

# *Wildcards*



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# Game World

## Razor Statement:

*Wildcards* is an innovative turn-based RPG set in a fictionalized Wild West where the player plays as Grift—a washed-up gambler who discovers a cursed deck of cards, accidentally unleashing evil spirits upon the entire American Frontier. Throughout the game, the cards will reveal themselves to Grift and allies he'll meet along the way, adding to the player's arsenal of abilities to defeat the evil spirits and make the West a little less wild.

## Focus Paragraph:

*Wildcards* is an innovative turn-based RPG set in The Alvada Territory, a part of a fictionalized 1800s American Frontier, that is soon ravaged by evil spirits when the protagonist, Grift—a washed-up gambler struggling to get back on his feet—discovers a cursed deck of cards. He soon learns that gambling with the dead is more dangerous than he assumed when the spirits begin to infest the wilderness, more bloodthirsty than the typical bandits, coyotes, and rattlesnakes of old. Wracked with guilt, Grift recruits his brother-in-law, a Native American conservationist and hunter, to fix the damages and protect his estranged daughter, Leeshy. Together, they venture forth to put the spirits back where they belong, recruiting new allies and discovering the true nature of the magic cards, both of which add to the player's arsenal of abilities to defeat the evil spirits. As the game progresses, Grift finally learns to take responsibility for his actions and to make things right with his daughter and the rest of the West.

# Overview

## Alvida Territory

The Alvida Territory is an untamed stretch of land set in a fictionalized American West during the late 1800s, inspired by Arizona, New Mexico, Utah, Colorado, and Wyoming. This extremely wide stretch of territory gives players an immense amount of variety in their exploration.

## Physical Attributes

Due to the arid climate caused by the rain shadow of the mountain ranges surrounding much of the Alvida Territory, a large subset of this territory consists of expansive stretches of dried soil and sandstone with intermittent mesas and other interesting formations in the layered landscape. These interesting geological formations include petrified wood, arches, spires, hoodoos, valleys, and canyons. Around regions with consistent water flow—like those near rivers, lakes, and other mountain runoff—greenery has sprouted, which is where many settlements tend to gravitate toward. With all of this topological diversity, the Alvida Territory harbors many unique regions that the player can explore on their quest to defeat the evil spirits.

## Inhabitants

Most of the vast stretches of land in the Alvida Territory have no consistent human settlers and instead are inhabited primarily by the varied wildlife of the territory. For instance, in greener regions, Bison, Elk, and Turkeys roam free. In drier regions, jackrabbits, scorpions, and rattlesnakes are among the few animals that can survive the extreme aridity. Then, animals like coyotes have no bounds, posing a threat to travelers of any environment in the West.

In the sparse human-inhabited regions, most of the people consist of Native American and Mesoamerican backgrounds, although a wide variety of peoples have found their way out West, making homes wherever consistent food, water, and other resources can be found.

## Culture and History

The culture of the Alvida Territory is still developing from a number of disparate cultural backgrounds learning to tolerate and bond with each other out on the lonely frontier. Coming from all walks of life, the people of the Alvida Territory are as varied as one can imagine—a true American melting pot with folks Native to the region, folks from the Eastern United States, folks from Mexico, and even folks from the Islands East of the Gulf of Mexico.

## Style and Colors

The visual style of *Wildcards* is monochromatic pixel art reminiscent of the Game Boy. However, instead of sticking to the typical green color palette of the Game Boy, each region has its own distinct color that will adhere to the monochromatic style and give an exciting new feel to every new place the player explores. This color palette swap will affect all aspects of the game including the environment, the characters, as well as the menus and UI.



# Regions of the Alvida Territory

# Hitchshore

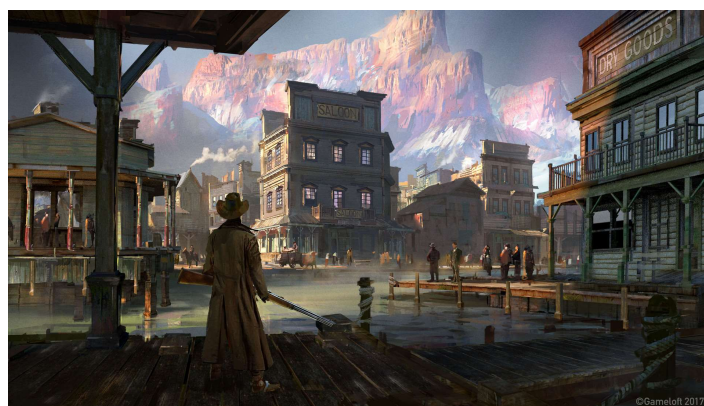
## Summary

Hitchshore is the name of an expansive region in the center of the Alvada Territory that surrounds a large lake with the same name. Because Hitchshore is the largest body of water in the Alvada Territory, it is a popular place among inhabitants from all walks of life who ended up in the middle of the West. The region also contains two settlements—Thornbank and Wyona.

## Thornbank

Thornbank is a classic western town built along the coast of Hitchshore, complete with a saloon, sheriff's office, blacksmith, hotel, general store, and more. Although once a bustling settlement after the discovery of a nearby silver mine, the town has fallen into disrepair more recently after the mine ran dry—the wealth-seekers and traders moving on to shinier soils. Those left in this town are the remnants of those too stubborn to move on, the unfortunate souls who naively planted their roots too early, or the people in between. Many shops are closed and boarded up, likely never to be opened again. The only new folk who enter this town are travelers seeking wealth further west who need a place to stop for the night.

Thornbank is the town where the player starts the game as Grift, beginning in the Saloon at the end of a particularly unlucky night of poker. Grift soon finds himself tossed out by the barkeep when he can't pay his tab, being told to not come back until he can pay the tab in full.



Source: <https://www.artstation.com/artwork/QzxQV8>

## Wyona

Wyona, Northwest of Thornbank, is a Native American settlement that has been in place for generations. The area is sparsely forested with the majority of the settlement encamped underneath a sandstone overhang that transitions into a shallow cave. The people of Wyona consist solely of those within the Zute tribe, as they are attempting to preserve their culture and traditions amidst this time of change, settlement, and colonization in the West. Although some stigmas have relaxed somewhat, many within Wyona still cling to more traditional ideals.

## Color and Inspiration

The color palette of Hitchshore will consist of the classic Game Boy green, evoking the lushness of the region surrounding the lake. Hitchshore's physical features take inspiration from a variety of regions in Utah—such as the Great Salt Lake.



# Crooklift

## Summary

Crooklift is a town built into a cliff that has since been abandoned. Nobody quite knows the reason why such a well-structured town—carefully carved out of a cliffside—would be abandoned with no signs left of life. Some deem it cursed, teeming with ancient spiritual energies that leave the place haunted. Others, however, have decided to use these rumors to hide away within the remote town. Due to this, Crooklift has become a popular spot for bandits and other criminals to collect and hide from the long arm of the law.

## Physical Features

Crooklift is composed of many impressive buildings built directly into a large sandstone cliff face. Even with the visible wear of time, this desolate city is clearly sturdy, the buildings made from sandstone on the higher layers, with shale on the lower layers to catch any water that travels through the permeable sandstone.

## Story Relevance

The player will meet Sheriff Roseline here, who is searching for a runaway thief. Roseline will join the player's party and help them clear the region of evil spirits on their way to catch the thief she is after. She will then leave the party until she's locked up the thief and gotten a bit of rest.

