea monster) is about to attack the ship. The captain and the crew will then fight this monster.

**Journal:** *We're under attack!*

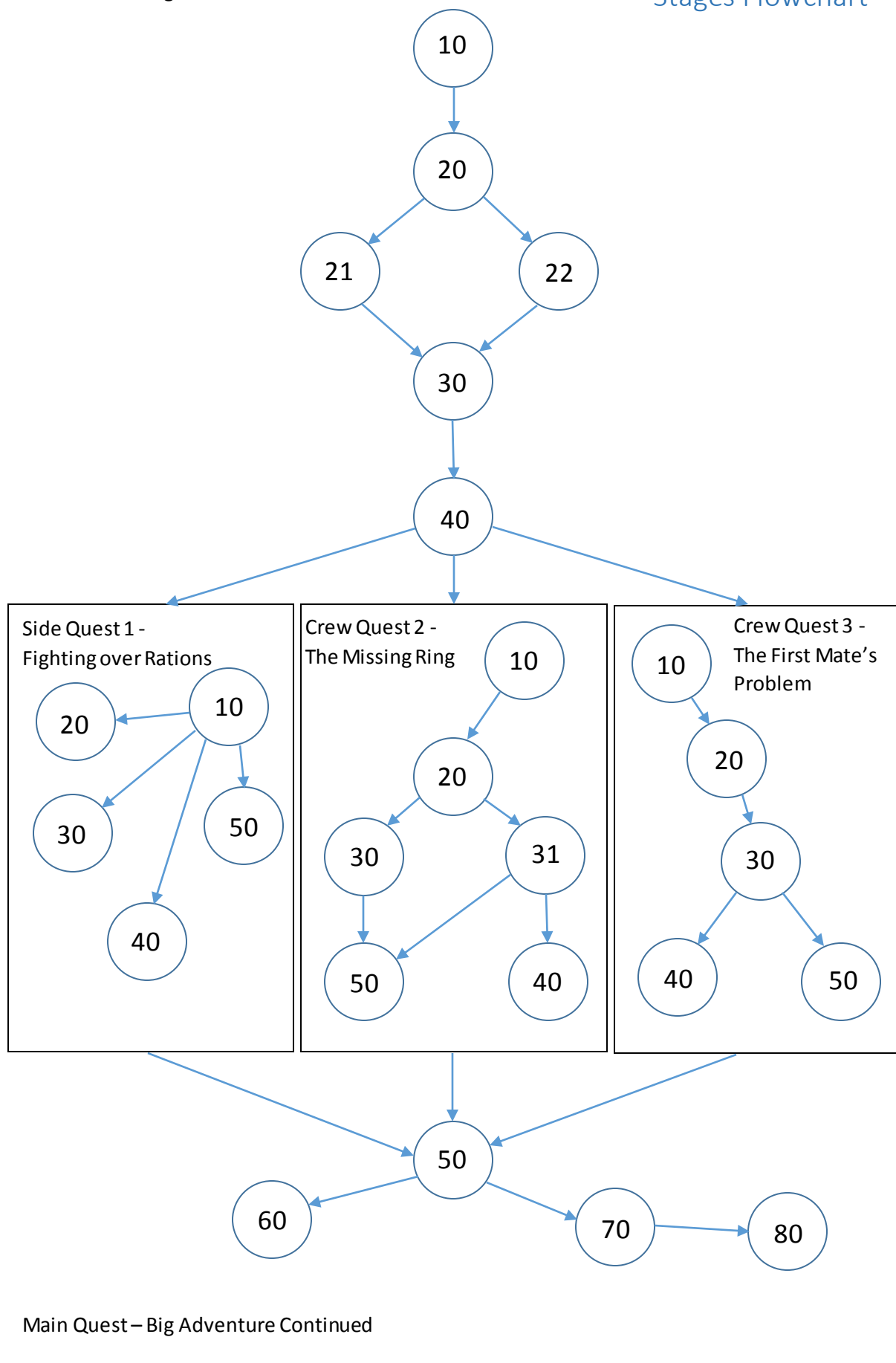
### 80 EXT – I Just Did What I had to do (Ship Deck)

When the sea monster is dead the first mate will talk to the captain and congratulate him on killing it and solving the problems with the crew. The ship can now continue sailing in hopes of finding something. End of level.

**Journal:** *We managed to kill the monster. The crew is now better crew better off and we can continue to search for land. For something at least.*