## Color and Inspiration

The color palette of Crooklift will be shades of yellow, highlighting the color of the sandstone and the golden heart of the sheriff. Crooklift's physical features take inspiration from Mesa Verde National Park in Colorado.



Source: <https://www.outsideonline.com/adventure-travel/national-parks/62-parks-traveler-mesa-verde/>

## The Ricochet Arches

### Summary

The Ricochet Arches is a spread of desert land with thousands of massive naturally formed stone arches. The common thought in this region is that these arches look as if a giant bullet ricocheted through the land, making holes in the stone that eventually became these arches today. These arches are thought to bring inspiration to travelers who walk through them as if each is a gateway to a new mindset.

### Physical Features

The Ricochet Arches spread on for miles in every direction—giant bridges of stone formed from the difference in susceptibility to erosion between sandstone and clay along with a combination of many other geological factors.

### Story Relevance

The player will meet Luis here, a musician who's seeking inspiration out in the West. Luis will join the player's party when they discover that his music can affect evil spirits. He agrees to help them defeat the evil spirits if they help him find the inspiration he's seeking out here. He will then leave the party until he gets some rest at the Thornbank Hotel and finishes writing his new song.



Source: <https://www.travelingfoundlove.com/arches-national-park-in-one-day/>

### Color and Inspiration

The color palette of The Ricochet Arches will be shades of purple, highlighting the night and Luis's creativity. The Ricochet Arches' physical features take inspiration from Arches National Park in Utah.

## Frothrock

### Summary

Frothrock is a region of hot springs and geysers surrounded by the densest forest in the Alvada Territory. Although there is plenty of water around, few settlements have made their home here due to the overwhelming heat of the water that makes it to the surface. This region is mostly inhabited by a wide variety of wildlife, many of which are less adapted to the harsh aridity of the rest of the Alvada Territory.

### Physical Features

Lush forests and grassy plains make up most of Frothrock, although the name highlights the most interesting feature—the volcanic activity underneath that bubbles up in hot springs and geysers. Hot springs dot the landscape, the waters in the hundreds of degrees Fahrenheit—along with geysers that spray upward unpredictably at even higher temperatures. These boiling bodies of water and scalding sprays of steam are easily distinguished from the rest of the landscape by the lack of greenery.



Source: [https://en.wikipedia.org/wiki/Castle\\_Geyser](https://en.wikipedia.org/wiki/Castle_Geyser)

### Story Relevance

The player will have to guide their party through this region, helping Sheriff Roseline and Luis to work together to defeat the evil spirits who have overtaken this region. This will be the first region the player plays through with a full party of four including Grift, Ahote, Roseline, and Luis—giving the player the biggest challenge they have faced thus far as the spirits begin to possess the searing waters to attack the player and their party.

### Color and Inspiration

The color palette of Frothrock will include shades of orange to highlight the heat and danger of the region, along with the personal growth the party will undergo as all the characters learn to work together. Frothrock's physical features are inspired by Yellowstone National Park in Wyoming.



# Inkpike

## Summary

Inkpike is a large region that contains two sub-sections. The first is a lower canyon region with extremely pointed spires that jut out of the ground like needles. The second is an upper mesa region with dark, looming black mesas and hills. This region also has a railroad that travels through it, stopping at a lonesome train station in the middle of a trail from Thornbank to the deeper west.

## Pike Canyon

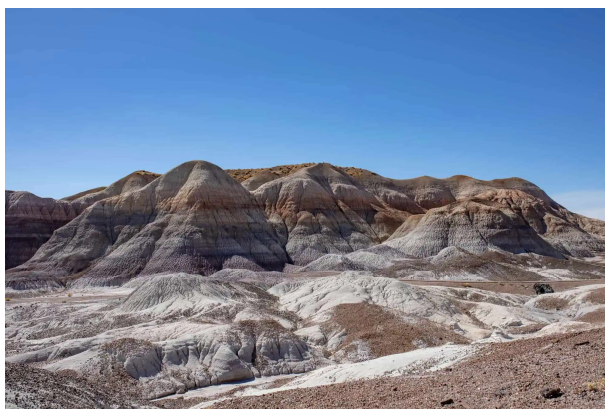
Pike Canyon is a wide canyon with many large spires and hoodoos that poke skyward like sandstone pencils. These spires and hoodoos often even appear to have melted together, forming clusters of stone that take on the appearance of a collection of melted candle.



Source: <https://www.reneeroaming.com/bryce-canyon-national-park-guide/>

## Mesa Tinta

Mesa Tinta is a vast stretch of wavy terrain comprised of monumental obsidian mesas and massive rolling blue hills, interrupted only by Pike Canyon below it. These mudstone and sandstone hills are eerily empty, the strange color of the stone seemingly driving away any wildlife from the area.



Source: <https://roamingtheamericas.com/web-stories/beautiful-views-petrified-forest-national-park/>

## Story Relevance

The player will guide their party here to free the region from evil spirits, only to find that the spirits have taken over the train transporting grain and materials further west.

Grift catches the train, only to find that his daughter, Leeshy, has followed him out here to try to help him banish the spirits. Now, the player must free the train while defending Leeshy from harm.

## Color and Inspiration

The color palette of Inkpike will consist of shades of blue to draw attention to the confidence of the player's party by this point along with the perceived fragility of Grift's daughter Leeshy. Inkpike's physical features are inspired by Bryce Canyon in Utah and Blue Mesa Trail in Arizona.

## The Lowlands

### Summary

The Lowlands is one of the most unnerving regions in the Alvada Territory. Consisting of a valley sprawling with hoodoos of varying shapes and sizes—some have called the region Spirit Valley. Each hoodoo looks as if it were a creature of some kind, frozen in stone, forsaken at the bottom of the valley. As the wind whips through the Lowlands, passing through the hoodoos, none are quite sure if what they hear is just the air, or perhaps the wailing of the spirits trapped in the stone.

### Physical Features

The Lowlands is a valley filled with hoodoos that make all sorts of different shapes. Formed through erosion of softer sandstone around more resistant layers of rock, these hoodoos make all sorts of strange shapes, often looking like mushrooms, animals, or even people.



Source: <https://www.utah.com/destinations/state-parks/goblin-valley-state-park/>

### Story Relevance

The player will guide their party through the Lowlands on the way back from the derailed train in Inkipike. Trying to get his daughter Leeshy back to safety, Grift will do everything in his power to prevent her from helping them, but she insists on sealing the portal to the spirit world along with them. This leads to the rocks collapsing beneath Leeshy's feet, dropping her into the Underworld.

### Color and Inspiration

The color palette of the Lowlands will consist of indigos, highlighting the spiritual nature and serenity of the Lowlands. The Lowlands is inspired by Goblin Valley State Park in Utah.

## Underworld

### Summary

The Underworld is a region beneath the West where many of the evil spirits have come from. This is also the region the spirits are being banished back to when defeated. Few who have entered the Underworld have been able to return.

### Physical Features

The Underworld is comprised of a strange reflection of the above world but colored strangely with contrast everywhere—neon and darkness making up most of the region. There are trees that shine brighter than lightning bugs, lakes and rivers of shimmering purples and oranges, and holes in the earth above that make up glowing stars in the ceiling of the Underworld.

### Story Relevance

Separated from her father, the player will take control of Leeshy in this region, alone except for her teddy bear who she brings to life with the power of the spirits to fight alongside her. The player will fight their way out of the spirit world in order to return Leeshy back to the Alvada Territory with her father.

### Color and Inspiration

The color palette of the Underworld will be many shades of neon colors to make the area seem strange and unnatural in comparison to all the previous monochromatic regions. The Underworld is inspired by Meow Wolf—an interactive art exhibit in New Mexico.



Source: <https://www.newmexico.org/things-to-do/arts-culture/meow-wolf/>



## The Glass Forest

### Summary

The Glass Forest is a region of sparkling petrified trees that surrounds a massive stone mound rising out of the ground hundreds of feet in the air. The calcified wood refracts the light of the sun, glimmering beautifully as the day passes. However, the stone mound in the center of The Glass Forest has been known to harbor an ill fate for any who draw near, the negative energies of the spirits converging on this point.

### Physical Features

The Glass Forest is mostly composed of collections of calcified trees—trees where the organic material was slowly replaced with various minerals over time, giving the trees a multicolored shimmer. These slices of wood now lay in the sand like sections of geodes formed from the desert.

Additionally, the stone mound in the center of The Glass Forest appears to be the largest petrified tree of all—grooves that mimic bark lining the sides of it—but the mound is darker and devoid of the same colorful shimmer that the calcified trees possess.

### Story Relevance

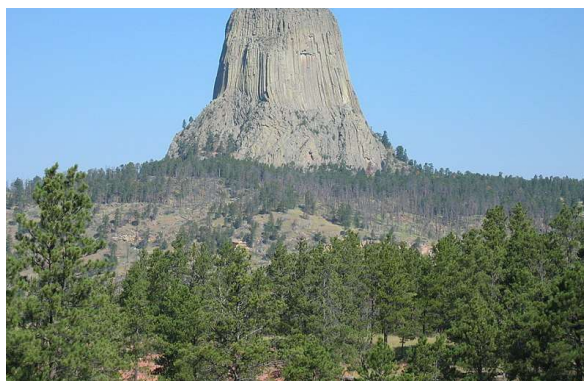
The player will find their way here to reunite Grift with his daughter Leeshy as she escapes the Underworld. Together, the entire party climbs the giant stone mound to defeat the last of the spirits and rid the West of Grift's mistake.

### Color and Inspiration

The color palette of The Glass Forest will be shades of red, signifying the gravity of the final steps of this journey. The Glass Forest is inspired by Petrified Forest National Park in Arizona and Devils Tower National Monument in Wyoming.



Source: <https://www.eastwestquest.com/petrified-forest-national-park/>



Source: [https://en.wikipedia.org/wiki/Devils\\_Tower](https://en.wikipedia.org/wiki/Devils_Tower)



# Characters

## Major Characters

### Grift Colton

#### Summary

Grift Colton is the player character—a washed up gambler who can't seem to catch a break. After being kicked out of the saloon, Grift discovers a strange deck of cards while setting up a tent in the woods. He takes a closer look at them, and as they shimmer, he can see the card faces shifting like water until they erupt in a beam of light, spirits rising out of the ground all around him.

#### Appearance

With a scraggly beard, constantly sunburnt skin, and a permanent scowl, Grift continually looks as though he just escaped a particularly frustrating sandstorm. Often, he sports an old leather hat along with a pair of overalls or jeans and a plaid shirt.



Source:  
<https://www.pinterest.com/pin/14918242510524610/>

#### Personality

Grift rarely enjoys himself, coming across as grumpy or ill-mannered to others. He seems perpetually exasperated, simultaneously tired of everyone else's shit while expecting others to deal with his. Although Grift is a smart better, he gambles far too frequently, apparently unable to shake the habit.

#### Backstory

Grift moved out west in his twenties, hoping to find riches just like everyone else. He managed to dig up some silver, making a solid chunk of change. However, the real discovery he found out West was love in a Native American girl living in Wyona, a settlement near his own. Although she was not allowed by her tribe to pursue him, Grift developed a blossoming relationship with Sakari that even led to a child they named Leeshy.

Despite this love, Sakari passed away from illness about a year after giving birth to their child. Grift entrusted the care of his daughter to Ahote, Sakari's brother, as he fell into a pit of despair. Grift had always enjoyed playing card games, but in this time of grief, he did little else but gamble away all the money he made from the silver.

#### Quote

"You're callin' me washed up? That's a compliment coming from a grody two-nosed slugface like you."

#### Story Arc

Grift starts out as a pile of self-loathing who drowns his sorrows in gambling until the Sam the barkeep eventually stops letting him sleep in the saloon. Soon, after causing damage to the West, Grift realizes that the cards that have bonded to him are the only way to banish the spirits and make the region safe for his daughter again. He begrudgingly takes up this quest, but soon reconnects with his daughter and develops a friendship with his brother-in-law, both of

which help him realize he needs to take up a more honest job and be a bigger part of his daughter's life.

### **Specialty**

Grift's specialty is giving the player more consistency. Since he is avoidant, he gets three dodges per clash instead of the usual one or two for other characters. Also, most of his attack cards are much more forgiving, allowing the player multiple attempts to hit the enemy.

This grace given to the player means that Grift will be easier to play, making the damage output more consistent, but not quite as high as other characters.

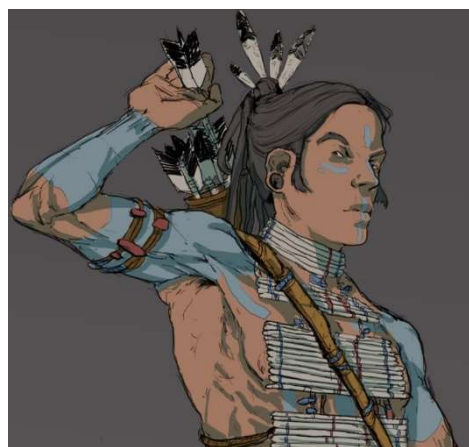
## **Ahote of the Zute Tribe**

### **Summary**

Ahote is the second character of the player's party—a stuck-up hunter and conservationist who lives in Wyona, taking care of Grift's daughter Leeshy. Ahote is Grift's brother-in-law, but never liked the grumbly ex-miner. However, Ahote would do anything to keep his sister's daughter safe.

### **Appearance**

A Native American with tan skin from so much time in the desert sun, Ahote wears self-made animal skin clothes and the occasional decorative feathers. With dark hair and piercing eyes, Ahote has an intimidating honor about him.



Source:

<https://www.artstation.com/artwork/xGB44>

### **Personality**

Although Ahote seldom smiles or laughs, he has a sense of humor derived from pointing out humorous or odd truths he faces in the world. Outside of that, Ahote has an extremely strong sense of justice and responsibility that he holds himself and everyone around him to. This leads to him often putting on a serious front around those who he commands respect from, but showing a softer side to those he cares for like Leeshy.

### **Backstory**

Born in Wyona, Ahote knew little else besides that he would eventually be chief of his tribe. When his younger sister, Sakari, went off with a settler, he heavily discouraged her, but when he saw how much she cared about this man, he eventually decided not to let his father know about the ordeal. Soon after she passed, he decided that Leeshy deserved to grow up properly in Wyona, so he took her in. Now, his father is much older, and Ahote knows that he will soon take over leadership, although this causes him quite a bit of stress.

### **Quote**

"You hardly cease to amaze. You look just as dirty after the sandstorm as before."