## Main Quest – Big Adventure

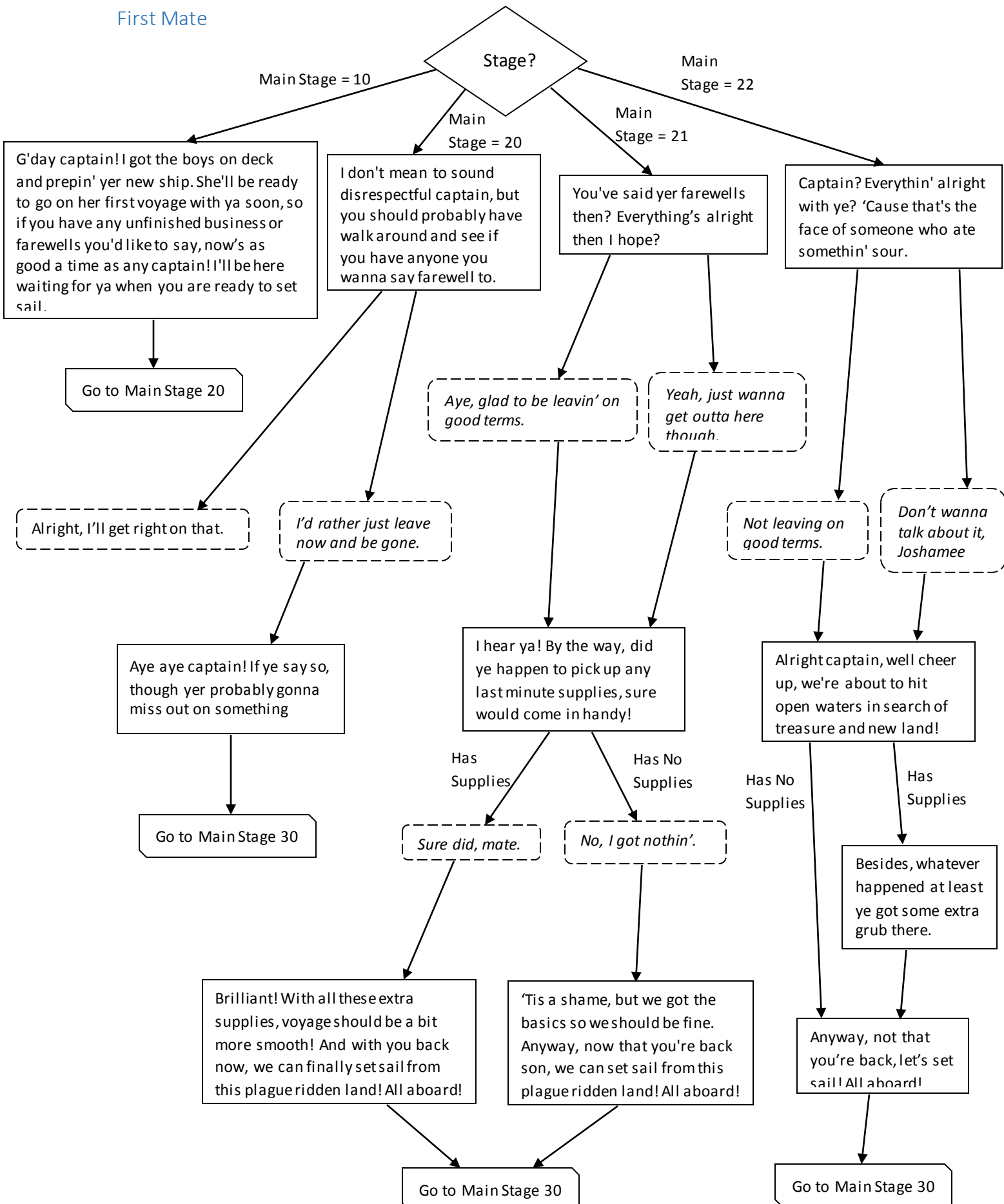
## Stages Flowchart



# The Docks Dialogue

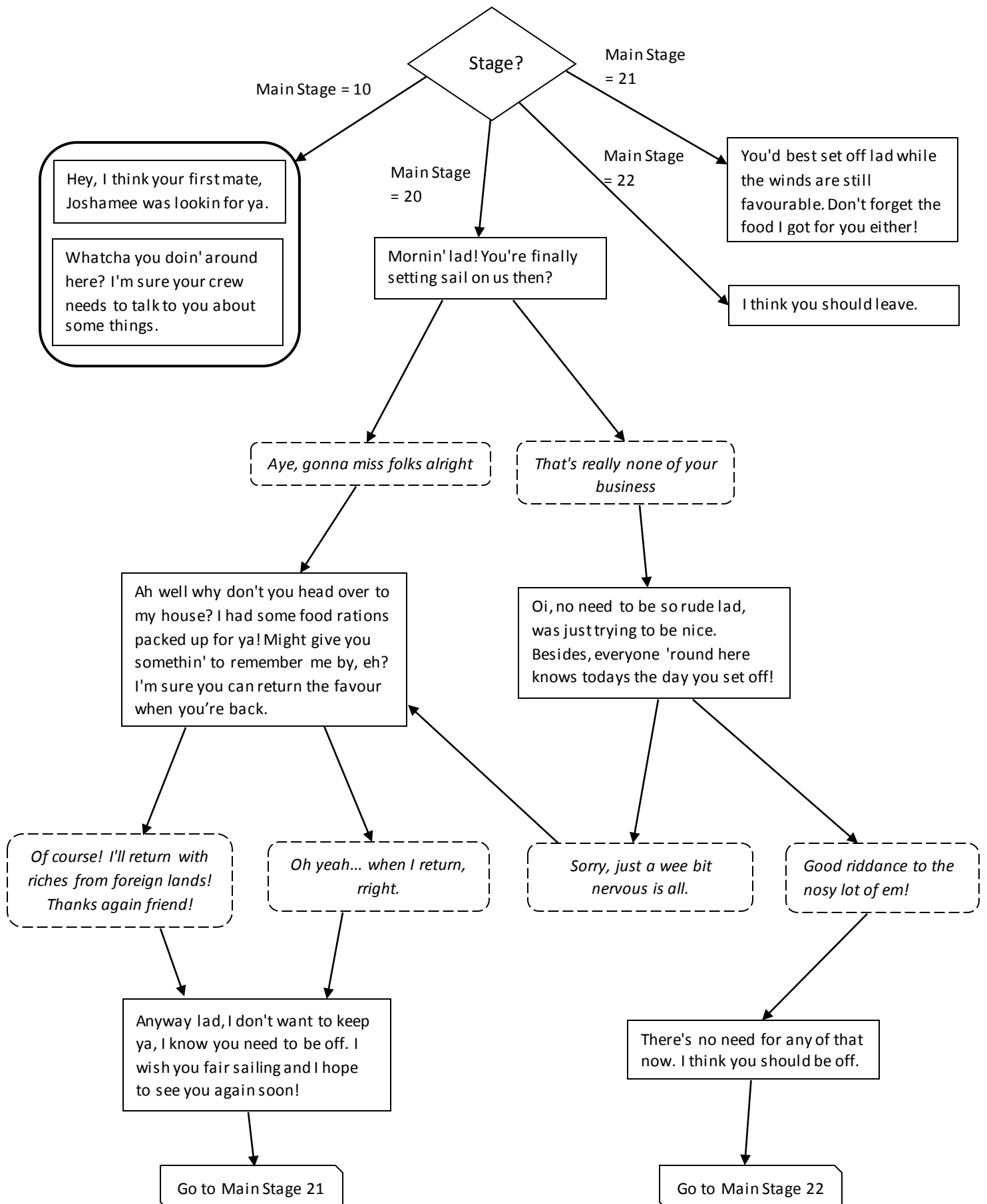