### **Story Arc**

Ahote begins the story by putting way too much pressure on himself and Grift to save the West. Any bit of damage taken or an attack missed is seen as a failure in his eyes. However, as time moves on, he starts to realize how much of a toll this takes on himself and the others of the party. Eventually, he realizes he needs to stop when he shouts at Leeshy, something he's never done before. He then reaches a point where an effort is good enough.

## Specialty

Ahote's specialties are multitarget attacks and healing. With only one attack attempt for most of his cards, but several dodges, Ahote can deal a large amount of damage over a wide array of enemies, provided he can back them all into a corner and spray them with his sling. He can also heal allies with increasing efficiency as the game goes on.

## Roseline Touissant

### Summary

Roseline is either the third or fourth character of the player's party—the sheriff of Thornbank who catches criminals to make the West safer for travelers. A selfless woman who puts her life on the line for the well-being of others, Roseline leaves for Crooklift to take down Bobby Lawrence, a small-time thief, just before Grift accidentally unleashes the evil spirits. When she doesn't return in a few days, the town gets a bit worried.

### Appearance

A Caribbean woman with dark skin and a bright badge, Roseline wears a sheriff's jacket and jeans with a revolver on her hip. With curly hair, a wide-brimmed hat, and thick leather boots, she has an inspirational air about her.



Source: <https://www.dolldivine.com/vintage-western>

### Personality

Despite keeping up serious appearances for her job, Roseline has a fairly bright personality, always wanting to make others around her happy. The criminals get the serious side, while the rest of the civilians who make their home in Thornbank get a reassuring smile that says that everything is going to be alright.

### Backstory

In her family's journey out west, when Roseline was only a young girl, bandits stole almost everything they had and left them for dead. Roseline's parents made sure to give her all the food and water for the remainder of the journey until they finally made it to a town called Thornbank. Sadly, Roseline's parents were too far gone, the desert taking a toll that they couldn't recover from. They passed away soon after, leaving Roseline to make a life for herself in Thornbank. Roseline swore that she'd never let anything like this happen again, training as deputy under the sheriff of Thornbank until he passed the title onto her.

### Quote

"You expect me not to laugh when you grumble about the spirits *you* let out? C'mon, Grift, lighten up."

### Story Arc

Roseline begins the story as a selfless woman who helps others to the detriment of herself. She stretches herself too thin, constantly working to make the West a safer place, ignoring her own needs. Over the course of the story, she condemns Grift's selfishness, but as she sees him grow, she notices that to get where he is, he needed to take time for himself first. Ahote also talks to her about this, telling her that she puts the needs of others over herself way

too much. She soon realizes that she needs to care for herself, otherwise she'll reach a point where she'll never be able to help anyone.

### **Specialty**

Roseline's specialty is giving the other characters more damage, attack attempts, and dodge attempts. Although she has one dodge and one attack that does a large amount of damage, the majority of her deck consists of cards that buff the other characters. As she slowly starts to reach the peak of her character arc, she will get more cards that deal high damage all on her own.

## **Luis Canek**

### **Summary**

Luis is either the third or fourth character of the player's party—a free-spirited musician from Mexico who is on a journey of self-discovery. Traveling to discover his place in the world, Luis doesn't listen to those in the town about the dangers of exploring the desert at night. Soon, he finds himself attacked by spirits when trying to pass through every one of the Ricochet Arches under the night sky in desire of the inspiration folktales promise.

### **Appearance**

A man with a medium skin tone, brown hair, and a youthful, cleanly-shaven face, Luis wears jeans and boots along with gloves and a vest over his shirt. Always wearing a guitar on his back, Luis seems to live in his own world at times, deep in thought about the state of the world.



Source:

<https://www.pinterest.com/pin/101260691594982260/>

### **Personality**

Luis tends to keep a philosophical air about him, viewing the world through the lens of a songwriter and poet. He tries his best to see the beauty in everything, although he finds himself lamenting about his lack of progress, even after traveling so many miles. Still, even with his occasionally somber attitude, he brings stories, insights, and wisdom from beyond his years.

### **Backstory**

From a young age, Luis wanted to be a musician who would travel the world and bring joy to people from all over. However, he reached a certain point where he wondered if he was doing it all for the fame and fortune that may come with it, or for the joy of music itself. This question led him to leave his family in Mexico to discover himself. However, he promised he would return with new stories and songs to share with them.

### **Quote**

"It sounds like you're still dreaming, Mr. Colton, even when you're awake."

### **Story Arc**

Early on, Luis will be very distracted, hardly caring at all for Grift's mission to defeat the spirits, but still following along for the stories their journey will bring. However, watching the personal growth of the other party members helps Luis realize that he's been too busy recording other people's stories to see his own. This emboldens Luis to put forth his full force in defeating the spirits for the good of his new friends he's met out in the West.



## Specialty

Luis' specialty is debuffing enemies so they hit less frequently and are easier to hit by the players. Stacking these debuffs on the enemies will culminate in a large amount of damage when Luis finally attacks the debuffed creature himself. These powerful hits are easier to make since, although Luis only has one dodge, he has two attack attempts for most of his cards.

## Aleshanee "Leeshy" Colton

### Summary

Leeshy is Grift Colton's daughter who lives with her uncle Ahote in Wyona. She sees how hard her dad is trying to save the West and desperately wants to help, although all the adults in her life tell her that she should give up because it's too dangerous. She soon decides to sneak into Inkipike to follow her dad and his party, and Grift only notices her after she appears on the runaway train possessed by spirits.

### Appearance

A young girl nearing her teens with mid-toned skin, bright eyes, and brown hair in pigtails, Leeshy tends to wear an animal skin dress in Wyona but has recently taken to tucking an animal skin shirt into jeans with lightweight shoes. She likes to bring her stuffed bear, Rags, with her wherever she goes.



Source:  
<https://www.pinterest.com/pin/2603712276482264/>

### Personality

Although she is quite wise for her age, others tend to mistake Leeshy for being naive because of her infectious optimism. Even without a mother and with a partially absent father, Leeshy has been able to make the most of her childhood with the help of her uncle Ahote, who has always been very kind to her. Her optimism also extends into compassion for all living things, much like how her uncle prefers to leave nature as undisturbed as possible.

### Backstory

From a young age, Leeshy has looked up to her father, even when he has been at his lowest. This is thanks to Ahote, who wanted her to see the good in Grift despite his faults. She was told stories about how her father surprised her mother with all sorts of gifts and displays of affection, a couple truly in love. Ahote told her that Grift had merely gotten too sad to go on, so she has spent every moment of her childhood trying to build up the joy her dad needs so he'll be happy again.

### Quote

"Don't worry, daddy! I'm here to save the day!"

### Story Arc

Leeshy will start out extremely positive and will put every ounce of her energy into trying to help her dad feel better. However, doing this will put herself in danger, only making him more concerned for her safety. This will all culminate when Leeshy ends up falling into the Underworld, leaving both her dad and uncle horrified at what might happen to her. While in the Underworld, Leeshy talks to Rags about how she could never make her dad happy, and by the end comes to understand that she just needs to show him love whenever she can, and he'll have to make a change in himself when he's ready.

## **Specialty**

As an end-game character, Leeshy will be able to play multiple cards per turn, introducing a powerful new mechanic where you can chain cards together for several attacks per turn. She will only have one attack attempt per card, but will have two dodges so she can avoid being hit frequently.

## **Minor Characters**

### **Samuel “Sammy” Bowie**

A wide, burly barkeep with dark skin, Sammy runs the only saloon in Thornbank. Sammy is responsible for kicking Grift out of the bar he tends to gamble in, leading to Grift discovering the cursed deck of cards that starts the whole game.

### **Elder Cha’tima**

A frail old man who leads the tribe that lives in Wyona, as well as the father of Ahote and Sakari, Elder Cha’tima shares information about how to defeat the evil spirits at the beginning of the game.

### **Deputy Cornswald**

A continually sunburnt man with white mutton chops, Deputy Cornswald has been a lawman for about as long as he’s been alive, although he never wanted to take the reigns as sheriff, always passing it down to someone he thought would fit the role better. Deputy Cornswald is responsible for letting the player know that Sheriff Touissant has gone out into the wilderness to chase a bandit and hasn’t returned for days. Although he wants nothing more than to look for her, he urges the player to go after her since he has to stick around to ensure the town stays safe from these evil spirits popping up.

### **Paola Perez**

A stout woman with charcoal hair, Paola is the innkeeper of the only surviving inn in Thornbank. She takes pride in hosting the travelers who pass through Thornbank on their way to other lands, and loves to hear about their journeys. Paola is responsible for letting the player know that a new visitor named Luis decided to wander out into the Richochet Arches at night, despite Paola’s warnings. She urges the player to go after Luis, calling Grift a “lousy lump” who “should finally do something good with his life besides that niña dulce” of his.

### **Bad Bobby Lawrence**

A young bandit who gets caught up in the evil spirits as he flees the law, Bobby is afraid of going to jail because he was always told how horrible of a place it is. Before the robbery, the town always joked that if he ever turned to crime like his rotten father did, they’d call him “Bad Bobby.”

Despite all this, he still robbed the town’s general store, taking some food after he’d lost his job at the railroad. After the crime, he fled to Crooklift where he got attacked by evil spirits. The player has to help Sheriff Touissant catch Bobby, which ends up more of a rescue mission than an arrest. This is the feat that earns the player Sheriff Touissant’s trust.

# Story Arc

## Overview

### Summary

The Story Arc Outline of *Wildcards* loosely follows the hero's journey, structured into levels—each level representing an area the player will explore in the game. This arc follows Grift, the player character, as he travels across the Alvada Territory closing Undergeysers, entrances from the spirit world to the Wild West. Along the way, the player will discover new companions who will join in Grift's quest to undo his mistake. Although the other characters will have arcs of their own, this outline will focus primarily on Grift.

### Terminology

- **Scene:** Longer scripted sequences with no combat and potential dialogue choices
- **Battle:** Sections of the game that contain battles with intermittent dialogue flavoring based on the player's choices along with smaller scenes during or in between battles.
- **Boss:** Boss battle, a much longer and more difficult battle.
- **Option:** Player choice that will affect the order in which chapters will play out.
- **Branch:** A part of the narrative that branches based on a previous player decision
- **Choice:** A player decision that can impact a branch
- **Victory:** An outcome that is dependent on player victory
- **Defeat:** An outcome that is dependent on player failure

## Level 1: Wyona

### Scene: Introduction

Grift finally gets thrown out of the Spittoon Saloon, the barkeep sick of his extremely high tab and general bothersome behavior towards other drinkers and gamblers. The barkeep tells him to find another place to sleep and Grift sets up a camp in the woods with what little he has. However, he notices a strange light in the woods at night. Investigating, Grift discovers a glowing deck of cards that unleashes evil spirits from the ground like a geyser. Horrified, Grift snags the cards and heads to Wyona to meet with Elder Cha'tima.

### Battle: The Fight to Wyona

Along the way to Wyona, Grift encounters evil spirits. These spirits act as a tutorial to teach the player the basic mechanics of the game. The player will use the cards at their disposal to help Grift defeat the spirits.

### Scene: Meeting Ahote and Leeshy

On the way to Wyona, Grift runs into Ahote who is teaching Leeshy how to gather different types of edible plants. Ahote takes Grift to Elder Cha'tima where they are told that Grift's negative energy has unsealed the Undergeysers, allowing spirits to be shot up out of the spirit world and into the Wild West. Leeshy comments about her daddy always being grumpy, and Elder Cha'tima says they must go use the cards to banish the spirits.

### Battle: Trouble in the Hitchshore Woods

Grift and Ahote begrudgingly team up to seal the Undergeyser back at Grift's makeshift camp. On the first battle with Ahote in the player's party, new cards will be revealed to the player, and Ahote will comment



Source:  
[https://www.youtube.com/watch?v=UEC\\_5Xe\\_rLg](https://www.youtube.com/watch?v=UEC_5Xe_rLg)

about the cards binding themselves to him. The player will encounter multiple battles on the way back where they will gain experience using both Grift and Ahote as a team in combat. By the end, they will seal the Undergeyser and head into Thornbank to make sure everyone is okay.

### **Scene: Missing in Thornbank**

Arriving in Thornbank, the player will soon find the deputy who explains that the sheriff left a couple days ago to find a criminal and still hasn't returned. Grift and Ahote have an exchange about this before heading further into the town to find the innkeeper sitting on her porch talking about an idiot traveler who left the inn at night to find inspiration and still hasn't returned. Grift thinks Roseline can handle herself for longer, so they should go after the traveler. Ahote thinks travelers deal with enough danger on their travels so they should go after the Sheriff. The player is given the option between going after the sheriff or the traveler.

\*For the sake of brevity, this outline will assume the player chose option 1.

## **Level 2: Crooklift [Option 1]**

### **Battle: Finding Sheriff Touissant**

Grift and Ahote travel to Crooklift to find it infested with evil spirits. They soon encounter Roseline Touissant, the sheriff of Thornbank, fending off the evil spirits with her revolver. They fight off the evil spirits, and Roseline joins their party on the condition that Grift and Ahote help her find Bobby Lawrence, the criminal she's after. During the player's first fight with her, Roseline mentions how the magic of the cards hits the spirits much harder than just her revolver on its own.

### **Boss: Big Bad Bobby**

Once they find Bobby, he is possessed by some evil spirits, and the player must use the arsenal of Grift, Ahote, and Roseline to banish the spirits from him. After the player defeats Bobby, they seal the Undergeyser and handcuff Bobby. Roseline thanks Grift and Ahote, heading back to Thornbank to deal with the criminal.



Source:  
<https://www.pinterest.com/pin/18366310973063464/>

## **Level 3: Ricochet Arches [Option 2]**

### **Battle: Finding Luis Canek**

The player travels to the Ricochet Arches. They fight enemies until they find Luis, and Luis notices the power the cards have to protect him from the spirits. However, no matter the danger, Luis insists he must stay until he finishes his song. Grift and Ahote are both annoyed but eventually decide to stay with this kid for at least another day to make sure he doesn't die.

### **Boss: Harmonica**

Eventually, after helping Grift and Ahote defeat quite a few evil spirits, Luis falls into a state of hopelessness where he begins playing his harmonica. The negative energy attracts the spirits, and they possess his harmonica, attacking the party. After the player defeats the harmonica, they seal the Undergeyser, and Luis decides to go back to town to finish his song.

## **Level 4: Frothrock**



### **Scene: New Friends**

When Grift and Ahote return to Thornbank to ensure everyone's alright, both Roseline and Luis decide to help the Grift and Ahote banish the rest of the evil spirits. They have an amusing interaction in town.