Joshamee Gibbs

First Mate



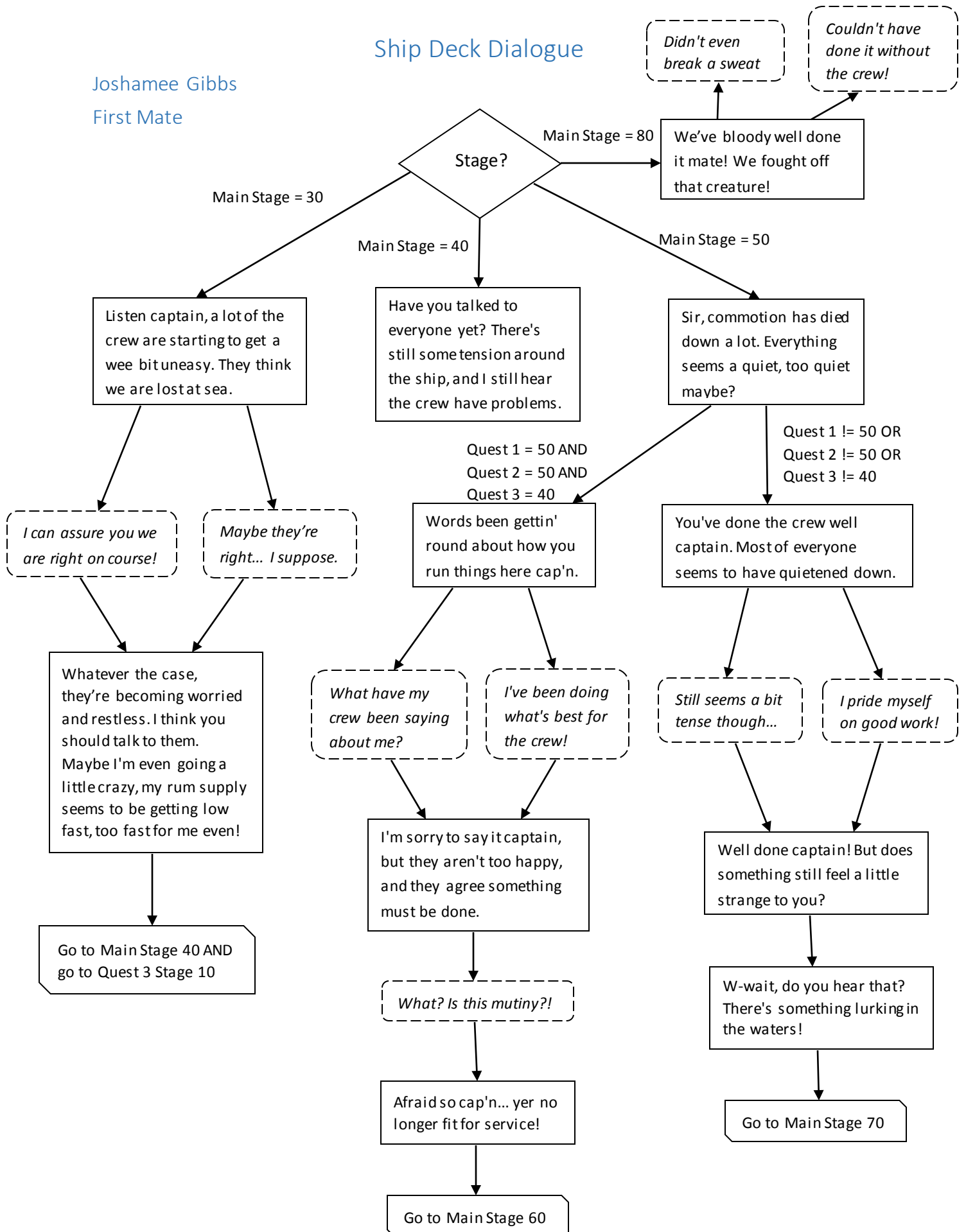
Cain

Dockhand Supplier



# Ship Deck Dialogue