### **Battle: More Geysers**

The player guides the newly formed team to Frothrock, using all the characters' abilities together in order to defeat the evil spirits of the region. All four characters have quite a few amusing interactions that build their team dynamic over the course of the chapter—Ahote and Roseline even beginning to do some light flirting.

### **Boss: That Ain't Smoke**

As the player reaches the Undergeyser in Frothrock, the steam begins to coalesce into a spirit monster that the player must fight. After defeating the boss, the Undergeyser closes, and the group decides to celebrate their victory with a little party in Wyona.

### **Scene: Rest and Reward**

The party settles down for a relaxing night in Wyona. Leeshy comes to visit them and wants to hear all about their travels. They share stories with her and enjoy the night together.

## **Level 5: Inkipike**

### **Battle: Pike Canyon**

The player guides the party to Inkipike, using the character's new abilities gained from previous fights to defeat the tougher spirits in this region. However, they cannot find the Undergeyser down here.

### **Scene: Stinkin' Stowaway**

The player guides the party through Mesa Tinta only to find that a train that runs through the region has been hijacked. The player gets on train with everyone, only to find that Leeshy has been following them and hopped on the train too. She wants to help defeat the monsters, but everyone else is wary of letting her put herself in harms way.

### **Battle: Free-Range Train**

Everyone does their best to protect Leeshy as they fight their way through the train. The player clears the train of spirits, but during battles must ensure none of the party members reach 0 HP, otherwise the spirits will start to damage Leeshy. The player will discover the Undergeyser in the train's engine and seal it.



Source: <https://www.behance.net/gallery/16725711/Train-of-Death/modules/113960085>

## **Level 6: Lowlands**

### **Battle: Spirits in the Valley**

The player guides the party to the Lowlands, bringing along Leeshy to keep her from getting into trouble. This region seems incredibly easy, the fights often ending in one or two turns.

### **Boss: Surprise Spirit**

It doesn't take long before the player reaches the Undergeyser, ready to seal it off. However, before the player is able to seal it off, a large spirit climbs out of the Undergeyser, rumbling the very ground beneath the party's feet. The boss fight has nearly no buildup, and when the boss is near death and Grift begins to seal the Undergeyser, the spirit causes a rupture in the ground that sends Leeshy careening into the spirit world.

## **Level 7: Underworld**

### **Battle: Leeshy off her Leash**

Lost in the underworld, the player takes control of Leeshy as she tries to find her way back to the surface. In her time of need, the cards possess her stuffed bear, Rags, and she's able to use him to defend her.

### **Boss: Barely Bearable**

Eventually, the player fights Leeshy's way to an Undergeyser to make her way out, but the negative energies begin to infect her stuffed bear, Rags, and he becomes a monstrous spirit. This battle is almost impossible, leading to even the most skilled players being defeated here.

- **Defeat:** the screen goes dark, and the game moves onto Level 8.
- **Victory:** Leeshy banishes the evil spirits from her bear and reclaims him, diving into the Undergeyser to reach the surface. A sound effect plays as the screen fades to black that makes the player question Leeshy's fate as her body is consumed by the Undergeyser.



Source:  
<https://www.artstation.com/artwork/4nb2>

## **Level 8: The Glass Forest**

### **Scene: Shattered Spirits**

The game cuts back to Grift and the rest of the party back on the surface after the Undergeyser closed. Grift reaches his darkest point, not wanting to go any farther for fear of making things worse. His party members remind him that he could enter the next Undergeyser to go after her, and he shapes up to take on the next region.

### **Battle: The Calciforest**

The player guides Grift and the party to the Glass Forest, battling their way through the region. Grift is now powered with a new card that appears rarely in the player's hand but can instantly kill any group of enemies through the power of fatherhood pulsing through the cards.

### **Scene: Saving Leeshy**

The party arrives at the penultimate Undergeyser, prepared to dive in to save Leeshy, no matter the cost. Some dramatic dialogue is exchanged.

### **Boss: Unbearable [Branch: Leeshy Defeated]**

The party dives into the Undergeyser to find Leeshy unconscious with a monstrous spirit bear hovering over her body. The player is given a new attempt at fighting the possessed plush, but now with their entire arsenal of moves. Defeating Rags in this battle will decapitate the bear, banishing the spirits. Grift grabs Leeshy's unconscious body and brings her to the surface.

### **Scene: Reunited [Branch: Leeshy Defeated]**

Once back on the surface, Leeshy begins to stir, and she asks where she is. Her father comforts her, giving her a massive hug that shatters the instant-kill card Grift had in his deck during this section of the game. Ahote tends to Leeshy's wounds, and the party takes a moment to breathe before the final stretch of their journey.

### **Scene: Reunited [Branch: Leeshy Victorious]**

Leeshy suddenly pops out of the Undergeyser with her bear, Rags, in tow. A funny sound plays, instantly dispelling all tension, and all party members stare with shocked expressions. Amusing and tender dialogue ensues, and Grift gives Leeshy a massive hug, shattering the instant-kill card he had in his deck during this section of the game. The party takes a moment to breathe before the final stretch of their journey.

## **Level 9: The Devil's Tower**

### **Battle: Buildup**

The player leads the party to the base of a giant, dark stone mound in the center of the Glass Forest, a massive Undergeyser spewing from the top. The party faces stronger spirits than ever before but with the help of Leeshy as a fifth party member this time. During this battle, Leeshy's contributions allow the other party members to chain their cards together, playing multiple cards per turn.

### **Boss: Grift's Worst Enemy**

As the party reaches the top of the mound, the spirits around the fountain begin to coalesce into a shadowy form reminiscent of Grift himself. For the first time ever, a spirit begins to talk to the party. This massive shadowy mimic of Grift mocks him for being a deadbeat dad, a lowlife, and a failure. Still, the party pushes on, encouraging Grift by saying he's already proven those things wrong by taking on these spirits to begin with.

Once Shadow-Grift has reached zero health, it begins to laugh, saying it doesn't matter that it has been defeated. It will explode, destroying half the continent before the Undergeyser can even close.

**Choice:** "Call its bluff" or "I'm done gambling"

### **Scene: Ahote Raises [Branch: "Call its bluff"]**

Ahote doesn't take chances, and he knows there's only one way to ensure everyone gets out of this alive. He dives headfirst into Shadow-Grift, pushing them both into the Undergeyser as it closes. There's a resonating explosion from underground as the final Undergeyser finally closes leaving the rest of the party in shock.



Source: <https://kbhbradio.com/nws-confirms-tornado-at-devils-tower-in-august/>

### **Scene: Grift Raises [Branch: “I’m done gambling”]**

Grift decides that he’s done taking stupid chances in life and that he’s gotta finally take the reins on the few things he can control. He dives headfirst into Shadow-Grift, pushing them both into the Undergeyser as it closes. There’s a resonating explosion from underground as the final Undergeyser finally closes leaving the rest of the party in shock.

### **Scene: Leeshy Raises [Branch: Leeshy Victorious]**

Still in possession of her beloved bear, Rags, Leeshy sees the look in her two guardians’ eyes—her father and uncle both ready to give their lives to save the rest of them. Leeshy decides to send her bear into the fray, telling him to take down this nasty shadow man. Rags dives headfirst into Shadow-Grift, pushing them both into the Undergeyser as it closes. There’s a resonating explosion from underground as the final Undergeyser finally closes leaving the rest of the party in shock.

## **Endings**

### **Ending 1: Ahote’s Sacrifice**

After Ahote’s sacrifice, the rest of the party is left to mourn. The player sees them hold a memorial service for Ahote where each party member gives a speech on all the things that made him such a great man. The game fades to black at the end of Grift’s speech, saying that not a single soul in the West could rival the honor, kindness, and bravery of Ahote.

### **Ending 2: Grift’s Sacrifice**

After Grift’s sacrifice, the rest of the party is left to mourn. The player sees them hold a memorial service for Grift where each party member gives a speech on all the things that made him such a great man. The game fades to black at the end of Leeshy’s speech where she says, “He wasn’t perfect, and he was always a little grumpy, but he was my daddy. And I’m gonna miss him forever.”

### **Ending 3: Rag’s Sacrifice**

The player sees the party host a small memorial service for Rags the bear where Leeshy gives a cute speech about how he was always there for her, even in her biggest time of need. The party then have some cute interactions, and the game cuts to a scene of the party sitting around a fire talking about how glad they are that the spirits are back in the spirit world and that they can rest easy now.

In this ending, the credits will have cute scenes interspersed throughout.

- Ahote and Roseline getting married
- Luis performing in the Saloon with Grift teaching Leeshy how to play blackjack
- Roseline, Leeshy, and Grift cooking together—Grift accidentally spilling flour all over himself
- Ahote, Grift, and Leeshy going on a fishing trip
- Luis teaching Leeshy how to play a guitar that is much bigger than her
- The whole party standing in front of an old-timey camera for a picture



# Mission Script

## Characters

### Grift:

The protagonist and player character, Grift is a washed-up gambler living in his friend Sammy's bar while he tries to make a living playing cards to pay off his debt around town. Although he has a daughter and brother-in-law, some of his only family, he doesn't live with them for fear of being a bad influence on his daughter. Still, Grift is hardly a responsible individual after believing all his hard work had been for nothing when the silver mine in Thornbank had run dry, leaving the city to decay. With a tired and pessimistic outlook on life, Grift can often come across as irritated and grumpy.



### Sammy:

The barkeep in Thornbank, Sammy is continuously getting more and more tired of Grift's irresponsible gambling and the pestering of his patrons. Although he feels bad for Grift, he always does what's best of his business in the end.

Source:  
<https://www.pinterest.com/pin/489414684529106004/>

### Leeshy:

The daughter of Grift, Leeshy is a bright-eyed young girl who wants to make a difference in the lives of those around her. Living out in the beautiful green forests of Wyona with her uncle, Leeshy manages to find the joy in almost everything. Even though both her father and uncle can be grumpy at times, she always tries her best to bring smiles to their faces.



### Ahote:

The brother-in-law of Grift and son of his tribe's chief, Ahote is a hunter and conservationist living in Wyona with his niece Leeshy. While he waits on Grift to get his life together, Ahote takes care of Leeshy, teaching her the traditions of her people along with important skills for living out in the Alvida Territory. Although he may not be the kindest face, Ahote has an extremely strong sense of justice and would do anything to protect those he holds dear.



## Terminology

- **Cutscene:** A portion of the game where the movements of the characters are scripted, and the player has no control over them beside occasional dialogue prompts
- **Dialogue Box:** A box at the bottom of the screen where dialogue will appear. Since this game has no voice acting, this is where all the dialogue will appear
- **Dialogue Prompt:** A prompt the player will be given in game to choose what a character says between multiple options
- **Travel Scene:** A portion of the game where the characters walk along a path without player input. During these, the characters will exchange dialogue and will occasionally run into spirits they must fight
- **Battle Menu:** A screen that appears when the player is attacked by a spirit.
- **Clash Menu:** A miniature menu that appears after a character or spirit makes an attack in the Battle Menu. The menu shows tiny versions of the current character and the opposing spirit, giving the player control of the current character to either dodge or attack the enemy
- **Begin Cutscene:** Marks the beginning of a cutscene
- **End Cutscene:** Marks the end of a cutscene
- **Begin Travel Scene:** Marks the beginning of a travel scene
- **End Travel Scene:** Marks the end of a travel scene
- **Tutorial:** Any dialogue that appears with the name “TUTORIAL” is non-diegetic text that teaches the player how to do certain things in-game.

## Interpretation Guide

- Text within Brackets
  - If within a “TUTORIAL” dialogue prompt, merely appears in game as text.
  - Otherwise, brackets denote a choice a player has while outside of a cutscene or travel scene. For example, a player may choose to interact with a cactus they find, or they may choose to ignore it and move on
- Numbered Text
  - Any numbered text denotes a dialogue prompt choice a player may make.
  - Any highlighted text means that text has been chosen by the player for this specific excerpt.
- Dialogue
  - Dialogue that has vertical whitespace between more dialogue beneath it means that there will be a pause for the player to read this text before moving onto the next text.

WILDCARDS

-

MISSION SCRIPT EXERPT

written by

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EXT. SPITTOON SALOON - EVENING

BEGIN CUTSCENE

The camera pans over a top-down view of a Wild West town that focuses on the exterior of the Spittoon Saloon, a worn-down wooden bar with swinging double doors.

SAMMY (O.S.)  
Alright, that's the last straw.

GRIFT (O.S.)  
What do you mean?

SAMMY (O.S.)  
I mean, this is the last customer of mine you're gonna mooch off. Get outta here.

GRIFT (O.S.)  
It's to pay you back. This fella here don't mind.

SAMMY (O.S.)  
Nah, I've had enough of your horse manure. Get out.

GRIFT (O.S.)  
Sammy, I'll get your --

Sammy pushes Grift out of the saloon's door, knocking him into the dirt outside.

SAMMY  
Go find another roof to snore under. I don't want you back here anytime soon.

Dialogue Prompt

1. I've got no place to go.
2. I'll pay you back double!

GRIFT  
C'mon, Sammy. You know I don't have anyplace --

SAMMY  
You think I give half a donkey turd? Go with Ahote if you need a place so bad.

GRIFT  
You know I can't --

SAMMY  
Go take a bath, Grift. You stink.

Sammy closes the door to his saloon.

Grift stands up and dusts himself off.

GRIFT  
There goes a comfortable couch.

END CUTSCENE

EXT. THORNBANK STREET - EVENING

The player will have the option to explore the town.

[IF PLAYER INTERACTS WITH SALOON]

GRIFT  
Damn. I guess I'm sleepin' outside tonight.

[IF PLAYER INTERACTS WITH INN]

GRIFT  
Paola'd whack me with a broom if I so much as asked to stay here.

[IF PLAYER INTERACTS WITH SHERIFF'S OFFICE]

GRIFT  
I'll take a log for a pillow over a jail cot.

[IF PLAYER INTERACTS WITH GENERAL STORE]

GRIFT  
I couldn't even afford a slice of bread.

[IF PLAYER INTERACTS WITH ABANDONED BUILDING]

GRIFT  
I wish the mine'd never run out. Maybe life could've been better.



[IF PLAYER INTERACTS WITH A PLACE MORE THAN ONCE]

GRIFT

I'd best be getting out of town. It  
looks like I've lost my last friend  
here.

[IF PLAYER GOES TO THE EDGE OF TOWN]

GRIFT

Guess I'd better get to work, or I'm  
gonna be sleepin' in the cold tonight

EXT. HITCHSHORE WOODS - NIGHT

BEGIN CUTSCENE

Grift appears in the darkness, striking a flint and steel  
together, causing sparks until his fire comes to life.

GRIFT

Ahh, that'll do it.