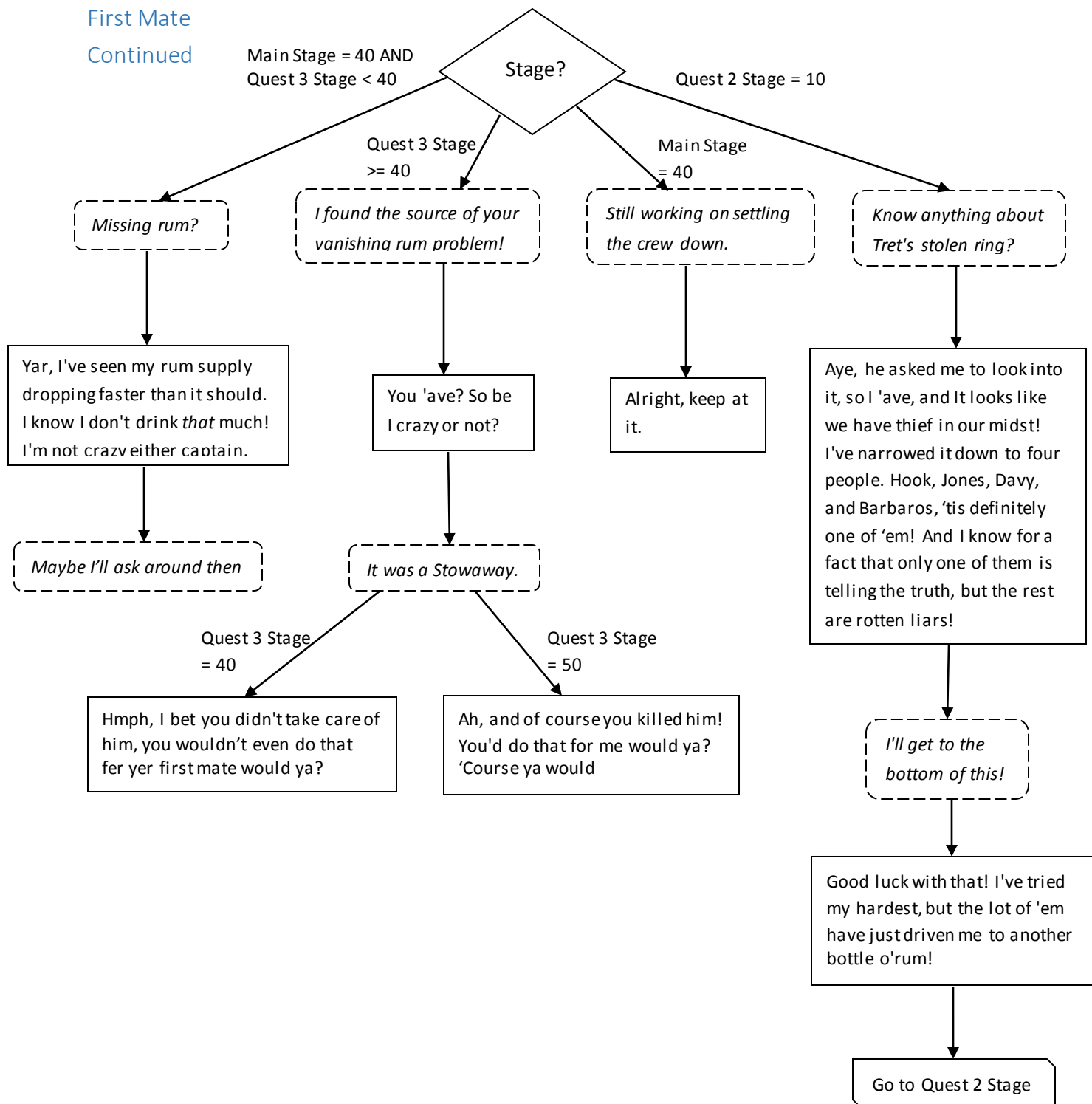
Joshamee Gibbs  
First Mate



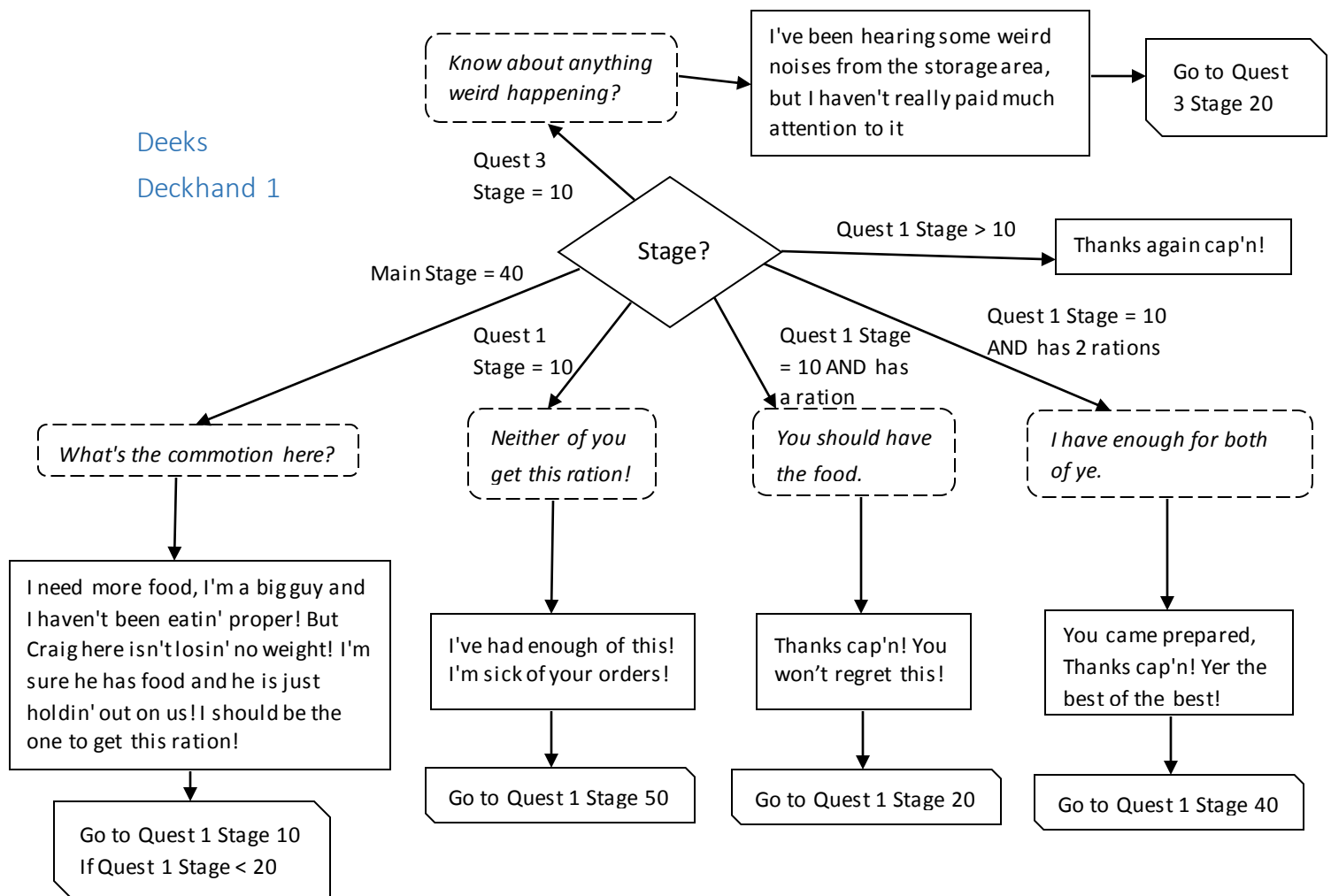
Joshamee Gibbs

First Mate

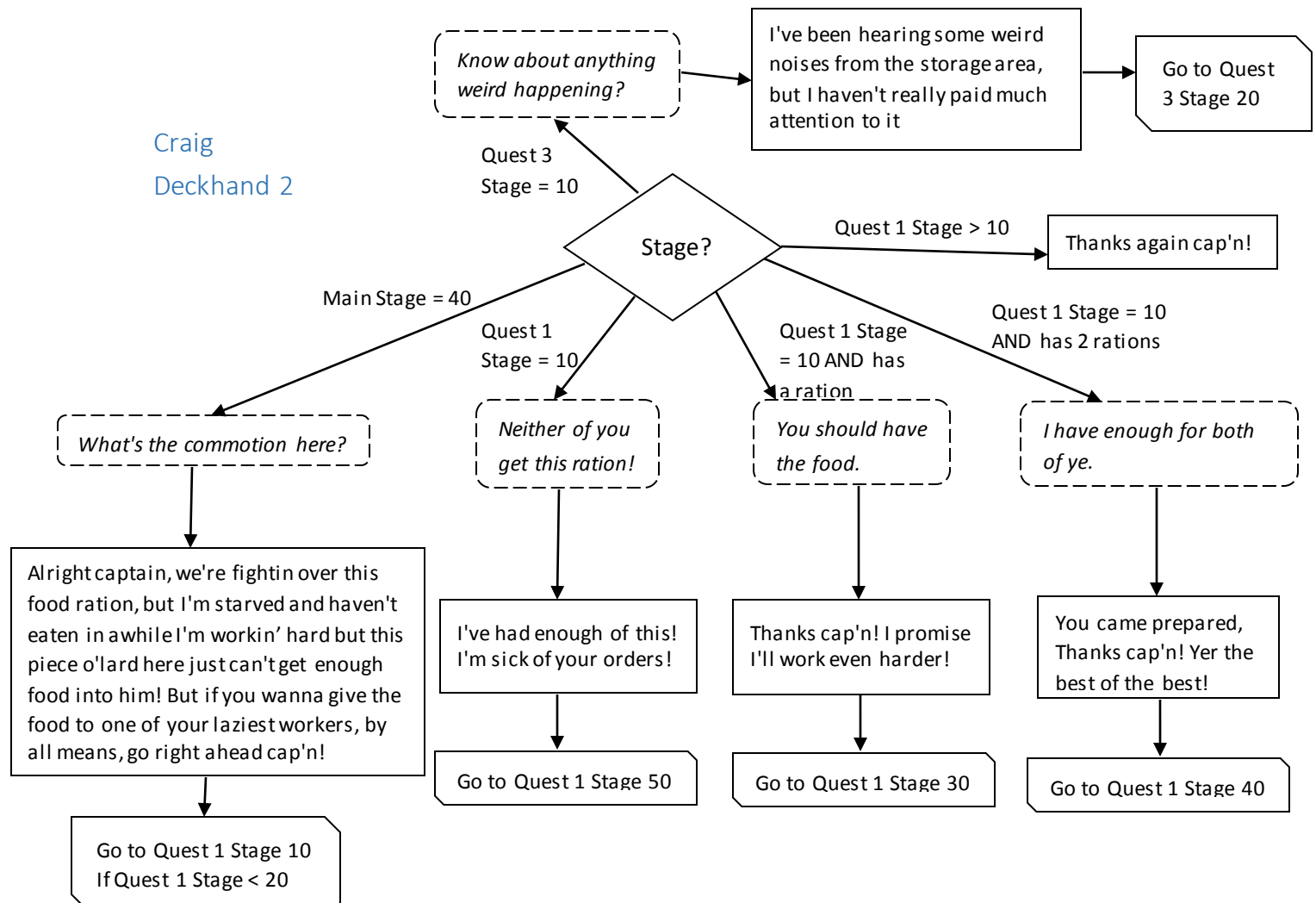
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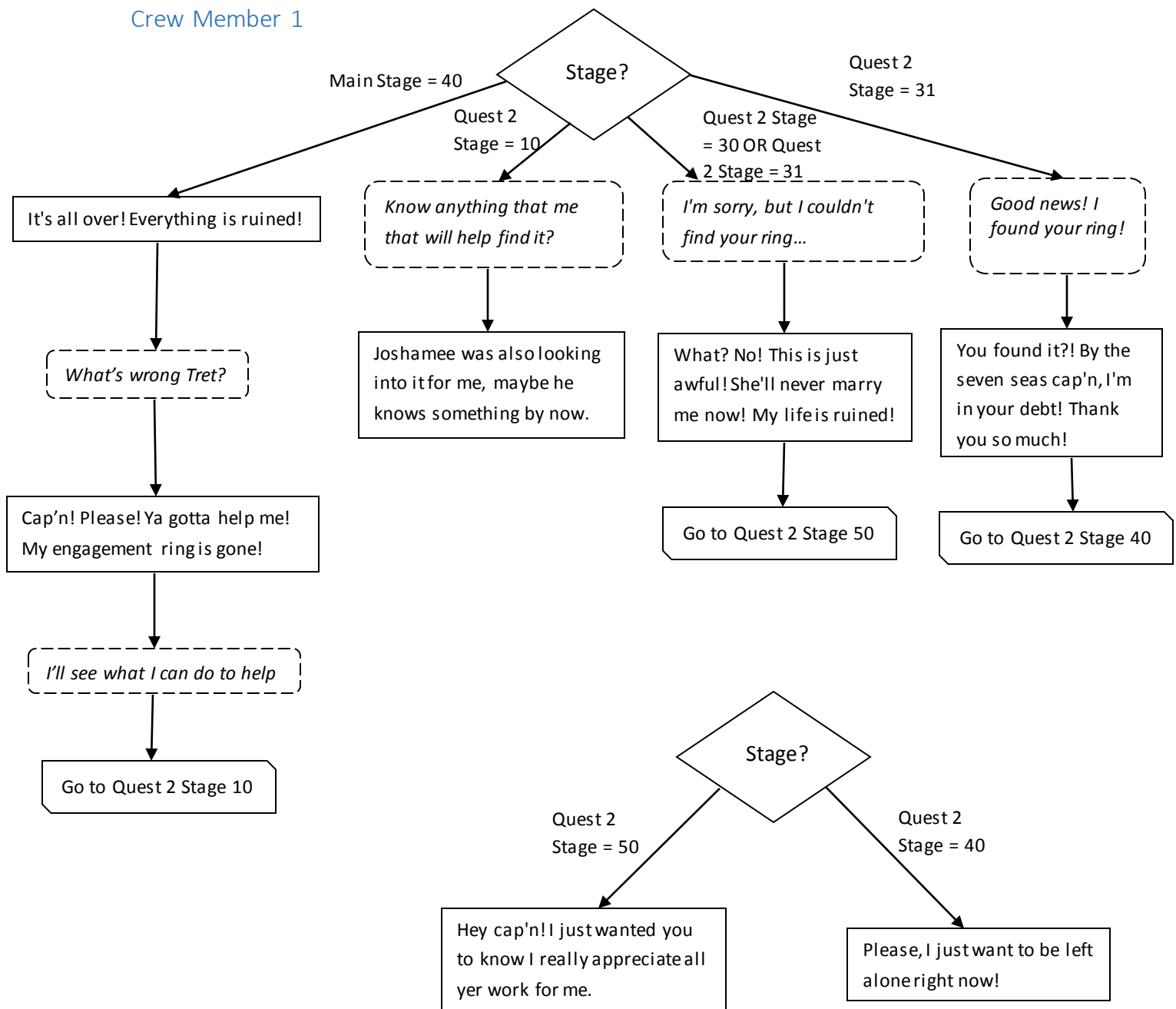
Deeks  
Deckhand 1