Grift lies down, his head leaning on a log. He begins to snore,  
and the screen fades to black.

A strange sound jostles Grift awake, and he looks around.

GRIFT

What in the Tarnation was that?

Grift rubs his eyes and stands up

END CUTSCENE

The player has the freedom to roam the woods, but invisible  
barriers prevent them from going too far left, up, or down.

If the player walks right just a bit, they'll notice a strange  
light coming from the side.

GRIFT

Is someone out here?

As the player walks closer, a strange pulsating sound gets  
louder, and the light gets brighter.

GRIFT

Hello?

If anybody's out there, could you try  
to keep it down?

I'm tryin' to sleep here.

The player reaches a glowing object on the ground.

BEGIN CUTSCENE

GRIFT

A glowing rectangle...

That definitely doesn't belong in the  
woods.

Grift looks around, in all directions.

GRIFT

Hello?

Did somebody drop this?

Grift waits for a moment, but he hears nothing but the ambience  
of the woods.

GRIFT

What is this thing?

END CUTSCENE

The player will walk up to the object and interact with it,  
causing a sudden sound effect and a flash of light

BEGIN CUTSCENE

GRIFT

Wh--

The object flies off the ground and separates into a bunch of  
floating playing cards that begin to circle around Grift.

GRIFT

Cards?

The ground begins to rumble as the cards spin faster and faster.

GRIFT

!!!

The screen fades to white.

Grift stands up, dazed, looking around.

GRIFT

What kind of a dream was that?

Grift turns around to see a massive magical geyser spilling out of the forest floor. He jumps backward in surprise.

Spirits begin to fly out of the geyser, coiling up through the air, and Grift jumps back again.

GRIFT

Maybe I need to stop drinking so much.

...

Actually, I'm thinking I should probably ask Ahote about this.

More spirits start pouring out of the geyser, and Grift jumps backward, running off-screen.

END CUTSCENE

The player is given a map they can traverse. A new path opens up to Wyona. The player will walk over to this spot and enter it

BEGIN TRAVEL SCENE

The screen shows Grift walking from left to right through the woods

GRIFT

Ahote and his dad better know what's going on with these ghosts.

Suddenly, a spirit shows up in Grift's path and attacks him, sending the player into the Battle Menu.

GRIFT

Get out of my way, ghost.

END TRAVEL SCENE

The spirit attacks Grift, sending the player into the Clash Menu where the game is paused and tutorial text appears.

#### TUTORIAL

Run from the ghost with [WASD]  
Dodge the spirit's attacks with  
[SPACE].

An arrow appears, pointing to dodge icons on the top left of the Clash Menu.

#### TUTORIAL

The number of dodges is shown here.

An arrow appears, pointing to attack icons on the top right of the screen.

#### TUTORIAL

The number of attack attempts the  
spirit has is shown here.

An arrow appears, pointing to a timer on the top of the screen.

#### TUTORIAL

Evade the spirit until either they run  
out of time, or they run out of  
attacks.

The game unpauses.

Once Grift is either hit, the spirit misses its attack, or the spirit's timer runs out, the menu collapses.

#### GRIFT

Leave me alone, you spectral shit!

The magical cards float out of Grift's pocket, and Grift looks shocked as they appear on the screen, revealing Grift's abilities.

The player is dealt three ability cards

1. Elbow
2. Elbow
3. Hunting Knife

The game is paused and tutorial text appears

An arrow points to an "Elbow" card.

## TUTORIAL

The number "5" at the top of the card means that you have **five seconds** to hit the enemy with your attack before you run out of time.

The red slash shows that you only have on **potential hit** you can make with this attack.

An arrow points to the "Hunting Knife" card

## TUTORIAL

However, the Hunting Knife has a red slash and a black one. This means that you have only one **potential hit**, but two **attempts**.

So, you have two attempts to hit, but if you hit even once, the clash will end in success, and the enemy will take damage.

The game unpauses.

When the player chooses a card, the Clash Menu appears, showing that the player is on a timer to hit the spirit and either 1 or 2 attack attempts depending on whether they chose Elbow or Hunting Knife.

If the player succeeds in hitting the spirit, the ghost loses a third of its health.

If not, the spirit takes its turn, and the player has to dodge again.

This continues until the player defeats the spirit

## GRIFT

Take that!

The spirit begins to fade away, drifting into the ground.

## GRIFT

Huh, Poker beats poltergeists.

Good to know.



BEGIN TRAVEL SCENE

The Battle Menu closes, showing Grift walking from left to right through the woods again.

Grift walks for a bit.

GRIFT

Wyona shouldn't be far, now.

END TRAVEL SCENE

BEGIN CUTSCENE

Tiny text appears in the dialogue box that's almost unreadable.

GRIFT

What's that?

Grift walks closer to the noise, and the tiny text continues to grow larger as the player gets closer.

Grift steps on a twig, and the dialogue box disappears.

Grift walks closer to find a clearing with a berry bush in the center.

GRIFT

Hello?

I need to talk Ahote of the Zute Tribe.

...

It's urgent.

A bush rustles to the right, then a bush rustles to the left.

Leeshy dives out of the bushes, tackling Grift to the ground.

LEESHY

Daddy!!!

GRIFT

Leeshy?

LEESHY

I missed you!!!

Grift lies on the ground in surprise as Leeshy gives him a hug.

GRIFT

Hey there, Sunflower. You really snuck up on me there.

LEESHY

Yeah! Uncle Ahote's been teaching me all sorts of things.

Oh! Oh! You wanna see?

Leeshy stands up, pulling a bag out.

LEESHY

Look, Daddy! Huckleberries!

Grift chuckles, ruffling Leeshy's hair

GRIFT

You're a little huckleberry.

Leeshy laughs, putting away her bag.

AHOTE (O.S.)

Leeshy!

Ahote comes out of the woods

AHOTE

What have I told you about running off?

LEESHY

You said never do it.

But "never" never means never, does it?  
Right, Daddy?

GRIFT

I'd actually side with your uncle on this one, Leesh. Hey, Ahote.

AHOTE

Grift.

What brings you out to Wyona?

GRIFT

That's a bit of a long story, truth be told.

...

Or maybe not so long, but definitely strange.

I actually need to speak with your dad.

LEESHY

You came to see grandpa?

AHOTE

If it's about getting you a place in Wyona, we have already been through this.

GRIFT

No, Ahote. I found somethin' weird in the woods.

Grift pulls out the cursed deck of cards, and they emit a slight glow.

GRIFT

Somethin' to do with ghosts or somethin'.

AHOTE

Are those...

Playing cards?

LEESHY

Woah! Did you get MAGIC cards to finally teach me poker??

GRIFT

I wish, Sunflower. These cards opened up a geyser in the ground, and about a million ghosts spouted from it like a herd of thirsty cattle to the watering hole.

LEESHY

WOAHHHHH

AHOTE

Interesting. Are you certain you were  
not intoxicated at the time?

Grift sighs.

GRIFT

Yeah, Ahote, I'm sure. Sammy finally  
got sick of me.

AHOTE

Are these spirits after you now?

GRIFT

No, not now.

Well, I did fight one on the way here.

AHOTE

Let us get to the safety of Wyona,  
then. Come, Leeshy.

Ahote heads into the trees with Leeshy following close behind.

LEESHY

C'mon, Daddy!

GRIFT

Alright, don't run off too quick, now.

Grift follows the two of them into the woods.

END CUTSCENE