Craig  
Deckhand 2



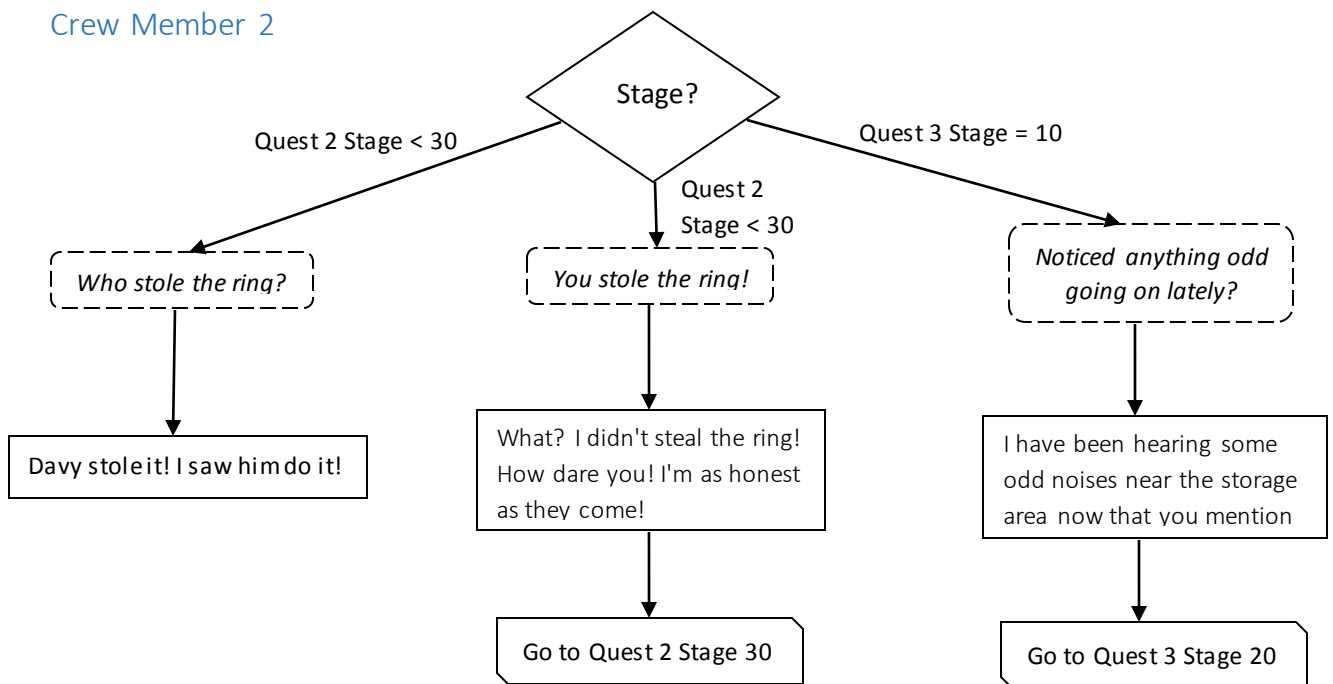
Tret  
Crew Member 1





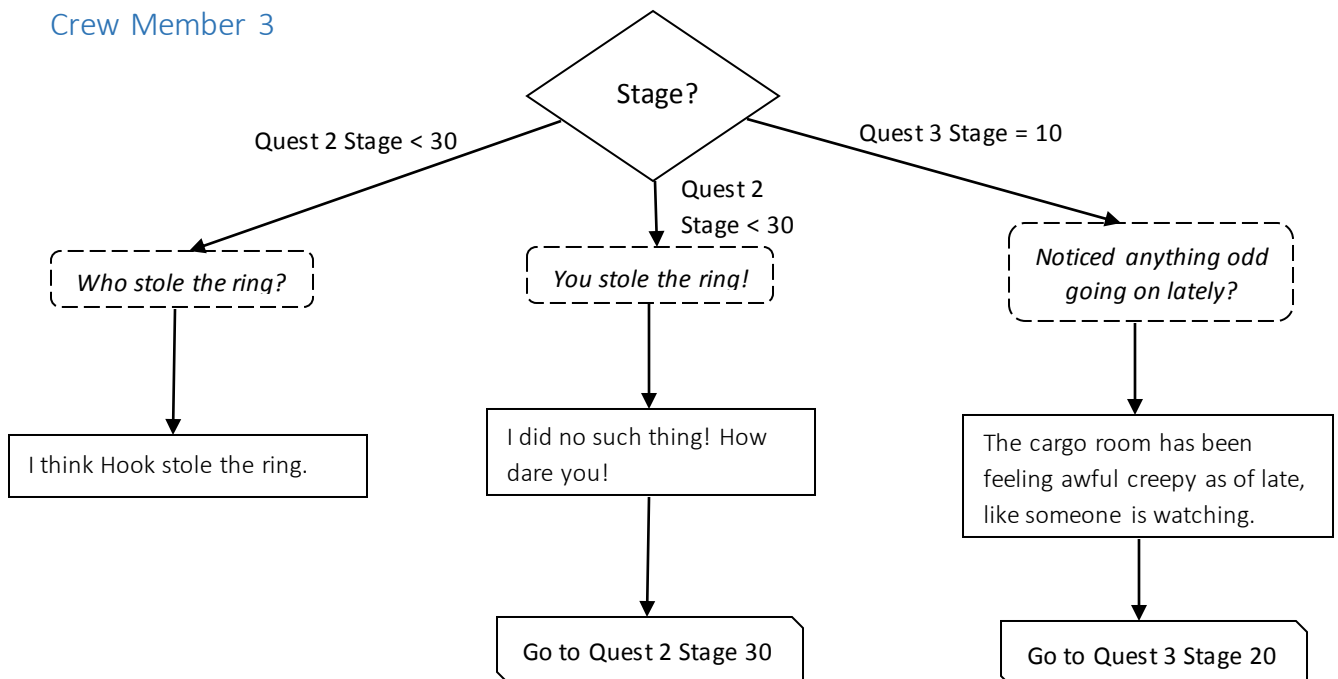
Hook

Crew Member 2



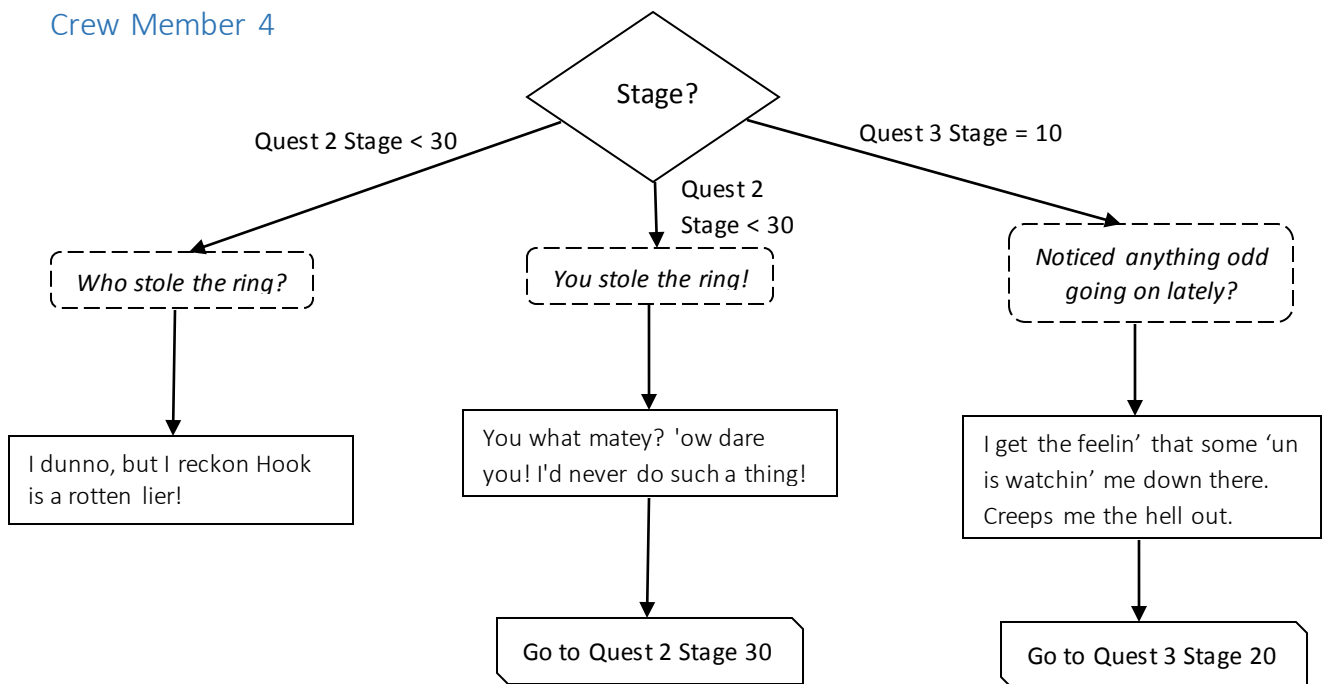
Jones

Crew Member 3



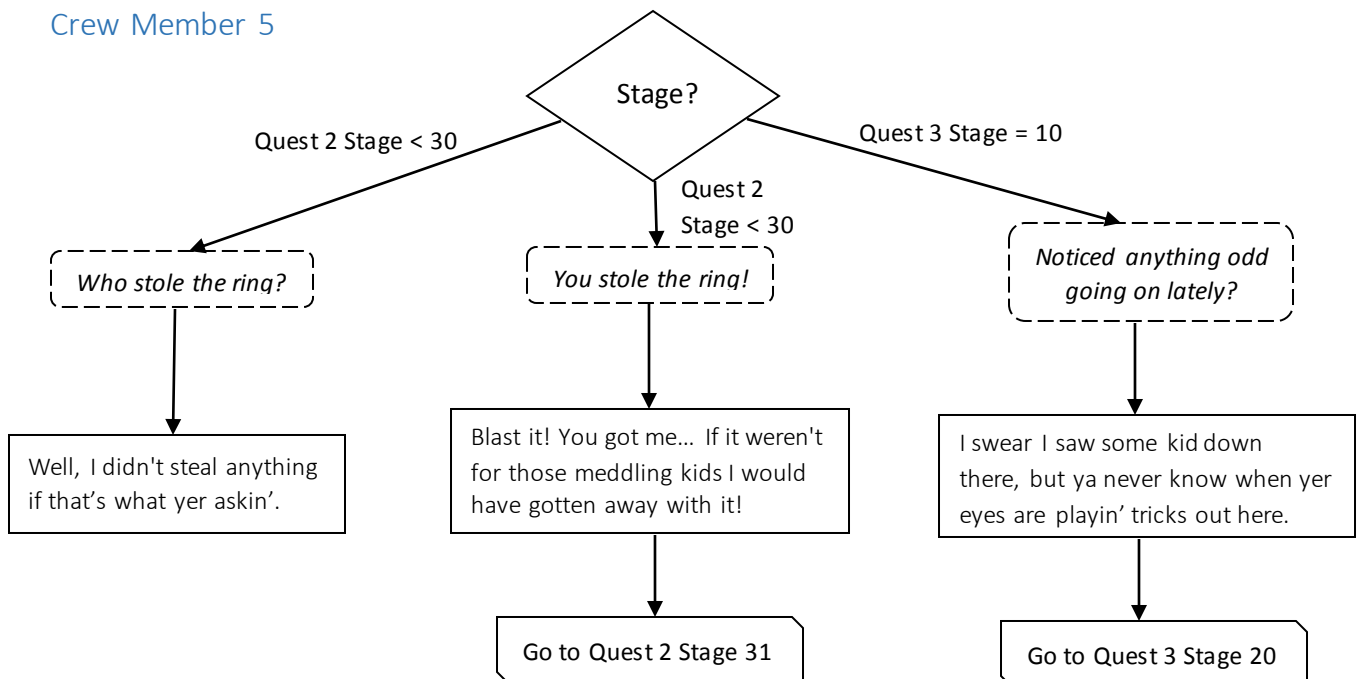
Davy

Crew Member 4



Barbaros

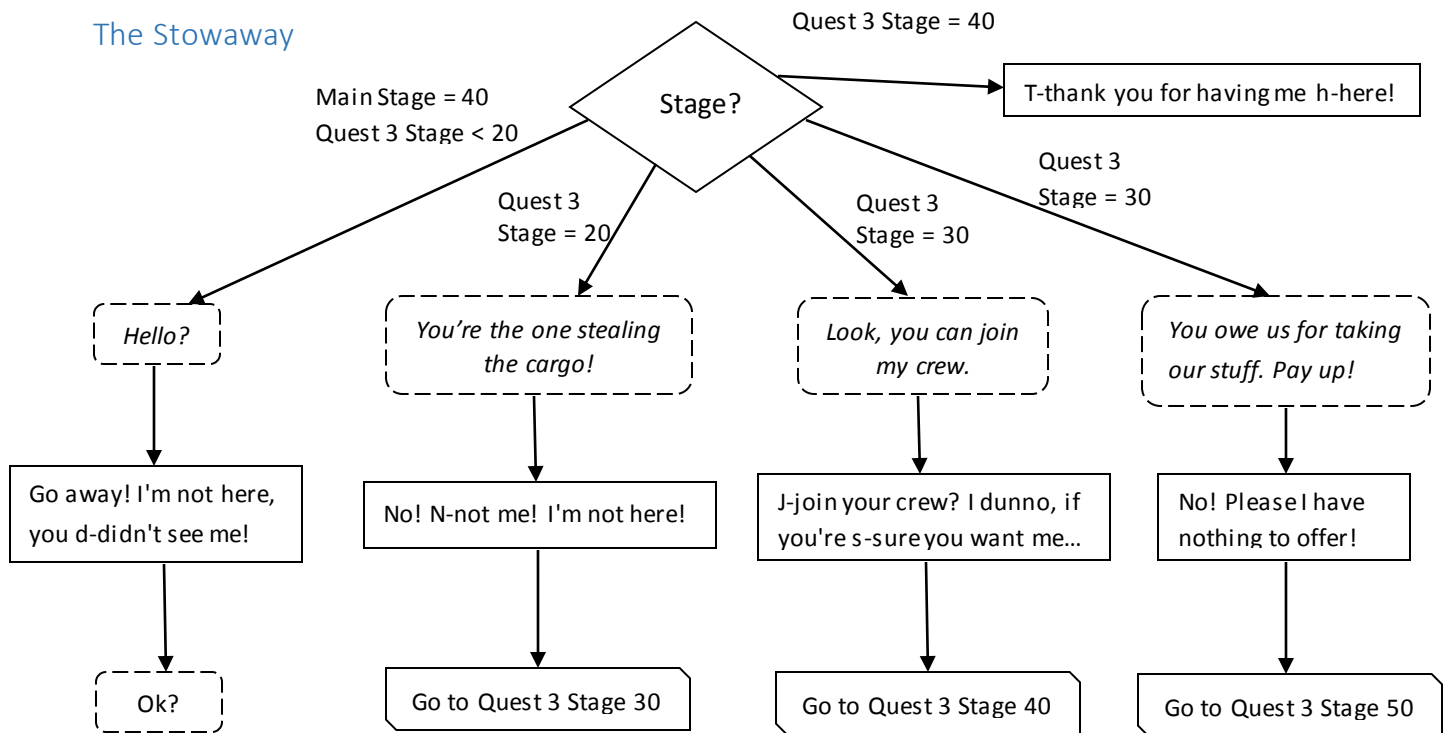
Crew Member 5



## Cargo Hold Dialogue

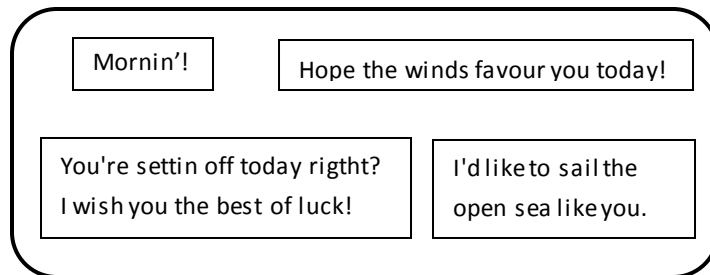
Pug

The Stowaway



## General NPCs Dialogue

Dock NPCs



Ship NPCs

